MAX32620 Rev C

User Guide

AN6242; Rev 2; 02/17

maxim integrated™

Contents

1 Disclaimer and Revision History

Disclaimer

LIFE SUPPORT POLICY

MAXIM'S PRODUCTS ARE NOT DESIGNED, INTENDED OR AUTHORIZED FOR USE AS CRITICAL COMPONENTS IN LIFE SUPPORT, LIFE SUSTAINING, DEVICES OR SYSTEMS OR APPLICATIONS, INCLUDING BUT NOT LIMITED TO, NUCLEAR, TRANSPORTATION OPERATING SYSTEMS, IN WHICH THE FAILURE OF SUCH GOODS COULD REASONABLY BE EXPECTED TO RESULT IN PERSONAL INJURY, LOSS OF LIFE OR SEVERE PROPERTY OR ENVIRONMENTAL DAMAGE WITHOUT THE EXPRESS PRIOR WRITTEN APPROVAL OF THE PRESIDENT AND GENERAL COUNSEL OF MAXIM INTEGRATED PRODUCTS, INC.

As used herein

Life support, life sustaining devices or systems are devices which (a) are intended for surgical implant into the body, or (b) support or sustain life and whose failure to perform when properly used in accordance with instructions for use provided in the labeling can be reasonably expected to result in a significant injury to the user. A critical component is any component in a life support device or system whose failure to perform can be reasonably expected to cause the failure of the life support device or system or to affect its safety or effectiveness.

Document Disclaimer

Revision History

Version	Changes	Date
0	Release to web for MAX32620 Rev A4.	01-11-2016
1	Release to web for MAX32620 Rev C.	10-31-2016
2	Release to web for MAX32620L flash memory variants.	02-17-2017

2 Overview

Introduction

The **MAX32620** User Guide is targeted to hardware, embedded firmware and application developers. This guide provides information on how to use and configure the **MAX32620**, **MAX32620L** and **MAX32621** memory, peripherals and registers. For ordering information, complete feature sets, package information, and electrical specifications, refer to the **MAX32620**/**MAX32621** data sheet.

Related Documents

- ARM Cortex-M4F Technical Reference Manual available from www.arm.com
- **MAX32620**/**MAX32621** data sheet
- See the product page for additional device information and links to available design resources; these may include items such as evaluation kits, reference designs, application notes, and device errata.

Devices Covered by This Guide

This User Guide covers functionality common to the **MAX32620**, the **MAX32620L** and **MAX32621** devices. For simplicity's sake, when the device being used is referred to in the text, it is referred to as **MAX32620**, even though the text applies equally well to the **MAX32620L** and **MAX32621**.

The following functionality is specific to the **MAX32621** only and is not covered in this guide:

- MAA modular arithmetic accelerator
- PRNG pseudo-random number generator

For details on the above **MAX32621** specific topics, refer to the User Guide Supplement document for the **MAX32621**.

The **MAX32620L** is a reduced flash memory version of the **MAX32620**. The **MAX32620L** includes 1MB onboard flash memory while the **MAX32620** includes 2MB onboard flash memory. All details referenced using **MAX32620** apply to the **MAX32620L**, unless specifics are noted using **MAX32620L**.

Key Device Features

The **MAX32620** is a low-power, mixed signal microcontroller based on the 32-bit RISC ARM Cortex-M4F (M4 plus Floating Point Unit) CPU core with a maximum operating frequency of 96MHz.

Application code runs from an onboard internal flash memory of **2MB** or **1MB**, with a 256KB SRAM available for general application use. An 8KB instruction cache improves execution throughput, and a transparent code scrambling scheme is used to protect customer intellectual property residing in the internal flash memory.

Additionally, a SPI Execute In Place (XIP) external memory interface allows application code and data (up to 16MB) to be accessed from an external SPI memory device.

Four separate low-power operating modes - LP0:STOP, LP1:STANDBY, LP2:PMU, and LP3:RUN - allow the application to dynamically balance system power consumption against required processing capacity during different stages of operation. In the LP0:STOP and LP1:STANDBY modes, the CPU is in Deep Sleep mode (as defined in the ARM Cortex-M4 Devices Generic User Guide) and can be awakened (returning the system to LP3:RUN) by an enabled system wakeup event. In the LP2:PMU mode, the CPU is in Sleep mode, and can be awakened by an enabled NVIC interrupt request. In LP3:RUN, the CPU is actively executing application code. Refer to the device datasheet for details on power consumption under different low-power operating modes and peripheral configurations.

The **MAX32620** includes a 10-bit sigma-delta ADC with a multiplexer front end for four external input channels (two of which are 5.5V tolerant) and six internal channels. Dedicated divided supply input channels allow direct monitoring of onboard power supplies V_{DD12}, V_{DD18}, V_{DDB}, V_{RTC}, V_{DDIO} and V_{DDIOH} by the ADC. Built in limit monitors allow converted input samples from any channel to be compared against user-configurable high and low limits, with an option to trigger an interrupt and wake the CPU from the LP2:PMU low power mode if attention is required.

The **MAX32620** includes a wide variety of communications and interface peripherals, including a USB 2.0 slave interface, three master SPI interfaces, one SPI slave interface, four UART interfaces with hardware flow control and multi-drop support, three master I2c interfaces, a 1-Wire® master interface, and a slave I2c interface.

Sixteen independent pulse train engines allow hardware generation of square wave outputs or application-defined (from 2 to 32 bits in length) repeating waveform outputs on any GPIO pin. The application-defined waveforms from one or more pulse train engines can be synchronized, and each pulse train engine can be set to output its repeating waveform either indefinitely or for a number of iterations given by a loop counter. Any of the sixteen pulse train engines can be configured to begin generating its waveform when another pulse train engine reaches the end of its loop count, allowing pulse train output patterns to be chained back-to-back if needed.

Standard debug port functionality (using the JTAG or Serial-Wire Debug interfaces) is implemented to assist with application development.

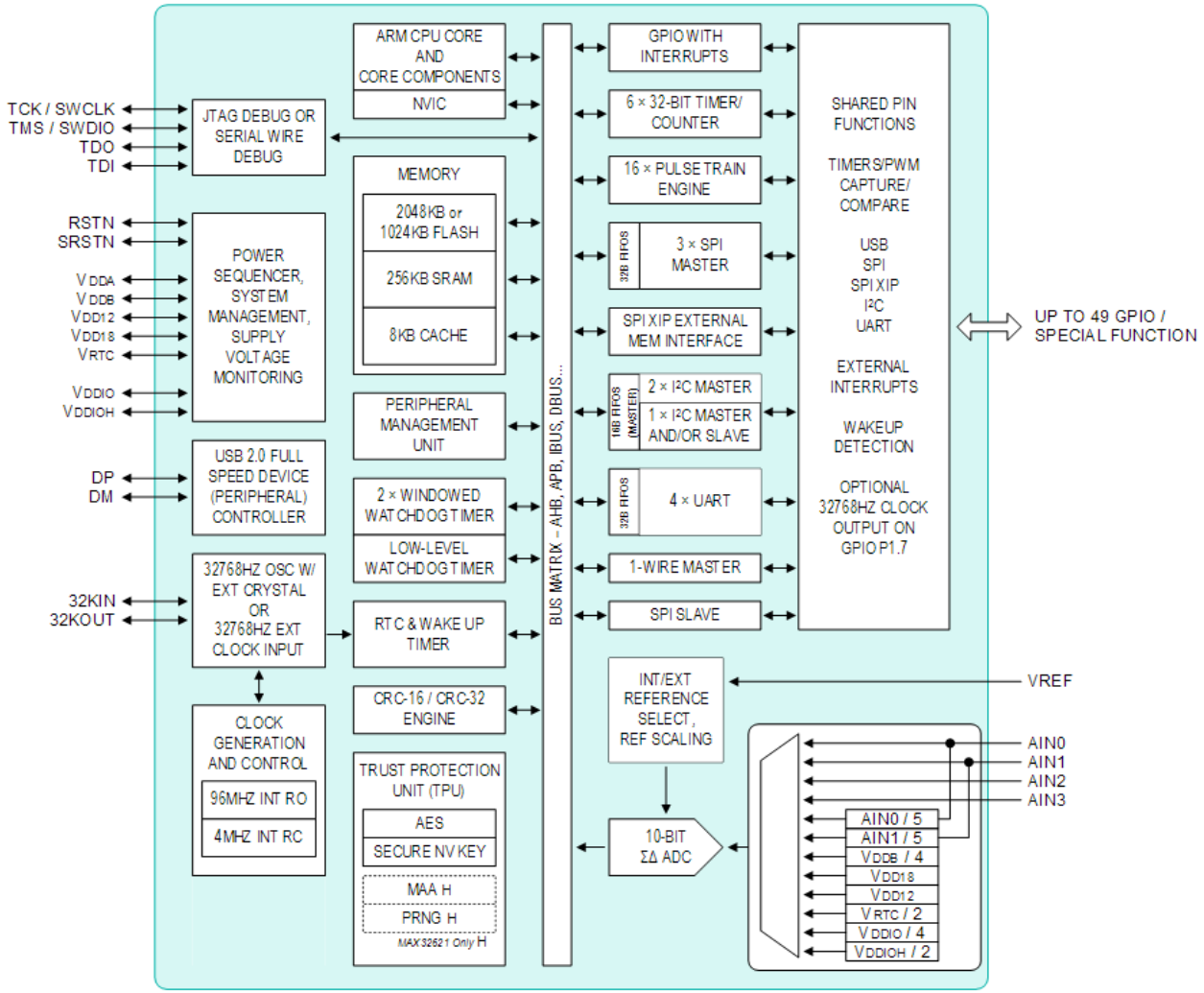


Figure 2.1: MAX32620C Block Diagram

2.1 Core and Architecture

32-bit RISC ARM Cortex-M4F (M4 plus Floating Point Unit) Core

The **MAX32620** is based on the ARM Cortex-M4F 32-bit RISC CPU, which implements the ARMv7E-M architectural profile. The implementation of the ARM Cortex-M4F core used in the **MAX32620** is targeted for a maximum operating frequency of 96MHz and provides the following features.

- 32-bit data path with mixed 16-bit and 32-bit instructions (Thumb-2 instruction set)
- Single cycle multiply-accumulate (MAC) with 16/32-bit multiply operations and 32/64-bit accumulate operations
- DSP extensions include hardware division operation (2-12 cycles)
- Extended data processing instructions for SIMD (single instruction multiple data) operations, with dual 16-bit and quad 8-bit operations
- Single precision Floating Point Unit (FPU) extension for floating point arithmetic (IEEE^{SM} 754 compliant)
- Memory Protection Unit (MPU) for RTOS support
- Nested vectored interrupt controller (NVIC) with multiple interrupt priority levels and nested interrupt support
- Byte addressable memory space (accessed using 32-bit pointers), shared by code memory, data memory, and peripheral registers
- Low power, highly energy efficient core reduces power consumption
- Built-in debug functionality with JTAG port and Serial-Wire (SW) Debug interface (connects to internal Debug Access Port)
- Power saving Sleep and Deep Sleep modes

2.1.1 Core Parameters

When the ARM Cortex-M4F core is included in a design, values must be selected for configurable parameters in the core. For the **MAX32620** design, key ARM Cortex-M4F core configuration parameters are shown below.

Parameter	Value	Description
NUM_IRQ	64	The NVIC on this device is configured to support a maximum of 64 device-specific interrupt vectors. Not all of these vectors are used on the device.
LVL_WIDTH	3	Specifies the number of bits of interrupt priority levels supported. This device uses a width of three, which means there are eight interrupt priority levels supported.
MPU_PRESENT	1	The MPU (memory protection unit) is included on this device, with 8 protection regions defined.
BB_PRESENT	1	Bit-banding (memory mapped bit) operations are supported on this device.
DEBUG_LVL	3	Full debug with data matching. All debug functionality is present including data matching for watchpoint generation.
TRACE_LVL	0	No trace functionality included. ITM, TPIU, ETM and HTM are not present.
RESET_ALL_REGS	1	CPU core registers are set to a known state when the device exits reset.
JTAG_PRESENT	1	This device implements the JTAG Debug Access Port.
CLKGATE_PRESENT	1	Architectural gates are included to minimize dynamic power dissipation.
FPU_PRESENT	1	This device includes Floating Point Unit (FPU) functionality.

2.1.2 Generic Memory Map

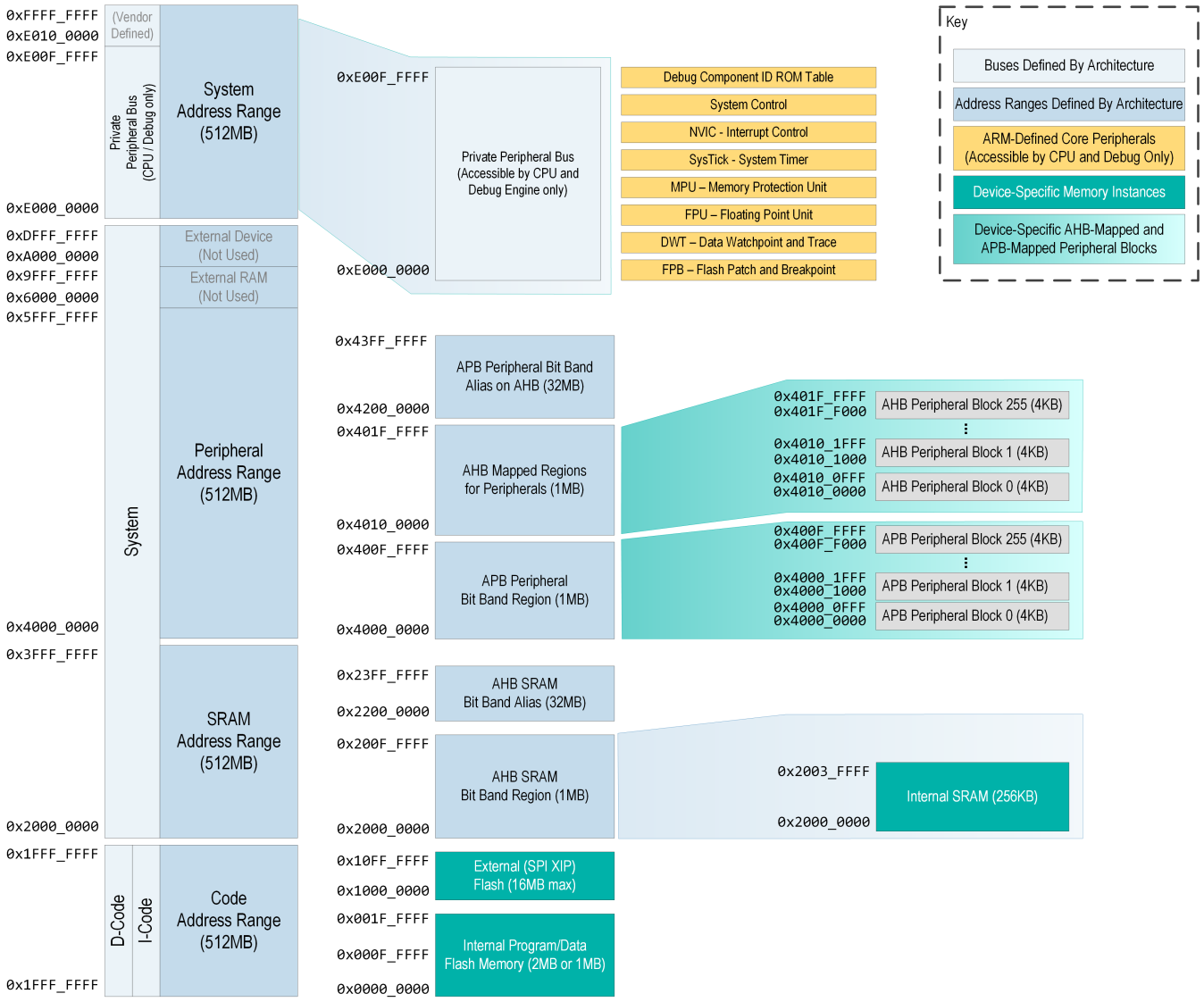


Figure 2.2: Memory Map

2.1.3 AHB Buses

The standard ARM Advanced High Performance Bus (AHB-Lite version) is used for several different system bus masters on the **MAX32620**. All buses are 32 bits in width.

- **I-Code**: Performs instruction fetches from internal code memory regions. On the **MAX32620**, instruction fetches from internal flash memory (and external SPI XIP memory if enabled) can be cached to improve execution throughput.
- **D-Code**: Performs data fetches from internal flash memory (and external SPI XIP memory if enabled); this includes literal local constant fetches. These data fetches cannot be cached, unlike instruction code fetches.
- **System**: Performs instruction fetch, data read/write and bit band operations on internal SRAM, and data read/write (including bit band) operations on peripherals. Instruction and data fetches on the System bus cannot be cached. Bit band remapping is performed for data accesses to internal SRAM only; instruction fetches are not affected by bit band aliasing.

Note Bit band operations are translated internally by the CPU into a read-modify-write sequence, and so only the CPU and the debug port can read or write to locations using the bit banding function. The bit banding alias areas, although they are shown on the memory map, do not exist as separate logical mapped areas, and so they cannot be accessed by other AHB masters (such as the PMU) since they do not exist at this layer.

Peripherals which require higher speed access for large data transfers have control/buffer interfaces mapped to the AHB bus in the region from address `0x4010_0000` to `0x401F_FFFF`. These AHB interface regions are designed to allow more rapid data transfer directly through the AHB bus, without having to go through the AHB-to-APB bridge. Unlike the peripheral registers (which are accessed through the AHB-to-APB bridge), an AHB interface region for a peripheral may be accessed in 8-bit, 16-bit, or 32-bit memory widths, if the peripheral supports this. Peripherals using this type of interface include SPI master, I2c master, UART, ADC, AES, CRC, and USB.

2.1.4 APB Buses

The majority of the digital and analog peripherals on the **MAX32620** are controlled by registers that are memory mapped into the standard Peripheral region, from address `0x4000_0000` to `0x400F_FFFF` (in the bit banding enabled region). These peripherals are connected to the CPU core using a lower-speed APB peripheral bus (connected to the System AHB-Lite bus through an AHB-to-APB bridge). This improves overall system performance by reducing the amount of time that the AHB spends waiting for slower peripherals to complete register read or write operations.

Note The APB bus supports 32-bit width access only. All access to the APB peripheral register area (from `0x4000_0000` to `0x400F_FFFF`) *must* be 32-bit width only with 32-bit (4 byte) alignment. Access using 8-bit or 16-bit width to this memory region is not supported and will result in an AHB memory fault exception (returned by the AHB-to-APB bridge interface). Bit band operations in Peripheral space are not affected by this restriction, because the CPU translates these accesses into 32-bit read or read-modify-write operations.

2.1.5 Private Peripheral Bus (CPU Core Internal)

The Private Peripheral Bus (PPB), which includes both AHB and APB segments, is a dedicated bus internal to the ARM CPU core. This bus is accessible by the CPU and debug port only; it cannot be accessed by other AHB masters such as the Peripheral Management Unit.

The PPB provides access to a number of ARM Cortex-M4F core components:

- ROM table containing component and device identification for use by the debugger
- System Control registers
- NVIC (Interrupt control)
- System Timer (SysTick)
- Memory Protection Unit (MPU)
- Floating Point Unit (FPU)
- Data Watchpoint and Trace (DWT)
- Flash Patch and Breakpoint (FPB)

Note The **MAX32620** does not support trace functionality, which means that the DWT component is used for watchpoints only in this implementation.

For more information on these core components, refer to the ARM technical documentation for the ARM Cortex-M4F.

There is an additional External PPB (private peripheral bus) which is a 32-bit bus based on the APB (Advanced Peripheral Bus) standard. It is intended for adding components to the private peripheral bus area which are not intended for general application use, since privileged operating mode is required to access this area. The **MAX32620** does not map any additional components to this bus area.

2.1.6 Nested Vectored Interrupt Controller (NVIC)

The **MAX32620** includes the standard Nested Vectored Interrupt Controller (NVIC) as implemented for the ARM Cortex-M4F core. The NVIC supports high speed, deterministic interrupt response, interrupt masking and multiple interrupt sources. External interrupts support rising or falling edge trigger mode, as well as level triggered mode.

With the core instantiation parameters given above, the NVIC supports a maximum of 64 device-specific interrupt vectors. The **MAX32620** uses interrupt vectors 0 to 41. Programmable interrupt priority is supported, allowing up to eight priority levels to be used (3-bit width for priority field).

Note Some device-specific interrupt vectors may include more than one potential interrupt source, and certain device-specific interrupt vectors in the range 0 .. 41 may be reserved. Refer to the Interrupt Vector Table section for more details.

2.1.7 Debug

The **MAX32620** includes the standard JTAG debug engine as implemented for the ARM Cortex-M4F core. The JTAG TAP interface is supported, along with the reduced-pin-count Serial-Wire Debug Interface.

There are two JTAG TAP device addresses for the **MAX32620**. The address for the ARM Debug, first in the JTAG chain, is `0x4BA0_0477`; the address for the Maxim Test JTAG, second in the JTAG chain, is `0x07F6_7197`. The Maxim Test JTAG is intended for Maxim internal testing and characterization purposes only. It is mentioned here only to avoid confusion between it and the ARM Debug JTAG TAP, and also for reference in the event that both JTAG TAPs in the chain need to be bypassed.

> **Note** Security restrictions enforced on the Maxim Test JTAG are similar to those enforced on the ARM Debug JTAG interface. If debug access is locked out due to security settings, the ability of the Maxim Test JTAG to access internal device memory and peripheral registers will be locked out as well.

Standard features supported by the ARM debug engine include the ability to set up to six instruction breakpoints (as well as two data literal breakpoints and four data watchpoints), access memory areas and peripheral registers even when the CPU is running, and pause or reset the CPU. When the CPU is in the paused state, instructions may be executed in single-step mode.

> **Note** The debug engine is coupled to the CPU only for clocking and reset purposes. If the debug engine pauses the CPU, this does not pause other peripherals and functions on the **MAX32620**, which will continue to operate normally.

2.1.8 Trace

The **MAX32620** does not support application tracing or trace port functionality.

2.2 Power Supplies and Modes

2.2.1 Supply Voltages

The following digital and analog supply voltages are used by the **MAX32620**. These are typically provided by an external power management IC (PMIC). The **MAX32620** does not include internal regulators to derive lower-voltage external supplies from higher-voltage external power supplies; this functionality (along with battery supply management and battery charging functions) is intended to be provided by the companion PMIC device.

> **Note** One exception is the internal retention regulator; however, this regulator is limited to certain predefined uses relating to device state retention during LP1:STANDBY. It cannot be used to replace any of the main external power supplies while the device is in the active modes LP2:PMU or LP3:RUN.

2.2.2 V_{DD18} (Nominal 1.8V) Digital Power Supply

This digital power supply is used to power the internal flash memory, comparators used for power supply monitoring, the two relaxation oscillators on the **MAX32620**, and certain power management and monitoring functions.

2.2.3 V_{DDIO} (1.8V to 3.6V) I/O Power Supply

This digital power supply is used by default to power the I/O drive circuitry for all GPIO pins on the device. GPIO pins can be switched on an individual basis between V_{DDIO} and the alternate GPIO supply V_{DDIOH}.

2.2.4 V_{DDIOH} (1.8V to 3.6V) I/O Power Supply

This digital power supply can be used as an alternate power source for the I/O drive circuitry for one or more GPIO pins on the device. The use of the V_{DDIOH} power supply is optional, but if used, V_{DDIOH} must be equal to or higher than V_{DDIO}. GPIO pins can be switched on an individual basis between V_{DDIO} and the alternate GPIO supply V_{DDIOH}.

2.2.5 V_{DD12} (Nominal 1.2V) Digital Power Supply

This digital power supply is used to power most of the digital logic on the **MAX32620**, including the CPU core, flash memory, SRAM, the 4MHz RC oscillator, and digital peripherals. This is also the default power source used by the retention regulator.

2.2.6 V_{RTC} (Nominal 1.8V) RTC Power Supply

This power supply is used to maintain functions on the **MAX32620** that must continue operating under all power management modes. It is used to power the 32.768kHz RTC oscillator, the 8kHz nanoring oscillator, and 'always-on' functions including the Real Time Clock, the power sequencer, and power management functions including the retention controller.

If the V_{RTC} supply drops below the VRTC POR level, all registers and functions on the entire device will be reset, including the Real Time Clock and power sequencer.

2.2.7 V_{DDA} (Nominal 1.8V) Analog Power Supply

This power supply is used by analog functions included in the ADC and analog front end. These analog functions include the ADC itself, analog input multiplexing, internal reference generation, and internal/external reference selection. The V_{DDA} supply is also used by some power management functions and to generate internal comparison reference levels used for power supply monitoring. For this reason, V_{DDA} must always be powered, even if the ADC is not being used by the application.

2.2.8 V_{DDB} (Nominal 3.3V) USB Power Supply

This power supply (used by the USB PHY and related functions) must be provided at the V_{DDB} pin since the **MAX32620** does not include an internal USB supply regulator.

2.2.9 Low-Power Modes

The **MAX32620** supports 4 major power modes which are user configurable to application specific needs. State-specific configuration details are stored in always on power domain registers that are continuously powered across all modes of operation. Firmware-controlled power gating and hardware-controlled clock gating of peripherals allow designers to optimize system power consumption. The 4 power modes supported are LP0:STOP (with or without RTC), LP1:STANDBY (with data retention), LP2:PMU (ARM asleep) and LP3:RUN (ARM active).

For more details on the low-power modes, refer to the Power Ecosystem and Operating Modes section.

2.2.10 Power Supply Monitoring

The **MAX32620** includes a set of supply voltage monitors which compare power supply levels on the device against predefined reset thresholds. Depending on application requirements, these supply voltage monitors can be configured to trigger interrupts when a power supply failure is detected, or the power supply status can simply be monitored by application firmware using SVM event status bits. For certain power supplies, the power sequencer can be configured to trigger a Power-On Reset for the entire system when a power supply failure is detected.

For more details, refer to the Power Ecosystem and Operating Modes section.

2.3 Clock Sources

2.3.1 Internal 96MHz Relaxation Oscillator

The **MAX32620** includes a high-frequency internal relaxation oscillator designed to operate at a nominal frequency of 96MHz. The output of this relaxation oscillator is the default primary system clock source for most digital logic on the device.

The **MAX32620** does not support operation from an external high-frequency crystal.

2.3.2 Internal 4MHz RC Oscillator

For applications or situations where less processing power is needed, the **MAX32620** provides an 4MHz internal RC oscillator which can be used as an alternate primary clock source. When the 4MHz RC oscillator mode is enabled, the 4MHz oscillator output is used as the primary clock source, instead of the 96MHz internal relaxation oscillator output.

2.3.3 Internal 44MHz Relaxation Oscillator (Crypto Oscillator)

A secondary high-frequency internal relaxation oscillator, targeted to run at a nominal frequency of 44MHz, is also available. This internal relaxation oscillator is also known as the Crypto Oscillator. The output of this relaxation oscillator is used as a secondary timing source for cryptographic functions in the TPU including the PRNG (**MAX32621** only), the AES engine, and the MAA (**MAX32621** only). This increases security and makes certain types of timing-based attacks and power-analysis-based attacks against the TPU more difficult, due to the fact that certain internal cryptographic operations are driven by this secondary, non-observable clock.

The Crypto Oscillator cannot be used as a primary system clock source; it is reserved for use by TPU functions only.

2.3.4 RTC 32768Hz Crystal Oscillator

The **MAX32620** includes a 32768Hz crystal oscillator circuit, which requires an external 32.768kHz crystal to be connected between the 32KIN and 32KOUT pins as detailed in the **MAX32620** datasheet. This oscillator is used to generate the 32768Hz clock which is used by the Real Time Clock.

An external clock source may also be used in place of the 32768Hz crystal oscillator. When using this configuration, the 32.768kHz crystal is not used. Instead, the external clock source (which must meet the electrical/timing requirements given in the datasheet) is connected to the 32KIN pin, and the 32KOUT pin is left unconnected.

The 32768Hz clock is required in order to meet USB timing standards, because this clock is used for internal frequency calibration of the 96MHz relaxation oscillator. This means that if the application will be using the USB interface, either a 32.768kHz external crystal must be installed between the 32KIN and 32KOUT pins, or a 32.768kHz external clock source must be connected to the 32KIN pin. As detailed in the **MAX32620** datasheet, when a 32.768kHz external clock source is connected to the 32KIN pin, the 32KOUT pin must be left unconnected.

When the crystal oscillator is running, the 32768Hz output clock can optionally be driven to port pin P1.7. Refer to Enabling 32768Hz Oscillator Output on P1.7 for details.

2.4 Memory

All memory regions on the **MAX32620** (including memory-mapped register areas) are implemented in little-endian format.

2.4.1 Internal Flash Memory

The **MAX32620** includes 2MB (512K x 32 bits) and the **MAX32620L** includes 1MB (256K x 32 bits) of internal flash memory. This internal flash memory may be used to store application program code as well as constant static data used by application code. Locations in the internal flash memory are programmed one doubleword (32 bits) at a time. Once an internal flash memory location has been programmed, it must be erased before it can be reprogrammed to a different value.

The internal flash is divided into 256 (**MAX32620**) and 128 (**MAX32620L**) pages of 8KB (2048 x 32 bits) each. When erasing data in internal flash memory, it is not possible to erase a single doubleword (32-bit) location independently. Instead, the flash contents may be erased either by erasing a single flash memory page at a time (page erase), or by erasing the entire internal flash memory at once (mass erase). Erased (blank) locations in the internal flash memory will always read as all ones (value `0xFFFF_FFFF`).

Modifications to the flash memory array (either program or erase operations) are handled by the Flash Controller (FLC).

For read access, the internal flash memory is mapped into the standard code/data space region beginning at address `0x0000_0000`. The internal flash memory is accessed via the AHB, and so 8-bit, 16-bit and 32-bit read access widths are supported.

The beginning of internal flash memory (starting at address `0x0000_0000`) is also the default location for the ARM exception/interrupt vector table. Since this table contains initialization information (such as the reset vector address) which is required for the system to properly initialize, this table must be loaded into the internal flash memory in order for the **MAX32620** to execute any application code.

2.4.2 8KB Instruction Cache

The 8KB (2048 x 32 bits) instruction cache is used to store CPU instructions that have been recently fetched from locations in the internal flash memory (or external SPI XIP memory, if enabled). By avoiding repeated refetches of frequently accessed code, the instruction cache helps to improve execution throughput. Instruction fetches from the ARM CPU are handled by the instruction cache, which either returns the previously cached instructions (cache hit), or fetches the requested data from the internal flash (cache miss) and stores it for future access. Fetches between the instruction cache and the internal flash memory go through the code descrambler, so that the content stored in the instruction cache has already been descrambled. If the external SPI XIP flash memory interface is being used, instruction fetches from the external SPI flash memory are also cached in the same manner as instructions fetched from the internal flash memory. However, unlike content stored in the internal flash memory, content stored in the external SPI flash memory is not scrambled.

Code access to the internal data SRAM is not cached; for this type of access, instructions are always fetched directly from the SRAM.

When data is read from the internal flash memory (D-Code fetches, as opposed to I-Code fetches for the purposes of decoding instructions), this data is fetched directly from the internal flash. This includes fetches of local constant literals that are used by certain ARM instruction op codes.

Firmware has the ability to flush the instruction cache manually at any point using the ICC_INVDT_ALL register. After code mapped into a cached instruction space is updated (for example, if an in-application programming modification is made to an executable area of internal flash memory or external SPI XIP flash memory), firmware must flush the cache to ensure that the latest version of the code will be accessible and that stale cache contents will not be used instead of the new flash programmed values.

Note By default, the instruction cache is disabled following any system reset. For proper operation, the application must explicitly enable the instruction cache following system startup. Refer to the Instruction Cache Controller Operations and Recommended Settings to be Written At Application Startup sections for more details.

2.4.3 Internal SRAM

The internal SRAM on the **MAX32620** is 256KB in size and has a 32-bit internal width. It is mapped into the SRAM bit-banding access region beginning at address `0x2000_0000`, and so it can be read and written either 8/16/32 bits at a time using the standard AHB interface, or a single bit at a time using the ARM-defined bit-band alias region (beginning at address `0x2200_0000`).

The bit-banding function can only be used when the SRAM is being accessed in data space by the ARM core itself, since the ARM core handles the remapping from the bit-banding alias area to a read-modify-write sequence (or single read/mask/shift for a bit read function) of the standard memory area.

The SRAM can be read from or written to in data space by application firmware, and can be used for either code or data access. The SRAM is also used to hold the ARM CPU stack.

The contents of the SRAM are indeterminate following initial system powerup. SRAM state is maintained during LP3:RUN, LP2:PMU, and LP1:STANDBY only.

2.4.4 Peripheral Management Unit (PMU)

The Peripheral Management Unit (PMU) is a programmable state machine that can perform DMA operations in SRAM and control multiple peripherals without using the CPU, thereby significantly improving overall system power consumption in LP2:PMU. It provides flexible mechanisms to perform automatic read and/or write sequences to peripherals and areas of internal SRAM and is capable of operation in LP2:PMU and LP3:RUN power modes.

Some peripherals include dedicated memory areas and/or transmit/receive FIFOs which are mapped to the AHB bus for high-speed access. The PMU is specifically optimized to perform DMA data transfer operations involving these AHB-mapped memory regions. Peripheral types which provide this type of interface include:

- ADC
- UART
- SPI Master
- I2c Master
- USB (Endpoint buffers are stored in the main SRAM area)
- CRC
- AES
- MAA (**MAX32621** only)

The PMU controller can read from the internal flash memory and the external SPI XIP flash memory (if enabled). It can read from and write to the internal SRAM and any peripheral register area which can be accessed on the System bus.

2.4.5 Info Block

The flash information block (also referred to as the info block) on the **MAX32620** allows production trim values and other nonvolatile information that will be written during the production process (e.g., device configuration and test details / logging data) to be stored in a separate dedicated area of internal flash memory.

The mapping location for the info block is in the code space area, beginning at byte address location `0x0020_0000` (which is immediately following the highest internal flash memory address). When the info block is mapped to this memory region, it can be accessed in the same manner as the main flash. That is, it can be read from in code space, although accesses to it are not cached under any circumstances, and its contents are not scrambled. It is possible to write to locations in the info block using the flash controller registers.

However, this mapping of the info block (and direct read/write access to its contents) is only intended for testing and trimming purposes during the factory production test sequence. Once production test of the **MAX32620** has completed, a lock option setting is set in the info block to prevent future modifications to the trim and option settings. Setting the info block lockout setting also removes the info block from the memory map, which means that the only way to view its contents after that point is by reading the copies of the info block settings that have been copied into the trim shadow registers. These registers are mapped to a different area in the APB peripheral region.

The flash controller automatically copies trim and configuration settings from the info block to the trim shadow registers following power on reset (POR). For most of these, once they are copied to the trim shadow registers, the settings will take effect automatically. However, there are a small number of settings which need to be copied manually by firmware from the trim shadow registers into the proper trim register locations. For more details, refer to the Critical Settings for Application Startup section.

2.4.6 Flash Memory Controller

The flash memory controller on the **MAX32620** handles control and timing signals for programming and erase operations on both the internal flash memory and the info block. The info block is normally written during production test only, and is not generally intended to be modified by the user application.

Functions provided by the flash controller for general use by application firmware include:

- Mass erase of the entire internal flash memory
- Page erase of a single 8KB page in the internal flash memory
- Write to a blank location (programmed 32 bits at a time) in the internal flash memory

Once a location in internal flash memory has been programmed, it cannot be reprogrammed to a different value without first erasing the entire flash page which contains that location.

2.5 Analog Peripherals

2.5.1 10-Bit ADC

The **MAX32620** includes a 10-bit sigma-delta analog-to-digital converter (ADC) with four external analog inputs and additional analog input channels to measure internal power supply levels. The ADC also includes an internal reference voltage generator and a high impedance input buffer.

The ADC voltage reference can be generated from either an internal or external reference voltage. Two of the external analog inputs can be configured to divide the input voltage by five before samples are converted by the ADC.

2.5.2 ADC Sample Limit Monitoring

An optional feature allows samples captured by the ADC to be automatically compared against user-programmable high and low limits. Up to four channel limit pairs can be configured in this way. The comparison allows the ADC to trigger an interrupt when a captured sample goes outside the preprogrammed limit range. Since this comparison is performed directly by the sample limit monitors, it can be performed even while the main CPU is suspended in low power mode LP2:PMU.

2.6 Digital Peripherals

2.6.1 GPIO Pins w/Interrupt and Wakeup Capability

The **MAX32620** includes seven GPIO ports with eight pins per port (for P0 through P5; P6 has only one GPIO pin) for a total of 49 GPIO pins.

Pins may be multiplexed with one or more digital peripheral functions. GPIO pins may be individually switched between GPIO and alternate peripheral input/output functions using the appropriate control registers.

All GPIO pins can be configured individually by firmware to act as external interrupt sources. All GPIO pins also have the option (which is separate from configuring a GPIO pin to act as an external interrupt source) to be configured to act as wakeup sources.

All GPIO pins support standard I/O operating modes including buffered logic inputs, high impedance, weak pullup and pulldown modes, open drain, and standard drive high/low outputs. The **MAX32620** supports two different voltage supplies (V_{DDIO} and V_{DDIOH}) which can be used for driving GPIO outputs and referencing GPIO input values. As noted in the datasheet, the voltage at V_{DDIOH} must be greater than or equal to the voltage at V_{DDIO}. Each GPIO pin can be set individually to operate from either of these two I/O supply voltages.

Use of V_{DDIOH} as an alternate GPIO voltage supply is optional; if this functionality is not needed, both V_{DDIO} and V_{DDIOH} may be driven by the same external supply voltage.

2.6.2 32-Bit Timer/Counters

The **MAX32620** includes six 32-bit timer/counter peripherals with the following features:

- 32-bit up count with auto reload mode
- One-shot or continuous operation mode
- Independent prescaler for each timer peripheral allows its timer input clock to be scaled from (sys_clk_main / 1) to (sys_clk_main / 4096)
- PWM output generation mode
- Capture/compare modes
- Input pin for counter input, clock gating, measurement mode or capture, limited to an input frequency of 1/4 of the timer input clock
- Multiple GPIO input/output connection options for each timer peripheral
- Timer interrupt

Each 32-bit timer/counter module also has the option to be split into two separate 16-bit timers (dual 16-bit timer mode) for a possible total of twelve 16-bit timers. When a 32-bit timer is split into a pair of 16-bit timers, the 16-bit timers have the following features:

- 16-bit up count with auto reload mode
- One-shot or continuous operation mode
- Prescaler (shared by both timers in the pair) allows the timer input clock to be scaled from (sys_clk_main / 1) to (sys_clk_main / 4096)
- Timer interrupt (separate interrupt for each 16-bit timer in the pair)

2.6.3 Windowed Watchdog Timers

The **MAX32620** includes two independent watchdog timers (WDT) with window support. The watchdog timers run independently from each other and the CPU and have multiple clock source options for ensuring system stability. The watchdog uses a 32-bit timer with prescaler to generate the watchdog reset. When enabled, the watchdog timers must be fed/reset prior to timeout or within a specified window of time if window mode is enabled. Failure to do so before the watchdog times out will result in a watchdog reset event.

The first watchdog instance (WDT0) can be configured to trigger a system reset (reset of digital core) when it generates a watchdog reset. The second watchdog instance (WDT1) can be configured to generate a system reboot (equivalent to digital POR event) when it generates a watchdog reset.

Multiple clock sources are available for each watchdog timer and can be independently configured using system manager settings.

2.6.4 Low-Level Watchdog Timer

In addition to the two standard watchdog timers, the **MAX32620** also includes a low-level watchdog timer which can be used to reset the system to a known state even in extreme circumstances.

Unlike the other two watchdogs, the low-level watchdog (WDT2) is not intended to meet precise timing requirements. It has a single clock source option only (the approximately 8kHz nano-ring oscillator) and it can be set up to run even during LP1:STANDBY or LP0:STOP modes.

The WDT2 watchdog timeout can be configured to reset the system to a known state by triggering a power sequencer reset, similar to the effects of driving the RSTN input pin low. It is also possible for the WDT2 watchdog timeout to wake up the system from a low-power LP1:STANDBY or LP0:STOP state by triggering a full power sequencer reset (similar to the power sequencer reset that occurs when the device goes through a 'first boot' event).

2.6.5 Real Time Clock

The real-time clock (RTC) records the date/time using a nonvolatile (powered by V_{RTC}) 32-bit seconds counter with configurable LSB resolution determined by a programmable prescaler. Two time-of-day (counter comparison) alarms and an independent sub-second (interval) alarm can be configured to trigger interrupts and/or wake the device from low-power LP0:STOP, LP1:STANDBY or LP2:PMU modes.

The sub-second alarm triggers repeatedly at a configurable interval, which allows the application to define a custom timer-based event loop (the minimum interval is 244 microseconds). This alarm can also be used to create an additional timer that can be used to measure long durations (more precisely than the main 32-bit seconds counter would allow) without performance degradation.

2.6.6 SPI Masters

The **MAX32620** includes three SPI master peripherals. Each SPI master provides an independent master-mode-only serial communication channel that communicates synchronously with peripheral devices in a single or multiple slave system.

The SPI masters support single data line communications (half-duplex or full-duplex mode), dual data line (half-duplex only) or quad data line (half-duplex only) modes. Each SPI master also supports configuration of active SS state (active low or active high). The PMU can be used to access both the transmit (transaction) and receive FIFO buffers.

2.6.7 SPI Slave

The **MAX32620** includes one SPI slave peripheral. This SPI slave supports single data line communications (half-duplex or full-duplex mode), dual data line (half-duplex only) or quad data line (half-duplex only) modes. The PMU can be used to access the TX and RX SPI Slave FIFO buffers.

2.6.8 I2c Master

The **MAX32620** includes three I2c bus master peripherals which can be used to communicate with a wide variety of other I2c-enabled slave devices. The I2c bus is a two-wire, bidirectional bus which includes a ground line and two bus lines: the serial data line (SDA) and the serial clock line (SCL). Both the SDA and SCL lines must be driven as open-collector/drain outputs. External resistors are required to pull the lines to a logic-high state.

The I2c master interface has ownership of the I2c bus, drives the clock, and generates the START and STOP conditions. This allows the I2c bus master to send data to a slave or receive data from a slave as required.

The I2c bus master peripherals support standard and fast mode I2c data rates. Refer to the device datasheet for signal timing details.

2.6.9 I2c Slave

The **MAX32620** also includes a single I2c slave interface peripheral which acts as an I2c bus slave device.

Unlike the general-purpose FIFO-based I2c master interface, the I2c slave handles not only the low-level timing and protocol required to communicate with the I2c bus, but it also implements a set of predefined commands which allow an external I2c bus master to read and write from a set of bidirectional "mailbox" byte registers. This protocol handling is performed automatically by the I2c slave, without requiring any intervention on the part of the **MAX32620** CPU.

The I2c slave relies on an externally generated SCL clock and responds to data and commands only when requested by the external I2c bus master.

The I2c slave interface peripheral supports standard and fast mode I2c data rates. Refer to the device datasheet for signal timing details.

2.6.10 UART

The **MAX32620** includes four UART interface peripherals. The UART interface supports full-duplex asynchronous data transfers, and also provides optional hardware flow control using the RTS and CTS signal lines.

Options supported by each UART interface peripheral include:

- Hardware flow control using RTS (Ready to Send), CTS (Clear to Send), or both
- 32-byte transmit and receive FIFOs
- Programmable interrupts for receive and transmit
- Independent baud rate generator
- Character sizes of 5, 6, 7, or 8 bits
- Configurable optional parity bit for even or odd parity checking
- Optional multidrop (single master, multiple slave) mode using parity bit to mark slave address characters

2.6.11 USB 2.0 Device Interface with Integrated Transceiver

The **MAX32620** includes a USB device controller module which is compliant with the USB 2.0 specification, providing full-speed operation as a USB peripheral device. The USB module includes an integrated PHY interface, which allows the external USB pins to be connected directly to the USB bus. This reduces required board space and overall system cost.

The USB module includes an integrated AHB bus master which is used to write to and read from the buffers for each supported/active endpoint. These buffers are located in the standard system SRAM (in user-configurable locations), so they can be accessed by firmware directly as well as by the USB DMA engine. A total of seven endpoint buffers are supported with configurable selection of IN or OUT (endpoints 1 through 7). Endpoint 0 is read-only.

2.6.12 CRC Hardware Block with CRC16 and CRC32

A CRC hardware module is included to provide fast calculations and integrity checking of application software and data. The CRC module supports both CRC16-CCITT and CRC32 polynomial modes. Both the CRC16 and CRC32 operations (per 4 bytes of data loaded) complete in a single system clock cycle.

Additional features of the CRC module include:

- Programmable start seed (init value) for CRC16 mode
- Programmable start seed (init value) for CRC32 mode
- Selectable little-endian or big-endian byte ordering when loading input data using 16-bit or 32-bit write operations
- Two predefined mode sets select options for input and output data reflection and output data inversion (equivalent to output XOR of `0xFFFF_FFFF`)
- Input data can be loaded directly by application firmware or automatically using the PMU

2.7 Security Features

2.7.1 Trust Protection Unit (TPU)

The **MAX32620** includes several types of cryptographic and security peripherals which are grouped together to form the Trust Protection Unit, or TPU. Depending on the device configuration, the TPU may include cryptographic peripherals (such as the AES engine or the MAA) as well as other security features (such as the PRNG). These peripherals and features can be used by applications to protect critical user information within the device.

2.7.2 AES Cryptographic Engine

One component found in the TPU is an Advanced Encryption Standard (AES) cryptographic engine. This cryptographic engine performs 256-bit AES encryption and decryption operations in hardware with no CPU intervention required.

The AES control register selects encryption or decryption mode, controls interrupt notification of the processor upon a completion of an operation, and selects whether or not the key expansion (generation of first/last round key) is performed before the encryption or decryption operation begins. For multiple-block encryption

or decryption operations using a single key, the key expansion is performed on the first block only. This allows subsequent operations of the same type using the same key to complete more quickly by reusing the previously generated round key information.

The working AES key, cryptographic working space, and input and output parameters (plaintext to ciphertext or vice versa) are stored in a dedicated internal AES memory. AES key memory is write-only; it is written using the AHB bus, but all reads from the AES key memory return zero.

2.7.3 Secure Key Storage Area

A 128-bit AES master key (or other critical data) can be stored in the register-based Secure Key Storage area. This area consists of four 32-bit 'always on' registers in the RTC module. These registers will be cleared automatically when a POR occurs on the V_{RTC} supply; they can also be cleared directly by the application at any point.

One potential use of the Secure Key Storage area is to hold a 128-bit master AES key. This master key, which can be generated by the device using a pseudo-random number algorithm, would be intended for use in encrypting other sensitive information on the device (stored in the SRAM or the internal flash memory) that will not be automatically cleared in the event of a POR. However, if this sensitive information has been encrypted before storage using an AES master key (which is kept in the Secure Key Storage), then once the AES master key is cleared, any sensitive information which was encrypted by that AES master key is unrecoverable. Even if the ciphertext version of the information can be recovered by an external attacker in some way, the key that was used to encrypt that data will no longer exist.

Another potential use of this key would be to encrypt larger keys that might be stored in long-term, nonvolatile storage on the device (such as a public key, private key, or certificate, which might be stored in internal flash memory). Once the larger keys have been encrypted with the AES master key, they may safely be stored in the main SRAM or internal flash memory.

The Secure Key Storage area does not necessarily have to be used for an AES master key; it can be used to hold any type of application-critical data.

The four V_{RTC}-backed 32-bit registers that make up the Secure Key Storage Area are TPU_SKS0, TPU_SKS1, TPU_SKS2, and TPU_SKS3.

2.7.4 Code Scrambling

All application code and data loaded into the internal flash memory is scrambled in both content and location by hardware before it is stored in the flash. When data is retrieved from the flash, it is descrambled before arriving at the program cache (for instruction fetches) or the main data bus (for data fetches). Both the scrambling and descrambling operations are transparent to the end user.

3 Memory, Register Mapping, and Access

3.1 Memory, Register Mapping, and Access Overview

The ARM Cortex-M4F architecture defines a standard memory space for unified code and data access. This memory space is addressed in units of single bytes but is most typically accessed in 32-bit (4 byte) units. It may also be accessed, depending on the implementation, in 8-bit (1 byte) or 16-bit (2 byte) widths.

The maximum range of the memory space in the ARM Cortex-M4F architecture is 32 bits in width (4GB addressable total), from byte address `0x0000_0000` to `0xFFFF_FFFF`. It is important to note, however, that the architectural definition does not require the entire 4GB memory range to be populated with addressable memory instances. For example, the internal memory included on the **MAX32620** only covers specific portions of the total addressable memory space, as shown below.

All memory regions on the **MAX32620** (including memory-mapped register areas) are implemented in little-endian format.

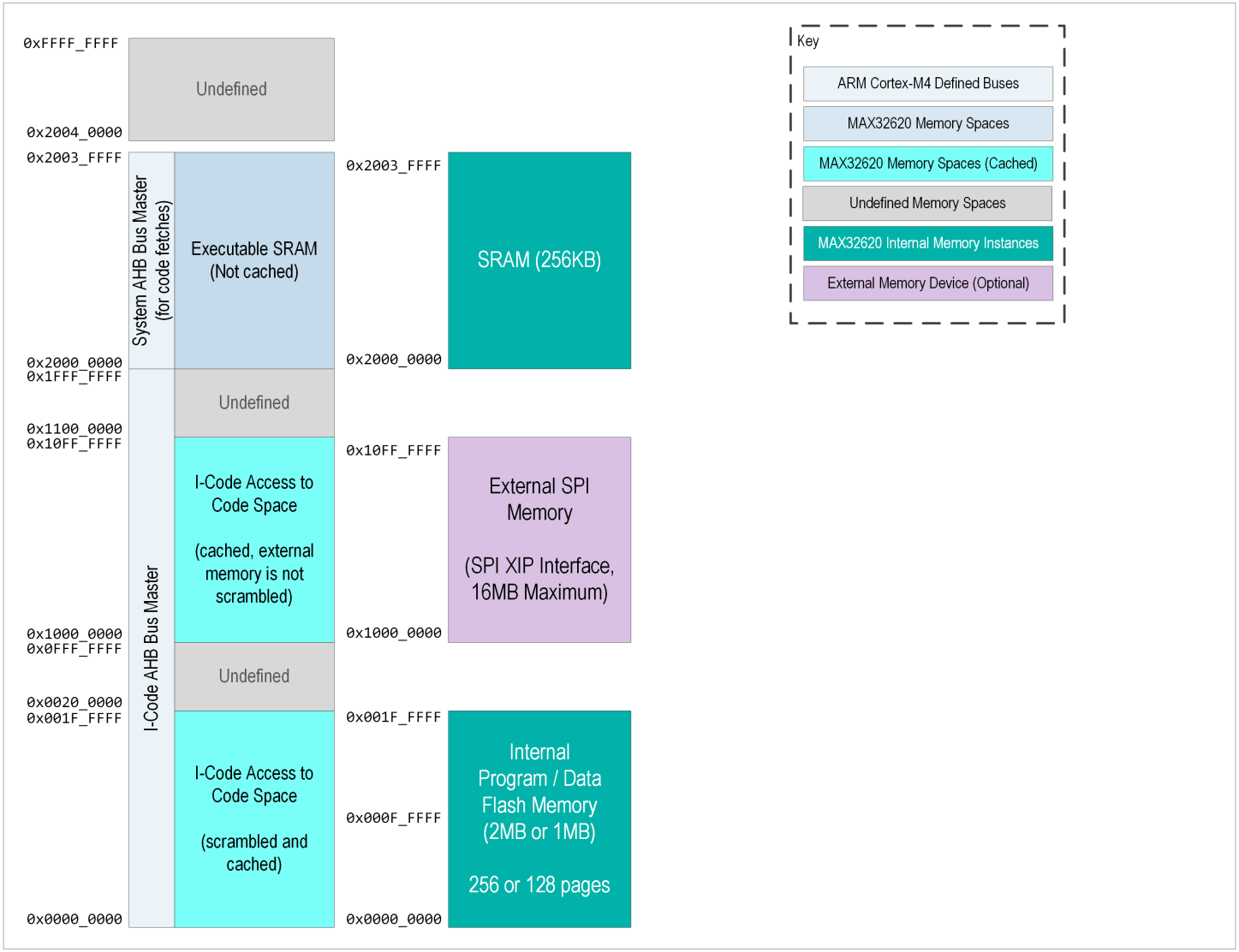


Figure 3.1: Code Memory Mapping

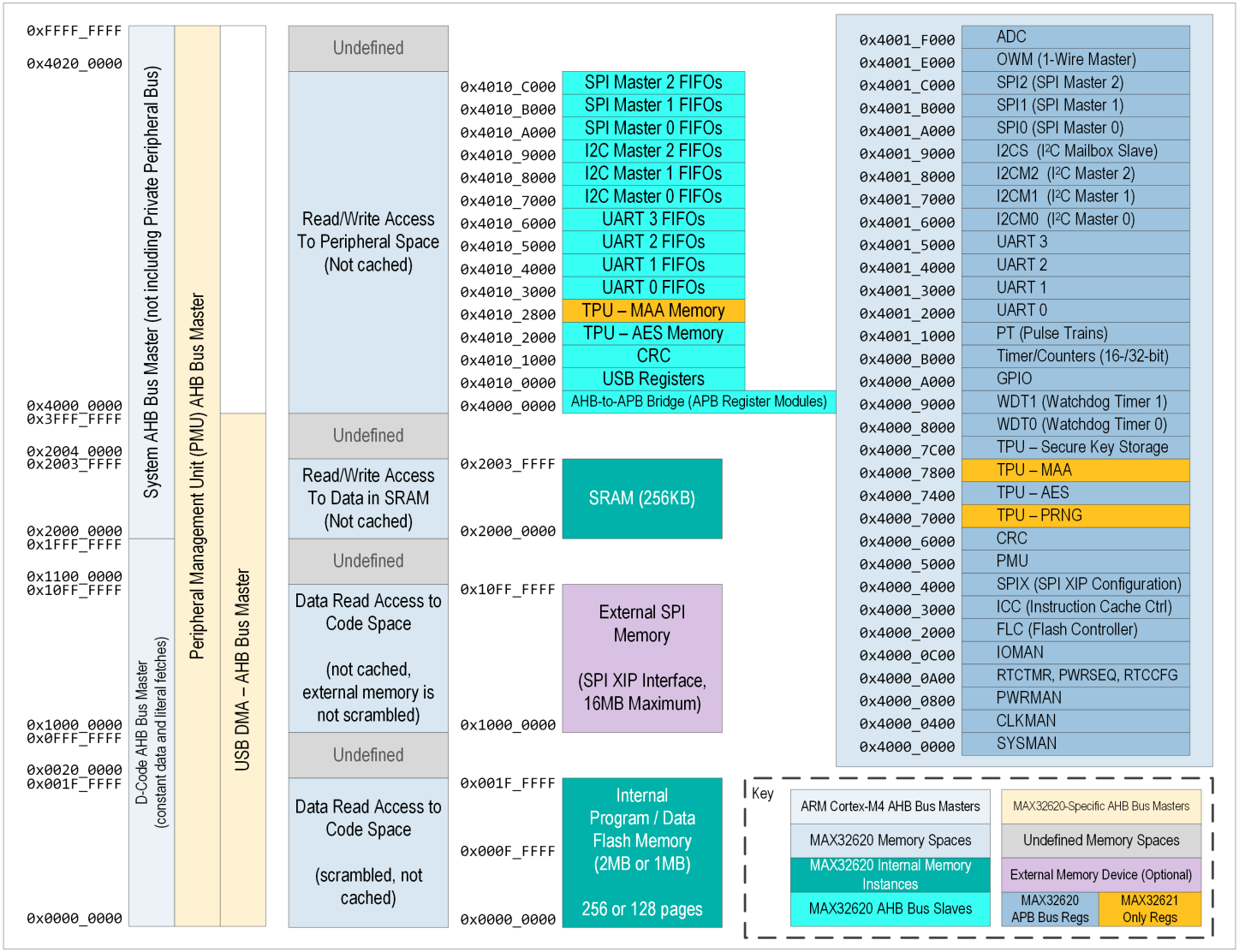


Figure 3.2: Data Memory Mapping

3.2 Standard Memory Regions

A number of standard memory regions are defined for the ARM Cortex-M4F architecture; the use of many of these is optional for the system integrator. At a minimum, the **MAX32620**, a ARM Cortex-M4F-based device, must contain some code and data memory for application code and variable/stack use, as well as certain components which are part of the instantiated core.

3.2.1 Code Space

The code space area of memory is designed to contain the primary memory used for code execution by the device. Two different standard core bus masters are used by the ARM Cortex-M4F CPU core and ARM debugger to access this memory area. The I-Code AHB bus master is used for instruction decode fetching from code memory, while the D-Code AHB bus master is used for data fetches from code memory. This is arranged so that data fetches avoid interfering with instruction execution.

The code space memory area contains the 2MB (**MAX32620**) or 1MB (**MAX32620L**) main internal flash memory, which typically holds the primary instruction code that will be executed on the device. The internal flash memory is mapped into both code and data space as shown below.

Device	START ADDRESS	END ADDRESS
MAX32620	`0x0000_0000`	`0x001F_FFFF`
MAX32620L	`0x0000_0000`	`0x000F_FFFF`

This program memory area must also contain the system vector table (located by default at address `0x0000_0000`), which contains the reset vector for the device and entry point addresses for all system exception handlers and interrupt handlers.

The code space memory on the **MAX32620** also contains the mapping for the info block, from `0x0020_0000` to `0x0020_1FFF`. However, this mapping is generally only present during production test; it is disabled once the info block has been loaded with valid data and the info block lockout option has been set. This memory is accessible for data reads only and cannot be used for code execution.

Optionally, the SPI XIP (Execute In Place) peripheral can be used to expand the available code and data memory space for the **MAX32620**. This expansion consists of mapping the contents of an external SPI flash memory device (up to 16MB) into a read-only area of the code memory map. If enabled, the external memory is mapped starting at byte address `0x1000_0000` up to a maximum of `0x10FF_FFFF` (for a 16MB device). This external memory can be used for code execution as well as static data storage.

3.2.2 SRAM Space

The SRAM area of memory is intended to contain the primary SRAM data memory of the device. This memory can be used for general purpose variable and data storage, code execution, and the ARM Cortex-M4F stack.

On the **MAX32620**, this memory area contains the 256KB SRAM, which is mapped from `0x2000_0000` to `0x2003_FFFF`. The entirety of the SRAM memory space on the **MAX32620** is contained within the dedicated ARM Cortex-M4F SRAM bit-banding region beginning at byte address `0x2000_0000`. This means that the CPU can access the entire SRAM either using standard 8-bit/16-bit/32-bit width access or using bit-banding operations. The bit-banding mechanism allows any single bit of any given SRAM byte address location to be set, cleared, or read individually by reading from or writing to a corresponding 32-bit wide byte-addressed location in the bit-banding alias area.

The alias area for the SRAM bit-banding has a size of 32 times the SRAM memory size, and is mapped from `0x2200_0000` to `0x227F_FFFF`.

Each 32-bit (4 byte aligned) address location in the bit-banding alias area translates into a single bit access (read or write) in the bit-banding primary area. Reading from the location performs a single bit read, while writing either a 1 or 0 to the location performs a single bit set or clear.

Note The ARM Cortex-M4F CPU core translates the access in the bit-banding alias area into the appropriate read cycle (for a single bit read) or a read-modify-write cycle (for a single bit set or clear) of the bit-banding primary area. This means that bit-banding is a core function (i.e., not a function of the SRAM memory interface layer or the AHB bus layer), and thus is only applicable to accesses generated by the core itself. Reads/writes to the bit-banding alias area by other (non-ARM-core) bus masters such as the PMU AHB bus master will not trigger a bit-banding operation and will instead result in an AHB bus error.

The SRAM area on the **MAX32620** can be used to contain executable code. Code stored in the SRAM is accessed directly for execution (using the system bus) and is not cached or code scrambled.

The SRAM is also where the ARM Cortex-M4F stack must be located, as it is the only general-purpose SRAM memory on the device. A valid stack location inside the SRAM must be set by the system exception table (which is, by default, stored at the beginning of the internal flash memory).

The AHB masters included in the PMU and the USB peripherals access the SRAM to use as working space. The PMU can use the SRAM to store descriptor codes (equivalent to PMU instructions) or for general-purpose working space, while the USB utilizes user-designated portions of the SRAM to store the configuration table for the endpoint buffers as well as the endpoint buffers themselves.

3.2.3 Peripheral Space

The peripheral space area of memory is intended for mapping of control registers, internal buffers/working space, and other features needed for the firmware control of non-core peripherals. On the **MAX32620**, all device-specific module registers are mapped to this memory area, as well as any local memory buffers or FIFOs which are required by modules.

As with the SRAM region, there is a dedicated area at the bottom of this memory region (from `0x4000_0000` to `0x400F_FFFF`) that supports bit-banding operations by the ARM core. Four-byte-aligned read/write operations in the peripheral bit-banding alias area (32MB in length, from `0x4200_0000` to `0x43FF_FFFF`) are translated by the core into read/mask/shift or read/modify/write operation sequences to the appropriate 32-bit location in the bit-banding area.

Note The bit-banding operation within peripheral memory space is, like bit-banding function in SRAM space, a core remapping function. As such, it is only applicable to operations performed directly by the ARM core. If another memory bus master (such as the PMU AHB master) accesses the peripheral bit-banding alias region, the bit-banding remapping operation will not take place. In this case, the bit-banding alias region will appear to be a non-implemented memory area (causing an AHB bus error).

3.2.3.1 Peripheral APB Access

On the **MAX32620**, access to the region that contains most peripheral registers (`0x4000_0000` to `0x400F_FFFF`) goes from the AHB bus through an AHB-to-APB bridge. This allows the peripheral register modules to operate on the slower, easier to handle APB bus matrix. This also ensures that peripherals with slower response times do not tie up bandwidth on the AHB bus, which must necessarily have a faster response time since it handles main application instruction and data fetching.

The memory range supported by the AHB-to-APB bridge exactly matches the bit-banding-supported area from `0x4000_0000` to `0x400F_FFFF` in peripheral space. This means that all peripheral registers which are accessed via the APB support bit-banding operations. However, certain types of registers are not compatible with bit-banding, and attempting to use bit-banding operations on these registers may result in incorrect read values or inadvertent changes to register contents or other peripheral data.

Types of registers which should not be accessed using bit-banding operations include:

- Registers which contain any bits with the Write 1 to Clear (W1C) access type. These type of bits are often found in interrupt flag registers. While a bit-band read operation can be used safely with this register type, a bit-band set bit or clear bit operation will by completed by means of read-modify-write sequence generated by the ARM core. In order for the read-modify-write sequence to operate properly, reading the value in the register and then writing that same value back to the register must not result in any change to the register's contents. Any register containing bits with W1C behavior does not meet this criteria.
- Registers which contain any fields that trigger any type of side effect when they are read or when they are written. For example, a read-only register that unloads and returns the next available value from a FIFO is not compatible with bit-banding operations.
- Registers which contain any fields that are write-only, that is, a read from the field returns a different value than the last value that was written to that field.
- Registers which may be modified directly by hardware (for example, registers containing clearable status flags, or counters). It is possible for these types of registers that hardware might change the register's value in the middle of a read-modify-write cycle (after the read but before the modified value is written back), resulting in the change being overwritten by the second half of the read-modify-write cycle.

Note The APB bus supports 32-bit width access only. All access to the APB peripheral register area (`0x4000_0000` to `0x400F_FFFF`) *must* be 32-bit width only with 32-bit (4 byte) alignment. Access using 8-bit or 16-bit width to this memory region is not supported and will result in an AHB memory fault exception (returned by the AHB-to-APB bridge interface).

3.2.3.2 Peripheral AHB Access

Another region within the peripheral memory space (from `0x04010_0000` to `0x401F_FFFF`) allows peripherals that require more rapid data transfer to handle this data transfer using their own local AHB slave instances (instead of going indirectly through the AHB-to-APB bridge). This allows peripherals which have FIFOs or other functions requiring large amounts of data to be transferred quickly (such as SPI or other communications peripherals) to benefit from the more rapid data transfer rate of the AHB bus.

Peripheral	Register Module	APB Start Address(Note 1)	AHB Start Address	Access
SysMan	CLKMAN	0x4000_0400		32-bit only, bit-banding
SysMan	PWRMAN	0x4000_0800		32-bit only, bit-banding
SysMan	IOMAN	0x4000_0C00		32-bit only, bit-banding
Flash Controller	FLC	0x4000_2000		32-bit only, bit-banding
Instruction Cache	ICC	0x4000_3000		32-bit only, bit-banding
SPI XIP	SPIX	0x4000_4000		32-bit only, bit-banding
PMU	PMU	0x4000_5000		32-bit only, bit-banding
USB Device	USB		0x4010_0000	8-bit/16-bit/32-bit
CRC Engine	CRC	0x4000_6000		32-bit only, bit-banding
··· Load/Unload Data	CRC_DATA		0x4010_1000	8-bit/16-bit/32-bit
PRNG (**MAX32621** only)	PRNG	0x4000_7000		32-bit only, bit-banding
AES	AES	0x4000_7400		32-bit only, bit-banding
··· Working Memory	AES_MEM		0x4010_2000	8-bit/16-bit/32-bit
MAA	MAA	0x4000_7800		32-bit only, bit-banding
··· Working Memory	AES_MEM		0x4010_2800	8-bit/16-bit/32-bit
TPU Secure Key Storage	TPU	0x4000_7C00		32-bit only, bit-banding
Watchdog Timer 0	WDT0	0x4000_8000		32-bit only, bit-banding
Watchdog Timer 1	WDT1	0x4000_9000		32-bit only, bit-banding
GPIO (All Ports)	GPIO	0x4000_A000		32-bit only, bit-banding
32b/2x16b Timer 0	TMR0	0x4000_B000		32-bit only, bit-banding
32b/2x16b Timer 1	TMR1	0x4000_C000		32-bit only, bit-banding

Note (1) Only 32-bit width access is permitted when reading or writing registers in the APB mapped area. Accesses of 8-bit width and 16-bit width are not supported and will result in an AHB bus fault.

Peripheral	Register Module	APB Start Address(Note 1)	AHB Start Address	Access
32b/2x16b Timer 2	TMR2	0x4000_D000		32-bit only, bit-banding
32b/2x16b Timer 3	TMR3	0x4000_E000		32-bit only, bit-banding
32b/2x16b Timer 4	TMR4	0x4000_F000		32-bit only, bit-banding
32b/2x16b Timer 5	TMR5	0x4001_0000		32-bit only, bit-banding
Pulse Trains 0-15, PTG	PT(0-15)	0x4001_1000		32-bit only, bit-banding
UART Interface 0	UART0	0x4001_2000		32-bit only, bit-banding
··· TX/RX FIFOs	UART0_FIFO		0x4010_3000	8-bit/16-bit/32-bit
UART Interface 1	UART1	0x4001_3000		32-bit only, bit-banding
··· TX/RX FIFOs	UART1_FIFO		0x4010_4000	8-bit/16-bit/32-bit
UART Interface 2	UART2	0x4001_4000		32-bit only, bit-banding
··· TX/RX FIFOs	UART2_FIFO		0x4010_5000	8-bit/16-bit/32-bit
UART Interface 3	UART3	0x4001_5000		32-bit only, bit-banding
··· TX/RX FIFOs	UART3_FIFO		0x4010_6000	8-bit/16-bit/32-bit
I2c Master 0	I2CM0	0x4001_6000		32-bit only, bit-banding
··· TX/RX FIFOs	I2CM0_FIFO		0x4010_7000	8-bit/16-bit/32-bit
I2c Master 1	I2CM1	0x4001_7000		32-bit only, bit-banding
··· TX/RX FIFOs	I2CM1_FIFO		0x4010_8000	8-bit/16-bit/32-bit
I2c Master 2	I2CM2	0x4001_8000		32-bit only, bit-banding
··· TX/RX FIFOs	I2CM2_FIFO		0x4010_9000	8-bit/16-bit/32-bit

Note (1) Only 32-bit width access is permitted when reading or writing registers in the APB mapped area. Accesses of 8-bit width and 16-bit width are not supported and will result in an AHB bus fault.

Peripheral	Register Module	APB Start Address(Note 1)	AHB Start Address	Access
I2c Slave	I2CS	0x4001_9000		32-bit only, bit-banding
SPI Master 0	SPIM0	0x4001_A000		32-bit only, bit-banding
··· TX/RX FIFOs	SPIM0_FIFO		0x4010_A000	8-bit/16-bit/32-bit
SPI Master 1	SPIM1	0x4001_B000		32-bit only, bit-banding
··· TX/RX FIFOs	SPIM1_FIFO		0x4010_B000	8-bit/16-bit/32-bit
SPI Master 2	SPIM2	0x4001_C000		32-bit only, bit-banding
··· TX/RX FIFOs	SPIM2_FIFO		0x4010_C000	8-bit/16-bit/32-bit
One-Wire Master	OWM	0x4001_E000		32-bit only, bit-banding
ADC	ADC	0x4001_F000		32-bit only, bit-banding
SPI Slave	SPIS	0x4002_0000		32-bit only, bit-banding

Note (1) Only 32-bit width access is permitted when reading or writing registers in the APB mapped area. Accesses of 8-bit width and 16-bit width are not supported and will result in an AHB bus fault.

3.2.4 External RAM Space

The external RAM space area of memory is intended for use in mapping off-chip external memory. The **MAX32620** does not implement this memory area. However, as previously noted the SPIX module can be used to map external SPI flash memory device contents into a read-only code/data memory area.

3.2.5 External Device Space

The external device space area of memory is intended for use in mapping off-chip device control functions onto the AHB bus. The **MAX32620** does not implement this memory area.

3.2.6 System Area (Private Peripheral Bus)

The system area (private peripheral bus) memory space contains register areas for functions that are only accessible by the ARM core itself (or the ARM debugger, in certain instances). It is defined from byte address range 0xE000_0000 to 0xE00F_FFFF. This APB bus is restricted and can only be accessed by the ARM core and core-internal functions. It cannot be accessed by other modules which implement AHB memory masters, such as the PMU or the USB.

In addition to being restricted to the core, application code is only allowed to access this area when running in privileged execution mode (as opposed to the standard user thread execution mode). This helps ensure that critical system settings controlled in this area are not altered inadvertently or by errant code that should not have access to this area.

Core functions controlled by registers mapped to this area include the SysTick timer, debug and data watchpoint functions, the NVIC (interrupt handler) controller, and the Flash Breakpoint controller.

3.2.7 System Area (Vendor Defined)

The system area (vendor defined) memory space is reserved for vendor (system integrator) specific functions that are not handled by another memory area. The **MAX32620** does not implement this memory region.

3.3 Device-Specific Memory Regions

This section covers additional memory instances on the **MAX32620** which are accessible as standalone memory regions using the AHB bus matrix. Memory areas which are only accessible via FIFO interfaces, or memory areas consisting of peripheral registers only, are not listed here.

3.3.1 Instruction Cache Memory

The instruction cache is 8KB in size and is used to cache instructions fetched using the I-Code bus. This includes instructions fetched from the internal flash memory as well as instructions fetched from an external SPI memory device (if SPI XIP is enabled). Note that the cache is used for instruction fetches only. Data fetches (including code literal values) from the internal flash memory or external SPI XIP memory do not use the instruction cache.

When code is fetched from the internal flash memory, it is descrambled before being cached. However, contents of the external SPI flash memory are never scrambled/descrambled.

3.3.2 AES Key and Working Space Memory

The AES key memory and working space for AES operations (including input and output parameters) are located in a dedicated register file memory tied to the AES engine. This AES memory is mapped into AHB space for rapid firmware access.

3.3.3 MAA Key and Working Space Memory

The MAA contains a dedicated memory for key storage, input and output parameters for operations, and working space. It is mapped into the AHB memory space for ease of loading and unloading.

Like the MAA itself, the MAA memory is only usable on the **MAX32621** version of the device.

3.4 AHB Bus Matrix and AHB Bus Interfaces

This section details memory accessibility on the AHB bus matrix and the organization of AHB master and slave instances.

3.4.1 Core AHB Interface - I-Code

This AHB master is used by the ARM core for instruction fetching from memory instances located in code space from byte addresses `0x0000_0000` to `0x1FFF_FFFF`. This bus master is used to fetch instructions from the internal flash memory and the external SPI flash memory (if SPI XIP is enabled). Instructions fetched by this bus master are returned by the instruction cache, which in turn triggers a cache line fill cycle to fetch instructions from the internal flash memory or the external SPI flash memory when a cache miss occurs.

3.4.2 Core AHB Interface - D-Code

This AHB master is used by the ARM core for data fetches from memory instances located in code space from byte addresses `0x0000_0000` to `0x1FFF_FFFF`. This bus master has access to the internal flash memory, the external SPI flash memory (if SPI XIP is enabled), and the info block (if it has not been locked).

3.4.3 Core AHB Interface - System

This AHB master is used by the ARM core for all instruction fetches and data read and write operations involving the SRAM. The APB mapped peripherals (through the AHB-to-APB bridge) and AHB mapped peripheral and memory areas are also accessed using this bus master.

3.4.4 AHB Master - Peripheral Management Unit (PMU)

The PMU bus master has access to all off-core memory areas (equivalent to areas accessible by the System bus plus areas accessible by the D-Code bus). It does not have access to the ARM Private Peripheral Bus area.

3.4.5 AHB Master - USB Endpoint Buffer Manager

The USB AHB bus master is used to manage endpoint buffers in the SRAM. It has access to the SRAM (read/write, for storage and retrieval of endpoint buffer data), as well as the internal and/or external flash data contents (which can be used to contain static data for transmission by the USB).

3.5 Flash Controller and Instruction Cache

3.5.1 Overview

The flash memory controller on the **MAX32620** handles control and timing signals for programming and erase operations on the internal flash memory. The flash controller is used during the application development and release cycle to erase the internal flash memory and then load the application code and data. This is typically done using an external debug adapter (using the provided JTAG or Serial Wire Debug interfaces), but it is also possible to implement a custom bootloader to use other interfaces to load or update application code under firmware control.

Once an application has been loaded, user application firmware can also use the flash controller to perform in-application programming operations. In-application programming allows contents of internal flash memory (application code or data) to be erased and reprogrammed as needed under firmware control. Internal flash memory locations can be programmed one 32-bit doubleword at a time, but in order to erase previously programmed data, a page erase operation must be used to clear all the contents of a logical page (8KB) of internal flash memory.

The Instruction Cache (ICC) is related to the flash controller and is used to cache up to 8KB of application code in order to reduce access time and improve overall application speed, particularly in tight loops where the same portion of code may be accessed multiple times. This operation is transparent to the user, and generally the operation of the instruction cache does not need to be of concern to the user application except when instruction code located in internal flash memory or external (SPIX) flash memory is altered. In this instance, the cache must be manually flushed by the application to remove stale contents.

The Instruction Cache is disabled following any system reset and must be explicitly enabled at the start of application code in order for it to be used.

3.5.2 Flash Controller Operations

This section details the procedures used to program and erase the contents of internal flash memory using the flash controller. Note that the flash controller is only used when programming or erasing the **internal** flash memory. Any external SPI flash memory mapped into memory space using the SPIX interface must be programmed using a standard SPI master interface; the flash controller is not involved.

3.5.2.1 Flash Write Operation

Writes to the internal flash memory are performed one 32-bit doubleword at a time. In order to write to a location in internal flash memory, the location must be in the erased state (all ones, with the value `0xFFFF_FFFF`). If the location has previously been programmed to a non-erased-state value, it cannot be reprogrammed to a new value without first erasing the entire flash page containing that location.

If the flash location contains the value `0xFFFF_FFFF`, it can be programmed to a new value using the following procedure.

1. Verify that the FLC_CTRL.pending bit reads 0. If this bit reads 1, the flash controller is still initializing or completing a previously issued command. Once the bit returns to 0, the flash controller is ready to perform the write operation.
2. Write FLC_CTRL.flsh_unlock to 0010b (2 decimal) to unlock the 'safety' preventing inadvertent write and erase operations from being triggered. This field will only need to be written to this value once following each reset, but rewriting it before each operation won't cause any problems.

3. Write FLC_FADDR to the byte address of the 32-bit doubleword location to be written in flash. To ensure that the address is 32-bit aligned, bits 1 and 0 of this address value should both be zero. Values other than 00b for the low two address bits will be ignored during a write, and the hardware will force these two bits to 0 instead.
4. Write FLC_FDATA to the new 32-bit value that will be written to the location in flash memory.
5. Write FLC_CTRL.write to 1 to start the flash write operation.
6. Monitor the state of the FLC_CTRL.pending bit. This bit should read 1 while the flash operation is in progress. After the flash operation completes, this bit will return to a 0 state.
7. The FLC_INTR register can be checked to determine the success or failure of the flash write operation. If the flash operation halted due to a failure condition, the FLC_INTR.failed_if flag will be set to 1 by hardware. This flag is not auto-cleared and must be cleared by application firmware after the value has been checked.

3.5.2.2 Flash Page Erase Operation

Typically, when the internal flash contents are modified under application software control, the flash page erase operation is used to erase the contents of the internal flash (one 8KB page at a time) for any areas of the flash that need to be rewritten to new values. There is also a 'mass erase' operation that can be used to clear the entire contents of internal flash in one operation, but this is generally only used when the application software is initially loaded (using an external JTAG or Serial Wire debug controller).

To erase a page of internal flash memory under application control, the following procedure can be used.

1. Verify that the FLC_CTRL.pending bit reads 0. If this bit reads 1, the flash controller is still initializing or completing a previously issued command. Once the bit returns to 0, the flash controller is ready to perform the write operation.
2. Write FLC_CTRL.flsh_unlock to 0010b (2 decimal) to unlock the 'safety' preventing inadvertent write and erase operations from being triggered. This field will only need to be written to this value once following each reset, but rewriting it before each operation won't cause any problems.
3. An additional key field must be written before each page erase operation because the page erase operation clears a large section of flash memory. This is intended to prevent accidental page erases by runaway or malfunctioning application code. To enable the page erase operation, write FLC_CTRL.erase_code to 55h.
4. Write FLC_FADDR to the byte address of any 32-bit doubleword location inside the flash page to be erased. Effectively, the low 13 bits of this byte address will be ignored, so any location within the desired page area will have the same effect. For example, any address from `0x00_0000` ... `0x00_1FFF` will trigger an erase of page 0, addresses from `0x00_2000` ... `0x00_3FFF` will trigger an erase of page 1, and so on. There are 256 pages in total in the internal flash, which makes the address range of the highest page (page 255) `0x1F_E000` ... `0x1F_FFFF`.
5. Write FLC_CTRL.page_erase to 1 to start the page erase operation.

6. Monitor the state of the FLC_CTRL.pending bit. This bit should read 1 while the flash operation is in progress. After the flash operation completes, this bit will return to a 0 state.
7. The FLC_INTR register can be checked to determine the success or failure of the flash write operation. If the flash operation halted due to a failure condition, the FLC_INTR.failed_if flag will be set to 1 by hardware. This flag is not auto-cleared and must be cleared by application firmware after the value has been checked.

3.5.3 Instruction Cache Controller Operations

3.5.3.1 Enabling the Instruction Cache

Following system reset, application software must enable the instruction cache by writing ICC_CTRL_STAT.enable to 1. After this bit has been written, the ICC_CTRL_STAT.ready bit can be monitored to determine when the cache is enabled and ready for use. When the cache is ready, the ICC_CTRL_STAT.ready bit will read 1; otherwise, the bit will read 0 indicating that the cache is not yet ready.

3.5.3.2 Flushing the Instruction Cache Contents

The instruction cache stores the contents of previous instruction fetches from the internal flash memory (and or external SPI flash, if SPIX is enabled) so that when the same locations are accessed again, the data can be available more quickly from the cache without having to go through the delay of another flash read access cycle.

As long as the contents of instruction code in internal/external flash memory remain static, the cache will operate as intended. However, in the event that application software performs one or more write or erase operations on the internal flash as detailed in the previous section, then the new data contained in the internal flash memory will not be reflected in the contents held in the cache. If the CPU attempts to fetch program code from locations in the internal flash memory that have been modified, then the cache will return the 'stale' or previously fetched contents from the cache and not the new contents from the flash memory itself.

To force the instruction cache to flush all cached values and reload contents from the internal/external flash memory for any subsequent program code fetches, write any value to the ICC_INVDT_ALL register. This will cause all currently cached data to be cleared. While the cache is clearing, the ICC_CTRL_STAT.ready bit will read 0; this bit will change to a read value of 1 when the cache is ready for use again.

Since the instruction cache is also used to store fetches from the external SPI flash memory (if SPI XIP is enabled), then if application code stored in external flash is modified (or if the SPIX module is reconfigured to switch slave select lines and access a different device), the instruction cache will need to be flushed in this case as well.

3.5.4 Registers (FLC)

Address	Register	Access	Description	Reset By
0x4000_2000	FLC_FADDR	R/W	Flash Operation Address	Sys
0x4000_2004	FLC_FCKDIV	***	Flash Clock Pulse Divisor	Sys
0x4000_2008	FLC_CTRL	***	Flash Control Register	Sys
0x4000_2024	FLC_INTR	***	Flash Controller Interrupt Flags and Enable/Disable 0	Sys
0x4000_2030	FLC_FDATA	R/W	Flash Operation Data Register	Sys
0x4000_2050	FLC_PERFORM	R/W	Flash Performance Settings	Sys
0x4000_2054	FLC_TACC	R/W	Flash Read Cycle Config	Sys
0x4000_2058	FLC_TPROG	R/W	Flash Write Cycle Config	Sys
0x4000_2080	FLC_STATUS	R/O	Security Status Flags	Sys
0x4000_2088	FLC_SECURITY	***	Flash Controller Security Settings	Sys POR
0x4000_2140	FLC_CTRL2	***	Flash Control Register 2	Sys
0x4000_2144	FLC_INTFL1	W1C	Interrupt Flags Register 1	Sys
0x4000_2148	FLC_INTEN1	R/W	Interrupt Enable/Disable Register 1	Sys
0x4000_2170	FLC_BL_CTRL	R/W	Bootloader Control Register	Sys
0x4000_2174	FLC_TWK	R/W	FLC TWK Cycle Count	Sys
0x4000_217C	FLC_SLM	R/W	Sleep Mode Register	Sys
0x4000_2200	FLC_DISABLE_XR0	R/W	Disable Flash Page Exec/Read Register 0	Sys
0x4000_2204	FLC_DISABLE_XR1	R/W	Disable Flash Page Exec/Read Register 1	Sys
0x4000_2208	FLC_DISABLE_XR2	R/W	Disable Flash Page Exec/Read Register 2	Sys
0x4000_220C	FLC_DISABLE_XR3	R/W	Disable Flash Page Exec/Read Register 3	Sys
0x4000_2210	FLC_DISABLE_XR4	R/W	Disable Flash Page Exec/Read Register 4	Sys
0x4000_2214	FLC_DISABLE_XR5	R/W	Disable Flash Page Exec/Read Register 5	Sys

Address	Register	Access	Description	Reset By
0x4000_2218	FLC_DISABLE_XR6	R/W	Disable Flash Page Exec/Read Register 6	Sys
0x4000_221C	FLC_DISABLE_XR7	R/W	Disable Flash Page Exec/Read Register 7	Sys
0x4000_2300	FLC_DISABLE_WE0	R/W	Disable Flash Page Write/Erase Register 0	Sys
0x4000_2304	FLC_DISABLE_WE1	R/W	Disable Flash Page Write/Erase Register 1	Sys
0x4000_2308	FLC_DISABLE_WE2	R/W	Disable Flash Page Write/Erase Register 2	Sys
0x4000_230C	FLC_DISABLE_WE3	R/W	Disable Flash Page Write/Erase Register 3	Sys
0x4000_2310	FLC_DISABLE_WE4	R/W	Disable Flash Page Write/Erase Register 4	Sys
0x4000_2314	FLC_DISABLE_WE5	R/W	Disable Flash Page Write/Erase Register 5	Sys
0x4000_2318	FLC_DISABLE_WE6	R/W	Disable Flash Page Write/Erase Register 6	Sys
0x4000_231C	FLC_DISABLE_WE7	R/W	Disable Flash Page Write/Erase Register 7	Sys

3.5.4.1 FLC_FADDR

FLC_FADDR.faddr

Field	Bits	Sys Reset	Access	Description
faddr	21:0	0x00_0000	R/W	Flash Operation Address

Byte address for flash write and erase operations.

3.5.4.2 FLC_FCKDIV

FLC_FCKDIV.fckdiv

Field	Bits	Sys Reset	Access	Description
fckdiv	6:0	50	R/W	Flash Clock Pulse Divisor

The value of this field is used to generate a 1 microsecond width pulse from the system clock source. This pulse is used when performing write or erase operations on the flash memory. This field should be set to the system clock source frequency in MHz (or as close as possible); for example, if the system clock is running at 96MHz, this field should be set to 96.

FLC_FCKDIV.auto_fckdiv_result

Field	Bits	Sys Reset	Access	Description
auto_fckdiv_result	31:16	0x0000	R/O	Auto FCKDIV Calculation Result

When AUTO_FCKDIV is set, this field returns the current automatically calculated FCKDIV divisor value. For backwards compatibility purposes, this value is only readable when EN_CHANGE is set to 1. If EN_CHANGE=0, this field will always read 0.

3.5.4.3 FLC_CTRL

FLC_CTRL.write

Field	Bits	Sys Reset	Access	Description
write	0	0	R/W	Start Flash Write Operation

Writing this bit to 1 attempts to start a flash write operation using the contents of the two registers (which must be written before this bit is set):

- FLC_FADDR = Byte address of location to write.
- FLC_FDATA = Value to write to flash location.

FLC_CTRL.mass_erase

Field	Bits	Sys Reset	Access	Description
mass_erase	1	0	R/W	Start Flash Mass Erase Operation

Writing this bit to 1 attempts to start a flash mass erase operation (of the main program flash). The Flash Erase Code must first be written to AAh for this operation to be accepted by the FLC.

FLC_CTRL.page_erase

Field	Bits	Sys Reset	Access	Description
page_erase	2	0	R/W	Start Flash Page Erase Operation

Writing this bit to 1 attempts to start a flash page erase operation (in the main internal flash for addresses from `0x00_0000` to `0x1F_FFFF`). The Flash Erase Code must first be written to 0x55 for this operation to be accepted by the FLC.

FLC_CTRL.erase_code

Field	Bits	Sys Reset	Access	Description
erase_code	15:8	0x00	R/W	Flash Erase Code

This is a key field that must be written in order to trigger a flash mass erase or page erase operation; the intention is to make it more difficult to trigger these operations by mistake.

- 0xAA: Enable a mass erase operation
- 0x55: Enable a page erase operation

This field is auto-cleared by the hardware to zero following any mass erase or page erase operation.

FLC_CTRL.info_block_unlock

Field	Bits	Sys Reset	Access	Description
info_block_unlock	16	0	R/O	Flash Info Block Locked

- 1: Flash info block is accessible (not locked)
- 0: Flash info block is locked - it may not be targeted by write operations, and it is not mapped into AHB memory space.

Note Even if the info block is unlocked, this field will only read 1 if the flsh_unlock field has also been set to 0010b.

FLC_CTRL.write_enable

Field	Bits	Sys Reset	Access	Description
write_enable	17	0	R/O	Flash Writes Enabled

- 0: Flash writes are not currently enabled.
- 1: Flash writes are currently enabled.

FLC_CTRL.pending

Field	Bits	Sys Reset	Access	Description
pending	24	0	R/O	Flash Controller Status

This bit goes to an active high state (1) whenever the flash controller is performing a read, write, or erase operation. Once the operation has completed, the bit will return to 0.

FLC_CTRL.info_block_valid

Field	Bits	Sys Reset	Access	Description
info_block_valid	25	0	R/O	Info Block Valid Status

- 0: Flash info block does not contain valid contents. Security, test and trim settings have been set to default values by the FLC.
- 1: Flash info block is valid, and its contents have been loaded into the trim shadow registers.

FLC_CTRL.auto_incre_mode

Field	Bits	Sys Reset	Access	Description
auto_incre_mode	27	0	R/W	Address Auto-Increment Mode

- 0: Auto-increment mode disabled.
- 1: Auto-increment mode enabled; flash address will be automatically incremented by 4 following a write operation.

FLC_CTRL.flsh_unlock

Field	Bits	Sys Reset	Access	Description
flsh_unlock	31:28	0	R/W	Flash Write/Erase Enable

- 0: Flash write and erase operations are disabled.
- 1: Reserved.
- 2: Flash write and erase operations are enabled.
- 3..15: Reserved.

3.5.4.4 FLC_INTR

FLC_INTR.finished_if

Field	Bits	Sys Reset	Access	Description
finished_if	0	0	R/W	Flash Write/Erase Operation Finished

Write to zero to clear bit to 0.

Set to 1 by hardware when a flash operation (write or erase) has finished.

FLC_INTR.failed_if

Field	Bits	Sys Reset	Access	Description
failed_if	1	0	R/W	Flash Operation Failed

Write to zero to clear bit to 0.

Set to 1 by hardware when an error occurs during a flash operation

FLC_INTR.finished_ie

Field	Bits	Sys Reset	Access	Description
finished_ie	8	0	R/W	Flash Write/Erase Operation Finished Interrupt Enable

- 0: Interrupt disabled.
- 1: Setting the Flash Write/Erase Operation Finished bit to 1 will cause the FLC to generate an interrupt.

FLC_INTR.failed_ie

Field	Bits	Sys Reset	Access	Description
failed_ie	9	0	R/W	Flash Operation Failed Interrupt Enable

- 0: Interrupt disabled.
- 1: Setting the Flash Operation Failed bit to 1 will cause the FLC to generate an interrupt.

FLC_INTR.fail_flags

Field	Bits	Sys Reset	Access	Description
fail_flags	31:16	0	R/O	Flash Operation Failure Details

For backwards compatibility, this field will always read zero unless EN_CHANGE is set to 1.

3.5.4.5 FLC_FDATA

Sys Reset	Access	Description
0x0000_0000	R/W	Flash Operation Data Register

This register is used as an input parameter for various flash controller operations.

3.5.4.6 FLC_PERFORM

FLC_PERFORM.delay_se_en

Field	Bits	Sys Reset	Access	Description
delay_se_en	0	1	R/W	Delay SE Enable (Deprecated)

The function of this bit has been replaced by hardware logic. This bit remains readable and writeable for backwards compatibility purposes, but its value has no effect on flash controller behavior.

FLC_PERFORM.fast_read_mode_en

Field	Bits	Sys Reset	Access	Description
fast_read_mode_en	8	0	R/W	Fast Read Mode Enable (Deprecated)

The function of this bit has been replaced by hardware logic. This bit remains readable and writeable for backwards compatibility purposes, but its value has no effect on flash controller behavior.

FLC_PERFORM.en_prevent_fail

Field	Bits	Sys Reset	Access	Description
en_prevent_fail	12	0	R/W	Prevent Fail Flag Set on FLC Busy

When set high, prevents Flash Operation Failed Flag from getting set when reads or writes are requested while the flash controller is already busy performing an operation. When the FLASH_FAIL_FLAG does get set, all future writes will be prevented (if BYPASS_FAIL is not set) until FLASH_FAIL_FLAG is cleared. The writability of this bit is controlled by flc_settings_lock.

FLC_PERFORM.en_back2back_rds

Field	Bits	Sys Reset	Access	Description
en_back2back_rds	16	0	R/W	Enable Back To Back Reads

When set to 1, this allows the flash state machine to wait for subsequent reads before proceeding to DONE state.

FLC_PERFORM.en_back2back_wrs

Field	Bits	Sys Reset	Access	Description
en_back2back_wrs	20	0	R/W	Enable Back To Back Writes

When set high, this allows the flash state machine to wait for subsequent writes before proceeding to DONE state. Use with caution. This is meant to be used with drivers due to flash programming requirements. For example, there is a Tvh (Cummulative program HV period) requirement that must not be violated. When EN_BACK_2_BACK_WRS is set active high, it's possible to violate this period by with too many consecutive writes. To break the consecutive write cycle, read the flash. The writability of this bit is controlled by flc_settings_lock.

FLC_PERFORM.en_merge_grab_gnt

Field	Bits	Sys Reset	Access	Description
en_merge_grab_gnt	24	0	R/W	Enable Merge Grab GNT

This causes two states of the statemachine to become one. A little quicker.

FLC_PERFORM.auto_tacc

Field	Bits	Sys Reset	Access	Description
auto_tacc	28	0	R/W	Auto TACC

When this bit is set to 1, the TACC is automaticaly calculated using applicable system clock and oscillator settings.

FLC_PERFORM.auto_clkdiv

Field	Bits	Sys Reset	Access	Description
auto_clkdiv	29	0	R/W	Auto CLKDIV

When this bit is set to 1, the CLKDIV is automaticaly calculated using applicable system clock and oscillator settings.

3.5.4.7 FLC_TACC

Sys Reset	Access	Description
00000004h	R/W	Flash Read Cycle Config

This register determines the number of system clocks for a flash read cycle (time access). This register is keyed such that to change the value, write 0xAABB to the upper 16 bits while writing TACC[2:0] to the desired value. Writing 0x0 is blocked unless EN_BACK_2_BACK_RDS (Enable back to back reads) is set.

3.5.4.8 FLC_TPROG

Sys Reset	Access	Description
00000015h	R/W	Flash Write Cycle Config

This register determines the number of micro seconds for flash writes. (The generation of the micro second tick is controlled by FLC_FCKDIV). Only the lower 3 bits are programmable. So the programming range is from 0x10 - 0x17 (16us to 23us). This register is keyed such that to change the value, write 0xAABB to the upper 16 bits while writing TPROG[2:0] to the new desired value.

3.5.4.9 FLC_STATUS

FLC_STATUS.jtag_lock_window

Field	Bits	Sys Reset	Access	Description
jtag_lock_window	0	see desc	R/O	Debug Locked - Hardware Window

- 0: No lockout from this source
- 1: The debug lockout is being asserted because the debug hardware window lockout feature is active, and the window of 1024 cycles following reset has not yet elapsed.

FLC_STATUS.jtag_lock_static

Field	Bits	Sys Reset	Access	Description
jtag_lock_static	1	see desc	R/O	Debug Locked - Firmware Lockout

- 0: No lockout from this source
- 1: The debug lockout is being asserted because the Disable Debug (bit 0) in the FLC_SECURITY register has been set to 1. This is typically done by firmware as part of a user-defined security scheme.

FLC_STATUS.auto_lock

Field	Bits	Sys Reset	Access	Description
auto_lock	3	see desc	R/O	Debug Locked - Auto Lock

- 0: No lockout from this source
- 1: The debug lockout is being asserted unconditionally because the Auto Lock option has been enabled in the flash info block.

FLC_STATUS.trim_update_done

Field	Bits	Sys Reset	Access	Description
trim_update_done	29	see desc	R/O	Trim Update Done

Set to 1 by hardware once the info block trim has been loaded.

FLC_STATUS.info_block_valid

Field	Bits	Sys Reset	Access	Description
info_block_valid	30	see desc	R/O	Info Block Valid

Once the Trim Update Done field is set to 1, the value of this bit can be checked to see the status of the info block. If this bit returns 1, the contents of the info block are valid. If this bit returns 0, the contents of the info block are invalid and the trim has been loaded with default values. The info block should ALWAYS be valid on production tested devices.

3.5.4.10 FLC_SECURITY

FLC_SECURITY.debug_disable

Field	Bits	Sys Reset	Alt Reset	Access	Description
debug_disable	7:0	no effect	POR:0x00	R/W[1]	Debug Lockout

This field can be set to one of two values as follows:

- 0x00: Debug access is unlocked; the ARM debugger can be used normally.
- 0x01: Debug access is locked out. All access to the ARM debug engine is blocked.

Note (1) To set this field to `0x01` (which will lock out debug access), write the value `0xA5` to this field. To clear this field to `0x00` (which will unlock debug access), write any value other than `0xA5` to this field. If (FLC_SECURITY.security_lock == 0x8), this field cannot be altered.

FLC_SECURITY.mass_erase_lock

Field	Bits	Sys Reset	Alt Reset	Access	Description
mass_erase_lock	11:8	no effect	POR:0x0	R/W[1]	Mass Erase Lockout

This field can be set to one of two values as follows:

- 0x0: Mass erase of the main internal flash memory can be performed in the usual manner.
- 0x1: The mass erase operation is locked out.

Note (1) To set this field to `0x1` (which will lock out mass erase), write the value `0xC` to this field. To clear this field to 0x0 (mass erase allowed), write any value other than 0xC to this field. If (FLC_SECURITY.security_lock == 0x8), this field cannot be altered.

FLC_SECURITY.disable_ahb_wr

Field	Bits	Sys Reset	Access	Description
disable_ahb_wr	19:16	0	R/W[1]	Disable AHB Flash Write Operations

This field can be set to one of two values as follows:

- 0x0: Writing to a location in the internal flash memory via AHB will attempt to program that flash location to the written value.
- 0x1: Writing to a location in the internal flash memory via AHB will have no effect.

Note (1) To set this field to `0x1`, write the value `0x3` to this field. To set this field to `0x0`, write any value other than `0x3` to this field. If (FLC_SECURITY.flc_settings_lock == 0x8), this field cannot be altered.

FLC_SECURITY.flc_settings_lock

Field	Bits	Sys Reset	Access	Description
flc_settings_lock	27:24	0	R/W[1]	FLC Settings Lock

This field can be set to one of two values as follows:

- 0x0: No effect.
- 0x8: The following fields are write protected and cannot be altered:
  - FLC_SECURITY.disable_ahb_wr
  - FLC_CTRL2.bypass_ahb_fail
  - FLC_PERFORM.en_prevent_fail
  - FLC_PERFORM.en_back2back_wrs

Note (1) To set this field to `0x8`, write the value `0x5` to this field. To set this field to `0x0`, write any value other than `0x5` to this field. If (FLC_SECURITY.flc_settings_lock == 0x8), this field cannot be altered.

FLC_SECURITY.security_lock

Field	Bits	Sys Reset	Alt Reset	Access	Description
security_lock	31:28	X	POR:0000b	R/W	Security Lock

Once this field is set to 1000b, the SECURITY register and the flash page protect registers may no longer be modified.

To set this field to 1000b, write the value 5 to the field. This field can only be set by firmware; it cannot be cleared.

3.5.4.11 FLC_CTRL2

FLC_CTRL2.flash_lve

Field	Bits	Sys Reset	Access	Description
flash_lve	0	0	R/W	Flash LVE Enable

Reserved for test purposes only. This bit should not be used by application firmware.

FLC_CTRL2.frc_fclk1_on

Field	Bits	Sys Reset	Access	Description
frc_fclk1_on	1	0	R/W	Force FCLK1 On

Reserved for test purposes only. This bit should not be used by application firmware.

FLC_CTRL2.en_write_all_zeroes

Field	Bits	Sys Reset	Access	Description
en_write_all_zeroes	3	0	R/W	Enable Write All Zeroes

Normally, the flash controller will only allow write operations to locations which are blank (contents are 0xFFFF_FFFF). When this bit is set to 1, the FLC will allow a previously written location to be overwritten by an all zeroes value (0x0000_0000).

To modify this bit, write these two fields in a single register write.

- Write the new desired value to this field.
- Write 0x93 to the AHB Fail Bypass field (bits 15:8).

FLC_CTRL2.en_change

Field	Bits	Sys Reset	Access	Description
en_change	4	0	R/W	Enable FLC Register Changes

This bit is a backwards-compatibility control which affects the readability of certain FLC registers and fields.

- 0: The following registers and fields will always read as zero, regardless of their actual value - FLC_FCKDIV.auto_fckdiv_result, FLC_INTR.fail_flags, and FLC_CTRL2.enable_ram_hresp.
- 1: The registers/fields listed above may be read in the usual manner.

FLC_CTRL2.slow_clk

Field	Bits	Sys Reset	Access	Description
slow_clk	5	0	R/O	Clock Too Slow Status

This status bit indicates whether the FLC clock is fast enough to perform write and erase operations properly.

- 0: The FLC clock is running at an acceptable speed for program operations.
- 1: The FLC clock is too slow. Write and erase operations may not work correctly.

FLC_CTRL2.enable_ram_hresp

Field	Bits	Sys Reset	Access	Description
enable_ram_hresp	6	0	R/W	Enable RAM HRESP

This bit controls the behavior of the SRAM AHB slave in cases where the requested address falls outside the configured size of the SRAM.

- 0: No AHB error will be returned. However, an out of range access will still cause the FLC_INTFL1.sram_addr_wrapped interrupt flag to be set.
- 1: Out of range SRAM accesses will cause an AHB error response to be returned to the bus master.

For backwards compatibility, this field will always read zero unless EN_CHANGE is set to 1.

FLC_CTRL2.bypass_ahb_fail

Field	Bits	Sys Reset	Access	Description
bypass_ahb_fail	15:8	0	R/W	AHB Fail Bypass

When using the AHB to write to flash, the fail flag will get set if a read access to the flash occurs before the write to the flash completes. Both AHB writes and AHB reads are arbitrated by the flash controller and the fail flag does not indicate a failed write or read. Thus, this fail flag can be ignored on subsequent writes or reads. If this field is 0 and the fail flag gets set, subsequent flash accesses will be ignored until the fail flag is cleared. Setting this field to 1 removes the fail flag from being evaluated and all subsequent flash accesses will be processed as normal.

Write 0x45 to this field to set the field to 1. Write 0x54 to this field to clear the field to 0.

This field is also used when modifying the values of other bits in this register; these operations do not change the value of this field.

3.5.4.12 FLC_INTFL1

FLC_INTFL1.sram_addr_wrapped

Field	Bits	Sys Reset	Access	Description
sram_addr_wrapped	0	0	W1C	SRAM Address Wrapped Interrupt Flag

This flag is set to 1 by hardware when an AHB read or write access occurs to an out-of-range SRAM location (due to trim configuration settings).

Write 1 to clear.

FLC_INTFL1.invalid_flash_addr

Field	Bits	Sys Reset	Access	Description
invalid_flash_addr	1	0	W1C	Invalid Flash Address Interrupt Flag

This flag is set to 1 by hardware when an AHB read or write access occurs to an out-of-range internal flash memory location (due to trim configuration settings).

Write 1 to clear.

FLC_INTFL1.flash_read_locked

Field	Bits	Sys Reset	Access	Description
flash_read_locked	2	0	W1C	Flash Read from Locked Area Interrupt Flag

This flag is set to 1 by hardware when an attempt is made to read from a page of internal flash memory that has been locked by setting a bit in the appropriate DISABLE_XR register.

Write 1 to clear.

FLC_INTFL1.trim_update_done

Field	Bits	Sys Reset	Access	Description
trim_update_done	3	0	W1C	Trim Update Complete Interrupt Flag

This flag is set to 1 by hardware when the FLC has completed its scan of the flash info block following power-up.

Write 1 to clear.

FLC_INTFL1.flc_state_done

Field	Bits	Sys Reset	Access	Description
flc_state_done	4	0	W1C	FLC State Machine Reached DONE Interrupt Flag

This flag is set to 1 by hardware when the FLC state machine reaches the DONE state after an operation (including read transactions). This can be used for debug. For example, when back-to-back read mode is enabled, this flag should not get set on every flash read. Only when an event occurs that causes the state machine to exit back-to-back read mode (causing the state machine to pass through the DONE state) will this bit get set.

Write 1 to clear.

FLC_INTFL1.flc_prog_complete

Field	Bits	Sys Reset	Access	Description
flc_prog_complete	5	0	W1C	Program (Write or Erase) Operation Completed Interrupt Flag

This flag is set to 1 by hardware when the FLC completes a programming operation (write, page erase, or mass erase).

Write 1 to clear.

3.5.4.13 FLC_INTEN1

FLC_INTEN1.sram_addr_wrapped

Field	Bits	Sys Reset	Access	Description
sram_addr_wrapped	0	0	R/W	SRAM Address Wrapped Interrupt Enable/Disable

- 0: Interrupt disabled (default).
- 1: Enables FLC_INTFL1.sram_addr_wrapped as an FLC interrupt source.

FLC_INTEN1.invalid_flash_addr

Field	Bits	Sys Reset	Access	Description
invalid_flash_addr	1	0	R/W	Invalid Flash Address Interrupt Enable/Disable

- 0: Interrupt disabled (default).
- 1: Enables FLC_INTFL1.invalid_flash_addr as an FLC interrupt source.

FLC_INTEN1.flash_read_locked

Field	Bits	Sys Reset	Access	Description
flash_read_locked	2	0	R/W	Flash Read from Locked Area Interrupt Enable/Disable

- 0: Interrupt disabled (default).
- 1: Enables FLC_INTFL1.flash_read_locked as an FLC interrupt source.

FLC_INTEN1.trim_update_done

Field	Bits	Sys Reset	Access	Description
trim_update_done	3	0	R/W	Trim Update Complete Interrupt Enable/Disable

- 0: Interrupt disabled (default).
- 1: Enables FLC_INTFL1.trim_update_done as an FLC interrupt source.

FLC_INTEN1.flc_state_done

Field	Bits	Sys Reset	Access	Description
flc_state_done	4	0	R/W	FLC State Machine Reached DONE Interrupt Enable/Disable

- 0: Interrupt disabled (default).
- 1: Enables FLC_INTFL1.flc_state_done as an FLC interrupt source.

FLC_INTEN1.flc_prog_complete

Field	Bits	Sys Reset	Access	Description
flc_prog_complete	5	0	R/W	Program (Write or Erase) Op Completed Int Enable/Disable

- 0: Interrupt disabled (default).
- 1: Enables FLC_INTFL1.flc_prog_complete as an FLC interrupt source.

3.5.4.14 FLC_BL_CTRL

Sys Reset	Access	Description
0x0000_0000	R/W	Bootloader Control Register

Internal use only. Contents of this register should not be modified by application firmware.

3.5.4.15 FLC_TWK

Sys Reset	Access	Description
0x0000_0000	R/W	FLC TWK Cycle Count

Internal use only. Contents of this register should not be modified by application firmware.

3.5.4.16 FLC_SLM

Sys Reset	Access	Description
0x0000_0000	R/W	Sleep Mode Register

Internal use only. Contents of this register should not be modified by application firmware.

3.5.4.17 FLC_DISABLE_XR0

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 0

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)
- Bit 0 - Page 0 is forced to 0 (read only) since this page is required to be readable.
- ...
- Bit 31 - Page 31

3.5.4.18 FLC_DISABLE_XR1

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 1

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)

3.5.4.19 FLC_DISABLE_XR2

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 2

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)

3.5.4.20 FLC_DISABLE_XR3

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 3

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)

3.5.4.21 FLC_DISABLE_XR4

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 4

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)

3.5.4.22 FLC_DISABLE_XR5

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 5

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)

3.5.4.23 FLC_DISABLE_XR6

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 6

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)

3.5.4.24 FLC_DISABLE_XR7

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Exec/Read Register 7

Each bit in this register controls the execution/read permission for one page of the main flash memory, as follows:

- 0 - Flash page operates normally.
- 1 - Flash page is removed from memory space; contents of this flash page will not be provided by the flash controller for read access or execution (code access)

3.5.4.25 FLC_DISABLE_WE0

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 0

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.4.26 FLC_DISABLE_WE1

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 1

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.4.27 FLC_DISABLE_WE2

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 2

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.4.28 FLC_DISABLE_WE3

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 3

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.4.29 FLC_DISABLE_WE4

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 4

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.4.30 FLC_DISABLE_WE5

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 5

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.4.31 FLC_DISABLE_WE6

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 6

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.4.32 FLC_DISABLE_WE7

Sys Reset	Access	Description
0x0000_0000	R/W	Disable Flash Page Write/Erase Register 7

Each bit in this register controls the write/erase permission for one page of the main flash memory:

- 0 - Flash page operates normally.
- 1 - Flash page contents may not be modified using write operations or page erase operations.

3.5.5 Registers (ICC)

Address	Register	Access	Description	Reset By
0x4000_3000	ICC_ID	R/O	Cache ID Register (INTERNAL USE ONLY)	Sys
0x4000_3004	ICC_MEM_CFG	R/O	Memory Configuration Register	Sys
0x4000_3100	ICC_CTRL_STAT	***	Control and Status	Sys
0x4000_3700	ICC_INVDT_ALL	W/O	Invalidate (Clear) Cache Control	Sys

3.5.5.1 ICC_ID

ICC_ID.rtl_version

Field	Bits	Sys Reset	Access	Description
rtl_version	5:0	xxxxxx	R/O	Version

Internal/test use only; not for use by application software.

ICC_ID.part_num

Field	Bits	Sys Reset	Access	Description
part_num	9:6	xxxx	R/O	Number ID

Internal/test use only; not for use by application software.

ICC_ID.cache_id

Field	Bits	Sys Reset	Access	Description
cache_id	15:10	xxxxxx	R/O	Cache ID

Internal/test use only; not for use by application software.

3.5.5.2 ICC_MEM_CFG

ICC_MEM_CFG.cache_size

Field	Bits	Sys Reset	Access	Description
cache_size	15:0	8	R/O	Instruction Cache Size

Size of the instruction cache memory (in KB).

For the **MAX32620**, this value is 8KB.

ICC_MEM_CFG.main_memory_size

Field	Bits	Sys Reset	Access	Description
main_memory_size	31:16	see desc	R/O	Internal Flash Memory Size

Size of the main internal flash memory (in KB, divided by 32).

For the **MAX32620**, this field reads 64 and for the **MAX32620L** this field reads 32, which indicates an internal flash memory size of 2MB or 1MB per device.

3.5.5.3 ICC_CTRL_STAT

ICC_CTRL_STAT.enable

Field	Bits	Sys Reset	Access	Description
enable	0	0	R/W	Cache Enable

- 0: Instruction cache is disabled (bypass mode)
- 1: Instruction cache is enabled

ICC_CTRL_STAT.ready

Field	Bits	Sys Reset	Access	Description
ready	16	0	R/O	Cache Ready Status

- 0: Cache is invalidated/in a reset state
- 1: Cache is active and ready for use

3.5.5.4 ICC_INVDT_ALL

Sys Reset	Access	Description
00000000h	W/O	Invalidate (Clear) Cache Control

Writing any value to this register triggers a cache invalidate operation. The Cache Ready Status bit will indicate when this has completed.

All reads return 0.

3.5.6 Registers (TRIM)

Address	Register	Access	Description	Reset By
0x4000_102C	TRIM_REG11_ADC_TRIM0	R/W	Shadow Trim for ADC R0	Sys
0x4000_1030	TRIM_REG12_ADC_TRIM1	R/W	Shadow Trim for ADC R1	Sys
0x4000_1034	TRIM_FOR_PWR_REG5	R/O	Shadow Trim for PWRSEQ Register REG5	Sys
0x4000_1038	TRIM_FOR_PWR_REG6	R/O	Shadow Trim for PWRSEQ Register REG6	Sys
0x4000_103C	TRIM_FOR_PWR_REG7	R/O	Shadow Trim for PWRSEQ Register REG7	Sys

3.5.6.1 TRIM_REG11_ADC_TRIM0

TRIM_REG11_ADC_TRIM0.adctrim_x0r0

Field	Bits	Sys Reset	Access	Description
adctrim_x0r0	9:0	special	R/W	Gain Error Trim X0 R0

This field is automatically initalized from the flash info block by hardware.

This field should not be modified by the user except in the case when an external ADC reference is being used. In this case, the value of this field should be changed to 0x200.

TRIM_REG11_ADC_TRIM0.adctrim_x1r0

Field	Bits	Sys Reset	Access	Description
adctrim_x1r0	25:16	special	R/W	Gain Error Trim X1 R0

This field is automatically initalized from the flash info block by hardware.

This field should not be modified by the user except in the case when an external ADC reference is being used. In this case, the value of this field should be changed to 0x200.

3.5.6.2 TRIM_REG12_ADC_TRIM1

TRIM_REG12_ADC_TRIM1.adctrim_x0r1

Field	Bits	Sys Reset	Access	Description
adctrim_x0r1	9:0	special	R/W	Gain Error Trim X0 R1

This field is automatically initalized from the flash info block by hardware.

This field should not be modified by the user except in the case when an external ADC reference is being used. In this case, the value of this field should be changed to 0x200.

TRIM_REG12_ADC_TRIM1.adctrim_x1r1

Field	Bits	Sys Reset	Access	Description
adctrim_x1r1	25:16	special	R/W	Gain Error Trim X1 R1

This field is automatically initalized from the flash info block by hardware.

This field should not be modified by the user except in the case when an external ADC reference is being used. In this case, the value of this field should be changed to 0x200.

TRIM_REG12_ADC_TRIM1.adctrim_dc

Field	Bits	Sys Reset	Access	Description
adctrim_dc	31:28	special	R/W	Offset Error Trim

This field is automatically initalized from the flash info block by hardware.

This field should not be modified by the user. For proper ADC operation, this field should remain at its default value.

3.5.6.3 TRIM_FOR_PWR_REG5

Sys Reset	Access	Description
special	R/O	Shadow Trim for PWRSEQ Register REG5

This register is automatically initialized from the flash info block by hardware.

Following boot, the contents of this register must be copied by application firmware to the power sequencer register PWRSEQ_REG5.

3.5.6.4 TRIM_FOR_PWR_REG6

Sys Reset	Access	Description
special	R/O	Shadow Trim for PWRSEQ Register REG6

This register is automatically initialized from the flash info block by hardware.

Following boot, the contents of this register must be copied by application firmware to the power sequencer register PWRSEQ_REG6.

3.5.6.5 TRIM_FOR_PWR_REG7

Sys Reset	Access	Description
special	R/O	Shadow Trim for PWRSEQ Register REG7

This register is automatically initialized from the flash info block by hardware.

Following boot, the contents of this register must be copied by application firmware to the power sequencer register PWRSEQ_REG7.

4 System Configuration and Management

4.1 Recommended Settings For Application Startup

Field	Value	Notes
CLKMAN_CLK_CTRL.system_source_select	1	Switch to maximum clock speed (div 1) for primary system oscillator.
ICC_CTRL_STAT.enable	1	Enable cache as detailed here to improve execution throughput.
PWRSEQ_REG5	TRIM_FOR_PWR_REG5	Copy trim values from shadow register to always-on power domain register.
PWRSEQ_REG6	TRIM_FOR_PWR_REG6	Copy trim values from shadow register to always-on power domain register.
PWRSEQ_REG7	TRIM_FOR_PWR_REG7	Copy trim values (top 16 bits *ONLY*) from shadow registers to always-on power domain register.
FLC_PERFORM.en_back2back_rds	1	Improve flash access timing.
FLC_PERFORM.en_merge_grab_gnt	1	
FLC_PERFORM.auto_tacc	1	
FLC_PERFORM.auto_clkdiv	1	
FLC_SECURITY.disable_ahb_wr	1	Do not allow direct write operations to internal flash via the AHB bus.
RTCTMR_CTRL.use_async_flags	1	Improve RTC register access timing.
RTCTMR_CTRL.use_async_rst	1	
PWRSEQ_RTC_CTRL2.timer_auto_update	1	Enable fast read of RTC timer value.
PWRSEQ_RTC_CTRL2.timer_async_wr	1	Enable fast write of RTC registers.
PWRSEQ_RTC_CTRL2.timer_async_rd	0	
PWRSEQ_REG3.pwr_failsel	1	Select values for optimal performance.

Field	Value	Notes
PWRSEQ_REG0.pwr_first_boot	0	This bit must be cleared to 0 before the first entry into LP0:STOP or LP1:STANDBY.
PWRSEQ_REG0.pwr_retregen_run	1	Turn on retention regulator.
PWRSEQ_REG0.pwr_retregen_slp	1	
PWRSEQ_RETN_CTRL0.rc_rel_ccg_early	1	Adjust retention controller settings for fastest wake-up time.
PWRSEQ_RETN_CTRL0.rc_poll_flash	1	
PWRSEQ_RETN_CTRL0.rc_use_flc_twk	0	
PWRSEQ_RETN_CTRL1.rc_twk	1	Note: PWRSEQ_RETN_CTRL0.rc_poll_flash must be set to 1 BEFORE this value is changed.
PWRSEQ_REG3.pwr_rosel	1	Improve wake-up time.
PWRSEQ_REG3.pwr_failsel	1	Set powerfail/bootfail retry cycle time to 8ms.
PWRSEQ_REG3.pwr_fltrrosel	7	Set power stabilization delay for wakeup to max value of 5.10μs.
CLKMAN_CLK_CTRL.rtos_mode	1	Enable RTOS Mode: Enable 32kHz clock synchronizer to SysTick external clock input.
PWRSEQ_PWR_MISC.invert_4_mask_bits	1	Set this so all bits of PWR_MSK_FLAGS are active low to mask the corresponding flags.

4.2 Power Ecosystem and Operating Modes

4.2.1 Power Ecosystem

The **MAX32620** has multiple operating modes with many user configurable options, offering significant flexibility in total power consumption. These options are stored in configuration registers and are continuously powered across all modes of operation. These registers dictate which analog and digital peripherals are enabled during low power modes. The V_{RTC} power supply provides power to the configuration registers during loss-of-power events on the main digital and analog supplies.

The **MAX32620** supports four power modes: LP0:STOP, LP1:STANDBY, LP2:PMU, LP3:RUN. The Power State Diagram shows a state diagram of these power modes.

In the low power modes LP0:STOP and LP1:STANDBY, the **MAX32620** is controlled by the Power Sequencer. In the LP2:PMU mode, the **MAX32620** is controlled by the PMU. In the LP3:RUN mode, it is controlled by the CPU.

When a wakeup event is detected, the **MAX32620** exits the low power mode (LP0:STOP or LP1:STANDBY) and enters the LP3:RUN mode.

Note Some power modes can only be reached via transitions from specific modes. Further transitioning information is found in the power mode sections below. The following is a typical power state transition sequence: (LP0:STOP or LP1:STANDBY) → LP3:RUN → LP2:PMU → LP3:RUN → (LP0:STOP or LP1:STANDBY).

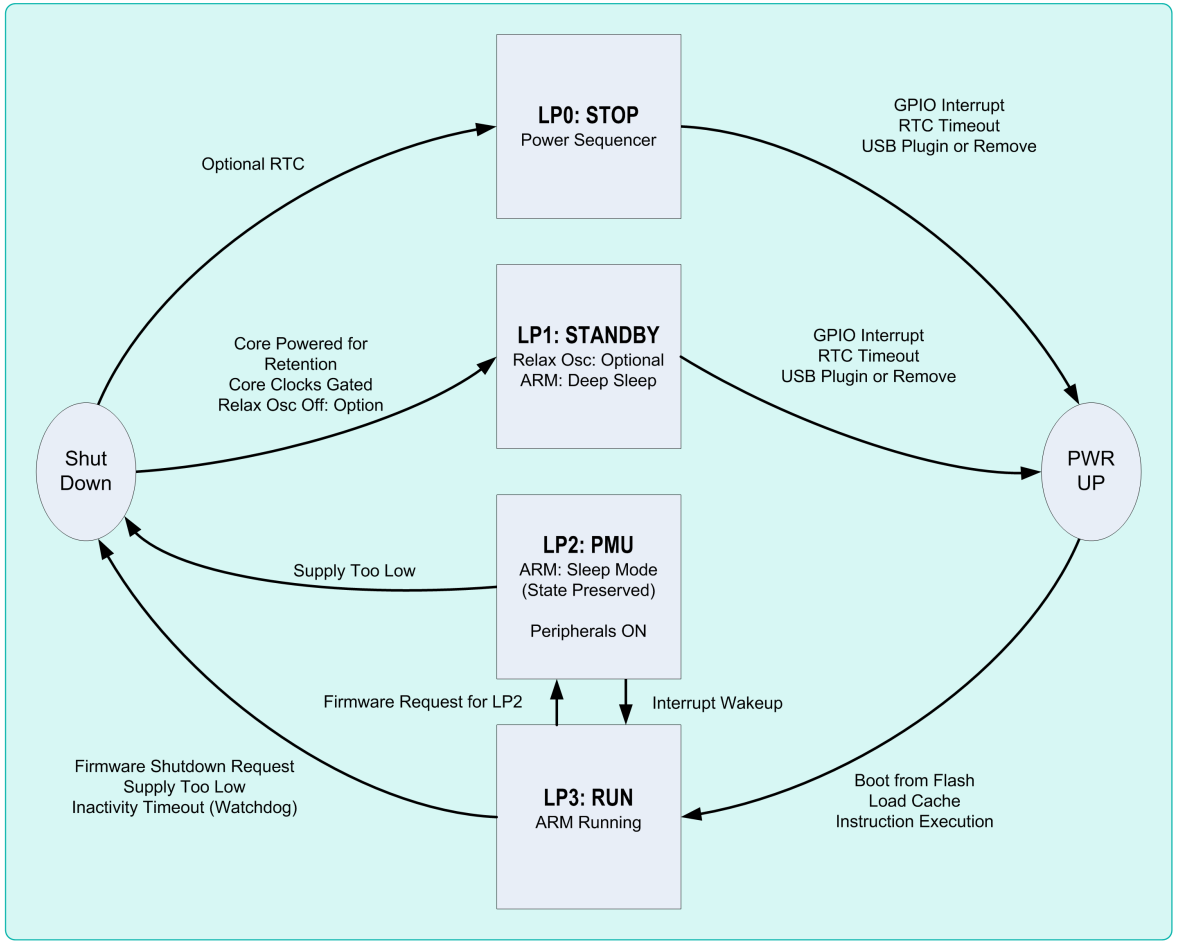


Figure 4.1: Power State Diagram

4.2.2 Power Modes

Note Low Power Modes LP0:STOP and LP1:STANDBY can only transition to/from the LP3:RUN mode. In order to enter LP2:PMU from one of these modes, the device must first enter LP3:RUN.

4.2.2.1 Low Power Mode 0 (LP0:STOP)

LP0:STOP is the lowest power consumption mode. This mode does not preserve application state, SRAM contents, or the contents of most registers on the device.

This is useful when the application is not required to perform CPU-level processing tasks for an extended period of time and a slightly slower LP0:STOP → LP3:RUN wakeup period is tolerable. During this mode, all power to most digital and analog circuitry on the device is shut off, including power to the ARM core, the internal SRAM, and all digital and analog peripherals except for those discussed below.

The only current draw sources in this state are the power sequencer, the RTC clock (if enabled), and POR/failsafe circuitry.

When the device wakes up from LP0:STOP and transitions back to LP3:RUN, the effect is the same as if a power-on reset had occurred. CPU execution will restart at the beginning of application code (address `0x0000_0000`), and all registers will be reset except for V_{RTC}-backed registers.

4.2.2.2 Low Power Mode 1 (LP1:STANDBY)

LP1:STANDBY is a core data retention mode which supports fast wakeup time while maintaining ultra-low power. This mode preserves application state, SRAM contents, and all register contents.

In this mode, all clocks are gated off and almost all digital logic is in a static, low-power state. The CPU is in deep sleep in this mode, and all data is preserved.

In order to achieve the lowest possible power consumption during LP1:STANDBY, it is recommended to turn off all unused analog circuitry.

4.2.2.3 Low Power Mode 2 (LP2:Peripheral Management Unit)

The PMU is in control of the system when using LP2:PMU. During this mode, the CPU of the **MAX32620** is in sleep mode. This mode enables the lowest noise floor for analog measurements and reduced operating power for peripherals.

The PMU can direct data movement via programmable op codes for:

- Peripheral to Memory
- Memory to Peripheral
- Analog to Memory
- Synchronization of analog measurements
- Control and synchronization of pulse train signals and events

4.2.2.4 Low Power Mode 3 (LP3:RUN)

In the LP3:RUN mode, the CPU is running application code. During this state, the CPU and all digital and analog peripherals are fully powered and awake. The clocks to each peripheral are gated dynamically, which results in power savings for those peripherals which are not in use.

4.2.2.5 Wakeup Events from LP0:STOP and LP1:STANDBY

The following events can wake up the **MAX32620** from the LP0:STOP or LP1:STANDBY modes.

- RTC timer interrupt
- GPIO level detection
- Connect or disconnect of USB power on V_{DDB}

Each of these events is configurable and must be enabled by the firmware.

Note Certain wakeup events can be masked out by writing to the PWRSEQ_MSK_FLAGS register.

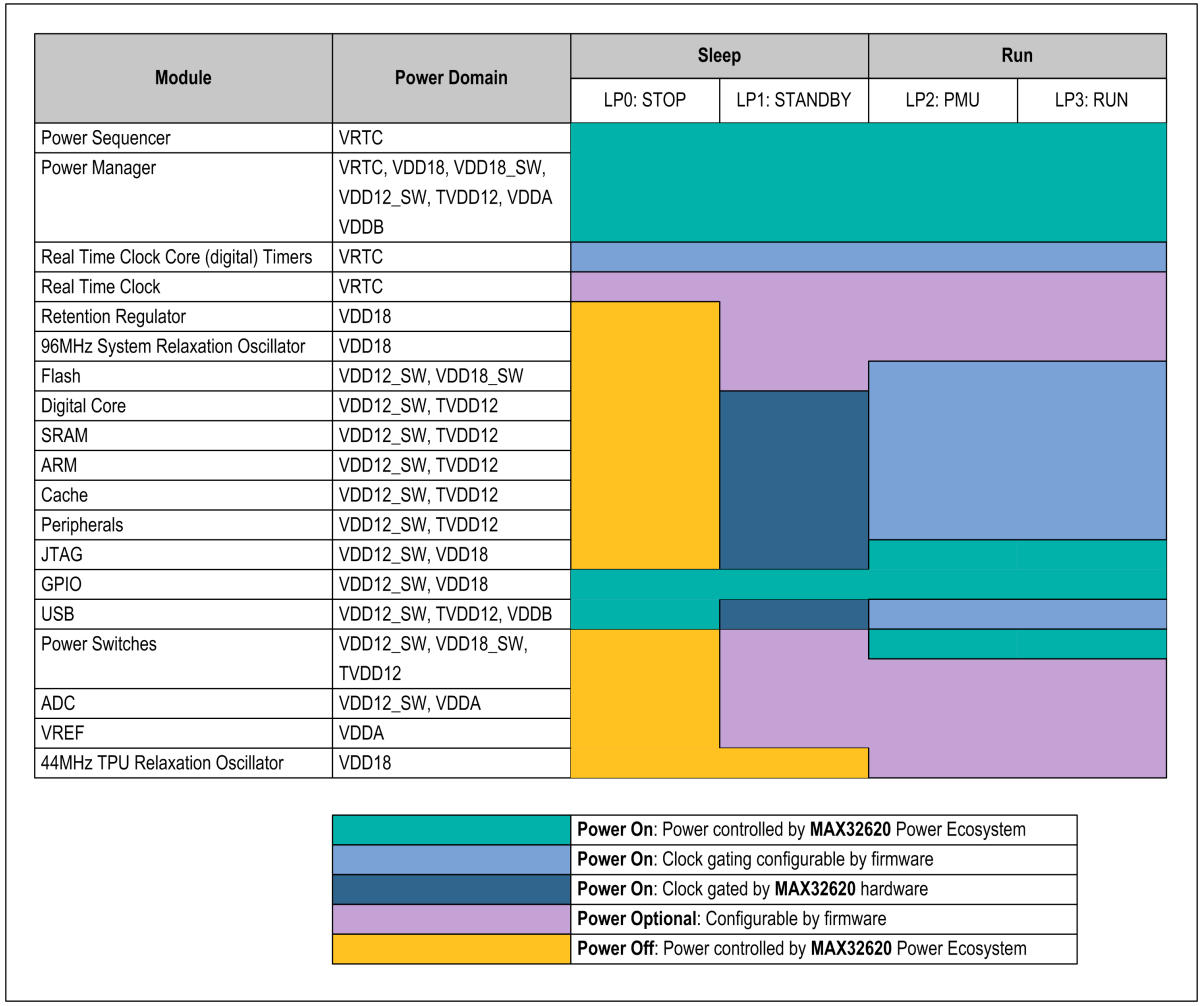
4.2.3 Power State Matrix Control Options

The Power State Diagram shows the four major power states and how control is handled in the **MAX32620**.

The figure illustrates:

- Hardware-controlled powering of circuit blocks
- Firmware-controllable power options
- Firmware-controllable clock gating

Note The power manager will power the minimal amount of circuitry necessary to achieve functionality of each mode. To achieve the lowest optimized power solution, the user must fully analyze the use case and choose the appropriate power and clock gating options.



Module	Power Domain	Sleep		Run	
		LP0: STOP	LP1: STANDBY	LP2: PMU	LP3: RUN
Power Sequencer	VRTC				
Power Manager	VRTC, VDD18, VDD18_SW, VDD12_SW, TVDD12, VDDA VDDB				
Real Time Clock Core (digital) Timers	VRTC				
Real Time Clock	VRTC				
Retention Regulator	VDD18				
96MHz System Relaxation Oscillator	VDD18				
Flash	VDD12_SW, VDD18_SW				
Digital Core	VDD12_SW, TVDD12				
SRAM	VDD12_SW, TVDD12				
ARM	VDD12_SW, TVDD12				
Cache	VDD12_SW, TVDD12				
Peripherals	VDD12_SW, TVDD12				
JTAG	VDD12_SW, VDD18				
GPIO	VDD12_SW, VDD18				
USB	VDD12_SW, TVDD12, VDDB				
Power Switches	VDD12_SW, VDD18_SW, TVDD12				
ADC	VDD12_SW, VDDA				
VREF	VDDA				
44MHz TPU Relaxation Oscillator	VDD18				

	Power On: Power controlled by **MAX32620** Power Ecosystem
	Power On: Clock gating configurable by firmware
	Power On: Clock gated by **MAX32620** hardware
	Power Optional: Configurable by firmware
	Power Off: Power controlled by **MAX32620** Power Ecosystem

Figure 4.2: Power and Clock Gating Options

4.2.4 Power Ecosystem

The **MAX32620** has multiple power domains that are controlled by the power ecosystem circuitry. This includes the Power Sequencer, Power Manager, Real Time Clock (RTC), SVM, ADC, and GPIO. Critical configuration registers for the power ecosystem are located in the 'always-on' power sequencer block and are backed by the V_{RTC} power supply. The registers are configurable by firmware and dictate what analog and digital peripherals are enabled while in each of the operating modes.

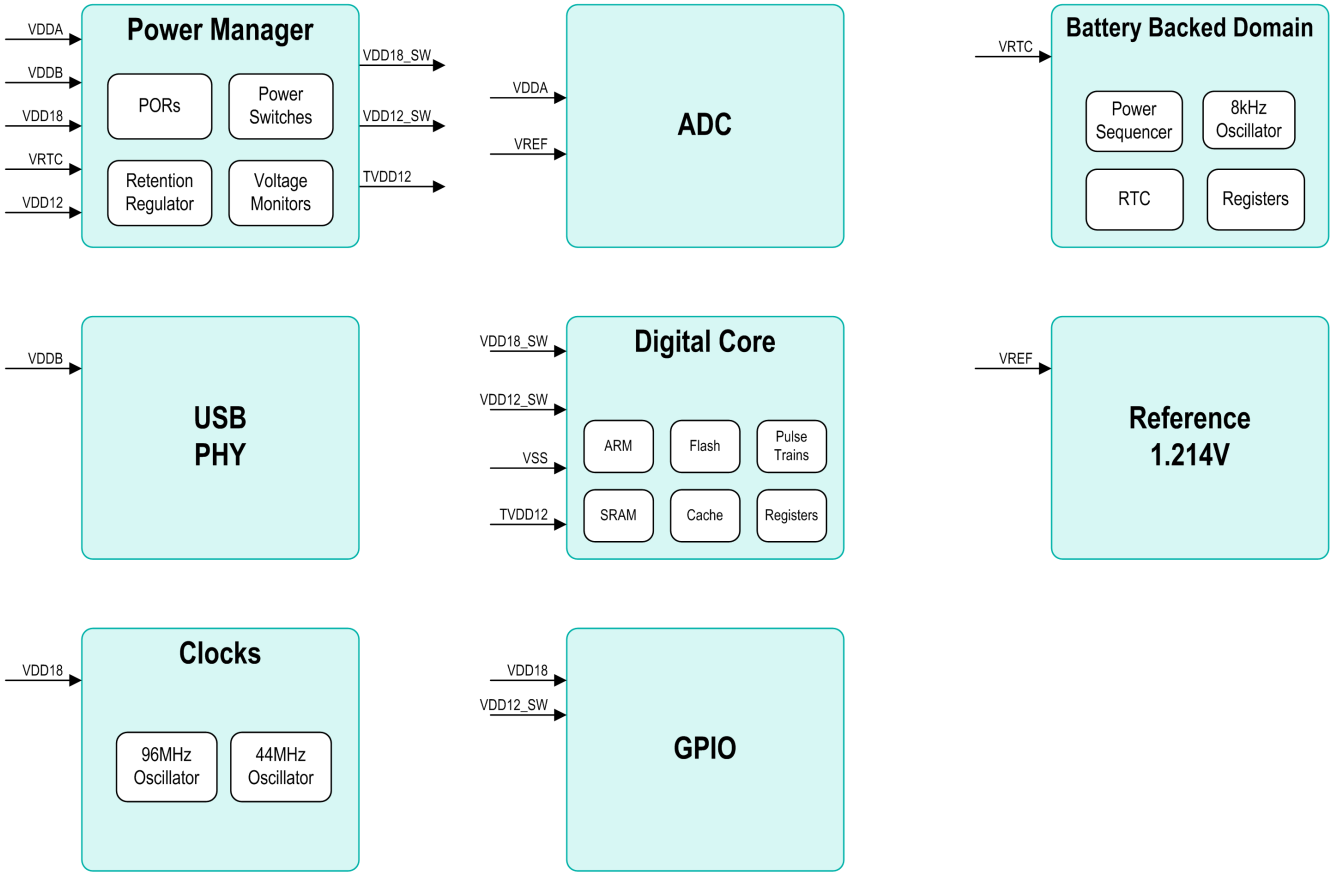


Figure 4.3: Power Ecosystem

4.2.5 Supply Voltage Monitors

In addition to power distribution and management, the power ecosystems monitor power levels using Supply Voltage Monitor (SVM) blocks. These are used to trigger warning and/or reset events, depending on the supply, the voltage level detected, and applicable configuration settings.

4.2.6 Power Sequencer

The Power Sequencer controls the **MAX32620** during Power Modes. During exit from LP0:STOP or LP1:STANDBY, the Power Sequencer transfers control to the system manager. The **MAX32620** then enters LP3:RUN. One of the primary functions of the Power Sequencer is to ensure that power, clock, and reset signals are stable prior to entry into LP3:RUN mode.

During LP0:STOP and LP1:STANDBY, wakeup interrupts are continuously monitored. Once an interrupt event occurs, the Power Sequencer automatically enables SVMs, firmware-selected peripherals, and required internal oscillators for system and cryptographic clock sources.

When the Power Sequencer determines that all power, clock, and reset signals are valid, the clock gating for the CPU and digital core is released, and the **MAX32620** is allowed to enter LP3:RUN mode.

4.2.6.1 Power Mode Transitioning to Low Power Modes

To take full advantage of the low power modes of operation, the device will need to spend as much time as possible in either the LP0:STOP or LP1:STANDBY modes.

Prior to entering those modes, it is extremely important to set up any wakeup source(s) that will be used to exit LP0:STOP or LP1:STANDBY and return to LP3:RUN.

4.2.7 Registers (PWRSEQ)

Address	Register	Access	Description	Reset By
0x4000_0A30	PWRSEQ_REG0	***	Power Sequencer Control Register 0	POR PWRSEQ
0x4000_0A34	PWRSEQ_REG1	R/W	Power Sequencer Control Register 1	Sys PWRSEQ
0x4000_0A38	PWRSEQ_REG2	R/W	Power Sequencer Control Register 2	Sys PWRSEQ
0x4000_0A3C	PWRSEQ_REG3	R/W	Power Sequencer Control Register 3	Sys PWRSEQ
0x4000_0A40	PWRSEQ_REG4	R/W	Power Sequencer Control Register 4	Sys PWRSEQ
0x4000_0A44	PWRSEQ_REG5	R/W	Power Sequencer Control Register 5 (Trim 0)	PWRSEQ
0x4000_0A48	PWRSEQ_REG6	R/W	Power Sequencer Control Register 6 (Trim 1)	PWRSEQ
0x4000_0A4C	PWRSEQ_REG7	***	Power Sequencer Control Register 7 (Trim 2)	Sys PWRSEQ
0x4000_0A50	PWRSEQ_FLAGS	***	Power Sequencer Flags	Sys
0x4000_0A54	PWRSEQ_MSK_FLAGS	R/W	Power Sequencer Flags Mask Register	Sys PWRSEQ
0x4000_0A5C	PWRSEQ_WR_PROTECT	***	Critical Setting Write Protect Register	Sys
0x4000_0A60	PWRSEQ_RETN_CTRL0	R/W	Retention Control Register 0	PWRSEQ
0x4000_0A64	PWRSEQ_RETN_CTRL1	R/W	Retention Control Register 1	PWRSEQ
0x4000_0A68	PWRSEQ_PWR_MISC	R/W	Power Misc Controls	PWRSEQ
0x4000_0A6C	PWRSEQ_RTC_CTRL2	R/W	RTC Misc Controls	PWRSEQ

4.2.7.1 PWRSEQ_REG0

PWRSEQ_REG0.pwr_lp1

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_lp1	0	X	PWRSEQ:0	R/W	Shutdown Power Mode Select

- 0: Shutdown to LP0:STOP (default)
- 1: Shutdown to LP1:STANDBY

Note This bit is also reset to zero by any of the following conditions/events:
- System Reboot event
- Whenever the Power Fail Event Detected flag is set

PWRSEQ_REG0.pwr_first_boot

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_first_boot	1	X	PWRSEQ:1	R/W	First Boot Automatic Wakeup

This bit controls whether the power sequencer wakes the system up from LP0:STOP or LP1:STANDBY automatically once the necessary power supplies are above minimum required levels, or whether the system will remain in LP0:STOP or LP1:STANDBY until an enabled wakeup source is triggered.

- 0: The power sequencer will not wake the system up from LP0:STOP / LP1:STANDBY until power supplies have reached required levels *and* an enabled wakeup source is active.
- 1: The power sequencer will wake the system up from LP0:STOP / LP1:STANDBY as soon as power supplies have reached required levels, without waiting for any wakeup events to be active.

The immediate wakeup from LP0:STOP / LP1:STANDBY is the default setting when the system is first booted (which includes a power-up of the VRTC supply). This is required so that when the system initially starts out in LP0:STOP, the power sequencer will continue on and wake the system up to run mode in LP3:RUN once the power supplies are ready for system operation. At this point, the application has not yet run, and there are no wakeup sources to monitor, so there is no other criteria for waking the system up other than power supply levels.

Once the application is running, before the system re-enters either LP0:STOP / LP1:STANDBY (under application control), this bit must be cleared to 0. If this bit remains set to 1, and the application requests entry into either LP0:STOP or LP1:STANDBY, the system will enter the low-power mode and immediately 'bounce' back to LP3:RUN since the power sequencer will still be set up to leave LP0:STOP / LP1:STANDBY as soon as power supplies are available. In order for the system to remain in LP0:STOP / LP1:STANDBY until a wakeup source triggers re-entry to LP3:RUN, this bit must be cleared to 0 before transitioning to LP0:STOP / LP1:STANDBY.

PWRSEQ_REG0.pwr_sys_reboot

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_sys_reboot	2	X	PWRSEQ:0	W/O	Firmware System Reboot Request

Writing a 1 to this bit triggers a system reboot.

PWRSEQ_REG0.pwr_flashen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_flashen_run	3	X	PWRSEQ:1	R/W	Enable Flash Operation during Run Mode (LP2 / LP3)

This bit determines whether the internal flash memory is powered on when the system is in Run mode (LP2:PMU or LP3:RUN).

- 0: Power down internal flash during Run mode.
- 1: Power up internal flash during Run mode. (default setting).

Note The internal flash memory should always be enabled to operate during Run mode. The single exception is if the application will be running only from one or more of the following memory areas: cached instruction code (and it can be guaranteed that no D-code literals will need to be fetched from internal flash memory), internal SRAM, or instruction code located in external SPI XIP memory space. In this case, the internal flash memory can be powered down during Run mode to save power. However, if the system needs to fetch any code or data from internal flash memory, or if any program or erase operations need to be performed on internal flash memory, the internal flash memory must be powered up first.

PWRSEQ_REG0.pwr_flashen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_flashen_slp	4	X	PWRSEQ:0	R/W	Enable Flash Operation during Sleep Mode (LP0 / LP1)

This bit determines whether the internal flash memory is powered on when the system is in Sleep mode (LP0:STOP or LP1:STANDBY).

- 0: Power down internal flash during Sleep mode. (default setting)
- 1: Power up internal flash during Sleep mode.

PWRSEQ_REG0.pwr_retregen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_retregen_run	5	X	PWRSEQ:0	R/W	Enable Retention Regulator Operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

Note The retention regulator must be enabled at all times except when the system is in LP0:STOP mode.

PWRSEQ_REG0.pwr_retregen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_retregen_slp	6	X	PWRSEQ:1	R/W	Enable Retention Regulator Operation during Sleep Mode (LP0 / LP1)

- 0: Disabled
- 1: Enabled

Note The retention regulator must be enabled at all times except when the system is in LP0:STOP mode.

PWRSEQ_REG0.pwr_roen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_roen_run	7	X	PWRSEQ:1	R/W	Enable 96MHz System Relaxation Oscillator in Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

Note This bit should never be set to zero if the 96MHz oscillator is selected as the primary system oscillator; if the system enters Run mode with the 96MHz system oscillator disabled, the device will enter a hard lockup state requiring a full power cycle of ALL supplies (including VRTC) to recover. If, and only if, an alternate oscillator source (such as the 4MHz RC) has been enabled and selected as the primary system oscillator, then this bit can be set to zero to power down the 96MHz system RO.

PWRSEQ_REG0.pwr_roen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_roen_slp	8	X	PWRSEQ:0	R/W	Enable 96MHz System Relaxation Oscillator in Sleep Mode (LP0 / LP1)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_nren_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_nren_run	9	X	VRTC_POR:0	R/W	Enable Nano Oscillator in Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_nren_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_nren_slp	10	X	VRTC_POR:0	R/W	Enable Nano Oscillator in Sleep Mode

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_rtcen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_rtcen_run	11	X	VRTC_POR:0	R/W	Enable Real Time Clock Operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_rtcen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_rtcen_slp	12	X	VRTC_POR:0	R/W	Enable Real Time Clock Operation during Sleep Mode (LP0 / LP1)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_svm12en_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_svm12en_run	13	X	PWRSEQ:1	R/W	Enable VDD12_SW SVM operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_svm18en_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_svm18en_run	15	X	PWRSEQ:1	R/W	Enable VDD18_SW SVM operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_svmrtcen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_svmrtcen_run	17	X	PWRSEQ:1	R/W	Enable VRTC SVM operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_svm_vddb_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_svm_vddb_run	19	X	PWRSEQ:1	R/W	Enable VDDB SVM operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

Internal VDDB POR must be released before actual enable.

PWRSEQ_REG0.pwr_svmtvdd12en_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_svmtvdd12en_run	21	X	PWRSEQ:1	R/W	Enable TVDD12 SVM operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_vdd12_swen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd12_swen_run	23	X	PWRSEQ:1	R/W	Enable VDD12 power switch during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_vdd12_swen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd12_swen_slp	24	X	PWRSEQ:0	R/W	Enable VDD12 power switch during Sleep Mode (LP0 / LP1)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_vdd18_swen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd18_swen_run	25	X	PWRSEQ:1	R/W	Enable VDD18 power switch during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_vdd18_swen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd18_swen_slp	26	X	PWRSEQ:0	R/W	Enable VDD18 power switch during Sleep Mode (LP0 / LP1)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_tvdd12_swen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tvdd12_swen_run	27	X	PWRSEQ:1	R/W	Enable TVDD12 power switch during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_tvdd12_swen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tvdd12_swen_slp	28	X	PWRSEQ:0	R/W	Enable TVDD12 power switch during Sleep Mode (LP0 / LP1)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_rcen_run

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_rcen_run	29	X	PWRSEQ:0	R/W	Enable 4MHz RC oscillator operation during Run Mode (LP2 / LP3)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_rcen_slp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_rcen_slp	30	X	PWRSEQ:0	R/W	Enable 4MHz RC oscillator operation during Sleep Mode (LP0 / LP1)

- 0: Disabled
- 1: Enabled

PWRSEQ_REG0.pwr_osc_select

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_osc_select	31	X	PWRSEQ:0	R/W	Select Primary System Oscillator (96MHz / 4MHz)

Selects between 96MHz relaxation oscillator and the 4MHz RC oscillator as the primary system oscillator.

- 0: Selects 96MHz relaxation oscillator (default)
- 1: Selects 4MHz RC oscillator

Note When switching to a different oscillator, the application *must* ensure that the target oscillator is enabled before setting this field.

4.2.7.2 PWRSEQ_REG1

PWRSEQ_REG1.pwr_clr_io_event_latch

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_clr_io_event_latch	0	X	PWRSEQ:0	R/W	Clear all GPIO Event Seen Latches

Write to 1 to clear latches.

After writing this bit to 1 to trigger the operation, firmware must manually clear this bit back to 0 for proper operation. This may be done immediately after writing the bit to 1; no delay is needed before clearing the bit.

PWRSEQ_REG1.pwr_clr_io_cfg_latch

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_clr_io_cfg_latch	1	X	PWRSEQ:0	R/W	Clear all GPIO Configuration Latches

Write to 1 to clear all GPIO configuration latches (Event Seen, Event Seen Active High/Low, Weak Pullup/down).

After writing this bit to 1 to trigger the operation, firmware must manually clear this bit back to 0 for proper operation. This may be done immediately after writing the bit to 1; no delay is needed before clearing the bit.

PWRSEQ_REG1.pwr_mbus_gate

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_mbus_gate	2	X	PWRSEQ:0	R/W	Freeze GPIO MBus State

This bit determines whether changes to GPIO pin output states will be propagated from the digital logic out to the GPIO pin driver circuitry.

- 0: Normal GPIO operation; output changes will propagate out to pins.
- 1: Freeze current GPIO output state. Once this setting has been made, the current output state at the GPIO pins will be frozen until this bit has been cleared back to 0. If any output changes occur while the GPIO pins are frozen, either due to direct firmware request via the associated GPIO output value and output mode registers, or due to hardware peripherals attempting to drive the GPIO outputs for selected functions, these output changes will be ignored.

GPIO input operation, wakeup event detection and interrupt detection are not affected by the setting of this bit.

Note This bit is only used when pwr_auto_mbus_gate is set to 0. If pwr_auto_mbus gate is set to 1, the setting of this bit has no effect.

PWRSEQ_REG1.pwr_discharge_en

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_discharge_en	3	X	PWRSEQ:0	R/W	Enable Flash Discharge During Powerfail Event

- 0: Disabled
- 1: Enabled

PWRSEQ_REG1.pwr_tvdd12_well

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tvdd12_well	4	X	PWRSEQ:0	R/W	TVDD12 Well Switch

- 0: VDD12
- 1: TVDD12

This bit should be set to 0 in all circumstances except when the system is about to transition to LP0:STOP / LP1:STANDBY and the VDD12 supply will be removed / powered down entirely while the system is in LP0:STOP / LP1:STANDBY.

PWRSEQ_REG1.pwr_sram_nwell_sw

Field	Bits	Sys Reset	Access	Description
pwr_sram_nwell_sw	5	0	R/W	SRAM/Cache Well Switch

- 0: VDD12
- 1: TVDD12

This bit should be set to 0 in all circumstances except when the system is about to transition to LP0:STOP / LP1:STANDBY and the VDD12 supply will be removed / powered down entirely while the system is in LP0:STOP / LP1:STANDBY.

PWRSEQ_REG1.pwr_auto_mbus_gate

Field	Bits	Sys Reset	Access	Description
pwr_auto_mbus_gate	6	0	R/W	Automatically Set/Clear GPIO MBus Gate

Controls what method is used to freeze and resume GPIO MBus operation when going to sleep and waking up.

- 0: Register based (pwr_mbus_gate). This setting should be used when the system is going into the LP0:STOP mode.
- 1: Automatic (handled by hardware). This setting should be used when the system is going into the LP1:STANDBY mode.

Note In order for the GPIO output state to be maintained at the pins while the system is in LP0:STOP / LP1:STANDBY, the appropriate power supply or supplies used by the GPIO (one or more of VDD18, VDDIO, and VDDIOH) must remain powered on.

PWRSEQ_REG1.pwr_svm_vddio_en_run

Field	Bits	Sys Reset	Access	Description
pwr_svm_vddio_en_run	8	1	R/W	Enables SVM for VDDIO_SW during Run Mode

- 0: Disabled
- 1: Enabled

PWRSEQ_REG1.pwr_svm_vddioh_en_run

Field	Bits	Sys Reset	Access	Description
pwr_svm_vddioh_en_run	10	0	R/W	Enables SVM for VDDIOH_SW during Run Mode

- 0: Disabled
- 1: Enabled

PWRSEQ_REG1.pwr_retreg_src_v12

Field	Bits	Sys Reset	Access	Description
pwr_retreg_src_v12	12	1	R/W	Enables VDD12 Rail as Retention Power Supply

- 0: Disabled
- 1: Enabled

Note CRITICAL - ONLY ENABLE ONE RAIL AT ONCE AS RETENTION SUPPLY.

PWRSEQ_REG1.pwr_retreg_src_vrtc

Field	Bits	Sys Reset	Access	Description
pwr_retreg_src_vrtc	13	0	R/W	Enables VRTC Rail as Retention Power Supply

- 0: Disabled
- 1: Enabled

Note CRITICAL - ONLY ENABLE ONE RAIL AT ONCE AS RETENTION SUPPLY.

PWRSEQ_REG1.pwr_retreg_src_v18

Field	Bits	Sys Reset	Access	Description
pwr_retreg_src_v18	14	0	R/W	Enables VDD18 Rail as Retention Power Supply

- 0: Disabled
- 1: Enabled

Note CRITICAL - ONLY ENABLE ONE RAIL AT ONCE AS RETENTION SUPPLY.

PWRSEQ_REG1.pwr_vddio_en_iso_por

Field	Bits	Sys Reset	Access	Description
pwr_vddio_en_iso_por	16	1	R/W	Enable V_{DDIO} Isolation POR

- 0: Disabled; all signals from VDDIO domain will never be isolated from other domains.
- 1: Enabled

This bit should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG1.pwr_vddioh_en_iso_por

Field	Bits	Sys Reset	Access	Description
pwr_vddioh_en_iso_por	17	1	R/W	Enable V_{DDIOH} Isolation POR

- 0: Disabled; all signals from VDDIOH domain will never be isolated from other domains.
- 1: Enabled

This bit should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG1.pwr_lp0_core_resume_en

Field	Bits	Sys Reset	Access	Description
pwr_lp0_core_resume_en	18	0	R/W	Enable Core Resume to Toggle during LP0

- 0: Disabled
- 1: Enabled

This bit should always be set to 0 (which is the default value) for proper system operation.

PWRSEQ_REG1.pwr_lp1_core_rstn_en

Field	Bits	Sys Reset	Access	Description
pwr_lp1_core_rstn_en	19	1	R/W	Enable Core RSTN to Toggle during LP1

- 0: Disabled
- 1: Enabled. This allows the core flip flops to be reset by RSTN during LP1 mode.

This bit should always be set to 1 (which is the default value) for proper system operation.

4.2.7.3 PWRSEQ_REG2

PWRSEQ_REG2.pwr_vdd12_hyst

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd12_hyst	1:0	X	PWRSEQ:1	R/W	VDD12_SW Comparator Hysteresis Setting

- 0: 0 mV
- 1: 12.5 mV (default)
- 2: 25 mV
- 3: 50 mV

This field should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG2.pwr_vdd18_hyst

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd18_hyst	3:2	X	PWRSEQ:1	R/W	VDD18_SW Comparator Hysteresis Setting

- 0: 0 mV
- 1: 12.5 mV (default)
- 2: 25 mV
- 3: 50 mV

This field should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG2.pwr_vrtc_hyst

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vrtc_hyst	5:4	X	PWRSEQ:1	R/W	VRTC Comparator Hysteresis Setting

- 0: 0 mV
- 1: 12.5 mV (default)
- 2: 25 mV
- 3: 50 mV

This field should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG2.pwr_vddb_hyst

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vddb_hyst	7:6	X	PWRSEQ:1	R/W	VDDB Comparator Hysteresis Setting

- 0: 0 mV
- 1: 12.5 mV (default)
- 2: 25 mV
- 3: 50 mV

This field should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG2.pwr_tvdd12_hyst

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tvdd12_hyst	9:8	X	PWRSEQ:1	R/W	TVDD12 Comparator Hysteresis Setting

- 0: 0 mV
- 1: 12.5 mV (default)
- 2: 25 mV
- 3: 50 mV

This field should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG2.pwr_vddio_hyst

Field	Bits	Sys Reset	Access	Description
pwr_vddio_hyst	11:10	1	R/W	VDDIO Comparator Hysteresis Setting

- 0: 0 mV
- 1: 12.5 mV (default)
- 2: 25 mV
- 3: 50 mV

This field should always be set to 1 (which is the default value) for proper system operation.

PWRSEQ_REG2.pwr_vddioh_hyst

Field	Bits	Sys Reset	Access	Description
pwr_vddioh_hyst	13:12	1	R/W	VDDIOH Comparator Hysteresis Setting

- 0: 0 mV
- 1: 12.5 mV (default)
- 2: 25 mV
- 3: 50 mV

This field should always be set to 1 (which is the default value) for proper system operation.

4.2.7.4 PWRSEQ_REG3

PWRSEQ_REG3.pwr_rosel

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_rosel	2:0	X	PWRSEQ:5	R/W	Relaxation Oscillator Stable Timeout for Wakeup

This timeout delay only applies when the device is transitioning back to Run mode from either LP0 or LP1. The timeout setting ensures that the currently selected primary system oscillator output has stabilized before code execution begins.

- 0: No delay (bypass)
- 1: 4 clocks (of the currently selected primary system oscillator)
- 2: 8 clocks
- 3: 16 clocks
- 4: 32 clocks
- 5: 64 clocks (default, recommended setting)
- 6: 128 clocks
- 7: 256 clocks

This field should always be set to 5 (which is the default value) for proper system operation.

PWRSEQ_REG3.pwr_fltrrosel

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_fltrrosel	5:3	X	PWRSEQ:3	R/W	Power Supply Filter Timeout for Wakeup

This timeout delay only applies when the device is transitioning back to Run mode from either LP0 or LP1. The timeout setting ensures that the power supply has time to stabilize before code execution begins.

- 0: No delay (bypass)
- 1: 4 clocks (of the currently selected primary system oscillator)
- 2: 8 clocks
- 3: 16 clocks
- 4: 32 clocks
- 5: 64 clocks
- 6: 128 clocks
- 7: 256 clocks

PWRSEQ_REG3.pwr_svm_clk_mux

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_svm_clk_mux	7:6	X	PWRSEQ:0	R/W	SVM Clock Mux

- 0: Nanoring (default)
- 1: RTC clock (for test purposes only)
- 2: Relaxation oscillator (for test purposes only)
- 3: External clock (for test purposes only)

This field is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG3.pwr_ro_clk_mux

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_ro_clk_mux	9:8	X	PWRSEQ:0	R/W	Relaxation Clock Mux

- 0: Relaxation oscillator (default)
- 1: External clock (for test purposes only)
- 2: Nanoring (for test purposes only)
- 3: RTC clock (for test purposes only)

This field is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG3.pwr_failsel

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_failsel	12:10	X	PWRSEQ:0	R/W	Timeout before rebooting during PowerFail/BootFail events.

These timeout values are based on the nanoring clock.

- 0: No delay (default, this setting not recommended)
- 1: 8ms (recommended setting)
- 2: 16ms
- 3: 32ms
- 4: 64ms
- 5: 128ms
- 6: 256ms
- 7: 512ms

For optimal system performance, this field should be set to 1 by application firmware following system startup. See System Configuration: Recommended Settings.

PWRSEQ_REG3.pwr_ro_div

Field	Bits	Sys Reset	Access	Description
pwr_ro_div	18:16	0	R/W	Frequency Divider for 96MHz Relaxation Oscillator

This setting allows the output of the 96MHz relaxation Oscillator to be optionally divided down before it is used by other system functions.

- 0: Divide by 1 - 96MHz output (default)
- 1: Divide by 2 - 48MHz output
- 2: Divide by 4 - 24MHz output
- 3: Divide by 8 - 12MHz output
- 4: Divide by 16 - 6MHz output

PWRSEQ_REG3.pwr_rc_div

Field	Bits	Sys Reset	Access	Description
pwr_rc_div	21:20	0	R/W	Frequency Divider for 4MHz RC Oscillator

This setting allows the output of the 4MHz RC Oscillator to be optionally divided down before it is used by other system functions.

- 0: Divide by 1 - 4MHz output (default)
- 1: Divide by 2 - 2MHz output
- 2: Divide by 4 - 1MHz output
- 3: Divide by 8 - 0.5MHz output

4.2.7.5 PWRSEQ_REG4

PWRSEQ_REG4.pwr_tm_ps_2_gpio

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tm_ps_2_gpio	0	X	PWRSEQ:0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_tm_fast_timers

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tm_fast_timers	1	X	PWRSEQ:0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_usb_dis_comp

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_usb_dis_comp	3	X	PWRSEQ:0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_ro_tstclk_en

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_ro_tstclk_en	4	X	PWRSEQ:0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_nr_clk_gate_en

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_nr_clk_gate_en	5	X	PWRSEQ:0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_ext_clk_in_en

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_ext_clk_in_en	6	X	PWRSEQ:0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_pseq_32k_en

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_pseq_32k_en	7	X	PWRSEQ:0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_rtc_mux

Field	Bits	Sys Reset	Access	Description
pwr_rtc_mux	8	0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_retreg_trim_lp1_en

Field	Bits	Sys Reset	Access	Description
pwr_retreg_trim_lp1_en	9	0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

PWRSEQ_REG4.pwr_usb_xvr_tst_en

Field	Bits	Sys Reset	Access	Description
pwr_usb_xvr_tst_en	10	0	R/W	Internal Use Only

This bit is intended for internal test use only and should not be modified by user application firmware.

4.2.7.6 PWRSEQ_REG5

PWRSEQ_REG5.pwr_trim_svm_bg

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_svm_bg	8:0	X	PWRSEQ:0	R/W	Power Manager Bandgap Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG5 register to this register.

PWRSEQ_REG5.pwr_trim_bias

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_bias	14:9	X	PWRSEQ:0	R/W	Power Manager Bias Current Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG5 register to this register.

PWRSEQ_REG5.pwr_trim_retreg_5_0

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_retreg_5_0	20:15	X	PWRSEQ:0	R/W	Retention Regulator Trim Setting (Bits 5:0)

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG5 register to this register.

PWRSEQ_REG5.pwr_rtc_trim

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_rtc_trim	24:21	X	PWRSEQ:0	R/W	Real Time Clock Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG5 register to this register.

PWRSEQ_REG5.pwr_trim_retreg_7_6

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_retreg_7_6	26:25	X	PWRSEQ:0	R/W	Retention Regulator Trim Setting (Bits 7:6)

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG5 register to this register.

4.2.7.7 PWRSEQ_REG6

PWRSEQ_REG6.pwr_trim_usb_bias

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_usb_bias	2:0	X	PWRSEQ:0	R/W	USB Bias Current Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG6 register to this register.

PWRSEQ_REG6.pwr_trim_usb_pm_res

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_usb_pm_res	6:3	X	PWRSEQ:0	R/W	USB Data Plus Slew Rate Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG6 register to this register.

PWRSEQ_REG6.pwr_trim_usb_dm_res

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_usb_dm_res	10:7	X	PWRSEQ:0	R/W	USB Data Minus Slew Rate Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG6 register to this register.

PWRSEQ_REG6.pwr_trim_osc_vref

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_osc_vref	19:11	X	PWRSEQ:17Ch	R/W	Relaxation Oscillator Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG6 register to this register.

PWRSEQ_REG6.pwr_trim_crypto_osc

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_crypto_osc	28:20	X	PWRSEQ:0	R/W	Crypto Oscillator Trim Setting

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG6 register to this register.

4.2.7.8 PWRSEQ_REG7

PWRSEQ_REG7.pwr_flash_pd_lookahead

Field	Bits	Sys Reset	Access	Description
pwr_flash_pd_lookahead	0	0	R/O	Flash Powerdown Lookahead Flag

When this flag returns 1, the flash is about to be powered down in preparation for entry to LP0 or LP1 mode.

PWRSEQ_REG7.pwr_trim_rc

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_trim_rc	31:16	X	PWRSEQ:0	R/W	Trim Setting for 4MHz Internal RC Oscillator

This field must be initialized by firmware following initial powerup by copying from the TRIM_FOR_PWR_REG7 register to this register.

4.2.7.9 PWRSEQ_FLAGS

PWRSEQ_FLAGS.pwr_first_boot

Field	Bits	Sys Reset	Access	Description
pwr_first_boot	0	s	R/O	Initial Boot Event Detected Flag

PWRSEQ_FLAGS.pwr_sys_reboot

Field	Bits	Sys Reset	Access	Description
pwr_sys_reboot	1	s	R/O	Firmware Reset Event Detected Flag

PWRSEQ_FLAGS.pwr_power_fail

Field	Bits	Sys Reset	Access	Description
pwr_power_fail	2	s	W1C	Power Fail Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_boot_fail

Field	Bits	Sys Reset	Access	Description
pwr_boot_fail	3	s	W1C	Boot Fail Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_flash_discharge

Field	Bits	Sys Reset	Access	Description
pwr_flash_discharge	4	s	W1C	Flash Discharged During Powerfail Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_iowakeup

Field	Bits	Sys Reset	Access	Description
pwr_iowakeup	5	s	W1C	GPIO Wakeup Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_vdd12_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vdd12_rst_bad	6	s	W1C	VDD12_SW Comparator Tripped Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_vdd18_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vdd18_rst_bad	7	s	W1C	VDD18_SW Comparator Tripped Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_vrtc_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vrtc_rst_bad	8	s	W1C	VRTC Comparator Tripped Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_vddb_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vddb_rst_bad	9	s	W1C	VDDB Comparator Tripped Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_tvdd12_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_tvdd12_rst_bad	10	s	W1C	TVDD12 Comparator Tripped Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_por18z_fail_latch

Field	Bits	Sys Reset	Access	Description
pwr_por18z_fail_latch	11	s	W1C	POR18 and POR18_bg have been tripped

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.rtc_cmpr0

Field	Bits	Sys Reset	Access	Description
rtc_cmpr0	12	s	R/O	RTC Comparator 0 Match Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.rtc_cmpr1

Field	Bits	Sys Reset	Access	Description
rtc_cmpr1	13	s	R/O	RTC Comparator 1 Match Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.rtc_prescale_cmp

Field	Bits	Sys Reset	Access	Description
rtc_prescale_cmp	14	s	R/O	RTC Prescale Comparator Match Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.rtc_rollover

Field	Bits	Sys Reset	Access	Description
rtc_rollover	15	s	R/O	RTC Rollover Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_usb_plug_wakeup

Field	Bits	Sys Reset	Access	Description
pwr_usb_plug_wakeup	16	s	W1C	USB Power Connect Wakeup Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_usb_remove_wakeup

Field	Bits	Sys Reset	Access	Description
pwr_usb_remove_wakeup	17	s	W1C	USB Power Remove Wakeup Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_tvdd12_bad

Field	Bits	Sys Reset	Access	Description
pwr_tvdd12_bad	18	s	W1C	Retention Regulator POR Tripped Event Detected Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_vddio_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vddio_rst_bad	19	s	W1C	VDDIO Comparator Tripped

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_vddioh_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vddioh_rst_bad	20	s	W1C	VDDIOH Comparator Tripped

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_isoz_vddio_fail

Field	Bits	Sys Reset	Access	Description
pwr_isoz_vddio_fail	21	s	W1C	VDDIO Isolation POR Tripped

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_isoz_vddioh_fail

Field	Bits	Sys Reset	Access	Description
pwr_isoz_vddioh_fail	22	s	W1C	VDDIOH Isolation POR Tripped

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_nanoring_wakeup_flag

Field	Bits	Sys Reset	Access	Description
pwr_nanoring_wakeup_flag	23	s	W1C	Wakeup Triggered by WDT2 Flag

Write 1 to clear event detected flag.

PWRSEQ_FLAGS.pwr_watchdog_rstn_flag

Field	Bits	Sys Reset	Access	Description
pwr_watchdog_rstn_flag	24	s	W1C	Power Sequencer Reset Triggered by WDT2 Flag

Write 1 to clear event detected flag.

4.2.7.10 PWRSEQ_MSK_FLAGS

PWRSEQ_MSK_FLAGS.pwr_sys_reboot

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_sys_reboot	1	X	PWRSEQ:1	R/W	Mask for system reboot detect

- 0: No effect.
- 1: If a watchdog is asserting a system reboot output, this will cause the device to wake up from LP0.

PWRSEQ_MSK_FLAGS.pwr_power_fail

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_power_fail	2	X	PWRSEQ:1	R/W	Mask for previous power fail detect

- 0: Normal operation.
- 1: The power sequencer will *not* shut down due to a power fail event.

PWRSEQ_MSK_FLAGS.pwr_boot_fail

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_boot_fail	3	X	PWRSEQ:1	R/W	Mask for previous boot fail detect

- 0: Normal operation.
- 1: The power sequencer will *not* restart the boot/resume sequence due to a boot failure event.

PWRSEQ_MSK_FLAGS.pwr_flash_discharge

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_flash_discharge	4	X	PWRSEQ:1	R/W	Mask for flash discharge event

- 0: Normal operation.
- 1: The power sequencer will *not* safely discharge flash in the event of a power failure.

PWRSEQ_MSK_FLAGS.pwr_iowakeup

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_iowakeup	5	X	PWRSEQ:1	R/W	Mask for GPIO wakeup event detect

- 0: GPIO pins cannot be used for wakeup detection. Also, in this mode, an active low external reset on SRSTn will not wake the device up from LP1 or LP0.
- 1: GPIO pins can be used for wakeup detection in LP1/LP0 (note that wakeup detection must be enabled individually for each GPIO pin that will be used in this manner). Also, wakeup detection will be enabled on the SRSTn pin for LP1/LP0.

PWRSEQ_MSK_FLAGS.pwr_vdd12_rst_bad

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd12_rst_bad	6	X	PWRSEQ:1	R/W	Mask for VDD12 rst event

- 0: Normal operation.
- 1: The power sequencer will *not* shut down due to a VDD12 rst event.

PWRSEQ_MSK_FLAGS.pwr_vdd18_rst_bad

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vdd18_rst_bad	7	X	PWRSEQ:1	R/W	Mask for VDD18 rst event

- 0: Normal operation.
- 1: The power sequencer will *not* shut down due to a VDD18 rst event.

PWRSEQ_MSK_FLAGS.pwr_vrtc_rst_bad

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vrtc_rst_bad	8	X	PWRSEQ:1	R/W	Mask for VRTC rst event

- 0: Normal operation.
- 1: The power sequencer will *not* shut down due to a VRTC rst event.

PWRSEQ_MSK_FLAGS.pwr_vddb_rst_bad

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_vddb_rst_bad	9	X	PWRSEQ:1	R/W	Mask for VDDB rst event

- 0: Normal operation.
- 1: The power sequencer will *not* shut down due to a VDDB rst event.

PWRSEQ_MSK_FLAGS.pwr_tvdd12_rst_bad

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tvdd12_rst_bad	10	X	PWRSEQ:1	R/W	Mask for TVDD12 rst event

- 0: Normal operation.
- 1: The power sequencer will *not* shut down due to a TVDD12 rst event.

PWRSEQ_MSK_FLAGS.pwr_por18z_fail_latch

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_por18z_fail_latch	11	X	PWRSEQ:1	R/W	Mask for POR18 powerfail event

- 0: Normal operation.
- 1: The power sequencer will not latch any POR18 powerfail event.

PWRSEQ_MSK_FLAGS.rtc_cmpr0

Field	Bits	Sys Reset	Alt Reset	Access	Description
rtc_cmpr0	12	X	PWRSEQ:1	R/W	Mask for RTC compare 0 event

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 0), this mask bit will operate with inverted sense compared to the other non-RTC mask bits, as follows.

- 0: Event can be detected and used as a wakeup source
- 1: Event is masked

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 1), this mask bit will operate similarly to the other non-RTC mask bits, as follows.

- 0: Event is masked.
- 1: Event can be detected and used as a wakeup source.

PWRSEQ_MSK_FLAGS.rtc_cmpr1

Field	Bits	Sys Reset	Alt Reset	Access	Description
rtc_cmpr1	13	X	PWRSEQ:1	R/W	Mask for RTC compare 1 event

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 0), this mask bit will operate with inverted sense compared to the other non-RTC mask bits, as follows.

- 0: Event can be detected and used as a wakeup source
- 1: Event is masked

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 1), this mask bit will operate similarly to the other non-RTC mask bits, as follows.

- 0: Event is masked.
- 1: Event can be detected and used as a wakeup source.

PWRSEQ_MSK_FLAGS.rtc_prescale_cmp

Field	Bits	Sys Reset	Alt Reset	Access	Description
rtc_prescale_cmp	14	X	PWRSEQ:1	R/W	Mask for RTC prescale compare event

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 0), this mask bit will operate with inverted sense compared to the other non-RTC mask bits, as follows.

- 0: Event can be detected and used as a wakeup source
- 1: Event is masked

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 1), this mask bit will operate similarly to the other non-RTC mask bits, as follows.

- 0: Event is masked.
- 1: Event can be detected and used as a wakeup source.

PWRSEQ_MSK_FLAGS.rtc_rollover

Field	Bits	Sys Reset	Alt Reset	Access	Description
rtc_rollover	15	X	PWRSEQ:1	R/W	Mask for RTC rollover event

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 0), this mask bit will operate with inverted sense compared to the other non-RTC mask bits, as follows.

- 0: Event can be detected and used as a wakeup source
- 1: Event is masked

If (PWRSEQ_PWR_MISC.invert_4_mask_bits == 1), this mask bit will operate similarly to the other non-RTC mask bits, as follows.

- 0: Event is masked.
- 1: Event can be detected and used as a wakeup source.

PWRSEQ_MSK_FLAGS.pwr_usb_plug_wakeup

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_usb_plug_wakeup	16	X	PWRSEQ:1	R/W	Mask for USB plug connect event

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

PWRSEQ_MSK_FLAGS.pwr_usb_remove_wakeup

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_usb_remove_wakeup	17	X	PWRSEQ:1	R/W	Mask for USB plug disconnect event

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

PWRSEQ_MSK_FLAGS.pwr_tvdd12_bad

Field	Bits	Sys Reset	Alt Reset	Access	Description
pwr_tvdd12_bad	18	X	PWRSEQ:1	R/W	Mask for TVDD12 power fail event

- 0: Normal operation.
- 1: The power sequencer will *not* shut down due to a TVDD12 power fail event (applies during LP1 only).

PWRSEQ_MSK_FLAGS.pwr_vddio_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vddio_rst_bad	19	1	R/W	Mask for VDDIO Comparator

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

PWRSEQ_MSK_FLAGS.pwr_vddioh_rst_bad

Field	Bits	Sys Reset	Access	Description
pwr_vddioh_rst_bad	20	0	R/W	Mask for VDDIOH Comparator

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

PWRSEQ_MSK_FLAGS.pwr_isoz_vddio_fail

Field	Bits	Sys Reset	Access	Description
pwr_isoz_vddio_fail	21	1	R/W	Mask for VDDIO Isolation POR

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

PWRSEQ_MSK_FLAGS.pwr_isoz_vddioh_fail

Field	Bits	Sys Reset	Access	Description
pwr_isoz_vddioh_fail	22	0	R/W	Mask for VDDIOH Isolation POR

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

PWRSEQ_MSK_FLAGS.pwr_nanoring_wakeup_flag

Field	Bits	Sys Reset	Access	Description
pwr_nanoring_wakeup_flag	23	1	R/W	Mask for WDT2 Wakeup Event

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

PWRSEQ_MSK_FLAGS.pwr_watchdog_rstn_flag

Field	Bits	Sys Reset	Access	Description
pwr_watchdog_rstn_flag	24	0	R/W	Mask for WDT2 PWRSEQ Reset (Internal RSTN) Event

- 0: Event is masked
- 1: Event can be detected and used as a wakeup source

4.2.7.11 PWRSEQ_WR_PROTECT

PWRSEQ_WR_PROTECT.bypass_seq

Field	Bits	Sys Reset	Access	Description
bypass_seq	7:0	0	W/O	Write Protect Bypass Sequence Write

This field is used to set the Write Protect Bypass bit to 1. To set the Write Protect Bypass bit, write the following sequence of values to this field: 0x88, 0xDD, 0x22.

The Write Protect Bypass bit will automatically clear when any value out of the sequence is written to this field.

PWRSEQ_WR_PROTECT.rtc_seq

Field	Bits	Sys Reset	Access	Description
rtc_seq	15:8	0	W/O	Write Protect RTC Sequence Write

This field is used to change the value of the Write Protect from RTC bit. To toggle the Write Protect from RTC value, write the following sequence of values to this field: 0x44, 0xBB, 0x66.

PWRSEQ_WR_PROTECT.rtc

Field	Bits	Sys Reset	Access	Description
rtc	28	0	R/O	Write Protect from RTC

The value of this bit can be toggled by writing the proper sequence of values to Write Protect RTC Sequence Write.

PWRSEQ_WR_PROTECT.info

Field	Bits	Sys Reset	Access	Description
info	29	0	R/O	Write Protect from Info Block

The value of this bit is determined by a setting loaded into the info block. This bit cannot be modified by application firmware.

PWRSEQ_WR_PROTECT.bypass

Field	Bits	Sys Reset	Access	Description
bypass	30	0	R/O	Write Protect Bypass

When this field is set to 1, the Critical Setting Write Protect is bypassed.

PWRSEQ_WR_PROTECT.wp

Field	Bits	Sys Reset	Access	Description
wp	31	0	R/O	Critical Setting Write Protect

This read-only bit is a logical OR of the values of the Write Protect from RTC and Write Protect from Info Block bits.

- 0: No effect.
- 1: Critical fields/registers in the RTC and PWRSEQ register blocks will be protected against modification UNLESS the Write Protect Bypass bit is set to 1.

4.2.7.12 PWRSEQ_RETN_CTRL0

PWRSEQ_RETN_CTRL0.retn_ctrl_en

Field	Bits	Sys Reset	Alt Reset	Access	Description
retn_ctrl_en	0	X	PWRSEQ:0	R/W	Retention Controller Enable

This bit controls the top-level enable/disable mode for the retention controller.

- 0: Disabled.
- 1: Enabled.

PWRSEQ_RETN_CTRL0.rc_rel_ccg_early

Field	Bits	Sys Reset	Alt Reset	Access	Description
rc_rel_ccg_early	1	X	PWRSEQ:0	R/W	Early Core Clock Gate Release

- 0: Normal behavior.
- 1: Allows the retention controller to release the core clock gate early, before the TWake period has expired.

PWRSEQ_RETN_CTRL0.rc_use_flc_twk

Field	Bits	Sys Reset	Alt Reset	Access	Description
rc_use_flc_twk	2	X	PWRSEQ:1	R/W	Enable Flash Controller TWake Timer

- 0: Flash controller TWake is ignored.
- 1: Allow the flash controller to implement its own TWake timeout.

PWRSEQ_RETN_CTRL0.rc_poll_flash

Field	Bits	Sys Reset	Alt Reset	Access	Description
rc_poll_flash	3	X	PWRSEQ:0	R/W	Enable Automatic Flash Polling for Wakeup

- 0: Normal behavior.
- 1: Allow automatic polling of the flash memory to determine when the flash is awake and ready for use by the application.

PWRSEQ_RETN_CTRL0.restore_override

Field	Bits	Sys Reset	Alt Reset	Access	Description
restore_override	4	X	PWRSEQ:0	R/W	Restore Override (Reserved).

Reserved. For proper retention controller operation, this bit should always be set to 0.

4.2.7.13 PWRSEQ_RETN_CTRL1

PWRSEQ_RETN_CTRL1.rc_twk

Field	Bits	Sys Reset	Alt Reset	Access	Description
rc_twk	3:0	X	PWRSEQ:0xB	R/W	Retention Controller TWake Cycle Count

The number of micro seconds before the twk (flash timer wakeup period) stage of retention controller is complete, thus enabling the flash controller to take over (which may or may not implement its own twk circuit).

PWRSEQ_RETN_CTRL1.sram_fms

Field	Bits	Sys Reset	Alt Reset	Access	Description
sram_fms	7:4	X	PWRSEQ:0xC	R/W	SRAM Margin Setting (Reserved).

Reserved. For proper operation, this field should be left at its default value.

4.2.7.14 PWRSEQ_PWR_MISC

PWRSEQ_PWR_MISC.invert_4_mask_bits

Field	Bits	Sys Reset	Alt Reset	Access	Description
invert_4_mask_bits	0	X	PWRSEQ:0	R/W	Invert Sense of Power Mask Flags for RTC

This bit controls the active sense (but not the default value) of the four power mask bits in PWRSEQ_MSK_FLAGS bits 12, 13, 14 and 15 as follows.

- 0: Backwards compatible behavior for legacy firmware. Each of these four mask bits will mask the related RTC wakeup source when set to 1, and enable use of the RTC wakeup source when set to 0. This is backwards from the other mask bits defined in the register.
- 1: These four bits will mask the related RTC wakeup source when set to 0, and will allow use of the RTC wakeup source when set to 1. (This is the recommended setting, see System Configuration: Recommended Settings).

4.2.7.15 PWRSEQ_RTC_CTRL2

PWRSEQ_RTC_CTRL2.timer_async_rd

Field	Bits	Sys Reset	Alt Reset	Access	Description
timer_async_rd	0	X	PWRSEQ:0	R/W	TBD

PWRSEQ_RTC_CTRL2.timer_async_wr

Field	Bits	Sys Reset	Alt Reset	Access	Description
timer_async_wr	1	X	PWRSEQ:0	R/W	TBD

PWRSEQ_RTC_CTRL2.timer_auto_update

Field	Bits	Sys Reset	Alt Reset	Access	Description
timer_auto_update	2	X	PWRSEQ:0	R/W	TBD

PWRSEQ_RTC_CTRL2.ssb_performance

Field	Bits	Sys Reset	Alt Reset	Access	Description
ssb_performance	3	X	PWRSEQ:0	R/W	TBD

PWRSEQ_RTC_CTRL2.cfg_lock

Field	Bits	Sys Reset	Alt Reset	Access	Description
cfg_lock	31:24	X	PWRSEQ:0	R/W	TBD

4.2.8 Registers (PWRMAN)

Address	Register	Access	Description	Reset By
0x4000_0800	PWRMAN_PWR_RST_CTRL	***	Power Reset Control and Status	Sys
0x4000_0804	PWRMAN_INTFL	W1C	Interrupt Flags	Sys
0x4000_0808	PWRMAN_INTEN	R/W	Interrupt Enable/Disable Controls	Sys
0x4000_080C	PWRMAN_SVM_EVENTS	R/O	Supply Voltage Monitor Reset Status	Sys
0x4000_0810	PWRMAN_WUD_CTRL	R/W	Wake-Up Detect Control	Sys
0x4000_0814	PWRMAN_WUD_PULSE0	W/O	WUD Pulse To Mode Bit 0	Sys
0x4000_0818	PWRMAN_WUD_PULSE1	W/O	WUD Pulse To Mode Bit 1	Sys
0x4000_081C	PWRMAN_WUD_SEEN0	R/O	Wake-up Detect Status for P0/P1/P2/P3	Sys
0x4000_0820	PWRMAN_WUD_SEEN1	R/O	Wake-up Detect Status for P4/P5/P6	Sys
0x4000_0830	PWRMAN_PT_REGMAP_CTRL	R/W	PT Register Mapping Control	Sys
0x4000_0838	PWRMAN_DIE_TYPE	R/O	Die Type ID Register	Sys
0x4000_083C	PWRMAN_BASE_PART_NUM	R/O	Base Part Number	
0x4000_0840	PWRMAN_MASK_ID0	R/O	Mask ID Register 0	
0x4000_0844	PWRMAN_MASK_ID1	***	Mask ID Register 1	Sys
0x4000_0848	PWRMAN_PERIPHERAL_RESET	R/W	Peripheral Reset Control Register	Sys

4.2.8.1 PWRMAN_PWR_RST_CTRL

PWRMAN_PWR_RST_CTRL.afe_powered

Field	Bits	Sys Reset	Access	Description
afe_powered	2	0	R/W	Reserved

This bit is reserved and should not be modified by application firmware.

PWRMAN_PWR_RST_CTRL.io_active

Field	Bits	Sys Reset	Access	Description
io_active	3	1	R/W	I/O Active

- 0: Puts all I/O (GPIO-only) pins in the lowest power state.
- 1: All I/O pins are powered on normally.

PWRMAN_PWR_RST_CTRL.usb_powered

Field	Bits	Sys Reset	Access	Description
usb_powered	4	0	R/W	Power Up USB Block

- 0: Digital portion of USB block is powered down. (default)
- 1: Digital portion of USB block is powered up.

This bit must be set to 1 in order to use the USB peripheral. Note that for the USB peripheral to be fully powered, this bit must be set to 1, and the V_{DDB} supply (which powers the USB PHY) must also be powered as defined in the device datasheet.

PWRMAN_PWR_RST_CTRL.pullups_enabled

Field	Bits	Sys Reset	Access	Description
pullups_enabled	5	1	R/W	Enable Dedicated Pin Internal Pullups

- 0: Internal pullup resistors on the dedicated pins are disabled.
- 1: Internal pullups on the dedicated pins are enabled (default).

The pins that this control bit applies to are as follows:

- TCK/SWCLK, TMS/SWDIO, TDI: 25kΩ pullup to V_{DDIO}
- SRSTN: 25kΩ pullup to V_{DDIO}
- RSTN: 25kΩ pullup to V_{RTC}

Note that if any of these pins are left disconnected (not driven by an external signal), then the dedicated pin internal pullups must be left enabled for proper system operation.

PWRMAN_PWR_RST_CTRL.firmware_reset

Field	Bits	Sys Reset	Access	Description
firmware_reset	8	0	W1T	Trigger Firmware Initiated Reset From PwrMan

Initiates a system reset when set to 1. This bit is self-clearing.

PWRMAN_PWR_RST_CTRL.arm_lockup_reset

Field	Bits	Sys Reset	Access	Description
arm_lockup_reset	9	0	R/W	Enable System Reset Triggered by ARM Core Lockup

If this bit is set to 1, a system reset will be automatically triggered when the ARM core asserts its lockup state output signal.

PWRMAN_PWR_RST_CTRL.tamper_detect

Field	Bits	Sys Reset	Access	Description
tamper_detect	16	refer to desc	R/O	Reserved

Not applicable; the value of this bit should be disregarded.

PWRMAN_PWR_RST_CTRL.arm_lockup

Field	Bits	Sys Reset	Access	Description
arm_lockup	17	refer to desc	R/O	Last Reset Caused By ARM Core Lockup

PWRMAN_PWR_RST_CTRL.fw_command_arm

Field	Bits	Sys Reset	Access	Description
fw_command_arm	18	refer to desc	R/O	Last Reset Caused By Firmware Initiated Reset From ARM Core

PWRMAN_PWR_RST_CTRL.watchdog_timeout

Field	Bits	Sys Reset	Access	Description
watchdog_timeout	19	refer to desc	R/O	Last Reset Caused By Watchdog Timeout

PWRMAN_PWR_RST_CTRL.fw_command_sysman

Field	Bits	Sys Reset	Access	Description
fw_command_sysman	20	refer to desc	R/O	Last Reset Caused By Firmware Initated Reset From PwrMan

PWRMAN_PWR_RST_CTRL.srstn_assertion

Field	Bits	Sys Reset	Access	Description
srstn_assertion	21	refer to desc	R/O	Last Reset Caused By Assertion of SRSTn

PWRMAN_PWR_RST_CTRL.por

Field	Bits	Sys Reset	Access	Description
por	22	refer to desc	R/O	Last Reset Caused By Power On Reset (POR)

PWRMAN_PWR_RST_CTRL.low_power_mode

Field	Bits	Sys Reset	Access	Description
low_power_mode	31	0	R/W	Enable Power Manager Dynamic Clock Gating

1: Enables dynamic clock gating for pwrman functions.

4.2.8.2 PWRMAN_INTFL

PWRMAN_INTFL.v1_2_reset

Field	Bits	Sys Reset	Access	Description
v1_2_reset	0	0	W1C	1.2V Supply Reset Interrupt Flag

- 0: No reset condition has occurred on the specified power supply.
- 1: The power supply has dropped below the minimum allowed voltage level.

This flag is set to 1 by hardware when the associated power supply drops below the minimum allowed voltage level. Hardware does not auto-clear this flag, so even if the power supply subsequently rises above the minimum level, this flag will not be cleared by hardware. Firmware must clear this flag after handling the interrupt.

Write 1 to clear.

PWRMAN_INTFL.v1_8_reset

Field	Bits	Sys Reset	Access	Description
v1_8_reset	1	0	W1C	1.8V Supply Reset Interrupt Flag

- 0: No reset condition has occurred on the specified power supply.
- 1: The power supply has dropped below the minimum allowed voltage level.

This flag is set to 1 by hardware when the associated power supply drops below the minimum allowed voltage level. Hardware does not auto-clear this flag, so even if the power supply subsequently rises above the minimum level, this flag will not be cleared by hardware. Firmware must clear this flag after handling the interrupt.

Write 1 to clear.

PWRMAN_INTFL.rtc_reset

Field	Bits	Sys Reset	Access	Description
rtc_reset	2	0	W1C	RTC Supply Reset Interrupt Flag

- 0: No reset condition has occurred on the specified power supply.
- 1: The power supply has dropped below the minimum allowed voltage level.

This flag is set to 1 by hardware when the associated power supply drops below the minimum allowed voltage level. Hardware does not auto-clear this flag, so even if the power supply subsequently rises above the minimum level, this flag will not be cleared by hardware. Firmware must clear this flag after handling the interrupt.

Write 1 to clear.

PWRMAN_INTFL.tvdd12_reset

Field	Bits	Sys Reset	Access	Description
tvdd12_reset	3	0	W1C	TVDD12 Supply Reset Interrupt Flag

- 0: No reset condition has occurred on the specified power supply.
- 1: The power supply has dropped below the minimum allowed voltage level.

This flag is set to 1 by hardware when the associated power supply drops below the minimum allowed voltage level. Hardware does not auto-clear this flag, so even if the power supply subsequently rises above the minimum level, this flag will not be cleared by hardware. Firmware must clear this flag after handling the interrupt.

Write 1 to clear.

PWRMAN_INTFL.vddb_reset

Field	Bits	Sys Reset	Access	Description
vddb_reset	4	0	W1C	VDDB Supply Reset Interrupt Flag

- 0: No reset condition has occurred on the specified power supply.
- 1: The power supply has dropped below the minimum allowed voltage level.

This flag is set to 1 by hardware when the associated power supply drops below the minimum allowed voltage level. Hardware does not auto-clear this flag, so even if the power supply subsequently rises above the minimum level, this flag will not be cleared by hardware. Firmware must clear this flag after handling the interrupt.

Write 1 to clear.

PWRMAN_INTFL.vddio_reset

Field	Bits	Sys Reset	Access	Description
vddio_reset	5	0	W1C	VDDIO Supply Reset Interrupt Flag

- 0: No reset condition has occurred on the specified power supply.
- 1: The power supply has dropped below the minimum allowed voltage level.

This flag is set to 1 by hardware when the associated power supply drops below the minimum allowed voltage level. Hardware does not auto-clear this flag, so even if the power supply subsequently rises above the minimum level, this flag will not be cleared by hardware. Firmware must clear this flag after handling the interrupt.

Write 1 to clear.

PWRMAN_INTFL.vddioh_reset

Field	Bits	Sys Reset	Access	Description
vddioh_reset	6	0	W1C	VDDIOH Supply Reset Interrupt Flag

- 0: No reset condition has occurred on the specified power supply.
- 1: The power supply has dropped below the minimum allowed voltage level.

This flag is set to 1 by hardware when the associated power supply drops below the minimum allowed voltage level. Hardware does not auto-clear this flag, so even if the power supply subsequently rises above the minimum level, this flag will not be cleared by hardware. Firmware must clear this flag after handling the interrupt.

Write 1 to clear.

4.2.8.3 PWRMAN_INTEN

PWRMAN_INTEN.v1_2_reset

Field	Bits	Sys Reset	Access	Description
v1_2_reset	0	0	R/W	VDD12 Supply Reset Interrupt Enable

- 0: Interrupt disabled.
- 1: Interrupt enabled for the specified supply reset monitor.

PWRMAN_INTEN.v1_8_reset

Field	Bits	Sys Reset	Access	Description
v1_8_reset	1	0	R/W	VDD18 Supply Reset Interrupt Enable

- 0: Interrupt disabled.
- 1: Interrupt enabled for the specified supply reset monitor.

PWRMAN_INTEN.rtc_reset

Field	Bits	Sys Reset	Access	Description
rtc_reset	2	0	R/W	VRTC Supply Reset Interrupt Enable

- 0: Interrupt disabled.
- 1: Interrupt enabled for the specified supply reset monitor.

PWRMAN_INTEN.tvdd12_reset

Field	Bits	Sys Reset	Access	Description
tvdd12_reset	3	0	R/W	TVDD12 Supply Reset Interrupt Enable

- 0: Interrupt disabled.
- 1: Interrupt enabled for the specified supply reset monitor.

PWRMAN_INTEN.vddb_reset

Field	Bits	Sys Reset	Access	Description
vddb_reset	4	0	R/W	VDDB Supply Reset Interrupt Enable

- 0: Interrupt disabled.
- 1: Interrupt enabled for the specified supply reset monitor.

PWRMAN_INTEN.vddio_reset

Field	Bits	Sys Reset	Access	Description
vddio_reset	5	0	R/W	VDDIO Supply Reset Interrupt Enable

- 0: Interrupt disabled.
- 1: Interrupt enabled for the specified supply reset monitor.

PWRMAN_INTEN.vddioh_reset

Field	Bits	Sys Reset	Access	Description
vddioh_reset	6	0	R/W	VDDIOH Supply Reset Interrupt Enable

- 0: Interrupt disabled.
- 1: Interrupt enabled for the specified supply reset monitor.

4.2.8.4 PWRMAN_SVM_EVENTS

PWRMAN_SVM_EVENTS.v1_2_reset

Field	Bits	Sys Reset	Access	Description
v1_2_reset	0	see desc	R/O	VDD12 Supply Reset Status

- 0: Power supply is at or above the minimum allowed level.
- 1: Power supply is below the minimum allowed level.

PWRMAN_SVM_EVENTS.v1_8_reset

Field	Bits	Sys Reset	Access	Description
v1_8_reset	1	see desc	R/O	VDD18 Supply Reset Status

- 0: Power supply is at or above the minimum allowed level.
- 1: Power supply is below the minimum allowed level.

PWRMAN_SVM_EVENTS.rtc_reset

Field	Bits	Sys Reset	Access	Description
rtc_reset	2	see desc	R/O	VRTC Supply Reset Status

- 0: Power supply is at or above the minimum allowed level.
- 1: Power supply is below the minimum allowed level.

PWRMAN_SVM_EVENTS.tvdd12_reset

Field	Bits	Sys Reset	Access	Description
tvdd12_reset	3	see desc	R/O	TVDD12 Supply Reset Status

- 0: Power supply is at or above the minimum allowed level.
- 1: Power supply is below the minimum allowed level.

PWRMAN_SVM_EVENTS.vddb_reset

Field	Bits	Sys Reset	Access	Description
vddb_reset	4	see desc	R/O	VDDB Supply Reset Status

- 0: Power supply is at or above the minimum allowed level.
- 1: Power supply is below the minimum allowed level.

PWRMAN_SVM_EVENTS.vddio_reset

Field	Bits	Sys Reset	Access	Description
vddio_reset	5	see desc	R/O	VDDIO Supply Reset Status

- 0: Power supply is at or above the minimum allowed level.
- 1: Power supply is below the minimum allowed level.

PWRMAN_SVM_EVENTS.vddioh_reset

Field	Bits	Sys Reset	Access	Description
vddioh_reset	6	see desc	R/O	VDDIOH Supply Reset Status

- 0: Power supply is at or above the minimum allowed level.
- 1: Power supply is below the minimum allowed level.

4.2.8.5 PWRMAN_WUD_CTRL

PWRMAN_WUD_CTRL.pad_select

Field	Bits	Sys Reset	Access	Description
pad_select	5:0	0	R/W	Wake-Up Pad Select

Selects which pad to modify WUD/Weak latch states.

Pads are numbered from 0-48, where 0-7 corresponds to P0.0-P0.7, 8-15 corresponds to P1.0-P1.7, and so on through 48=P6.0.

PWRMAN_WUD_CTRL.pad_mode

Field	Bits	Sys Reset	Access	Description
pad_mode	9:8	00b	R/W	Wake-Up Pad Signal Mode

Defines WUD signal to be sent to selected pad.

- 0 = Clear/Activate WUD
- 1 = Set WUD Act Hi/Set WUD Act Lo
- 2 = Set Weak Hi/Set Weak Lo
- 3 = No pad state change

PWRMAN_WUD_CTRL.clear_all

Field	Bits	Sys Reset	Access	Description
clear_all	12	0	R/W	Clear All WUD Pad States

When set forces all pads into Clr WUD/Weak state until cleared.

PWRMAN_WUD_CTRL.ctrl_enable

Field	Bits	Sys Reset	Access	Description
ctrl_enable	16	0	R/W	Enable WUD Control Modification

Set to 1 to enable control of WUD pad logic. Should be set to 0 (to disable modifications) when not actively configuring WUD pad modes.

4.2.8.6 PWRMAN_WUD_PULSE0

Sys Reset	Access	Description
n/a	W/O	WUD Pulse To Mode Bit 0

Writing to this register issues a pulse to the selected WUD pad mode[0] for one clock.

The effect on the pad behavior depends on the Wake-Up Pad Signal Mode as set in WUD_CTRL.

- 0 = Clr WUD/Weak
- 1 = Set WUD Act Hi
- 2 = Set Weak Hi
- 3 = No pad state change

4.2.8.7 PWRMAN_WUD_PULSE1

Sys Reset	Access	Description
n/a	W/O	WUD Pulse To Mode Bit 1

Writing to this register issues a pulse to the selected WUD pad mode[1] for one clock.

The effect on the pad behavior depends on the Wake-Up Pad Signal Mode as set in WUD_CTRL.

- 0 = WUD Activate
- 1 = Set WUD Act Lo
- 2 = Set Weak Lo
- 3 = No pad state change;

4.2.8.8 PWRMAN_WUD_SEEN0

PWRMAN_WUD_SEEN0.[gpio0, gpio1, gpio2, gpio3, gpio4, gpio5, gpio6, gpio7]

Field	Bits	Sys Reset	Access	Description
gpio0	0	0	R/O	Wake-Up Detect Status for P0.0
gpio1	1	0	R/O	Wake-Up Detect Status for P0.1
gpio2	2	0	R/O	Wake-Up Detect Status for P0.2
gpio3	3	0	R/O	Wake-Up Detect Status for P0.3
gpio4	4	0	R/O	Wake-Up Detect Status for P0.4
gpio5	5	0	R/O	Wake-Up Detect Status for P0.5
gpio6	6	0	R/O	Wake-Up Detect Status for P0.6
gpio7	7	0	R/O	Wake-Up Detect Status for P0.7

Displays wakeup detection status of the 8 listed GPIO pads,

- bit 0: Px.0
- bit 1: Px.1
- bit 2: Px.2
- bit 3: Px.3
- bit 4: Px.4
- bit 5: Px.5
- bit 6: Px.6

- bit 7: Px.7 where a ’1’ bit represents a wakeup condition detected.

Bits for any I/O pads that are not in Wakeup Detect Mode will always read 0.

PWRMAN_WUD_SEEN0.[gpio8, gpio9, gpio10, gpio11, gpio12, gpio13, gpio14, gpio15]

Field	Bits	Sys Reset	Access	Description
gpio8	8	0	R/O	Wake-Up Detect Status for P1.0
gpio9	9	0	R/O	Wake-Up Detect Status for P1.1
gpio10	10	0	R/O	Wake-Up Detect Status for P1.2
gpio11	11	0	R/O	Wake-Up Detect Status for P1.3
gpio12	12	0	R/O	Wake-Up Detect Status for P1.4
gpio13	13	0	R/O	Wake-Up Detect Status for P1.5
gpio14	14	0	R/O	Wake-Up Detect Status for P1.6
gpio15	15	0	R/O	Wake-Up Detect Status for P1.7

Displays wakeup detection status of the 8 listed GPIO pads,

- bit 0: Px.0
- bit 1: Px.1
- bit 2: Px.2
- bit 3: Px.3
- bit 4: Px.4
- bit 5: Px.5
- bit 6: Px.6
- bit 7: Px.7 where a ’1’ bit represents a wakeup condition detected.

Bits for any I/O pads that are not in Wakeup Detect Mode will always read 0.

PWRMAN_WUD_SEEN0.[gpio16, gpio17, gpio18, gpio19, gpio20, gpio21, gpio22, gpio23]

Field	Bits	Sys Reset	Access	Description
gpio16	16	0	R/O	Wake-Up Detect Status for P2.0
gpio17	17	0	R/O	Wake-Up Detect Status for P2.1
gpio18	18	0	R/O	Wake-Up Detect Status for P2.2
gpio19	19	0	R/O	Wake-Up Detect Status for P2.3
gpio20	20	0	R/O	Wake-Up Detect Status for P2.4
gpio21	21	0	R/O	Wake-Up Detect Status for P2.5
gpio22	22	0	R/O	Wake-Up Detect Status for P2.6
gpio23	23	0	R/O	Wake-Up Detect Status for P2.7

Displays wakeup detection status of the 8 listed GPIO pads,

- bit 0: Px.0
- bit 1: Px.1
- bit 2: Px.2
- bit 3: Px.3
- bit 4: Px.4
- bit 5: Px.5
- bit 6: Px.6
- bit 7: Px.7 where a ’1’ bit represents a wakeup condition detected.

Bits for any I/O pads that are not in Wakeup Detect Mode will always read 0.

PWRMAN_WUD_SEEN0.[gpio24, gpio25, gpio26, gpio27, gpio28, gpio29, gpio30, gpio31]

Field	Bits	Sys Reset	Access	Description
gpio24	24	0	R/O	Wake-Up Detect Status for P3.0
gpio25	25	0	R/O	Wake-Up Detect Status for P3.1
gpio26	26	0	R/O	Wake-Up Detect Status for P3.2
gpio27	27	0	R/O	Wake-Up Detect Status for P3.3
gpio28	28	0	R/O	Wake-Up Detect Status for P3.4
gpio29	29	0	R/O	Wake-Up Detect Status for P3.5
gpio30	30	0	R/O	Wake-Up Detect Status for P3.6
gpio31	31	0	R/O	Wake-Up Detect Status for P3.7

Displays wakeup detection status of the 8 listed GPIO pads,

- bit 0: Px.0
- bit 1: Px.1
- bit 2: Px.2
- bit 3: Px.3
- bit 4: Px.4
- bit 5: Px.5
- bit 6: Px.6
- bit 7: Px.7 where a ’1’ bit represents a wakeup condition detected.

Bits for any I/O pads that are not in Wakeup Detect Mode will always read 0.

4.2.8.9 PWRMAN_WUD_SEEN1

PWRMAN_WUD_SEEN1.[gpio32, gpio33, gpio34, gpio35, gpio36, gpio37, gpio38, gpio39]

Field	Bits	Sys Reset	Access	Description
gpio32	0	0	R/O	Wake-Up Detect Status for P4.0
gpio33	1	0	R/O	Wake-Up Detect Status for P4.1
gpio34	2	0	R/O	Wake-Up Detect Status for P4.2
gpio35	3	0	R/O	Wake-Up Detect Status for P4.3
gpio36	4	0	R/O	Wake-Up Detect Status for P4.4
gpio37	5	0	R/O	Wake-Up Detect Status for P4.5
gpio38	6	0	R/O	Wake-Up Detect Status for P4.6
gpio39	7	0	R/O	Wake-Up Detect Status for P4.7

Displays wakeup detection status of the 8 listed GPIO pads,

- bit 0: Px.0
- bit 1: Px.1
- bit 2: Px.2
- bit 3: Px.3
- bit 4: Px.4
- bit 5: Px.5
- bit 6: Px.6
- bit 7: Px.7 where a ’1’ bit represents a wakeup condition detected.

Bits for any I/O pads that are not in Wakeup Detect Mode will always read 0.

PWRMAN_WUD_SEEN1.[gpio40, gpio41, gpio42, gpio43, gpio44, gpio45, gpio46, gpio47]

Field	Bits	Sys Reset	Access	Description
gpio40	8	0	R/O	Wake-Up Detect Status for P5.0
gpio41	9	0	R/O	Wake-Up Detect Status for P5.1
gpio42	10	0	R/O	Wake-Up Detect Status for P5.2
gpio43	11	0	R/O	Wake-Up Detect Status for P5.3
gpio44	12	0	R/O	Wake-Up Detect Status for P5.4
gpio45	13	0	R/O	Wake-Up Detect Status for P5.5
gpio46	14	0	R/O	Wake-Up Detect Status for P5.6
gpio47	15	0	R/O	Wake-Up Detect Status for P5.7

Displays wakeup detection status of the 8 listed GPIO pads,

- bit 0: Px.0
- bit 1: Px.1
- bit 2: Px.2
- bit 3: Px.3
- bit 4: Px.4
- bit 5: Px.5
- bit 6: Px.6
- bit 7: Px.7 where a ’1’ bit represents a wakeup condition detected.

Bits for any I/O pads that are not in Wakeup Detect Mode will always read 0.

PWRMAN_WUD_SEEN1.gpio48

Field	Bits	Sys Reset	Access	Description
gpio48	16	0	R/O	Wake-Up Detect Status for P6.0

Displays wakeup detection status of the GPIO pad,

- bit 0: P6.0 where a ’1’ bit represents a wakeup condition detected.

Bits for any I/O pads that are not in Wakeup Detect Mode will always read 0.

4.2.8.10 PWRMAN_PT_REGMAP_CTRL

PWRMAN_PT_REGMAP_CTRL.me02a_mode

Field	Bits	Sys Reset	Access	Description
me02a_mode	0	1	R/W	Enable ME02A Legacy Mapping

As part of system initialization, application firmware should set this bit to 0. The default setting for this bit is not recommended.

For proper operation, this bit must be set to 0 before using the Pulse Train module.

4.2.8.11 PWRMAN_DIE_TYPE

Sys Reset	Access	Description
n/a	R/O	Die Type ID Register

Always reads 0x4D453032 (ASCII 'ME02').

4.2.8.12 PWRMAN_BASE_PART_NUM

PWRMAN_BASE_PART_NUM.base_part_number

Field	Bits	Sys Reset	Access	Description
base_part_number	15:0	n/a	R/O	Base Part Number

Always reads 0x7F67 (32615 decimal).

4.2.8.13 PWRMAN_MASK_ID0

PWRMAN_MASK_ID0.revision_id

Field	Bits	Sys Reset	Access	Description
revision_id	3:0	n/a	R/O	Revision ID

Device revision information.

This field is intended for internal test purposes only.

PWRMAN_MASK_ID0.mask_id

Field	Bits	Sys Reset	Access	Description
mask_id	31:4	n/a	R/O	Mask ID[27:0]

Mask identification information - low 28 bits.

This field is intended for internal test purposes only.

4.2.8.14 PWRMAN_MASK_ID1

PWRMAN_MASK_ID1.mask_id

Field	Bits	Sys Reset	Access	Description
mask_id	30:0	n/a	R/O	Mask ID[58:28]

Mask identification information - high 31 bits.

This field is intended for internal test purposes only.

PWRMAN_MASK_ID1.mask_id_enable

Field	Bits	Sys Reset	Access	Description
mask_id_enable	31	0	R/W	Enable Mask ID

Must set to 1 in order for the Mask ID fields to be readable.

This field is intended for internal test purposes only.

4.2.8.15 PWRMAN_PERIPHERAL_RESET

PWRMAN_PERIPHERAL_RESET.ssb

Field	Bits	Sys Reset	Access	Description
ssb	0	0	R/W	Reserved

Reserved. Do not modify the value of this bit. For proper system operation, this bit must remain set to 0.

PWRMAN_PERIPHERAL_RESET.spix

Field	Bits	Sys Reset	Access	Description
spix	1	0	R/W	Reset SPI XIP

- 0: SPI XIP is released to run normally.
- 1: SPI XIP is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the SPI XIP peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.pmu

Field	Bits	Sys Reset	Access	Description
pmu	2	0	R/W	Reset PMU

- 0: PMU is released to run normally.
- 1: PMU is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the PMU peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.usb

Field	Bits	Sys Reset	Access	Description
usb	3	0	R/W	Reset USB

- 0: USB is released to run normally.
- 1: USB is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the USB peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.crc

Field	Bits	Sys Reset	Access	Description
crc	4	0	R/W	Reset CRC

- 0: CRC is released to run normally.
- 1: CRC is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the CRC peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.tpu

Field	Bits	Sys Reset	Access	Description
tpu	5	0	R/W	Reset TPU

- 0: TPU is released to run normally.
- 1: TPU is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the AES/MAA/PRNG as if a system reset had occurred, but for these peripherals only. After the bit is set and cleared, all peripheral internal state and all registers for these peripherals will be reset.

PWRMAN_PERIPHERAL_RESET.watchdog0

Field	Bits	Sys Reset	Access	Description
watchdog0	6	0	R/W	Reset Watchdog Timer 0

- 0: WDT0 is released to run normally.
- 1: WDT0 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset Watchdog Timer 0 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers for WDT0 will be reset.

PWRMAN_PERIPHERAL_RESET.gpio

Field	Bits	Sys Reset	Access	Description
gpio	7	0	R/W	Reset GPIO

- 0: GPIO module is released to run normally.
- 1: GPIO module is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the GPIO module as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.timer0

Field	Bits	Sys Reset	Access	Description
timer0	8	0	R/W	Reset Timer/Counter Module 0

- 0: TMR0 is released to run normally.
- 1: TMR0 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset Timer/Counter 0 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.timer1

Field	Bits	Sys Reset	Access	Description
timer1	9	0	R/W	Reset Timer/Counter Module 1

- 0: TMR1 is released to run normally.
- 1: TMR1 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset Timer/Counter 1 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.timer2

Field	Bits	Sys Reset	Access	Description
timer2	10	0	R/W	Reset Timer/Counter Module 2

- 0: TMR2 is released to run normally.
- 1: TMR2 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset Timer/Counter 2 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.timer3

Field	Bits	Sys Reset	Access	Description
timer3	11	0	R/W	Reset Timer/Counter Module 3

- 0: TMR3 is released to run normally.
- 1: TMR3 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset Timer/Counter 3 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.timer4

Field	Bits	Sys Reset	Access	Description
timer4	12	0	R/W	Reset Timer/Counter Module 4

- 0: TMR4 is released to run normally.
- 1: TMR4 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset Timer/Counter 4 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.timer5

Field	Bits	Sys Reset	Access	Description
timer5	13	0	R/W	Reset Timer/Counter Module 5

- 0: TMR5 is released to run normally.
- 1: TMR5 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset Timer/Counter 5 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.pulse_train

Field	Bits	Sys Reset	Access	Description
pulse_train	14	0	R/W	Reset All Pulse Trains

- 0: PT[0..15] are released to run normally.
- 1: PT[0..15] are held in a reset state. This bit is not self-clearing; in order to release the reset on the pulse trains, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset all pulse trains as if a system reset had occurred, but for these peripherals only. After the bit is set and cleared, all peripheral internal state and all registers for these peripherals will be reset.

PWRMAN_PERIPHERAL_RESET.uart0

Field	Bits	Sys Reset	Access	Description
uart0	15	0	R/W	Reset UART 0

- 0: UART0 is released to run normally.
- 1: UART0 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the UART0 peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.uart1

Field	Bits	Sys Reset	Access	Description
uart1	16	0	R/W	Reset UART 1

- 0: UART1 is released to run normally.
- 1: UART1 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the UART1 peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.uart2

Field	Bits	Sys Reset	Access	Description
uart2	17	0	R/W	Reset UART 2

- 0: UART2 is released to run normally.
- 1: UART2 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the UART2 peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.uart3

Field	Bits	Sys Reset	Access	Description
uart3	18	0	R/W	Reset UART 3

- 0: UART3 is released to run normally.
- 1: UART3 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the UART3 peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.i2cm0

Field	Bits	Sys Reset	Access	Description
i2cm0	19	0	R/W	Reset I2C Master 0

- 0: I2CM0 is released to run normally.
- 1: I2CM0 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the I2C Master 0 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.i2cm1

Field	Bits	Sys Reset	Access	Description
i2cm1	20	0	R/W	Reset I2C Master 1

- 0: I2CM1 is released to run normally.
- 1: I2CM1 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the I2C Master 1 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.i2cm2

Field	Bits	Sys Reset	Access	Description
i2cm2	21	0	R/W	Reset I2C Master 2

- 0: I2CM2 is released to run normally.
- 1: I2CM2 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the I2C Master 2 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.i2cs

Field	Bits	Sys Reset	Access	Description
i2cs	22	0	R/W	Reset I2C Slave

- 0: I2CS is released to run normally.
- 1: I2CS is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the I2C Slave as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.spim0

Field	Bits	Sys Reset	Access	Description
spim0	23	0	R/W	Reset SPI Master 0

- 0: SPIM0 is released to run normally.
- 1: SPIM0 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the SPI Master 0 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.spim1

Field	Bits	Sys Reset	Access	Description
spim1	24	0	R/W	Reset SPI Master 1

- 0: SPIM1 is released to run normally.
- 1: SPIM1 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the SPI Master 1 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.spim2

Field	Bits	Sys Reset	Access	Description
spim2	25	0	R/W	Reset SPI Master 2

- 0: SPIM2 is released to run normally.
- 1: SPIM2 is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the SPI Master 2 as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.owm

Field	Bits	Sys Reset	Access	Description
owm	27	0	R/W	Reset 1-Wire Master

- 0: 1-Wire Master (OWM) is released to run normally.
- 1: OWM is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the 1-Wire Master as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.adc

Field	Bits	Sys Reset	Access	Description
adc	28	0	R/W	Reset ADC

- 0: ADC is released to run normally.
- 1: ADC is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the ADC peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

PWRMAN_PERIPHERAL_RESET.spis

Field	Bits	Sys Reset	Access	Description
spis	29	0	R/W	Reset SPI Slave

- 0: SPIS is released to run normally.
- 1: SPIS is held in a reset state. This bit is not self-clearing; in order to release the reset on this peripheral, this bit must be manually cleared back to 0 by application firmware.

Setting this bit to 1 and then clearing it back to 0 will reset the SPIS peripheral as if a system reset had occurred, but for this peripheral only. After the bit is set and cleared, all peripheral internal state and all registers within this peripheral will be reset.

4.3 Interrupt Vector Table

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
0..15	-15..0	ARM-Defined System Exceptions	see ARM documentation	see ARM documentation
16	0	Crypto Oscillator Stable	CLKMAN_INTEN.crypto_stable	CLKMAN_INTFL.crypto_stable
		System RO Stable	CLKMAN_INTEN.sys_ro_stable	CLKMAN_INTFL.sys_ro_stable
17	1	VDD12 Power Supply Reset	PWRMAN_INTEN.v1_2_reset	PWRMAN_INTFL.v1_2_reset
		VDD18 Power Supply Reset	PWRMAN_INTEN.v1_8_reset	PWRMAN_INTFL.v1_8_reset
		VRTC Power Supply Reset	PWRMAN_INTEN.rtc_reset	PWRMAN_INTFL.rtc_reset
		TVDD12 Power Supply Reset	PWRMAN_INTEN.tvdd12_reset	PWRMAN_INTFL.tvdd12_reset
		VDDB Power Supply Reset	PWRMAN_INTEN.vddb_reset	PWRMAN_INTFL.vddb_reset
		VDDIO Power Supply Reset	PWRMAN_INTEN.vddio_reset	PWRMAN_INTFL.vddio_reset
		VDDIOH Power Supply Reset	PWRMAN_INTEN.vddioh_reset	PWRMAN_INTFL.vddioh_reset
18	2	Flash Controller Operation Finished	FLC_INTR.finished_ie	FLC_INTR.finished_if
		Flash Controller Operation Failed	FLC_INTR.failed_ie	FLC_INTR.failed_if
		SRAM Access Out-of-Range (Wrapped)	FLC_INTEN1.sram_addr_wrapped	FLC_INTFL1.sram_addr_wrapped
		Internal Flash Access Out-of-Range	FLC_INTEN1.invalid_flash_addr	FLC_INTFL1.invalid_flash_addr
		Flash Access Attempt to Locked Page	FLC_INTEN1.flash_read_locked	FLC_INTFL1.flash_read_locked
		Trim Update Completed	FLC_INTEN1.trim_update_done	FLC_INTFL1.trim_update_done
		FLC State Machine Reached DONE	FLC_INTEN1.flc_state_done	FLC_INTFL1.flc_state_done
		FLC Program (Write/Erase) Complete	FLC_INTEN1.flc_prog_complete	FLC_INTFL1.flc_prog_complete
19	3	RTC Time-of-Day Alarm 0	RTCTMR_INTEN.comp0	RTCTMR_FLAGS.comp0
20	4	RTC Time-of-Day Alarm 1	RTCTMR_INTEN.comp1	RTCTMR_FLAGS.comp1
21	5	RTC Interval Alarm	RTCTMR_INTEN.prescale_comp	RTCTMR_FLAGS.prescale_comp

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
22	6	RTC Counter Overflow	RTCTMR_INTEN.overflow	RTCTMR_FLAGS.overflow
		RTC Trim Adjustment	RTCTMR_INTEN.trim	RTCTMR_FLAGS.trim
23	7	PMU Channel 0 Interrupt	PMU0_CFG.int_en	PMU0_CFG.interrupt
		PMU Channel 1 Interrupt	PMU1_CFG.int_en	PMU1_CFG.interrupt
		PMU Channel 2 Interrupt	PMU2_CFG.int_en	PMU2_CFG.interrupt
		PMU Channel 3 Interrupt	PMU3_CFG.int_en	PMU3_CFG.interrupt
		PMU Channel 4 Interrupt	PMU4_CFG.int_en	PMU4_CFG.interrupt
		PMU Channel 5 Interrupt	PMU5_CFG.int_en	PMU5_CFG.interrupt
24	8	USB DPLUS Activity	USB_DEV_INTEN.dpact	USB_DEV_INTFL.dpact
		USB Remote Wakeup Done	USB_DEV_INTEN.rwu_dn	USB_DEV_INTFL.rwu_dn
		USB Bus Activity	USB_DEV_INTEN.bact	USB_DEV_INTFL.bact
		USB Bus Reset In Progress	USB_DEV_INTEN.brst	USB_DEV_INTFL.brst
		USB Suspend	USB_DEV_INTEN.susp	USB_DEV_INTFL.susp
		USB No VBUS Present	USB_DEV_INTEN.no_vbus	USB_DEV_INTFL.no_vbus
		USB VBUS Connect	USB_DEV_INTEN.vbus	USB_DEV_INTFL.vbus
		USB VBUS ST	USB_DEV_INTEN.vbus_st	USB_DEV_INTFL.vbus_st
24	8	USB Bus Reset Completed	USB_DEV_INTEN.brst_dn	USB_DEV_INTFL.brst_dn
		USB Setup Packet	USB_DEV_INTEN.setup	USB_DEV_INTFL.setup
		USB Endpoint IN	USB_DEV_INTEN.ep_in	USB_DEV_INTFL.ep_in
		USB Endpoint OUT	USB_DEV_INTEN.ep_out	USB_DEV_INTFL.ep_out
		USB Endpoint NAK	USB_DEV_INTEN.ep_nak	USB_DEV_INTFL.ep_nak
		USB DMA Error	USB_DEV_INTEN.dma_err	USB_DEV_INTFL.dma_err
		USB Buffer Overflow	USB_DEV_INTEN.buf_ovr	USB_DEV_INTFL.buf_ovr

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
25	9	AES Interrupt	AES_CTRL.inten	AES_CTRL.intfl
26	10	MAA Done	MAA_CTRL.inten	MAA_CTRL.if_done
		MAA Error	MAA_CTRL.inten	MAA_CTRL.if_error
27	11	Watchdog 0 Timeout Interrupt	WDT0_ENABLE.timeout	WDT0_FLAGS.timeout
28	12	Watchdog 0 Pre-window Interrupt	WDT0_ENABLE.pre_win	WDT0_FLAGS.pre_win
29	13	Watchdog 1 Timeout Interrupt	WDT1_ENABLE.timeout	WDT1_FLAGS.timeout
30	14	Watchdog 1 Pre-window Interrupt	WDT1_ENABLE.pre_win	WDT1_FLAGS.pre_win
31	15	GPIO External Interrupt on P0.0	GPIO_INTEN_P0.pin0	GPIO_INTFL_P0.pin0
		GPIO External Interrupt on P0.1	GPIO_INTEN_P0.pin1	GPIO_INTFL_P0.pin1
		GPIO External Interrupt on P0.2	GPIO_INTEN_P0.pin2	GPIO_INTFL_P0.pin2
		GPIO External Interrupt on P0.3	GPIO_INTEN_P0.pin3	GPIO_INTFL_P0.pin3
		GPIO External Interrupt on P0.4	GPIO_INTEN_P0.pin4	GPIO_INTFL_P0.pin4
		GPIO External Interrupt on P0.5	GPIO_INTEN_P0.pin5	GPIO_INTFL_P0.pin5
		GPIO External Interrupt on P0.6	GPIO_INTEN_P0.pin6	GPIO_INTFL_P0.pin6
		GPIO External Interrupt on P0.7	GPIO_INTEN_P0.pin7	GPIO_INTFL_P0.pin7
32	16	GPIO External Interrupt on P1.0	GPIO_INTEN_P1.pin0	GPIO_INTFL_P1.pin0
		GPIO External Interrupt on P1.1	GPIO_INTEN_P1.pin1	GPIO_INTFL_P1.pin1
		GPIO External Interrupt on P1.2	GPIO_INTEN_P1.pin2	GPIO_INTFL_P1.pin2
		GPIO External Interrupt on P1.3	GPIO_INTEN_P1.pin3	GPIO_INTFL_P1.pin3
		GPIO External Interrupt on P1.4	GPIO_INTEN_P1.pin4	GPIO_INTFL_P1.pin4
		GPIO External Interrupt on P1.5	GPIO_INTEN_P1.pin5	GPIO_INTFL_P1.pin5
		GPIO External Interrupt on P1.6	GPIO_INTEN_P1.pin6	GPIO_INTFL_P1.pin6
		GPIO External Interrupt on P1.7	GPIO_INTEN_P1.pin7	GPIO_INTFL_P1.pin7

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
33	17	GPIO External Interrupt on P2.0	GPIO_INTEN_P2.pin0	GPIO_INTFL_P2.pin0
		GPIO External Interrupt on P2.1	GPIO_INTEN_P2.pin1	GPIO_INTFL_P2.pin1
		GPIO External Interrupt on P2.2	GPIO_INTEN_P2.pin2	GPIO_INTFL_P2.pin2
		GPIO External Interrupt on P2.3	GPIO_INTEN_P2.pin3	GPIO_INTFL_P2.pin3
		GPIO External Interrupt on P2.4	GPIO_INTEN_P2.pin4	GPIO_INTFL_P2.pin4
		GPIO External Interrupt on P2.5	GPIO_INTEN_P2.pin5	GPIO_INTFL_P2.pin5
		GPIO External Interrupt on P2.6	GPIO_INTEN_P2.pin6	GPIO_INTFL_P2.pin6
		GPIO External Interrupt on P2.7	GPIO_INTEN_P2.pin7	GPIO_INTFL_P2.pin7
34	18	GPIO External Interrupt on P3.0	GPIO_INTEN_P3.pin0	GPIO_INTFL_P3.pin0
		GPIO External Interrupt on P3.1	GPIO_INTEN_P3.pin1	GPIO_INTFL_P3.pin1
		GPIO External Interrupt on P3.2	GPIO_INTEN_P3.pin2	GPIO_INTFL_P3.pin2
		GPIO External Interrupt on P3.3	GPIO_INTEN_P3.pin3	GPIO_INTFL_P3.pin3
		GPIO External Interrupt on P3.4	GPIO_INTEN_P3.pin4	GPIO_INTFL_P3.pin4
		GPIO External Interrupt on P3.5	GPIO_INTEN_P3.pin5	GPIO_INTFL_P3.pin5
		GPIO External Interrupt on P3.6	GPIO_INTEN_P3.pin6	GPIO_INTFL_P3.pin6
		GPIO External Interrupt on P3.7	GPIO_INTEN_P3.pin7	GPIO_INTFL_P3.pin7
35	19	GPIO External Interrupt on P4.0	GPIO_INTEN_P4.pin0	GPIO_INTFL_P4.pin0
		GPIO External Interrupt on P4.1	GPIO_INTEN_P4.pin1	GPIO_INTFL_P4.pin1
		GPIO External Interrupt on P4.2	GPIO_INTEN_P4.pin2	GPIO_INTFL_P4.pin2
		GPIO External Interrupt on P4.3	GPIO_INTEN_P4.pin3	GPIO_INTFL_P4.pin3
		GPIO External Interrupt on P4.4	GPIO_INTEN_P4.pin4	GPIO_INTFL_P4.pin4
		GPIO External Interrupt on P4.5	GPIO_INTEN_P4.pin5	GPIO_INTFL_P4.pin5
		GPIO External Interrupt on P4.6	GPIO_INTEN_P4.pin6	GPIO_INTFL_P4.pin6
		GPIO External Interrupt on P4.7	GPIO_INTEN_P4.pin7	GPIO_INTFL_P4.pin7

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
36	20	GPIO External Interrupt on P5.0	GPIO_INTEN_P5.pin0	GPIO_INTFL_P5.pin0
		GPIO External Interrupt on P5.1	GPIO_INTEN_P5.pin1	GPIO_INTFL_P5.pin1
		GPIO External Interrupt on P5.2	GPIO_INTEN_P5.pin2	GPIO_INTFL_P5.pin2
		GPIO External Interrupt on P5.3	GPIO_INTEN_P5.pin3	GPIO_INTFL_P5.pin3
		GPIO External Interrupt on P5.4	GPIO_INTEN_P5.pin4	GPIO_INTFL_P5.pin4
		GPIO External Interrupt on P5.5	GPIO_INTEN_P5.pin5	GPIO_INTFL_P5.pin5
		GPIO External Interrupt on P5.6	GPIO_INTEN_P5.pin6	GPIO_INTFL_P5.pin6
		GPIO External Interrupt on P5.7	GPIO_INTEN_P5.pin7	GPIO_INTFL_P5.pin7
37	21	GPIO External Interrupt on P6.0	GPIO_INTEN_P6.pin0	GPIO_INTFL_P6.pin0
38	22	Timer 0 Interrupt 0 (x32 or x16/0)	TMR0_INTEN.timer0	TMR0_INTFL.timer0
39	23	Timer 0 Interrupt 1 (x16/1)	TMR0_INTEN.timer1	TMR0_INTFL.timer1
40	24	Timer 1 Interrupt 0 (x32 or x16/0)	TMR1_INTEN.timer0	TMR1_INTFL.timer0
41	25	Timer 1 Interrupt 1 (x16/1)	TMR1_INTEN.timer1	TMR1_INTFL.timer1
42	26	Timer 2 Interrupt 0 (x32 or x16/0)	TMR2_INTEN.timer0	TMR2_INTFL.timer0
43	27	Timer 2 Interrupt 1 (x16/1)	TMR2_INTEN.timer1	TMR2_INTFL.timer1

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
44	28	Timer 3 Interrupt 0 (x32 or x16/0)	TMR3_INTEN.timer0	TMR3_INTFL.timer0
45	29	Timer 3 Interrupt 1 (x16/1)	TMR3_INTEN.timer1	TMR3_INTFL.timer1
46	30	Timer 4 Interrupt 0 (x32 or x16/0)	TMR4_INTEN.timer0	TMR4_INTFL.timer0
47	31	Timer 4 Interrupt 1 (x16/1)	TMR4_INTEN.timer1	TMR4_INTFL.timer1
48	32	Timer 5 Interrupt 0 (x32 or x16/0)	TMR5_INTEN.timer0	TMR5_INTFL.timer0
49	33	Timer 5 Interrupt 1 (x16/1)	TMR5_INTEN.timer1	TMR5_INTFL.timer1
50	34	UART 0 TX Done	UART0_INTEN.tx_done	UART0_INTFL.tx_done
		UART 0 TX Unstalled	UART0_INTEN.tx_unstalled	UART0_INTFL.tx_unstalled
		UART 0 TX FIFO Almost Empty	UART0_INTEN.tx_fifo_ae	UART0_INTFL.tx_fifo_ae
		UART 0 RX FIFO Not Empty	UART0_INTEN.rx_fifo_not_empty	UART0_INTFL.rx_fifo_not_empty
		UART 0 RX Stalled	UART0_INTEN.rx_stalled	UART0_INTFL.rx_stalled
		UART 0 RX FIFO Almost Full	UART0_INTEN.rx_fifo_af	UART0_INTFL.rx_fifo_af
		UART 0 RX FIFO Overflow	UART0_INTEN.rx_fifo_overflow	UART0_INTFL.rx_fifo_overflow
		UART 0 RX Framing Error	UART0_INTEN.rx_framing_err	UART0_INTFL.rx_framing_err
		UART 0 RX Parity Error	UART0_INTEN.rx_parity_err	UART0_INTFL.rx_parity_err
51	35	UART 1 TX Done	UART1_INTEN.tx_done	UART1_INTFL.tx_done
		UART 1 TX Unstalled	UART1_INTEN.tx_unstalled	UART1_INTFL.tx_unstalled
		UART 1 TX FIFO Almost Empty	UART1_INTEN.tx_fifo_ae	UART1_INTFL.tx_fifo_ae
		UART 1 RX FIFO Not Empty	UART1_INTEN.rx_fifo_not_empty	UART1_INTFL.rx_fifo_not_empty
		UART 1 RX Stalled	UART1_INTEN.rx_stalled	UART1_INTFL.rx_stalled
		UART 1 RX FIFO Almost Full	UART1_INTEN.rx_fifo_af	UART1_INTFL.rx_fifo_af
		UART 1 RX FIFO Overflow	UART1_INTEN.rx_fifo_overflow	UART1_INTFL.rx_fifo_overflow
		UART 1 RX Framing Error	UART1_INTEN.rx_framing_err	UART1_INTFL.rx_framing_err
		UART 1 RX Parity Error	UART1_INTEN.rx_parity_err	UART1_INTFL.rx_parity_err

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
52	36	UART 2 TX Done	UART2_INTEN.tx_done	UART2_INTFL.tx_done
		UART 2 TX Unstalled	UART2_INTEN.tx_unstalled	UART2_INTFL.tx_unstalled
		UART 2 TX FIFO Almost Empty	UART2_INTEN.tx_fifo_ae	UART2_INTFL.tx_fifo_ae
		UART 2 RX FIFO Not Empty	UART2_INTEN.rx_fifo_not_empty	UART2_INTFL.rx_fifo_not_empty
		UART 2 RX Stalled	UART2_INTEN.rx_stalled	UART2_INTFL.rx_stalled
		UART 2 RX FIFO Almost Full	UART2_INTEN.rx_fifo_af	UART2_INTFL.rx_fifo_af
		UART 2 RX FIFO Overflow	UART2_INTEN.rx_fifo_overflow	UART2_INTFL.rx_fifo_overflow
		UART 2 RX Framing Error	UART2_INTEN.rx_framing_err	UART2_INTFL.rx_framing_err
		UART 2 RX Parity Error	UART2_INTEN.rx_parity_err	UART2_INTFL.rx_parity_err
53	37	UART 3 TX Done	UART3_INTEN.tx_done	UART3_INTFL.tx_done
		UART 3 TX Unstalled	UART3_INTEN.tx_unstalled	UART3_INTFL.tx_unstalled
		UART 3 TX FIFO Almost Empty	UART3_INTEN.tx_fifo_ae	UART3_INTFL.tx_fifo_ae
		UART 3 RX FIFO Not Empty	UART3_INTEN.rx_fifo_not_empty	UART3_INTFL.rx_fifo_not_empty
		UART 3 RX Stalled	UART3_INTEN.rx_stalled	UART3_INTFL.rx_stalled
		UART 3 RX FIFO Almost Full	UART3_INTEN.rx_fifo_af	UART3_INTFL.rx_fifo_af
		UART 3 RX FIFO Overflow	UART3_INTEN.rx_fifo_overflow	UART3_INTFL.rx_fifo_overflow
		UART 3 RX Framing Error	UART3_INTEN.rx_framing_err	UART3_INTFL.rx_framing_err
		UART 3 RX Parity Error	UART3_INTEN.rx_parity_err	UART3_INTFL.rx_parity_err
54	38	Pulse Train 0	PTG_INTEN.pt0	PTG_INTFL.pt0
		Pulse Train 1	PTG_INTEN.pt1	PTG_INTFL.pt1
		Pulse Train 2	PTG_INTEN.pt2	PTG_INTFL.pt2
		Pulse Train 3	PTG_INTEN.pt3	PTG_INTFL.pt3

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
54	38	Pulse Train 4	PTG_INTEN.pt4	PTG_INTFL.pt4
		Pulse Train 5	PTG_INTEN.pt5	PTG_INTFL.pt5
		Pulse Train 6	PTG_INTEN.pt6	PTG_INTFL.pt6
		Pulse Train 7	PTG_INTEN.pt7	PTG_INTFL.pt7
		Pulse Train 8	PTG_INTEN.pt8	PTG_INTFL.pt8
		Pulse Train 9	PTG_INTEN.pt9	PTG_INTFL.pt9
		Pulse Train 10	PTG_INTEN.pt10	PTG_INTFL.pt10
		Pulse Train 11	PTG_INTEN.pt11	PTG_INTFL.pt11
		Pulse Train 12	PTG_INTEN.pt12	PTG_INTFL.pt12
		Pulse Train 13	PTG_INTEN.pt13	PTG_INTFL.pt13
		Pulse Train 14	PTG_INTEN.pt14	PTG_INTFL.pt14
		Pulse Train 15	PTG_INTEN.pt15	PTG_INTFL.pt15
55	39	I2CM0 TX Done	I2CM0_INTEN.tx_done	I2CM0_INTFL.tx_done
		I2CM0 TX Nacked	I2CM0_INTEN.tx_nacked	I2CM0_INTFL.tx_nacked
		I2CM0 TX Lost Arbitration	I2CM0_INTEN.tx_lost_arbitr	I2CM0_INTFL.tx_lost_arbitr
		I2CM0 TX Timeout	I2CM0_INTEN.tx_timeout	I2CM0_INTFL.tx_timeout
		I2CM0 TX FIFO Empty	I2CM0_INTEN.tx_fifo_empty	I2CM0_INTFL.tx_fifo_empty
		I2CM0 TX FIFO $\frac{3}{4}$ Empty	I2CM0_INTEN.tx_fifo_3q_empty	I2CM0_INTFL.tx_fifo_3q_empty
		I2CM0 RX FIFO Not Empty	I2CM0_INTEN.rx_fifo_not_empty	I2CM0_INTFL.rx_fifo_not_empty
		I2CM0 RX FIFO $\frac{1}{2}$ Full	I2CM0_INTEN.rx_fifo_2q_full	I2CM0_INTFL.rx_fifo_2q_full
		I2CM0 RX FIFO $\frac{3}{4}$ Full	I2CM0_INTEN.rx_fifo_3q_full	I2CM0_INTFL.rx_fifo_3q_full
		I2CM0 RX FIFO Full	I2CM0_INTEN.rx_fifo_full	I2CM0_INTFL.rx_fifo_full

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
56	40	I2CM1 TX Done	I2CM1_INTEN.tx_done	I2CM1_INTFL.tx_done
		I2CM1 TX Nacked	I2CM1_INTEN.tx_nacked	I2CM1_INTFL.tx_nacked
		I2CM1 TX Lost Arbitration	I2CM1_INTEN.tx_lost_arbitr	I2CM1_INTFL.tx_lost_arbitr
		I2CM1 TX Timeout	I2CM1_INTEN.tx_timeout	I2CM1_INTFL.tx_timeout
		I2CM1 TX FIFO Empty	I2CM1_INTEN.tx_fifo_empty	I2CM1_INTFL.tx_fifo_empty
		I2CM1 TX FIFO $\frac{3}{4}$ Empty	I2CM1_INTEN.tx_fifo_3q_empty	I2CM1_INTFL.tx_fifo_3q_empty
		I2CM1 RX FIFO Not Empty	I2CM1_INTEN.rx_fifo_not_empty	I2CM1_INTFL.rx_fifo_not_empty
		I2CM1 RX FIFO $\frac{1}{2}$ Full	I2CM1_INTEN.rx_fifo_2q_full	I2CM1_INTFL.rx_fifo_2q_full
		I2CM1 RX FIFO $\frac{3}{4}$ Full	I2CM1_INTEN.rx_fifo_3q_full	I2CM1_INTFL.rx_fifo_3q_full
		I2CM1 RX FIFO Full	I2CM1_INTEN.rx_fifo_full	I2CM1_INTFL.rx_fifo_full
57	41	I2CM2 TX Done	I2CM2_INTEN.tx_done	I2CM2_INTFL.tx_done
		I2CM2 TX Nacked	I2CM2_INTEN.tx_nacked	I2CM2_INTFL.tx_nacked
		I2CM2 TX Lost Arbitration	I2CM2_INTEN.tx_lost_arbitr	I2CM2_INTFL.tx_lost_arbitr
		I2CM2 TX Timeout	I2CM2_INTEN.tx_timeout	I2CM2_INTFL.tx_timeout
		I2CM2 TX FIFO Empty	I2CM2_INTEN.tx_fifo_empty	I2CM2_INTFL.tx_fifo_empty
		I2CM2 TX FIFO $\frac{3}{4}$ Empty	I2CM2_INTEN.tx_fifo_3q_empty	I2CM2_INTFL.tx_fifo_3q_empty
		I2CM2 RX FIFO Not Empty	I2CM2_INTEN.rx_fifo_not_empty	I2CM2_INTFL.rx_fifo_not_empty
		I2CM2 RX FIFO $\frac{1}{2}$ Full	I2CM2_INTEN.rx_fifo_2q_full	I2CM2_INTFL.rx_fifo_2q_full
		I2CM2 RX FIFO $\frac{3}{4}$ Full	I2CM2_INTEN.rx_fifo_3q_full	I2CM2_INTFL.rx_fifo_3q_full
		I2CM2 RX FIFO Full	I2CM2_INTEN.rx_fifo_full	I2CM2_INTFL.rx_fifo_full

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
58	42	I2CS Update to Mailbox Byte 0	I2CS_INTEN.byte0	I2CS_INTFL.byte0
		I2CS Update to Mailbox Byte 1	I2CS_INTEN.byte1	I2CS_INTFL.byte1
		I2CS Update to Mailbox Byte 2	I2CS_INTEN.byte2	I2CS_INTFL.byte2
		I2CS Update to Mailbox Byte 3	I2CS_INTEN.byte3	I2CS_INTFL.byte3
		I2CS Update to Mailbox Byte 4	I2CS_INTEN.byte4	I2CS_INTFL.byte4
		I2CS Update to Mailbox Byte 5	I2CS_INTEN.byte5	I2CS_INTFL.byte5
		I2CS Update to Mailbox Byte 6	I2CS_INTEN.byte6	I2CS_INTFL.byte6
		I2CS Update to Mailbox Byte 7	I2CS_INTEN.byte7	I2CS_INTFL.byte7
		I2CS Update to Mailbox Byte 8	I2CS_INTEN.byte8	I2CS_INTFL.byte8
		I2CS Update to Mailbox Byte 9	I2CS_INTEN.byte9	I2CS_INTFL.byte9
		I2CS Update to Mailbox Byte 10	I2CS_INTEN.byte10	I2CS_INTFL.byte10
		I2CS Update to Mailbox Byte 11	I2CS_INTEN.byte11	I2CS_INTFL.byte11
		I2CS Update to Mailbox Byte 12	I2CS_INTEN.byte12	I2CS_INTFL.byte12
		I2CS Update to Mailbox Byte 13	I2CS_INTEN.byte13	I2CS_INTFL.byte13
		I2CS Update to Mailbox Byte 14	I2CS_INTEN.byte14	I2CS_INTFL.byte14
		I2CS Update to Mailbox Byte 15	I2CS_INTEN.byte15	I2CS_INTFL.byte15

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
58	42	I2CS Update to Mailbox Byte 16	I2CS_INTEN.byte0	I2CS_INTFL.byte0
		I2CS Update to Mailbox Byte 17	I2CS_INTEN.byte17	I2CS_INTFL.byte17
		I2CS Update to Mailbox Byte 18	I2CS_INTEN.byte18	I2CS_INTFL.byte18
		I2CS Update to Mailbox Byte 19	I2CS_INTEN.byte19	I2CS_INTFL.byte19
		I2CS Update to Mailbox Byte 20	I2CS_INTEN.byte20	I2CS_INTFL.byte20
		I2CS Update to Mailbox Byte 21	I2CS_INTEN.byte21	I2CS_INTFL.byte21
		I2CS Update to Mailbox Byte 22	I2CS_INTEN.byte22	I2CS_INTFL.byte22
		I2CS Update to Mailbox Byte 23	I2CS_INTEN.byte23	I2CS_INTFL.byte23
		I2CS Update to Mailbox Byte 24	I2CS_INTEN.byte24	I2CS_INTFL.byte24
		I2CS Update to Mailbox Byte 25	I2CS_INTEN.byte25	I2CS_INTFL.byte25
		I2CS Update to Mailbox Byte 26	I2CS_INTEN.byte26	I2CS_INTFL.byte26
		I2CS Update to Mailbox Byte 27	I2CS_INTEN.byte27	I2CS_INTFL.byte27
		I2CS Update to Mailbox Byte 28	I2CS_INTEN.byte28	I2CS_INTFL.byte28
		I2CS Update to Mailbox Byte 29	I2CS_INTEN.byte29	I2CS_INTFL.byte29
		I2CS Update to Mailbox Byte 30	I2CS_INTEN.byte30	I2CS_INTFL.byte30
		I2CS Update to Mailbox Byte 31	I2CS_INTEN.byte31	I2CS_INTFL.byte31

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
59	43	SPI Master 0 TX Stalled	SPIM0_INTEN.tx_stalled	SPIM0_INTFL.tx_stalled
		SPI Master 0 RX Stalled	SPIM0_INTEN.rx_stalled	SPIM0_INTFL.rx_stalled
		SPI Master 0 TX Ready	SPIM0_INTEN.tx_ready	SPIM0_INTFL.tx_ready
		SPI Master 0 RX Done	SPIM0_INTEN.rx_done	SPIM0_INTFL.rx_done
		SPI Master 0 TX FIFO Almost Empty	SPIM0_INTEN.tx_fifo_ae	SPIM0_INTFL.tx_fifo_ae
		SPI Master 0 RX FIFO Almost Full	SPIM0_INTEN.rx_fifo_af	SPIM0_INTFL.rx_fifo_af
60	44	SPI Master 1 TX Stalled	SPIM1_INTEN.tx_stalled	SPIM1_INTFL.tx_stalled
		SPI Master 1 RX Stalled	SPIM1_INTEN.rx_stalled	SPIM1_INTFL.rx_stalled
		SPI Master 1 TX Ready	SPIM1_INTEN.tx_ready	SPIM1_INTFL.tx_ready
		SPI Master 1 RX Done	SPIM1_INTEN.rx_done	SPIM1_INTFL.rx_done
		SPI Master 1 TX FIFO Almost Empty	SPIM1_INTEN.tx_fifo_ae	SPIM1_INTFL.tx_fifo_ae
		SPI Master 1 RX FIFO Almost Full	SPIM1_INTEN.rx_fifo_af	SPIM1_INTFL.rx_fifo_af
61	45	SPI Master 2 TX Stalled	SPIM2_INTEN.tx_stalled	SPIM2_INTFL.tx_stalled
		SPI Master 2 RX Stalled	SPIM2_INTEN.rx_stalled	SPIM2_INTFL.rx_stalled
		SPI Master 2 TX Ready	SPIM2_INTEN.tx_ready	SPIM2_INTFL.tx_ready
		SPI Master 2 RX Done	SPIM2_INTEN.rx_done	SPIM2_INTFL.rx_done
		SPI Master 2 TX FIFO Almost Empty	SPIM2_INTEN.tx_fifo_ae	SPIM2_INTFL.tx_fifo_ae
		SPI Master 2 RX FIFO Almost Full	SPIM2_INTEN.rx_fifo_af	SPIM2_INTFL.rx_fifo_af
62	46	Reserved		

Exception	IRQ Num	Interrupt Condition	Interrupt Enable	Interrupt Flag
63	47	1-Wire Master Reset Done	OWM_INTEN.ow_reset_done	OWM_INTFL.ow_reset_done
		1-Wire Master TX Data Empty	OWM_INTEN.tx_data_empty	OWM_INTFL.tx_data_empty
		1-Wire Master RX Data Ready	OWM_INTEN.rx_data_ready	OWM_INTFL.rx_data_ready
		1-Wire Master Data Line Short	OWM_INTEN.line_short	OWM_INTFL.line_short
		1-Wire Master Data Line Low	OWM_INTEN.line_low	OWM_INTFL.line_low
64	48	ADC Done	ADC_INTR.adc_done_ie	ADC_INTR.adc_done_if
		ADC Reference Ready	ADC_INTR.adc_ref_ready_ie	ADC_INTR.adc_ref_ready_if
		ADC Sample Above Hi Limit	ADC_INTR.adc_hi_limit_ie	ADC_INTR.adc_hi_limit_if
		ADC Sample Below Lo Limit	ADC_INTR.adc_lo_limit_ie	ADC_INTR.adc_lo_limit_if
		ADC Overflow	ADC_INTR.adc_overflow_ie	ADC_INTR.adc_overflow_if
		ADC RO Calibration Done	ADC_INTR.ro_cal_done_ie	ADC_INTR.ro_cal_done_if
65	49	SPI Slave TX FIFO Almost Empty	SPIS_INTEN.tx_fifo_ae	SPIS_INTFL.tx_fifo_ae
		SPI Slave RX FIFO Almost Full	SPIS_INTEN.rx_fifo_af	SPIS_INTFL.rx_fifo_af
		SPI Slave TX FIFO No Data	SPIS_INTEN.tx_no_data	SPIS_INTFL.tx_no_data
		SPI Slave RX FIFO Lost Data	SPIS_INTEN.rx_lost_data	SPIS_INTFL.rx_lost_data

4.4 Resets and Reset Sources

This section describes resets and the reset sources for the **MAX32620**.

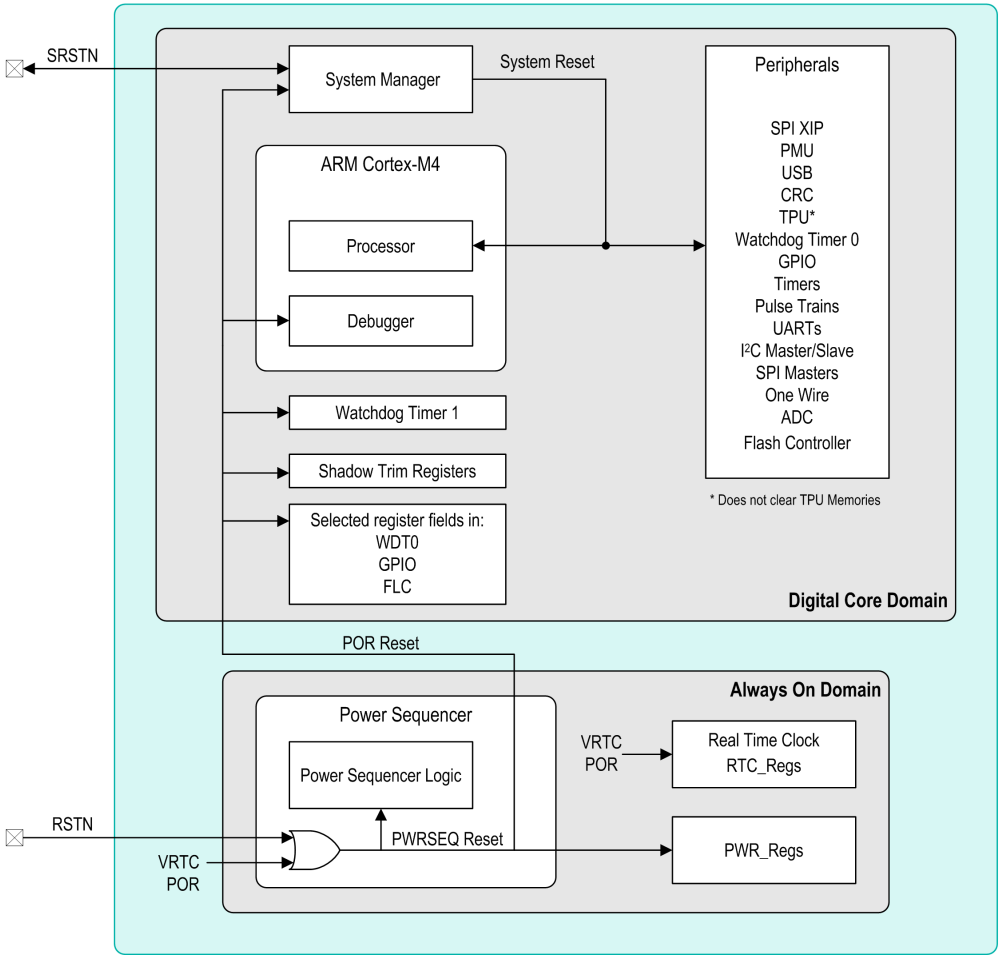


Figure 4.4: Reset Block Diagram

4.4.1 System Reset

The system reset triggers a reset of the operational state of most digital and analog blocks, including the ARM Cortex-M4F CPU core.

Sources that can trigger a system reset include:

- Active low signal on the SRSTN external reset pin.
- Firmware requested reset.
- Reset generated by ARM core due to fault.
- Reset generated by watchdog timer WDT0.

4.4.1.1 System Reset Pin (SRSTN)

The **MAX32620** remains in system reset while an external reset signal (active low) is asserted on this pin. Once the external reset is released, the SRSTN pin logic state will return to high due to the internal pullup on the pin.

When system reset is asserted, the device resets the ARM core, most digital registers, and most peripherals (resetting most of the core logic on the V_{DD12} supply). This reset does not affect the POR-only registers, RTC, or ARM JTAG debug interface.

After the device senses assertion of SRSTN, the pin will automatically reconfigure as an output and will be driven active low by the **MAX32620**. The device continues to output for six system clock cycles and then repeats the input sensing/output driving cycle until SRSTN is sensed as de-asserted.

This pin is internally connected with an internal 25kΩ pullup to the V_{RTC} supply, and may be left unconnected. SRSTN is normally connected to a JTAG header pin for In-circuit System Programming (ICSP).

4.4.2 Power-On Reset (POR)

The Power-On Reset condition causes the **MAX32620** to reset all functions and blocks that are reset by a System Reset. Additionally, the Power-On Reset also resets additional blocks and registers including certain system configuration registers and the ARM JTAG debugging interface.

A POR Reset is typically triggered when a power failure occurs on one or more digital supplies as configured by the user.

Other sources that can trigger a POR Reset include:

- Shutdown to LP0:STOP (digital core state is lost).
- Reset generated by watchdog timer WDT1.
- Firmware requested system reboot.

4.4.3 Power Sequencer Reset (PWRSEQ_Reset)

Power sequencer logic (which operates in the 'always on' logic domain powered by V_{RTC} generates the Power-On Reset (POR) output.

The power sequencer itself (along with its associated registers) is reset when a Power Sequencer Reset occurs. This also causes the Power-On Reset and System Reset signals to be propagated downstream to the rest of the system.

A Power Sequencer Reset occurs under the following conditions:

- Active low signal on the RSTN pin.
- Failure of the backup power supply V_{RTC} (VRTC_POR).
- Reset output generated by low-level watchdog timer WDT2.

4.4.3.1 RSTN (PWRSEQ_RSTN) Pin

RSTN: Power-on Reset, Active-Low Input

The **MAX32620** remains in reset while this pin is in its active state. When the pin transitions to its inactive state, the device performs a Power Sequencer Reset and begins execution. This pin is internally connected with an internal 25kohm pullup to the V_{RTC} supply. This pin can be left unconnected.

4.4.4 VRTC Power On Reset (VRTC_POR)

A VRTC Power On Reset is the deepest reset level in the system. This type of reset occurs only when a failure occurs on the VRTC backup power supply.

When a VRTC_POR reset occurs, it has the following effects:

- All other reset signals are asserted: PWRSEQ Reset, POR Reset, and System Reset.
- All registers, blocks, and internal device states are reset, with the exception of information retained in non-volatile internal flash memory.

Generally, registers in the RTC module are only reset by VRTC_POR.

4.5 Device Clock Sources and Configuration

4.5.1 Clock Sources

There are a number of global and local clocks used by different peripherals and subsystems on the **MAX32620**. All of these are generated (either directly or indirectly) from one of the clock sources described below. These clock sources are not synchronized to one another; in the cases where a peripheral or block makes use of more than one clock source, clock synchronization between the domains is performed locally at that point.

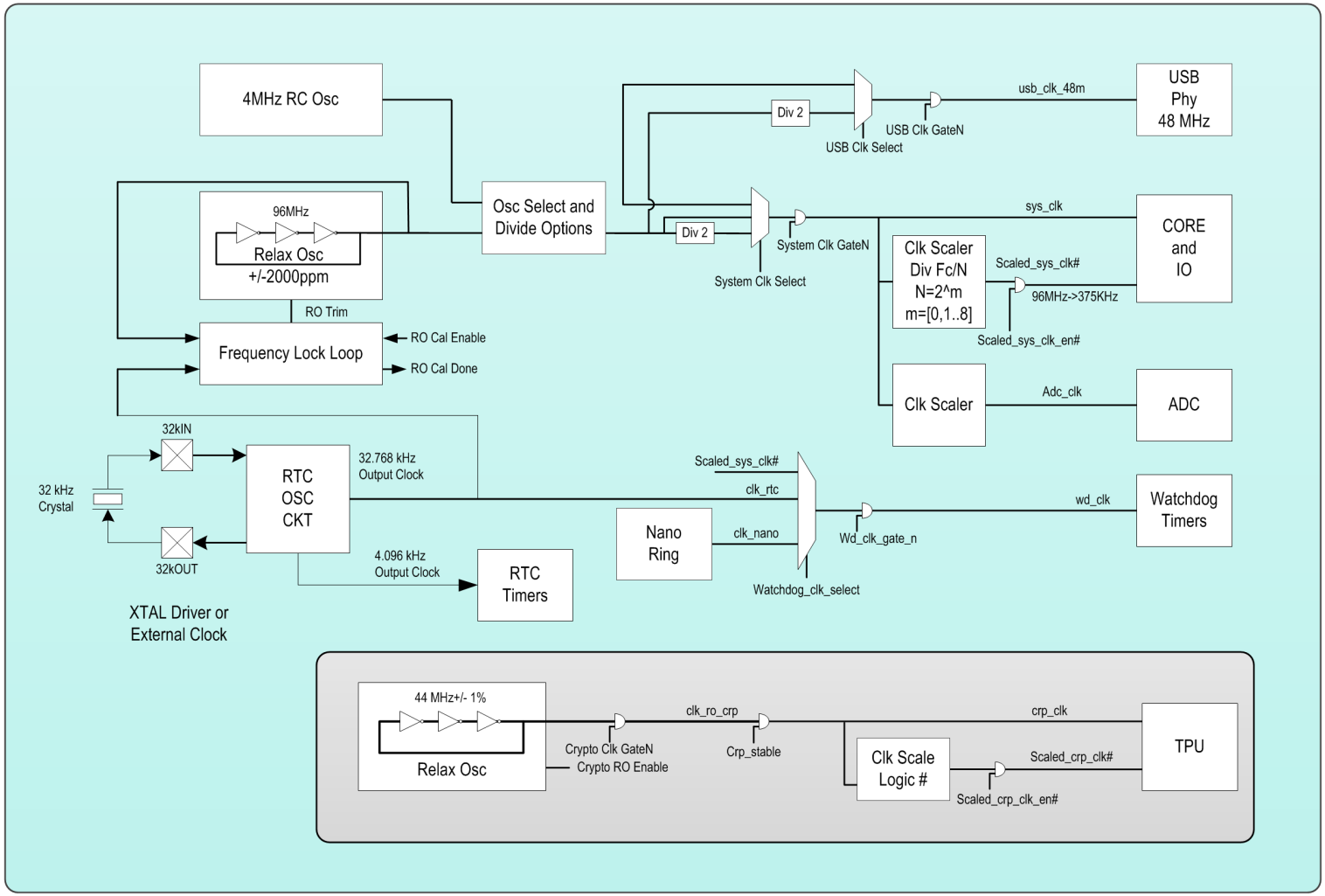


Figure 4.5: Clock Subsystem Diagram

4.5.1.1 System Relaxation Oscillator (96MHz)

The primary clock source on the **MAX32620** is a high-speed relaxation oscillator targeted to run at 96MHz. The output of this oscillator is (by default) the primary system oscillator, which is used as the timing basis for most blocks and peripherals on the **MAX32620**, including the ARM CPU and the AMBA bus matrix.

The system relaxation oscillator is factory trimmed during producton to run at a frequency of 96MHz with an accuracy of $\pm$ 2.0%. This level of accuracy is sufficient for the core digital logic on the device and all peripherals except for the USB interface and the Real Time Clock (RTC). The RTC uses its own dedicated 32kHz external crystal oscillator (or resonator) as a timing basis.

The USB runs from the 96MHz oscillator output, but it requires a higher frequency accuracy than can be obtained using the one-time factory trim. In order to improve the accuracy of the 96MHz oscillator to the level required by the USB interface, the 96MHz oscillator can be calibrated against the output from the 32kHz RTC oscillator.

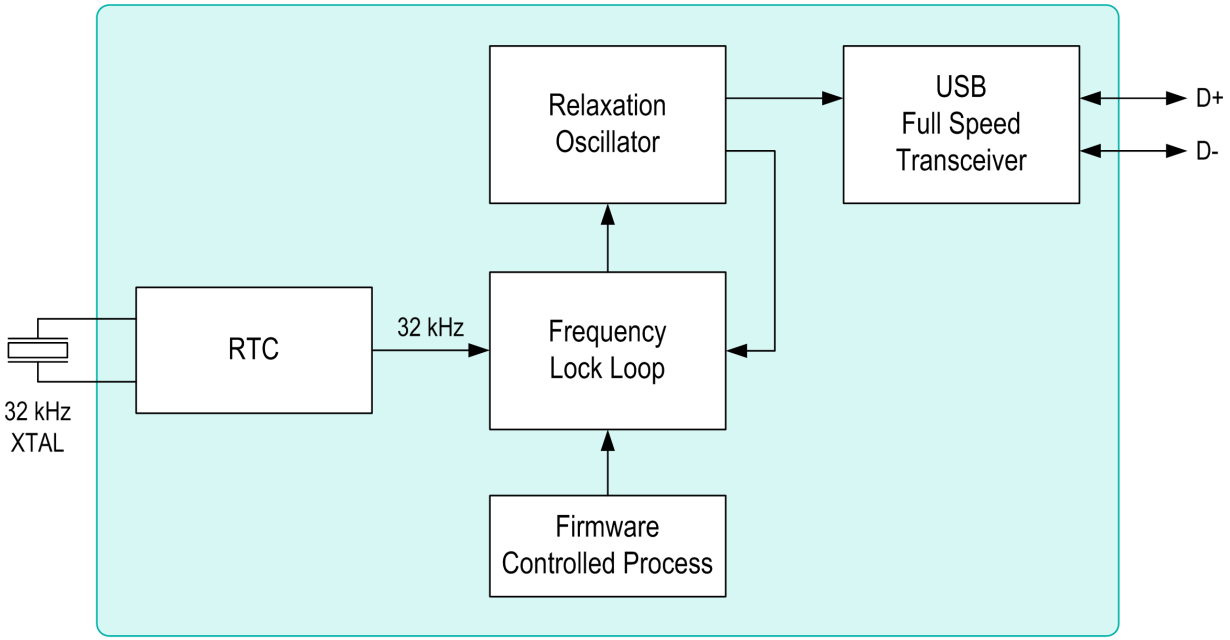


Figure 4.6: Calibrating the System Relaxation Oscillator

Using this method, the accuracy of the 96MHz oscillator output can be improved to $\pm$ 0.25%. This feature eliminates the need for an external high frequency crystal,

PLL and driver circuits. The calibration process is controlled by application firmware; calibration should be performed periodically to compensate for any frequency shifts induced by temperature and supply voltage changes.

4.5.1.1.1 Operation and Power Mode Options

The system relaxation oscillator is always shut off in the LP0:STOP mode to conserve power.

By default, the system relaxation oscillator is turned off in the LP1:STANDBY mode. When the **MAX32620** exits the LP1:STANDBY mode to return to active LP3:RUN state, the power sequencer re-enables the system relaxation oscillator automatically. However, this requires a delay of 5μs. It is possible to configure the system relaxation oscillator to continue running during LP1:STANDBY mode by setting the power sequencer control bit PWRSEQ_REG0.pwr_roen_slp to 1. This will remove the 5μs startup delay at a cost of additional power consumption during LP1:STANDBY mode.

The system relaxation oscillator must always be running during the active operation modes LP2:PMU and LP3:RUN.

4.5.1.1.2 Operation and Power Mode Options

In order for the USB interface to be used, the frequency calibration process must be used to calibrate the system relaxation oscillator against the output of the 32kHz RTC oscillator. The steps for the frequency calibration are outlined below.

Step	Action	Register I/O
1	Enable the 32kHz RTC (if not already enabled)	PWRSEQ_REG0.pwr_rtcen_run = 1
2	Read Relaxation Oscillator Flash Trim shadow register	InitTrim[8:0] = PWRSEQ_REG6.pwr_trim_osc_vref
3	Write InitTrim to freq. cal. initial condition register	ADC_RO_CAL1.trm_init = InitTrim[8:0]
4	Load Initial Trim to active frequency trim register	Write ADC_RO_CAL0.ro_cal_load to 1 (self-clearing)
5	Enable frequency loop to control RO trim	ADC_RO_CAL0.ro_cal_en = 1
6	Run Frequency Calibration	ADC_RO_CAL0.ro_cal_run = 1
8	After 50mS, stop Frequency Calibration	ADC_RO_CAL0.ro_cal_run = 0
9	Read the final frequency trim value	FinalTrim[8:0] = ADC_RO_CAL0.ro_trm
10	Write Final trim to Sys RO Flash Trim shadow register	PWRSEQ_REG6.pwr_trim_osc_vref = FinalTrim[8:0]
11	Disable RTC oscillator (if not needed for RTC timer)	PWRSEQ_REG0.pwr_rtcen_run = 0

The **MAX32620** also has the ability to self-time the frequency calibration and generate an interrupt when complete, as outlined in the table below.

Step	Action	Register I/O
1	Enable the 32kHz RTC (if not already enabled)	PWRSEQ_REG0.pwr_rtcen_run = 1
2	Enable the RO Calibration complete interrupt	ADC_INTR.ro_cal_done_ie = 1
3	Clear RO Calibration complete interrupt	ADC_INTR.ro_cal_done_if = 1 (write 1 to clear)
4	Read Relaxation Oscillator Flash Trim shadow register	InitTrim[8:0] = PWRSEQ_REG6.pwr_trim_osc_vref
5	Write InitTrim to freq. cal. initial condition register	ADC_RO_CAL1.trm_init = InitTrim[8:0]
6	Load Initial Trim to active frequency trim register	Write ADC_RO_CAL0.ro_cal_load to 1 (self-clearing)
7	Enable frequency loop to control RO trim	ADC_RO_CAL0.ro_cal_en = 1
8	Run Frequency Calibration in Atomic mode	ADC_RO_CAL0.ro_cal_atomic = 1
9	Detect Interrupt Service request	...
10	Stop Frequency Calibration	ADC_RO_CAL0.ro_cal_run = 0
11	Disable the RO Calibration complete interrupt	ADC_INTR.ro_cal_done_ie = 0
12	Read the final frequency trim value	FinalTrim[8:0] = ADC_RO_CAL0.ro_trm
13	Write Final trim to Sys RO Flash Trim shadow register	PWRSEQ_REG6.pwr_trim_osc_vref = FinalTrim[8:0]
14	Disable RTC oscillator (if not needed for RTC timer)	PWRSEQ_REG0.pwr_rtcen_run = 0

4.5.1.2 Internal RC Oscillator (4MHz)

In addition to the high-speed relaxation oscillator, the **MAX32620** provides a 4MHz internal RC oscillator which can be used as an alternate system clock source.

By default, the 4MHz RC oscillator is disabled. To enable the 4MHz RC oscillator to run during LP2:PMU and LP3:RUN modes, set PWRSEQ_REG0.pwr_rcen_run to 1. To enable the 4MHz RC oscillator to run during LP0:STOP and LP1:STANDBY modes, set PWRSEQ_REG0.pwr_rcen_slp to 1.

Simply enabling the 4MHz RC oscillator will not select it for use as a system clock source; this must be configured separately as described below.

4.5.1.3 Configuring the Primary System Oscillator

When both the 96MHz relaxation oscillator and the 4MHz RC oscillator are enabled, one of the two oscillators must be selected as the primary system oscillator. This is done by setting PWRSEQ_REG0.pwr_osc_select to either 0 (default) to select the 96MHz relaxation oscillator or to 1 to select the RC oscillator.

Additionally, the output of each oscillator may be optionally divided down using the settings shown below. This divide down operation affects the base value of the primary system oscillator, and is performed before any additional scaling that might be performed in CLKMAN.

Oscillator Used	Settings	Primary System Oscillator Frequency
96MHz RO	PWRSEQ_REG0.pwr_osc_select = 0, PWRSEQ_REG3.pwr_ro_div = 0 (Divide by 1)	96MHz
96MHz RO	PWRSEQ_REG0.pwr_osc_select = 0, PWRSEQ_REG3.pwr_ro_div = 1 (Divide by 2)	48MHz
96MHz RO	PWRSEQ_REG0.pwr_osc_select = 0, PWRSEQ_REG3.pwr_ro_div = 2 (Divide by 4)	24MHz
96MHz RO	PWRSEQ_REG0.pwr_osc_select = 0, PWRSEQ_REG3.pwr_ro_div = 3 (Divide by 8)	12MHz
96MHz RO	PWRSEQ_REG0.pwr_osc_select = 0, PWRSEQ_REG3.pwr_ro_div = 4 (Divide by 16)	6MHz
4MHz RC	PWRSEQ_REG0.pwr_osc_select = 1, PWRSEQ_REG3.pwr_rc_div = 0 (Divide by 1)	4MHz
4MHz RC	PWRSEQ_REG0.pwr_osc_select = 1, PWRSEQ_REG3.pwr_rc_div = 1 (Divide by 2)	2MHz
4MHz RC	PWRSEQ_REG0.pwr_osc_select = 1, PWRSEQ_REG3.pwr_rc_div = 2 (Divide by 4)	1MHz

4MHz RC	PWRSEQ_REG0.pwr_osc_select = 1, PWRSEQ_REG3.pwr_rc_div = 3 (Divide by 8)	0.5MHz

4.5.1.4 Internal Crypto Oscillator (44MHz)

The **MAX32620** provides a dedicated on-chip oscillator, which is used to supply a separate isolated clock to reduce opportunities of clock interference attacks. Specifically, timing-based analysis and fault injection attacks on sensitive functions of the device are mitigated with this feature. Vulnerabilities protected by the internal crypto oscillator include timing-based and security functions such as the AES and the MAA among others.

The crypto oscillator is an internal relaxation oscillator. No external crystal is used with this oscillator.

Effectively decoupling these sensitive functions from the main system clock allows encryption and decryption operations to take a consistent amount of time regardless of the current system clock rate. Also, this provides a more variable (and not externally observable) clock to reduce the opportunity for an attacker to perform power or timing analysis attacks against the cryptographic and security functions.

The crypto oscillator is targeted to run at approximately 44MHz. This oscillator is always powered on in active power modes (LP3:RUN and LP2:PMU) and is disabled in LP0:STOP and LP1:STANDBY modes. In order for the output from this oscillator to be used by the TPU peripherals, the cryptographic clock source must be enabled by setting CLKMAN_CLK_CONFIG.crypto_enable to 1.

4.5.1.5 32768Hz Oscillator With External Crystal

The 32768Hz oscillator on the **MAX32620** is designed to be used with an external standard 32.768kHz watch crystal. These crystals are very high impedance and do not require a high current oscillator circuit. The 32768Hz oscillator has been designed specifically to handle these crystals and is compatible with their high impedance and limited power handling capability. The oscillator power dissipation is very low to minimize power draw on the V_{RTC} power supply.

The oscillator is designed to be self-biasing. An external resistor should NOT be connected across the crystal. A resonator can also be used with the 32768Hz oscillator if needed. The oscillator frequency can be adjusted for 25C accuracy, as well as for temperature effects. See the Real Time Clock (RTC) section for details.

4.5.1.5.1 Firmware Control of the 32768Hz Oscillator

There are two bits that control whether the RTC timer and 32768Hz oscillator are enabled. In order for the RTC timer and the 32768Hz oscillator to be enabled during LP3:RUN and LP2:PMU, the PWRSEQ_REG0.pwr_rtcen_run bit must be set to 1. In order for the RTC timer and the 32768Hz oscillator to be enabled during LP1:STANDBY and LP0:STOP, the PWRSEQ_REG0.pwr_rtcen_slp bit must be set to 1.

4.5.1.5.2 Enabling 32768Hz Oscillator Output on P1.7

When the 32768Hz oscillator is running, its output can optionally be driven to GPIO pin P1.7. This is a low-current output, so it should not be used to drive any circuits other than high-impedance inputs.

To enable the 32768Hz oscillator output on pin P1.7, set PWRSEQ_REG4.pwr_pseq_32k_en to 1. When enabled, this output will override any other functions that have been requested for P1.7 in the I/O Manager.

After the 32768Hz oscillator output on pin P1.7 has been enabled, the oscillator output will continue to be output on this pin even if the system transitions from LP3:RUN to LP2:PMU/LP1:STANDBY and back to LP3:RUN again. As noted already, in order for the 32768Hz oscillator to continue running during LP1:STANDBY, the PWRSEQ_REG0.pwr_rtcen_slp bit must be set to 1.

In order for the oscillator output to remain steady during system transitions from LP3:RUN to LP1:STANDBY or from LP1:STANDBY back to LP3:RUN, it is recommended to force the 32768Hz oscillator to remain in a high-power mode during these transitions. To accomplish this, before the system begins transition to the LP1:STANDBY low power state, the application must set the oscillator configuration fields as follows.

- Set RTCCFG_OSC_CTRL.osc_goto_low_r to 0.
- Set RTCCFG_OSC_CTRL.osc_force_mode to 1.
- Set RTCCFG_OSC_CTRL.osc_force_state to 3.

4.5.2 Clock Configuration

4.5.2.1 System Clock Configuration

The main system clock (sys_clk_main) on the **MAX32620** is used as a timing base by many of the underlying architectural blocks on the device, including the AHB and APB buses, the SRAM, internal flash memory, and various system management functions (such as clock management, power management, and I/O function management).

The selection for this clock is made by setting the CLKMAN_CLK_CTRL.system_source_select register field as detailed below.

Field Setting	System Clock Source Selection
0	Primary System Oscillator (divided by 2)
1	Primary System Oscillator
others	(Other values are reserved for internal test and should not be used.)

In addition to supplying certain blocks directly, this clock is also used as a basis for a number of secondary "module clocks" or "peripheral clocks". These secondary clocks allow certain blocks or peripherals (such as pulse trains, I2c, UART, or SPI) to run at frequency that is lower than the main system clock source frequency. This is done by configuring clock scaling blocks that generate local module clocks by dividing down the system clock source.

For more information, refer to the register descriptions in the CLKMAN module.

4.5.2.2 Cryptographic Clock Configuration

The cryptographic and security functions (housed within the TPU) on the **MAX32620** use the TPU relaxation oscillator output as their clock source. Similar to the system clock scaling controls described above, each module that uses the TPU relaxation oscillator output as a clock source has the option to divide the clock source down to generate a modified local module clock.

- **AES**: Module clock is enabled/configured using CLKMAN_CRYPT_CLK_CTRL_0_AES.
- **MAA**: Module clock is enabled/configured using CLKMAN_CRYPT_CLK_CTRL_1_MAA.
- **PRNG**: Module clock is enabled/configured using CLKMAN_CRYPT_CLK_CTRL_2_PRNG.

Each of the cryptographic clocks above are disabled by default and must be enabled before the related module/function can be used.

4.5.2.3 ADC Clock Configuration

The ADC on the **MAX32620** runs at a maximum frequency of 8MHz. The clock source for the ADC is fixed and is derived directly from the primary system oscillator output by dividing this oscillator output by 12.

Before using the ADC, the ADC oscillator output must be enabled by setting CLKMAN_CLK_CTRL.adc_clock_enable to 1.

4.5.3 Registers (CLKMAN)

Address	Register	Access	Description	Reset By
0x4000_0400	CLKMAN_CLK_CONFIG	R/W	Cryptographic Clock Configuration	Sys
0x4000_0404	CLKMAN_CLK_CTRL	R/W	System Clock Controls	Sys POR
0x4000_0408	CLKMAN_INTFL	W1C	Interrupt Flags	Sys
0x4000_040C	CLKMAN_INTEN	R/W	Interrupt Enable/Disable Controls	Sys
0x4000_0414	CLKMAN_I2C_TIMER_CTRL	R/W	I2C Timer Control	Sys
0x4000_0418	CLKMAN_CM4_START_CLK_EN0	R/W	CM4 Start Clock on Interrupt Enable 0 (RESERVED)	Sys
0x4000_041C	CLKMAN_CM4_START_CLK_EN1	R/W	CM4 Start Clock on Interrupt Enable 1 (RESERVED)	Sys
0x4000_0420	CLKMAN_CM4_START_CLK_EN2	R/W	CM4 Start Clock on Interrupt Enable 2 (RESERVED)	Sys
0x4000_0440	CLKMAN_SYS_CLK_CTRL_0_CM4	R/W	Control Settings for Cortex M4 Clock	Sys
0x4000_0444	CLKMAN_SYS_CLK_CTRL_1_SYNC	R/W	Control Settings for Synchronizer Clock	Sys
0x4000_0448	CLKMAN_SYS_CLK_CTRL_2_SPIX	R/W	Control Settings for SPI XIP Clock	Sys
0x4000_044C	CLKMAN_SYS_CLK_CTRL_3_PRNG	R/W	Control Settings for PRNG Interface Clock	Sys
0x4000_0450	CLKMAN_SYS_CLK_CTRL_4_WDT0	R/W	Control Settings for Watchdog Timer 0 System Clock Source	Sys
0x4000_0454	CLKMAN_SYS_CLK_CTRL_5_WDT1	R/W	Control Settings for Watchdog Timer 1 System Clock Source	Sys
0x4000_0458	CLKMAN_SYS_CLK_CTRL_6_GPIO	R/W	Control Settings for GPIO Input Clock	Sys
0x4000_045C	CLKMAN_SYS_CLK_CTRL_7_PT	R/W	Control Settings for Pulse Train Common Clock	Sys
0x4000_0460	CLKMAN_SYS_CLK_CTRL_8_UART	R/W	Control Settings for UART Common Clock	Sys
0x4000_0464	CLKMAN_SYS_CLK_CTRL_9_I2CM	R/W	Control Settings for I2C Master Common Clock	Sys
0x4000_0468	CLKMAN_SYS_CLK_CTRL_10_I2CS	R/W	Control Settings for I2C Slave Clock	Sys
0x4000_046C	CLKMAN_SYS_CLK_CTRL_11_SPI0	R/W	Control Settings for SPI Master 0 Clock	Sys
0x4000_0470	CLKMAN_SYS_CLK_CTRL_12_SPI1	R/W	Control Settings for SPI Master 1 Clock	Sys
0x4000_0474	CLKMAN_SYS_CLK_CTRL_13_SPI2	R/W	Control Settings for SPI Master 2 Clock	Sys

Address	Register	Access	Description	Reset By
0x4000_047C	CLKMAN_SYS_CLK_CTRL_15_OWM	R/W	Control Settings for 1-Wire Master Clock	Sys
0x4000_0480	CLKMAN_SYS_CLK_CTRL_16_SPIS	R/W	Control Settings for SPI Slave Clock	Sys
0x4000_0500	CLKMAN_CRYPT_CLK_CTRL_0_AES	R/W	Control Settings for AES Crypto Clock	Sys
0x4000_0504	CLKMAN_CRYPT_CLK_CTRL_1_MAA	R/W	Control Settings for MAA Crypto Clock	Sys
0x4000_0508	CLKMAN_CRYPT_CLK_CTRL_2_PRNG	R/W	Control Settings for PRNG Crypto Clock	Sys
0x4000_0540	CLKMAN_CLK_GATE_CTRL0	R/W	Dynamic Clock Gating Control Register 0	Sys
0x4000_0544	CLKMAN_CLK_GATE_CTRL1	R/W	Dynamic Clock Gating Control Register 1	Sys
0x4000_0548	CLKMAN_CLK_GATE_CTRL2	R/W	Dynamic Clock Gating Control Register 2	Sys

4.5.3.1 CLKMAN_CLK_CONFIG

CLKMAN_CLK_CONFIG.crypto_enable

Field	Bits	Sys Reset	Access	Description
crypto_enable	0	0	R/W	Cryptographic (TPU) Relaxation Oscillator Enable

- 0: Disabled
- 1: Crypto/TPU relaxation oscillator is enabled.

CLKMAN_CLK_CONFIG.crypto_stability_count

Field	Bits	Sys Reset	Access	Description
crypto_stability_count	7:4	5	R/W	Crypto Oscillator Stability Select

Defines terminal count for crypto oscillator stable indicator in terms of crypto clocks as (# of clocks) = $2^{(crypto\_stability\_count + 8)}$

- 0: 256 clocks (2^8)
- 1: 512 clocks (2^9)
- 2: 1024 clocks (2^{10})
- 3: 2048 clocks (2^{11})
- 4: 4096 clocks (2^{12})
- 5: 8192 clocks (2^{13}) (recommended setting, default)
- 6: 16384 clocks (2^{14})
- 7: 32768 clocks (2^{15})
- 8: 65536 clocks (2^{16})
- 9: 131072 clocks (2^{17})
- 10: 262144 clocks (2^{18})
- 11: 524288 clocks (2^{19})
- 12: 1048576 clocks (2^{20})
- 13: 2097152 clocks (2^{21})
- 14: 4194304 clocks (2^{22})
- 15: 8388608 clocks (2^{23})

4.5.3.2 CLKMAN_CLK_CTRL

CLKMAN_CLK_CTRL.system_source_select

Field	Bits	Sys Reset	Alt Reset	Access	Description
system_source_select	1:0	X	POR:0	R/W	Main System Clock Select

- 0: sys_clk_main = (clk_primary / 2)
- 1: sys_clk_main = clk_primary

For most applications, this field should be changed from 0 to 1 (following any POR reset) to obtain maximum execution speed. See System Configuration: Recommended Settings.

CLKMAN_CLK_CTRL.usb_clock_enable

Field	Bits	Sys Reset	Access	Description
usb_clock_enable	4	0	R/W	USB Clock Enable

- 0: USB peripheral clock (per_clk_usb) is held static..
- 1: USB peripheral clock (per_clk_usb) is driven by (usb_clk_48m).

CLKMAN_CLK_CTRL.usb_clock_select

Field	Bits	Sys Reset	Access	Description
usb_clock_select	5	0	R/W	USB Clock Select

- 0: USB clock source (usb_clk_48m) is driven by (clk_primary / 2).
- 1: Reserved.

Note that for proper USB operation, the primary oscillator output (clk_primary) must be 96MHz.

CLKMAN_CLK_CTRL.crypto_clock_enable

Field	Bits	Sys Reset	Access	Description
crypto_clock_enable	8	0	R/W	Crypto Clock Enable

- 0: Crypto Clock source is gated off.
- 1: Crypto Clock source is enabled for use by other modules.

CLKMAN_CLK_CTRL.rtos_mode

Field	Bits	Sys Reset	Access	Description
rtos_mode	12	0	R/W	Enable RTOS Mode for SysTick Timers

- 0: In this mode (default), when the device enters LP2:PMU mode, the free-running clock (FCLK) to the ARM core will be shut off. This has two effects. First, the input clock to the SysTick timer will be gated off, which means that SysTick cannot be used to wake up the device. The SysTick timer will not receive clock pulses during LP2:PMU even if the 32.768kHz clock has been selected as the SysTick clock source. Second, the ARM core will not be accessible via the debug port during LP2:PMU.
- 1: In this mode, the FCLK will continue running to the ARM core even during LP2:PMU, which results in additional power consumption during these low power modes. With FCLK always free-running, the ARM CPU can still be accessed using the debug port in LP2:PMU. If the SysTick timer has been selected to use STCLK (the 32.768kHz clock) as its input clock source, then in this mode, SysTick will continue running normally in LP2:PMU. This means that SysTick can be used to wake the device from these low power modes, and also that SysTick can be used to accurately time a period's duration even if the time period includes entry into and/or exit from LP2:PMU.

CLKMAN_CLK_CTRL.cpu_dynamic_clock

Field	Bits	Sys Reset	Access	Description
cpu_dynamic_clock	13	0	R/W	Enable CPU Dynamic Clock Gating

- 0: Disabled.
- 1: Enabled.

When enabled, the CPU clock is gated off whenever the states of all the System, I-Code and D-Code buses indicate that the CPU is stalled. This setting is only applicable in LP3:RUN mode. See also CLKMAN_CM4_START_CLK_EN0, CLKMAN_CM4_START_CLK_EN1, CLKMAN_CM4_START_CLK_EN2.

CLKMAN_CLK_CTRL.wdt0_clock_enable

Field	Bits	Sys Reset	Alt Reset	Access	Description
wdt0_clock_enable	16	X	POR:0	R/W	Watchdog 0 Clock Enable

- 0: Clock for WDT0 (per_clk_wdt0) is held static.
- 1: Clock for WDT0 (per_clk_wdt0) is driven by clk_watchdog0.

CLKMAN_CLK_CTRL.wdt0_clock_select

Field	Bits	Sys Reset	Alt Reset	Access	Description
wdt0_clock_select	18:17	X	POR:0	R/W	Watchdog 0 Clock Source Select

Selects the source for clk_watchdog0:

- 0: Scaled system clock sys_clk_sub4 (as set by CLKMAN_SYS_CLK_CTRL_4_WDT0)
- 1: 32.768kHz RTC clock (clk_32768)
- 2: Primary oscillator clock (clk_primary)
- 3: Nano-ring clock (clk_nano)

CLKMAN_CLK_CTRL.wdt1_clock_enable

Field	Bits	Sys Reset	Alt Reset	Access	Description
wdt1_clock_enable	20	X	POR:0	R/W	Watchdog 1 Clock Enable

- 0: Clock for WDT1 (per_clk_wdt1) is held static.
- 1: Clock for WDT1 (per_clk_wdt1) is driven by clk_watchdog1.

CLKMAN_CLK_CTRL.wdt1_clock_select

Field	Bits	Sys Reset	Alt Reset	Access	Description
wdt1_clock_select	22:21	X	POR:0	R/W	Watchdog 1 Clock Source Select

Selects the source for clk_watchdog1:

- 0: Scaled system clock sys_clk_sub5 (as set by CLKMAN_SYS_CLK_CTRL_5_WDT1)
- 1: 32.768kHz RTC clock (clk_32768)
- 2: Primary oscillator clock (clk_primary)
- 3: Nano-ring clock (clk_nano)

Read value is actual mux select, and may lag value written by several clocks due to glitchless clock switching circuit.

CLKMAN_CLK_CTRL.adc_clock_enable

Field	Bits	Sys Reset	Access	Description
adc_clock_enable	24	0	R/W	ADC Clock Enable

- 0: Clock for ADC (per_clk_adc) is held static.
- 1: Clock for ADC (per_clk_adc) is driven by sys_clk_adc.

This bit must be set to 1 following reset before the ADC can be used.

4.5.3.3 CLKMAN_INTFL

CLKMAN_INTFL.crypto_stable

Field	Bits	Sys Reset	Access	Description
crypto_stable	0	0	W1C	Crypto Oscillator Stable Interrupt Flag

Set to 1 by hardware when the crypto oscillator has completed the number of clock cycles defined by CLKMAN_CLK_CONFIG.crypto_stability_count.

Write 1 to clear.

CLKMAN_INTFL.sys_ro_stable

Field	Bits	Sys Reset	Access	Description
sys_ro_stable	1	0	W1C	System Oscillator Stable Interrupt Flag

Set to 1 by hardware when the primary oscillator has completed the number of clock cycles defined by CLKMAN_CLK_CONFIG.crypto_stability_count.

Set to 1 by hardware when the system oscillator (96MHz relaxation oscillator) is considered stable.

4.5.3.4 CLKMAN_INTEN

CLKMAN_INTEN.crypto_stable

Field	Bits	Sys Reset	Access	Description
crypto_stable	0	0	R/W	Crypto Oscillator Stable Interrupt Enable

- 0: Interrupt is disabled.
- 1: Interrupt is enabled.

CLKMAN_INTEN.sys_ro_stable

Field	Bits	Sys Reset	Access	Description
sys_ro_stable	1	0	R/W	System Oscillator Stable Interrupt Enable

- 0: Interrupt is disabled.
- 1: Interrupt is enabled.

4.5.3.5 CLKMAN_I2C_TIMER_CTRL

CLKMAN_I2C_TIMER_CTRL.i2c_1ms_timer_en

Field	Bits	Sys Reset	Access	Description
i2c_1ms_timer_en	0	0	R/W	I2C 1ms Timer Enable

Enables/disables a dedicated timer which is used by the I2C blocks when determining the elapsed time needed to trigger timeout events.

- 0: I2C dedicated timer is disabled.
- 1: I2C dedicated timer is enabled.

4.5.3.6 CLKMAN_CM4_START_CLK_EN0

CLKMAN_CM4_START_CLK_EN0.ints

Field	Bits	Sys Reset	Access	Description
ints	31:0	0xFFFF_FFFF	R/W	Interrupt Sources 0-31

Reserved. Application software should not modify the value of this field.

4.5.3.7 CLKMAN_CM4_START_CLK_EN1

CLKMAN_CM4_START_CLK_EN1.ints

Field	Bits	Sys Reset	Access	Description
ints	31:0	0xFFFF_FFFF	R/W	Interrupt Sources 32-63

Reserved. Application software should not modify the value of this field.

4.5.3.8 CLKMAN_CM4_START_CLK_EN2

CLKMAN_CM4_START_CLK_EN2.ints

Field	Bits	Sys Reset	Access	Description
ints	31:0	0xFFFF_FFFF	R/W	Interrupt Sources 95-64

Reserved. Application software should not modify the value of this field.

4.5.3.9 CLKMAN_SYS_CLK_CTRL_0_CM4

CLKMAN_SYS_CLK_CTRL_0_CM4.cm4_clk_scale

Field	Bits	Sys Reset	Access	Description
cm4_clk_scale	3:0	1	R/W	Control Settings for sys_clk_sub0

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is enabled by default following reset.

4.5.3.10 CLKMAN_SYS_CLK_CTRL_1_SYNC

CLKMAN_SYS_CLK_CTRL_1_SYNC.sync_clk_scale

Field	Bits	Sys Reset	Access	Description
sync_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub1

- 0: Disabled (default)
- 1: Clock = sys_clk_main (recommended setting)
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8

- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

It is recommended for application firmware to set this field to 1 (sys_clk_main) for optimal system operation. See System Configuration: Recommended Settings.

This clock must be enabled in order for RTC interrupt flags to be synchronized between the low-power RTC block and the APB-accessible RTC peripheral registers. If this clock is not enabled, the interrupt flags in the low-power RTC block will operate as usual, and these flags can be used as wakeup sources, but they cannot be used to trigger interrupts via the NVIC.

By default, this clock source is disabled.

4.5.3.11 CLKMAN_SYS_CLK_CTRL_2_SPIX

CLKMAN_SYS_CLK_CTRL_2_SPIX.spix_clk_scale

Field	Bits	Sys Reset	Access	Description
spix_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub2

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved

- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.12 CLKMAN_SYS_CLK_CTRL_3_PRNG

CLKMAN_SYS_CLK_CTRL_3_PRNG.prng_clk_scale

Field	Bits	Sys Reset	Access	Description
prng_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub3

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock must be enabled, along with the crypto oscillator based clock configured by CLKMAN_CRYPT_CLK_CTRL_2_PRNG, before the PRNG peripheral can be used. The two clocks do not need to run at the same frequency.

This clock is used by the APB register interface portion of the PRNG peripheral.

This clock is disabled by default following reset.

4.5.3.13 CLKMAN_SYS_CLK_CTRL_4_WDT0

CLKMAN_SYS_CLK_CTRL_4_WDT0.watchdog0_clk_scale

Field	Bits	Sys Reset	Access	Description
watchdog0_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub4

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

Note If this clock is selected as the watchdog clock source for WDT0 (CLKMAN_CLK_CTRL.wdt0_clock_select == 0), then any system reset will halt WDT0. This is because system reset will set this field back to 0 (disabled), which means that the clock going to WDT0 will be disabled.

4.5.3.14 CLKMAN_SYS_CLK_CTRL_5_WDT1

CLKMAN_SYS_CLK_CTRL_5_WDT1.watchdog1_clk_scale

Field	Bits	Sys Reset	Access	Description
watchdog1_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub5

- 0: Disabled
- 1: Clock = sys_clk_main

- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

Note If this clock is selected as the watchdog clock source for WDT1 (CLKMAN_CLK_CTRL.wdt1_clock_select == 0), then any system reset will halt WDT1. This is because system reset will set this field back to 0 (disabled), which means that the clock going to WDT1 will be disabled.

4.5.3.15 CLKMAN_SYS_CLK_CTRL_6_GPIO

CLKMAN_SYS_CLK_CTRL_6_GPIO.gpio_clk_scale

Field	Bits	Sys Reset	Access	Description
gpio_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub6

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved

- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock must be enabled in order for any input values to be read from GPIO pins, either by firmware, by timer inputs, or for the purposes of interrupt detection.

This clock is disabled by default following reset.

4.5.3.16 CLKMAN_SYS_CLK_CTRL_7_PT

CLKMAN_SYS_CLK_CTRL_7_PT.pulse_train_clk_scale

Field	Bits	Sys Reset	Access	Description
pulse_train_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub7

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is shared by all pulse train peripheral instances, which means that this clock must be enabled in order for any of the pulse train engines to be used.

This clock is disabled by default following reset.

4.5.3.17 CLKMAN_SYS_CLK_CTRL_8_UART

CLKMAN_SYS_CLK_CTRL_8_UART.uart_clk_scale

Field	Bits	Sys Reset	Access	Description
uart_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub8

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.18 CLKMAN_SYS_CLK_CTRL_9_I2CM

CLKMAN_SYS_CLK_CTRL_9_I2CM.i2cm_clk_scale

Field	Bits	Sys Reset	Access	Description
i2cm_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub9

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8

- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.19 CLKMAN_SYS_CLK_CTRL_10_I2CS

CLKMAN_SYS_CLK_CTRL_10_I2CS.i2cs_clk_scale

Field	Bits	Sys Reset	Access	Description
i2cs_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub10

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.20 CLKMAN_SYS_CLK_CTRL_11_SPI0

CLKMAN_SYS_CLK_CTRL_11_SPI0.spi0_clk_scale

Field	Bits	Sys Reset	Access	Description
spi0_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub11

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.21 CLKMAN_SYS_CLK_CTRL_12_SPI1

CLKMAN_SYS_CLK_CTRL_12_SPI1.spi1_clk_scale

Field	Bits	Sys Reset	Access	Description
spi1_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub12

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8

- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.22 CLKMAN_SYS_CLK_CTRL_13_SPI2

CLKMAN_SYS_CLK_CTRL_13_SPI2.spi2_clk_scale

Field	Bits	Sys Reset	Access	Description
spi2_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub13

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.23 CLKMAN_SYS_CLK_CTRL_15_OWM

CLKMAN_SYS_CLK_CTRL_15_OWM.owm_clk_scale

Field	Bits	Sys Reset	Access	Description
owm_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub15

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8
- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.24 CLKMAN_SYS_CLK_CTRL_16_SPIS

CLKMAN_SYS_CLK_CTRL_16_SPIS.spis_clk_scale

Field	Bits	Sys Reset	Access	Description
spis_clk_scale	3:0	0	R/W	Control Settings for sys_clk_sub16

- 0: Disabled
- 1: Clock = sys_clk_main
- 2: Clock = sys_clk_main / 2
- 3: Clock = sys_clk_main / 4
- 4: Clock = sys_clk_main / 8

- 5: Clock = sys_clk_main / 16
- 6: Clock = sys_clk_main / 32
- 7: Clock = sys_clk_main / 64
- 8: Clock = sys_clk_main / 128
- 9: Clock = sys_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.25 CLKMAN_CRYPT_CLK_CTRL_0_AES

CLKMAN_CRYPT_CLK_CTRL_0_AES.aes_clk_scale

Field	Bits	Sys Reset	Access	Description
aes_clk_scale	3:0	0	R/W	Control Settings for crypto_clk_sub0

- 0: Disabled
- 1: Clock = crypto_clk_main
- 2: Clock = crypto_clk_main / 2
- 3: Clock = crypto_clk_main / 4
- 4: Clock = crypto_clk_main / 8
- 5: Clock = crypto_clk_main / 16
- 6: Clock = crypto_clk_main / 32
- 7: Clock = crypto_clk_main / 64
- 8: Clock = crypto_clk_main / 128
- 9: Clock = crypto_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.26 CLKMAN_CRYPT_CLK_CTRL_1_MAA

CLKMAN_CRYPT_CLK_CTRL_1_MAA.maa_clk_scale

Field	Bits	Sys Reset	Access	Description
maa_clk_scale	3:0	0	R/W	Control Settings for crypto_clk_sub1

- 0: Disabled
- 1: Clock = crypto_clk_main
- 2: Clock = crypto_clk_main / 2
- 3: Clock = crypto_clk_main / 4
- 4: Clock = crypto_clk_main / 8
- 5: Clock = crypto_clk_main / 16
- 6: Clock = crypto_clk_main / 32
- 7: Clock = crypto_clk_main / 64
- 8: Clock = crypto_clk_main / 128
- 9: Clock = crypto_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.27 CLKMAN_CRYPT_CLK_CTRL_2_PRNG

CLKMAN_CRYPT_CLK_CTRL_2_PRNG.prng_clk_scale

Field	Bits	Sys Reset	Access	Description
prng_clk_scale	3:0	0	R/W	Control Settings for crypto_clk_sub2

- 0: Disabled
- 1: Clock = crypto_clk_main
- 2: Clock = crypto_clk_main / 2
- 3: Clock = crypto_clk_main / 4
- 4: Clock = crypto_clk_main / 8

- 5: Clock = crypto_clk_main / 16
- 6: Clock = crypto_clk_main / 32
- 7: Clock = crypto_clk_main / 64
- 8: Clock = crypto_clk_main / 128
- 9: Clock = crypto_clk_main / 256
- 10: Reserved
- 11: Reserved
- 12: Reserved
- 13: Reserved
- 14: Reserved
- 15: Reserved

This clock is disabled by default following reset.

4.5.3.28 CLKMAN_CLK_GATE_CTRL0

CLKMAN_CLK_GATE_CTRL0.cm4_clk_gater

Field	Bits	Sys Reset	Access	Description
cm4_clk_gater	1:0	1	R/W	Clock Gating Control for CM4 CPU

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.ahb32_clk_gater

Field	Bits	Sys Reset	Access	Description
ahb32_clk_gater	3:2	1	R/W	Reserved

Reserved. Application software should not modify the value of this field.

CLKMAN_CLK_GATE_CTRL0.icache_clk_gater

Field	Bits	Sys Reset	Access	Description
icache_clk_gater	5:4	1	R/W	Clock Gating Control for Instruction Cache

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.flash_clk_gater

Field	Bits	Sys Reset	Access	Description
flash_clk_gater	7:6	1	R/W	Clock Gating Control for Flash Memory

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.sram_clk_gater

Field	Bits	Sys Reset	Access	Description
sram_clk_gater	9:8	1	R/W	Clock Gating Control for SRAM

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.apb_bridge_clk_gater

Field	Bits	Sys Reset	Access	Description
apb_bridge_clk_gater	11:10	1	R/W	Reserved

Reserved. Application software should not modify the value of this field.

CLKMAN_CLK_GATE_CTRL0.sysman_clk_gater

Field	Bits	Sys Reset	Access	Description
sysman_clk_gater	13:12	1	R/W	Clock Gating Control for Clkman/Pwrman/IOman

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.ptp_clk_gater

Field	Bits	Sys Reset	Access	Description
ptp_clk_gater	15:14	1	R/W	Reserved

Reserved. Application software should not modify the value of this field.

CLKMAN_CLK_GATE_CTRL0.ssb_mux_clk_gater

Field	Bits	Sys Reset	Access	Description
ssb_mux_clk_gater	17:16	1	R/W	Reserved

Reserved. Application software should not modify the value of this field.

CLKMAN_CLK_GATE_CTRL0.pad_clk_gater

Field	Bits	Sys Reset	Access	Description
pad_clk_gater	19:18	1	R/W	Reserved

Reserved. Application software should not modify the value of this field.

CLKMAN_CLK_GATE_CTRL0.spix_clk_gater

Field	Bits	Sys Reset	Access	Description
spix_clk_gater	21:20	1	R/W	Clock Gating Control for SPI XIP

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.pmu_clk_gater

Field	Bits	Sys Reset	Access	Description
pmu_clk_gater	23:22	1	R/W	Clock Gating Control for PMU

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.usb_clk_gater

Field	Bits	Sys Reset	Access	Description
usb_clk_gater	25:24	1	R/W	Clock Gating Control for USB

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.crc_clk_gater

Field	Bits	Sys Reset	Access	Description
crc_clk_gater	27:26	1	R/W	Clock Gating Control for CRC

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.tpu_clk_gater

Field	Bits	Sys Reset	Access	Description
tpu_clk_gater	29:28	1	R/W	Clock Gating Control for TPU

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL0.watchdog0_clk_gater

Field	Bits	Sys Reset	Access	Description
watchdog0_clk_gater	31:30	1	R/W	Clock Gating Control for Watchdog Timer 0

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

4.5.3.29 CLKMAN_CLK_GATE_CTRL1

CLKMAN_CLK_GATE_CTRL1.watchdog1_clk_gater

Field	Bits	Sys Reset	Access	Description
watchdog1_clk_gater	1:0	1	R/W	Clock Gating Control for Watchdog Timer 1

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.gpio_clk_gater

Field	Bits	Sys Reset	Access	Description
gpio_clk_gater	3:2	1	R/W	Clock Gating Control for GPIO Ports

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.timer0_clk_gater

Field	Bits	Sys Reset	Access	Description
timer0_clk_gater	5:4	1	R/W	Clock Gating Control for Timer/Counter Module 0

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.timer1_clk_gater

Field	Bits	Sys Reset	Access	Description
timer1_clk_gater	7:6	1	R/W	Clock Gating Control for Timer/Counter Module 1

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.timer2_clk_gater

Field	Bits	Sys Reset	Access	Description
timer2_clk_gater	9:8	1	R/W	Clock Gating Control for Timer/Counter Module 2

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.timer3_clk_gater

Field	Bits	Sys Reset	Access	Description
timer3_clk_gater	11:10	1	R/W	Clock Gating Control for Timer/Counter Module 3

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.timer4_clk_gater

Field	Bits	Sys Reset	Access	Description
timer4_clk_gater	13:12	1	R/W	Clock Gating Control for Timer/Counter Module 4

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.timer5_clk_gater

Field	Bits	Sys Reset	Access	Description
timer5_clk_gater	15:14	1	R/W	Clock Gating Control for Timer/Counter Module 5

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.pulsetrain_clk_gater

Field	Bits	Sys Reset	Access	Description
pulsetrain_clk_gater	17:16	1	R/W	Clock Gating Control for Pulse Train Generators

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.uart0_clk_gater

Field	Bits	Sys Reset	Access	Description
uart0_clk_gater	19:18	1	R/W	Clock Gating Control for UART 0

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.uart1_clk_gater

Field	Bits	Sys Reset	Access	Description
uart1_clk_gater	21:20	1	R/W	Clock Gating Control for UART 1

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.uart2_clk_gater

Field	Bits	Sys Reset	Access	Description
uart2_clk_gater	23:22	1	R/W	Clock Gating Control for UART 2

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.uart3_clk_gater

Field	Bits	Sys Reset	Access	Description
uart3_clk_gater	25:24	1	R/W	Clock Gating Control for UART 3

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.i2cm0_clk_gater

Field	Bits	Sys Reset	Access	Description
i2cm0_clk_gater	27:26	1	R/W	Clock Gating Control for I2C Master 0

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.i2cm1_clk_gater

Field	Bits	Sys Reset	Access	Description
i2cm1_clk_gater	29:28	1	R/W	Clock Gating Control for I2C Master 1

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL1.i2cm2_clk_gater

Field	Bits	Sys Reset	Access	Description
i2cm2_clk_gater	31:30	1	R/W	Clock Gating Control for I2C Master 2

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

4.5.3.30 CLKMAN_CLK_GATE_CTRL2

CLKMAN_CLK_GATE_CTRL2.i2cs_clk_gater

Field	Bits	Sys Reset	Access	Description
i2cs_clk_gater	1:0	1	R/W	Clock Gating Control for I2C Slave

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL2.spi0_clk_gater

Field	Bits	Sys Reset	Access	Description
spi0_clk_gater	3:2	1	R/W	Clock Gating Control for SPI Master 0

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL2.spi1_clk_gater

Field	Bits	Sys Reset	Access	Description
spi1_clk_gater	5:4	1	R/W	Clock Gating Control for SPI Master 1

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL2.spi2_clk_gater

Field	Bits	Sys Reset	Access	Description
spi2_clk_gater	7:6	1	R/W	Clock Gating Control for SPI Master 2

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL2.spi_bridge_clk_gater

Field	Bits	Sys Reset	Access	Description
spi_bridge_clk_gater	9:8	1	R/W	Reserved

Reserved. Application software should not modify the value of this field.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL2.owm_clk_gater

Field	Bits	Sys Reset	Access	Description
owm_clk_gater	11:10	1	R/W	Clock Gating Control for 1-Wire Master (OWM)

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL2.adc_clk_gater

Field	Bits	Sys Reset	Access	Description
adc_clk_gater	13:12	1	R/W	Clock Gating Control for ADC

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

CLKMAN_CLK_GATE_CTRL2.spis_clk_gater

Field	Bits	Sys Reset	Access	Description
spis_clk_gater	15:14	1	R/W	Clock Gating Control for SPI Slave

Dynamic clock gating control.

- 0: Clock Off
- 1: Dynamic Clock Gating Enabled
- 2..3: Reserved

4.6 Windowed Watchdog Timers

4.6.1 Overview

The **MAX32620** features two Windowed Watchdog Timers (WDT) that protect against corrupt or unreliable software, power faults, and other system-level problems that may place the **MAX32620** into unsuitable operating states. When the application is working correctly, application software will periodically reset the active watchdog counter(s) within a specific window of time. If the watchdog timer interrupt is enabled and the software does not reset the counter within the interrupt time period (int_period), the watchdog timer will generate a watchdog timer interrupt. If the watchdog timer reset is enabled and the software does not reset the counter within the reset time period (rst_period), the watchdog timer will generate a system reset. Additionally, a watchdog timer pre-window interrupt can be configured to enforce a minimum wait period (wait_period) between one watchdog counter reset event and the next.

4.6.2 Clock Source Selection and Gating

The **MAX32620** supports multiple clock source selection options for the watchdog timers. This enables the use of both watchdog timers to ensure that in the event the clock source for one watchdog timer fails (or is unintentionally disabled by firmware), the second watchdog timer will still catch the failure since it is running from a different clock source.

Each Watchdog Timer on the **MAX32620** supports clock source selection from one of three available clocks. To select the clock source, refer to the table below and write to either CLKMAN_CLK_CTRL.wdt0_clock_select (for WDT0) or CLKMAN_CLK_CTRL.wdt1_clock_select (for WDT1).

Note See differences in operation between WDT0 and WDT1 below.

WDTn Clock Select	Clock Source
0	Subsystem clock derived/scaled from main system clock: sys_clk_sub4 for WDT0, sys_clk_sub5 for WDT1 (default)
1	32.768kHz RTC clock (⊓⊔ *clk_32768*)
2	Primary oscillator output clock (clk_primary)
3	Nano-ring oscillator output clock (clk_nano)

Once a clock source has been selected, the local clock gate for the watchdog timer must be turned on. By default, the clock is gated off. To turn on the clock and enable the Watchdog Timer peripheral, write a 1 to the WDTn_CTRL.en_clock register.

The default clock sources for the watchdog timers are derived from the main system clock and are scalable via CLKMAN_SYS_CLK_CTRL_4_WDT0.watchdog0_clk_scale (for WDT0) and CLKMAN_SYS_CLK_CTRL_5_WDT1.watchdog1_clk_scale (for WDT1). registers.

Note Selecting and enabling the clock source does not start watchdog operation automatically. After the clock has been set up, the watchdog timer must still be configured and enabled by application firmware. The configuration procedure is below.

4.6.3 Watchdog Timer Configuration

Each watchdog timer supports independent settings for three independent time delay periods:

- **Pre-Window period, or wait period**: minimum time interval required between watchdog timer clear events
- **Interrupt period**: time from watchdog timer clear until an interrupt is triggered by the watchdog timer
- **Reset period**: time from watchdog timer clear until the system is reset

The Pre-Window period (if it is used at all) must be shorter than the Interrupt Period. If both the Interrupt Period and the Reset Period are used, the Interrupt Period must be shorter than the Reset Period. This allows application firmware to detect that the watchdog counter has not been reset (using the watchdog interrupt) during the appropriate time frame. If after receiving the interrupt, the application firmware still does not reset the watchdog counter, or if the watchdog interrupt event is missed or mishandled for some reason, the watchdog timer will generate a system reset once the Reset Period elapses.

There are 16 choices of duration for each of the three watchdog timer delay periods: 2^{16} through 2^{31} clock cycles of the selected clock. The duration value based on a specific clock source is calculated as follows:

- **Pre-window period** = Clock Source Period × wait_period
- **Interrupt period** = Clock Source Period × int_period
- **Reset period** = Clock Source Period × rst_period

An illustration of different watchdog timer int_period values is shown in the table below.

Clock Source	Interrupt Period	Time Period
96MHz	15 (2^{16})	0.68 ms
96MHz	11 (2^{20})	10.93 ms
96MHz	0 (2^{31})	22.25 seconds

4.6.3.1 Enabling and Disabling the Watchdog Timer Counter

The application software must set the WDTn_CTRL.en_timer to a 1 to start the Watchdog Timer. The Watchdog Timer is free-running; the following procedure must be followed when enabling to prevent an unintended reset during the enable process.

- Write 0xA5 to WDTn_CLEAR
- Write 0x5A to WDTn_CLEAR
- Set WDTn_CTRL.en_timer bit

The watchdog timer can be disabled in multiple ways:

- The application software can clear WDTn_CTRL.en_timer to 0 (after unlocking the watchdog timer configuration lock, if it has been enabled).
- A POR will clear WDTn_CTRL.en_timer to 0.
- The interrupt and reset signals from the watchdog timer can also be enabled or disabled independently through the WDTn_FLAGS.timeout field.

Watchdog timer 0 (WDT0) and watchdog timer 1 (WDT1) operate identically except for the differences listed below.

- **WDT0** is a "system reset" watchdog. If the reset output from this watchdog is asserted, this will result in a system reset. The WDT0 control and configuration registers are reset on any system reset as well. This means that if the WDT0 watchdog triggers a system reset, it will also reset and disable itself.
- **WDT1** is a "POR reset" watchdog. If the reset output from this watchdog is asserted, this will result in a Power-On Reset event. The WDT1 control and configuration registers are reset on any Power-On Reset as well. This means that if the WDT1 watchdog triggers a POR, it will also reset and disable itself.
- *Note*: If WDT0 issues a system reset, WDT1 will continue to function because its configuration has not been reset.

4.6.3.2 Locking and Unlocking the Watchdog Timer Configuration

Once the Watchdog Timer has been configured and enabled, the control registers WDTn_CTRL and WDTn_ENABLE can be locked by firmware, making them read-only. This is used to protect the watchdog timer settings against unintended actions of runaway firmware or system failure. To do this, write the value 0x24 to the WDTn_LOCK_CTRL.wdlock register field.

If changes to the configuration need to be made by firmware after the watchdog timer has been started and the configuration lock has been set, it may be unlocked. To unlock the configuration, write the value 0x42 to the WDTn_LOCK_CTRL.wdlock register field. Once this has been done, the control registers WDTn_CTRL and WDTn_ENABLE will be write accessible again, and firmware will be able to stop the timer, reconfigure it, and restart it.

4.6.4 Watchdog Timer Operation

Once the Watchdog Timer is enabled and begins counting, firmware is responsible for periodically "feeding" the watchdog (that is, clearing the watchdog timer to zero) by writing the appropriate sequence to the WDTn_CLEAR register. Application software must ensure that this action is taken within the defined time window in order to avoid a watchdog timeout.

4.6.5 Registers (WDT)

Address	Register	Access	Description	Reset By
0x4000_8000	WDT0_CTRL	R/W	Watchdog Timer 0 Control Register	Sys
0x4000_8004	WDT0_CLEAR	R/W	Watchdog Timer 0 Clear Register (Feed Dog)	Sys
0x4000_8008	WDT0_FLAGS	W1C	Watchdog Timer 0 Interrupt and Reset Flags	POR
0x4000_800C	WDT0_ENABLE	R/W	Watchdog Timer 0 Interrupt/Reset Enable/Disable Controls	Sys
0x4000_8014	WDT0_LOCK_CTRL	R/WK	Watchdog Timer 0 Register Setting Lock for CTRL/ENABLE	Sys
0x4000_9000	WDT1_CTRL	R/W	Watchdog Timer 1 Control Register	Sys
0x4000_9004	WDT1_CLEAR	R/W	Watchdog Timer 1 Clear Register (Feed Dog)	Sys
0x4000_9008	WDT1_FLAGS	W1C	Watchdog Timer 1 Interrupt and Reset Flags	POR
0x4000_900C	WDT1_ENABLE	R/W	Watchdog Timer 1 Interrupt/Reset Enable/Disable Controls	Sys
0x4000_9014	WDT1_LOCK_CTRL	R/WK	Watchdog Timer 1 Register Setting Lock for CTRL/ENABLE	Sys

4.6.5.1 WDTn_CTRL

WDTn_CTRL.int_period

Field	Bits	Sys Reset	Access	Description
int_period	3:0	see desc	R/W	Period from WDT Clear to Interrupt Flag Set

This field sets the duration of the watchdog interrupt period, which is the time period from the beginning of the watchdog timer count (the count resets to zero when the watchdog timer is first enabled, as well as each time the watchdog timer is cleared by writing to WDTn_CLEAR) until the Watchdog Timeout Interrupt Flag (WDTn_CTRL.wait_period)) is set.

Defined in terms of a number of watchdog clocks, with the number of clocks given by 2^N, N=(31 - WDTn_CTRL.int_period):

- 0: 2^{31}
- 1: 2^{30}
- 2: 2^{29}
- ....
- 13: 2^{18}
- 14: 2^{17}
- 15: 2^{16}

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

WDTn_CTRL.rst_period

Field	Bits	Sys Reset	Access	Description
rst_period	7:4	see desc	R/W	Period from WDT Clear to Reset Flag Set

Reset Period - the time period from the beginning of the watchdog timer count (WDT is cleared to zero by being enabled or when the watchdog timer is cleared by writing to the CLEAR register) until the Watchdog Reset Flag is set.

Defined in terms of a number of watchdog clocks, with the number of clocks given by 2^N, N=(31 - WDTn_CTRL.rst_period):

- 0: 2^{31}
- 1: 2^{30}
- 2: 2^{29}
- ....
- 13: 2^{18}
- 14: 2^{17}
- 15: 2^{16}

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

WDTn_CTRL.en_timer

Field	Bits	Sys Reset	Access	Description
en_timer	8	see desc	R/W	Watchdog Timer Enable

- 0: Watchdog timer is disabled and the counter is held at zero.
- 1: Watchdog timer is enabled and counting.

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

WDTn_CTRL.en_clock

Field	Bits	Sys Reset	Access	Description
en_clock	9	see desc	R/W	Watchdog Clock Gate

This control bit enables the watchdog timer peripheral clock which allows flags to be set/cleared (not the same as WDTn_CTRL.en_timer which allows the timer to increment).

- 0: Clock to WDT is disabled.
- 1: Clock to WDT is enabled.

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

WDTn_CTRL.wait_period

Field	Bits	Sys Reset	Access	Description
wait_period	15:12	see desc	R/W	Period from WDT Clear to Clear Window Begin

This field defines the pre-window period, or the time period the WDT waits (following WDT enable or reset/feed) before allowing the watchdog to be reset without triggering an out-of-window interrupt.

Defined in terms of a number of watchdog clocks, with the number of clocks given by 2^N, N=(31 - WDTn_CTRL.wait_period):

- 0: 2^{31}
- 1: 2^{30}
- 2: 2^{29}
- ....
- 13: 2^{18}
- 14: 2^{17}
- 15: 2^{16}

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

4.6.5.2 WDTn_CLEAR

Sys Reset	Access	Description
n/a	R/W	Watchdog Timer Clear Register (Feed Dog)

Write 0xA5,0x5A sequence to clear watchdog timer (feed watchdog)

Reads always return zero.

4.6.5.3 WDTn_FLAGS

WDTn_FLAGS.timeout

Field	Bits	Sys Reset	Alt Reset	Access	Description
timeout	0	X	POR:0	W1C	Watchdog Timeout Interrupt Flag

Hardware sets this flag to 1 when the watchdog timer reaches the end of the interrupt period without being cleared.

Write to 1 to clear this flag.

WDTn_FLAGS.pre_win

Field	Bits	Sys Reset	Alt Reset	Access	Description
pre_win	1	X	POR:0	W1C	Watchdog Pre-Window Clear Interrupt Flag

Hardware sets this flag to 1 when the watchdog timer is cleared (by firmware writing to WDTn_CLEAR) before the end of the pre-window period.

Write to 1 to clear this flag.

WDTn_FLAGS.reset_out

Field	Bits	Sys Reset	Alt Reset	Access	Description
reset_out	2	X	POR:0	W1C	Watchdog Reset Flag

Hardware sets this flag to 1 when the watchdog timer reaches the end of the reset period without being cleared.

Write to 1 to clear this flag.

4.6.5.4 WDTn_ENABLE

WDTn_ENABLE.timeout

Field	Bits	Sys Reset	Access	Description
timeout	0	see desc	R/W	Enable Watchdog Interrupt

- 0: No interrupt will be triggered when the Watchdog Interrupt Flag is set.
- 1: An interrupt will be triggered by the WDT when the Watchdog Interrupt Flag is set to 1.

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

WDTn_ENABLE.pre_win

Field	Bits	Sys Reset	Access	Description
pre_win	1	see desc	R/W	Enable Watchdog Pre-Window Reset Interrupt

- 0: No pre-window reset interrupt will be triggered.
- 1: An interrupt will be triggered when the Pre-Window Reset Interrupt Flag is set to 1.

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

WDTn_ENABLE.reset_out

Field	Bits	Sys Reset	Access	Description
reset_out	2	see desc	R/W	Enable Watchdog Reset Output

- 0: No reset will be triggered by this watchdog.
- 1: A system reset (for WDT0) or system reboot (for WDT1) will be triggered when the Watchdog Reset Flag is set to 1.

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

4.6.5.5 WDTn_LOCK_CTRL

WDTn_LOCK_CTRL.wdlock

Field	Bits	Sys Reset	Access	Description
wdlock	7:0	see desc	R/WK	Lock for CTRL and ENABLE Registers

- If this field reads 0, WDTn_CTRL and WDTn_ENABLE may be written to.
- If this field reads 1, WDTn_CTRL and WDTn_ENABLE are read-only.
- Writing 0x24 to this field will set the field to 1 (Lock).
- Writing 0x42 to this field will set the field to 0 (Unlock).

This bit is reset under the following conditions:

- For WDT0: Cleared to 0 on System Reset.
- For WDT1: Cleared to 0 on POR.

4.7 Low-Level Watchdog Timer

4.7.1 Overview

The **MAX32620** features a low-level Watchdog Timer (WDT2) that protects against corrupt or unreliable software, power faults, and other system-level problems that may place the **MAX32620** into unsuitable operating states. When the application is working correctly, application software will periodically reset the watchdog counter before the reset timeout occurs. If the watchdog timer interrupt is enabled and the software does not reset the counter within the interrupt time period (int_period), the watchdog timer will generate a watchdog timer interrupt. This interrupt does not correspond to a standard NVIC interrupt vector, but it can be used to wake the **MAX32620** back up from stop mode. If the watchdog timer reset is enabled and the software does not reset the counter within the reset time period (rst_period), the watchdog timer will generate a system reset.

4.7.2 Clock Source and Gating

For the WDT2 watchdog timer, the only clock source is the 8kHz nano-ring oscillator output. Before the WDT2 watchdog timer can be used, the nano-ring oscillator must be appropriately enabled depending on the desired mode(s) of operation.

In order for the watchdog to operate during LP3:RUN and LP2:PMU power modes only, the nano-ring must be enabled as follows.

- PWRSEQ_REG0.pwr_nren_run must be set to 1.

In order for the watchdog to operate during LP1:STANDBY and LP0:STOP power modes only, the nano-ring must be enabled as follows.

- PWRSEQ_REG0.pwr_nren_slp must be set to 1.

In order for the watchdog to operate during all power modes, the nano-ring must be enabled as follows.

- PWRSEQ_REG0.pwr_nren_slp must be set to 1.
- PWRSEQ_REG0.pwr_nren_run must be set to 1.

Once the nano-ring oscillator has been configured for use by the WDT2 watchdog timer, the clock must be turned on to the watchdog timer itself. By default, the clock is gated off to the block. To turn on the clock and enable the WDT2 watchdog, set the field WDT2_CTRL.en_clock to 1.

> **Note** This does not start the watchdog operation, but enables the nano-ring oscillator to clock the WDT2 once the watchdog has been configured and enabled by firmware.

4.7.3 Watchdog Timer Configuration

The WDT2 watchdog includes settings for two independent time delay periods:

- **Interrupt period**: time from watchdog timer clear until the interrupt flag is set by the watchdog timer (waking the part from LP0:STOP or LP1:STANDBY if enabled).
- **Reset period**: time from watchdog timer clear until the WDT2 generates a system reset

If both the Interrupt Period and the Reset Period are used, the Interrupt Period should be shorter than the Reset Period. This allows the system a chance to wake up from stop mode and reset the watchdog timer before a full reset is generated. If the system is still running in LP2:PMU or LP3:RUN mode, the interrupt flag does not trigger a standard interrupt. However, the interrupt flag can be monitored by the application.

There are 16 choices of duration for each of the two watchdog timer delay periods: 2^{10} through 2^{25} clock cycles of the nano-ring oscillator. The time delay for a specific clock source is calculated as follows:

- **Interrupt period** = Nano-ring Period × int_period
- **Reset period** = Nano-ring Period × rst_period

An illustration of different watchdog timer period values is shown in the table below.

Clock Source	Select Value	Time Period
Nano-ring	15 (2^{10})	0.128 seconds
Nano-ring	11 (2^{14})	2.048 seconds
Nano-ring	0 (2^{25})	4194.304 seconds

4.7.3.1 Enabling and Disabling the Watchdog Timer Counter

The application software must set WDT2_CTRL.en_timer to a 1 to start WDT2. The Watchdog Timer is free-running; the following procedure must be followed when enabling to prevent an unintended reset during the enable process.

- Write 0xA5 to WDT2_CLEAR
- Write 0x5A to WDT2_CLEAR
- Write WDT2_CTRL.en_timer to 1.

Additionally, if operation of the WDT2 timer is needed during stop mode (LP1:STANDBY or LP0:STOP), then an additional enable must be set.

- Write WDT2_CTRL.en_timer_slp to 1.

4.7.3.2 Locking and Unlocking the Watchdog Timer Configuration

Once the Watchdog Timer is configured and enabled, the WDT2_CTRL register can be locked by firmware. This is used to protect the watchdog timer settings against unintended actions of runaway firmware or system failure. To do this, write the value 0x24 to the WDT2_LOCK_CTRL.wdlock register field.

When the WDT2 watchdog is locked, the WDT2_ENABLE register is also protected against modification. Fields in this register must be set to their desired values before the WDT2 watchdog is locked.

If changes to the configuration need to be made by firmware under certain circumstances and the WDT2_LOCK_CTRL register is already set, it may be unlocked. To unlock the configuration, write the value 0x42 to the WDT2_LOCK_CTRL.wdlock register field.

4.7.4 Watchdog Timer Operation

Once the WDT2 watchdog timer is enabled and begins counting, firmware is responsible for periodically "feeding" the watchdog (that is, clearing the watchdog timer to zero) by writing the appropriate sequence to the WDT2_CLEAR register. Application software needs to ensure this action is taken within the defined time window.

4.7.4.1 Configuring WDT2 to Wake Up the System from LP0 or LP1

Although the WDT2 watchdog timer does not provide an interrupt output which can be handled in the usual manner by the NVIC and application firmware, it does provide a pseudo-interrupt wakeup output which can be used to wake up the system from LP0:STOP or LP1:STANDBY.

Steps for Configuring WDT2 for Wakeup Detection from LP0:STOP or LP1:STANDBY:

1. Enable NanoRing operation during sleep by setting PWRSEQ_REG0.pwr_nren_run = 1
2. Enable the WDT2 interrupt output as a wakeup source to the power sequencer by setting PWRSEQ_MSK_FLAGS.pwr_nanoring_wakeup_flag = 1
3. Unlock the WDT2_CTRL and WDT2_ENABLE registers (if the lock has already been set) by setting WDT2_LOCK_CTRL.wdlock = 0x42
4. Write the following to the WDT2_CTRL register: a. Disable the watchdog timer (set WDT2_CTRL.en_timer = 0) b. Write the desired timeout value to WDT2_CTRL.int_period c. Enable WDT2 timer operation during sleep (LP0:STOP/LP1:STANDBY) by setting WDT2_CTRL.en_timer_slp = 1 d. Enable the watchdog clock gate by setting WDT2_CTRL.en_clock = 1
5. Enable timeout interrupt wakeup output by setting WDT2_ENABLE.timeout = 1. (Note: Ensure that WDT2_FLAGS.timeout has cleared to 0 before enabling.)
6. Begin watchdog feed/reset by setting WDT2_CLEAR = 0xA5
7. Finish watchdog feed/reset by setting WDT2_CLEAR = 0x5A
8. Enable the watchdog timer by setting WDT2_CTRL.en_timer = 1
9. Lock the registers by setting WDT2_LOCK_CTRL.wdlock = 0x24

4.7.4.2 Configuring WDT2 to Reset the Power Sequencer

In addition to waking up the system from LP0 or LP1, the WDT2 watchdog can be configured to provide a "hard reset" to the system by resetting the power sequencer (which will in turn generate a POR Reset condition). This reset output is triggered when the timeout period configured by the WDT2_CTRL.rst_period field elapses.

This mode can be used in parallel with the wakeup output mode, or one mode or the other can be used by itself.

Steps for Configuring WDT2 to trigger a Power Sequencer Reset (equivalent to RSTN assertion):

1. Enable the watchdog to trigger the power sequencer reset by setting PWRSEQ_MSK_FLAGS.pwr_watchdog_rstn_flag = 1

2. Unlock the WDT2_CTRL and WDT2_ENABLE registers (if the lock has already been set) by setting WDT2_LOCK_CTRL.wdlock = 0x42
3. Write the following to the WDT2_CTRL register: a. Disable the watchdog timer (set WDT2_CTRL.en_timer = 0) b. Write the desired timeout value to WDT2_CTRL.rst_period c. Enable WDT2 timer operation during sleep (LP0/LP1) by setting WDT2_CTRL.en_timer_slp = 1 d. Enable watchdog clock gate by setting WDT2_CTRL.en_clock = 1
4. Enable the reset output by setting WDT2_ENABLE.reset_out = 1 (Note: Ensure that WDT2_FLAGS.reset_out has cleared to 0 before enabling)
5. Begin watchdog feed/reset by setting WDT2_CLEAR = 0xA5
6. Finish watchdog feed/reset by setting WDT2_CLEAR = 0x5A
7. Enable the watchdog timer by setting WDT2_CTRL.en_timer = 1
8. Lock the configuration registers by setting WDT2_LOCK_CTRL.wdlock = 0x24

4.7.5 Registers (WDT2)

Address	Register	Access	Description	Reset By
0x4000_7C60	WDT2_CTRL	R/W	Watchdog Timer 2 Control Register	Sys
0x4000_7C64	WDT2_CLEAR	R/W	Watchdog Timer 2 Clear Register (Feed Dog)	Sys
0x4000_7C68	WDT2_FLAGS	W1C	Watchdog Timer 2 Interrupt and Reset Flags	Sys
0x4000_7C6C	WDT2_ENABLE	R/W	Watchdog Timer 2 Interrupt/Reset Enable/Disable Controls	Sys
0x4000_7C74	WDT2_LOCK_CTRL	R/W	Watchdog Timer 2 Register Setting Lock for Control Registers	Sys

4.7.5.1 WDT2_CTRL

WDT2_CTRL.int_period

Field	Bits	Sys Reset	Access	Description
int_period	3:0	Special	R/W	Period from WDT Clear to Interrupt Flag Set

This field sets the duration of the watchdog interrupt period, which is the time period from the beginning of the watchdog timer count (the count resets to zero when the watchdog timer is first enabled, as well as each time the watchdog timer is cleared by writing the proper sequence to the Clear Register) until the Watchdog Timeout Interrupt Flag is set.

Defined in terms of a number of nanoring clocks, with the number of clocks given by 2^N, N=(25 - field value), e.g.

- 0: 2^{25}
- 1: 2^{24}
- 2: 2^{23}
- 3: 2^{22}
- 4: 2^{21}
- 5: 2^{20}
- 6: 2^{19}
- 7: 2^{18}
- 8: 2^{17}
- 9: 2^{16}
- 10: 2^{15}
- 11: 2^{14}
- 12: 2^{13}
- 13: 2^{12}
- 14: 2^{11}
- 15: 2^{10}

WDT2_CTRL.rst_period

Field	Bits	Sys Reset	Access	Description
rst_period	7:4	.	R/W	Period from WDT Clear to Reset Flag Set

This field sets the duration of the watchdog reset period, which is the time period from the beginning of the watchdog timer count (the count resets to zero when the watchdog timer is first enabled, as well as each time the watchdog timer is cleared by writing the proper sequence to the Clear Register) until the Watchdog Reset Flag is set.

Defined in terms of a number of nanoring clocks, with the number of clocks given by 2^N, N=(25 - field value), e.g.

- 0: 2^{25}
- 1: 2^{24}
- 2: 2^{23}
- 3: 2^{22}
- 4: 2^{21}
- 5: 2^{20}
- 6: 2^{19}
- 7: 2^{18}
- 8: 2^{17}
- 9: 2^{16}
- 10: 2^{15}
- 11: 2^{14}
- 12: 2^{13}
- 13: 2^{12}
- 14: 2^{11}
- 15: 2^{10}

WDT2_CTRL.en_timer

Field	Bits	Sys Reset	Access	Description
en_timer	8	.	R/W	Watchdog Timer Enable in Run Mode

This bit controls whether or not the watchdog timer increments while the system is in Run Mode (LP2 or LP3).

- 0: In Run Mode, watchdog timer is disabled.
- 1: In Run Mode, watchdog timer is enabled and counting.

WDT2_CTRL.en_clock

Field	Bits	Sys Reset	Access	Description
en_clock	9	.	R/W	Watchdog Clock Gate

This bit enables/disables clock gating to the watchdog timer as a whole. This bit must always be set to 1 whenever the watchdog timer is being used.

- 0: Clock to watchdog timer is disabled.
- 1: Clock to watchdog timer is enabled.

WDT2_CTRL.en_timer_slp

Field	Bits	Sys Reset	Access	Description
en_timer_slp	10	.	R/W	Watchdog Timer Enable in Sleep Mode

This bit controls whether or not the watchdog timer increments while the system is in Sleep Mode (LP0 or LP1).

- 0: During Sleep Mode, watchdog timer is disabled.
- 1: During Sleep Mode, watchdog timer is enabled and counting.

4.7.5.2 WDT2_CLEAR

Sys Reset	Access	Description
n/a	R/W	Watchdog Timer 2 Clear Register (Feed Dog)

Write 0xA5,0x5A sequence to clear watchdog timer (feed watchdog)

Reads always return zero.

4.7.5.3 WDT2_FLAGS

WDT2_FLAGS.timeout

Field	Bits	Sys Reset	Access	Description
timeout	0	0 (POR only)	W1C	Watchdog Timeout Interrupt Flag

Write 1 to clear this flag to 0.

Set to 1 by hardware when the watchdog timer reaches the end of the interrupt period without being cleared.

WDT2_FLAGS.reset_out

Field	Bits	Sys Reset	Access	Description
reset_out	2	0 (POR only)	W1C	Watchdog Reset Flag

Write 1 to clear this flag to 0.

Set to 1 by hardware when the watchdog timer reaches the end of the reset period without being cleared.

4.7.5.4 WDT2_ENABLE

WDT2_ENABLE.timeout

Field	Bits	Sys Reset	Access	Description
timeout	0	0	R/W	Enable Watchdog Timeout Interrupt

- 0: No action will result when the Watchdog Interrupt Flag becomes set.
- 1: If WDT2 is enabled as a wakeup source, the system will wake up from Sleep mode when the Watchdog Interrupt Flag becomes set.

Note: PWRSEQ_MSK_FLAG.pwr_nanoring_wakeup_flag must be set to enable wake up from LP0/LP1 when the WDT2 interrupt period expires.

WDT2_ENABLE.reset_out

Field	Bits	Sys Reset	Access	Description
reset_out	2	0	R/W	Enable Watchdog Reset Output

- 0: No reset will be triggered by this watchdog.
- 1: A reset condition (equivalent to an assertion of the RSTN pin) will occur when the Watchdog Reset Flag becomes set.

Note: WDT2_FLAGS.reset_out must be clear before WDT2_ENABLE.reset_out can be set. Note: PWRSEQ_MSK_FLAG.pwr_watchdog_rstn_flag must be set to enable WDT2 to trigger a power sequencer reset.

4.7.5.5 WDT2_LOCK_CTRL

WDT2_LOCK_CTRL.wdlock

Field	Bits	Sys Reset	Access	Description
wdlock	7:0	0 (POR only)	R/W	Lock for Control and Enable Register

- If this field reads 0, WDT2_CTRL and WDT2_ENABLE may be written to.
- If this field reads 1, WDT2_CTRL and WDT2_ENABLE are read-only.
- Writing 0x24 to this field will set bit 0 to 1 (Lock).
- Writing 0x42 to this field will clear bit 0 to 0 (Unlock).

5 GPIO Pin Configuration and Peripheral Function Mapping

5.1 Pin Function Mapping

The Port Function Muxing tables below show the peripheral function options available on each port. The functions are shown in order of priority (highest to lowest from left-to-right) for the specific port. In the event that more than one function is enabled on a given port/pin, the highest priority function takes precedence.

The lowest priority function for each General-Purpose I/O (GPIO) pin is the GPIO function itself, which consists of either direct firmware control over the state of the port pin, or linking the pin to a GPIO function such as a pulse train output or a 32-bit timer input or output. GPIO functionality is enabled by default for any GPIO pin that does not have any other function selected.

All GPIO pins can be enabled for external interrupt mode and/or wakeup detection mode.

Note Each peripheral function is shown in different shades of the same base color (e.g., blue represents SPI peripherals). For each peripheral function, multiple mappings to port pins may be available. These are indicated in the function muxing tables with alpha characters in parentheses. For example, if UART0 has two possible mappings, these would be shown as UART0(A) and UART0(B). In addition, some peripherals support multiple pin options for specific functionality. These are shown in the tables using `[]`. For example, if a SPI peripheral supports three slave select (SS) signals, these would be labeled SS[0], SS[1], and SS[2].

5.1.1 GPIO Function Mapping

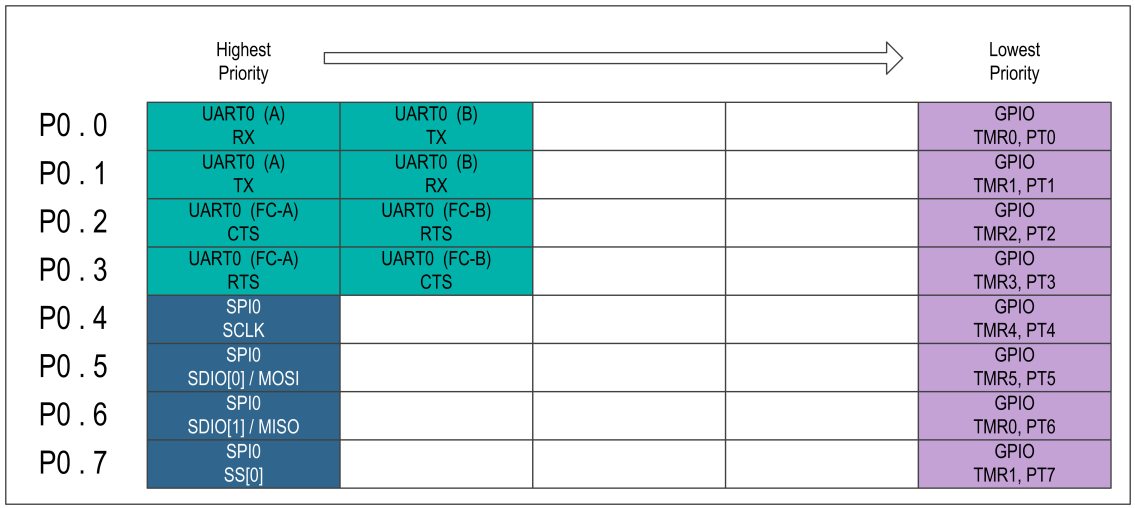


Figure 5.1: GPIO Port 0 IO Function Muxing

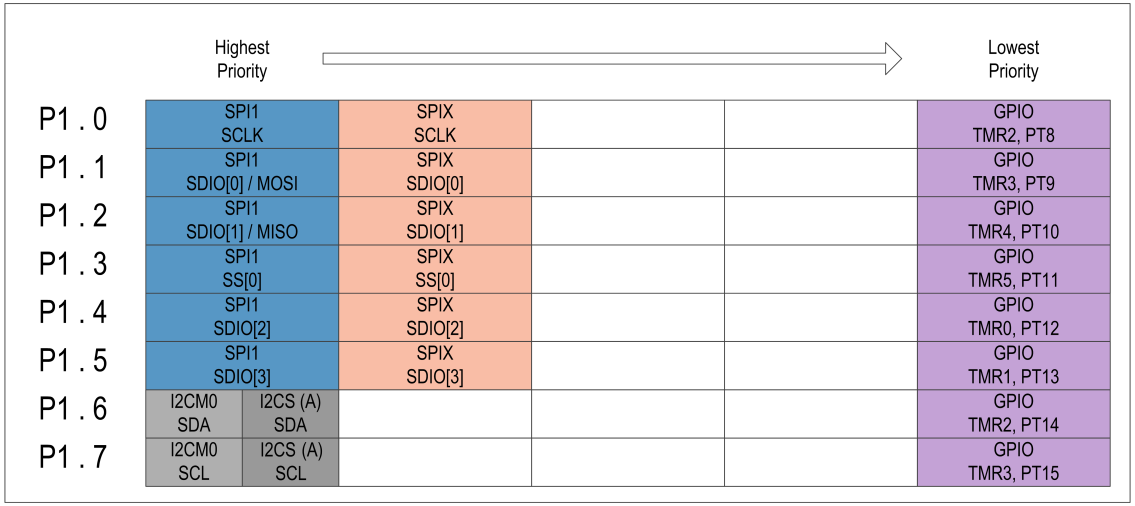


Figure 5.2: GPIO Port 1 IO Function Muxing

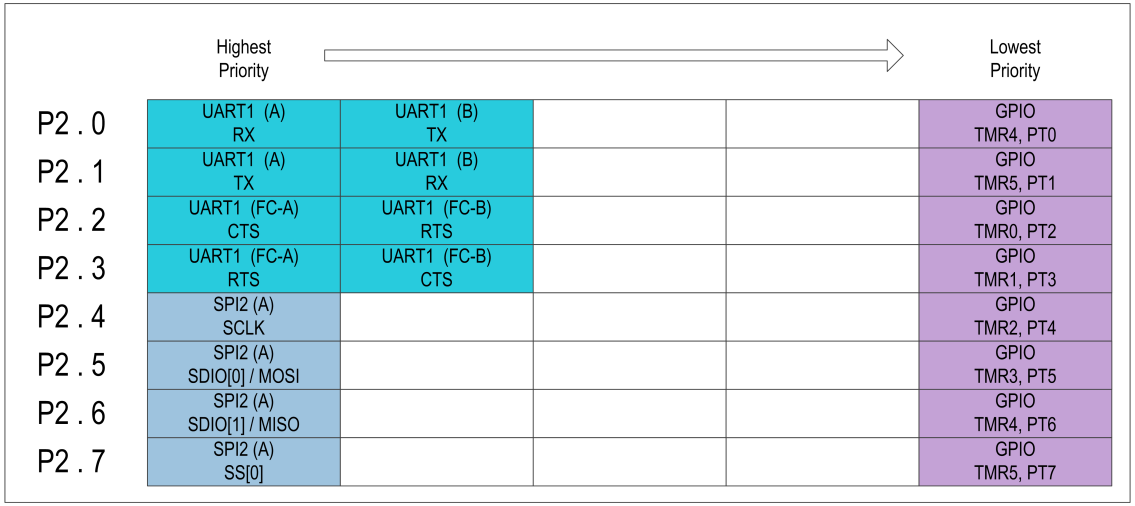


Figure 5.3: GPIO Port 2 IO Function Muxing

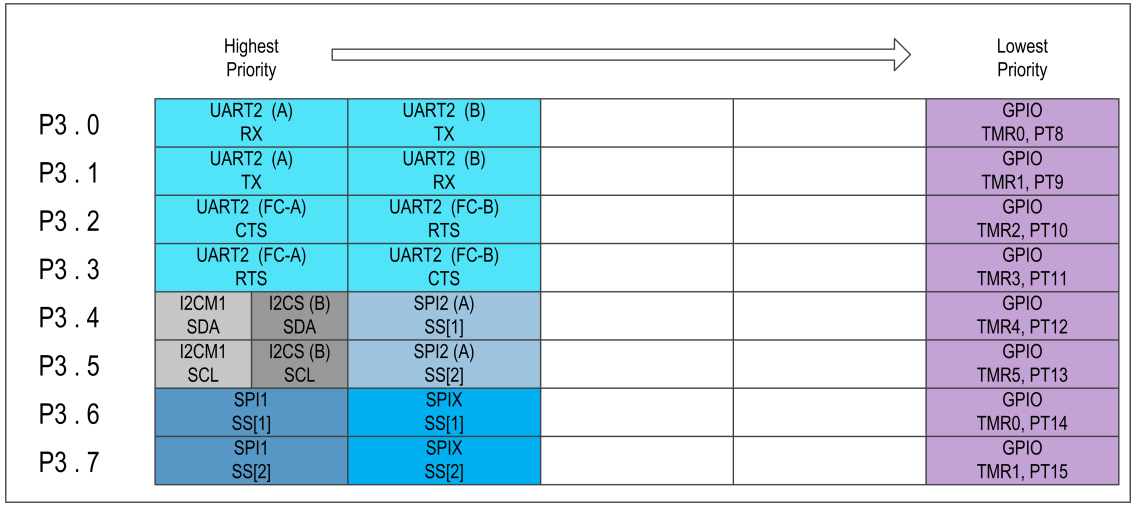


Figure 5.4: GPIO Port 3 IO Function Muxing

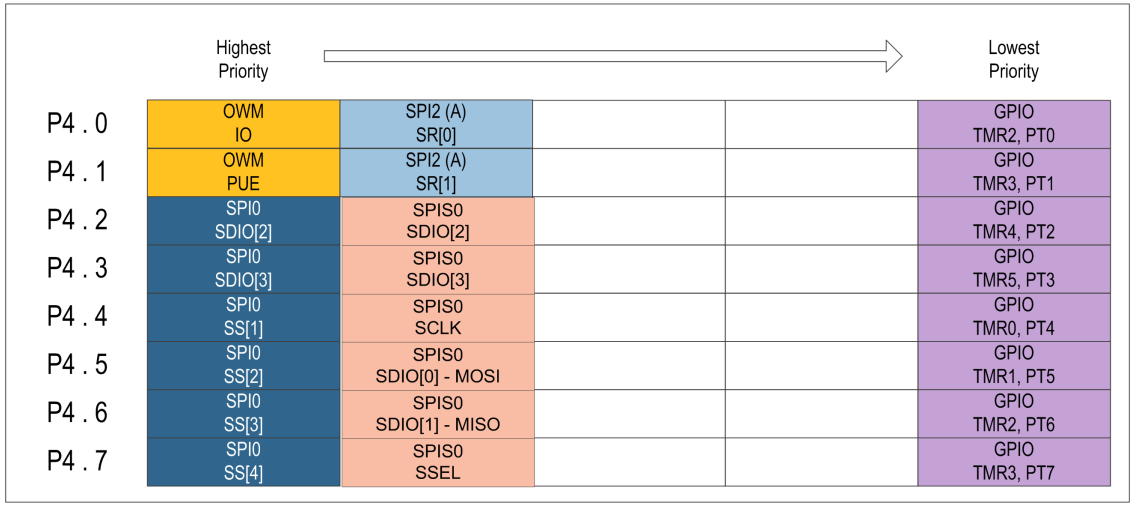


Figure 5.5: GPIO Port 4 IO Function Muxing

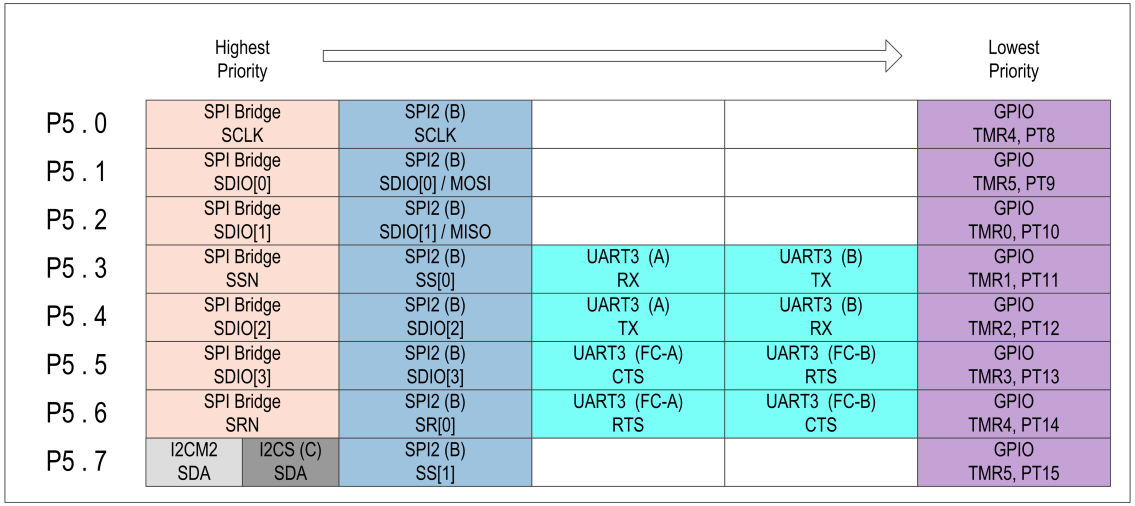


Figure 5.6: GPIO Port 5 IO Function Muxing

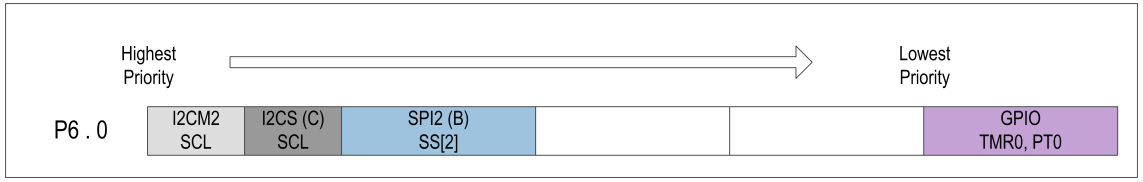


Figure 5.7: GPIO Port 6 IO Function Muxing

5.2 General-Purpose I/O

The **MAX32620** includes 49 general-purpose I/O (GPIO) pins which can be controlled directly by firmware or indirectly by other hardware functions (such as output peripherals). These GPIO pins are logically divided into seven GPIO ports, each port consisting of eight pins with the exception of P6 which only has one pin. The ports are named as follows: P0, P1, P2, P3, P4, P5, and P6. A single GPIO pin within a port is typically referred to by the notation (port).(pin), where the pin within each port is numbered from 0 to 7. For example, the third pin in Port 0 is referred to as P0.2.

Features supported by the GPIO module include the following:

- Functions are selectable on a per-pin basis, with GPIO operation (meaning that the firmware controls the state of the pin) being the lowest-priority function type.
- When a pin is using GPIO functionality, firmware can directly control the drive strength and output type of the pin (e.g., normal drive vs. open-drain or high-impedance).
- Regardless of the selected function for a given pin, firmware can always monitor the current logic level of the pin using the appropriate registers.
- All GPIO pins support interrupt detection based on input signals external to the device.
  - Interrupts may be detected on rising or falling edges or high/low levels.
  - Interrupts to the CPU are generated on a per-port basis; i.e., any interrupts originating from Port 0 are assigned to a single interrupt vector, interrupts from Port 1 are assigned to a different vector, and so on.
- When in GPIO operation mode, the following functions can be assigned to a GPIO pin:
  - Output from Pulse Trains (0 through 15)
  - Input/Output from Timers running in 32-bit mode
  - In this case, output drive strength and type will still be determined by firmware
- Optional pullup and pulldown resistors with two different resistance values can be enabled/disabled per pin
- Per-pin wakeup detection (separate from interrupt detection) allows external signals on selected GPIO pin(s) to wake the device from LP1:STANDBY or LP0:STOP modes

The GPIO drivers on the **MAX32620** support input and output drive levels from 1.8V to 3.6V. Each individual GPIO pin can be configured to use either the V_{DDIO} or V_{DDIOH} I/O power supply. The use of the V_{DDIOH} power supply is optional; if it is used, then V_{DDIOH} must be equal to or higher than V_{DDIO}. Refer to the datasheet for more details on the GPIO driver electrical characteristics.

5.2.1 Device Pins

When not overridden by a higher-priority function, the GPIO module can be used to control the I/O state of any of the 49 port pins:

- P0.0 through P0.7
- P1.0 through P1.7
- P2.0 through P2.7
- P3.0 through P3.7
- P4.0 through P4.7
- P5.0 through P5.7
- P6.0

5.2.2 Interrupts

The GPIO module reports interrupts to the CPU core using the following interrupt vector channels.

IRQ Number	Description
15	External interrupt(s) triggered on pin(s) of GPIO Port 0

16	External interrupt(s) triggered on pin(s) of GPIO Port 1
17	External interrupt(s) triggered on pin(s) of GPIO Port 2
18	External interrupt(s) triggered on pin(s) of GPIO Port 3
19	External interrupt(s) triggered on pin(s) of GPIO Port 4
20	External interrupt(s) triggered on pin(s) of GPIO Port 5
21	External interrupt(s) triggered on pin(s) of GPIO Port 6

5.2.3 Firmware Control

Firmware control of the output state is handled through two control registers:

- GPIO_OUT_MODE_Pn selects one of 16 possible output modes
- GPIO_OUT_VAL_Pn determines which of the two output states (0 or 1) is used for the selected output mode

The following table lists all the combinations of mode and value and their effective output states.

gpio_out_mode	(LOW) gpio_out_val == 0	(HIGH) gpio_out_val == 1
0	High impedance with input buffer enabled	Weak pullup
1	Open drain drive LOW	High impedance with input buffer enabled
2	Open drain drive LOW	Weak pullup
3	RESERVED	RESERVED
4, 6, 8	High impedance with input buffer enabled	High impedance with input buffer enabled
5	Normal drive LOW	Normal drive HIGH
7	Slow drive LOW	Slow drive HIGH
9	Fast drive LOW	Fast drive HIGH
10	Weak pulldown	High impedance with input buffer enabled
11	High impedance with input buffer enabled	Open source drive HIGH
12	Weak pulldown	Open source drive HIGH
13	RESERVED	RESERVED

14	RESERVED	RESERVED
15	High impedance with input buffer disabled	High impedance with input buffer disabled

Note Modes 3, 13-14 are reserved and will be treated as if Mode 0 were selected.

Descriptions of the GPIO_OUT_MODE_Pn output states as selected by GPIO_OUT_VAL_Pn:

- **High impedance**: No output level driven
- **Weak pullup**: Normal resistance[1] pullup HIGH to V_{DDIO} / V_{DDIOH}
- **Open drain**: Active drive LOW to ground (V_{SS}), normal drive mode[2]
- **Normal drive high**: Active drive HIGH to V_{DDIO} / V_{DDIOH}, normal drive mode[2]
- **Normal drive low**: Active drive LOW to ground (V_{SS}), normal drive mode[2]
- **Slow drive high/low**: As per normal drive mode[2], except that it uses negative feedback to slow edge rates
- **Fast drive high**: Active drive HIGH to V_{DDIO} / V_{DDIOH}, high drive mode[3]
- **Fast drive low**: Active drive LOW to ground (V_{SS}), high drive mode[3]
- **Weak pulldown**: Normal resistance[1] pulldown to ground (V_{SS})
- **Open source**: Active drive HIGH to V_{DDIO} / V_{DDIOH}, normal drive mode[2]

Note
(1) For details on normal resistance, refer to the following datasheet parameter(s) in the EC table:
- Input Pullup/Pulldown All GPIO (R_{PU_GPIO}), Conditions: Normal resistance mode

(2) For details on normal drive mode, refer to the following datasheet parameter(s) in the EC table:
- Output Low Voltage for all Port Pins (V_{OL}) versus I_{OL} under normal drive conditions
- Output High Voltage for all Port Pins (V_{OH}) versus I_{OH} under normal drive conditions

(3) For details on high drive mode, refer to the following datasheet parameter(s) in the EC table:
- Output Low Voltage for all Port Pins (V_{OL}) versus I_{OL} under high drive conditions
- Output High Voltage for all Port Pins (V_{OH}) versus I_{OH} under high drive conditions

In addition to firmware monitoring of I/O input state, logic is provided to monitor inputs for certain events and to generate interrupts to the processor on detection of these events.

The user can enable interrupt generation on rising edge detection, falling edge detection, or all edges detected. Support for interrupt generate on detection of a high or low logic level is provided as well. Each interrupt status event has a status bit and an enable register. The enable can mask the interrupt from being asserted to the processor. This mask does not affect the setting of the interrupt status bit. Status bits and enable registers are organized along port boundaries (P0, P1, etc.), with each port having its own interrupt vector.

In addition to interrupt generation, inputs can also be monitored for wakeup event generation to wake the system up from a low power state.

5.2.4 Highest Resistance Pullup/Pulldown Control

In addition to the normal resistance pullup/pulldown output modes for GPIO pins, there is a separate 'highest resistance' pullup/pulldown which can be enabled on individual GPIO pins. This pullup/pulldown operates in parallel with the normal resistance pullup/pulldown that is controlled by GPIO_OUT_MODE_Pn and GPIO_OUT_VAL_Pn. The highest resistance pullup/pulldown is designed to have a resistance much higher than the normal resistance pullup/pulldown, which makes its pullup/pulldown drive strength much lower than the normal resistance pullup/pulldown.

The highest resistance pullup/pulldown is configured and enabled/disabled separately from the normal resistance pullup/pulldown, which means that it is possible to enable both of them in parallel, or to enable the highest resistance pullup/pulldown in parallel with any other GPIO output state. However, due to the fact that the drive strength of the highest resistance pullup/pulldown is extremely low in comparison to the drive strength of the normal resistance pullup/pulldown or any other GPIO output state, the effects of the highest resistance pullup/pulldown will only be apparent when the GPIO output driver is in the high impedance state.

Note For details on the highest resistance pullup/pulldown value, refer to the following datasheet parameter(s) in the EC table:
- Input Pullup/Pulldown All GPIO (R_{PU_GPIO}), Conditions: Highest resistance mode

By default, the highest resistance pullup/pulldown function is disabled on all GPIO pins. Possible states for this function are:
- Disabled
- Highest resistance pullup to V_{DDIO} / V_{DDIOH}
- Highest resistance pulldown to ground (V_{SS})

Before enabling the highest resistance pullup/pulldown, the PWRMAN_WUD_CTRL.ctrl_enable field must be set to 1 (to enable WUD configuration changes) if it is not set to this value already.

Note During the configuration procedures described below, the GPIO output state of the pin will be forced to high impedance while its corresponding bit in the IOMAN_WUD_REQn register is set to 1.

5.2.4.1 Enabling Highest Resistance Pullup Mode

The following procedure is used to enable the highest resistance pullup mode for a single GPIO pin. When enabling the highest resistance pullup mode on more than one GPIO pin, this procedure must be repeated once for each GPIO pin where the highest resistance pullup mode is required.

1. Set the appropriate bit of IOMAN_WUD_REQ0 (for pins P0[7:0], P1[7:0], P2[7:0], or P3[7:0]) or IOMAN_WUD_REQ1 (for pins P4[7:0], P5[7:0], or P6[0]) to 1 to set the GPIO pin to Wakeup Detect (WUD) Mode. This overrides the GPIO_OUT_MODE setting, forcing the pin to high impedance, and allows the WUD driver for that pin to be configured using the PWRMAN_WUD_CTRL / PWRMAN_WUD_PULSE0 / PWRMAN_WUD_PULSE1 registers.
2. Set PWRMAN_WUD_CTRL.pad_select to the number of the GPIO pin to be configured, where 0..7 is P0[0..7], 8..15 is P1[0..7], and so on up to 48 = P6[0].
3. Set PWRMAN_WUD_CTRL.pad_mode to 2 to enable configuration of the highest resistance pullup/pulldown mode.
4. Write 1 to PWRMAN_WUD_PULSE0 to enable the highest resistance pullup.

5. Optionally, reset the IOMAN_WUD_REQn bit that was set in step 1 back to zero to allow the GPIO_OUT_MODE setting to be used again (if this is needed).

5.2.4.2 Enabling Highest Resistance Pulldown Mode

When enabling the highest resistance pulldown mode on more than one GPIO pin, this procedure must be repeated once for each GPIO pin where the highest resistance pulldown mode is required.

This procedure is the same as the above procedure, except step 4 changes to:

- Write 1 to PWRMAN_WUD_PULSE1 to enable the highest resistance pulldown.

5.2.5 GPIO Output State Behavior During Low-Power Modes

During the active operating modes LP2:PMU and LP3:RUN, each GPIO pin maintains its output state indefinitely until a new output state is assigned to it. When operating in the low-power modes LP0:STOP and LP1:STANDBY, GPIO pin output behavior will vary depending on the configuration settings that have been selected.

By default, during the LP3:RUN → (LP0:STOP or LP1:STANDBY) transition and during the (LP0:STOP or LP1:STANDBY) → LP3:RUN transition, GPIO output states will be indeterminate and may result in unintended output voltage transitions and/or unintended sourcing/sinking of current. To avoid this behavior, the following procedures should be used.

5.2.5.1 Freezing GPIO Output States During (LP3:RUN → LP0:STOP → LP3:RUN) Power Cycle

This cycle can be broken down into three stages:

1. LP3:RUN → LP0:STOP transition
2. Remaining in LP0:STOP for some length of time
3. LP0:STOP → LP3:RUN transition

Use the following procedure to keep GPIO output states from inadvertently changing during a (LP3:RUN → LP0:STOP → LP3:RUN) power cycle.

1. Before entering LP0:STOP, set PWRSEQ_REG1.pwr_mbus_gate to 1. This will 'freeze' the GPIO output states at their currently configured values.
2. Enter LP0:STOP. Code execution will halt. The GPIO output states will remain static during the (LP3:RUN → LP0:STOP → LP3:RUN) power cycle. When the device returns to LP3:RUN, all internal registers will be reset as if a POR reset had occurred. This means that the GPIO_OUT_MODE_Pn and GPIO_OUT_VAL_Pn registers will be reset and will contain settings for all GPIO pins to operate in the default high impedance output state. However, since PWRSEQ_REG1.pwr_mbus_gate will still be set to 1 (since settings in PWRSEQ_REG1 are not affected by POR reset), the settings in GPIO_OUT_MODE_Pn and GPIO_OUT_VAL_Pn will not propagate to the GPIO output drivers at this point. Application code will resume execution at the beginning of the application (as if a POR reset had occurred).

3. Since the GPIO output states are still frozen, at this point the application can (if needed) change the values in the GPIO_OUT_MODE_Pn and GPIO_OUT_VAL_Pn registers to reconfigure the GPIO pin output modes/states to desired values.
4. Clear PWRSEQ_REG1.pwr_mbus_gate to 0. This will 'unfreeze' the GPIO output states and return the GPIO output driver logic to its normal behavior. The GPIO output states will now be controlled in the usual manner by GPIO_OUT_MODE_Pn / GPIO_OUT_VAL_Pn.

5.2.5.2 Freezing GPIO Output States During (LP3:RUN → LP1:STANDBY → LP3:RUN) Power Cycle

This cycle can be broken down into three stages:

1. LP3:RUN → LP1:STANDBY transition
2. Remaining in LP1:STANDBY for some length of time
3. LP1:STANDBY → LP3:RUN transition

Use the following procedure to keep the GPIO output states from inadvertently changing during a (LP3:RUN → LP1:STANDBY → LP3:RUN) power cycle.

1. Before entering LP1:STANDBY, set PWRSEQ_REG1.pwr_auto_mbus_gate to 1. This will cause the GPIO output states to automatically 'freeze' at their currently configured values when the device enters LP1:STANDBY.
2. Enter LP1:STANDBY. Code execution will halt and the GPIO output states will automatically 'freeze'. The GPIO output states will remain static during the (LP3:RUN → LP1:STANDBY → LP3:RUN) power cycle. When the device returns to LP3:RUN, the application will resume executing at the location it halted before entering LP1:STANDBY. The GPIO output states will automatically exit the 'frozen' state once the device is has returned to LP3:RUN mode, returning to normal operation as configured by the GPIO_OUT_MODE_Pn and GPIO_OUT_VAL_Pn registers, which (since the state of these registers was maintained during LP1:STANDBY) will be the same output states that were 'frozen' during LP1:STANDBY.
3. The application should clear PWRSEQ_REG1.pwr_auto_mbus_gate to 0 at this point. The automatic GPIO freeze mode enabled by this bit should only be used for (LP3:RUN → LP1:STANDBY → LP3:RUN) power cycles. When the application is preparing for a (LP3:RUN → LP0:STOP → LP3:RUN) power cycle, PWRSEQ_REG1.pwr_auto_mbus_gate must be set to 0 for proper operation, and PWRSEQ_REG1.pwr_mbus_gate must be used instead (as described above) in order to keep GPIO outputs frozen during the power cycle.

5.3 GPIO Pins and Peripheral Mode Functions

For all GPIO pins, the GPIO operation is the lowest priority functionality. This mode will be enabled by default for any GPIO pins that have not been requested for use as part of a higher-priority peripheral function.

When GPIO mode is active, all pins in each GPIO port have access to a common set of low-level peripheral functions that can use GPIO pins as inputs or outputs:

- Output signal streams from Pulse Trains 0 through 15
- Input/output signals (depending on configured timer mode) for the 32-bit Timer (0, 1, 2, 3, 4 and 5) modules

5.3.1 P0/P1 GPIO Function Options

Functio	P0.0	P0.1	P0.2	P0.3	P0.4	P0.5	P0.6	P0.7	P1.0	P1.1	P1.2	P1.3	P1.4	P1.5	P1.6	P1.7
PT0	X															
PT1		X														
PT2			X													
PT3				X												
PT4					X											
PT5						X										
PT6							X									
PT7								X								
PT8									X							
PT9										X						
PT10											X					
PT11												X				
PT12													X			
PT13														X		
PT14															X	
PT15																X
Timer 0	X						X						X			
Timer 1		X						X						X		
Timer 2			X						X						X	
Timer 3				X						X						X

Timer 4					X						X				
Timer 5						X						X			

5.3.2 P2/P3 GPIO Function Options

Functio	P2.0	P2.1	P2.2	P2.3	P2.4	P2.5	P2.6	P2.7	P3.0	P3.1	P3.2	P3.3	P3.4	P3.5	P3.6	P3.7
PT0	X															
PT1		X														
PT2			X													
PT3				X												
PT4					X											
PT5						X										
PT6							X									
PT7								X								
PT8									X							
PT9										X						
PT10											X					
PT11												X				
PT12													X			
PT13														X		
PT14															X	
PT15																X
Timer 0			X						X						X	
Timer 1				X						X						X
Timer 2					X						X					
Timer 3						X						X				

Timer 4	X						X						X			
Timer 5		X						X						X		

5.3.3 P4/P5/P6 GPIO Function Options

Functio	P4.0	P4.1	P4.2	P4.3	P4.4	P4.5	P4.6	P4.7	P5.0	P5.1	P5.2	P5.3	P5.4	P5.5	P5.6	P5.7	P6.0
PT0	X																X
PT1		X															
PT2			X														
PT3				X													
PT4					X												
PT5						X											
PT6							X										
PT7								X									
PT8									X								
PT9										X							
PT10											X						
PT11												X					
PT12													X				
PT13														X			
PT14															X		
PT15																X	
Timer 0					X						X						X
Timer 1						X						X					
Timer 2	X						X						X				
Timer 3		X						X						X			

Timer 4			X						X						X		
Timer 5				X						X						X	

5.4 Registers (GPIO)

Address	Register	Access	Description	Reset By
0x4000_A000	GPIO_RST_MODE_P0	R/W	Port P0 Default (Power-On Reset) Output Drive Mode	POR
0x4000_A004	GPIO_RST_MODE_P1	R/W	Port P1 Default (Power-On Reset) Output Drive Mode	POR
0x4000_A008	GPIO_RST_MODE_P2	R/W	Port P2 Default (Power-On Reset) Output Drive Mode	POR
0x4000_A00C	GPIO_RST_MODE_P3	R/W	Port P3 Default (Power-On Reset) Output Drive Mode	POR
0x4000_A010	GPIO_RST_MODE_P4	R/W	Port P4 Default (Power-On Reset) Output Drive Mode	POR
0x4000_A014	GPIO_RST_MODE_P5	R/W	Port P5 Default (Power-On Reset) Output Drive Mode	POR
0x4000_A018	GPIO_RST_MODE_P6	R/W	Port P6 Default (Power-On Reset) Output Drive Mode	POR
0x4000_A040	GPIO_FREE_P0	R/O	Port P0 Free for GPIO Operation Flags	Sys
0x4000_A044	GPIO_FREE_P1	R/O	Port P1 Free for GPIO Operation Flags	Sys
0x4000_A048	GPIO_FREE_P2	R/O	Port P2 Free for GPIO Operation Flags	Sys
0x4000_A04C	GPIO_FREE_P3	R/O	Port P3 Free for GPIO Operation Flags	Sys
0x4000_A050	GPIO_FREE_P4	R/O	Port P4 Free for GPIO Operation Flags	Sys
0x4000_A054	GPIO_FREE_P5	R/O	Port P5 Free for GPIO Operation Flags	Sys
0x4000_A058	GPIO_FREE_P6	R/O	Port P6 Free for GPIO Operation Flags	Sys
0x4000_A080	GPIO_OUT_MODE_P0	R/W	Port P0 GPIO Output Drive Mode	Sys
0x4000_A084	GPIO_OUT_MODE_P1	R/W	Port P1 GPIO Output Drive Mode	Sys
0x4000_A088	GPIO_OUT_MODE_P2	R/W	Port P2 GPIO Output Drive Mode	Sys
0x4000_A08C	GPIO_OUT_MODE_P3	R/W	Port P3 GPIO Output Drive Mode	Sys
0x4000_A090	GPIO_OUT_MODE_P4	R/W	Port P4 GPIO Output Drive Mode	Sys
0x4000_A094	GPIO_OUT_MODE_P5	R/W	Port P5 GPIO Output Drive Mode	Sys
0x4000_A098	GPIO_OUT_MODE_P6	R/W	Port P6 GPIO Output Drive Mode	Sys
0x4000_A0C0	GPIO_OUT_VAL_P0	R/W	Port P0 GPIO Output Value	Sys

Address	Register	Access	Description	Reset By
0x4000_A0C4	GPIO_OUT_VAL_P1	R/W	Port P1 GPIO Output Value	Sys
0x4000_A0C8	GPIO_OUT_VAL_P2	R/W	Port P2 GPIO Output Value	Sys
0x4000_A0CC	GPIO_OUT_VAL_P3	R/W	Port P3 GPIO Output Value	Sys
0x4000_A0D0	GPIO_OUT_VAL_P4	R/W	Port P4 GPIO Output Value	Sys
0x4000_A0D4	GPIO_OUT_VAL_P5	R/W	Port P5 GPIO Output Value	Sys
0x4000_A0D8	GPIO_OUT_VAL_P6	R/W	Port P6 GPIO Output Value	Sys
0x4000_A100	GPIO_FUNC_SEL_P0	R/W	Port P0 GPIO Function Select	Sys
0x4000_A104	GPIO_FUNC_SEL_P1	R/W	Port P1 GPIO Function Select	Sys
0x4000_A108	GPIO_FUNC_SEL_P2	R/W	Port P2 GPIO Function Select	Sys
0x4000_A10C	GPIO_FUNC_SEL_P3	R/W	Port P3 GPIO Function Select	Sys
0x4000_A110	GPIO_FUNC_SEL_P4	R/W	Port P4 GPIO Function Select	Sys
0x4000_A114	GPIO_FUNC_SEL_P5	R/W	Port P5 GPIO Function Select	Sys
0x4000_A118	GPIO_FUNC_SEL_P6	R/W	Port P6 GPIO Function Select	Sys
0x4000_A140	GPIO_IN_MODE_P0	R/W	Port P0 GPIO Input Monitoring Mode	Sys
0x4000_A144	GPIO_IN_MODE_P1	R/W	Port P1 GPIO Input Monitoring Mode	Sys
0x4000_A148	GPIO_IN_MODE_P2	R/W	Port P2 GPIO Input Monitoring Mode	Sys
0x4000_A14C	GPIO_IN_MODE_P3	R/W	Port P3 GPIO Input Monitoring Mode	Sys
0x4000_A150	GPIO_IN_MODE_P4	R/W	Port P4 GPIO Input Monitoring Mode	Sys
0x4000_A154	GPIO_IN_MODE_P5	R/W	Port P5 GPIO Input Monitoring Mode	Sys
0x4000_A158	GPIO_IN_MODE_P6	R/W	Port P6 GPIO Input Monitoring Mode	Sys
0x4000_A180	GPIO_IN_VAL_P0	R/O	Port P0 GPIO Input Value	Sys
0x4000_A184	GPIO_IN_VAL_P1	R/O	Port P1 GPIO Input Value	Sys
0x4000_A188	GPIO_IN_VAL_P2	R/O	Port P2 GPIO Input Value	Sys
0x4000_A18C	GPIO_IN_VAL_P3	R/O	Port P3 GPIO Input Value	Sys
0x4000_A190	GPIO_IN_VAL_P4	R/O	Port P4 GPIO Input Value	Sys

Address	Register	Access	Description	Reset By
0x4000_A194	GPIO_IN_VAL_P5	R/O	Port P5 GPIO Input Value	Sys
0x4000_A198	GPIO_IN_VAL_P6	R/O	Port P6 GPIO Input Value	Sys
0x4000_A1C0	GPIO_INT_MODE_P0	R/W	Port P0 Interrupt Detection Mode	Sys
0x4000_A1C4	GPIO_INT_MODE_P1	R/W	Port P1 Interrupt Detection Mode	Sys
0x4000_A1C8	GPIO_INT_MODE_P2	R/W	Port P2 Interrupt Detection Mode	Sys
0x4000_A1CC	GPIO_INT_MODE_P3	R/W	Port P3 Interrupt Detection Mode	Sys
0x4000_A1D0	GPIO_INT_MODE_P4	R/W	Port P4 Interrupt Detection Mode	Sys
0x4000_A1D4	GPIO_INT_MODE_P5	R/W	Port P5 Interrupt Detection Mode	Sys
0x4000_A1D8	GPIO_INT_MODE_P6	R/W	Port P6 Interrupt Detection Mode	Sys
0x4000_A200	GPIO_INTFL_P0	W1C	Port P0 Interrupt Flags	Sys
0x4000_A204	GPIO_INTFL_P1	W1C	Port P1 Interrupt Flags	Sys
0x4000_A208	GPIO_INTFL_P2	W1C	Port P2 Interrupt Flags	Sys
0x4000_A20C	GPIO_INTFL_P3	W1C	Port P3 Interrupt Flags	Sys
0x4000_A210	GPIO_INTFL_P4	W1C	Port P4 Interrupt Flags	Sys
0x4000_A214	GPIO_INTFL_P5	W1C	Port P5 Interrupt Flags	Sys
0x4000_A218	GPIO_INTFL_P6	W1C	Port P6 Interrupt Flags	Sys
0x4000_A240	GPIO_INTEN_P0	R/W	Port P0 Interrupt Enables	Sys
0x4000_A244	GPIO_INTEN_P1	R/W	Port P1 Interrupt Enables	Sys
0x4000_A248	GPIO_INTEN_P2	R/W	Port P2 Interrupt Enables	Sys
0x4000_A24C	GPIO_INTEN_P3	R/W	Port P3 Interrupt Enables	Sys
0x4000_A250	GPIO_INTEN_P4	R/W	Port P4 Interrupt Enables	Sys
0x4000_A254	GPIO_INTEN_P5	R/W	Port P5 Interrupt Enables	Sys
0x4000_A258	GPIO_INTEN_P6	R/W	Port P6 Interrupt Enables	Sys

5.4.1 GPIO_RST_MODE_Pn

GPIO_RST_MODE_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Alt Reset	Access	Description
pin0	2:0	X	POR:4	R/W	Pn.0 Default Output Drive Mode
pin1	6:4	X	POR:4	R/W	Pn.1 Default Output Drive Mode
pin2	10:8	X	POR:4	R/W	Pn.2 Default Output Drive Mode
pin3	14:12	X	POR:4	R/W	Pn.3 Default Output Drive Mode
pin4	18:16	X	POR:4	R/W	Pn.4 Default Output Drive Mode
pin5	22:20	X	POR:4	R/W	Pn.5 Default Output Drive Mode
pin6	26:24	X	POR:4	R/W	Pn.6 Default Output Drive Mode
pin7	30:28	X	POR:4	R/W	Pn.7 Default Output Drive Mode

This field determines the default output drive mode and output drive value for the associated GPIO pin following system reset.

- 0: GPIO defaults to Drive 0 mode following system reset.
- 1: GPIO defaults to weak pulldown mode following system reset.
- 2: GPIO defaults to weak pullup mode following system reset.
- 3: GPIO defaults to Drive 1 mode following system reset.
- 4: GPIO defaults to high impedance state following system reset.

5.4.2 GPIO_FREE_Pn

GPIO_FREE_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	0	see desc	R/O	Pn.0 GPIO Mode Acknowledge
pin1	1	see desc	R/O	Pn.1 GPIO Mode Acknowledge
pin2	2	see desc	R/O	Pn.2 GPIO Mode Acknowledge
pin3	3	see desc	R/O	Pn.3 GPIO Mode Acknowledge
pin4	4	see desc	R/O	Pn.4 GPIO Mode Acknowledge
pin5	5	see desc	R/O	Pn.5 GPIO Mode Acknowledge
pin6	6	see desc	R/O	Pn.6 GPIO Mode Acknowledge
pin7	7	see desc	R/O	Pn.7 GPIO Mode Acknowledge

Each bit determines the availability of the associated port pin for GPIO use. If a pin is not available for GPIO use, this means that it has been requested for use by a higher-priority function. Another description would be that these bits act as acknowledge bits for GPIO mode requests (similar to the ACK bits in the I/O Manager module), with the difference that the GPIO mode 'request' is always active; this is not a problem since GPIO is the lowest priority mode that can be requested for pins.

- 0: Port pin is not available for GPIO use.
- 1: Port pin is available for GPIO use.

Note All GPIO registers of this type (GPIO_FREE_Px) follow this same format.

5.4.3 GPIO_OUT_MODE_Pn

GPIO_OUT_MODE_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	3:0	special	R/W	Pn.0 Output Drive Mode
pin1	7:4	special	R/W	Pn.1 Output Drive Mode
pin2	11:8	special	R/W	Pn.2 Output Drive Mode
pin3	15:12	special	R/W	Pn.3 Output Drive Mode
pin4	19:16	special	R/W	Pn.4 Output Drive Mode
pin5	23:20	special	R/W	Pn.5 Output Drive Mode
pin6	27:24	special	R/W	Pn.6 Output Drive Mode
pin7	31:28	special	R/W	Pn.7 Output Drive Mode

- 00: out_val=0: High impedance, out_val=1: Weak pullup
- 01: out_val=0: Open drain, out_val=1: High impedance
- 02: out_val=0: Open drain, out_val=1: Weak pullup
- 03: out_val=0: High impedance, out_val=1: Weak pullup
- 04: out_val=X: High impedance
- 05: out_val=0: Drive LOW, out_val=1: Drive HIGH
- 06: out_val=X: High impedance
- 07: out_val=0: Slow drive LOW, out_val=1: Slow drive HIGH
- 08: out_val=X: High impedance
- 09: out_val=0: Fast drive LOW, out_val=1: Fast drive HIGH
- 10: out_val=0: Weak pulldown, out_val=1: High impedance
- 11: out_val=0: High impedance, out_val=1: Drive HIGH
- 12: out_val=0: Weak pulldown, out_val=1: Drive HIGH
- 13: out_val=0: High impedance, out_val=1: Weak pullup
- 14: out_val=0: High impedance, out_val=1: Weak pullup
- 15: out_val=X: High impedance with input buffer disabled

5.4.4 GPIO_OUT_VAL_Pn

GPIO_OUT_VAL_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	0	1	R/W	Pn.0 GPIO Output Drive Value
pin1	1	1	R/W	Pn.1 GPIO Output Drive Value
pin2	2	1	R/W	Pn.2 GPIO Output Drive Value
pin3	3	1	R/W	Pn.3 GPIO Output Drive Value
pin4	4	1	R/W	Pn.4 GPIO Output Drive Value
pin5	5	1	R/W	Pn.5 GPIO Output Drive Value
pin6	6	1	R/W	Pn.6 GPIO Output Drive Value
pin7	7	1	R/W	Pn.7 GPIO Output Drive Value

In GPIO mode, selects output drive state for pin.

5.4.5 GPIO_FUNC_SEL_P0

GPIO_FUNC_SEL_P0.pin0

Field	Bits	Sys Reset	Access	Description
pin0	3:0	0	R/W	P0.0 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 0
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P0.pin1

Field	Bits	Sys Reset	Access	Description
pin1	7:4	0	R/W	P0.1 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 1
- 2: 32-bit Timer 1 I/O

GPIO_FUNC_SEL_P0.pin2

Field	Bits	Sys Reset	Access	Description
pin2	11:8	0	R/W	P0.2 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 2
- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P0.pin3

Field	Bits	Sys Reset	Access	Description
pin3	15:12	0	R/W	P0.3 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 3
- 2: 32-bit Timer 3 I/O

GPIO_FUNC_SEL_P0.pin4

Field	Bits	Sys Reset	Access	Description
pin4	19:16	0	R/W	P0.4 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 4
- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P0.pin5

Field	Bits	Sys Reset	Access	Description
pin5	23:20	0	R/W	P0.5 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 5
- 2: 32-bit Timer 5 I/O

GPIO_FUNC_SEL_P0.pin6

Field	Bits	Sys Reset	Access	Description
pin6	27:24	0	R/W	P0.6 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 6
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P0.pin7

Field	Bits	Sys Reset	Access	Description
pin7	31:28	0	R/W	P0.7 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 7
- 2: 32-bit Timer 1 I/O

5.4.6 GPIO_FUNC_SEL_P1

GPIO_FUNC_SEL_P1.pin0

Field	Bits	Sys Reset	Access	Description
pin0	3:0	0	R/W	P1.0 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 8

- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P1.pin1

Field	Bits	Sys Reset	Access	Description
pin1	7:4	0	R/W	P1.1 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 9
- 2: 32-bit Timer 3 I/O

GPIO_FUNC_SEL_P1.pin2

Field	Bits	Sys Reset	Access	Description
pin2	11:8	0	R/W	P1.2 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 10
- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P1.pin3

Field	Bits	Sys Reset	Access	Description
pin3	15:12	0	R/W	P1.3 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 11
- 2: 32-bit Timer 5 I/O

GPIO_FUNC_SEL_P1.pin4

Field	Bits	Sys Reset	Access	Description
pin4	19:16	0	R/W	P1.4 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 12
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P1.pin5

Field	Bits	Sys Reset	Access	Description
pin5	23:20	0	R/W	P1.5 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 13
- 2: 32-bit Timer 1 I/O

GPIO_FUNC_SEL_P1.pin6

Field	Bits	Sys Reset	Access	Description
pin6	27:24	0	R/W	P1.6 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 14
- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P1.pin7

Field	Bits	Sys Reset	Access	Description
pin7	31:28	0	R/W	P1.7 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 15
- 2: 32-bit Timer 3 I/O

5.4.7 GPIO_FUNC_SEL_P2

GPIO_FUNC_SEL_P2.pin0

Field	Bits	Sys Reset	Access	Description
pin0	3:0	0	R/W	P2.0 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 0
- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P2.pin1

Field	Bits	Sys Reset	Access	Description
pin1	7:4	0	R/W	P2.1 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 1
- 2: 32-bit Timer 5 I/O

GPIO_FUNC_SEL_P2.pin2

Field	Bits	Sys Reset	Access	Description
pin2	11:8	0	R/W	P2.2 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 2
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P2.pin3

Field	Bits	Sys Reset	Access	Description
pin3	15:12	0	R/W	P2.3 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 3

- 2: 32-bit Timer 1 I/O

GPIO_FUNC_SEL_P2.pin4

Field	Bits	Sys Reset	Access	Description
pin4	19:16	0	R/W	P2.4 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 4
- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P2.pin5

Field	Bits	Sys Reset	Access	Description
pin5	23:20	0	R/W	P2.5 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 5
- 2: 32-bit Timer 3 I/O

GPIO_FUNC_SEL_P2.pin6

Field	Bits	Sys Reset	Access	Description
pin6	27:24	0	R/W	P2.6 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 6
- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P2.pin7

Field	Bits	Sys Reset	Access	Description
pin7	31:28	0	R/W	P2.7 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 7
- 2: 32-bit Timer 5 I/O

5.4.8 GPIO_FUNC_SEL_P3

GPIO_FUNC_SEL_P3.pin0

Field	Bits	Sys Reset	Access	Description
pin0	3:0	0	R/W	P3.0 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 8
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P3.pin1

Field	Bits	Sys Reset	Access	Description
pin1	7:4	0	R/W	P3.1 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 9
- 2: 32-bit Timer 1 I/O

GPIO_FUNC_SEL_P3.pin2

Field	Bits	Sys Reset	Access	Description
pin2	11:8	0	R/W	P3.2 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 10

- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P3.pin3

Field	Bits	Sys Reset	Access	Description
pin3	15:12	0	R/W	P3.3 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 11
- 2: 32-bit Timer 3 I/O

GPIO_FUNC_SEL_P3.pin4

Field	Bits	Sys Reset	Access	Description
pin4	19:16	0	R/W	P3.4 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 12
- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P3.pin5

Field	Bits	Sys Reset	Access	Description
pin5	23:20	0	R/W	P3.5 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 13
- 2: 32-bit Timer 5 I/O

GPIO_FUNC_SEL_P3.pin6

Field	Bits	Sys Reset	Access	Description
pin6	27:24	0	R/W	P3.6 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 14
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P3.pin7

Field	Bits	Sys Reset	Access	Description
pin7	31:28	0	R/W	P3.7 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 15
- 2: 32-bit Timer 1 I/O

5.4.9 GPIO_FUNC_SEL_P4

GPIO_FUNC_SEL_P4.pin0

Field	Bits	Sys Reset	Access	Description
pin0	3:0	0	R/W	P4.0 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 0
- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P4.pin1

Field	Bits	Sys Reset	Access	Description
pin1	7:4	0	R/W	P4.1 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 1

- 2: 32-bit Timer 3 I/O

GPIO_FUNC_SEL_P4.pin2

Field	Bits	Sys Reset	Access	Description
pin2	11:8	0	R/W	P4.2 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 2
- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P4.pin3

Field	Bits	Sys Reset	Access	Description
pin3	15:12	0	R/W	P4.3 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 3
- 2: 32-bit Timer 5 I/O

GPIO_FUNC_SEL_P4.pin4

Field	Bits	Sys Reset	Access	Description
pin4	19:16	0	R/W	P4.4 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 4
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P4.pin5

Field	Bits	Sys Reset	Access	Description
pin5	23:20	0	R/W	P4.5 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 5
- 2: 32-bit Timer 1 I/O

GPIO_FUNC_SEL_P4.pin6

Field	Bits	Sys Reset	Access	Description
pin6	27:24	0	R/W	P4.6 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 6
- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P4.pin7

Field	Bits	Sys Reset	Access	Description
pin7	31:28	0	R/W	P4.7 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 7
- 2: 32-bit Timer 3 I/O

5.4.10 GPIO_FUNC_SEL_P5

GPIO_FUNC_SEL_P5.pin0

Field	Bits	Sys Reset	Access	Description
pin0	3:0	0	R/W	P5.0 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 8

- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P5.pin1

Field	Bits	Sys Reset	Access	Description
pin1	7:4	0	R/W	P5.1 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 9
- 2: 32-bit Timer 5 I/O

GPIO_FUNC_SEL_P5.pin2

Field	Bits	Sys Reset	Access	Description
pin2	11:8	0	R/W	P5.2 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 10
- 2: 32-bit Timer 0 I/O

GPIO_FUNC_SEL_P5.pin3

Field	Bits	Sys Reset	Access	Description
pin3	15:12	0	R/W	P5.3 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 11
- 2: 32-bit Timer 1 I/O

GPIO_FUNC_SEL_P5.pin4

Field	Bits	Sys Reset	Access	Description
pin4	19:16	0	R/W	P5.4 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 12
- 2: 32-bit Timer 2 I/O

GPIO_FUNC_SEL_P5.pin5

Field	Bits	Sys Reset	Access	Description
pin5	23:20	0	R/W	P5.5 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 13
- 2: 32-bit Timer 3 I/O

GPIO_FUNC_SEL_P5.pin6

Field	Bits	Sys Reset	Access	Description
pin6	27:24	0	R/W	P5.6 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 14
- 2: 32-bit Timer 4 I/O

GPIO_FUNC_SEL_P5.pin7

Field	Bits	Sys Reset	Access	Description
pin7	31:28	0	R/W	P5.7 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 15
- 2: 32-bit Timer 5 I/O

5.4.11 GPIO_FUNC_SEL_P6

GPIO_FUNC_SEL_P6.pin0

Field	Bits	Sys Reset	Access	Description
pin0	3:0	0	R/W	P6.0 Output Function Select

- 0: Firmware control (with OUT_VAL)
- 1: Pulse train 0
- 2: 32-bit Timer 0 I/O

5.4.12 GPIO_IN_MODE_Pn

GPIO_IN_MODE_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	1:0	2	R/W	Pn.0 Input Monitoring Mode
pin1	5:4	2	R/W	Pn.1 Input Monitoring Mode
pin2	9:8	2	R/W	Pn.2 Input Monitoring Mode
pin3	13:12	2	R/W	Pn.3 Input Monitoring Mode
pin4	17:16	2	R/W	Pn.4 Input Monitoring Mode
pin5	21:20	2	R/W	Pn.5 Input Monitoring Mode
pin6	25:24	2	R/W	Pn.6 Input Monitoring Mode
pin7	29:28	2	R/W	Pn.7 Input Monitoring Mode

Determines how corresponding GPIO Input Value bit is calculated; also affects input signal for interrupt detection on this pin (if enabled).

- 0: Normal input
- 1: Inverted input
- 2: Always returns 0 regardless of pin logic level (default)
- 3: Always returns 1 regardless of logic level at pin

5.4.13 GPIO_IN_VAL_Pn

GPIO_IN_VAL_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	0	see desc	R/O	Pn.0 Input Value
pin1	1	see desc	R/O	Pn.1 Input Value
pin2	2	see desc	R/O	Pn.2 Input Value
pin3	3	see desc	R/O	Pn.3 Input Value
pin4	4	see desc	R/O	Pn.4 Input Value
pin5	5	see desc	R/O	Pn.5 Input Value
pin6	6	see desc	R/O	Pn.6 Input Value
pin7	7	see desc	R/O	Pn.7 Input Value

Returns current input value on this pin, as modified by the corresponding Input Monitoring Mode setting.

5.4.14 GPIO_INT_MODE_Pn

GPIO_INT_MODE_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	2:0	0	R/W	Pn.0 GPIO Interrupt Detection Mode
pin1	6:4	0	R/W	Pn.1 GPIO Interrupt Detection Mode
pin2	10:8	0	R/W	Pn.2 GPIO Interrupt Detection Mode
pin3	14:12	0	R/W	Pn.3 GPIO Interrupt Detection Mode
pin4	18:16	0	R/W	Pn.4 GPIO Interrupt Detection Mode
pin5	22:20	0	R/W	Pn.5 GPIO Interrupt Detection Mode
pin6	26:24	0	R/W	Pn.6 GPIO Interrupt Detection Mode
pin7	30:28	0	R/W	Pn.7 GPIO Interrupt Detection Mode

Sets external interrupt signal detection condition for this pin.

- 0: Disabled
- 1: Detect interrupt on falling edge
- 2: Detect interrupt on rising edge
- 3: Detect interrupt on rising or falling edge
- 4: Active low state (low level) interrupt detection
- 5: Active high state (high level) interrupt detection
- 6: Reserved
- 7: Reserved

5.4.15 GPIO_INTFL_Pn

GPIO_INTFL_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	0	0	W1C	Pn.0 External Interrupt Flags
pin1	1	0	W1C	Pn.1 External Interrupt Flags
pin2	2	0	W1C	Pn.2 External Interrupt Flags
pin3	3	0	W1C	Pn.3 External Interrupt Flags
pin4	4	0	W1C	Pn.4 External Interrupt Flags
pin5	5	0	W1C	Pn.5 External Interrupt Flags
pin6	6	0	W1C	Pn.6 External Interrupt Flags
pin7	7	0	W1C	Pn.7 External Interrupt Flags

Write a 1 value to clear this bit; writes to 0 have no effect.

Set to 1 by hardware when an interrupt has been detected on this pin.

5.4.16 GPIO_INTEN_Pn

GPIO_INTEN_Pn.[pin0, pin1, pin2, pin3, pin4, pin5, pin6, pin7]

Field	Bits	Sys Reset	Access	Description
pin0	0	0	R/W	Pn.0 External Interrupt Enable
pin1	1	0	R/W	Pn.1 External Interrupt Enable
pin2	2	0	R/W	Pn.2 External Interrupt Enable
pin3	3	0	R/W	Pn.3 External Interrupt Enable
pin4	4	0	R/W	Pn.4 External Interrupt Enable
pin5	5	0	R/W	Pn.5 External Interrupt Enable
pin6	6	0	R/W	Pn.6 External Interrupt Enable
pin7	7	0	R/W	Pn.7 External Interrupt Enable

Enables interrupt to be triggered for this pin when the corresponding Interrupt Flag bit is set.

5.5 Registers (IOMAN)

Address	Register	Access	Description	Reset By
0x4000_0C00	IOMAN_WUD_REQ0	R/W	Wakeup Detect Mode Request Register 0 (P0/P1/P2/P3)	Sys
0x4000_0C04	IOMAN_WUD_REQ1	R/W	Wakeup Detect Mode Request Register 1 (P4/P5/P6)	Sys
0x4000_0C08	IOMAN_WUD_ACK0	R/O	Wakeup Detect Mode Acknowledge Register 0 (P0/P1/P2/P3)	Sys
0x4000_0C0C	IOMAN_WUD_ACK1	R/O	Wakeup Detect Mode Acknowledge Register 1 (P4/P5/P6)	Sys
0x4000_0C10	IOMAN_ALI_REQ0	R/W	Analog Input Request Register 0	Sys
0x4000_0C14	IOMAN_ALI_REQ1	R/W	Analog Input Request Register 1	Sys
0x4000_0C18	IOMAN_ALI_ACK0	R/O	Analog Input Acknowledge Register 0	Sys
0x4000_0C1C	IOMAN_ALI_ACK1	R/O	Analog Input Acknowledge Register 1	Sys
0x4000_0C20	IOMAN_ALI_CONNECT0	R/W	Analog I/O Connection Control Register 0	Sys
0x4000_0C24	IOMAN_ALI_CONNECT1	R/W	Analog I/O Connection Control Register 1	Sys
0x4000_0C28	IOMAN_SPIX_REQ	R/W	SPIX I/O Mode Request	Sys
0x4000_0C2C	IOMAN_SPIX_ACK	R/O	SPIX I/O Mode Acknowledge	Sys
0x4000_0C30	IOMAN_UART0_REQ	R/W	UART0 I/O Mode Request	Sys
0x4000_0C34	IOMAN_UART0_ACK	R/O	UART0 I/O Mode Acknowledge	Sys
0x4000_0C38	IOMAN_UART1_REQ	R/W	UART1 I/O Mode Request	Sys
0x4000_0C3C	IOMAN_UART1_ACK	R/O	UART1 I/O Mode Acknowledge	Sys
0x4000_0C40	IOMAN_UART2_REQ	R/W	UART2 I/O Mode Request	Sys
0x4000_0C44	IOMAN_UART2_ACK	R/O	UART2 I/O Mode Acknowledge	Sys
0x4000_0C48	IOMAN_UART3_REQ	R/W	UART3 I/O Mode Request	Sys
0x4000_0C4C	IOMAN_UART3_ACK	R/O	UART3 I/O Mode Acknowledge	Sys
0x4000_0C50	IOMAN_I2CM0_REQ	R/W	I2C Master 0 I/O Request	Sys
0x4000_0C54	IOMAN_I2CM0_ACK	R/O	I2C Master 0 I/O Acknowledge	Sys

Address	Register	Access	Description	Reset By
0x4000_0C58	IOMAN_I2CM1_REQ	R/W	I2C Master 1 I/O Request	Sys
0x4000_0C5C	IOMAN_I2CM1_ACK	R/O	I2C Master 1 I/O Acknowledge	Sys
0x4000_0C60	IOMAN_I2CM2_REQ	R/W	I2C Master 2 I/O Request	Sys
0x4000_0C64	IOMAN_I2CM2_ACK	R/O	I2C Master 2 I/O Acknowledge	Sys
0x4000_0C68	IOMAN_I2CS_REQ	R/W	I2C Slave I/O Request	Sys
0x4000_0C6C	IOMAN_I2CS_ACK	R/O	I2C Slave I/O Acknowledge	Sys
0x4000_0C70	IOMAN_SPIM0_REQ	R/W	SPI Master 0 I/O Mode Request	Sys
0x4000_0C74	IOMAN_SPIM0_ACK	R/O	SPI Master 0 I/O Mode Acknowledge	Sys
0x4000_0C78	IOMAN_SPIM1_REQ	R/W	SPI Master 1 I/O Mode Request	Sys
0x4000_0C7C	IOMAN_SPIM1_ACK	R/O	SPI Master 1 I/O Mode Acknowledge	Sys
0x4000_0C80	IOMAN_SPIM2_REQ	R/W	SPI Master 2 I/O Mode Request	Sys
0x4000_0C84	IOMAN_SPIM2_ACK	R/O	SPI Master 2 I/O Mode Acknowledge	Sys
0x4000_0C88	IOMAN_SPIB_REQ	R/W	SPI Bridge I/O Mode Request (Reserved)	Sys
0x4000_0C8C	IOMAN_SPIB_ACK	R/O	SPI Bridge I/O Mode Acknowledge (Reserved)	Sys
0x4000_0C90	IOMAN_OWM_REQ	R/W	1-Wire Master I/O Mode Request	Sys
0x4000_0C94	IOMAN_OWM_ACK	R/W	1-Wire Master I/O Mode Acknowledge	Sys
0x4000_0C98	IOMAN_SPIS_REQ	R/W	SPI Slave I/O Mode Request	Sys
0x4000_0C9C	IOMAN_SPIS_ACK	R/O	SPI Slave I/O Mode Acknowledge	Sys
0x4000_0D00	IOMAN_USE_VDDIOH_0	R/W	Enable VDDIOH Register 0	Sys
0x4000_0D04	IOMAN_USE_VDDIOH_1	R/W	Enable VDDIOH Register 1	Sys
0x4000_0D10	IOMAN_PAD_MODE	R/W	Pad Mode Control Register (Reserved)	Sys

5.5.1 IOMAN_WUD_REQ0

IOMAN_WUD_REQ0.wud_req_p0

Field	Bits	Sys Reset	Access	Description
wud_req_p0	7:0	00000000b	R/W	Wakeup Detect Request Mode: P0[7:0]

- 0: No effect
- 1: Requests enable of wakeup detect mode on the associated GPIO pin.

IOMAN_WUD_REQ0.wud_req_p1

Field	Bits	Sys Reset	Access	Description
wud_req_p1	15:8	00000000b	R/W	Wakeup Detect Request Mode: P1[7:0]

- 0: No effect
- 1: Requests enable of wakeup detect mode on the associated GPIO pin.

IOMAN_WUD_REQ0.wud_req_p2

Field	Bits	Sys Reset	Access	Description
wud_req_p2	23:16	00000000b	R/W	Wakeup Detect Request Mode: P2[7:0]

- 0: No effect
- 1: Requests enable of wakeup detect mode on the associated GPIO pin.

IOMAN_WUD_REQ0.wud_req_p3

Field	Bits	Sys Reset	Access	Description
wud_req_p3	31:24	00000000b	R/W	Wakeup Detect Request Mode: P3[7:0]

- 0: No effect
- 1: Requests enable of wakeup detect mode on the associated GPIO pin.

5.5.2 IOMAN_WUD_REQ1

IOMAN_WUD_REQ1.wud_req_p4

Field	Bits	Sys Reset	Access	Description
wud_req_p4	7:0	00000000b	R/W	Wakeup Detect Request Mode: P4[7:0]

- 0: No effect
- 1: Requests enable of wakeup detect mode on the associated GPIO pin.

IOMAN_WUD_REQ1.wud_req_p5

Field	Bits	Sys Reset	Access	Description
wud_req_p5	15:8	00000000b	R/W	Wakeup Detect Request Mode: P5[7:0]

- 0: No effect
- 1: Requests enable of wakeup detect mode on the associated GPIO pin.

IOMAN_WUD_REQ1.wud_req_p6

Field	Bits	Sys Reset	Access	Description
wud_req_p6	16	0b	R/W	Wakeup Detect Request Mode: P6[0]

- 0: No effect
- 1: Requests enable of wakeup detect mode on the associated GPIO pin.

5.5.3 IOMAN_WUD_ACK0

IOMAN_WUD_ACK0.wud_ack_p0

Field	Bits	Sys Reset	Access	Description
wud_ack_p0	7:0	00000000b	R/O	WUD Mode Acknowledge: P0[7:0]

A ’1’ value indicates that the associated pin has been enabled for wakeup detection mode.

IOMAN_WUD_ACK0.wud_ack_p1

Field	Bits	Sys Reset	Access	Description
wud_ack_p1	15:8	00000000b	R/O	WUD Mode Acknowledge: P1[7:0]

A ’1’ value indicates that the associated pin has been enabled for wakeup detection mode.

IOMAN_WUD_ACK0.wud_ack_p2

Field	Bits	Sys Reset	Access	Description
wud_ack_p2	23:16	00000000b	R/O	WUD Mode Acknowledge: P2[7:0]

A ’1’ value indicates that the associated pin has been enabled for wakeup detection mode.

IOMAN_WUD_ACK0.wud_ack_p3

Field	Bits	Sys Reset	Access	Description
wud_ack_p3	31:24	00000000b	R/O	WUD Mode Acknowledge: P3[7:0]

A ’1’ value indicates that the associated pin has been enabled for wakeup detection mode.

5.5.4 IOMAN_WUD_ACK1

IOMAN_WUD_ACK1.wud_ack_p4

Field	Bits	Sys Reset	Access	Description
wud_ack_p4	7:0	00000000b	R/O	WUD Mode Acknowledge: P4[7:0]

A ’1’ value indicates that the associated pin has been enabled for wakeup detection mode.

IOMAN_WUD_ACK1.wud_ack_p5

Field	Bits	Sys Reset	Access	Description
wud_ack_p5	15:8	00000000b	R/O	WUD Mode Acknowledge: P5[7:0]

A ’1’ value indicates that the associated pin has been enabled for wakeup detection mode.

IOMAN_WUD_ACK1.wud_ack_p6

Field	Bits	Sys Reset	Access	Description
wud_ack_p6	16	0b	R/O	WUD Mode Acknowledge: P6[0]

A ’1’ value indicates that the associated pin has been enabled for wakeup detection mode.

5.5.5 IOMAN_ALI_REQ0

IOMAN_ALI_REQ0.ali_req

Field	Bits	Sys Reset	Access	Description
ali_req	31:0	0	R/W	Reserved

This register is reserved. For proper system operation, the contents of this register must not be changed from the default value.

5.5.6 IOMAN_ALI_REQ1

IOMAN_ALI_REQ1.ali_req

Field	Bits	Sys Reset	Access	Description
ali_req	31:0	0	R/W	Reserved

This register is reserved. For proper system operation, the contents of this register must not be changed from the default value.

5.5.7 IOMAN_ALI_ACK0

IOMAN_ALI_ACK0.ali_ack

Field	Bits	Sys Reset	Access	Description
ali_ack	31:0	0	R/O	Reserved

This register is reserved. The value of this register should be ignored.

5.5.8 IOMAN_ALI_ACK1

IOMAN_ALI_ACK1.ali_ack

Field	Bits	Sys Reset	Access	Description
ali_ack	31:0	0	R/O	Reserved

This register is reserved. The value of this register should be ignored.

5.5.9 IOMAN_ALI_CONNECT0

Sys Reset	Access	Description
0	R/W	Analog I/O Connection Control Register 0

This register is reserved. For proper system operation, the contents of this register must not be changed from the default value.

5.5.10 IOMAN_ALI_CONNECT1

Sys Reset	Access	Description
0	R/W	Analog I/O Connection Control Register 1

This register is reserved. For proper system operation, the contents of this register must not be changed from the default value.

5.5.11 IOMAN_SPIX_REQ

IOMAN_SPIX_REQ.core_io_req

Field	Bits	Sys Reset	Access	Description
core_io_req	4	0	R/W	SPIX Core I/O Request

- 0: No effect.
- 1: Requests SPIX mode for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIX_REQ.ss0_io_req

Field	Bits	Sys Reset	Access	Description
ss0_io_req	8	0	R/W	SPIX SS[0] I/O Request

- 0: No effect.
- 1: Requests SPIX mode for SS[0].

IOMAN_SPIX_REQ.ss1_io_req

Field	Bits	Sys Reset	Access	Description
ss1_io_req	9	0	R/W	SPIX SS[1] I/O Request

- 0: No effect.
- 1: Requests SPIX mode for SS[1].

IOMAN_SPIX_REQ.ss2_io_req

Field	Bits	Sys Reset	Access	Description
ss2_io_req	10	0	R/W	SPIX SS[2] I/O Request

- 0: No effect.
- 1: Requests SPIX mode for SS[2].

IOMAN_SPIX_REQ.quad_io_req

Field	Bits	Sys Reset	Access	Description
quad_io_req	12	0	R/W	SPIX Quad I/O Request

- 0: No effect.
- 1: Requests SPIX mode for SDIO[2] and SDIO[3].

IOMAN_SPIX_REQ.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	16	0	R/W	SPIX Fast Mode Request

- 0: No effect.
- 1: Enables faster pad output transitions.

5.5.12 IOMAN_SPIX_ACK

IOMAN_SPIX_ACK.core_io_ack

Field	Bits	Sys Reset	Access	Description
core_io_ack	4	0	R/O	SPIX Core I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges SPIX mode selected for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIX_ACK.ss0_io_ack

Field	Bits	Sys Reset	Access	Description
ss0_io_ack	8	0	R/O	SPIX SS[0] I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges SPIX mode selected for SS[0].

IOMAN_SPIX_ACK.ss1_io_ack

Field	Bits	Sys Reset	Access	Description
ss1_io_ack	9	0	R/O	SPIX SS[1] I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges SPIX mode selected for SS[1].

IOMAN_SPIX_ACK.ss2_io_ack

Field	Bits	Sys Reset	Access	Description
ss2_io_ack	10	0	R/O	SPIX SS[2] I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges SPIX mode selected for SS[2].

IOMAN_SPIX_ACK.quad_io_ack

Field	Bits	Sys Reset	Access	Description
quad_io_ack	12	0	R/O	SPIX Quad I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges SPIX mode selected for SDIO[2] and SDIO[3].

IOMAN_SPIX_ACK.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	16	0	R/O	SPIX Fast Mode Acknowledge

This bit mirrors the current value of SPIX Fast Mode Request.

5.5.13 IOMAN_UART0_REQ

IOMAN_UART0_REQ.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/W	UART0 TX/RX I/O Mapping Select

- 0: Selects pin mapping A for UART0 TX and RX pins.
- 1: Selects pin mapping B for UART0 TX and RX pins.

IOMAN_UART0_REQ.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/W	UART0 CTS I/O Mapping Select

- 0: Selects pin mapping A for UART0 CTS pin.
- 1: Selects pin mapping B for UART0 CTS pin.

Normally, if both the CTS and RTS pins are enabled for a given UART port, then the CTS I/O Mapping Select and RTS I/O Mapping Select fields should both be set to the same value (both A or both B). This is due to the fact that the B mapping option is designed to swap the positions of the CTS and RTS pins. If one of the two is set to pin mapping A and the other is set to pin mapping B, this will result in both CTS and RTS being mapped to the same physical pin, preventing them from functioning properly.

IOMAN_UART0_REQ.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/W	UART0 RTS I/O Mapping Select

- 0: Selects pin mapping A for UART0 RTS pin.
- 1: Selects pin mapping B for UART0 RTS pin.

Normally, if both the CTS and RTS pins are enabled for a given UART port, then the CTS I/O Mapping Select and RTS I/O Mapping Select fields should both be set to the same value (both A or both B). This is due to the fact that the B mapping option is designed to swap the positions of the CTS and RTS pins. If one of the two is set to pin mapping A and the other is set to pin mapping B, this will result in both CTS and RTS being mapped to the same physical pin, preventing them from functioning properly.

IOMAN_UART0_REQ.io_req

Field	Bits	Sys Reset	Access	Description
io_req	4	0	R/W	UART0 TX/RX I/O Request

- 0: No effect.
- 1: Requests UART0 mode for TX and RX pins.

IOMAN_UART0_REQ.cts_io_req

Field	Bits	Sys Reset	Access	Description
cts_io_req	5	0	R/W	UART0 CTS I/O Request

- 0: No effect.
- 1: Requests UART0 mode for CTS pin.

IOMAN_UART0_REQ.rts_io_req

Field	Bits	Sys Reset	Access	Description
rts_io_req	6	0	R/W	UART0 RTS I/O Request

- 0: No effect.
- 1: Requests UART0 mode for RTS pin.

5.5.14 IOMAN_UART0_ACK

IOMAN_UART0_ACK.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/O	UART0 TX/RX I/O Mapping Acknowledge

Mirrors the value of UART0 TX/RX I/O Mapping Select.

IOMAN_UART0_ACK.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/O	UART0 CTS I/O Mapping Acknowledge

Mirrors the value of UART0 CTS I/O Mapping Select.

IOMAN_UART0_ACK.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/O	UART0 RTS I/O Mapping Acknowledge

Mirrors the value of UART0 RTS I/O Mapping Select.

IOMAN_UART0_ACK.io_ack

Field	Bits	Sys Reset	Access	Description
io_ack	4	0	R/O	UART0 TX/RX I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART0 mode selected for TX and RX.

IOMAN_UART0_ACK.cts_io_ack

Field	Bits	Sys Reset	Access	Description
cts_io_ack	5	0	R/O	UART0 CTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART0 mode selected for CTS.

IOMAN_UART0_ACK.rts_io_ack

Field	Bits	Sys Reset	Access	Description
rts_io_ack	6	0	R/O	UART0 RTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART0 mode selected for RTS.

5.5.15 IOMAN_UART1_REQ

IOMAN_UART1_REQ.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/W	UART1 TX/RX I/O Mapping Select

- 0: Selects pin mapping A for UART1 TX and RX pins.
- 1: Selects pin mapping B for UART1 TX and RX pins.

IOMAN_UART1_REQ.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/W	UART1 CTS I/O Mapping Select

- 0: Selects pin mapping A for UART1 CTS pin.
- 1: Selects pin mapping B for UART1 CTS pin.

Normally, if both the CTS and RTS pins are enabled for a given UART port, then the CTS I/O Mapping Select and RTS I/O Mapping Select fields should both be set to the same value (both A or both B). This is due to the fact that the B mapping option is designed to swap the positions of the CTS and RTS pins. If one of the two is set to pin mapping A and the other is set to pin mapping B, this will result in both CTS and RTS being mapped to the same physical pin, preventing them from functioning properly.

IOMAN_UART1_REQ.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/W	UART1 RTS I/O Mapping Select

- 0: Selects pin mapping A for UART1 RTS pin.
- 1: Selects pin mapping B for UART1 RTS pin.

Normally, if both the CTS and RTS pins are enabled for a given UART port, then the CTS I/O Mapping Select and RTS I/O Mapping Select fields should both be set to the same value (both A or both B). This is due to the fact that the B mapping option is designed to swap the positions of the CTS and RTS pins. If one of the two is set to pin mapping A and the other is set to pin mapping B, this will result in both CTS and RTS being mapped to the same physical pin, preventing them from functioning properly.

IOMAN_UART1_REQ.io_req

Field	Bits	Sys Reset	Access	Description
io_req	4	0	R/W	UART1 TX/RX I/O Request

- 0: No effect.
- 1: Requests UART1 mode for TX and RX pins.

IOMAN_UART1_REQ.cts_io_req

Field	Bits	Sys Reset	Access	Description
cts_io_req	5	0	R/W	UART1 CTS I/O Request

- 0: No effect.
- 1: Requests UART1 mode for CTS pin.

IOMAN_UART1_REQ.rts_io_req

Field	Bits	Sys Reset	Access	Description
rts_io_req	6	0	R/W	UART1 RTS I/O Request

- 0: No effect.
- 1: Requests UART1 mode for RTS pin.

5.5.16 IOMAN_UART1_ACK

IOMAN_UART1_ACK.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/O	UART1 TX/RX I/O Mapping Acknowledge

Mirrors the value of UART1 TX/RX I/O Mapping Select.

IOMAN_UART1_ACK.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/O	UART1 CTS I/O Mapping Acknowledge

Mirrors the value of UART1 CTS I/O Mapping Select.

IOMAN_UART1_ACK.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/O	UART1 RTS I/O Mapping Acknowledge

Mirrors the value of UART1 RTS I/O Mapping Select.

IOMAN_UART1_ACK.io_ack

Field	Bits	Sys Reset	Access	Description
io_ack	4	0	R/O	UART1 TX/RX I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART1 mode selected for TX and RX.

IOMAN_UART1_ACK.cts_io_ack

Field	Bits	Sys Reset	Access	Description
cts_io_ack	5	0	R/O	UART1 CTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART1 mode selected for CTS.

IOMAN_UART1_ACK.rts_io_ack

Field	Bits	Sys Reset	Access	Description
rts_io_ack	6	0	R/O	UART1 RTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART1 mode selected for RTS.

5.5.17 IOMAN_UART2_REQ

IOMAN_UART2_REQ.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/W	UART2 TX/RX I/O Mapping Select

- 0: Selects pin mapping A for UART2 TX and RX pins.
- 1: Selects pin mapping B for UART2 TX and RX pins.

IOMAN_UART2_REQ.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/W	UART2 CTS I/O Mapping Select

- 0: Selects pin mapping A for UART2 CTS pin.
- 1: Selects pin mapping B for UART2 CTS pin.

Normally, if both the CTS and RTS pins are enabled for a given UART port, then the CTS I/O Mapping Select and RTS I/O Mapping Select fields should both be set to the same value (both A or both B). This is due to the fact that the B mapping option is designed to swap the positions of the CTS and RTS pins. If one of the two

is set to pin mapping A and the other is set to pin mapping B, this will result in both CTS and RTS being mapped to the same physical pin, preventing them from functioning properly.

IOMAN_UART2_REQ.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/W	UART2 RTS I/O Mapping Select

- 0: Selects pin mapping A for UART2 RTS pin.
- 1: Selects pin mapping B for UART2 RTS pin.

Normally, if both the CTS and RTS pins are enabled for a given UART port, then the CTS I/O Mapping Select and RTS I/O Mapping Select fields should both be set to the same value (both A or both B). This is due to the fact that the B mapping option is designed to swap the positions of the CTS and RTS pins. If one of the two is set to pin mapping A and the other is set to pin mapping B, this will result in both CTS and RTS being mapped to the same physical pin, preventing them from functioning properly.

IOMAN_UART2_REQ.io_req

Field	Bits	Sys Reset	Access	Description
io_req	4	0	R/W	UART2 TX/RX I/O Request

- 0: No effect.
- 1: Requests UART2 mode for TX and RX pins.

IOMAN_UART2_REQ.cts_io_req

Field	Bits	Sys Reset	Access	Description
cts_io_req	5	0	R/W	UART2 CTS I/O Request

- 0: No effect.
- 1: Requests UART2 mode for CTS pin.

IOMAN_UART2_REQ.rts_io_req

Field	Bits	Sys Reset	Access	Description
rts_io_req	6	0	R/W	UART2 RTS I/O Request

- 0: No effect.
- 1: Requests UART2 mode for RTS pin.

5.5.18 IOMAN_UART2_ACK

IOMAN_UART2_ACK.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/O	UART2 TX/RX I/O Mapping Acknowledge

Mirrors the value of UART2 TX/RX I/O Mapping Select.

IOMAN_UART2_ACK.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/O	UART2 CTS I/O Mapping Acknowledge

Mirrors the value of UART2 CTS I/O Mapping Select.

IOMAN_UART2_ACK.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/O	UART2 RTS I/O Mapping Acknowledge

Mirrors the value of UART2 RTS I/O Mapping Select.

IOMAN_UART2_ACK.io_ack

Field	Bits	Sys Reset	Access	Description
io_ack	4	0	R/O	UART2 TX/RX I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART2 mode selected for TX and RX.

IOMAN_UART2_ACK.cts_io_ack

Field	Bits	Sys Reset	Access	Description
cts_io_ack	5	0	R/O	UART2 CTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART2 mode selected for CTS.

IOMAN_UART2_ACK.rts_io_ack

Field	Bits	Sys Reset	Access	Description
rts_io_ack	6	0	R/O	UART2 RTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART2 mode selected for RTS.

5.5.19 IOMAN_UART3_REQ

IOMAN_UART3_REQ.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/W	UART3 TX/RX I/O Mapping Select

- 0: Select pin mapping A for UART3 TX and RX pins
- 1: Select pin mapping B for UART3 TX and RX pins

IOMAN_UART3_REQ.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/W	UART3 CTS I/O Mapping Select

- 0: Select pin mapping A for UART3 CTS pin
- 1: Select pin mapping B for UART3 CTS pin

IOMAN_UART3_REQ.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/W	UART3 RTS I/O Mapping Select

- 0: Select pin mapping A for UART3 RTS pin
- 1: Select pin mapping B for UART3 RTS pin

IOMAN_UART3_REQ.io_req

Field	Bits	Sys Reset	Access	Description
io_req	4	0	R/W	UART3 TX/RX I/O Request

- 0: No effect.
- 1: Requests UART3 mode for TX and RX pins.

IOMAN_UART3_REQ.cts_io_req

Field	Bits	Sys Reset	Access	Description
cts_io_req	5	0	R/W	UART3 CTS I/O Request

- 0: No effect.
- 1: Requests UART3 mode for CTS pin.

IOMAN_UART3_REQ.rts_io_req

Field	Bits	Sys Reset	Access	Description
rts_io_req	6	0	R/W	UART3 RTS I/O Request

- 0: No effect.
- 1: Requests UART3 mode for RTS pin.

5.5.20 IOMAN_UART3_ACK

IOMAN_UART3_ACK.io_map

Field	Bits	Sys Reset	Access	Description
io_map	0	0	R/O	UART3 TX/RX I/O Mapping Acknowledge

Mirrors the value of UART3 TX/RX I/O Mapping Select.

IOMAN_UART3_ACK.cts_map

Field	Bits	Sys Reset	Access	Description
cts_map	1	0	R/O	UART3 CTS I/O Mapping Acknowledge

Mirrors the value of UART3 CTS I/O Mapping Select.

IOMAN_UART3_ACK.rts_map

Field	Bits	Sys Reset	Access	Description
rts_map	2	0	R/O	UART3 RTS I/O Mapping Acknowledge

Mirrors the value of UART3 RTS I/O Mapping Select.

IOMAN_UART3_ACK.io_ack

Field	Bits	Sys Reset	Access	Description
io_ack	4	0	R/O	UART3 TX/RX I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART3 mode selected for TX and RX.

IOMAN_UART3_ACK.cts_io_ack

Field	Bits	Sys Reset	Access	Description
cts_io_ack	5	0	R/O	UART3 CTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART3 mode selected for CTS.

IOMAN_UART3_ACK.rts_io_ack

Field	Bits	Sys Reset	Access	Description
rts_io_ack	6	0	R/O	UART3 RTS I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges UART3 mode selected for RTS.

5.5.21 IOMAN_I2CM0_REQ

IOMAN_I2CM0_REQ.mapping_req

Field	Bits	Sys Reset	Access	Description
mapping_req	4	0	R/W	I2C Master 0 I/O Request

- 0: No I/O request.
- 1: Requests I2C Master 0 mode for SCL and SDA.

IOMAN_I2CM0_REQ.scl_push_pull_req

Field	Bits	Sys Reset	Access	Description
scl_push_pull_req	5	0	R/W	I2C Master 0 SCL Push/Pull Mode Request

- 0: No I/O request.
- 1: Requests push/pull drive mode for SCL.

5.5.22 IOMAN_I2CM0_ACK

IOMAN_I2CM0_ACK.mapping_ack

Field	Bits	Sys Reset	Access	Description
mapping_ack	4	0	R/O	I2C Master 0 I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges I2C Master 0 mode selected for SCL and SDA.

5.5.23 IOMAN_I2CM1_REQ

IOMAN_I2CM1_REQ.mapping_req

Field	Bits	Sys Reset	Access	Description
mapping_req	4	0	R/W	I2C Master 1 I/O Request

- 0: No I/O request.
- 1: Requests I2C Master 1 mode for SCL and SDA.

IOMAN_I2CM1_REQ.scl_push_pull_req

Field	Bits	Sys Reset	Access	Description
scl_push_pull_req	5	0	R/W	I2C Master 1 SCL Push/Pull Mode Request

- 0: No I/O request.
- 1: Requests push/pull drive mode for SCL.

5.5.24 IOMAN_I2CM1_ACK

IOMAN_I2CM1_ACK.mapping_ack

Field	Bits	Sys Reset	Access	Description
mapping_ack	4	0	R/O	I2C Master 1 I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges I2C Master 1 mode selected for SCL and SDA.

5.5.25 IOMAN_I2CM2_REQ

IOMAN_I2CM2_REQ.mapping_req

Field	Bits	Sys Reset	Access	Description
mapping_req	4	0	R/W	I2C Master 2 I/O Request

- 0: No I/O request.
- 1: Requests I2C Master 2 mode for SCL and SDA.

IOMAN_I2CM2_REQ.scl_push_pull_req

Field	Bits	Sys Reset	Access	Description
scl_push_pull_req	5	0	R/W	I2C Master 2 SCL Push/Pull Mode Request

- 0: No I/O request.
- 1: Requests push/pull drive mode for SCL.

5.5.26 IOMAN_I2CM2_ACK

IOMAN_I2CM2_ACK.mapping_ack

Field	Bits	Sys Reset	Access	Description
mapping_ack	4	0	R/O	I2C Master 2 I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges I2C Master 2 mode selected for SCL and SDA.

5.5.27 IOMAN_I2CS_REQ

IOMAN_I2CS_REQ.io_sel

Field	Bits	Sys Reset	Access	Description
io_sel	1:0	0	R/W	I2C Slave I/O Mapping Select

- 0: Selects pin mapping A for I2C Slave SCL and SDA pins.
- 1: Selects pin mapping B for I2C Slave SCL and SDA pins.
- 2: Selects pin mapping C for I2C Slave SCL and SDA pins.

IOMAN_I2CS_REQ.mapping_req

Field	Bits	Sys Reset	Access	Description
mapping_req	4	0	R/W	I2C Slave I/O Request

- 0: No I/O request.
- 1: Requests I2C Slave mode for SCL and SDA pins.

5.5.28 IOMAN_I2CS_ACK

IOMAN_I2CS_ACK.io_sel

Field	Bits	Sys Reset	Access	Description
io_sel	1:0	00b	R/O	I2C Slave I/O Mapping Acknowledge

Mirror of I/O mapping select bits from I2CS_REQ.

IOMAN_I2CS_ACK.mapping_ack

Field	Bits	Sys Reset	Access	Description
mapping_ack	4	0	R/O	I2C Slave I/O Acknowledge

- 0: Mode not selected.
- 1: Acknowledges I2C Slave mode selected for SCL and SDA.

5.5.29 IOMAN_SPIM0_REQ

IOMAN_SPIM0_REQ.core_io_req

Field	Bits	Sys Reset	Access	Description
core_io_req	4	0	R/W	SPI Master 0 Core I/O Request

- 0: No effect.
- 1: Requests SPI Master 0 mode for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIM0_REQ.ss0_io_req

Field	Bits	Sys Reset	Access	Description
ss0_io_req	8	0	R/W	SPI Master 0 SS[0] I/O Request

- 0: No effect.
- 1: Requests SPI Master 0 mode for SS[0].

IOMAN_SPIM0_REQ.ss1_io_req

Field	Bits	Sys Reset	Access	Description
ss1_io_req	9	0	R/W	SPI Master 0 SS[1] I/O Request

- 0: No effect.
- 1: Requests SPI Master 0 mode for SS[1].

IOMAN_SPIM0_REQ.ss2_io_req

Field	Bits	Sys Reset	Access	Description
ss2_io_req	10	0	R/W	SPI Master 0 SS[2] I/O Request

- 0: No effect.
- 1: Requests SPI Master 0 mode for SS[2].

IOMAN_SPIM0_REQ.ss3_io_req

Field	Bits	Sys Reset	Access	Description
ss3_io_req	11	0	R/W	SPI Master 0 SS[3] I/O Request

- 0: No effect.
- 1: Requests SPI Master 0 mode for SS[3].

IOMAN_SPIM0_REQ.ss4_io_req

Field	Bits	Sys Reset	Access	Description
ss4_io_req	12	0	R/W	SPI Master 0 SS[4] I/O Request

- 0: No effect.
- 1: Requests SPI Master 0 mode for SS[4].

IOMAN_SPIM0_REQ.quad_io_req

Field	Bits	Sys Reset	Access	Description
quad_io_req	20	0	R/W	SPI Master 0 Quad I/O Request

- 0: No effect.
- 1: Requests SPI Master 0 mode for SDIO[2] and SDIO[3].

IOMAN_SPIM0_REQ.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	24	0	R/W	SPI Master 0 Fast Mode Request

1:Enables faster pad output transitions.

5.5.30 IOMAN_SPIM0_ACK

IOMAN_SPIM0_ACK.core_io_ack

Field	Bits	Sys Reset	Access	Description
core_io_ack	4	0	R/O	SPI Master 0 Core I/O Acknowledge

1:Acknowledges SPI Master 0 mode for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIM0_ACK.ss0_io_ack

Field	Bits	Sys Reset	Access	Description
ss0_io_ack	8	0	R/O	SPI Master 0 SS[0] I/O Acknowledge

1:Acknowledges SPI Master 0 mode for SS[0].

IOMAN_SPIM0_ACK.ss1_io_ack

Field	Bits	Sys Reset	Access	Description
ss1_io_ack	9	0	R/O	SPI Master 0 SS[1] I/O Acknowledge

1:Acknowledges SPI Master 0 mode for SS[1].

IOMAN_SPIM0_ACK.ss2_io_ack

Field	Bits	Sys Reset	Access	Description
ss2_io_ack	10	0	R/O	SPI Master 0 SS[2] I/O Acknowledge

1:Acknowledges SPI Master 0 mode for SS[2].

IOMAN_SPIM0_ACK.ss3_io_ack

Field	Bits	Sys Reset	Access	Description
ss3_io_ack	11	0	R/O	SPI Master 0 SS[3] I/O Acknowledge

1:Acknowledges SPI Master 0 mode for SS[3].

IOMAN_SPIM0_ACK.ss4_io_ack

Field	Bits	Sys Reset	Access	Description
ss4_io_ack	12	0	R/O	SPI Master 0 SS[4] I/O Acknowledge

1:Acknowledges SPI Master 0 mode for SS[4].

IOMAN_SPIM0_ACK.quad_io_ack

Field	Bits	Sys Reset	Access	Description
quad_io_ack	20	0	R/O	SPI Master 0 Quad I/O Acknowledge

1:Acknowledges SPI Master 0 mode for SDIO[2] and SDIO[3].

IOMAN_SPIM0_ACK.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	24	0	R/O	SPI Master 0 Fast Mode Acknowledge

Mirror of SPI Master 0 Fast Mode Request.

5.5.31 IOMAN_SPIM1_REQ

IOMAN_SPIM1_REQ.core_io_req

Field	Bits	Sys Reset	Access	Description
core_io_req	4	0	R/W	SPI Master 1 Core I/O Request

- 0: No effect.
- 1: Requests SPI Master 1 mode for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIM1_REQ.ss0_io_req

Field	Bits	Sys Reset	Access	Description
ss0_io_req	8	0	R/W	SPI Master 1 SS[0] I/O Request

- 0: No effect.
- 1: Requests SPI Master 1 mode for SS[0].

IOMAN_SPIM1_REQ.ss1_io_req

Field	Bits	Sys Reset	Access	Description
ss1_io_req	9	0	R/W	SPI Master 1 SS[1] I/O Request

- 0: No effect.
- 1: Requests SPI Master 1 mode for SS[1].

IOMAN_SPIM1_REQ.ss2_io_req

Field	Bits	Sys Reset	Access	Description
ss2_io_req	10	0	R/W	SPI Master 1 SS[2] I/O Request

- 0: No effect.
- 1: Requests SPI Master 1 mode for SS[2].

IOMAN_SPIM1_REQ.quad_io_req

Field	Bits	Sys Reset	Access	Description
quad_io_req	20	0	R/W	SPI Master 1 Quad I/O Request

- 0: No effect.
- 1: Requests SPI Master 1 mode for SDIO[2] and SDIO[3].

IOMAN_SPIM1_REQ.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	24	0	R/W	SPI Master 1 Fast Mode Request

1:Enables faster pad output transitions.

5.5.32 IOMAN_SPIM1_ACK

IOMAN_SPIM1_ACK.core_io_ack

Field	Bits	Sys Reset	Access	Description
core_io_ack	4	0	R/O	SPI Master 1 Core I/O Acknowledge

1:Acknowledges SPI Master 1 mode for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIM1_ACK.ss0_io_ack

Field	Bits	Sys Reset	Access	Description
ss0_io_ack	8	0	R/O	SPI Master 1 SS[0] I/O Acknowledge

1:Acknowledges SPI Master 1 mode for SS[0].

IOMAN_SPIM1_ACK.ss1_io_ack

Field	Bits	Sys Reset	Access	Description
ss1_io_ack	9	0	R/O	SPI Master 1 SS[1] I/O Acknowledge

1:Acknowledges SPI Master 1 mode for SS[1].

IOMAN_SPIM1_ACK.ss2_io_ack

Field	Bits	Sys Reset	Access	Description
ss2_io_ack	10	0	R/O	SPI Master 1 SS[2] I/O Acknowledge

1:Acknowledges SPI Master 1 mode for SS[2].

IOMAN_SPIM1_ACK.quad_io_ack

Field	Bits	Sys Reset	Access	Description
quad_io_ack	20	0	R/O	SPI Master 1 Quad I/O Acknowledge

1:Acknowledges SPI Master 1 mode for SDIO[2] and SDIO[3].

IOMAN_SPIM1_ACK.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	24	0	R/O	SPI Master 1 Fast Mode Acknowledge

Mirror of SPI Master 1 Fast Mode Request.

5.5.33 IOMAN_SPIM2_REQ

IOMAN_SPIM2_REQ.mapping_req

Field	Bits	Sys Reset	Access	Description
mapping_req	0	0	R/W	SPI Master 2 I/O Mapping Select

- 0: Select pin mapping A for SPI Master 2 pins
- 1: Select pin mapping B for SPI Master 2 pins

IOMAN_SPIM2_REQ.core_io_req

Field	Bits	Sys Reset	Access	Description
core_io_req	4	0	R/W	SPI Master 2 Core I/O Request

- 0: No effect.
- 1: Requests SPI Master 2 mode for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIM2_REQ.ss0_io_req

Field	Bits	Sys Reset	Access	Description
ss0_io_req	8	0	R/W	SPI Master 2 SS[0] I/O Request

- 0: No effect.
- 1: Requests SPI Master 2 mode for SS[0].

IOMAN_SPIM2_REQ.ss1_io_req

Field	Bits	Sys Reset	Access	Description
ss1_io_req	9	0	R/W	SPI Master 2 SS[1] I/O Request

- 0: No effect.
- 1: Requests SPI Master 2 mode for SS[1].

IOMAN_SPIM2_REQ.ss2_io_req

Field	Bits	Sys Reset	Access	Description
ss2_io_req	10	0	R/W	SPI Master 2 SS[2] I/O Request

- 0: No effect.
- 1: Requests SPI Master 2 mode for SS[2].

IOMAN_SPIM2_REQ.sr0_io_req

Field	Bits	Sys Reset	Access	Description
sr0_io_req	16	0	R/W	SPI Master 2 SR[0] I/O Request

- 0: No effect.
- 1: Requests SPI Master 2 mode for SR[0].

IOMAN_SPIM2_REQ.sr1_io_req

Field	Bits	Sys Reset	Access	Description
sr1_io_req	17	0	R/W	SPI Master 2 SR[1] I/O Request

- 0: No effect.
- 1: Requests SPI Master 2 mode for SR[1].

IOMAN_SPIM2_REQ.quad_io_req

Field	Bits	Sys Reset	Access	Description
quad_io_req	20	0	R/W	SPI Master 2 Quad I/O Request

- 0: No effect.
- 1: Requests SPI Master 2 mode for SDIO[2] and SDIO[3].

IOMAN_SPIM2_REQ.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	24	0	R/W	SPI Master 2 Fast Mode Request

1:Enables faster pad output transitions.

5.5.34 IOMAN_SPIM2_ACK

IOMAN_SPIM2_ACK.mapping_ack

Field	Bits	Sys Reset	Access	Description
mapping_ack	0	0	R/O	SPI Master 2 I/O Mapping Acknowledge

Mirror of SPI Master 2 I/O Mapping Select value.

IOMAN_SPIM2_ACK.core_io_ack

Field	Bits	Sys Reset	Access	Description
core_io_ack	4	0	R/O	SPI Master 2 Core I/O Acknowledge

1:Acknowledges SPI Master 2 mode for SCK, SDIO[0] and SDIO[1].

IOMAN_SPIM2_ACK.ss0_io_ack

Field	Bits	Sys Reset	Access	Description
ss0_io_ack	8	0	R/O	SPI Master 2 SS[0] I/O Acknowledge

1:Acknowledges SPI Master 2 mode for SS[0].

IOMAN_SPIM2_ACK.ss1_io_ack

Field	Bits	Sys Reset	Access	Description
ss1_io_ack	9	0	R/O	SPI Master 2 SS[1] I/O Acknowledge

1:Acknowledges SPI Master 2 mode for SS[1].

IOMAN_SPIM2_ACK.ss2_io_ack

Field	Bits	Sys Reset	Access	Description
ss2_io_ack	10	0	R/O	SPI Master 2 SS[2] I/O Acknowledge

1:Acknowledges SPI Master 2 mode for SS[2].

IOMAN_SPIM2_ACK.sr0_io_req

Field	Bits	Sys Reset	Access	Description
sr0_io_req	16	0	R/O	SPI Master 2 SR[0] I/O Acknowledge

1:Acknowledges SPI Master 2 mode for SR[0].

IOMAN_SPIM2_ACK.sr1_io_req

Field	Bits	Sys Reset	Access	Description
sr1_io_req	17	0	R/O	SPI Master 2 SR[1] I/O Acknowledge

1:Acknowledges SPI Master 2 mode for SR[1].

IOMAN_SPIM2_ACK.quad_io_ack

Field	Bits	Sys Reset	Access	Description
quad_io_ack	20	0	R/O	SPI Master 2 Quad I/O Acknowledge

1:Acknowledges SPI Master 2 mode for SDIO[2] and SDIO[3].

IOMAN_SPIM2_ACK.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	24	0	R/O	SPI Master 2 Fast Mode Acknowledge

Mirror of SPI Master 2 Fast Mode Request.

5.5.35 IOMAN_SPIB_REQ

IOMAN_SPIB_REQ.core_io_req

Field	Bits	Sys Reset	Access	Description
core_io_req	4	0	R/W	Reserved

Reserved; do not modify the value of this field.

IOMAN_SPIB_REQ.quad_io_req

Field	Bits	Sys Reset	Access	Description
quad_io_req	8	0	R/W	Reserved

Reserved; do not modify the value of this field.

IOMAN_SPIB_REQ.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	12	0	R/W	Reserved

Reserved; do not modify the value of this field.

5.5.36 IOMAN_SPIB_ACK

IOMAN_SPIB_ACK.core_io_ack

Field	Bits	Sys Reset	Access	Description
core_io_ack	4	0	R/O	Reserved

Reserved; do not modify the value of this field.

IOMAN_SPIB_ACK.quad_io_ack

Field	Bits	Sys Reset	Access	Description
quad_io_ack	8	0	R/O	Reserved

Reserved; do not modify the value of this field.

IOMAN_SPIB_ACK.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	12	0	R/O	Reserved

Reserved; do not modify the value of this field.

5.5.37 IOMAN_OWM_REQ

IOMAN_OWM_REQ.mapping_req

Field	Bits	Sys Reset	Access	Description
mapping_req	4	0	R/W	1-Wire Line I/O Request

1:Requests 1-Wire line mode for OWD.

IOMAN_OWM_REQ.epu_io_req

Field	Bits	Sys Reset	Access	Description
epu_io_req	5	0	R/W	External Pullup Control Line I/O Request

1:Requests 1-Wire external pullup control mode for EPU.

5.5.38 IOMAN_OWM_ACK

IOMAN_OWM_ACK.mapping_ack

Field	Bits	Sys Reset	Access	Description
mapping_ack	4	0	R/W	1-Wire Line I/O Acknowledge

1:Acknowledges 1-Wire line mode for OWD.

IOMAN_OWM_ACK.epu_io_ack

Field	Bits	Sys Reset	Access	Description
epu_io_ack	5	0	R/W	External Pullup Control Line I/O Acknowledge

1:Acknowledges 1-Wire external pullup control mode for EPU.

5.5.39 IOMAN_SPIS_REQ

IOMAN_SPIS_REQ.core_io_req

Field	Bits	Sys Reset	Access	Description
core_io_req	4	0	R/W	SPI Slave Core I/O Request

- 0: No effect.
- 1: Requests SPI Slave mode for SCK, SSEL, SDIO[0] and SDIO[1].

IOMAN_SPIS_REQ.quad_io_req

Field	Bits	Sys Reset	Access	Description
quad_io_req	8	0	R/W	SPI Slave Quad I/O Request

1:Requests SPI Slave mode for SDIO[2] and SDIO[3].

IOMAN_SPIS_REQ.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	12	0	R/W	SPI Slave Fast Mode Request

5.5.40 IOMAN_SPIS_ACK

IOMAN_SPIS_ACK.core_io_ack

Field	Bits	Sys Reset	Access	Description
core_io_ack	4	0	R/O	SPI Slave Core I/O Acknowledge

IOMAN_SPIS_ACK.quad_io_ack

Field	Bits	Sys Reset	Access	Description
quad_io_ack	8	0	R/O	SPI Slave Quad I/O Acknowledge

IOMAN_SPIS_ACK.fast_mode

Field	Bits	Sys Reset	Access	Description
fast_mode	12	0	R/O	SPI Slave Fast Mode Acknowledge

5.5.41 IOMAN_USE_VDDIOH_0

Sys Reset	Access	Description
0	R/W	Enable VDDIOH Register 0

This register selects the I/O supply rail to be used (VDDIO or VDDIOH) for GPIO pins P0.0 through P3.7. For each bit set to 0 (the default value), the corresponding GPIO pin will use V_{DDIO} as its supply rail. For each bit set to 1, the GPIO pin will use V_{DDIOH} as its supply rail.

- bit 0: setting for P0.0
- bit 1: setting for P0.1 ..
- bit 7: setting for P0.7
- bit 8: setting for P1.0 ..
- bit 15: setting for P1.7
- bit 16: setting for P2.0 ..
- bit 23: setting for P2.7
- bit 24: setting for P3.0 ..

- bit 31: setting for P3.7

5.5.42 IOMAN_USE_VDDIOH_1

Sys Reset	Access	Description
0	R/W	Enable VDDIOH Register 1

This register selects the I/O supply rail to be used (VDDIO or VDDIOH) for GPIO pins P4.0 through P6.0. For each bit set to 0 (the default value), the corresponding GPIO pin will use V_{DDIO} as its supply rail. For each bit set to 1, the GPIO pin will use V_{DDIOH} as its supply rail.

- bit 0: setting for P4.0
- bit 1: setting for P4.1 ..
- bit 7: setting for P4.7
- bit 8: setting for P5.0 ..
- bit 15: setting for P5.7
- bit 16: setting for P6.0
- bits 17 through 31: unused.

5.5.43 IOMAN_PAD_MODE

IOMAN_PAD_MODE.slow_mode

Field	Bits	Sys Reset	Access	Description
slow_mode	0	0	R/W	Reserved

Reserved. Do not modify the value of this field.

IOMAN_PAD_MODE.alt_rcvr_mode

Field	Bits	Sys Reset	Access	Description
alt_rcvr_mode	1	0	R/W	Reserved

Reserved. Do not modify the value of this field.

6 Peripheral Management Unit (PMU)

6.1 Overview

The Peripheral Management Unit (PMU) on the **MAX32620** is a DMA-based linked list processing engine. It allows low-overhead peripheral operations to be performed without the CPU, significantly reducing overall power consumption.

The PMU can perform operations and data transfers involving internal and external memory, as well as AHB/APB memory mapped peripherals. These operations can be performed while the CPU is active (LP3:RUN) in order to reduce the processing load on the CPU and allow the application to focus on other tasks, or while the CPU is in sleep mode (LP2:PMU) in order to reduce power consumption.

Key features of the PMU engine include:

- Six independent channels with round-robin scheduling to allow multiple parallel operations without requiring use of the CPU
- Suited for moving data to/from memory and peripherals
- Integrated AHB bus master
- Operates based on descriptor sequences located in memory
- Able to respond to peripheral interrupts and event flags without CPU interrupt handling
- May trigger interrupts to the CPU if needed
- Utilizing the PMU while the CPU is in sleep mode (LP2:PMU) reduces system power consumption

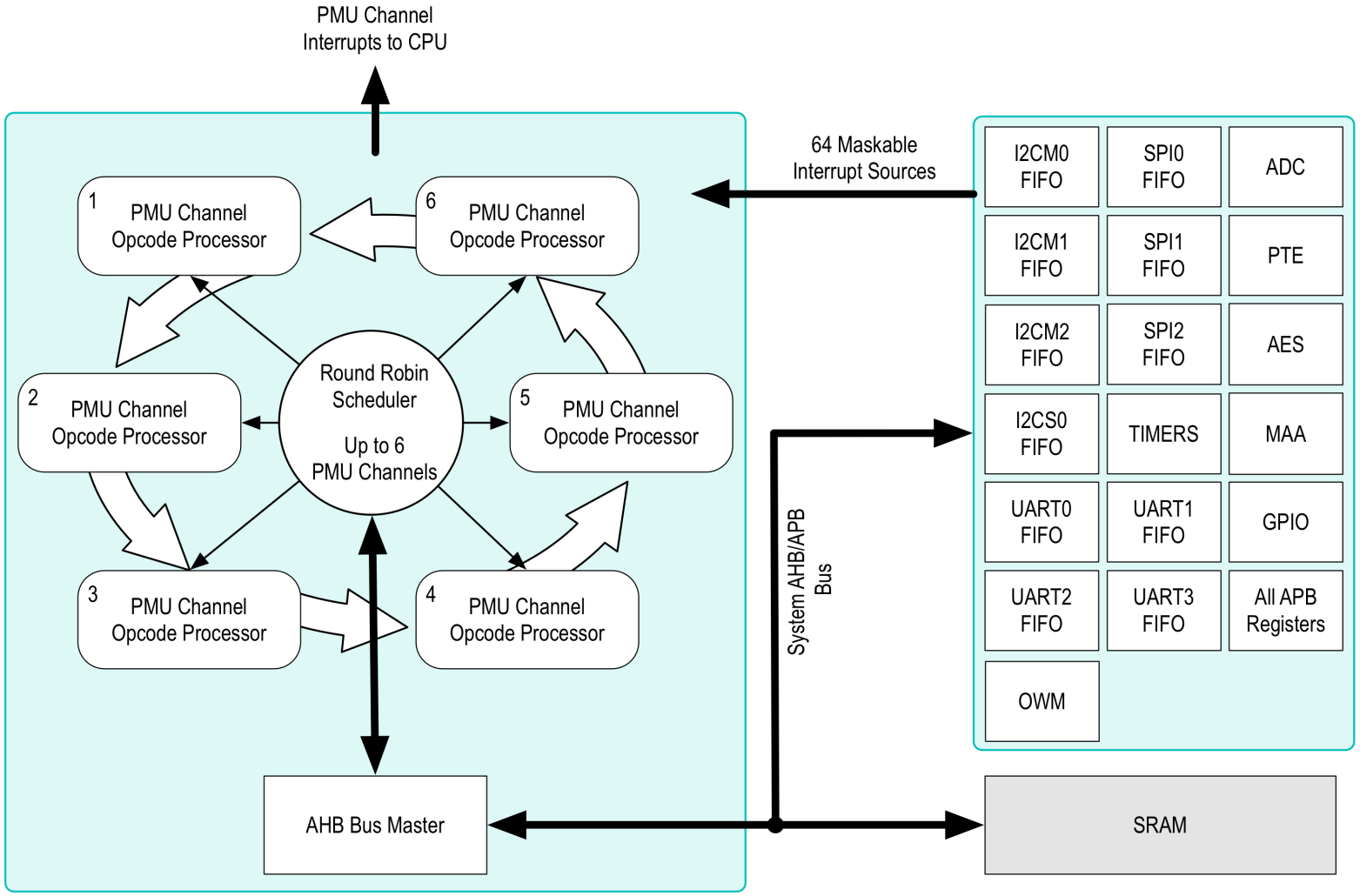


Figure 6.1: PMU Block Diagram

6.2 PMU Operation

The PMU is a six-channel, programmable DMA controller that executes user-defined PMU descriptor sequences. These descriptor sequences reside in the **MAX32620** memory space. Acting as an AHB master, the PMU can access any memory address in either the AHB or APB memory spaces. Each of the six channels runs independently and shares accesses to the AHB/APB address space using an internal round-robin arbiter, on a descriptor-by-descriptor basis, with priority encoding. Priority ranges from channel one with the highest priority and channel six with the lowest priority. The PMU runs from the PMU peripheral clock (per_clk_pmu) which runs at the same frequency as the CPU core (scaling configured by CLKMAN_SYS_CLK_CTRL_0_CM4).

6.2.1 PMU Operation Descriptors

Each active PMU channel independently executes a PMU descriptor sequence specific to that channel. A descriptor sequence is made up of one or more PMU descriptors, with each descriptor consisting of a 32-bit op code doubleword and one or more operand doublewords, as described below. When configuring a PMU channel for operation, the user specifies the address of the first PMU descriptor in the descriptor sequence. With the exception of descriptors that may change the next descriptor address (such as JUMP, LOOP and BRANCH), the PMU channel executes descriptors sequentially.

Descriptor execution for a given PMU channel automatically halts when a descriptor containing (STOP == 1) is executed or an error condition is encountered. A PMU channel can also be halted manually by clearing the enable bit in the channel's PMUn_CFG register. There is no limit to the number of descriptors that can be executed in a descriptor sequence.

Each PMU channel has two control registers that control the operation of the channel. The descriptor address register PMUn_DSCADR is used to set the 32-bit address of the first descriptor in the descriptor sequence. This register is also updated with the current descriptor address as the PMU channel executes each descriptor in the sequence. The channel configuration register PMUn_CFG is used to start and stop descriptor execution for that channel. This register also reports status and error information.

6.2.2 Setup and PMU Channel Start

Before using a PMU channel, the user must load the PMU descriptor sequence into SRAM or internal/external flash memory. Once the descriptor sequence has been written to memory, the user must set the starting address of the first descriptor using the PMUn_DSCADR register. To start channel execution, set the enable bit in the channel's PMUn_CFG register to 1. The PMU channel engine will then fetch the first descriptor in the sequence and begin processing.

Upon completion of the first PMU descriptor, subsequent descriptors are fetched sequentially from memory unless the descriptor address is changed by a JUMP, LOOP, or BRANCH descriptor. As each PMU descriptor is executed, the PMUn_DSCADR register is updated with the address of the next descriptor to be executed by the channel.

The end of the descriptor sequence is defined by a descriptor with the STOP bit set. Once the PMU channel executes a descriptor with (STOP == 1), the channel will halt execution. When this occurs, the enable bit will be cleared, and the PMUn_CFG.ll_stopped bit will be set to 1 by hardware to indicate the reason why the channel stopped executing.

6.2.3 PMU Channel Arbitration

The PMU is an AHB bus master, and allows each of the channels access to the AHB/APB memory space. Arbitration between PMU channels for access to the bus master is performed by a round-robin scheduler, on a descriptor-by-descriptor basis, with priority encoding.

For example: If three PMU channels are active, execution would start with channel 1, descriptor 1; then proceed to channel 2, descriptor 1; channel 3, descriptor 1; channel 1, descriptor 2; etc. If a channel is temporarily blocked due to a flow control condition, execution will move to the next active channel. For example, execution of a WAIT, POLL, or TRANSFER descriptor may cause a channel to stay at the same execution address for some time while the descriptor operation completes. But this does not block the round-robin arbitration for other active channels; these channels will continue executing in turn while the first channel completes its long operation.

6.3 PMU Descriptor Details

There are eight descriptor types which can be included in a PMU descriptor sequence. Each descriptor consists of one 32-bit descriptor op code doubleword and from one to four 32-bit descriptor parameter doublewords. The number of parameters varies according to the descriptor type, but all descriptors of a given type will always have the same number of parameters.

The available descriptor types and the total length of each type (in doublewords) is as follows:

- MOVE : 3 doublewords
- WRITE : 4 doublewords
- WAIT : 4 doublewords
- JUMP : 2 doublewords
- LOOP : 2 doublewords
- BRANCH : 5 doublewords
- POLL : 5 doublewords
- TRANSFER: 4 doublewords

6.3.1 MOVE Descriptor

The MOVE descriptor is used to copy a user-specified number of bytes from a read address location to a write address location. Read and write addresses may be in either the AHB or APB memory space. The read address and write address are specified (independently from each other) to be either fixed or incrementing. A fixed read/write address is used when reading from or writing to a FIFO or similar access point where the address does not need to change. An incrementing read/write address is used when reading from or writing to a standard memory structure such as the internal SRAM, or an internal working memory for a peripheral such as the MAA. AHB accesses may be 8-bit, 16-bit or 32-bit width as supported by the particular area of memory or the peripheral FIFO being accessed. All APB accesses are restricted to 32-bit width only.

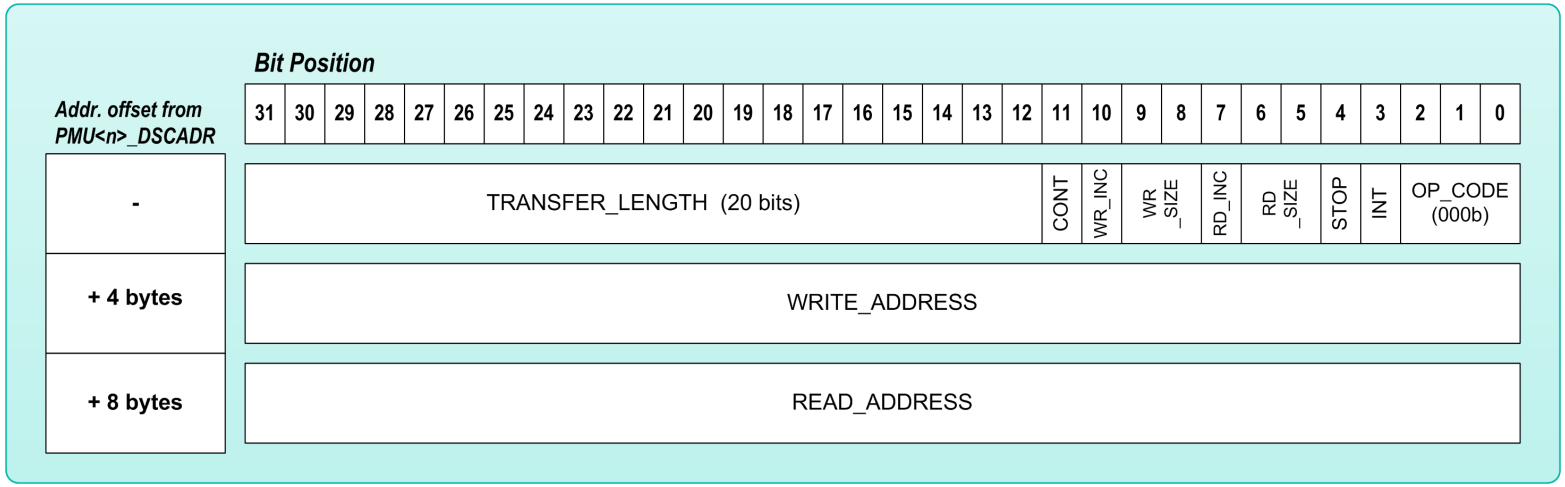


Figure 6.2: PMU MOVE Descriptor

6.3.1.1 OP_CODE

This three-bit field is set to 000b to define the descriptor as a MOVE descriptor.

6.3.1.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.1.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.1.4 RD_SIZE, WR_SIZE

These fields determine the width of memory access that will be used on the read side (source) and write side (destination) of the data transfer. Note that any access to APB register space requires the width to be 32-bit only; use of 8-bit or 16-bit width when accessing APB space will result in a bus error. When accessing AHB

areas, the widths for the read and write sides can be different; the PMU channel controller will automatically handle data packing/unpacking as needed.

RD SIZE	WR SIZE	Operation
00b	00b	Perform 8-bit reads and 8-bit writes
00b	01b	Perform 8-bit reads and pack data into 16-bit writes
00b	10b	Perform 8-bit reads and pack data into 32-bit writes
01b	00b	Perform 16-bit reads and unpack into 8-bit writes
01b	01b	Perform 16-bit reads and writes
01b	10b	Perform 16-bit reads and pack data into 32-bit writes
10b	00b	Perform 32-bit reads and unpack data into 8-bit writes
10b	01b	Perform 32-bit reads and unpack data into 16-bit writes
10b	10b	Perform 32-bit reads and writes
XX	11b	(Reserved)
11b	XX	(Reserved)

6.3.1.5 RD_INC

If this bit is set to 0, then read address auto-incrementing is disabled. This means that the same read address value will be used for all reads in this data transfer sequence. This is a useful setting when reading from FIFOs, where a single address location must be read repeatedly to unload data.

If this bit is set to 1, then read address auto-incrementing is enabled. This means that every read access in the data transfer will cause the read address pointer to automatically post-increment, based on the RD_SIZE width. For example, if RD_SIZE is set to 01b, then following each 16-bit read access in the data transfer sequence, the read address pointer will be incremented by 2. This is a useful setting when accessing SRAM or memory register files, where a different address is used to access each location in the memory area.

Note When executing a MOVE descriptor with (CONT == 1), the RD_INC bit must be set to the same value as the RD_INC bit from the previously-executed MOVE descriptor with (CONT == 0).

6.3.1.6 WR_INC

If this bit is set to 0, then write address auto-incrementing is disabled. This means that the same write address value will be used for all writes in this data transfer sequence. This is a useful setting when writing to FIFOs or similar locations, where a single address location must be written to repeatedly to load or process data.

If this bit is set to 1, then write address auto-incrementing is enabled. This means that every write access in the data transfer will cause the write address pointer to automatically post-increment, based on the WR_SIZE width. For example, if WR_SIZE is set to 00b, then following each 8-bit write access in the data transfer sequence, the write address pointer will be incremented by 1. This is a useful setting when accessing SRAM or memory register files, where a different address is used to access each location in the memory area.

Note When executing a MOVE descriptor with (CONT == 1), the WR_INC bit must be set to the same value as the WR_INC bit from the previously-executed MOVE descriptor with (CONT == 0).

6.3.1.7 CONT

Setting this bit to 1 allows a subsequent MOVE descriptor to continue operation using the read address, write address, and RD_INC and WR_INC values defined by a previous MOVE descriptor. Before a MOVE descriptor with (CONT == 1) can be executed, a previous MOVE descriptor with (CONT == 0) must be executed to initialize READ_ADDRESS, WRITE_ADDRESS, RD_INC and WR_INC.

If this bit is set to 0, the MOVE descriptor will not rely on any existing read and write settings from a previous MOVE descriptor and instead will use its own values for these fields.

6.3.1.8 TRANSFER_LENGTH

Total length of transfer **(in bytes)** from the read address to the write address.

6.3.1.9 WRITE_ADDRESS

This field specifies the write address used for the data transfer (or if WR_INC == 1, the starting write address).

Note When executing a MOVE descriptor with (CONT == 1), the WRITE_ADDRESS field must be set to the same value as the WRITE_ADDRESS field from the previously-executed MOVE descriptor with (CONT == 0). In this case, the contents of the WRITE_ADDRESS field in the MOVE descriptor with (CONT == 1) will not be used, but the two fields must still be set to identical values for proper operation.

6.3.1.10 READ_ADDRESS

This field specifies the read address used for the data transfer (or if RD_INC == 1, the starting read address).

Note When executing a MOVE descriptor with (CONT == 1), the READ_ADDRESS field must be set to the same value as the READ_ADDRESS field from the previously-executed MOVE descriptor with (CONT == 0). In this case, the contents of the READ_ADDRESS field in the MOVE descriptor with (CONT == 1) will not be used, but the two fields must still be set to identical values for proper operation.

6.3.2 WRITE Descriptor

The WRITE descriptor will cause the value specified by WRITE_VALUE to be written to the byte address location specified by WRITE_ADDRESS. Only bits set in the write mask field WRITE_MASK will be modified. This allows the user to set or clear individual bits in a 32-bit field. Write accesses may be in either the AHB or APB memory space. All accesses must be 32-bit width only.

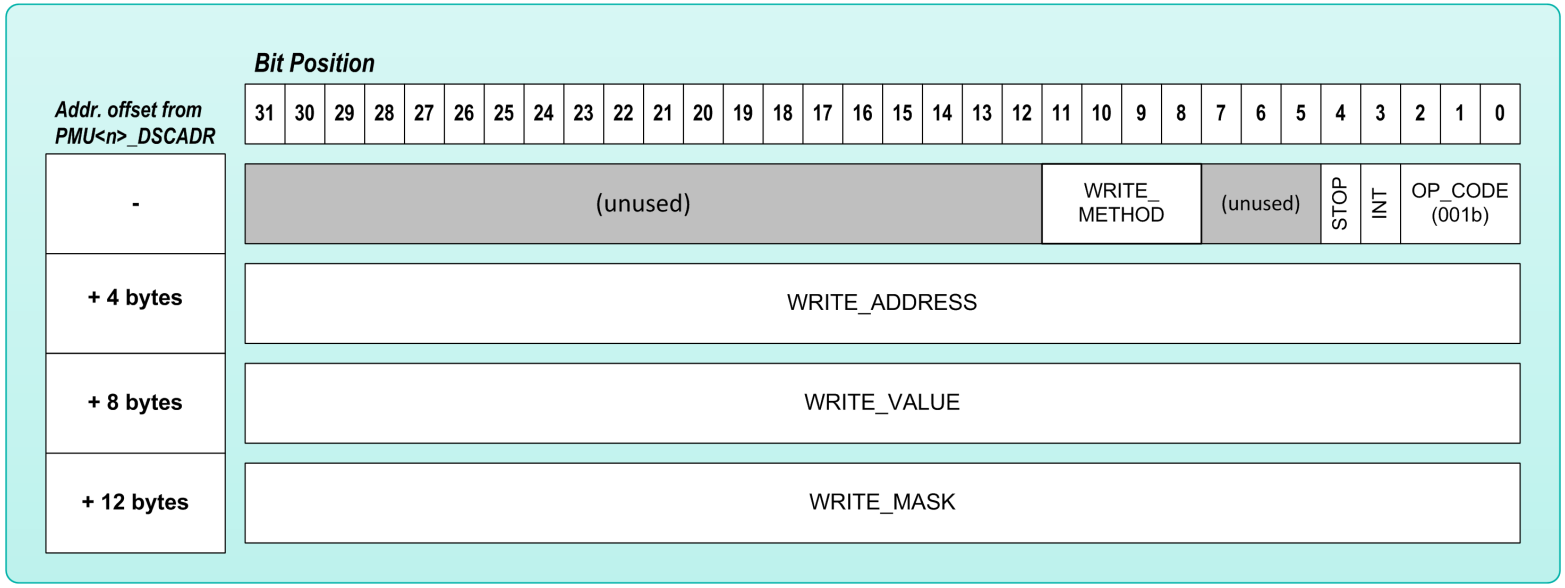


Figure 6.3: PMU WRITE Descriptor

6.3.2.1 OP_CODE

This three-bit field is set to 001b to define the descriptor as a WRITE descriptor.

6.3.2.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.2.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.2.4 WRITE_METHOD

The value of this field determines how the three input parameters for this operation (the WRITE_VALUE and WRITE_MASK in the descriptor, along with the current data value read from the WRITE_ADDRESS location) will be combined to determine the final value that is written back to the WRITE_ADDRESS destination. Depending on the type of WRITE_METHOD used, the WRITE_VALUE and WRITE_MASK parameters may or may not be used when determining the final value output. The value read from the WRITE_ADDRESS location (labeled in the table below as Read_Value) will always be used as part of this operation.

WRITE_METHOD	WRITE_VALUE Used	Mask Used	Value Written to WRITE_ADDRESS Location
0000b	Yes	Yes	(Read_Value AND (NOT WRITE_MASK)) OR WRITE_VALUE
0001b	No	No	Read_Value + 1 (unsigned)
0010b	No	No	Read_Value - 1 (unsigned)
0011b	No	No	Read_Value >> 1 (shifted right one bit, leftmost bit replaced with zero)
0100b	No	No	Read_Value << 1 (shifted left one bit, rightmost bit replaced with zero)
0101b	No	No	Read_Value rotated right one bit, bit 0 rotates around to bit position 31
0110b	No	No	Read_Value rotated left one bit, bit 31 rotates around to bit position 0
0111b	No	No	NOT Read_Value

1000b	No	Yes	Read_Value XOR WRITE_MASK (invert bits at positions set to 1 in WRITE_MASK)
1001b	No	Yes	Read_Value OR WRITE_MASK (set bits at positions set to 1 in WRITE_MASK)
1010b	No	Yes	Read_Value AND WRITE_MASK (clear bits at positions set to 0 in WRITE_MASK)

6.3.2.5 WRITE_ADDRESS

Address of location to be written to.

6.3.2.6 WRITE_VALUE

Value that will be written to the write location (only where the matching bits in the WRITE_MASK are also set to 1).

6.3.2.7 WRITE_MASK

This field determines which bits in WRITE_VALUE will be written to the destination. Bits in WRITE_MASK set to 1 indicate positions where new data will be written; bits set to 0 indicate positions where the data will not be changed.

6.3.3 WAIT Descriptor

The WAIT descriptor will cause the PMU channel to pause execution (remaining at the WAIT descriptor location) until one or more of the interrupt sources selected by the interrupt mask are set. If all bits in INT_MASK are zero, the WAIT descriptor will complete immediately (following any delay specified by WAIT + WAIT_COUNT) and the PMU channel will continue executing the descriptor sequence.

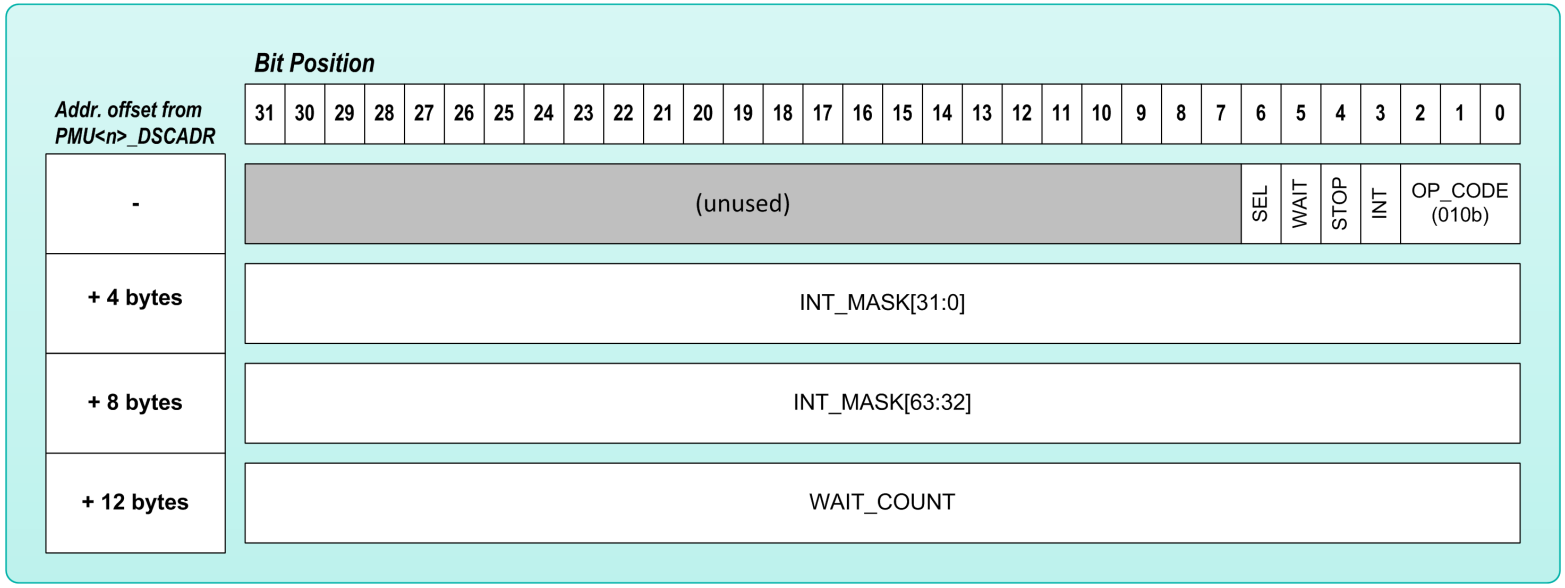


Figure 6.4: PMU WAIT Descriptor

6.3.3.1 OP_CODE

This three-bit field is set to 010b to define the descriptor as a WAIT descriptor.

6.3.3.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.3.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.3.4 WAIT

If this bit is set to 1, after the condition specified by INT_MASK has occurred, the PMU channel will delay for the number of PMU module clock specified by WAIT_COUNT before continuing on.

6.3.3.5 SEL

This bit determines which group of PMU interrupt sources will be used by the WAIT descriptor. If the SEL bit is set to 0, the first group will be used. If the SEL bit is set to 1, the second group will be used.

6.3.3.6 WAIT_COUNT

When (WAIT == 1), this field specifies the number of PMU module clocks for the PMU channel to delay after the INT_MASK condition has been satisfied.

6.3.3.7 INT_MASK

The interrupt mask field corresponds to the following interrupt sources available to the PMU.

The following interrupts are only used with the WAIT descriptor when the SEL bit is set to 0. These interrupts are generated by the Peripheral FIFOs automatically as listed below based on FIFO configuration registers. They *do not* require the user to clear or enable the interrupt source; they are self-clearing and enabled by the appropriate FIFO configuration registers as shown in the table below.

PMU FIFO Interrupt Sources for WAIT (when SEL=0) - Peripheral FIFO Generated

Bit	Source	Interrupt Set Condition	Interrupt Clear Condition
0	UART0 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART0_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
1	UART0 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART0_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
2	UART1 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART1_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold

3	UART1 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART1_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
4	UART2 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART2_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
5	UART2 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART2_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
6	UART3 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART3_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
7	UART3 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART3_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
8	SPIM0 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in SPIM0_FIFO_CTRL.tx_fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
9	SPIM0 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in SPIM0_FIFO_CTRL.rx_fifo_af_lvl	Self-clears when the RX FIFO level falls below this threshold
10	SPIM1 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in SPIM1_FIFO_CTRL.tx_fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
11	SPIM1 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in SPIM1_FIFO_CTRL.rx_fifo_af_lvl	Self-clears when the RX FIFO level falls below this threshold
12	SPIM2 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in SPIM2_FIFO_CTRL.tx_fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
13	SPIM2 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in SPIM2_FIFO_CTRL.rx_fifo_af_lvl	Self-clears when the RX FIFO level falls below this threshold

14	I2CM0 TX FIFO Empty	Set when no data is in the TX FIFO	Self-clears when the TX FIFO contains at least one byte of data
15	I2CM0 RX FIFO Not Empty	Set when the RX FIFO contains at least one byte of data	Self-clears when no data is in the RX FIFO
16	I2CM1 TX FIFO Empty	Set when no data is in the TX FIFO	Self-clears when the TX FIFO contains at least one byte of data
17	I2CM1 RX FIFO Not Empty	Set when the RX FIFO contains at least one byte of data	Self-clears when no data is in the RX FIFO
18	I2CM2 TX FIFO Empty	Set when no data is in the TX FIFO	Self-clears when the TX FIFO contains at least one byte of data
19	I2CM2 RX FIFO Not Empty	Set when the RX FIFO contains at least one byte of data	Self-clears when no data is in the RX FIFO

The remaining interrupts (when SEL=0), shown below, *must be enabled* through the appropriate peripheral register and also *cleared* after the interrupt becomes set.

PMU Interrupt Event Table (when SEL=0) for WAIT Descriptor

Interrupt Bit	Source	Enable and Clear
20	SPIM0 rx_stalled OR tx_ready OR tx_stalled	SPIM0_INTEN.rx_stalled, SPIM0_INTEN.tx_stalled or SPIM0_INTEN.tx_ready to enable; SPIM0_INTFL.rx_stalled, SPIM0_INTFL.tx_stalled or SPIM0_INTFL.tx_readyto clear (W1C)
21	SPIM1 rx_stalled OR tx_ready OR tx_stalled	SPIM1_INTEN.rx_stalled, SPIM1_INTEN.tx_stalled or SPIM1_INTEN.tx_ready to enable; SPIM1_INTFL.rx_stalled, SPIM1_INTFL.tx_stalled or SPIM1_INTFL.tx_readyto clear (W1C)
22	SPIM2 rx_stalled OR tx_ready OR tx_stalled	SPIM2_INTEN.rx_stalled, SPIM2_INTEN.tx_stalled or SPIM2_INTEN.tx_ready to enable; SPIM2_INTFL.rx_stalled, SPIM2_INTFL.tx_stalled or SPIM2_INTFL.tx_readyto clear (W1C)
23	Reserved	Reserved

24	I2CM0 TX Finished	I2CM0_INTEN.tx_done to enable, I2CM0_INTFL.tx_done to clear (W1C)
25	I2CM1 TX Finished	I2CM1_INTEN.tx_done to enable, I2CM1_INTFL.tx_done to clear (W1C)
26	I2CM2 TX Finished	I2CM2_INTEN.tx_done to enable, I2CM2_INTFL.tx_done to clear (W1C)
27	I2CS Byte(s) Updated	Set one or more bits in I2CS_INTEN to enable, clear corresponding flags in I2CS_INTFL when set (W1C)
28	ADC Done	ADC_INTR.adc_done_ie to enable, ADC_INTR.adc_done_if to clear (W1C)
29	ADC Ready	ADC_INTR.adc_ref_ready_ie to enable, ADC_INTR.adc_ref_ready_if to clear (W1C)
30	ADC Sample Above High Limit	ADC_INTR.adc_hi_limit_ie to enable, ADC_INTR.adc_hi_limit_if to clear (W1C)
31	ADC Sample Below Low Limit	ADC_INTR.adc_lo_limit_ie to enable, ADC_INTR.adc_lo_limit_if to clear (W1C)
32	RTC Timer Match (Comparator 0)	RTCTMR_INTEN.comp0 to enable, RTCTMR_FLAGS.comp0 to clear (W1C)
33	RTC Timer Match (Comparator 1)	RTCTMR_INTEN.comp1 to enable, RTCTMR_FLAGS.comp1 to clear (W1C)
34	RTC Prescaler Interval	RTCTMR_INTEN.prescale_comp to enable, RTCTMR_FLAGS.prescale_comp to clear (W1C)
35	RTC Timer Overflow	RTCTMR_INTEN.overflow to enable, RTCTMR_FLAGS.overflow to clear (W1C)
36	Pulse Train 0 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 0 is disabled.
37	Pulse Train 1 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 1 is disabled.
38	Pulse Train 2 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 2 is disabled.

39	Pulse Train 3 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 3 is disabled.
40	Pulse Train 4 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 4 is disabled.
41	Pulse Train 5 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 5 is disabled.
42	Pulse Train 6 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 6 is disabled.
43	Pulse Train 7 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 7 is disabled.
44	Pulse Train 8 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 8 is disabled.
45	Pulse Train 9 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 9 is disabled.
46	Pulse Train 10 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 10 is disabled.
47	Pulse Train 11 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 11 is disabled.
48	Timer0 32-bit or 16-bit interrupts	TMR0_INTEN.timer0 to enable, TMR0_INTFL.timer0 to clear
49	Timer1 32-bit or 16-bit interrupts	TMR1_INTEN.timer0 to enable, TMR1_INTFL.timer0 to clear
50	Timer2 32-bit or 16-bit interrupts	TMR2_INTEN.timer0 to enable, TMR2_INTFL.timer0 to clear
51	Timer3 32-bit or 16-bit interrupts	TMR3_INTEN.timer0 to enable, TMR3_INTFL.timer0 to clear
52	Timer4 32-bit or 16-bit interrupts	TMR4_INTEN.timer0 to enable, TMR4_INTFL.timer0 to clear
53	Timer5 32-bit or 16-bit interrupts	TMR5_INTEN.timer0 to enable, TMR5_INTFL.timer0 to clear

54	Interrupt(s) on Port 0 GPIO	GPIO_INT_MODE_P0.pin[7:0] to enable, GPIO_INTFL_P0.pin[7:0] to clear (W1C)
55	Interrupt(s) on Port 1 GPIO	GPIO_INT_MODE_P1.pin[7:0] to enable, GPIO_INTFL_P1.pin[7:0] to clear (W1C)
56	Interrupt(s) on Port 2 GPIO	GPIO_INT_MODE_P2.pin[7:0] to enable, GPIO_INTFL_P2.pin[7:0] to clear (W1C)
57	Interrupt(s) on Port 3 GPIO	GPIO_INT_MODE_P3.pin[7:0] to enable, GPIO_INTFL_P3.pin[7:0] to clear (W1C)
58	Interrupt(s) on Port 4 GPIO	GPIO_INT_MODE_P4.pin[7:0] to enable, GPIO_INTFL_P4.pin[7:0] to clear (W1C)
59	Interrupt(s) on Port 5 GPIO	GPIO_INT_MODE_P5.pin[7:0] to enable, GPIO_INTFL_P5.pin[7:0] to clear (W1C)
60	Interrupt(s) on Port 6 GPIO	GPIO_INT_MODE_P6.pin[7:0] to enable, GPIO_INTFL_P6.pin[7:0] to clear (W1C)
61	AES done	AES_CTRL.inten to enable, AES_CTRL.intfl to clear (W1C)
62	MAA done (**MAX32621** only)	MAA_CTRL.inten to enable, MAA_CTRL.if_done to clear (W1C)
63	1-Wire Master Interrupt (Reset Done)	OWM_INTEN.ow_reset_done to enable, OWM_INTFL.ow_reset_done to clear (W1C)
63	1-Wire Master Interrupt (TX Data Empty)	OWM_INTEN.tx_data_empty to enable, OWM_INTFL.tx_data_empty to clear (W1C)
63	1-Wire Master Interrupt (RX Data Ready)	OWM_INTEN.rx_data_ready to enable, OWM_INTFL.rx_data_ready to clear (W1C)
63	1-Wire Master Interrupt (Line Short)	OWM_INTEN.line_short to enable, OWM_INTFL.line_short to clear (W1C)
63	1-Wire Master Interrupt (Line Low)	OWM_INTEN.line_low to enable, OWM_INTFL.line_low to clear (W1C)

When SEL=1, all interrupts used by the WAIT descriptor must be enabled and cleared manually by firmware; there are no self-clearing interrupt sources in this mode.

PMU Interrupt Event Table (when SEL=1) for WAIT Descriptor

Interrupt Bit	Source	Enable and Clear
0	Reserved	Reserved
1	Reserved	Reserved
2	Pulse Train 12 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 12 is disabled. Auto-clears.
3	Pulse Train 13 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 13 is disabled. Auto-clears.
4	Pulse Train 14 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 14 is disabled. Auto-clears.
5	Pulse Train 15 Disabled	Does not require enable. This PMU interrupt source is set to 1 whenever pulse train 15 is disabled. Auto-clears.
6	Pulse Train 0 Stopped	PTG_INTEN.pt0 to enable, PTG_INTFL.pt0 to clear
7	Pulse Train 1 Stopped	PTG_INTEN.pt1 to enable, PTG_INTFL.pt1 to clear
8	Pulse Train 2 Stopped	PTG_INTEN.pt2 to enable, PTG_INTFL.pt2 to clear
9	Pulse Train 3 Stopped	PTG_INTEN.pt3 to enable, PTG_INTFL.pt3 to clear
10	Pulse Train 4 Stopped	PTG_INTEN.pt4 to enable, PTG_INTFL.pt4 to clear
11	Pulse Train 5 Stopped	PTG_INTEN.pt5 to enable, PTG_INTFL.pt5 to clear
12	Pulse Train 6 Stopped	PTG_INTEN.pt6 to enable, PTG_INTFL.pt6 to clear
13	Pulse Train 7 Stopped	PTG_INTEN.pt7 to enable, PTG_INTFL.pt7 to clear
14	Pulse Train 8 Stopped	PTG_INTEN.pt8 to enable, PTG_INTFL.pt8 to clear
15	Pulse Train 9 Stopped	PTG_INTEN.pt9 to enable, PTG_INTFL.pt9 to clear
16	Pulse Train 10 Stopped	PTG_INTEN.pt10 to enable, PTG_INTFL.pt10 to clear
17	Pulse Train 11 Stopped	PTG_INTEN.pt11 to enable, PTG_INTFL.pt11 to clear

18	Pulse Train 12 Stopped	PTG_INTEN.pt12 to enable, PTG_INTFL.pt12 to clear
19	Pulse Train 13 Stopped	PTG_INTEN.pt13 to enable, PTG_INTFL.pt13 to clear
20	Pulse Train 14 Stopped	PTG_INTEN.pt14 to enable, PTG_INTFL.pt14 to clear
21	Pulse Train 15 Stopped	PTG_INTEN.pt15 to enable, PTG_INTFL.pt15 to clear
22	SPIS TX FIFO Almost Empty	SPIS_INTEN.tx_fifo_ae to enable, SPIS_INTFL.tx_fifo_ae to clear (W1C)
23	SPIS RX FIFO Almost Full	SPIS_INTEN.rx_fifo_af to enable, SPIS_INTFL.rx_fifo_af to clear (W1C)
24	SPIS TX FIFO No Data	SPIS_INTEN.tx_no_data to enable, SPIS_INTFL.tx_no_data to clear (W1C)
25	SPIS RX Data Lost	SPIS_INTEN.rx_lost_data to enable, SPIS_INTFL.rx_lost_data to clear (W1C)
26	SPIM0 TX Ready	SPIM0_INTEN.tx_ready to enable, SPIM0_INTFL.tx_readyto clear (W1C)
27	SPIM1 TX Ready	SPIM1_INTEN.tx_ready to enable, SPIM1_INTFL.tx_readyto clear (W1C)
28	SPIM2 TX Ready	SPIM2_INTEN.tx_ready to enable, SPIM2_INTFL.tx_readyto clear (W1C)
29	UART0 TX Done	Does not require enable. This PMU interrupt source is set to 1 whenever the UART has completed a TX cycle. Auto-clears.
30	UART1 TX Done	Does not require enable. This PMU interrupt source is set to 1 whenever the UART has completed a TX cycle. Auto-clears.
31	UART2 TX Done	Does not require enable. This PMU interrupt source is set to 1 whenever the UART has completed a TX cycle. Auto-clears.

32	UART3 TX Done	Does not require enable. This PMU interrupt source is set to 1 whenever the UART has completed a TX cycle. Auto-clears.
33	UART0 RX Data Ready	Does not require enable. This PMU interrupt source is set to 1 whenever there is data available in the RX FIFO. Auto-clears.
34	UART1 RX Data Ready	Does not require enable. This PMU interrupt source is set to 1 whenever there is data available in the RX FIFO. Auto-clears.
35	UART2 RX Data Ready	Does not require enable. This PMU interrupt source is set to 1 whenever there is data available in the RX FIFO. Auto-clears.
36	UART3 RX Data Ready	Does not require enable. This PMU interrupt source is set to 1 whenever there is data available in the RX FIFO. Auto-clears.

6.3.4 JUMP Descriptor

The JUMP op code causes the PMU engine to fetch the next descriptor at the specified address.

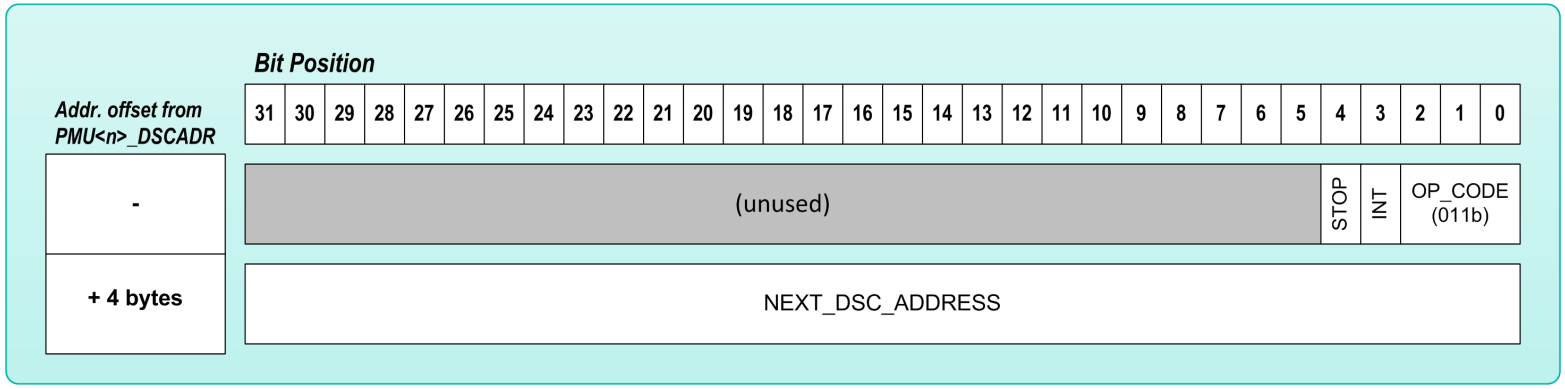


Figure 6.5: PMU JUMP Descriptor

6.3.4.1 OP_CODE

This three-bit field is set to 011b to define the descriptor as a JUMP descriptor.

6.3.4.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.4.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.4.4 NEXT_DSC_ADDRESS

This field specifies the jump destination, which is the next descriptor address that will be fetched by the PMU channel.

6.3.5 LOOP Descriptor

Each PMU channel contains two internal loop counters, referred to in this section as loop_count[0] and loop_count[1]. These counters are not visible to the CPU.

The LOOP descriptor causes the PMU channel to perform one of the three actions below (using the loop counter specified by SEL) as follows.

- If loop_count[SEL]=0, the PMU channel is at the beginning of the loop sequence. In this case, the loop counter will be loaded with the initial loop count. For loop_count[0], this initial loop count is loaded from PMUn_LOOP.counter_0. For loop_count[1], this initial loop count is loaded from PMUn_LOOP.counter_1. Since these initial loop counts are contained in register fields instead of inside the LOOP descriptor, they must be initialized before the PMU channel begins executing the descriptor sequence. Executing the LOOP descriptor does not alter the values in PMUn_LOOP.counter_0 or PMUn_LOOP.counter_1. After loop_count[SEL] has been loaded, the PMU channel decrements loop_count[SEL] by 1 and branches to the address contained in LOOP_NEXT_DSC_ADDRESS to continue execution.
- If loop_count[SEL]>1, the PMU channel has not reached the end of the loop. In this case, the PMU channel decrements loop_count[SEL] by 1 and branches to the address contained in LOOP_NEXT_DSC_ADDRESS to continue execution.
- If loop_count[SEL]=0, the PMU channel is at the end of the loop. In this case, the STOP and INT fields will be checked at this point. The PMU channel will then move to the next descriptor in memory to continue execution.

The loop counters are 'sticky counters' since their initial loop count value is not modified when executing the loop sequence. This means that multiple loops in the descriptor sequence may be defined using the same loop counter. However, loops using the same loop counter cannot be nested.

One loop can be nested inside another loop, as long the two loops use different loop counters.

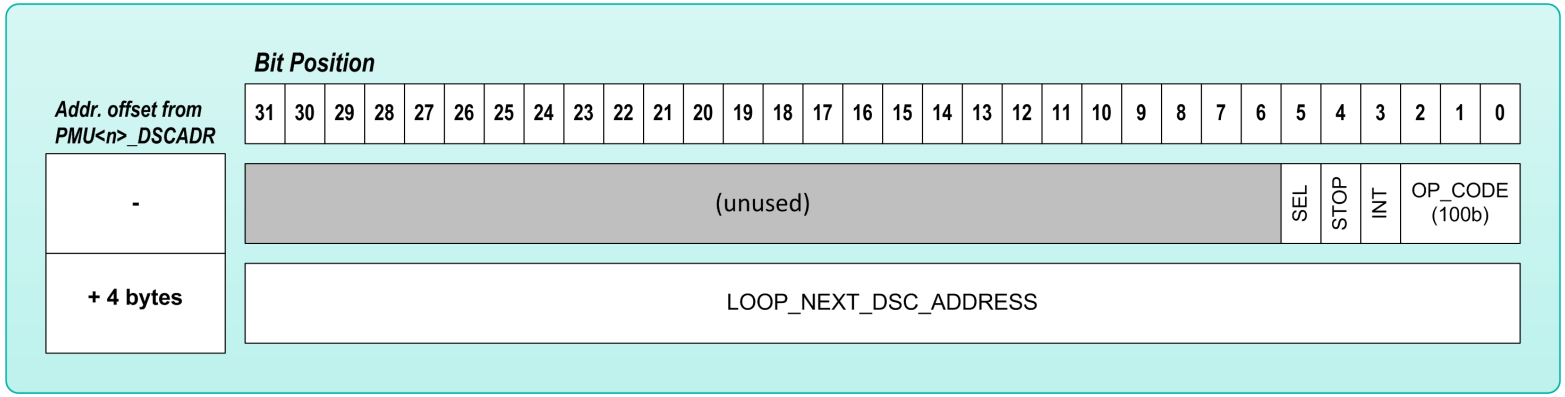


Figure 6.6: PMU LOOP Descriptor

6.3.5.1 OP_CODE

This three-bit field is set to 100b to define the descriptor as a LOOP descriptor.

6.3.5.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.5.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.5.4 SEL

This bit selects whether loop counter 0 (SEL == 0) or loop counter 1 (SEL == 1) is used when executing this descriptor.

6.3.5.5 NEXT_DSC_ADDRESS

This field specifies the loop destination; if the specified loop counter has not reached zero, the next descriptor will be fetched from this address.

6.3.6 POLL Descriptor

The POLL descriptor will cause the PMU engine to pause, wait for the specified polling interval to occur, and then read the specified address location. Read accesses may be in either the AHB or APB memory space. When the bit(s) set in the data mask match those in the expected data field, the execution of this descriptor will terminate. The polling interval is specified in system clocks.

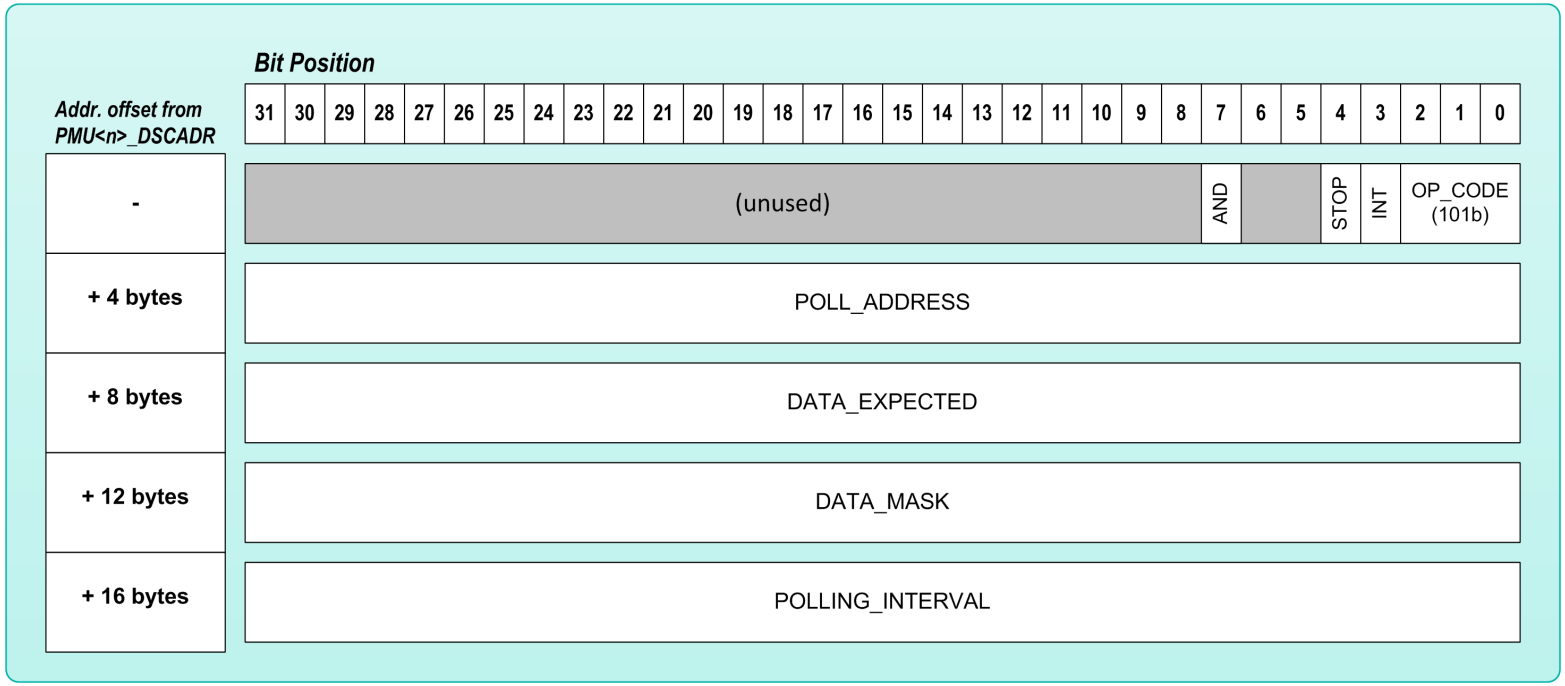


Figure 6.7: PMU POLL Descriptor

6.3.6.1 OP_CODE

This three-bit field is set to 101b to define the descriptor as a POLL descriptor.

6.3.6.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.6.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.6.4 AND

This bit, when set to 1, will require the data read to match the expected data in all positions that have bits set in the data mask. Otherwise, polling will complete when the data read matches the expected data in any bit position that has a bit set in the data mask.

6.3.6.5 POLL_ADDRESS

Address location which will be read to retrieve data.

6.3.6.6 DATA_EXPECTED

For each bit position in DATA_MASK set to 1, the corresponding bit in this field will be compared against the same bit of data retrieved from POLL_ADDRESS.

6.3.6.7 DATA_MASK

Determines which locations in DATA_EXPECTED will be checked against the data read from POLL_ADDRESS. Only bits which have corresponding bits in DATA_MASK set to 1 will be checked.

6.3.6.8 POLLING_INTERVAL

Number of PMU peripheral clocks for the PMU channel to delay between polling cycles.

6.3.7 BRANCH Descriptor

The BRANCH descriptor causes the PMU engine to read from the specified address location and jump to BRANCH_NEXT_DSC_ADDRESS when the branch condition is met using the specified bits in the data mask. If the branch condition is either $\leq$, $\geq$, $<$, or $>$ the AND bit is ignored. If the branch condition is not met,

the PMU channel moves to the next descriptor in memory and continues execution. Read accesses must be 32-bit width only and may be in either the AHB or APB memory space.

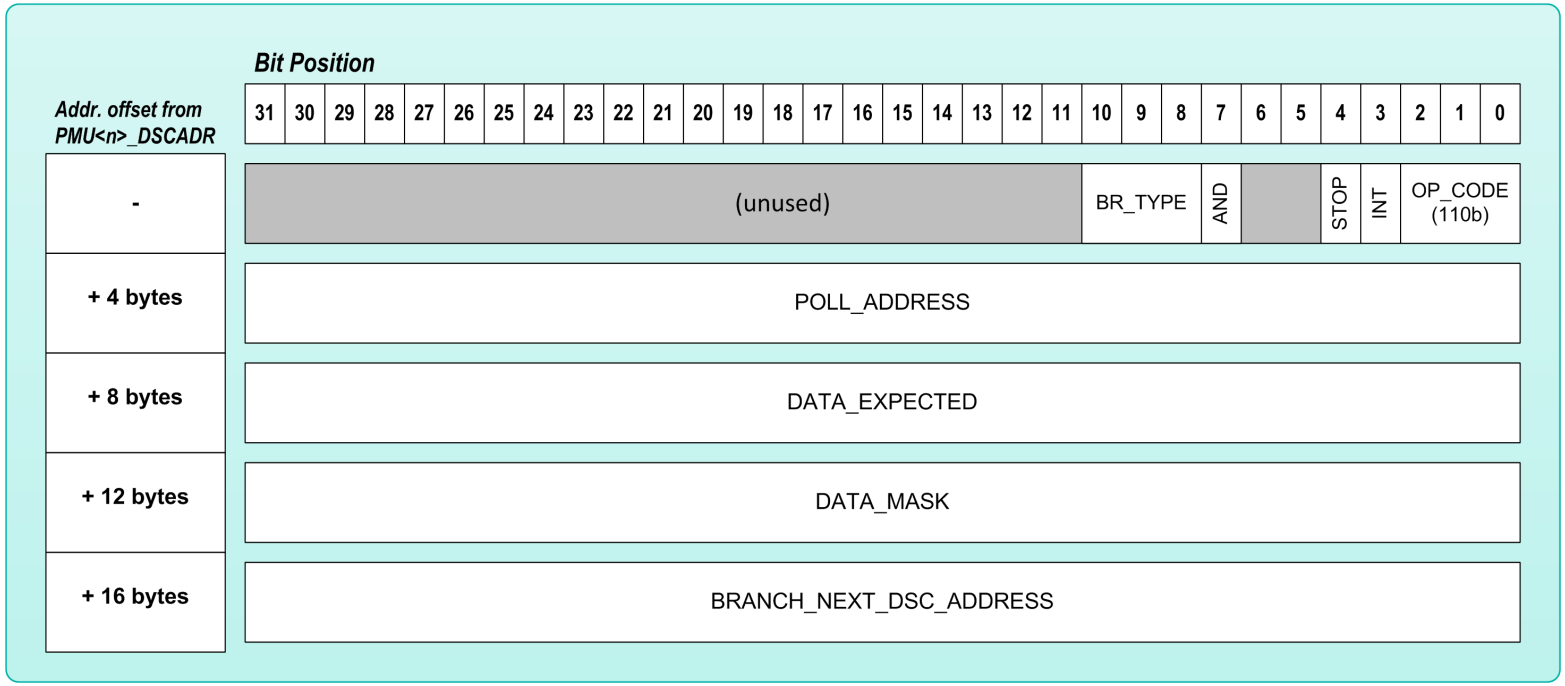


Figure 6.8: PMU BRANCH Descriptor

6.3.7.1 OP_CODE

This three-bit field is set to 110b to define the descriptor as a BRANCH descriptor.

6.3.7.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.7.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.7.4 AND

Ignored if BRANCH_TYPE is $\leq$, $\geq$, $<$, or $>$.

This bit, when set to 1, will require that all bits set in the data mask match the expected value in the data read from the poll address in order to avoid a branch. Otherwise, a branch will be avoided when any of the bits set in the data mask match the expected value.

Branch Type	AND Bit	Action
Branch Not Equal	0	Using the bits specified in the data mask, if all of the bits in the polled data are not equal to the expected data, the branch will be taken.
	1	Using the bits specified in the data mask, if any of the bits in the polled data are not equal to the expected data, the branch will be taken.
Branch Equal	0	Using the bits specified in the data mask, if any of the bits in the polled data are equal to the expected data, the branch will be taken.
	1	Using the bits specified in the data mask, if all of the bits in the polled data are equal to the expected data, the branch will be taken.

6.3.7.5 BR_TYPE

Branch Type	Description	Branch Taken
000	Branch Not Equal	Polled data is not equal to expected data
001	Branch Equal	Polled data equals expected data
010	Branch Less Than or Equal	Polled data is less than or equal to expected data
011	Branch Greater Than or Equal	Polled data is greater than or equal to expected data
100	Branch Less Than	Polled data is less than expected data
101	Branch Greater Than	Polled data is greater than expected data

Branch Type	Description	Branch Taken
11X	Reserved	

6.3.7.6 POLL_ADDRESS

Address location which will be read to retrieve data.

6.3.7.7 DATA_EXPECTED

For each bit position in DATA_MASK set to 1, the corresponding bit in this field will be compared against the same bit of data retrieved from POLL_ADDRESS.

6.3.7.8 DATA_MASK

Determines which locations in DATA_EXPECTED will be checked against the data read from POLL_ADDRESS. Only bits which have corresponding bits in DATA_MASK set to 1 will be checked.

6.3.7.9 BRANCH_NEXT_DSC_ADDRESS

This field specifies the destination branch address, which is the address of the next descriptor that will be fetched by the PMU channel if the branch is taken.

6.3.8 TRANSFER Descriptor

The TRANSFER descriptor is used to move a user specified total block of data **(with length specified in bytes)** from the read address location to the write address location in burst size blocks (in bytes) as specified by the user. Transfers are only performed while the specified bit(s) in the interrupt mask are set.

The TRANSFER op code will continue to execute until the total number of bytes has been transferred, as specified by TRANSFER_LENGTH. This op code combines the functionality of the WAIT, MOVE, and JUMP op codes into a single op code and is particularly useful for servicing the FIFOs on various peripherals. Read and write accesses may be in either the AHB or APB memory space. APB accesses are restricted to 32-bit accesses. The descriptor bit settings and operands are shown below.

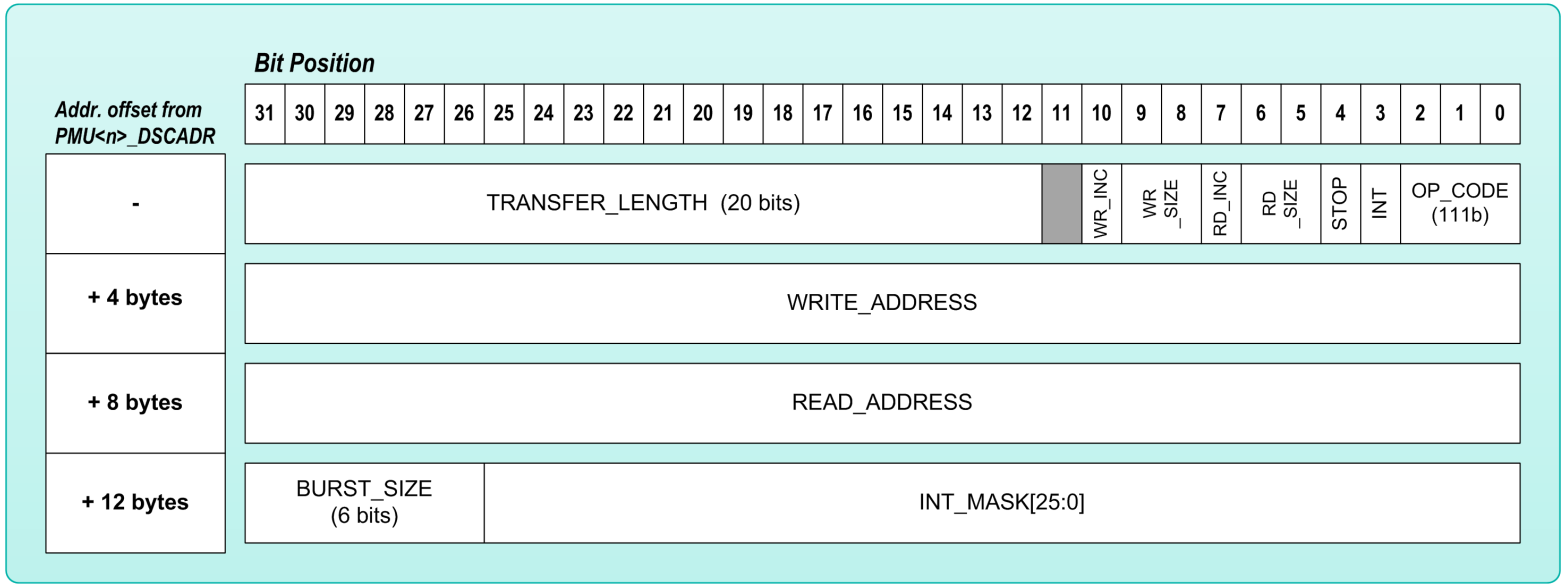


Figure 6.9: PMU TRANSFER Descriptor

6.3.8.1 OP_CODE

This three-bit field is set to 111b to define the descriptor as a TRANSFER descriptor.

6.3.8.2 INT

If this bit is set to 1, the interrupt flag for the current channel will be set to 1 after the channel completes execution of this descriptor.

6.3.8.3 STOP

If this bit is set to 1, once the PMU channel completes execution of this descriptor, the PMU channel will halt execution. When this occurs, the ll_stopped flag for the current channel will be set to 1 by hardware to indicate that the PMU descriptor sequence has completed execution.

6.3.8.4 RD_SIZE, WR_SIZE

These fields determine the width of memory access that will be used on the read side (source) and write side (destination) of the data transfer. Note that any access to APB register space requires the width to be 32-bit only; use of 8-bit or 16-bit width when accessing APB space will result in a bus error. When accessing AHB areas, the widths for the read and write sides can be different; the PMU channel controller will automatically handle data packing/unpacking as needed.

RD SIZE	WR SIZE	Operation
00b	00b	Perform 8-bit reads and 8-bit writes
00b	01b	Perform 8-bit reads and pack data into 16-bit writes
00b	10b	Perform 8-bit reads and pack data into 32-bit writes
01b	00b	Perform 16-bit reads and unpack into 8-bit writes
01b	01b	Perform 16-bit reads and writes
01b	10b	Perform 16-bit reads and pack data into 32-bit writes
10b	00b	Perform 32-bit reads and unpack data into 8-bit writes
10b	01b	Perform 32-bit reads and unpack data into 16-bit writes
10b	10b	Perform 32-bit reads and writes
XX	11b	(Reserved)
11b	XX	(Reserved)

6.3.8.5 RD_INC

If this bit is set to 0, then read address auto-incrementing is disabled. This means that the same read address value will be used for all reads in this data transfer sequence. This is a useful setting when reading from FIFOs, where a single address location must be read repeatedly to unload data.

If this bit is set to 1, then read address auto-incrementing is enabled. This means that every read access in the data transfer will cause the read address pointer to automatically post-increment, based on the RD_SIZE width. For example, if RD_SIZE is set to 01b, then following each 16-bit read access in the data transfer sequence, the read address pointer will be incremented by 2. This is a useful setting when accessing SRAM or memory register files, where a different address is used to access each location in the memory area.

6.3.8.6 WR_INC

If this bit is set to 0, then write address auto-incrementing is disabled. This means that the same write address value will be used for all writes in this data transfer sequence. This is a useful setting when writing to FIFOs or similar locations, where a single address location must be written to repeatedly to load or process data.

If this bit is set to 1, then write address auto-incrementing is enabled. This means that every write access in the data transfer will cause the write address pointer to automatically post-increment, based on the WR_SIZE width. For example, if WR_SIZE is set to 00b, then following each 8-bit write access in the data transfer sequence, the write address pointer will be incremented by 1. This is a useful setting when accessing SRAM or memory register files, where a different address is used to access each location in the memory area.

6.3.8.7 TRANSFER_LENGTH

Length of total transfer (in bytes) from read address to write address.

6.3.8.8 WRITE_ADDRESS

This field specifies the write address used for the data transfer (or if WR_INC == 1, the starting write address).

6.3.8.9 READ_ADDRESS

This field specifies the read address used for the data transfer (or if WR_INC == 1, the starting read address).

6.3.8.10 INT_MASK

Determines which interrupt source(s) will be checked to gate the data transfer. Bit positions set to 1 will cause the corresponding interrupt source to be checked; interrupt sources with bit positions set to 0 will be disregarded for this descriptor.

The interrupt mask field corresponds to the following interrupt sources available to the PMU, which are generated by peripheral FIFO conditions automatically. These interrupts *do not* require the user to clear or enable the interrupt source; they are self-clearing and are based on FIFO configuration register settings as shown in the table below.

PMU FIFO Interrupt Sources for TRANSFER - Peripheral FIFO Generated

Bit	Source	Interrupt Set Condition	Interrupt Clear Condition
0	UART0 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART0_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold

1	UART0 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART0_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
2	UART1 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART1_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
3	UART1 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART1_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
4	UART2 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART2_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
5	UART2 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART2_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
6	UART3 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in UART3_TX_FIFO_CTRL.fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
7	UART3 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in UART3_RX_FIFO_CTRL.fifo_af_lvl	Self-clears when RX FIFO level falls below this threshold
8	SPIM0 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in SPIM0_FIFO_CTRL.tx_fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
9	SPIM0 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in SPIM0_FIFO_CTRL.rx_fifo_af_lvl	Self-clears when the RX FIFO level falls below this threshold
10	SPIM1 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in SPIM1_FIFO_CTRL.tx_fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
11	SPIM1 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in SPIM1_FIFO_CTRL.rx_fifo_af_lvl	Self-clears when the RX FIFO level falls below this threshold

12	SPIM2 TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in SPIM2_FIFO_CTRL.tx_fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
13	SPIM2 RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in SPIM2_FIFO_CTRL.rx_fifo_af_lvl	Self-clears when the RX FIFO level falls below this threshold
14	I2CM0 TX FIFO Empty	Set when no data is in the TX FIFO	Self-clears when the TX FIFO contains at least one byte of data
15	I2CM0 RX FIFO Not Empty	Set when the RX FIFO contains at least one byte of data	Self-clears when no data is in the RX FIFO
16	I2CM0 RX FIFO Full	Set when there is no space remaining in the RX FIFO	Self-clears when there is at least one byte free in the RX FIFO
17	I2CM1 TX FIFO Empty	Set when no data is in the TX FIFO	Self-clears when the TX FIFO contains at least one byte of data
18	I2CM1 RX FIFO Not Empty	Set when the RX FIFO contains at least one byte of data	Self-clears when no data is in the RX FIFO
19	I2CM1 RX FIFO Full	Set when there is no space remaining in the RX FIFO	Self-clears when there is at least one byte free in the RX FIFO
20	I2CM2 TX FIFO Empty	Set when no data is in the TX FIFO	Self-clears when the TX FIFO contains at least one byte of data
21	I2CM2 RX FIFO Not Empty	Set when the RX FIFO contains at least one byte of data	Self-clears when no data is in the RX FIFO
22	I2CM2 RX FIFO Full	Set when there is no space remaining in the RX FIFO	Self-clears when there is at least one byte free in the RX FIFO
23	SPIS TX FIFO Almost Empty	Set when the TX FIFO level falls below the user defined threshold in SPIS_FIFO_CTRL.tx_fifo_ae_lvl	Self-clears when the TX FIFO level is above this threshold
24	SPIS RX FIFO Almost Full	Set when the RX FIFO level is above the user defined threshold in SPIS_FIFO_CTRL.rx_fifo_af_lvl	Self-clears when the RX FIFO level falls below this threshold

6.3.8.11 BURST_SIZE

Maximum burst length of transfer (in bytes) from read address to write address when specified interrupt source is detected.

6.4 Registers (PMU)

Address	Register	Access	Description	Reset By
0x4000_5000	PMU0_DSCADR	R/W	PMU Channel 0 Next Descriptor Address	Sys
0x4000_5004	PMU0_CFG	***	PMU Channel 0 Configuration	Sys
0x4000_5008	PMU0_LOOP	R/W	PMU Channel 0 Loop Counters	Sys
0x4000_5020	PMU1_DSCADR	R/W	PMU Channel 1 Next Descriptor Address	Sys
0x4000_5024	PMU1_CFG	***	PMU Channel 1 Configuration	Sys
0x4000_5028	PMU1_LOOP	R/W	PMU Channel 1 Loop Counters	Sys
0x4000_5040	PMU2_DSCADR	R/W	PMU Channel 2 Next Descriptor Address	Sys
0x4000_5044	PMU2_CFG	***	PMU Channel 2 Configuration	Sys
0x4000_5048	PMU2_LOOP	R/W	PMU Channel 2 Loop Counters	Sys
0x4000_5060	PMU3_DSCADR	R/W	PMU Channel 3 Next Descriptor Address	Sys
0x4000_5064	PMU3_CFG	***	PMU Channel 3 Configuration	Sys
0x4000_5068	PMU3_LOOP	R/W	PMU Channel 3 Loop Counters	Sys
0x4000_5080	PMU4_DSCADR	R/W	PMU Channel 4 Next Descriptor Address	Sys
0x4000_5084	PMU4_CFG	***	PMU Channel 4 Configuration	Sys
0x4000_5088	PMU4_LOOP	R/W	PMU Channel 4 Loop Counters	Sys
0x4000_50A0	PMU5_DSCADR	R/W	PMU Channel 5 Next Descriptor Address	Sys
0x4000_50A4	PMU5_CFG	***	PMU Channel 5 Configuration	Sys
0x4000_50A8	PMU5_LOOP	R/W	PMU Channel 5 Loop Counters	Sys

6.4.1 PMUn_DSCADR

Sys Reset	Access	Description
00000000h	R/W	PMU Channel Next Descriptor Address

This register contains a byte address which points to the first 32-bit word of the next PMU descriptor which will be fetched by this PMU channel. Before the PMU channel is started, this register must be set to the address of the first PMU descriptor to be fetched.

As each PMU descriptor is fetched and executed, this register is automatically updated to point to the first 32-bit word of the next PMU descriptor to be executed by the PMU channel controller. In order for a PMU descriptor sequence to be rerun (after the PMU channel has stopped), this register must be reloaded with the address of the first PMU descriptor in the sequence.

6.4.2 PMUn_CFG

PMUn_CFG.enable

Field	Bits	Sys Reset	Access	Description
enable	0	0	R/W	PMU Channel Enable

- 0: Disabled/stopped (this channel only)
- 1: Enabled/running (this channel only)

To begin a PMU descriptor sequence, firmware must set this bit to 1. It is possible to halt the PMU channel before the end of the descriptor sequence has been reached by manually clearing this bit to 0.

This bit will be automatically cleared to 0 by hardware when the PMU channel stops running. This will occur whenever the PMU channel controller executes a descriptor with the STOP bit set (which will also cause ll_stopped to be set to 1), or whenever either the Bus Error Flag or the Bus Timeout Flag is set to 1.

PMUn_CFG.ll_stopped

Field	Bits	Sys Reset	Access	Description
ll_stopped	2	0	W1C	PMU Channel Stopped Flag

This bit is set to 1 by hardware when the PMU channel completes execution of a descriptor which has a STOP bit set to 1. This bit is not set if the PMU channel halts due to a bus error or timeout, or if the PMU channel is halted manually by clearing the enable bit.

In order to clear this bit, firmware must write this bit to 1. This bit will not clear automatically when the PMU channel is started. Firmware should always clear this bit before starting PMU channel execution, so that the (STOP == 1) channel halt condition can be properly detected.

PMUn_CFG.manual

Field	Bits	Sys Reset	Access	Description
manual	3	0	R/W	Manual Mode Enable [INTERNAL USE ONLY]

This bit is intended for Maxim internal test use only.

This bit should not be used by application firmware. This bit must remain set to the default value (0) for proper PMU operation.

PMUn_CFG.bus_error

Field	Bits	Sys Reset	Access	Description
bus_error	4	0	W1C	AHB Bus Error Flag

This bit is set to 1 by hardware when an AHB bus error occurs during channel descriptor execution. When this occurs, the PMU channel will also be halted, and the enable bit will be cleared to zero by hardware automatically. Other active PMU channels will continue execution normally, however.

In order to clear this bit, firmware must write this bit to 1. This bit will not clear automatically when the PMU channel is started. Firmware should always clear this bit before starting PMU channel execution, so that the AHB bus error channel halt condition can be properly detected.

PMUn_CFG.to_stat

Field	Bits	Sys Reset	Access	Description
to_stat	6	0	W1C	AHB Bus Timeout Flag

This bit is set to 1 by hardware when a bus timeout occurs during channel descriptor execution. When this occurs, the PMU channel will also be halted, and the enable bit will be cleared to zero by hardware automatically. Other active PMU channels will continue execution normally, however.

Conditions for the bus timeout are determined by the time out interval select and prescale select fields in this register.

In order to clear this bit, firmware must write this bit to 1. This bit will not clear automatically when the PMU channel is started. Firmware should always clear this bit before starting PMU channel execution, so that the bus timeout channel halt condition can be properly detected.

PMUn_CFG.to_sel

Field	Bits	Sys Reset	Access	Description
to_sel	13:11	000b	R/W	Time Out Interval Select

This field selects the bus timeout period that is used for this PMU channel. If a single AHB bus operation exceeds this period, a bus timeout condition will occur, causing the PMU channel to halt and causing the bus timeout flag to be set to 1.

Note that the setting of this field has no effect if the ps_sel field is set to 0 (which disables the AHB bus timeout counter).

The timeout interval selected by this field is derived from the base period selected by the ps_sel field (when ps_sel != 0).

- 0: 4 x (ps_sel period)
- 1: 8 x (ps_sel period)
- 2: 16 x (ps_sel period)
- 3: 32 x (ps_sel period)
- 4: 64 x (ps_sel period)
- 5: 128 x (ps_sel period)
- 6: 256 x (ps_sel period)
- 7: 512 x (ps_sel period)

PMUn_CFG.ps_sel

Field	Bits	Sys Reset	Access	Description
ps_sel	15:14	00b	R/W	Time Out Interval Prescale Select

This field selects the base time period used for the AHB bus timeout interval, based on the PMU module clock. The value of this field is combined with the to_sel field to determine the total AHB bus timeout interval.

- 0: Disabled (default)
- 1: (PMU module clock) divided by 256
- 2: (PMU module clock) divided by 65,536 (2^16)
- 3: (PMU module clock) divided by 16,777,216 (2^24)

PMUn_CFG.interrupt

Field	Bits	Sys Reset	Access	Description
interrupt	16	0	W1C	Descriptor Interrupt Flag

This interrupt flag is set to 1 by hardware when the PMU channel completes execution of a descriptor which has (INT == 1).

When this interrupt flag is set to 1, an interrupt will be triggered by the PMU module if int_en is also set to 1.

This interrupt flag must be cleared by firmware when the PMU interrupt is serviced. To clear this flag, write the flag to 1.

PMUn_CFG.int_en

Field	Bits	Sys Reset	Access	Description
int_en	17	0	R/W	PMU Channel Interrupt Enable

CPU interrupt enable/disable for this PMU channel.

- 0: No interrupts will be generated for this channel.
- 1: The PMU will generate an interrupt when the Descriptor Interrupt flag is set. AHB bus error or bus timeout conditions will cause a halt to PMU operation.

PMUn_CFG.burst_size

Field	Bits	Sys Reset	Access	Description
burst_size	28:24	16	R/W	AHB Maximum Burst Size

This field controls the maximum size of the PMU transfer bursts in bytes.

6.4.3 PMUn_LOOP

PMUn_LOOP.counter_0

Field	Bits	Sys Reset	Access	Description
counter_0	15:0	0000h	R/W	PMU Channel Loop Counter 0

This field contains the initial value that will be loaded into the PMU channel internal loop counter 0 when the PMU executes a LOOP descriptor and the internal loop counter 0 is at zero.

Note that the internal loop counter (which is the counter that is decremented each time the LOOP descriptor is executed) is not accessed through this field. This field contains a 'sticky' loop counter and its contents will not change as the internal loop counter 0 is decremented.

This means that it is possible to have more than one LOOP descriptor in a PMU descriptor sequence that uses loop counter 0.

PMUn_LOOP.counter_1

Field	Bits	Sys Reset	Access	Description
counter_1	31:16	0000h	R/W	PMU Channel Loop Counter 1

This field contains the initial value that will be loaded into the PMU channel internal loop counter 1 when the PMU executes a LOOP descriptor and the internal loop counter 1 is at zero.

Note that the internal loop counter (which is the counter that is decremented each time the LOOP descriptor is executed) is not accessed through this field. This field contains a 'sticky' loop counter and its contents will not change as the internal loop counter 1 is decremented.

This means that it is possible to have more than one LOOP descriptor in a PMU descriptor sequence that uses loop counter 1.

7 Communication Peripherals

7.1 1-Wire Master

7.1.1 1-Wire Master Overview

The **MAX32620** provides a 1-Wire master (OWM) interface which can be used to communicate with one or more external 1-Wire slave devices using a single-signal combined clock and data protocol. This 1-Wire master is contained in the OWM module. The OWM module handles the lower-level details (including timing and drive modes) required by the 1-Wire protocol, allowing the CPU to communicate over the 1-Wire bus at a logical data level. Features provided by the OWM module include:

- Flexible 1-Wire timing generation (required 1MHz timing base) using the OWM module clock frequency, which is in turn derived from the current system clock source. Optional prescaling of the OWM module clock can be used to allow proper 1-Wire timing generation using a range of base frequencies.
- Automatic generation of proper 1-Wire time slots for both standard and overdrive timing modes.
- Flexible configuration for 1-Wire line pullup modes: options for internal pullup, external fixed pullup, and optional external strong pullup are available.
- Long line compensation and bit banging (direct firmware drive) modes.
- 1-Wire reset generation and presence pulse detection.
- Generation of 1-Wire read and write time slots for single bit and 8-bit byte transmissions.
- Search ROM Accelerator (SRA) mode simplifies generation of multiple bit time slots and discrepancy resolution required when performing the Search ROM function to determine the IDs of multiple unknown 1-Wire slaves on the bus.
- Interrupts available for transmit data completion, received data available, presence pulse detection, and 1-Wire line error conditions.

7.1.1.1 References

For more information on the Maxim 1-Wire protocol and supporting devices, refer to the following sources:

- AN937: *The Book of iButton® Standards* (http://www.maximintegrated.com/en/appnotes/index.mvp/id/937)
- AN1796: *Overview of 1-Wire Technology and Its Use* (http://www.maximintegrated.com/en/app-notes/index.mvp/id/1796)
- AN187: *1-Wire Search Algorithm* (http://www.maximintegrated.com/en/appnotes/index.mvp/id/187)

7.1.2 OWM Pin Configuration

OWM Interface: IO

The IO signal is a bidirectional I/O that is used to directly drive the external 1-Wire bus. As described in the 1-Wire interface specification, this I/O is generally driven as an open drain output. The 1-Wire bus requires a common pullup to return the 1-Wire bus line to an idle high state when no master or slave device is actively driving the line low. This pullup may consist of a fixed resistor pullup (connected to the 1-Wire bus outside the **MAX32620**), an internal pullup enabled by setting OWM_CFG.int_pullup_enable to 1, or an external pullup enabled by setting both OWM_CFG.ext_pullup_mode and OWM_CFG.ext_pullup_enable to 1.

OWM Interface: PUE

The PUE signal is an active high output that is used to enable an optional external pullup on the 1-Wire bus. This pullup is intended to provide a stronger (lower impedance) pullup on the 1-Wire bus under certain circumstances, such as during Overdrive mode.

OWM Pin Mapping

Logic Signal	Port and Pin
IO	P4.0
PUE	P4.1

7.1.3 OWM Clock Selection and Clock Gating

The OWM in the **MAX32620** operates from a module clock derived from the main system clock source. This clock source is configured using the register CLKMAN_SYS_CLK_CTRL_15_OWM. By default, the OWM module clock is disabled; the owm_clk_scale field in this register is used both to enable the module clock and to select the divide down rate (if any) used when deriving the module clock from the system clock source.

OWM Module Clock Control

owm_clk_scale	OWM Module Clock Frequency
0	OWM Module Clock is disabled
1	System Clock Source / 1
2	System Clock Source / 2
3	System Clock Source / 4
4	System Clock Source / 8
5	System Clock Source / 16
6	System Clock Source / 32
7	System Clock Source / 64
8	System Clock Source / 128

9	System Clock Source / 256
other	Reserved

In order to optimize power consumption, the OWM module uses a dynamic clock gating scheme which automatically turns off the local module clock whenever the OWM is inactive. Normally, this dynamic mode (which is the default) should remain set. If there is any reason to modify the module clock gating mode, this can be done by setting CLKMAN_CLK_GATE_CTRL2.owm_clk_gater as shown in the table below.

OWM Module Clock Gating Control

owm_clk_gater	Setting
0	**Clock forced off** - OWM clock is disabled
1	**Dynamic Clock Gating Enabled** - OWM clock active only when the OWM module is in use
2, 3	**Clock forced on** - OWM clock is enabled at all times

7.1.3.1 1-Wire Time Slot Period Generation

In order to correctly generate time slots as required by the 1-Wire protocol in Standard or Overdrive timing modes, the OWM module must be configured to generate a standardized 1MHz clock based on the currently configured module clock frequency. This clock is used when generating both Standard and Overdrive timing, so this setting does not need to be adjusted when transitioning from Standard to Overdrive mode or vice versa.

To configure the generation of the standardized 1MHz clock, the OWM_CLK_DIV_1US.divisor field should be set to the currently configured value of the OWM module clock in MHz. For example, if the system clock is running at 96MHz, and CLKMAN_SYS_CLK_CTRL_15_OWM.owm_clk_scale is set to 6, which would result in an OWM module clock of (96MHz / 32) or 3MHz, then the OWM_CLK_DIV_1US.divisor field should be set to 3, which will cause the OWM module clock to be divided by 3 in order to generate the standardized 1MHz 1-Wire timing slot clock.

7.1.4 1-Wire Protocol

The general timing and communications protocols used by the 1-Wire master interface are those standardized for the 1-Wire network, as defined by the references at the beginning of this section.

Since the 1-Wire interface is a master interface, it performs the task of initiating and timing all communications on the 1-Wire bus. Except for presence pulse generation when a device first connects to the 1-Wire bus, 1-Wire slave devices perform 1-Wire bus communication only as directed by the 1-Wire bus master. From a firmware application's perspective, the lowest-level timing and electrical details of how the 1-Wire network operates are unimportant, and the application can simply

concern itself with configuring the OWM module properly and directing it to perform low-level operations such as reset and read and write bit/byte operations. Thus, the OWM module on the **MAX32620** is designed to interface to the 1-Wire bus at a fairly low level; however, understanding of how all layers of the 1-Wire network operate is helpful for application development.

7.1.4.1 Networking Layers

As discussed in the *Book of iButton Standards*, the 1-Wire communications protocol can be described in terms of the standard ISO Open System Interconnection (OSI) layered network model. Network layers which apply to this description are the Physical, Link, Network and Transport layers. The Presentation layer would correspond to higher-level application software functions (such as library layers) which implement communications protocols using the 1-Wire layers as a basic foundation.

7.1.4.2 Bus Interface (Physical Layer)

As described in the *Book of iButton Standards*, the 1-Wire communications bus consists of a single data/power line plus ground. Devices (either master or slave) which interface to the 1-Wire communications bus do so using an open drain (active low) connection, which means that the 1-Wire bus normally idles in a high state. An external pullup resistor is used to pull the 1-Wire line high when no master or slave device is driving the line. This means that 1-Wire devices do not actively drive the 1-Wire line high; instead, they either drive the line low or release it (set outputs to high impedance) to allow the external resistor to pull the line high. This allows the 1-Wire bus to operate in a wired-AND manner and avoids bus contention in the event that more than one device attempts to drive the 1-Wire bus at the same time.

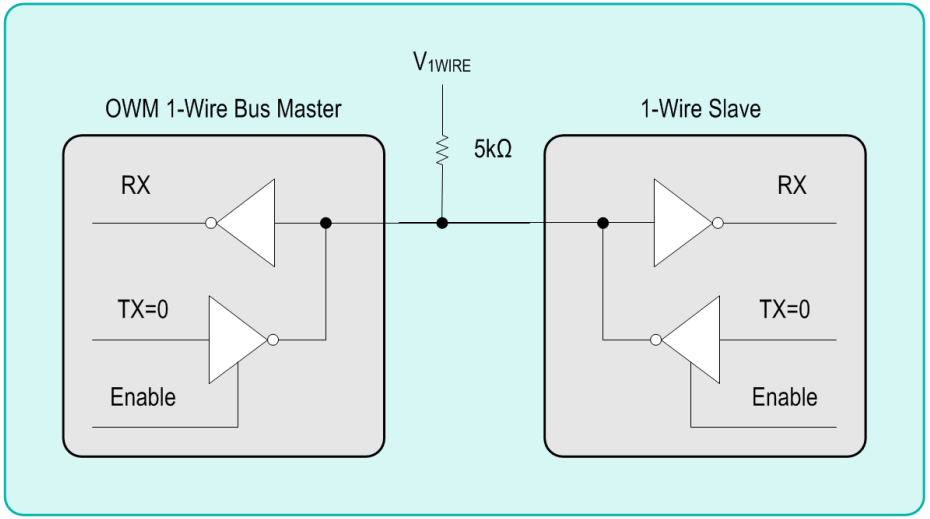


Figure 7.1: 1-Wire Bus Driver Interface

7.1.4.3 Reset, Presence Detect and Data Transfer (Link Layer)

The 1-Wire Bus supports a single master and one or more slave devices (multidrop). Slave devices may connect to and disconnect from the 1-Wire Bus dynamically (as is typically the case with iButtons that operate using an intermittent touch contact interface), which means that it is the master's responsibility to poll the bus as needed to determine the number and types of 1-Wire devices that are connected to the bus.

All communications sequences on the 1-Wire bus are initiated by the master device. The master determines when a 1-Wire time slot begins, as well as the overall communications speed that will be used. There are three different communications speeds supported by the 1-Wire specification - standard speed, overdrive speed, and hyperdrive speed. However, only standard speed and overdrive speed are supported by the OWM 1-Wire master.

Reset and Presence Detect

When a 1-Wire device is first connected to the bus, it generates a presence pulse to let the bus master know that it is present on the line and waiting for communication from the master.

The 1-Wire master begins each communications sequence by sending a reset pulse. This pulse resets all 1-Wire slave devices on the line to their initial states and causes them all to begin monitoring the line for a ROM-layer command from the 1-Wire master. Each 1-Wire device on the line responds to the reset pulse by sending out a presence pulse; these pulses from multiple 1-Wire slave devices are combined in wired-AND fashion, resulting in a pulse whose length is determined by the slowest 1-Wire slave device on the bus.

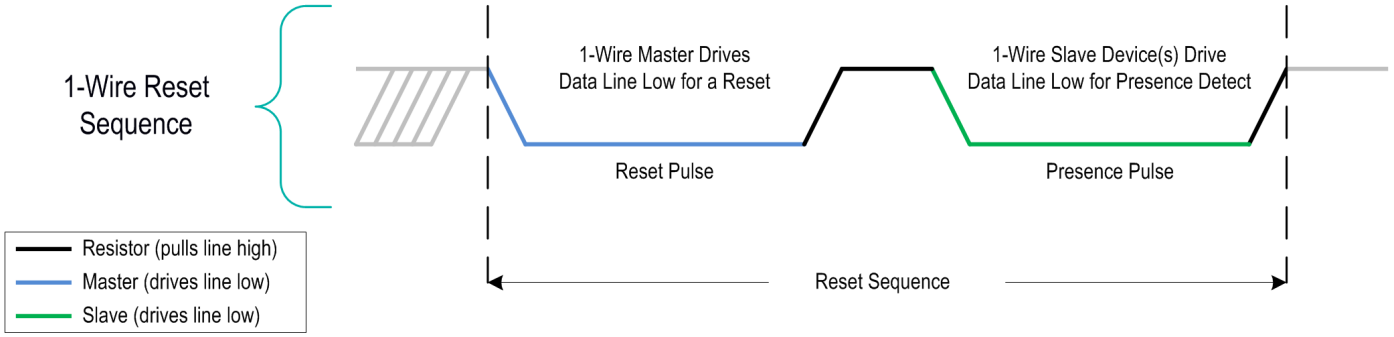


Figure 7.2: 1-Wire Reset Sequence

In general, the 1-Wire line must idle in a high state when communications is not taking place. It is possible for the master to pause communications in between time slots; there is no overall 'time-out' period that will cause a slave to revert to the reset state if the master takes too long between one time slot and the next.

The 1-Wire communications protocol relies on the fact that the maximum allowable length for a bit transfer (write 0/1 or read bit) time slot is less than the minimum length for a 1-Wire reset. At any time, if the 1-Wire line is held low (by the master or by any slave device) for more than the minimum reset pulse time, all slave devices on the line will interpret this as a 1-Wire reset pulse.

7.1.4.4 Reading and Writing Bits

Writing Bits (From Master to Slave)

All 1-Wire bit time slots are initiated by the 1-Wire bus master and begin with a single falling edge. There is no indication given by the beginning of a time slot whether a read bit or write bit operation is intended, as the time slots all begin in the same manner. Rather, the 1-Wire command protocol enforces agreement between the 1-Wire master and slave as to which time slots are used for bit writes and which time slots are used for bit reads.

When multiple bits of a value are transmitted (or read) in sequence, the least significant bit of the value is always sent or received first. The 1-Wire bus is a half-duplex bus, so data may be transmitted in only one direction (from master to slave or from slave to master) at any given time.

As can be seen in the figure below, the time slots for writing a zero bit and writing a one bit begin identically, with the falling edge and a minimum-width low pulse sent by the master. To write a one bit, the master releases the line after the minimum low pulse, allowing it to be pulled high. To write a zero bit, the master continues to hold the line low until the end of the time slot.

From the slave's point of view, the initial falling edge of the time slot triggers the start of an internal timer, and when the proper amount of time has passed, the slave samples the 1-Wire line which is being driven by the master. This sampling point is in between the end of the minimum-width low pulse and the end of the time slot.

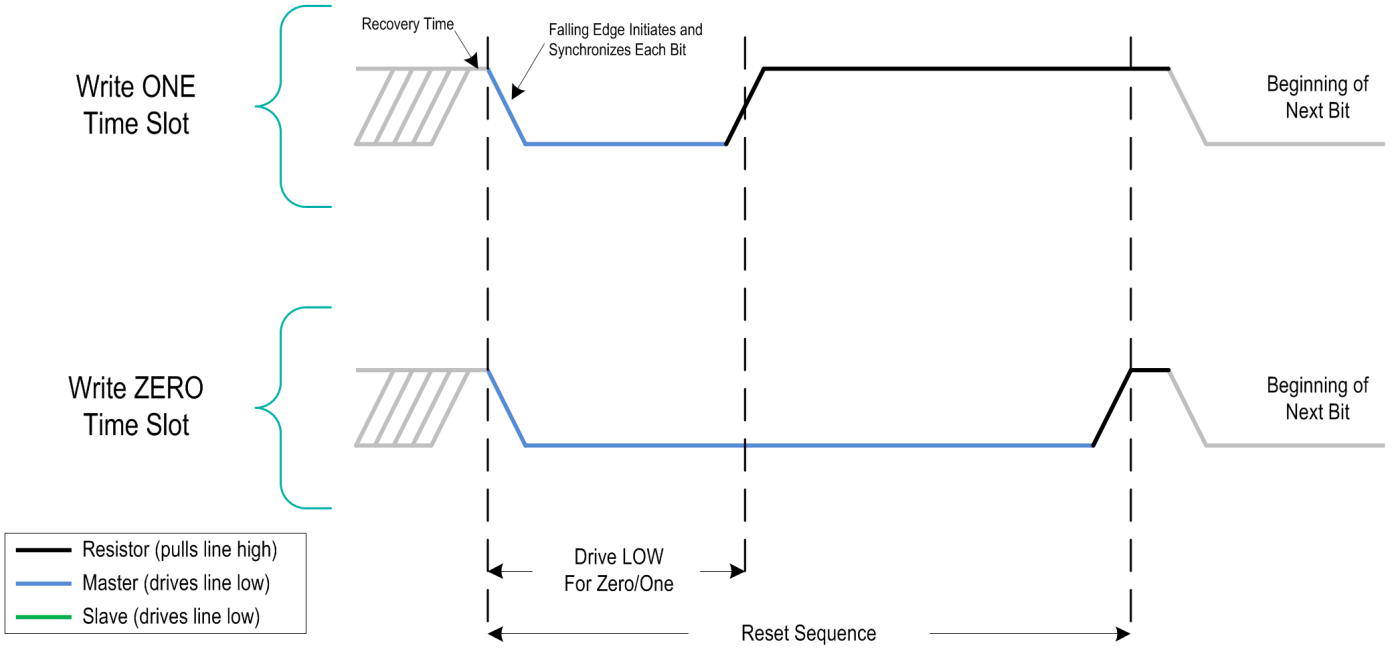


Figure 7.3: 1-Wire Write Bit Sequence

Reading Bits (From Slave to Master)

As with all 1-Wire transactions, the master initiates all bit read time slots. Like the bit write time slots, the bit read time slot begins with a falling edge. From the master's point of view, this time slot is transmitted identically to the "Write 1 Bit" time slot shown above. The master begins by transmitting a falling edge, holds the line low for a minimum-width period, and then releases the line.

The difference here is that instead of the slave sampling the line, the slave begins transmitting either a 0 (by holding the line low) or a 1 (by leaving the line to float high) after the initial falling edge. The master then samples the line to read the bit value that is being transmitted by the slave device.

As an example, the figure below shows a Read ROM sequence in which the slave device transmits its 64-bit ROM ID back to the 1-Wire bus master upon request. Note that in order to transmit a 1 bit, the slave device does not need to do anything; it simply leaves the line alone (to float high) and waits for the next time slot. To transmit a 0 bit, the slave device holds the line low until the end of the time slot.

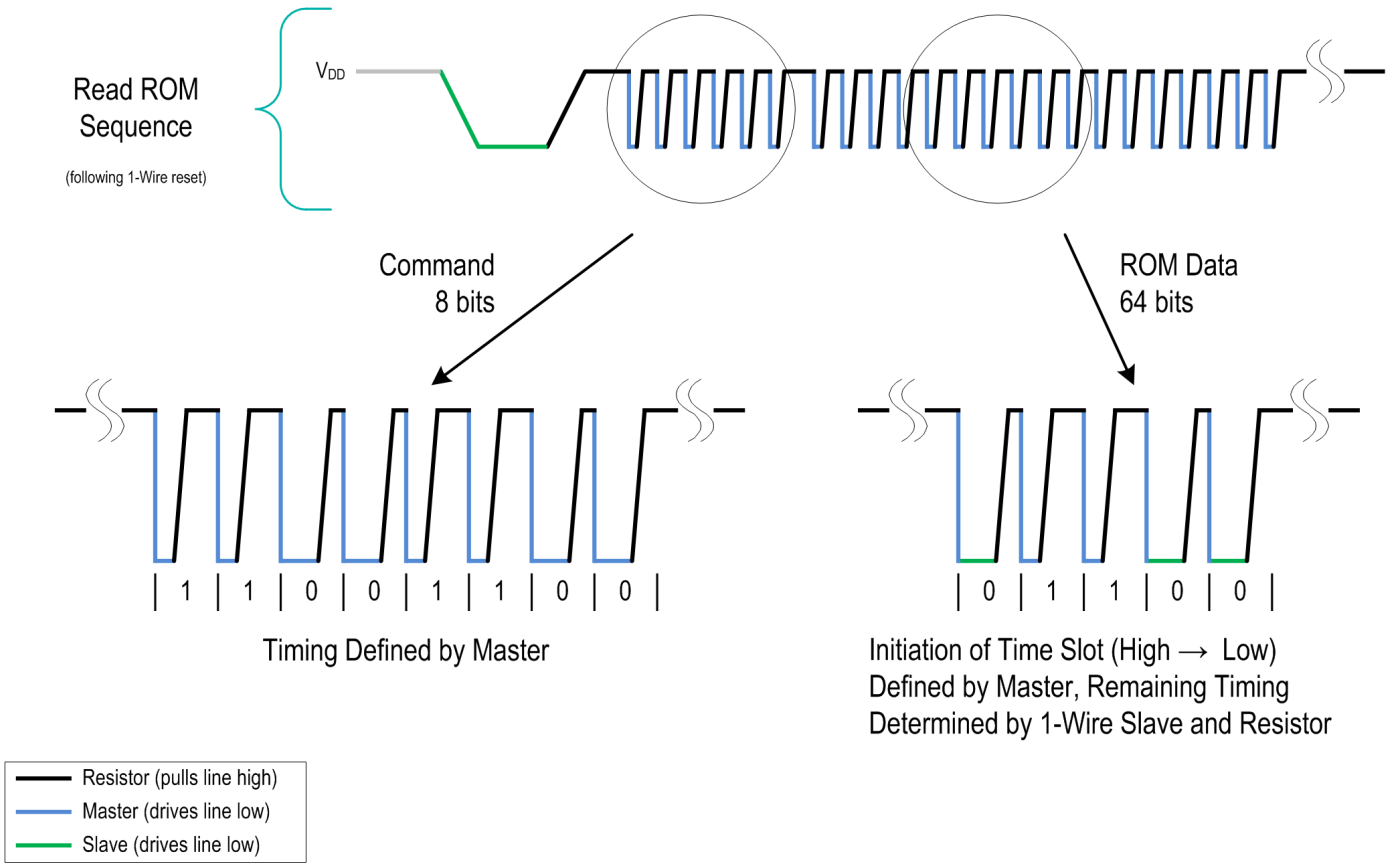


Figure 7.4: 1-Wire Read Sequence

7.1.4.5 Standard Speed and Overdrive Speed

By default, all 1-Wire communications following reset begin at the lowest rate of speed (i.e., standard speed). For 1-Wire devices that support it, it is possible for the 1-Wire master to increase the rate of communications from standard speed to overdrive speed by sending the appropriate ROM layer (network layer) command.

The protocols and time slots operate identically for standard and overdrive speeds; the difference comes in the widths of the time slots and pulses, as shown below.

If a 1-Wire slave device receives a standard-speed reset pulse, it will reset and revert to standard speed communications. If the device is already communicating in overdrive mode, and it receives a pulse at the overdrive speed, it will reset but will remain in overdrive mode.

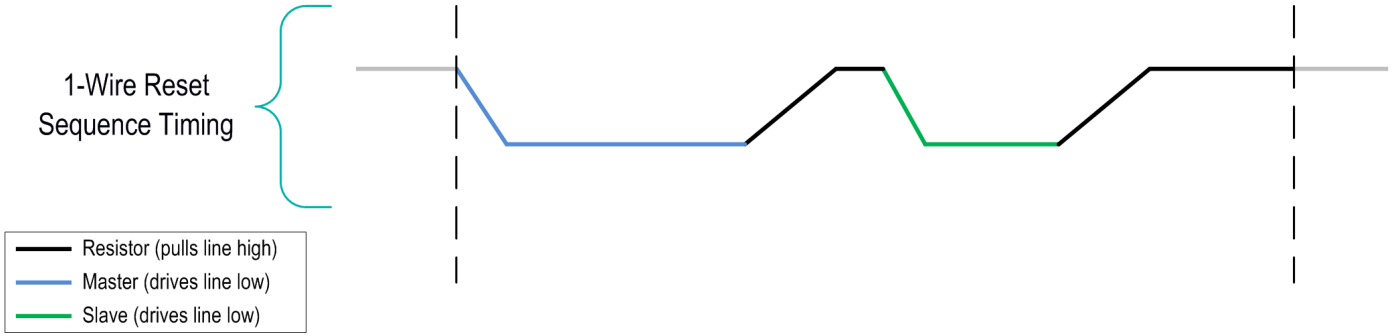


Figure 7.5: 1-Wire Reset Sequence Timing

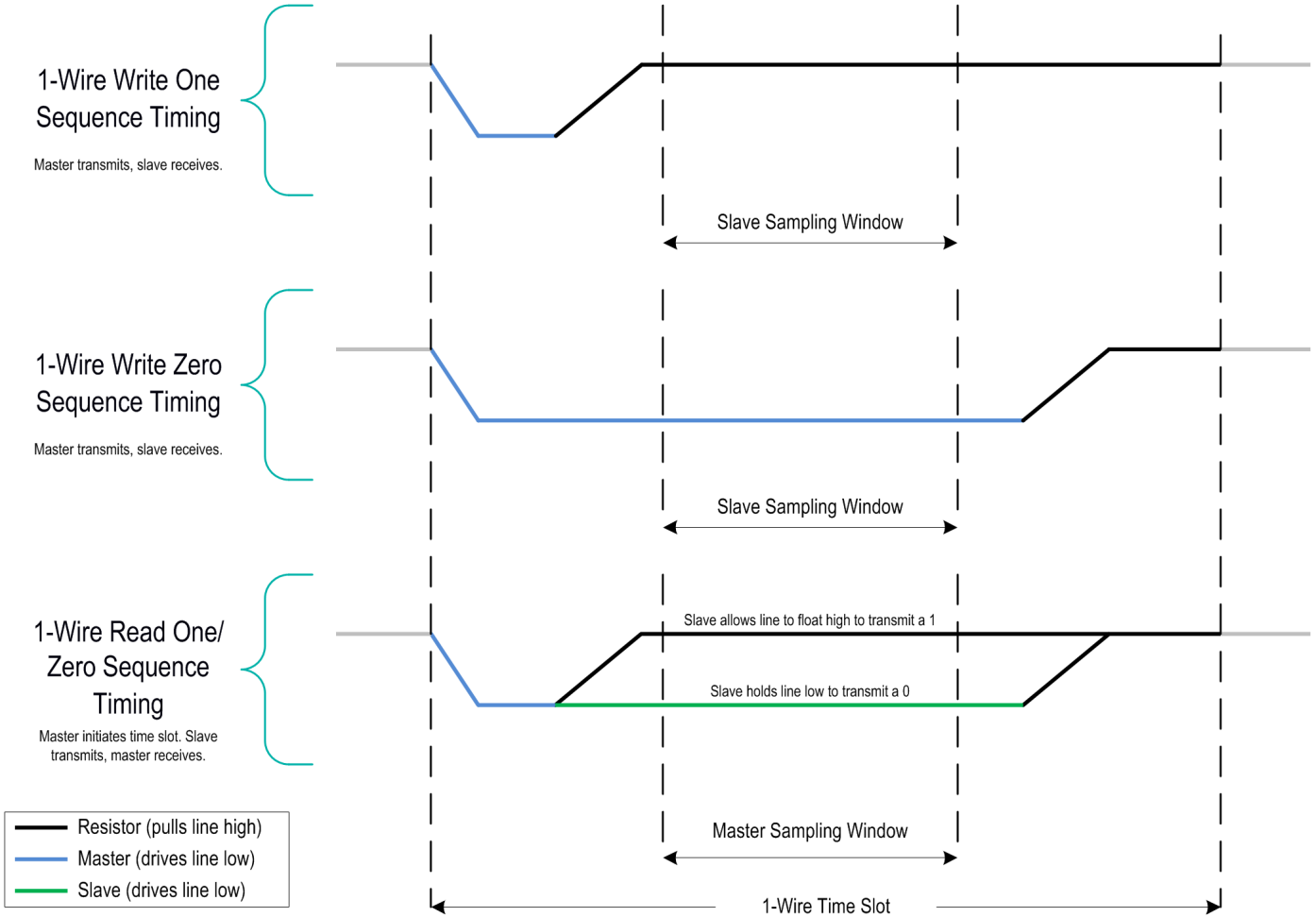


Figure 7.6: Sequence Timings

7.1.4.6 ROM Commands (Network Layer)

Following the initial 1-Wire reset pulse on the bus, all slave 1-Wire devices are active, which means that they are monitoring the bus for commands. Since the 1-Wire bus may have multiple slave devices present on the bus at any time, the 1-Wire master must go through a process (defined by the 1-Wire command protocol) to activate only the 1-Wire slave device that it intends to communicate with, and deactivate all others. This is the purpose of the commands described in the network layer of the 1-Wire protocol, also known as the ROM layer commands.

The ROM command layer relies on the fact that all 1-Wire slave devices are assigned a globally unique 64-bit ROM ID. This ROM ID value is factory programmed to ensure that no two 1-Wire slave devices have the same value.

Typical 1-Wire Slave Device ROM ID Fields

Field	Bits	Description
Family Code	0 .. 7	This 8-bit value is used to identify the type of a 1-Wire slave device.
Unique ID	8 .. 55	This 48-bit value is factory-programmed to give each 1-Wire slave device (within a given Family Code group) a globally unique identifier.
CRC	56 .. 63	This is the 8-bit 1-Wire CRC (Note 1) of bits [55:0].

Note (1) As defined in the *Book of iButton Standards*. The CRC is generated using the polynomial ($X^8 + X^5 + X^4 + 1$).

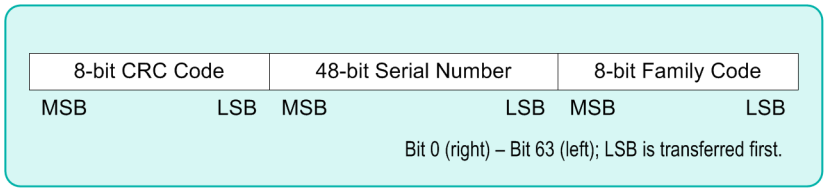


Figure 7.7: Typical 1-Wire Slave Device ROM ID Fields

Note that for certain operations which consist only of writing from the 1-Wire master to the slave, it is technically possible for the master to communicate with more than one slave at a time on the same 1-Wire bus. For this to work, the exact same data must be transmitted to all slave devices, and any values read back from the

slaves must either be identical as well or must be disregarded by the master device (since different slaves may attempt to transmit different values). The descriptions below will assume, however, that the master is communicating with only one slave device at a time, since this is the method that is normally used.

As explained above, the ROM ID contents play an important role in addressing and selecting devices on the 1-Wire bus. All devices but one will be in an idle/inactive state after the Match ROM command or the Search ROM command has been executed. They will return to the active state only after receiving a 1-Wire reset pulse.

Devices with overdrive capability can be distinguished from others by their family code and the two additional ROM commands: Overdrive Skip ROM and Overdrive Match ROM. The first transmission of the ROM command itself takes place at the "normal" speed that is understood by all 1-Wire devices. After a device with overdrive capability has been addressed and set into overdrive mode (i.e., after the appropriate ROM command has been received), further communication to that device has to occur at overdrive speed. Since all deselected devices remain in the idle state as long as no reset pulse of regular duration is detected, even multiple overdrive components can reside on the same 1-Wire bus. A reset pulse of regular duration will reset all 1-Wire devices on the bus and simultaneously set all overdrive-capable devices back to the default, standard speed.

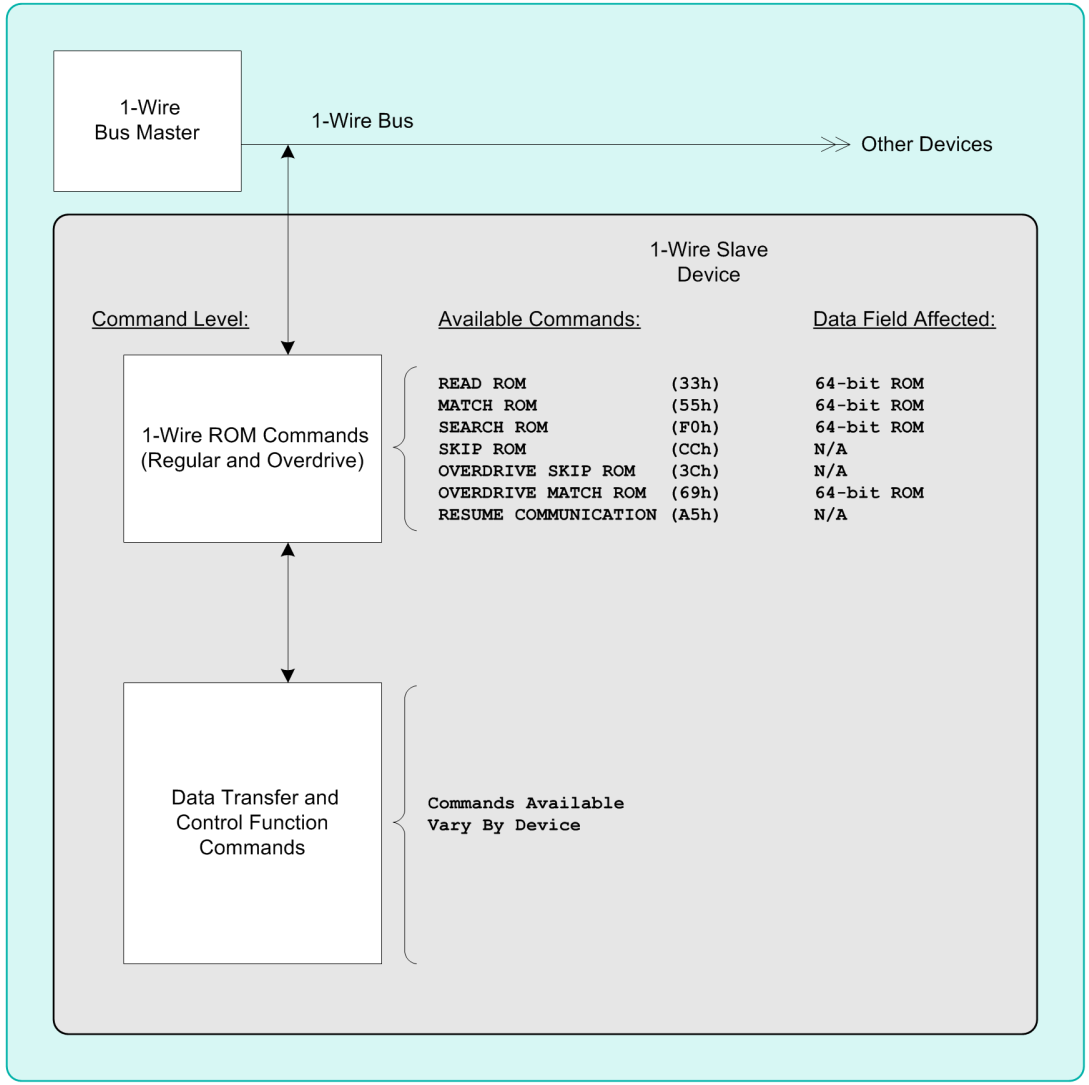


Figure 7.8: Typical 1-Wire Slave Device ROM Commands

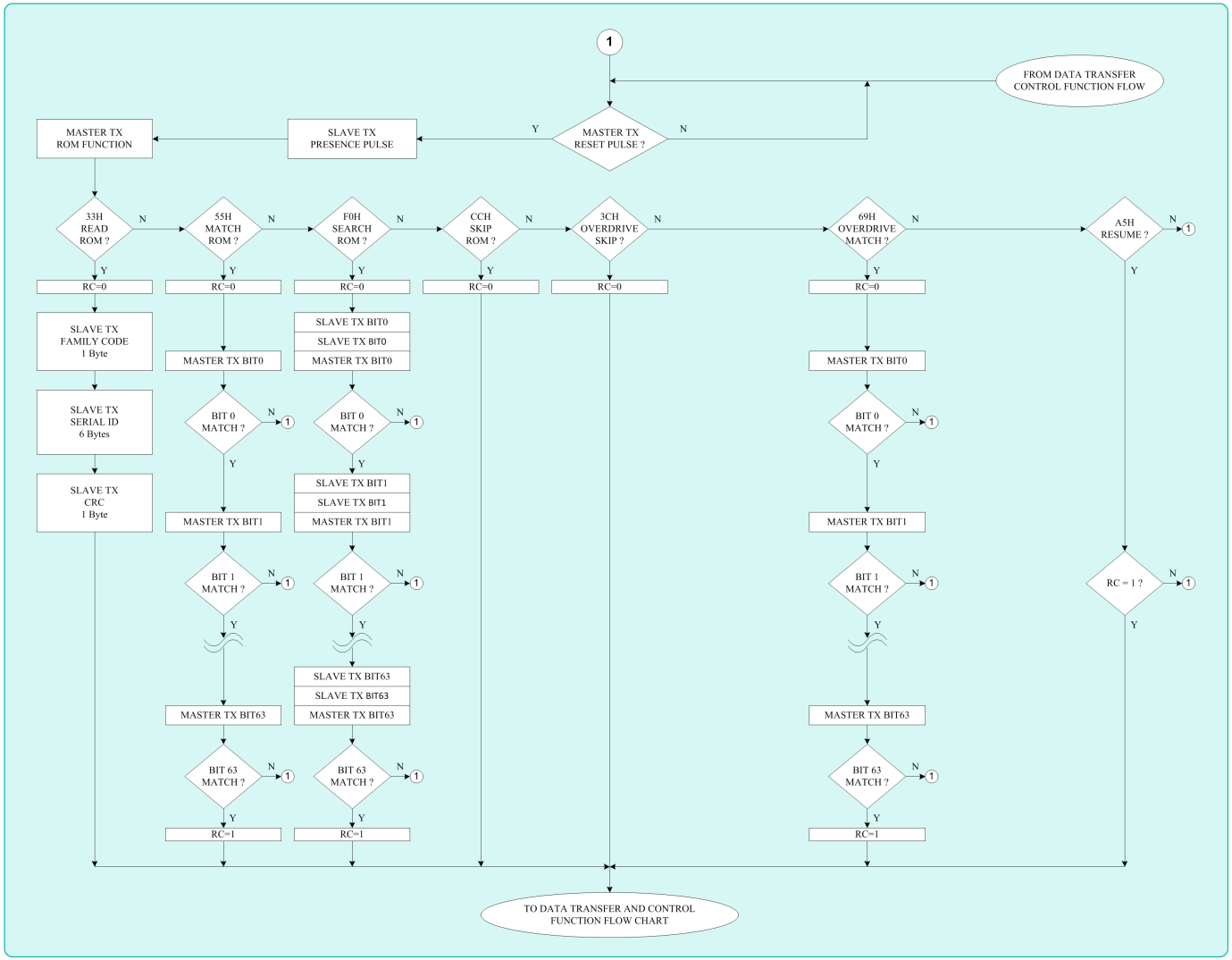


Figure 7.9: ROM Layer Command Operations

Read ROM Command [33h]

The Read ROM command allows the 1-Wire master to obtain the 8-byte ROM ID of any slave device connected to the 1-Wire bus. Each slave device on the bus responds to this command by transmitting all eight bytes of its ROM ID value, starting with the least significant byte (Family Code) and ending with the most significant byte (CRC).

Since this command is addressed to all 1-Wire devices on the bus, if more than one slave is present on the bus there will be a data collision as multiple slaves attempt to transmit their ROM IDs at once. This condition can be detected by the 1-Wire master since the CRC value will not match the ROM ID value received. In this case, the 1-Wire master should reset the 1-Wire bus at this point and select a single slave device on the bus to continue, either by using the Match ROM command (if the ROM ID values are already known) or the Search ROM command (if the master has not yet identified some or all devices on the bus).

After the Read ROM command has completed, all slave devices on the 1-Wire bus are selected or "active", and communications will proceed to the Transport layer.

Skip ROM Command [CCh], Overdrive Skip ROM Command [3Ch]

The Skip ROM command is used to activate all slave devices present on the 1-Wire bus, regardless of their ROM ID. Normally, this command is used when only a single 1-Wire slave device is connected to the bus. After the Skip ROM command has completed, all slave devices on the 1-Wire bus are selected or "active", and communications will proceed to the Transport layer.

The Overdrive Skip ROM command operates in an identical manner, except that executing it also causes the receiving slave device(s) to shift communications speed from standard speed to overdrive speed. The Overdrive Skip ROM command byte itself (3Ch) is transmitted at standard speed; all subsequent communications will then be sent at overdrive speed.

Match ROM Command [55h], Overdrive Match ROM Command [69h]

The Match ROM command is used by the 1-Wire master to select one and only one slave 1-Wire device when the ROM ID of the device has already been determined. When transmitting this command, the master sends the command byte (i.e., 55h for standard speed, 69h for overdrive speed) and then sends the entire 64-bit ROM ID for the device it wishes to select, least significant bit first.

During the transmission of the ROM ID by the master, all slave devices monitor the bus. As each bit is transmitted, each of the slave devices compares it against the corresponding bit of their ROM ID. If the bits match, the slave device continues to monitor the bus. If the bit does not match, the slave device transitions to the inactive state (waiting for a 1-Wire reset) and stops monitoring the bus.

At the end of the transmission, at most one slave 1-Wire device will be active, which will be the slave device whose ROM ID matched the ROM ID that was transmitted. All other slave devices will be inactive. Communications then proceeds to the Transport layer for the device that was selected.

The Overdrive Match ROM command operates in an identical manner, except that executing it also causes the slave device that is selected by the command to shift communications speed from standard speed to overdrive speed. The Overdrive Match ROM command byte (69h) and the 64-bit ROM ID bits are transmitted at standard speed; all subsequent communications will then be sent at overdrive speed.

Search ROM Command [F0h]

The Search ROM command allows the 1-Wire master to determine the ROM ID values of all 1-Wire slave devices connected to the bus using an iterative search process. Each execution of the Search ROM command will reveal the ROM ID of one slave device on the bus.

The operation of the Search ROM command resembles a combination of the Read ROM and Match ROM commands, and works as follows. First, all slaves on the bus transmit the least significant bit (Bit 0) of their ROM IDs. Next, all slaves on the bus transmit a complement of the same bit. By analyzing the two bits received, the master can determine whether the Bit 0 values were 0 for all slaves, 1 for all slaves, or a combination of the two. Next, the master selects which slaves will remain activated for the next step in the Search ROM process, by transmitting the Bit 0 value for the slave(s) it wishes to select. All slaves whose Bit 0 matches the value transmitted by the master remain active, while slaves with a different Bit 0 value go to the inactive state and do not participate in the remainder of the Search ROM command.

Next, the same process is followed for Bit 1, then Bit 2, and so on until the 63rd bit (most significant bit) of the ROM ID has been transmitted. At this point only one slave device will remain active, and the master can either continue on with communications at the Transport layer or issue a 1-Wire reset pulse to go back for another pass at the Search ROM command.

The *Book of iButton Standards* goes into more detail on the process that can be used by the master to obtain ROM IDs of all devices on the 1-Wire bus using multiple executions of the Search ROM command. The algorithm resembles a binary tree search, and can be used regardless of how many devices are on the bus, as long as no devices connect to or disconnect from the bus during the iterative process.

There is no overdrive equivalent version of the Search ROM command.

Resume Communications Command [A5h]

If more than one 1-Wire slave device is on the bus, then the master must specify which one it wishes to communicate with each time a new 1-Wire command (starting with a reset pulse) begins. Using the commands discussed previously, this would normally involve sending the Match ROM command each time, which means the master must explicitly specify the full 64-bit ROM ID of the part it wishes to communicate with for each command.

The Resume Communications command provides a shortcut for this process by allowing the master to repeatedly select the same device for multiple commands without having to transmit the full ROM ID each time. For devices which support this command, the operation of the command is as follows.

When the 1-Wire master selects a single device (using the Match ROM or Search ROM commands) an internal flag called the RC (for Resume Communications) flag is set in the slave device. (Only one device on the bus will have this flag set at any one time; the Skip ROM command will select multiple devices, but the RC flag is not set by the Skip ROM command).

When the master resets the 1-Wire bus, the RC flag will remain set. At this point, it is possible for the master to send the Resume Communications command. This command does not have a ROM ID attached to it, but the device that has the RC flag set will respond to this command by going to the active state, while all other devices will deactivate and drop off the 1-Wire bus.

Issuing any other ROM command will clear the RC flag on all devices. So, for example, if a Match ROM command is issued for device A, its RC flag will be set. The Resume Communications command can then be used repeatedly to send commands to device A. If a Match ROM command is then sent with the ROM ID of device B, the RC flag on device A will clear to 0, and the RC flag on device B will be set.

7.1.5 1-Wire Operation

Once the OWM module has been correctly configured as described previously, then using the OWM module to communicate with the 1-Wire network is simply a matter of directing the OWM 1-Wire master to generate the proper reset, read and write operations in order to communicate with the 1-Wire slave devices used in a given application.

The OWM 1-Wire Master handles the following 1-Wire protocol primitives directly in either Standard or Overdrive mode:

- 1-Wire Reset (including detection of presence pulse from responding slave device/devices)
- Write single bit (one write time slot)
- Write 8-bit byte, least significant bit first (eight write time slots)
- Read single bit (one write-1 time slot)
- Read 8-bit byte, least significant bit first (eight write-1 time slots)
- Search ROM Acceleration Mode, allowing four groups of three time slots (read, read, write) to be generated from a single 4-bit register write, to support the Search ROM command

7.1.5.1 Resetting the OWM 1-Wire Master

The first step in any 1-Wire communications sequence is to reset the 1-Wire bus. To direct the OWM module to perform a 1-Wire reset, the following sequence can be used:

1. Write OWM_CTRL_STAT.start_ow_reset to 1. This will generate a reset pulse and check for a replying presence pulse from any slave device(s) connected to the 1-Wire bus.
2. Once the reset time slot has completed, the OWM_CTRL_STAT.start_ow_reset field will be automatically cleared to zero.
3. At this point, the interrupt flag OWM_INTFL.ow_reset_done will also be set to 1 by hardware. This flag (which will trigger an interrupt from the OWM module if OWM_INTFL.ow_reset_done is also set to 1) must be cleared by firmware, by writing a 1 bit to the flag.
4. If a presence pulse was detected on the 1-Wire bus during the reset sequence (which should normally be the case unless no 1-Wire slave devices are present on the bus), the OWM_CTRL_STAT.presence_detect flag will also be set to 1. This flag does not result in the generation of an interrupt.

7.1.5.2 1-Wire Data Writes

Writing a Single Bit to the 1-Wire Bus

To transmit a single bit of data on the 1-Wire bus, the following procedure should be used.

1. Set OWM_CFG.single_bit_mode to 1. This setting causes the 1-Wire master to transmit/receive a single bit of data at a time, instead of the default of 8 bits.
2. Write the data bit to be transmitted (0 or 1) to OWM_DATA.tx_rx. Only bit 0 of the tx_rx field is used in this instance; the other bits in the field are ignored.

3. Once the single bit transmission has completed, hardware will set the interrupt flag OWM_INTFL.tx_data_empty to 1. This flag (which will trigger an OWM module interrupt if OWM_INTEN.tx_data_empty is also set to 1) must be cleared by firmware by writing a 1 to the flag.

Writing an 8-Bit Byte to the 1-Wire Bus

To transmit an 8-bit byte of data on the 1-Wire bus, the following procedure should be used.

1. Set OWM_CFG.single_bit_mode to 0. This setting causes the 1-Wire master to transmit/receive data 8 bits at a time. The least significant bit (LSB) of the data is always transmitted first.
2. Write the 8-bit value to be transmitted to OWM_DATA.tx_rx.
3. Once the 8-bit transmission has completed, hardware will set the interrupt flag OWM_INTFL.tx_data_empty to 1. This flag (which will trigger an OWM module interrupt if OWM_INTEN.tx_data_empty is also set to 1) must be cleared by firmware by writing a 1 to the flag.

7.1.5.3 1-Wire Data Reads

Reading a Single Bit Value from the 1-Wire Bus

The procedure for reading a single bit is very similar to the procedure for writing a single bit, since from the 1-Wire master's perspective, the operation is performed by writing a high (1) bit which the slave device either leaves high (to transmit a 1 bit) or overdrives by forcing the line low (to transmit a 0 bit).

1. Set OWM_CFG.single_bit_mode to 1. This setting causes the 1-Wire master to transmit/receive a single bit of data at a time, instead of the default of 8 bits.
2. Write OWM_DATA.tx_rx to 1. Only bit 0 of the tx_rx field is used in this instance; the other bits in the field are ignored.
3. Once the single bit transmission has completed, hardware will set the interrupt flag OWM_INTFL.tx_data_empty to 1. This flag (which will trigger an OWM module interrupt if OWM_INTEN.tx_data_empty is also set to 1) must be cleared by firmware by writing a 1 to the flag.
4. As the hardware shifts the bit value out, it also samples the value returned from the slave device. Once this value is ready to be read, the interrupt flag OWM_INTFL.rx_data_ready will be set to 1.
5. Read OWM_DATA.tx_rx (only bit 0 is used) to determine the value returned by the slave device.

Reading an 8-Bit Value from the 1-Wire Bus

The procedure for reading an 8-bit byte is very similar to the procedure for writing an 8-bit byte, since from the 1-Wire master's perspective, the operation is performed by writing eight high (1) bits which the slave device either leaves high (to transmit 1 bits) or overdrives by forcing the line low (to transmit 0 bits).

1. Set OWM_CFG.single_bit_mode to 0. This setting causes the 1-Wire master to transmit/receive in the default 8-bit mode.
2. Write OWM_DATA.tx_rx to 0FFh.
3. Once the 8-bit transmission has completed, hardware will set the interrupt flag OWM_INTFL.tx_data_empty to 1. This flag (which will trigger an OWM module interrupt if OWM_INTEN.tx_data_empty is also set to 1) must be cleared by firmware by writing a 1 to the flag.
4. As the hardware shifts the bit values out, it also samples the values returned from the slave device. Once the full 8-bit value is ready to be read, the interrupt flag OWM_INTFL.rx_data_ready will be set to 1.
5. Read OWM_DATA.tx_rx to determine the 8-bit value returned by the slave device. Note that if no slave devices are present or the slave device(s) are not communicating with the master, the return value (0FFh) will be the same as the transmitted value.

Search ROM Accelerator (SRA) Operation

The Search ROM operation is intended to allow a 1-Wire master to systematically determine each of the 64-bit ROM ID values of all 1-Wire slave devices currently present on the bus. If only a single device is present, the simpler Read ROM command can be used; but for multiple devices, the Search ROM command provides a way to sequentially iterate through an unknown number of slaves with unknown ID values. Refer to the *Book of iButton Standards* for a thorough description of this command and other commands supported at the ROM layer of the 1-Wire protocol.

To allow this command to be processed more quickly, the OWM module provides a special accelerator mode for use with the Search ROM command. This mode is activated by setting OWM_CTRL_STAT.sra_mode to 1.

When this mode is active, ROM IDs being processed by the Search ROM command are broken into 4-bit nibbles, where the current 64-bit ROM ID varies with each pass through the search algorithm. Each 4-bit processing step is initiated by writing the 4-bit value to OWM_DATA.tx_rx. This causes a total of 12 1-Wire time slots to be generated by the 1-Wire master, as each bit in the 4-bit value (starting with the LSB) results in a read of two bits (all active slaves transmitting bit N of their ROM IDs, then all active slaves transmitting the complement of bit N of their ROM ID), and then a write of a single bit by the 1-Wire master.

After the 4-bit processing stage has completed, the return value loaded into OWM_DATA.tx_rx will consist of eight bits divided into two 4-bit nibbles. The low nibble (bits 0 through 3) contains the four discrepancy flags: one for each ID bit processed. If the discrepancy bit is set to 1, it means that either two slaves with differing ID bits in that position both responded (the two bits read were both zero), or that no slaves responded (the two bits read were both 1). If the discrepancy bit is set to 0, then the two bits read were complementary (either 0, 1 or 1, 0) meaning that there was no bus conflict.

The high nibble (bits 7 through 4) contains the four bits that were transmitted by the 1-Wire master. These bit values will either be the bit values read (if there was no bus conflict) or the 'default' bit values specified in the original OWM_DATA.tx_rx value (if there were conflicting slaves driving the bus).

In this way, at each step in the Search ROM command, the master either 'follows' the ID of the responding slave(s), or deselects some of the slaves on the bus in case of a conflict. By the time the end of the 64-bit ROM ID has been reached (which will be the 16th 4-bit group processing step), the combination of all bits from the high nibbles of the received data will be equal to the ROM ID of one of the slaves remaining on the bus. Subsequent passes through the Search ROM algorithm can be used to determine additional slave ROM ID values, until all slaves have been identified. Refer to the *Book of iButton Standards* for a much more in depth explanation of the search function and possible variants of the search algorithm applicable to particular circumstances.

7.1.6 Registers (OWM)

Address	Register	Access	Description	Reset By
0x4001_E000	OWM_CFG	R/W	1-Wire Master Configuration	Sys
0x4001_E004	OWM_CLK_DIV_1US	R/W	1-Wire Master Clock Divisor	Sys
0x4001_E008	OWM_CTRL_STAT	***	1-Wire Master Control/Status	Sys
0x4001_E00C	OWM_DATA	R/W	1-Wire Master Data Buffer	Sys
0x4001_E010	OWM_INTFL	W1C	1-Wire Master Interrupt Flags	Sys
0x4001_E014	OWM_INTEN	R/W	1-Wire Master Interrupt Enables	Sys

7.1.6.1 OWM_CFG

OWM_CFG.long_line_mode

Field	Bits	Sys Reset	Access	Description
long_line_mode	0	0	R/W	Long Line Mode

Adjusts timing parameters to support a long wire.

OWM_CFG.force_pres_det

Field	Bits	Sys Reset	Access	Description
force_pres_det	1	0	R/W	Force Line During Presence Detect

For noisy wires, forces the 1-wire line during presence detection.

OWM_CFG.bit_bang_en

Field	Bits	Sys Reset	Access	Description
bit_bang_en	2	0	R/W	Bit Bang Enable

Enables bit bang control of the 1-Wire line.

OWM_CFG.ext_pullup_mode

Field	Bits	Sys Reset	Access	Description
ext_pullup_mode	3	0	R/W	Provide an extra output to control an external pullup.

OWM_CFG.ext_pullup_enable

Field	Bits	Sys Reset	Access	Description
ext_pullup_enable	4	0	R/W	Enable External FET Pullup

Enable external FET pullup when idle, otherwise allow line to float.

OWM_CFG.single_bit_mode

Field	Bits	Sys Reset	Access	Description
single_bit_mode	5	0	R/W	Enable Single Bit TX/RX Mode

When set, only a single bit at a time will be transmitted and received (LSB of OWM_DATA) rather than the whole byte.

OWM_CFG.overdrive

Field	Bits	Sys Reset	Access	Description
overdrive	6	0	R/W	Enables overdrive speed for 1-Wire operations.

OWM_CFG.int_pullup_enable

Field	Bits	Sys Reset	Access	Description
int_pullup_enable	7	0	R/W	Enable internal pullup.

7.1.6.2 OWM_CLK_DIV_1US

OWM_CLK_DIV_1US.divisor

Field	Bits	Sys Reset	Access	Description
divisor	7:0	00b	R/W	Clock Divisor for 1MHz

Frequency is set to the OWM module clock frequency divided by the value of this divisor field. Off when set to 0.

7.1.6.3 OWM_CTRL_STAT

OWM_CTRL_STAT.start_ow_reset

Field	Bits	Sys Reset	Access	Description
start_ow_reset	0	0	R/W	Start OW Reset

Write to 1 to begin a OW Reset sequence. Hardware clears this bit to 0 automatically when the OW Reset has completed.

OWM_CTRL_STAT.sra_mode

Field	Bits	Sys Reset	Access	Description
sra_mode	1	0	R/W	SRA Mode

Enables SRA mode. This mode is used to identify slaves and their addresses which are attached to the 1-Wire bus.

OWM_CTRL_STAT.bit_bang_oe

Field	Bits	Sys Reset	Access	Description
bit_bang_oe	2	0	R/W	Bit Bang Output Enable

When bit bang mode is enabled, controls the 1-Wire line output enable.

OWM_CTRL_STAT.ow_input

Field	Bits	Sys Reset	Access	Description
ow_input	3	n/a	R/O	OW Input State

Returns the current logic level on the 1-Wire line.

OWM_CTRL_STAT.od_spec_mode

Field	Bits	Sys Reset	Access	Description
od_spec_mode	4	0	R/W	Enable Overdrive Spec Timing Mode

- 0: Generate Overdrive time slots using 12us basis.
- 1: Generate Overdrive time slots using 10us basis (to match 1-wire spec)

OWM_CTRL_STAT.ext_pullup_pol

Field	Bits	Sys Reset	Access	Description
ext_pullup_pol	5	0	R/W	External FET Pullup Polarity

- 0: Generate active high output to enable external FET.
- 1: Generate active low output to enable external FET.

OWM_CTRL_STAT.presence_detect

Field	Bits	Sys Reset	Access	Description
presence_detect	7	0	R/O	Presence Pulse Detected

Set to 1 when a presence pulse was detected from one or more slaves during the OW Reset sequence.

7.1.6.4 OWM_DATA

OWM_DATA.tx_rx

Field	Bits	Sys Reset	Access	Description
tx_rx	7:0	00b	R/W	Tx/Rx Buffer

Writing to this field sets the transmit data for the next 1-Wire data transmit cycle. Reading from this field returns the data received by the master during the last 1-Wire data transmit cycle.

7.1.6.5 OWM_INTFL

OWM_INTFL.ow_reset_done

Field	Bits	Sys Reset	Access	Description
ow_reset_done	0	0	W1C	OW Reset Sequence Completed

OWM_INTFL.tx_data_empty

Field	Bits	Sys Reset	Access	Description
tx_data_empty	1	0	W1C	Tx Data Empty Interrupt Flag

OWM_INTFL.rx_data_ready

Field	Bits	Sys Reset	Access	Description
rx_data_ready	2	0	W1C	Rx Data Ready Interrupt Flag

OWM_INTFL.line_short

Field	Bits	Sys Reset	Access	Description
line_short	3	0	W1C	OW Line Short Detected Interrupt Flag

OWM_INTFL.line_low

Field	Bits	Sys Reset	Access	Description
line_low	4	0	W1C	OW Line Low Detected Interrupt Flag

7.1.6.6 OWM_INTEN

OWM_INTEN.ow_reset_done

Field	Bits	Sys Reset	Access	Description
ow_reset_done	0	0	R/W	OW Reset Sequence Completed

OWM_INTEN.tx_data_empty

Field	Bits	Sys Reset	Access	Description
tx_data_empty	1	0	R/W	Tx Data Empty Interrupt Enable

OWM_INTEN.rx_data_ready

Field	Bits	Sys Reset	Access	Description
rx_data_ready	2	0	R/W	Rx Data Ready Interrupt Enable

OWM_INTEN.line_short

Field	Bits	Sys Reset	Access	Description
line_short	3	0	R/W	OW Line Short Detected Interrupt Enable

OWM_INTEN.line_low

Field	Bits	Sys Reset	Access	Description
line_low	4	0	R/W	OW Line Low Detected Interrupt Enable

7.2 I2c

7.2.1 Overview

The **MAX32620** integrates three I2c bus masters for communication with a wide variety of I2c enabled slaves. The I²C bus is a two-wire, bidirectional bus (i.e., can operate as a master-transmitter or master-receiver) using a ground line and two bus lines: the serial data access line (SDA) and the serial clock line (SCL). Both the SDA and SCL lines must be driven as open-collector/drain outputs. External resistors (R_P) are recommended to pull the lines to a logic-high state; internal pullups can also be used to start I2c buses with low capacitance.

The **MAX32620** supports both the master and slave protocols. The master I²C peripherals have ownership of the I²C bus, drive the clock via the SCL pin, and generate the START and STOP signals. This enables the **MAX32620** to send and receive data to and from a slave as required by the user's application. In slave mode, the **MAX32620** relies on an externally generated clock to drive SCL and responds to data and commands only when requested by the external I2c master device.

7.2.2 Features

The I²C host port is compliant with the I²C Bus Specification with features:

- I²C bus specification version 2.1 compliant (100kHz and 400kHz)
- Programmable for both normal (100 kHz) and fast bus data rates (400kHz)
- Tagged-byte (16-byte depth) FIFOs:
  - Transaction FIFO
  - Results FIFO
- Support for 10-bit device addressing
- Clock synchronization and bus arbitration
- Supports arbitration in a multi-master environment
- Supports I²C bus hold for slow host service
- Transfer status interrupts and flags
- Support DMA data transfer via the Peripheral Management Unit (PMU)

The **MAX32620** I²C slave interface module supports the following features:

- High level I²C protocol interface engine allows an external I²C bus master to write to and read from a set of 32 data byte registers with no action required by the CPU
- Support for 7-bit or 10-bit device addressing
- SCL filter parameters are configurable to match timing values used by the I²C bus
  - Filter rates can be set for Standard speed, Full speed, or Full Plus speed modes
  - Spreadsheet available to compute programming values
- The 32 data byte registers can be set to be either read/write or read-only (by the external bus master) on a register-by-register basis
- An interrupt to the CPU can be triggered when any of the 32 data byte registers is updated by the external bus master; this is configurable on an individual

register basis

Speed Categories

The I²C ports support two operating speed categories:

- Standard-mode with a bit rate up to 100Kbps
- Fast-mode with a bit rate up to 400Kbps

Note All interfaces are downward compatible and will operate at a lower bus speed as necessary.

7.2.3 I²C Port and Pin Configurations

See Pin Function Mapping for a detailed mapping of **MAX32620** multiplexed function locations. Functional priority distinction is included in the mapping.

7.2.4 I²C Master Operation

Firmware defines I²C read and write operations via a transaction packet pushed onto the Master Transaction FIFO. I²C operation results are then read from Master Results FIFO. An unexpected NACK on write data results in system interrupt. In this case, hardware can be opted to automatically issue a Stop under this condition to free the bus. Results FIFO records the ACK/NACK status for each read data value received. Further, a full Results FIFO or empty Transaction FIFO will result in clock stretching by master. There is a timeout feature which will issue a system interrupt if this delay exceeds a firmware controllable value (in mS). Loss of arbitration in a multi-master system will result in a system interrupt.

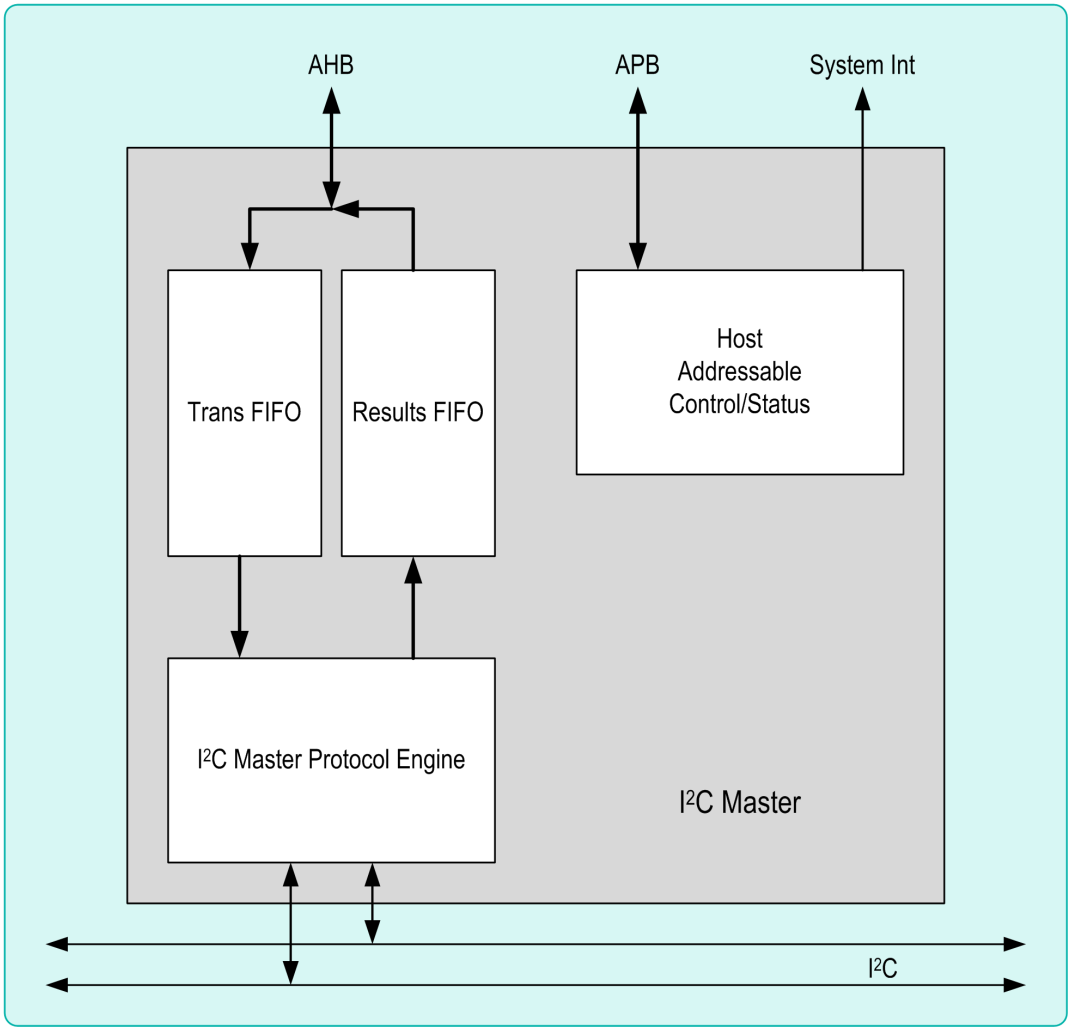


Figure 7.10: I²C Master Block Diagram

7.2.5 Protocol

The I²C protocol communication is a two-wire serial transmission. It is a half-duplex protocol where data can be transferred at various baud rates: up to 100Kbits (100Kbps) in standard mode and up to 400Kbits (400Kbps) in fast mode.

Transfer Protocol

Each transfer is made of a start bit followed by one or more sequences of eight data bits, acknowledge bit(s) sent by the receiver, and a stop bit. Data is sent with the most significant bit (MSB) first. Every byte delivered to the SDA line must be eight bits long; however, the number of bytes that can be transmitted per transfer is unrestricted.

Bit Transfer

Both SDA and SCL lines are bi-directional lines connected to a positive supply voltage via a current source or a pullup resistor. When the bus is free, the lines are in high state. The data on the SDA line must be stable when the SCL line is high.

Communication starts when the SDA line switches from high to low state and the SCL line is high. Communication stops when the SDA line switches from low to high state and the SCL line is high. Only the master generates the start and stop conditions. After the start condition and during communication, the bus is considered busy.

Start and Stop Conditions

A high to low transition on the SDA line while SCL is high defines a start condition; a low to high transition on the SDA line while SCL is high defines a stop condition.

Acknowledge (ACK) and Not Acknowledge (NACK)

The acknowledge takes place after every byte after which the receiver signals the transmitter that the byte was successfully received and another byte may be sent. The acknowledge signal operates as follows: the transmitter releases the SDA line during the acknowledge clock pulse so the receiver can pull the SDA line to the low state (it remains stable in the low state during the high period of this clock pulse on the SCL line). Setup and hold times may affect this behavior.

A NACK signal will occur when the SDA remains high during this ninth clock pulse. The I²C master can then generate either a stop condition to abort the transfer or a repeated start condition to start a new transfer. There are five conditions that lead to NACK signal generation:

1. No receiver is present on the bus with the transmitted address so there is no device to respond with an acknowledge signal.
2. The receiver is unable to receive or transmit because it is performing some real-time function and is not ready to start communication with the master.
3. During the transfer, the receiver gets data or commands that it does not understand.

4. During the transfer, the receiver cannot receive any more data bytes.
5. A master-receiver must signal the end of the transfer to the slave transmitter.

Addressing

The I2CM block runs in master mode only, and in fast or standard mode. The first byte sent defines the type of addressing.

Definition of the First Byte

7-1 bits	R/W bit	Definition
0000 000	0	General Call Address
0000 000	1	START byte
0000 001	X	Reserved (CBUS address)
0000 010	X	Reserved
0000 011	X	Reserved
0000 1XX	X	Reserved
1111 1XX	X	Reserved

General Call Address

The general call address is for addressing every device connected to the I²C bus at the same time. The General Call Address is 0x00 for the first byte transmitted and addresses all devices on the bus. A device that does require data from the general call address acknowledges the address and behaves as a slave-receiver; a device that does not require any of the data supplied within the general call address does not have to acknowledge the command. A General Call Address is followed by a second byte, which initiates the devices.

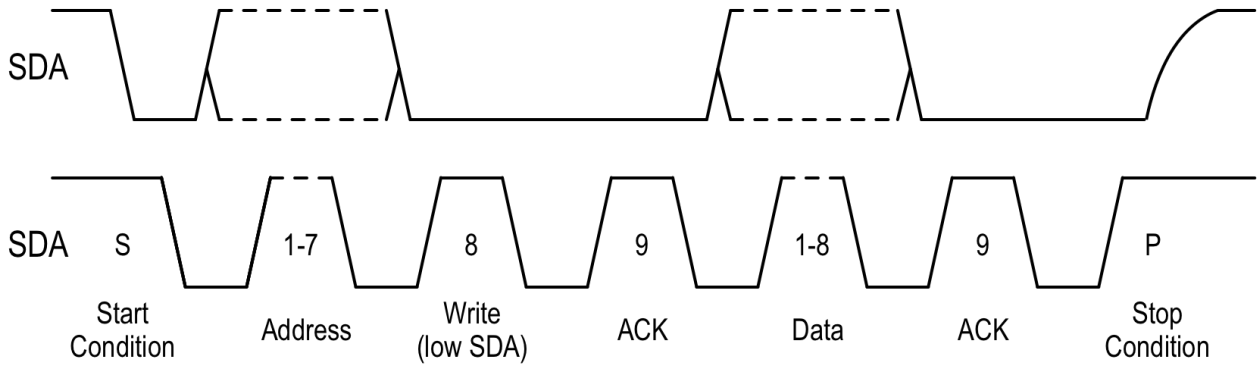


Figure 7.11: I²C Transfer

Read/Write Bit

When the R/W bit is 0, the second byte has the following definition:

- 0x06: Reset and write the programmable part of the slave address by hardware.
- 0x04: Write the programmable part of the slave address by hardware.
- 0x00: This code is not allowed to be used as the second byte.

When the R/W bit is set to 1, the hardware address of the master is written in the second byte.

The General Call Address has no effect on this interface.

START Byte

The START byte is used to initiate communication with slow devices (i.e., one reliant on software polling). The START byte has no effect on this interface.

If two or more slaves are addressed at the same time, only the slave that has the smallest address (described in decimal figures), can exchange data with the master. Communication with the other slaves is cut off.

Clock Synchronization

The I²C protocol accepts multiple masters on the bus. This is the reason why synchronization between the masters' clocks is compulsory. Clock synchronization is performed using the wired-AND connection of SCL.

Bus Arbitration

When the I²C bus is free, the two masters can initiate communication; only one master can make a valid transmission and the other must switch to slave mode. Each master compares the data sent to the SDA line. If the data is different, the master with SDA high state output will switch off its SDA data output. Arbitration occurs until only one master remains.

Master Interrupt

The **MAX32620** I²C Controller contains multiple interrupt sources that are combined into one interrupt request signal to the processor. The source of the interrupt is determined by which bits are set in the I2CMn_INTEN register.

It is recommended to acknowledge an interrupt before enabling it (unmask operation) to avoid a previous event triggering.

7.2.6 Peripheral Clock Selection and Clock Gating

To initialize the I²C master ports, the system clock source and divider must first be configured. Divider selection is dependent on many variables, including: the targeted bus-speed, the system clock frequency, and the dividers of both the system clock frequency and the I²C peripheral clock. The register field CLKMAN_SYS_CLK_CTRL_9_I2CM.i2cm_clk_scale enables the system clock to the I²C master ports and sets the system clock frequency divider. This is a 4-bit field.

Peripheral Clock Selection

i2cm_clk_scale	Description
0000b	CLK is Disabled
0001b	(System Clock Source / 1)
0010b	(System Clock Source / 2)
0011b	(System Clock Source / 4)
0100b	(System Clock Source / 8)
0101b	(System Clock Source / 16)
0110b	(System Clock Source / 32)
0111b	(System Clock Source / 64)
1000b	(System Clock Source / 128)
1001b	(System Clock Source / 256)

other	(System Clock Source / 1)

7.2.6.1 Peripheral Clock Frequency Selection

To set up the SCL frequency, it is necessary to set up four configuration registers to achieve proper operation: the I²C Peripheral Clock, Filter Clock Divisor, SCL low time, and SCL high time. The amount of time required for the SCL low time versus SCL high time (Duty Cycle) is dependent on the specific slave device(s) being communicated with. table_i2c_scl_clks shows typical target SCL low versus SLC high times for standard slave I²C devices.

Note Pullup delays, input filtering delays, and multi-master clock synchronization affect the observed SCL frequency on the I²C bus.

SCL Clock Configuration Common Calculations

PCLK	F_{I2C}	$I2C_{DUTY}$	F_{HOLD}	T_{RC}	Filt CLK Divisor	SCL Hi	SCL Lo
96	100	0.67	1	1000	48	164	576
96	400	0.67	0.25	300	12	33	144
96	1000	0.67	0.1	120	5	11	57
48	100	0.67	1	1000	24	80	288
48	400	0.67	0.25	300	6	15	72
48	1000	0.67	0.1	120	2	3	29
24	100	0.67	1	1000	12	38	144
24	400	0.67	0.25	300	3	5	36
12	100	0.67	1	1000	6	17	72
12	400	0.67	0.25	300	2	1	18
6	100	0.67	1	1000	3	7	36
3	100	0.67	1	1000	2	1	18

Note Assuming more typical RC delay, observed I²C frequency could be 8-10% faster than the target.

Explanation of SCL Clock Configuration Common Calculations values:

- PCLK = Peripheral Clock (MHz)
- F_{I2C} = I²C Frequency (KHz)

- I^2C_{DUTY} = I²C Duty Cycle (H/L)
- F_{HOLD} = I²C Hold (μs)
- T_{RC} = RC Rise Time (ns)
- Filt CLK Divisor = fs_filter_clk_div
- SCL Hi = fs_scl_hi_cnt
- SCL Lo = fs_scl_lo_cnt

7.2.7 Communication and Data Transfer

7.2.7.1 FIFO-Based I²C Master

The FIFO-based I²C engine implements a packetized interface to slave devices. This interface supports multi-master environments, 10-bit addressing, and System Management Bus (SMbus) protocol.

Sixteen-byte FIFOs are provided on each master peripheral for both TX and RX. The data is tagged prior to enqueuing to allow decoupling of firmware execution from I²C operation. A full complement of FIFO status is available for firmware monitoring and interrupt generation.

The user must define the filter clock frequency, which is typically two to four times faster than the target SCL frequency. The target SCL frequency and duty cycle are set by defining the low and high system clock limits of the SCL clock (i.e., SCL low time and SCL high time). If operating in a high-speed environment, the user must define two sets of clock control registers for normal-speed as well as high-speed.

Note Pullup delays, input filtering delays, and multi-master clock synchronization affect the observed SCL frequency on the I²C bus.

I²C and SMBus Compliance

SMBus and I²C protocols are essentially the same: an SMBus master is able to control I²C devices and vice versa at the protocol level. The SMBus clock is defined from 10kHz to 100kHz whereas I²C can range from 0Hz to 100 kHz or 0Hz to 400kHz depending on the mode. An I²C bus running at less than 10kHz is not SMBus compliant since the SMBus device(s) may time out (see Timeout Feature below).

Peripheral Management Unit

The I²C supports direct memory access peripheral communication via the Peripheral Management Unit (PMU). This allows the PMU to read and/or write the FIFOs of the I²C device.

To enable the PMU transfers, reference Peripheral Management Unit (PMU). There is no additional configuration for the I²C device: the PMU should be seen as a core (executing software) replacement. The I²C interrupts are not rerouted to the PMU and are still routed to the core (it is up to the software to configure the interrupts according to the PMU usage).

RX FIFO

RX FIFO transfers are 8-byte depth. The RX FIFO is written by hardware when a data has been received from the device. If the RX FIFO is full, all data received from the slave are lost; a new read operation cannot be started with the RX FIFO full. Reading the data register is necessary to read the RX FIFO.

TX FIFO

TX FIFO transfers are 8-byte depth. The TX FIFO is written by software using the data register (a write in the data register writes into the TX FIFO). The TX FIFO is read by hardware only when the acknowledge bit has been received (meaning just before the stop/restart bit in case of NACK or just before the first bit of the next data in case of ACK).

Timeout Feature

The SMBus protocol has a timeout feature which resets devices if communication takes too long. The minimum clock frequency of 10kHz for SMBus peripherals prevents locking up the bus erroneously. The I²C can be a DC bus, meaning that a slave device stretches the master clock when performing some routine while the master is accessing it. This notifies the master that the slave is busy but does not want to lose communication. The slave device will allow continuation of the communication after its task is complete. There is no limit to the delay in the I²C bus protocol; for a SMBus system, the delay is limited to 35ms. SMBus protocol assumes if a communication takes too long, there must be a problem on the bus and all devices must reset in order to clear this mode. This is the timeout feature of the SMBus. Slave devices are not then allowed to hold the clock in the low state too long.

7.2.8 I²C Interrupts

Slave Interrupt

Interrupt sources are available for each of the 32 data bytes to indicate that a new value has been written to that data byte by an external I²C master (data byte updated). The enabled interrupt sources (as determined by bit settings in I2CS_INTEN) are combined into a single interrupt request to the NVIC.

In the firmware interrupt handler, the source of the interrupt can be determined by examining the interrupt flag bits in the I2CS_INTFL register. Once the source of the interrupt has been determined, the interrupt flag can be cleared by writing the flag to 1.

When enabling one or more new interrupts using the I2CS_INTEN register, it is recommended to first clear any previously set interrupt flags by writing 1 bits to those flags in the I2CS_INTFL register. This avoids the generation of unwanted interrupts based on events that occurred before the interrupt or interrupts were enabled.

7.2.9 Module Clock Generation

When initializing the I2CS module, the module clock source must first be enabled and configured. Divider selection is dependent on many variables, including the targeted I²C bus speed and system clock frequency. Since the I2CS is a slave-only module, it does not have direct control over the I²C bus speed, so it must be initialized to support the fastest I²C bus speed that will be used in the application.

To enable the source clock for the I2CS module, the register field CLKMAN_SYS_CLK_CTRL_10_I2CS.i2cs_clk_scale must be written to a non-zero value. The value chosen will determine if the undivided system clock source is used directly to generate the I2CS module clock, or if the system clock source will be divided down to generate a lower frequency I2CS module clock, as shown in the table below.

Module Clock Selection

i2cs_clk_scale	I2CS Clock Setting
0	I2CS clock is Disabled
1	(System Clock Source / 1)
2	(System Clock Source / 2)
3	(System Clock Source / 4)
4	(System Clock Source / 8)
5	(System Clock Source / 16)
6	(System Clock Source / 32)
7	(System Clock Source / 64)
8	(System Clock Source / 128)
9	(System Clock Source / 256)
other	Reserved

The filter clock divisor field must also be set using the same calculations that would be used for the I2CM module running at the same desired bus frequency; refer to the I²C Clock Selection Frequency section for more details.

7.2.10 Communication and Data Transfer

7.2.10.1 I²C Mailbox

The I2CS module is organized using a bidirectional set of 32 'mailbox' data registers. These registers provide a way to pass data back and forth between the **MAX32620** and one (or more) external I²C master devices over the I²C bus interface. Because the protocol for accessing these registers via the I²C bus is supported entirely in hardware logic by the I2CS, when an external I²C bus master writes to or reads from one or more of these data registers, the main CPU does not have to be involved at all.

The 32 mailbox data registers are general-purpose by design. Any organization or special meaning that is given to the register set (including whether all 32 registers are used or only a subset of them) must be determined by the application designer. All of the registers provide identical capabilities and can be read or written from

either side in the same manner.

From the internal (APB bus) side, the 32 mailbox data registers can be read from or written to directly by the CPU or by the PMU by accessing the data_field field within the appropriate I2CS_DATA_BYTE register. From the external (I²C bus) side, the same 32 mailbox data registers can be read from or written to by an external I²C bus master, using the built-in protocol supported by the I2CS module.

7.2.10.2 Slave Addressing

The I²C slave interface implemented in the I2CS module responds to a single 7-bit or 10-bit slave address on the I²C bus. The slave address used is controlled by the DEV_ID.slave_dev_id field; when in 7-bit mode, any bits written to the high 3 bits of this field will not be used. The 7-bit address or 10-bit address mode option is selected using DEV_ID.ten_bit_id_mode.

The I2CS module does not support the General Call function.

7.2.10.3 Writing to a Single Mailbox Register

In order for the external I²C bus master to write to a single mailbox data register in the I2CS module, the following transaction sequence must be used:

1. START
2. Tx: Address byte or bytes for 7-bit or 10-bit ID of the I2CS slave
3. Rx: ACK from I2CS
4. Tx: Index value (from 0 to 31) of the mailbox data register to be accessed
5. Rx: ACK from I2CS
6. Tx: New data byte (8 bits) to be written to the mailbox data register
7. Rx: ACK from I2CS
8. STOP

Note that if the mailbox data register in question has been set (by firmware) to be read-only by setting the corresponding I2CS_DATA_BYTE<n>.read_only_fl flag to 1, if the external bus master attempts to write to that data register using the above protocol, the I2CS module will respond with a NACK after the new data byte is sent by the I²C master.

When the I²C master writes to the mailbox data register, the corresponding I2CS_DATA_BYTE<n>.data_updated_fl will be set to 1 to indicate that the data register has been updated by the external master.

7.2.10.4 Writing to Multiple Mailbox Registers

Once the index value has been sent by the I²C master as part of a write or read transaction sequence, the index value is stored internally by the I2CS module, and it is incremented by 1 following each data byte read or written by the master. This means that it is possible to write to multiple mailbox data registers in a single transaction using the following sequence:

1. START
2. Tx: Address byte or bytes for 7-bit or 10-bit ID of the I2CS slave
3. Rx: ACK from I2CS
4. Tx: Index value N (from 0 to 31)
5. Rx: ACK from I2CS
6. Tx: New data byte (8 bits) to be written to data register N
7. Rx: ACK from I2CS
8. Tx: New data byte (8 bits) to be written to data register (N+1)
9. Rx: ACK from I2CS
10. Tx: New data byte (8 bits) to be written to data register (N+2)
11. Rx: ACK from I2CS
12. Tx: New data byte (8 bits) to be written to data register (N+3)
13. Rx: ACK from I2CS
14. STOP

Note that if *any* of the the mailbox data registers have been set (by firmware) to be read-only by setting the corresponding I2CS_DATA_BYTE<n>.read_only_fl flag to 1, if the external bus master attempts to write to that data register using the above protocol, the I2CS module will respond with a NACK after the new data byte is sent by the I²C master, and the sequence will be interrupted.

When the I²C master writes to each mailbox data register, the corresponding I2CS_DATA_BYTE<n>.data_updated_fl will be set to 1 to indicate that the data register has been updated by the external master.

7.2.10.5 Reading from a Single Mailbox Register

In order for the external I²C bus master to read to a single mailbox data register in the I2CS module, the following transaction sequence must be used:

1. START
2. Tx: Address, with R/nW bit set to 0 (write operation)
3. Rx: ACK from I2CS
4. Tx: Index value (from 0 to 31) of the mailbox data register to be accessed
5. Rx: ACK from I2CS
6. Repeated START
7. Tx: Address, with R/nW bit set to 1 (read operation)
8. Switch to read mode, I2CS will begin transmitting data at this point
9. Rx: Current data byte (8 bits) from the mailbox data register
10. Tx: NACK from I²C master
11. STOP

The end of the read is signalled to the I2CS with the STOP.

7.2.10.6 Reading from Multiple Mailbox Registers

As with write operations, it is possible for the external I²C bus master to read from multiple mailbox data registers in a single transaction sequence, as follows:
In order for the external I²C bus master to read to a single mailbox data register in the I2CS module, the following transaction sequence must be used:

1. START
2. Tx: Address, with R/nW bit set to 0 (write operation)
3. Rx: ACK from I2CS
4. Tx: Index value N (from 0 to 31)
5. Rx: ACK from I2CS

6. Repeated START
7. Tx: Address, with R/nW bit set to 1 (read operation)
8. Switch to read mode, I2CS will begin transmitting data at this point
9. Rx: Current data byte (8 bits) from the mailbox data register N
10. Tx: ACK from I2C master
11. Rx: Current data byte (8 bits) from the mailbox data register (N+1)
12. Tx: ACK from I2C master
13. Rx: Current data byte (8 bits) from the mailbox data register (N+2)
14. Tx: ACK from I2C master
15. Rx: Current data byte (8 bits) from the mailbox data register (N+3)
16. Tx: NACK from I2C master
17. STOP

The end of the read is signalled to the I2CS with the STOP.

7.2.11 Registers (I2CM)

Address	Register	Access	Description	Reset By
0x4001_6000	I2CM0_FS_CLK_DIV	R/W	I2C Master 0 Full Speed SCL Clock Settings	Sys
0x4001_600C	I2CM0_TIMEOUT	R/W	I2C Master 0 Timeout and Auto-Stop Settings	Sys
0x4001_6010	I2CM0_CTRL	R/W	I2C Master 0 Control Register	Sys
0x4001_6014	I2CM0_TRANS	***	I2C Master 0 Transaction Start and Status Flags	Sys
0x4001_6018	I2CM0_INTFL	W1C	I2C Master 0 Interrupt Flags	Sys
0x4001_601C	I2CM0_INTEN	R/W	I2C Master 0 Interrupt Enable/Disable Controls	Sys
0x4001_6028	I2CM0_BB	***	I2C Master 0 Bit-Bang Control Register	Sys
0x4001_7000	I2CM1_FS_CLK_DIV	R/W	I2C Master 1 Full Speed SCL Clock Settings	Sys
0x4001_700C	I2CM1_TIMEOUT	R/W	I2C Master 1 Timeout and Auto-Stop Settings	Sys
0x4001_7010	I2CM1_CTRL	R/W	I2C Master 1 Control Register	Sys
0x4001_7014	I2CM1_TRANS	***	I2C Master 1 Transaction Start and Status Flags	Sys
0x4001_7018	I2CM1_INTFL	W1C	I2C Master 1 Interrupt Flags	Sys
0x4001_701C	I2CM1_INTEN	R/W	I2C Master 1 Interrupt Enable/Disable Controls	Sys
0x4001_7028	I2CM1_BB	***	I2C Master 1 Bit-Bang Control Register	Sys
0x4001_8000	I2CM2_FS_CLK_DIV	R/W	I2C Master 2 Full Speed SCL Clock Settings	Sys
0x4001_800C	I2CM2_TIMEOUT	R/W	I2C Master 2 Timeout and Auto-Stop Settings	Sys
0x4001_8010	I2CM2_CTRL	R/W	I2C Master 2 Control Register	Sys
0x4001_8014	I2CM2_TRANS	***	I2C Master 2 Transaction Start and Status Flags	Sys
0x4001_8018	I2CM2_INTFL	W1C	I2C Master 2 Interrupt Flags	Sys
0x4001_801C	I2CM2_INTEN	R/W	I2C Master 2 Interrupt Enable/Disable Controls	Sys
0x4001_8028	I2CM2_BB	***	I2C Master 2 Bit-Bang Control Register	Sys
0x4010_7000	I2CM0_FIFO_TRANS	R/W	I2C Master 0 Transaction FIFO	Sys

Address	Register	Access	Description	Reset By
0x4010_7800	I2CM0_FIFO_RSLTS	R/W	I2C Master 0 Results FIFO	Sys
0x4010_8000	I2CM1_FIFO_TRANS	R/W	I2C Master 1 Transaction FIFO	Sys
0x4010_8800	I2CM1_FIFO_RSLTS	R/W	I2C Master 1 Results FIFO	Sys
0x4010_9000	I2CM2_FIFO_TRANS	R/W	I2C Master 2 Transaction FIFO	Sys
0x4010_9800	I2CM2_FIFO_RSLTS	R/W	I2C Master 2 Results FIFO	Sys

7.2.11.1 I2CMn_FS_CLK_DIV

I2CMn_FS_CLK_DIV.fs_filter_clk_div

Field	Bits	Sys Reset	Access	Description
fs_filter_clk_div	7:0	00000001b	R/W	Full Speed Filter Clock Divisor

Filter frequency = (I2C Master Module Clock)/fs_filter_clk_div. Setting this value to 1 will disable the I2C Master.

I2CMn_FS_CLK_DIV.fs_scl_lo_cnt

Field	Bits	Sys Reset	Access	Description
fs_scl_lo_cnt	19:8	12'b0	R/W	Full Speed SCL Low Count

Number of clocks to hold SCL low for clock output

I2CMn_FS_CLK_DIV.fs_scl_hi_cnt

Field	Bits	Sys Reset	Access	Description
fs_scl_hi_cnt	31:20	12'b0	R/W	Full Speed SCL High Count

Number of clocks to hold SCL high for clock output

7.2.11.2 I2CMn_TIMEOUT

I2CMn_TIMEOUT.tx_timeout

Field	Bits	Sys Reset	Access	Description
tx_timeout	23:16	8'b0	R/W	Transaction Timeout Limit

Timeout limit (in mS) for a given transaction; when this timeout expires, master releases the bus and triggers an interrupt.

I2CMn_TIMEOUT.auto_stop_en

Field	Bits	Sys Reset	Access	Description
auto_stop_en	24	0	R/W	Auto-Stop Enable

If 1, master automatically issues a Stop when a timeout or unexpected Nack occurs.

7.2.11.3 I2CMn_CTRL

I2CMn_CTRL.tx_fifo_en

Field	Bits	Sys Reset	Access	Description
tx_fifo_en	2	0	R/W	Master Transaction FIFO Enable

- 0: Disabled
- 1: Enabled

I2CMn_CTRL.rx_fifo_en

Field	Bits	Sys Reset	Access	Description
rx_fifo_en	3	0	R/W	Master Results FIFO Enable

- 0: Disabled
- 1: Enabled

I2CMn_CTRL.mstr_reset_en

Field	Bits	Sys Reset	Access	Description
mstr_reset_en	7	0	R/W	Master Reset

- 0: Peripheral is allowed to run normally.
- 1: Peripheral is held in reset. Once this bit is set to 1, the peripheral will remain in reset until this bit is cleared to 0 by firmware.

7.2.11.4 I2CMn_TRANS

I2CMn_TRANS.tx_start

Field	Bits	Sys Reset	Access	Description
tx_start	0	0	R/W	Start Transaction

Write to 1 to begin a master transaction.

I2CMn_TRANS.tx_in_progress

Field	Bits	Sys Reset	Access	Description
tx_in_progress	1	0	R/O	Transaction In Progress

Set to 1 by hardware when a new transaction is started; cleared when transaction ends.

I2CMn_TRANS.tx_done

Field	Bits	Sys Reset	Access	Description
tx_done	2	0	R/O	Transaction Done

Set to 1 by hardware when a transaction completes; cleared to 0 on transaction Start.

I2CMn_TRANS.tx_nacked

Field	Bits	Sys Reset	Access	Description
tx_nacked	3	0	R/O	Transaction Nacked

Set to 1 when a transaction completes due to an unexpected NACK; cleared to 0 on Start.

I2CMn_TRANS.tx_lost_arbitr

Field	Bits	Sys Reset	Access	Description
tx_lost_arbitr	4	0	R/O	Transaction Lost Arbitration

Set to 1 when a transaction halts due to an arbitration failure; cleared to 0 on Start.

I2CMn_TRANS.tx_timeout

Field	Bits	Sys Reset	Access	Description
tx_timeout	5	0	R/O	Transaction Timed Out

Set to 1 when a transaction halts due to a timeout; cleared to 0 on Start.

7.2.11.5 I2CMn_INTFL

I2CMn_INTFL.tx_done

Field	Bits	Sys Reset	Access	Description
tx_done	0	0	W1C	Transaction Done Int Status

Write 1 to clear.

Set to 1 by hardware when a transaction completes.

I2CMn_INTFL.tx_nacked

Field	Bits	Sys Reset	Access	Description
tx_nacked	1	0	W1C	Transaction NACKed Int Status

Write 1 to clear.

Set to 1 by hardware when a transaction is interrupted due to an unexpected NACK response.

I2CMn_INTFL.tx_lost_arbitr

Field	Bits	Sys Reset	Access	Description
tx_lost_arbitr	2	0	W1C	Transaction Lost Arbitration Int Status

Write 1 to clear.

Set to 1 by hardware when a transaction is interrupted due to a lost arbitration failure.

I2CMn_INTFL.tx_timeout

Field	Bits	Sys Reset	Access	Description
tx_timeout	3	0	W1C	Transaction Timed Out Int Status

Write 1 to clear.

Set to 1 by hardware when a transaction times out.

I2CMn_INTFL.tx_fifo_empty

Field	Bits	Sys Reset	Access	Description
tx_fifo_empty	4	0	W1C	Transaction FIFO Empty Int Status

Write 1 to clear.

Set to 1 by hardware when the transaction FIFO is empty.

I2CMn_INTFL.tx_fifo_3q_empty

Field	Bits	Sys Reset	Access	Description
tx_fifo_3q_empty	5	0	W1C	Transaction FIFO 3Q Empty Int Status

Write 1 to clear.

Set to 1 by hardware when the transaction FIFO is three-quarters empty.

I2CMn_INTFL.rx_fifo_not_empty

Field	Bits	Sys Reset	Access	Description
rx_fifo_not_empty	6	0	W1C	Results FIFO Not Empty Int Status

Write 1 to clear.

Set to 1 by hardware when the results FIFO is not empty.

I2CMn_INTFL.rx_fifo_2q_full

Field	Bits	Sys Reset	Access	Description
rx_fifo_2q_full	7	0	W1C	Results FIFO 2Q Full Int Status

Write 1 to clear.

Set to 1 by hardware when the results FIFO is half full (two quarters).

I2CMn_INTFL.rx_fifo_3q_full

Field	Bits	Sys Reset	Access	Description
rx_fifo_3q_full	8	0	W1C	Results FIFO 3Q Full Int Status

Write 1 to clear.

Set to 1 by hardware when the results FIFO is three-quarters full.

I2CMn_INTFL.rx_fifo_full

Field	Bits	Sys Reset	Access	Description
rx_fifo_full	9	0	W1C	Results FIFO Full Int Status

Write 1 to clear.

Set to 1 by hardware when the results FIFO is completely full.

7.2.11.6 I2CMn_INTEN

I2CMn_INTEN.tx_done

Field	Bits	Sys Reset	Access	Description
tx_done	0	0	R/W	Transaction Done Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.tx_nacked

Field	Bits	Sys Reset	Access	Description
tx_nacked	1	0	R/W	Transaction NACKed Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.tx_lost_arbitr

Field	Bits	Sys Reset	Access	Description
tx_lost_arbitr	2	0	R/W	Transaction Lost Arbitration IntEnable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.tx_timeout

Field	Bits	Sys Reset	Access	Description
tx_timeout	3	0	R/W	Transaction Timed Out Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.tx_fifo_empty

Field	Bits	Sys Reset	Access	Description
tx_fifo_empty	4	0	R/W	Transaction FIFO Empty Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.tx_fifo_3q_empty

Field	Bits	Sys Reset	Access	Description
tx_fifo_3q_empty	5	0	R/W	Transaction FIFO 3Q Empty Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.rx_fifo_not_empty

Field	Bits	Sys Reset	Access	Description
rx_fifo_not_empty	6	0	R/W	Results FIFO Not Empty Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.rx_fifo_2q_full

Field	Bits	Sys Reset	Access	Description
rx_fifo_2q_full	7	0	R/W	Results FIFO 2Q Full Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.rx_fifo_3q_full

Field	Bits	Sys Reset	Access	Description
rx_fifo_3q_full	8	0	R/W	Results FIFO 3Q Full Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

I2CMn_INTEN.rx_fifo_full

Field	Bits	Sys Reset	Access	Description
rx_fifo_full	9	0	R/W	Results FIFO Full Int Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

7.2.11.7 I2CMn_BB

I2CMn_BB.bb_scl_out

Field	Bits	Sys Reset	Access	Description
bb_scl_out	0	1	R/W	Bit Bang SCL Output

I2CMn_BB.bb_sda_out

Field	Bits	Sys Reset	Access	Description
bb_sda_out	1	1	R/W	Bit Bang SDA Output

I2CMn_BB.bb_scl_in_val

Field	Bits	Sys Reset	Access	Description
bb_scl_in_val	2	s	R/O	Bit Bang SCL Input Value

I2CMn_BB.bb_sda_in_val

Field	Bits	Sys Reset	Access	Description
bb_sda_in_val	3	s	R/O	Bit Bang SCL Input Value

I2CMn_BB.rx_fifo_cnt

Field	Bits	Sys Reset	Access	Description
rx_fifo_cnt	20:16	s	R/O	Results FIFO Data Received Count

7.2.11.8 I2CMn_FIFO_TRANS

Sys Reset	Access	Description
n/a	R/W	I2C Master 0 Transaction FIFO

Writes to this space result in pushes to the I2C Master Transaction FIFO.

Reads from this space return the FIFO full flag in bit 0, and all other bits are 0.

7.2.11.9 I2CMn_FIFO_RSLTS

Sys Reset	Access	Description
n/a	R/W	I2C Master 0 Results FIFO

Reads from this space return the next value which is pulled from the Results FIFO.

Writes to this space are ignored.

7.2.12 Registers (I2CS)

Address	Register	Access	Description	Reset By
0x4001_9000	I2CS_CLK_DIV	R/W	I2C Slave Clock Divisor Control	Sys
0x4001_9004	I2CS_DEV_ID	R/W	I2C Slave Device ID Register	Sys
0x4001_9008	I2CS_INTFL	W1C	I2CS Interrupt Flags	Sys
0x4001_900C	I2CS_INTEN	R/W	I2CS Interrupt Enable/Disable Controls	Sys
0x4001_9010	I2CS_DATA_BYTE	***	I2CS Data Byte	Sys

7.2.12.1 I2CS_CLK_DIV

I2CS_CLK_DIV.fs_filter_clock_div

Field	Bits	Sys Reset	Access	Description
fs_filter_clock_div	7:0	0	R/W	FS Filter Clock Divisor

- 1: I2CS interface is disabled.
- 2..255: Filter frequency is set to (I2CS clock)/(field value), where the I2CS clock is determined by SYS_CLK_CTRL_10_I2CS.
- 0: Filter frequency is set to (I2CS clock)/256, where the I2CS clock is determined by SYS_CLK_CTRL_10_I2CS.

7.2.12.2 I2CS_DEV_ID

I2CS_DEV_ID.slave_dev_id

Field	Bits	Sys Reset	Access	Description
slave_dev_id	9:0	0	R/W	Slave Device ID

This field determines the slave device ID that will be used by the I2CS interface to compare against incoming messages on the I2C bus. If 10-bit ID mode is enabled, then all 10 bits of this field will be used as the device address; otherwise, only the low 7 bits will be used.

I2CS_DEV_ID.ten_bit_id_mode

Field	Bits	Sys Reset	Access	Description
ten_bit_id_mode	12	0	R/W	10-bit ID Mode

- 0: The I2CS interface will operate in 7-bit addressing mode (default).
- 1: The I2CS interface will operate in 10-bit addressing mode.

I2CS_DEV_ID.slave_reset

Field	Bits	Sys Reset	Access	Description
slave_reset	14	0	R/W	Slave Reset

Writing this bit to 1 will cause the I2CS engine to be held in a reset state indefinitely. The I2CS engine will resume normal operation once this bit is written to 0 again. Setting this bit to 1 does not affect the contents of the I2CS module registers.

7.2.12.3 I2CS_INTFL

I2CS_INTFL.byte0

Field	Bits	Sys Reset	Access	Description
byte0	0	0	W1C	Updated Byte 0

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte1

Field	Bits	Sys Reset	Access	Description
byte1	1	0	W1C	Updated Byte 1

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte2

Field	Bits	Sys Reset	Access	Description
byte2	2	0	W1C	Updated Byte 2

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte3

Field	Bits	Sys Reset	Access	Description
byte3	3	0	W1C	Updated Byte 3

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte4

Field	Bits	Sys Reset	Access	Description
byte4	4	0	W1C	Updated Byte 4

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte5

Field	Bits	Sys Reset	Access	Description
byte5	5	0	W1C	Updated Byte 5

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte6

Field	Bits	Sys Reset	Access	Description
byte6	6	0	W1C	Updated Byte 6

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte7

Field	Bits	Sys Reset	Access	Description
byte7	7	0	W1C	Updated Byte 7

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte8

Field	Bits	Sys Reset	Access	Description
byte8	8	0	W1C	Updated Byte 8

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte9

Field	Bits	Sys Reset	Access	Description
byte9	9	0	W1C	Updated Byte 9

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte10

Field	Bits	Sys Reset	Access	Description
byte10	10	0	W1C	Updated Byte 10

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte11

Field	Bits	Sys Reset	Access	Description
byte11	11	0	W1C	Updated Byte 11

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte12

Field	Bits	Sys Reset	Access	Description
byte12	12	0	W1C	Updated Byte 12

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte13

Field	Bits	Sys Reset	Access	Description
byte13	13	0	W1C	Updated Byte 13

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte14

Field	Bits	Sys Reset	Access	Description
byte14	14	0	W1C	Updated Byte 14

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte15

Field	Bits	Sys Reset	Access	Description
byte15	15	0	W1C	Updated Byte 15

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte16

Field	Bits	Sys Reset	Access	Description
byte16	16	0	W1C	Updated Byte 16

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte17

Field	Bits	Sys Reset	Access	Description
byte17	17	0	W1C	Updated Byte 17

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte18

Field	Bits	Sys Reset	Access	Description
byte18	18	0	W1C	Updated Byte 18

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte19

Field	Bits	Sys Reset	Access	Description
byte19	19	0	W1C	Updated Byte 19

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte20

Field	Bits	Sys Reset	Access	Description
byte20	20	0	W1C	Updated Byte 20

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte21

Field	Bits	Sys Reset	Access	Description
byte21	21	0	W1C	Updated Byte 21

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte22

Field	Bits	Sys Reset	Access	Description
byte22	22	0	W1C	Updated Byte 22

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte23

Field	Bits	Sys Reset	Access	Description
byte23	23	0	W1C	Updated Byte 23

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte24

Field	Bits	Sys Reset	Access	Description
byte24	24	0	W1C	Updated Byte 24

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte25

Field	Bits	Sys Reset	Access	Description
byte25	25	0	W1C	Updated Byte 25

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte26

Field	Bits	Sys Reset	Access	Description
byte26	26	0	W1C	Updated Byte 26

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte27

Field	Bits	Sys Reset	Access	Description
byte27	27	0	W1C	Updated Byte 27

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte28

Field	Bits	Sys Reset	Access	Description
byte28	28	0	W1C	Updated Byte 28

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte29

Field	Bits	Sys Reset	Access	Description
byte29	29	0	W1C	Updated Byte 29

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte30

Field	Bits	Sys Reset	Access	Description
byte30	30	0	W1C	Updated Byte 30

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

I2CS_INTFL.byte31

Field	Bits	Sys Reset	Access	Description
byte31	31	0	W1C	Updated Byte 31

Set to 1 by hardware when the associated data byte is written by an external I2C bus master.

7.2.12.4 I2CS_INTEN

I2CS_INTEN.byte0

Field	Bits	Sys Reset	Access	Description
byte0	0	0	R/W	Updated Byte 0

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte1

Field	Bits	Sys Reset	Access	Description
byte1	1	0	R/W	Updated Byte 1

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte2

Field	Bits	Sys Reset	Access	Description
byte2	2	0	R/W	Updated Byte 2

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte3

Field	Bits	Sys Reset	Access	Description
byte3	3	0	R/W	Updated Byte 3

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte4

Field	Bits	Sys Reset	Access	Description
byte4	4	0	R/W	Updated Byte 4

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte5

Field	Bits	Sys Reset	Access	Description
byte5	5	0	R/W	Updated Byte 5

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte6

Field	Bits	Sys Reset	Access	Description
byte6	6	0	R/W	Updated Byte 6

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte7

Field	Bits	Sys Reset	Access	Description
byte7	7	0	R/W	Updated Byte 7

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte8

Field	Bits	Sys Reset	Access	Description
byte8	8	0	R/W	Updated Byte 8

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte9

Field	Bits	Sys Reset	Access	Description
byte9	9	0	R/W	Updated Byte 9

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte10

Field	Bits	Sys Reset	Access	Description
byte10	10	0	R/W	Updated Byte 10

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte11

Field	Bits	Sys Reset	Access	Description
byte11	11	0	R/W	Updated Byte 11

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte12

Field	Bits	Sys Reset	Access	Description
byte12	12	0	R/W	Updated Byte 12

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte13

Field	Bits	Sys Reset	Access	Description
byte13	13	0	R/W	Updated Byte 13

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte14

Field	Bits	Sys Reset	Access	Description
byte14	14	0	R/W	Updated Byte 14

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte15

Field	Bits	Sys Reset	Access	Description
byte15	15	0	R/W	Updated Byte 15

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte16

Field	Bits	Sys Reset	Access	Description
byte16	16	0	R/W	Updated Byte 16

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte17

Field	Bits	Sys Reset	Access	Description
byte17	17	0	R/W	Updated Byte 17

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte18

Field	Bits	Sys Reset	Access	Description
byte18	18	0	R/W	Updated Byte 18

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte19

Field	Bits	Sys Reset	Access	Description
byte19	19	0	R/W	Updated Byte 19

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte20

Field	Bits	Sys Reset	Access	Description
byte20	20	0	R/W	Updated Byte 20

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte21

Field	Bits	Sys Reset	Access	Description
byte21	21	0	R/W	Updated Byte 21

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte22

Field	Bits	Sys Reset	Access	Description
byte22	22	0	R/W	Updated Byte 22

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte23

Field	Bits	Sys Reset	Access	Description
byte23	23	0	R/W	Updated Byte 23

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte24

Field	Bits	Sys Reset	Access	Description
byte24	24	0	R/W	Updated Byte 24

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte25

Field	Bits	Sys Reset	Access	Description
byte25	25	0	R/W	Updated Byte 25

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte26

Field	Bits	Sys Reset	Access	Description
byte26	26	0	R/W	Updated Byte 26

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte27

Field	Bits	Sys Reset	Access	Description
byte27	27	0	R/W	Updated Byte 27

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte28

Field	Bits	Sys Reset	Access	Description
byte28	28	0	R/W	Updated Byte 28

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte29

Field	Bits	Sys Reset	Access	Description
byte29	29	0	R/W	Updated Byte 29

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte30

Field	Bits	Sys Reset	Access	Description
byte30	30	0	R/W	Updated Byte 30

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

I2CS_INTEN.byte31

Field	Bits	Sys Reset	Access	Description
byte31	31	0	R/W	Updated Byte 31

- 0: Interrupt disabled (default)
- 1: An interrupt will be triggered by the I2CS module when the associated Updated Byte N interrupt flag is set.

7.2.12.5 I2CS_DATA_BYTE

I2CS_DATA_BYTE.data_field

Field	Bits	Sys Reset	Access	Description
data_field	7:0	00h	R/W	Data Field

This field contains the 8-bit data byte value which can be read from or written to either internally (over the APB bus) or externally (by an I2C bus master).

I2CS_DATA_BYTE.read_only_fl

Field	Bits	Sys Reset	Access	Description
read_only_fl	8	0	R/W	Read Only Flag

This flag affects only access to the 8-bit data byte from the external I2C master side; it is always possible to read and write the data byte value internally using the APB bus.

- 0: External master has read/write access to the 8-bit data field (default).
- 1: External master has read-only access to the 8-bit data field. An attempt by the external master to write to the data field will result in a NACK response from the I2CS.

I2CS_DATA_BYTE.data_updated_fl

Field	Bits	Sys Reset	Access	Description
data_updated_fl	9	0	R/O	Byte Updated Flag

This flag is set to 1 by hardware when the external I2C bus master writes a new value to the 8-bit data byte value field. Reading this register (over the APB bus) will clear this flag to zero.

7.3 SPIM

7.3.1 Overview

The serial peripheral interface (SPIM) module of the **MAX32620** microcontroller provides a highly configurable, flexible, and efficient interface to communicate with a wide variety of SPI slave devices. The integrated SPI controllers provide an independent master-mode-only serial communication channel that communicates with peripheral devices in a single- or multiple-slave system. Up to three separate SPIM interfaces are available for application use.

Note The number of SPIM instances available is contingent upon the application usage of other peripherals and GPIO pins.

The three SPI Master ports (SPIM0, SPIM1, and SPIM2) available on the **MAX32620** each support the following features:

- Support of all four SPI modes (0, 1, 2, and 3) for single-bit communication
- 3- or 4-wire mode for single-bit slave device communication
- Full-duplex operation in single-bit, 4-wire mode
- Dual and Quad I/O supported
- Up to five slave select (SS) lines per port with programmable polarity
- Up to two slave ready (SR) lines with programmable polarity
- Programmable interface timing
- Programmable SCK frequency and duty cycle
- Programmable SCK alternate timing
- SS assertion and deassertion timing with respect to leading/trailing SCK edge

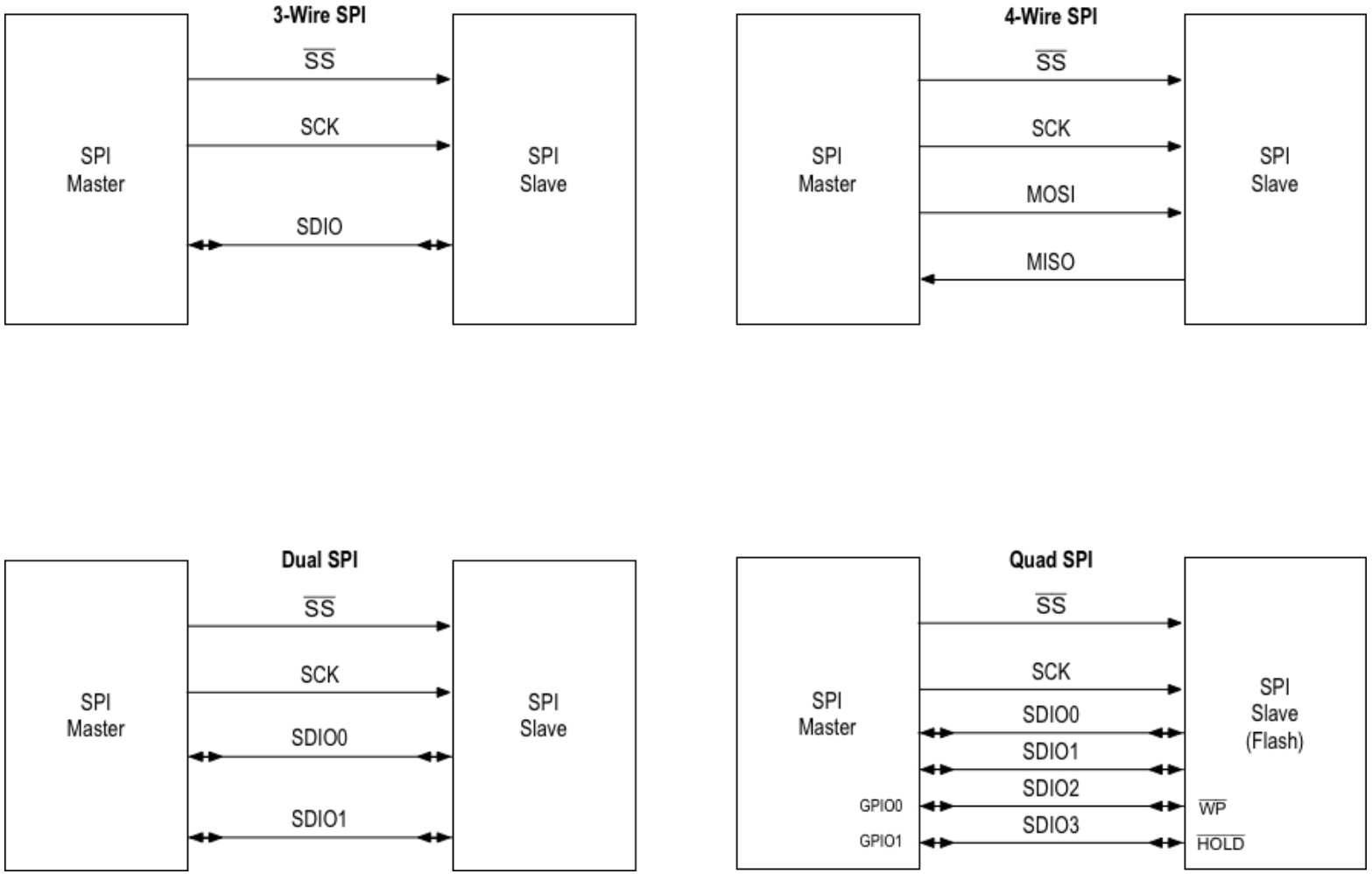


Figure 7.12: Multi I/O SPI Support

7.3.2 SPIM Port and Pin Configurations

SPI Wiring Configurations

- **3-Wire SPI**: SS, SCK, SDIO
- **4-Wire SPI**: SS, SCK, MOSI, MISO
- **Dual SPI**: SS, SCK, SDIO0, SDIO1
- **Quad SPI**: SS, SCK, SDIO0, SDIO1, SDIO2, SDIO3

Slave Ready (SR) lines are optional; configuration details can be found in the Static Configuration section.

Note See Pin Function Mapping for a detailed mapping of **MAX32620** multiplexed function locations. Functional priority distinction is included in the mapping.

7.3.2.1 Pin Layout Configuration

The tables below contain the available pin configurations for each of the SPI Master ports (SPIM0, SPIM1, SPIM2):

SPIM0

Logic Signal	GPIO Pin
SCK	P0.4
SDIO[0] (MOSI)	P0.5
SDIO[1] (MISO)	P0.6
SDIO[2]	P4.2
SDIO[3]	P4.3
SS[0]	P0.7
SS[1]	P4.4
SS[2]	P4.5
SS[3]	P4.6
SS[4]	P4.7

SPIM1

Logic Signal	GPIO Pin
SCK	P1.0
SDIO0 (MOSI)	P1.1
SDIO1 (MISO)	P1.2
SDIO2	P1.4
SDIO3	P1.5
SS0	P1.3
SS1	P3.6
SS2	P3.7

SPIM2

Logic Signal	GPIO Pin (Mapping A)	GPIO Pin (Mapping B)
SCK	P2.4	P5.0
SDIO[0] (MOSI)	P2.5	P5.1
SDIO[1] (MISO)	P2.6	P5.2
SDIO[2]	not mapped	P5.4
SDIO[3]	not mapped	P5.5
SS[0]	P2.7	P5.3
SS[1]	P3.4	P5.7
SS[2]	P3.5	P6.0
SR[0]	P4.0	P5.6
SR[1]	P4.1	not mapped

7.3.3 Clock Selection and Configuration

The **MAX32620** supports programmable SPIM clock rates, which are a divisor of the system clock. Each of the three SPIM ports is able to set its clock rate independently. To set the base clock rate, write to the appropriate Clock Control register with the value desired to achieve the ideal clock rate for the slave devices.

SPI Clock Rate Configuration Registers

Port	SPI Clock Configuration Register
SPIM0	CLKMAN_SYS_CLK_CTRL_11_SPI0.spi0_clk_scale
SPIM1	CLKMAN_SYS_CLK_CTRL_12_SPI1.spi1_clk_scale
SPIM2	CLKMAN_SYS_CLK_CTRL_13_SPI2.spi2_clk_scale

Setting the SPI Clock Rate - `REGISTER CLKMAN_SYS_CLK_CTRL_x_SPIy`

Setting	SPI Clock Rate
0	Disabled
1	(System Clock Source / 1)
2	(System Clock Source / 2)
3	(System Clock Source / 4)
4	(System Clock Source / 8)
5	(System Clock Source / 16)
6	(System Clock Source / 32)
7	(System Clock Source / 64)
8	(System Clock Source / 128)
9	(System Clock Source / 256)
other	(System Clock Source / 1)

7.3.4 Clock Gating

Clock gating for the SPI ports is controlled by the register fields CLKMAN_CLK_GATE_CTRL2.spi0_clk_gater, CLKMAN_CLK_GATE_CTRL2.spi1_clk_gater, and CLKMAN_CLK_GATE_CTRL2.spi2_clk_gater. The table below shows the supported settings for the `spi[n]_clk_gater` register fields and their meanings.

SPI[n] Clock Control Value (2b)	Setting
00b	Clock off - SPI[n] disabled
01b	Dynamic Clock Gating Enabled - SPI[n] clock active only when used
10b or 11b	Clock on - SPI[n] enabled at all times

7.3.5 Configuration Modes Overview

Once the main SPI clock is set up for the port, the remainder of the configuration and operation for SPI is mapped into three categories:

- *Static Configuration:* Performed during SPI initial setup and/or when SPI is not active.
  - SPIMn_SS_SR_POLARITY
  - SPIMn_GEN_CTRL
- *Dynamic Configuration:* Configuration required to communicate with a specific slave device, which may take place while the SPI port is active.
  - SPIMn_MSTR_CFG
- *Interrupt Servicing:* Status and Control used by an application either directly or via the Peripheral Management Unit's DMA to efficiently service SPI data transfer.
  - SPIMn_FIFO_CTRL
  - SPIMn_INTFL
  - SPIMn_INTEN

7.3.5.1 Static Configuration

Static configuration should be performed while the SPI port is disabled. Static configuration includes:

- Slave Select signal polarity
- Slave Ready (Flow Control) signal polarity

Slave select polarity is independently configurable for each slave select line for a given SPI port. To set the Slave Select 0 for the SPI port to an Active High State, set the ss_polarity field to 0000001b in the register SPIMn_SS_SR_POLARITY. To set additional slave selects for the same port, set the appropriate bit(s) in the ss_polarity field to match the slave select line. By default, the slave selects are set to Active Low.

For the slave ready polarity, each slave ready input signal for a given SPI port is configured in the same manner as the Slave Select. Set the fc_polarity bit in the SPIMn_SS_SR_POLARITY register to either a 1 or a 0.

7.3.5.2 Dynamic Configuration

To begin communicating with a given slave device it is necessary to set up several parameters specific to that slave. All of these settings are controlled by the SPIMn_MSTR_CFG register.

The SPIMn_MSTR_CFG.slave_sel field determines which slave select pin is active during the transaction. A total of five possibilities exist for each SPI Port as determined by the GPIO mapping and the user configuration and design.

If the slave device only supports 3-Wire mode, setting SPIMn_MSTR_CFG.three_wire_mode to 1 puts the SPI Port into 3-Wire mode. For this mode, the corresponding output pin SDIO[0] is used for both MOSI and MISO.

7.3.5.3 SPI Mode Selection (Clock Polarity and Phase)

To select one of the four supported SPI Modes of operation, the SPIMn_MSTR_CFG.spi_mode field is used. By default, SPI Mode 0 is selected, spi_mode = 00b. The selected SPI Mode affects the SPI clock state (active low or active high) and the clock edge on which the SPI master samples data (rising edge or falling edge).

SPI Modes

SPI Mode	SPI Clock Polarity	SPIM Sampling Clock Edge
0	Active High	Rising Edge
1	Active High	Falling Edge
2	Active Low	Falling edge
3	Active Low	Rising Edge

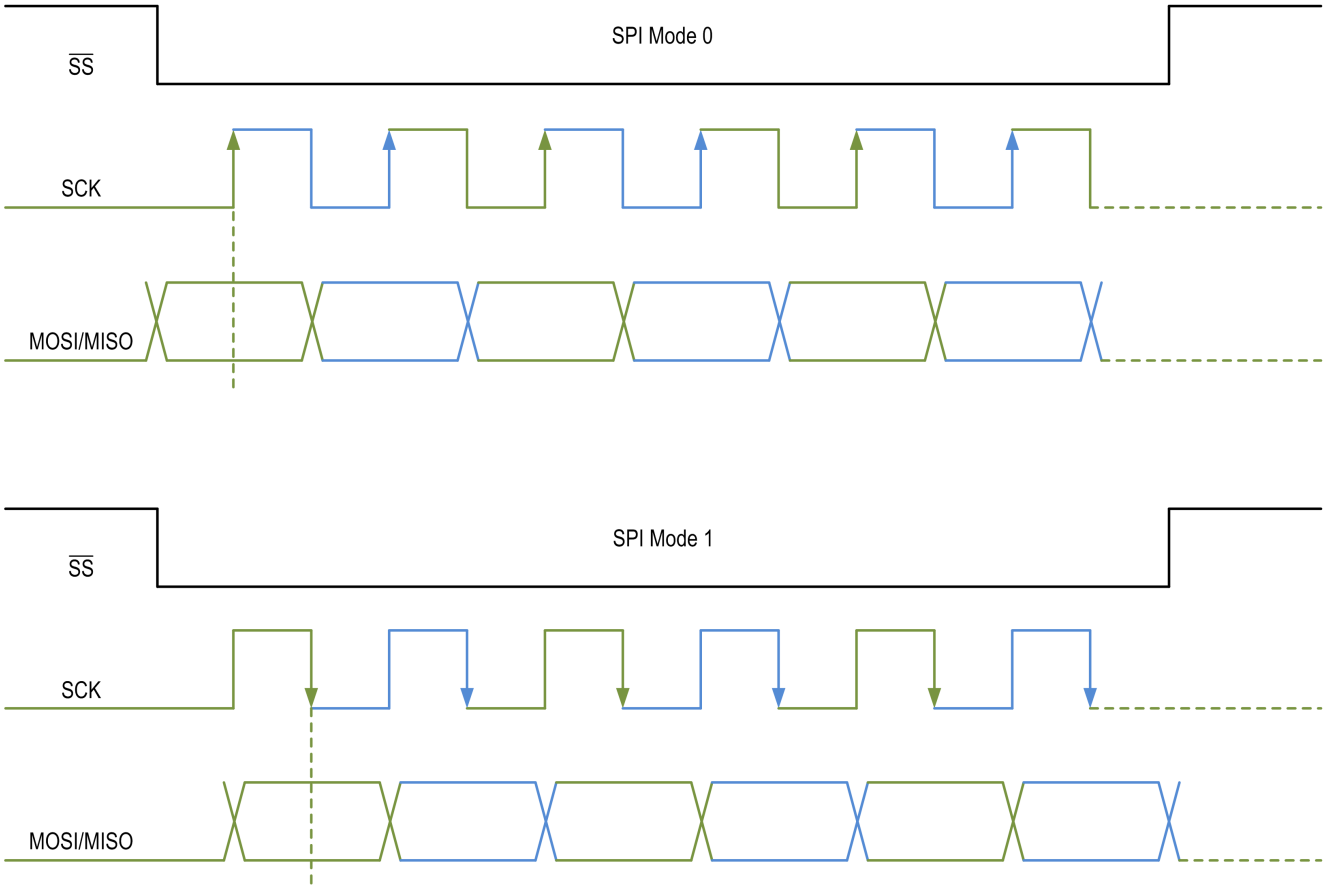


Figure 7.13: SPI Modes 0 and 1 Timing

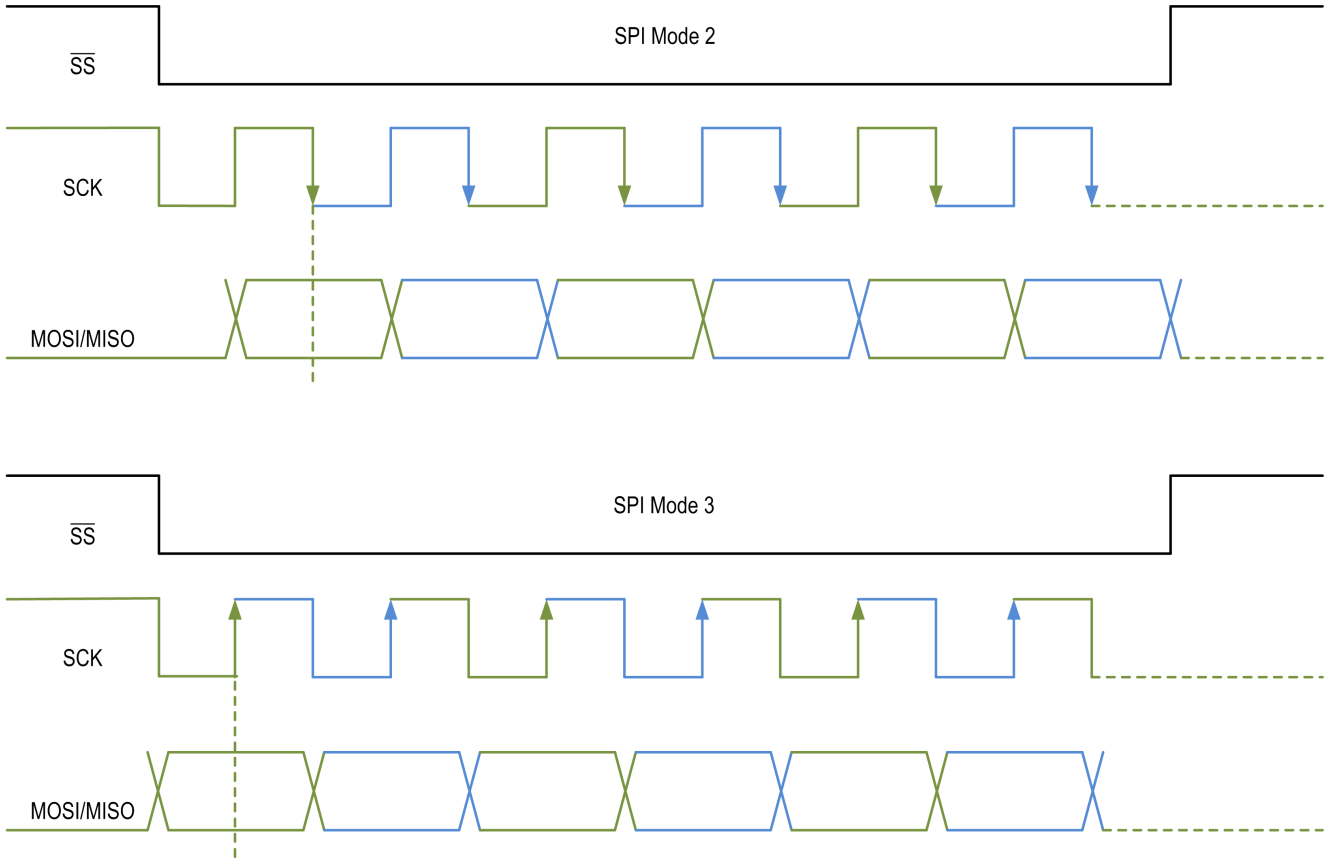


Figure 7.14: SPI Modes 2 and 3 Timing

7.3.5.4 Serial Clock

The number of peripheral clocks SCK will be in either active or inactive states is set with the SPIMn_MSTR_CFG.sck_hi_clk and SPIMn_MSTR_CFG.sck_lo_clk fields. These fields define the duty cycle of the SPI clock signal SCK. These settings are further determined by the clock polarity settings.

Additional configuration options are supported and are detailed in the SPIMn_MSTR_CFG register.

7.3.5.5 Transaction Delay

Various transaction delay behaviors are set using the SPIMn_MSTR_CFG.act_delay and SPIMn_MSTR_CFG.inact_delay register fields. The act_delay field controls the delay from automatic assertion of slave select lines to the beginning of the SCK clock pulses as well as the delay from the end of the clock pulses until automatic deassertion of SS. Conversely, inact_delay controls the delay between deassertion of SS at the end of a transaction and reassertion of SS to begin the next transaction; this control essentially regulates the delay period between back-to-back SPI transactions.

act_delay	Delay Time
0	0 system clocks
1	2 system clocks
2	4 system clocks
3	8 system clocks

inact_delay	Delay Time
0	0 system clocks
1	2 system clocks
2	4 system clocks
3	8 system clocks

7.3.5.6 Page Size

The SPIMn_MSTR_CFG.page_size field is used to define the number of bytes per page for transactions defining their length in numbers of pages. The following table shows the writes for the various page sizes.

page_size	Bytes Per Page
0	4 (Default)
1	8
2	16

3	32

7.3.6 Communication and Data Transfer

Once the SPI has been configured to communicate with a specific slave, SPI transactions are initiated by writing to the SPI Transaction FIFO mapped into the AHB system address map.

Prior to initiating a transaction, both the TX and RX SPI FIFOs need to be enabled. To enable the Transmit FIFO, set SPIMn_GEN_CTRL.tx_fifo_en to 1. The Receive FIFO is enabled by setting SPIMn_GEN_CTRL.rx_fifo_en to 1.

The FIFO is 2 bytes wide and expects a 16-bit header followed by an optional payload padded out to a 16-bit boundary up to a total of 32 bytes.

If the transaction generates results data, this data is pushed onto the SPI Results FIFO mapped into the AHB system address map. This FIFO is 8 bits wide and will zero-pad to a byte boundary at the completion of a SPI transaction.

SPI Transaction Header Type 0

The format of the standard transaction header (with bits [15:14] set to 00b) is as follows:

Bit	Mnemonic	Description
[1:0]	Direction	Direction of information transfer with respect to the Master. • 0 = None • 1 = TX • 2 = RX • 3 = Both For headers which do not define a transmission (i.e., Direction = None or Rx), no payload is required. Conversely, headers which do not define a reception (i.e., Direction = None or Tx), result in no data being pushed onto the results FIFO.
[3:2]	Size Units	Units used to interpret the size field. • 0 = Bits • 1 = Bytes • 2 = Pages (See SPIMn_MSTR_CFG.page_size for page size definition)

[8:4]	Size	Size of transaction in terms of units. 1 = 1, 2 = 2, ... *Note 0 = 32 units*
[10:9]	Width	Number of SDIO I/O to use for the transaction. This has no effect on the size of the transaction, just the time required to complete it. • *Note:* • *0 = 1-bit wide* • *1 = 2-bits wide* • *2 = 4-bits wide*
[11]	Alt Timing	RESERVED
[12]	Flow Control	When set to 1, use selected slave flow control input to moderate traffic movement.
[13]	Deassert SS	When set to 1, deassert selected slave select at the completion of this transaction.
[15:14]	Header Type	Type 0 (00b)

SPI Transaction Header Type 1

If bits [15:14] of the transaction header are set to 1 (01b), then instead of starting a transaction, the header is used to set bits [13:0] in the SPIMn_MSTR_CFG register as defined below.

Field	Description
[2:0]	Written to SPIMn_MSTR_CFG.slave_sel
[3]	Written to SPIMn_MSTR_CFG.three_wire_mode
[5:4]	Written to SPIMn_MSTR_CFG.spi_mode
[7:6]	Written to SPIMn_MSTR_CFG.page_size
[11:8]	Written to SPIMn_MSTR_CFG.sck_hi_clk
[13:12]	Written to SPIMn_MSTR_CFG.sck_lo_clk bits [1:0] only
[15:14]	Header Type 1 (01b)

SPI Transaction Header Type 2

If bits [15:14] of the transaction header are set to 2 (10b), then instead of starting a transaction, the header is used to set bits [27:14] in the SPIMn_MSTR_CFG register as defined below.

Field	Description
[1:0]	Written to SPIMn_MSTR_CFG.sck_lo_clk bits [3:2] only
[3:2]	Written to SPIMn_MSTR_CFG.act_delay
[5:4]	Written to SPIMn_MSTR_CFG.inact_delay
[9:6]	Not used
[13:10]	Not used
[15:14]	Header Type 2 (10b)

7.3.7 Interrupts

Interrupt logic is provided to allow efficient servicing of the SPI Master function by firmware or the PMU engine. Interrupts may be grouped into two categories:

- Keeping the transaction FIFO full.
- Keeping the results FIFO empty. Programmable levels in the FIFO allow interrupt events to be issued if the transaction FIFO falls below a certain level, or if the results FIFO fills above a certain level. See SPIMn_FIFO_CTRL for details.

7.3.8 Registers (SPIM)

Address	Register	Access	Description	Reset By
0x4001_A000	SPIM0_MSTR_CFG	R/W	SPI Master 0 Configuration Register	Sys
0x4001_A004	SPIM0_SS_SR_POLARITY	R/W	SPI Master 0 Polarity Control for SS and SR Signals	Sys
0x4001_A008	SPIM0_GEN_CTRL	***	SPI Master 0 General Control Register	Sys
0x4001_A00C	SPIM0_FIFO_CTRL	***	SPI Master 0 FIFO Control Register	Sys
0x4001_A010	SPIM0_SPCL_CTRL	R/W	SPI Master 0 Special Mode Controls	Sys
0x4001_A014	SPIM0_INTFL	W1C	SPI Master 0 Interrupt Flags	Sys
0x4001_A018	SPIM0_INTEN	R/W	SPI Master 0 Interrupt Enable/Disable Settings	Sys
0x4001_A01C	SPIM0_SIMPLE_HEADERS	R/W	SPI Master 0 Simple Mode Transaction Headers	Sys
0x4001_B000	SPIM1_MSTR_CFG	R/W	SPI Master 1 Configuration Register	Sys
0x4001_B004	SPIM1_SS_SR_POLARITY	R/W	SPI Master 1 Polarity Control for SS and SR Signals	Sys
0x4001_B008	SPIM1_GEN_CTRL	***	SPI Master 1 General Control Register	Sys
0x4001_B00C	SPIM1_FIFO_CTRL	***	SPI Master 1 FIFO Control Register	Sys
0x4001_B010	SPIM1_SPCL_CTRL	R/W	SPI Master 1 Special Mode Controls	Sys
0x4001_B014	SPIM1_INTFL	W1C	SPI Master 1 Interrupt Flags	Sys
0x4001_B018	SPIM1_INTEN	R/W	SPI Master 1 Interrupt Enable/Disable Settings	Sys
0x4001_B01C	SPIM1_SIMPLE_HEADERS	R/W	SPI Master 1 Simple Mode Transaction Headers	Sys
0x4001_C000	SPIM2_MSTR_CFG	R/W	SPI Master 2 Configuration Register	Sys
0x4001_C004	SPIM2_SS_SR_POLARITY	R/W	SPI Master 2 Polarity Control for SS and SR Signals	Sys
0x4001_C008	SPIM2_GEN_CTRL	***	SPI Master 2 General Control Register	Sys
0x4001_C00C	SPIM2_FIFO_CTRL	***	SPI Master 2 FIFO Control Register	Sys
0x4001_C010	SPIM2_SPCL_CTRL	R/W	SPI Master 2 Special Mode Controls	Sys
0x4001_C014	SPIM2_INTFL	W1C	SPI Master 2 Interrupt Flags	Sys

Address	Register	Access	Description	Reset By
0x4001_C018	SPIM2_INTEN	R/W	SPI Master 2 Interrupt Enable/Disable Settings	Sys
0x4001_C01C	SPIM2_SIMPLE_HEADERS	R/W	SPI Master 2 Simple Mode Transaction Headers	Sys
0x4010_A000	SPIM0_FIFO_TRANS	R/W	SPI Master FIFO Write Space for Transaction Setup	Sys
0x4010_A800	SPIM0_FIFO_RSLTS	R/W	SPI Master FIFO Read Space for Results Data	Sys
0x4010_B000	SPIM1_FIFO_TRANS	R/W	SPI Master 1 FIFO Write Space for Transaction Setup	Sys
0x4010_B800	SPIM1_FIFO_RSLTS	R/W	SPI Master 1 FIFO Read Space for Results Data	Sys
0x4010_C000	SPIM2_FIFO_TRANS	R/W	SPI Master 2 FIFO Write Space for Transaction Setup	Sys
0x4010_C800	SPIM2_FIFO_RSLTS	R/W	SPI Master 2 FIFO Read Space for Results Data	Sys

7.3.8.1 SPIMn_MSTR_CFG

SPIMn_MSTR_CFG.slave_sel

Field	Bits	Sys Reset	Access	Description
slave_sel	2:0	0	R/W	SPI Slave Select

Selects which SS slave select (out of those which are supported) will be asserted during a SPI transaction.

- 0: SS[0]
- 1: SS[1]
- 2: SS[2]
- 3: SS[3]
- 4: SS[4]
- 5: Reserved
- 6: Reserved
- 7: Reserved

SPIMn_MSTR_CFG.three_wire_mode

Field	Bits	Sys Reset	Access	Description
three_wire_mode	3	0	R/W	3-Wire Mode

- 0: Disabled
- 1: Enabled - SDIO[0] will serve as both MOSI and MISO (half duplex mode)

SPIMn_MSTR_CFG.spi_mode

Field	Bits	Sys Reset	Access	Description
spi_mode	5:4	00b	R/W	SPI Mode

Defines Clock Polarity (bit 5) and Clock Phase (bit 4), collectively referred to as SPI Mode.

SPIMn_MSTR_CFG.page_size

Field	Bits	Sys Reset	Access	Description
page_size	7:6	0	R/W	Page Size

Defines number of bytes per page, for transactions that define their length in number of pages.

- 0: 4 bytes per page
- 1: 8 bytes per page
- 2: 16 bytes per page
- 3: 32 bytes per page

SPIMn_MSTR_CFG.sck_hi_clk

Field	Bits	Sys Reset	Access	Description
sck_hi_clk	11:8	1	R/W	SCK High Clocks

Number of module clocks SCK will be in the High state for each SCK clock pulse output by the SPI master. Setting this field to 0 results in a value of 16 clocks.

SPIMn_MSTR_CFG.sck_lo_clk

Field	Bits	Sys Reset	Access	Description
sck_lo_clk	15:12	1	R/W	SCK Low Clocks

Number of module clocks SCK will be in the Low state for each SCK clock pulse output by the SPI master. Setting this field to 0 results in a value of 16 clocks.

SPIMn_MSTR_CFG.act_delay

Field	Bits	Sys Reset	Access	Description
act_delay	17:16	1	R/W	SS Active Timing

Controls the delay from automatic assertion of slave select (SS) to the beginning of the SCK clock pulses as well as the delay from the end of the clock pulses until the automatic deassertion of SS.

- 0: 0 module clocks
- 1: 2 module clocks
- 2: 4 module clocks
- 3: 8 module clocks

SPIMn_MSTR_CFG.inact_delay

Field	Bits	Sys Reset	Access	Description
inact_delay	19:18	1	R/W	SS Inactive Timing

Controls the delay between deassertion of SS at the end of a transaction and reassertion of SS to begin the next transaction, for back-to-back SPI transactions.

- 0: 0 module clocks
- 1: 2 module clocks
- 2: 4 module clocks
- 3: 8 module clocks

SPIMn_MSTR_CFG.sdio_sample_point

Field	Bits	Sys Reset	Access	Description
sdio_sample_point	23:20	0000b	R/W	SDIO Sample Point

Defines an additional delay (in terms of SPI clock cycles) to wait before sampling the SDIO input line.

7.3.8.2 SPIMn_SS_SR_POLARITY

SPIMn_SS_SR_POLARITY.ss_polarity

Field	Bits	Sys Reset	Access	Description
ss_polarity	7:0	00h	R/W	SS Signal Polarity

Defines polarity of each implemented SS slave select signal, where 0=active low, 1=active high.

SPIMn_SS_SR_POLARITY.fc_polarity

Field	Bits	Sys Reset	Access	Description
fc_polarity	15:8	00h	R/W	SR Signal Polarity [FC Polarity]

Defines polarity of each implemented SR flow control signal, where 0=active low, 1=active high.

7.3.8.3 SPIMn_GEN_CTRL

SPIMn_GEN_CTRL.spi_mstr_en

Field	Bits	Sys Reset	Access	Description
spi_mstr_en	0	0	R/W	Enable/Disable SPI Master

- 0: SPI is disabled and forced to reset state
- 1: SPI is enabled.

SPIMn_GEN_CTRL.tx_fifo_en

Field	Bits	Sys Reset	Access	Description
tx_fifo_en	1	0	R/W	Transaction FIFO Enable

- 0: Transaction FIFO is disabled/forced to reset
- 1: Transaction FIFO is enabled

SPIMn_GEN_CTRL.rx_fifo_en

Field	Bits	Sys Reset	Access	Description
rx_fifo_en	2	0	R/W	Results FIFO Enable

- 0: Results FIFO is disabled/forced to reset
- 1: Results FIFO is enabled

SPIMn_GEN_CTRL.bit_bang_mode

Field	Bits	Sys Reset	Access	Description
bit_bang_mode	3	0	R/W	Bit Bang Mode Enable

- 0: Bit Bang Mode disabled
- 1: Bit Bang Mode enabled

SPIMn_GEN_CTRL.bb_ss_in_out

Field	Bits	Sys Reset	Access	Description
bb_ss_in_out	4	0	R/W	Bit Bang SS Input/Output

When written, defines output state of currently selected slave select (Bit Bang Mode only)

When read, returns the current state of the slave select (0=deasserted, 1=asserted)

SPIMn_GEN_CTRL.bb_sr_in

Field	Bits	Sys Reset	Access	Description
bb_sr_in	5	0	R/O	Bit Bang SR Input

Writes have no effect.

When read, returns the current state of the flow control (0=deasserted, 1=asserted)

SPIMn_GEN_CTRL.bb_sck_in_out

Field	Bits	Sys Reset	Access	Description
bb_sck_in_out	6	0	R/W	Bit Bang SCK Input/Output

When written, defines output state of SPI clock signal SCK (Bit Bang Mode only)

When read, returns the current state of the SCK clock (0=inactive, 1=active)

SPIMn_GEN_CTRL.bb_sdio_in

Field	Bits	Sys Reset	Access	Description
bb_sdio_in	11:8	0000b	R/O	Bit Bang SDIO Input

Writes have no effect.

When read, returns the current input state of the SDIO pins

SPIMn_GEN_CTRL.bb_sdio_out

Field	Bits	Sys Reset	Access	Description
bb_sdio_out	15:12	0000b	R/W	Bit Bang SDIO Output

Defines output state of SDIO pins (Bit Bang only)

SPIMn_GEN_CTRL.bb_sdio_dr_en

Field	Bits	Sys Reset	Access	Description
bb_sdio_dr_en	19:16	0000b	R/W	Bit Bang SDIO Drive Enable

Enables output drive of SDIO pins (Bit Bang only)

SPIMn_GEN_CTRL.simple_mode

Field	Bits	Sys Reset	Access	Description
simple_mode	20	0	R/W	Enable SPI Simple Mode

- 0: No effect.
- 1: Enables the SPI Simple Mode operation.

SPIMn_GEN_CTRL.start_rx_only

Field	Bits	Sys Reset	Access	Description
start_rx_only	21	0	R/W	Start Simple RX Only Transaction

When SPI Simple Mode is enabled, setting this bit to 1 causes the SPI master to initiate a receive-only transaction as defined by the SPI Simple Mode RX Only Transaction Header register.

This bit will be automatically cleared to zero by hardware once the requested transaction has been initiated.

SPIMn_GEN_CTRL.deassert_act_ss

Field	Bits	Sys Reset	Access	Description
deassert_act_ss	22	0	R/W	Deassert Currently Selected SS

When SPI Simple Mode is enabled, setting this bit to 1 causes the SPI master to deassert the currently active SS line.

This bit will be automatically cleared to zero by hardware once the requested action has been performed.

SPIMn_GEN_CTRL.enable_sck_fb_mode

Field	Bits	Sys Reset	Access	Description
enable_sck_fb_mode	24	1	R/W	Enable SCK_FB Mode

- 0: No effect.
- 1: Enables SCK_FB mode for the SCK clock signal.

SPIMn_GEN_CTRL.invert_sck_fb_clk

Field	Bits	Sys Reset	Access	Description
invert_sck_fb_clk	25	0	R/W	Invert SCK_FB Clock

- 0: No effect.
- 1: Causes the SCK_FB clock to be inverted before use.

In Mode 0 the receiver will clock on the falling edge of SCK. In Mode 2 the reciever will clock on the rising edge of SCK. This allows for an additional 1/2 cycle data setup time. This bit is ignored in Modes 1 & 3.

7.3.8.4 SPIMn_FIFO_CTRL

SPIMn_FIFO_CTRL.tx_fifo_ae_lvl

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae_lvl	3:0	15	R/W	Transaction FIFO AE Level

Defines number of unused FIFO entries (words) required to assert Almost Empty flag. FIFO depth is 16 entries.

SPIMn_FIFO_CTRL.tx_fifo_used

Field	Bits	Sys Reset	Access	Description
tx_fifo_used	12:8	n/a	R/O	Transaction FIFO Used

Returns number of currently used entries in the Transaction FIFO

SPIMn_FIFO_CTRL.rx_fifo_af_lvl

Field	Bits	Sys Reset	Access	Description
rx_fifo_af_lvl	20:16	31	R/W	Results FIFO AF Level

Defines number of used FIFO entries (bytes) required to assert Almost Full flag. FIFO depth is 32 bytes.

NOTE: Results FIFO AF Level should not be set higher than (FIFO Depth-Results FIFO Margin). For example, with the default case of Results FIFO Margin = 2 and FIFO Depth = 32, set this to a maximum of 32 - 2 = 30.

SPIMn_FIFO_CTRL.rx_fifo_used

Field	Bits	Sys Reset	Access	Description
rx_fifo_used	29:24	n/a	R/O	Results FIFO Used

Returns number of currently used byte entries in the Results FIFO

7.3.8.5 SPIMn_SPCL_CTRL

SPIMn_SPCL_CTRL.ss_sample_mode

Field	Bits	Sys Reset	Access	Description
ss_sample_mode	0	0	R/W	SS Sample Mode

Enables (when set to 1) the ability to drive SDIO outputs prior to the assertion of Slave Select. This bit should be set when the SPI bus is idle and the transaction FIFO is empty; it will auto- clear when the next slave select assertion occurs.

SPIMn_SPCL_CTRL.miso_fc_en

Field	Bits	Sys Reset	Access	Description
miso_fc_en	1	0	R/W	SDIO(1) to SR(0) Mode

When set to 1, routes SDIO(1) input to SR0 for use with devices that use MISO for flow control during writes. Must be cleared to perform reads.

SPIMn_SPCL_CTRL.ss_sa_sdio_out

Field	Bits	Sys Reset	Access	Description
ss_sa_sdio_out	7:4	0000b	R/W	SDIO Active Output Value

Defines output mode of SDIO when SS Sample Mode is active.

SPIMn_SPCL_CTRL.ss_sa_sdio_dr_en

Field	Bits	Sys Reset	Access	Description
ss_sa_sdio_dr_en	11:8	0000b	R/W	SDIO Active Drive Mode

Defines output drive mode of SDIO when SS Sample Mode is active.

SPIMn_SPCL_CTRL.rx_fifo_margin

Field	Bits	Sys Reset	Access	Description
rx_fifo_margin	14:12	2	R/W	Results FIFO Margin

The maximum number of bytes that can be in flight due to the latency of SCK to the pad and back. This may result in the master stopping before the Results FIFO is completely full. For optimal performance, this field should remain set to its default value of 2.

SPIMn_SPCL_CTRL.sck_fb_delay

Field	Bits	Sys Reset	Access	Description
sck_fb_delay	19:16	3	R/W	SCK FB Delay

In module clock cycles, the maximum delay on SCK round trip time to the pad and back. e.g. for a SPI module clock of 96 MHz and a 30 ns max round trip time, ceiling(96e6 $*$ 30e-9) = ceiling(2.88) = 3

SPIMn_SPCL_CTRL.spare_reserved

Field	Bits	Sys Reset	Access	Description
spare_reserved	31:20	0	R/W	Spare Reserved

Reserved for future use. Do not modify.

7.3.8.6 SPIMn_INTFL

SPIMn_INTFL.tx_stalled

Field	Bits	Sys Reset	Access	Description
tx_stalled	0	0	W1C	Transaction Stalled Int Status

0:Int not active, 1:Interrupt has been triggered Set when transaction FIFO is empty and selected Slave Select is asserted.

Write 1 to clear.

SPIMn_INTFL.rx_stalled

Field	Bits	Sys Reset	Access	Description
rx_stalled	1	0	W1C	Results Stalled Int Status

0:Int not active, 1:Interrupt has been triggered Set when results FIFO is full and selected Slave Select is asserted.

Write 1 to clear.

SPIMn_INTFL.tx_ready

Field	Bits	Sys Reset	Access	Description
tx_ready	2	0	W1C	Transaction Ready Int Status

0:Int not active, 1:Interrupt has been triggered Set when transaction FIFO is empty and selected Slave Select is deasserted.

Write 1 to clear.

SPIMn_INTFL.rx_done

Field	Bits	Sys Reset	Access	Description
rx_done	3	0	W1C	Results Done Int Status

0:Int not active, 1:Interrupt has been triggered Set when results FIFO is not empty and selected Slave Select is deasserted.

Write 1 to clear.

SPIMn_INTFL.tx_fifo_ae

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae	4	0	W1C	TXFIFO Almost Empty Int Status

0:Int not active, 1:Interrupt has been triggered Set when transaction FIFO is in the 'almost empty' state.

Write 1 to clear.

SPIMn_INTFL.rx_fifo_af

Field	Bits	Sys Reset	Access	Description
rx_fifo_af	5	0	W1C	RXFIFO Almost Full Int Status

0:Int not active, 1:Interrupt has been triggered Set when the results FIFO is in the 'almost full' state.

Write 1 to clear.

7.3.8.7 SPIMn_INTEN

SPIMn_INTEN.tx_stalled

Field	Bits	Sys Reset	Access	Description
tx_stalled	0	0	R/W	Transaction Stalled Int Enable

0: Interrupt source disabled; 1:Interrupt enabled.

SPIMn_INTEN.rx_stalled

Field	Bits	Sys Reset	Access	Description
rx_stalled	1	0	R/W	Results Stalled Int Enable

0: Interrupt source disabled; 1:Interrupt enabled.

SPIMn_INTEN.tx_ready

Field	Bits	Sys Reset	Access	Description
tx_ready	2	0	R/W	Transaction Ready Int Enable

0: Interrupt source disabled; 1:Interrupt enabled.

SPIMn_INTEN.rx_done

Field	Bits	Sys Reset	Access	Description
rx_done	3	0	R/W	Results Done Int Enable

0: Interrupt source disabled; 1:Interrupt enabled.

SPIMn_INTEN.tx_fifo_ae

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae	4	0	R/W	TXFIFO Almost Empty Int Enable

0: Interrupt source disabled; 1:Interrupt enabled.

SPIMn_INTEN.rx_fifo_af

Field	Bits	Sys Reset	Access	Description
rx_fifo_af	5	0	R/W	RXFIFO Almost Full Int Enable

0: Interrupt source disabled; 1:Interrupt enabled.

7.3.8.8 SPIMn_SIMPLE_HEADERS

SPIMn_SIMPLE_HEADERS.tx_bidir_header

Field	Bits	Sys Reset	Access	Description
tx_bidir_header	13:0	0	R/W	TX Bidir Transaction Header

When Simple Mode is enabled, this transaction header is used to initiate a new transaction whenever the SPI Master is idle and the TX transaction FIFO is not empty.

SPIMn_SIMPLE_HEADERS.rx_only_header

Field	Bits	Sys Reset	Access	Description
rx_only_header	29:16	0	R/W	RX Only Transaction Header

When Simple Mode is enabled, this transaction header is used whenever the SPI Master is idle and an attempt is made to read data from an empty RX FIFO. This transaction header is also used when a RX Only transaction is initiated by setting the start_rx_only bit to 1.

7.3.8.9 SPIMn_FIFO_TRANS

Sys Reset	Access	Description
n/a	R/W	SPI Master FIFO Write Space for Transaction Setup

Writes to this space result in pushes to the SPI Master Transaction FIFO. This write space supports single accesses as well as burst accesses; access widths of 8-bit, 16-bit and 32-bit are supported. Reads from this space always return zeroes.

The SPI Master Transaction FIFO is 16 bits wide and 16 levels deep. Performing a 16-bit write to this space results in a single 16-bit push to the write end of the FIFO. A 32-bit write results in two 16-bit pushes; the least significant word is pushed first, followed by the most significant word. When two pushes occur from a single

write, a busy status will be returned by the FIFO to the AHB bus master until both pushes have completed.

If 8-bit writes are used to load the FIFO, these writes must occur in even/odd address pairs. An even byte address write will be held until the corresponding odd byte address write is received, at which point both bytes will be pushed to the FIFO in a single 16-bit push operation (odd byte: MSB, even byte: LSB)

7.3.8.10 SPIMn_FIFO_RSLTS

Sys Reset	Access	Description
n/a	R/W	SPI Master FIFO Read Space for Results Data

Reads from this space pull data from the SPI Master Results FIFO. This read space supports single accesses as well as burst accesses; access widths of 8-bit, 16-bit and 32-bit are supported. Writes to this space are ignored.

The SPI Master Results FIFO is 8 bits wide and 32 levels deep. Reading an 8-bit value from this space results in a single pull from the read end of the FIFO. Reading a 16-bit value results in two byte pulls (b0 and b1) from the read end of the FIFO; the resulting 16-bit return value is b1:b0 where b1 is the MSB and b0 is the LSB. Reading a 32-bit value results in four byte pulls (b0, b1, b2, b3) from the read end of the FIFO; the resulting 32-bit return value is b3:b2:b1:b0 where b3 is the MSB and b0 is the LSB.

7.4 SPIS

7.4.1 Overview

The SPI Slave (SPIS) peripheral provides a highly configurable, flexible, and efficient interface to communicate with a wide variety of SPI bus master devices.

The **MAX32620** provides a single SPIS port, which supports the following features:

- Support of all four SPI modes (0, 1, 2, and 3) for single-bit communication
- 3- or 4-wire mode for 1-bit-width communication with SPI bus master
- Full-duplex operation in 1-bit-width, 4-wire mode
- Dual and Quad I/O supported (half-duplex mode only)

7.4.2 SPIS Port and Pin Configurations

SPIS Wiring Configurations

- **3-Wire SPI**: SSEL, SCK, SDIO[0]
- **4-Wire SPI**: SSEL, SCK, MOSI (SDIO[0]), MISO (SDIO[1])
- **Dual SPI**: SSEL, SCK, SDIO[0], SDIO[1]
- **Quad SPI**: SSEL, SCK, SDIO[0], SDIO[1], SDIO[2], SDIO[3]

Note See Pin Function Mapping for a detailed mapping of **MAX32620** multiplexed function locations. Functional priority distinction is included in the mapping.

7.4.3 Clock Selection and Configuration

The **MAX32620** supports a programmable clock rate for the SPI Slave peripheral, based on the main system clock (sys_clk_main). To configure the clock, set CLKMAN_SYS_CLK_CTRL_16_SPIS.spis_clk_scale to the value desired to achieve the ideal clock rate for SPI communication.

The SPI Slave peripheral clock is disabled by default; before the SPI Slave can be used, this clock must be enabled and its frequency must be configured as shown below.

SPI Slave Peripheral Clock Selection Table

CLKMAN_SYS_CLK_CTRL_16_SPIS.spis_clk_scale	Clock Frequency ($f_{sys\_clk\_sub16}$)
0	Disabled
1	($f_{sys\_clk\_main}$ / 1)
2	($f_{sys\_clk\_main}$ / 2)
3	($f_{sys\_clk\_main}$ / 4)
4	($f_{sys\_clk\_main}$ / 8)
5	($f_{sys\_clk\_main}$ / 16)
6	($f_{sys\_clk\_main}$ / 32)
7	($f_{sys\_clk\_main}$ / 64)
8	($f_{sys\_clk\_main}$ / 128)
9	($f_{sys\_clk\_main}$ / 256)
10..15	Reserved

7.4.4 Registers (SPIS)

Address	Register	Access	Description	Reset By
0x4002_0000	SPIS_GEN_CTRL	R/W	SPI Slave General Control Register	Sys
0x4002_0004	SPIS_FIFO_CTRL	R/W	SPI Slave FIFO Control Register	Sys
0x4002_0008	SPIS_FIFO_STAT	R/O	SPI Slave FIFO Status Register	
0x4002_000C	SPIS_INTFL	W1C	SPI Slave Interrupt Flags	Sys
0x4002_0010	SPIS_INTEN	R/W	SPI Slave Interrupt Enable/Disable Settings	Sys
0x4010_E000	SPIS_FIFO_TX	R/W	SPI Slave FIFO TX Write Space	Sys
0x4010_E800	SPIS_FIFO_RX	R/W	SPI Slave FIFO RX Read Space	Sys

7.4.4.1 SPIS_GEN_CTRL

SPIS_GEN_CTRL.spi_slave_en

Field	Bits	Sys Reset	Access	Description
spi_slave_en	0	0	R/W	Enable/Disable SPI Slave

- 0: SPIS is disabled and forced to reset state
- 1: SPIS is enabled.

SPIS_GEN_CTRL.tx_fifo_en

Field	Bits	Sys Reset	Access	Description
tx_fifo_en	1	0	R/W	TX FIFO Enable

- 0: TX FIFO is disabled/forced to reset
- 1: TX FIFO is enabled

SPIS_GEN_CTRL.rx_fifo_en

Field	Bits	Sys Reset	Access	Description
rx_fifo_en	2	0	R/W	RX FIFO Enable

- 0: RX FIFO is disabled/forced to reset
- 1: RX FIFO is enabled

SPIS_GEN_CTRL.data_width

Field	Bits	Sys Reset	Access	Description
data_width	5:4	00b	R/W	Data Width

Defines width of SPI slave data transfers.

- 0: 1 bit wide
- 1: 2 bits wide (dual)
- 2: 4 bits wide (quad)
- 3: reserved

Full duplex transfers are only supported in 1 bit wide mode. For 2-bit and 4-bit width modes, only half duplex mode is supported. The direction of the transfer for 2-bit and 4-bit modes is determined by the setting of the TX FIFO Enable and RX FIFO Enable bits.

SPIS_GEN_CTRL.spi_mode

Field	Bits	Sys Reset	Access	Description
spi_mode	17:16	0	R/W	SPI Slave Mode

Defines Clock Polarity (bit 5) and Clock Phase (bit 4), collectively referred to as SPI Mode.

SPIS_GEN_CTRL.tx_clk_invert

Field	Bits	Sys Reset	Access	Description
tx_clk_invert	20	0	R/W	TX Clock Invert

- 0: No effect.
- 1: Inverts the TX transmit clock such that outgoing data is updated on the opposite clock edge from that specified by spi_mode. Effectively, this inverts the value of the Clock Polarity bit from the value specified in spi_mode. Using this method will cause the next bit transmitted by the SPI slave to be updated on the same clock edge that the SPI master latches in the previous bit. This provides an additional 1/2 clock period of setup margin for the SPI master to receive data.

SPIS_GEN_CTRL.disable_parking

Field	Bits	Sys Reset	Access	Description
disable_parking	31	0	R/W	Disable Parking Mode

Disables automatic resetting of SPI slave on exit from low power modes.

7.4.4.2 SPIS_FIFO_CTRL

SPIS_FIFO_CTRL.tx_fifo_ae_lvl

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae_lvl	4:0	31	R/W	TX FIFO Almost Empty Threshold Level

Defines the number of unused TX FIFO byte entries required to assert the Almost Empty Interrupt Flag (tx_fifo_ae). The TX FIFO depth is 32 bytes.

SPIS_FIFO_CTRL.rx_fifo_af_lvl

Field	Bits	Sys Reset	Access	Description
rx_fifo_af_lvl	12:8	31	R/W	RX FIFO Almost Full Threshold Level

Defines the number of used RX FIFO byte entries required to assert the Almost Full Interrupt Flag (rx_fifo_af). The RX FIFO depth is 32 bytes.

7.4.4.3 SPIS_FIFO_STAT

SPIS_FIFO_STAT.tx_fifo_used

Field	Bits	Sys Reset	Access	Description
tx_fifo_used	5:0	n/a	R/O	TX FIFO Bytes Used

Returns the number of currently used byte entries in the TX FIFO.

SPIS_FIFO_STAT.rx_fifo_used

Field	Bits	Sys Reset	Access	Description
rx_fifo_used	13:8	n/a	R/O	RX FIFO Bytes Used

Returns the number of currently used byte entries in the RX FIFO.

7.4.4.4 SPIS_INTFL

SPIS_INTFL.tx_fifo_ae

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae	0	0	W1C	TX FIFO Almost Empty Interrupt Flag

This interrupt flag is set to 1 by hardware when the number of bytes in the TX FIFO drops below the TX FIFO Almost Full Threshold Level.

Write 1 to clear.

SPIS_INTFL.rx_fifo_af

Field	Bits	Sys Reset	Access	Description
rx_fifo_af	1	0	W1C	RX FIFO Almost Full Interrupt Flag

This interrupt flag is set to 1 by hardware when the number of bytes in the RX FIFO rises above the RX FIFO Almost Full Threshold Level.

Write 1 to clear.

SPIS_INTFL.tx_no_data

Field	Bits	Sys Reset	Access	Description
tx_no_data	2	0	W1C	No Data in TX FIFO Interrupt Flag

This interrupt flag is set to 1 by hardware when the SPI Slave is enabled to transmit data, but the TX FIFO does not contain any data to transmit.

Write 1 to clear.

SPIS_INTFL.rx_lost_data

Field	Bits	Sys Reset	Access	Description
rx_lost_data	3	0	W1C	Data Lost Due to RX FIFO Overflow Interrupt Flag

This interrupt flag is set to 1 by hardware when data is received by the SPI Slave, and the RX FIFO is enabled, but there is no place for the data to go because the RX FIFO is already full.

Write 1 to clear.

SPIS_INTFL.tx_underflow

Field	Bits	Sys Reset	Access	Description
tx_underflow	4	0	W1C	TX Underflow Interrupt Flag

Set to 1 by hardware when slave is enabled to transmit, but no data was available in the TX FIFO when transmission was attempted.

Write 1 to clear.

SPIS_INTFL.ss_asserted

Field	Bits	Sys Reset	Access	Description
ss_asserted	5	0	W1C	Slave Select Asserted Interrupt Flag

Set to 1 by hardware when slave select input becomes active (low).

Write 1 to clear.

SPIS_INTFL.ss_deasserted

Field	Bits	Sys Reset	Access	Description
ss_deasserted	6	0	W1C	Slave Select Deasserted Interrupt Flag

Set to 1 by hardware when slave select input becomes inactive (high).

Write 1 to clear.

7.4.4.5 SPIS_INTEN

SPIS_INTEN.tx_fifo_ae

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae	0	0	R/W	TX FIFO Almost Empty Interrupt Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

SPIS_INTEN.rx_fifo_af

Field	Bits	Sys Reset	Access	Description
rx_fifo_af	1	0	R/W	RX FIFO Almost Full Interrupt Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

SPIS_INTEN.tx_no_data

Field	Bits	Sys Reset	Access	Description
tx_no_data	2	0	R/W	No Data in TX FIFO Interrupt Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

SPIS_INTEN.rx_lost_data

Field	Bits	Sys Reset	Access	Description
rx_lost_data	3	0	R/W	Data Lost Due to RX FIFO Overflow Interrupt Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

SPIS_INTEN.tx_underflow

Field	Bits	Sys Reset	Access	Description
tx_underflow	4	0	R/W	TX Underflow Interrupt Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

SPIS_INTEN.ss_asserted

Field	Bits	Sys Reset	Access	Description
ss_asserted	5	0	R/W	Slave Select Asserted Interrupt Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

SPIS_INTEN.ss_deasserted

Field	Bits	Sys Reset	Access	Description
ss_deasserted	6	0	R/W	Slave Select Deasserted Interrupt Enable

- 0: Interrupt source disabled. If the interrupt condition occurs, the interrupt flag will still be set. However, no interrupt will be triggered by the module when the interrupt flag is set.
- 1: Interrupt source enabled. When the corresponding interrupt flag is set, the module will trigger an interrupt to the NVIC using the associated interrupt vector.

7.4.4.6 SPIS_FIFO_TX

Sys Reset	Access	Description
n/a	R/W	SPI Slave FIFO TX Write Space

Writes to any address location in this space result in pushes to the SPI Slave TX FIFO. This write space supports single accesses as well as burst accesses; access widths of 8-bit, 16-bit and 32-bit are supported. Reads from any address location in this space always return zeroes. When writing to or reading from this space, all address locations in this space are equivalent; in other words, the low 9 bits of the address are ignored.

The SPI Slave TX FIFO is 8 bits wide and 32 levels deep. Writing an 8-bit value to this space results in a single byte push to the write end of the TX FIFO. Writing a 16-bit value (b1:b0, where b1 is the MSB and b0 is the LSB) results in two byte pushes to the write end of the TX FIFO. The byte pushes are performed in this order: (b0, b1). Writing a 32-bit value (b3:b2:b1:b0, where b3 is the MSB and b0 is the LSB) results in four byte pushes to the write end of the TX FIFO. The byte pushes are performed in this order: (b0, b1, b2, b3). When more than one byte push occurs from a single (16-bit or 32-bit) write, the TX FIFO will return a busy status to the AHB bus master until all byte pushes have completed.

7.4.4.7 SPIS_FIFO_RX

Sys Reset	Access	Description
n/a	R/W	SPI Slave FIFO RX Read Space

Reads from any address location in this space result in pulls from the SPI Slave RX FIFO. This read space supports single accesses as well as burst accesses; access widths of 8-bit, 16-bit and 32-bit are supported. Writes to any address location in this space are ignored. When reading from or writing to this space, all address locations in this space are equivalent; in other words, the low 9 bits of the address are ignored.

The SPI Slave RX FIFO is 8 bits wide and 32 levels deep. Reading an 8-bit value from this space results in a single byte pull from the read end of the RX FIFO. Reading a 16-bit value results in two byte pulls in the order (b0, b1) from the read end of the RX FIFO; the resulting 16-bit return value is b1:b0 where b1 is the MSB and b0 is the LSB. Reading a 32-bit value results in four byte pulls in the order (b0, b1, b2, b3) from the read end of the RX FIFO; the resulting 32-bit return value is b3:b2:b1:b0 where b3 is the MSB and b0 is the LSB. When more than one byte pull occurs from a single (16-bit or 32-bit) read, the RX FIFO will return a busy status to the AHB bus master until all byte pulls have completed.

7.5 UART

7.5.1 Overview

The **MAX32620** provides four UART ports which can be used to communicate with external devices requiring an asynchronous serial protocol. Features of the **MAX32620** UARTs:

- Flexible baud rate generation based on the module clock frequency (equal to the system clock source or a subdivide of the system clock source)
- Programmable character length (5 bits, 6 bits, 7 bits or 8 bits), stop bits, and parity settings
- Automatic parity and framing error detection
- Automatic flow control can be enabled for RTS and CTS lines
- 32-byte AHB-mapped FIFO in both directions (separate read/RX and write/TX FIFOs)
- AHB FIFOs support 8-bit, 16-bit, or 32-bit burst accesses
- Interrupts can be triggered during transmit operations by TX done, TX clear to send (CTS asserted), and TX FIFO almost empty conditions
- Interrupts can be triggered during receive operations by RX FIFO not empty (data received), RX stalled (RTS output is deasserted) RX FIFO almost full, RX FIFO overflow, RX framing error detected, or RX parity error detected conditions
- Configurable RX FIFO levels for RTS assertion and RX FIFO almost full interrupt trigger
- Configurable TX FIFO level for TX FIFO almost empty interrupt trigger
- Multi-drop (single master, multiple slave) mode support

7.5.2 UART I/O and Pin Configuration

7.5.2.1 UART Interface Signals

Each enabled UART peripheral on the **MAX32620** has from two to four associated interface signals as described in the following sections.

7.5.2.1.1 TX and RX

For each enabled UART, the TX (transmit) and RX (receive) pin functions must be enabled, although if the UART is being used in a transmit-only or receive-only application, it is not necessary for both pins to be connected. However, the I/O Manager requires that the TX/RX pins be enabled as a unit.

The TX line operates as an output from the UART peripheral and is used to transmit data that has been loaded into the TX FIFO. In a multi-drop application, a UART peripheral configured to operate in multi-drop slave mode will set its TX output to high impedance when it is not being addressed by the bus master, thus allowing another UART slave on the bus to take control of the TX line.

The RX line operates as an input to the UART peripheral. Data received in the proper format on the RX line will be loaded into the RX FIFO where it can be unloaded by application firmware (either directly by reading the RX FIFO read address location, or indirectly using a PMU channel).

7.5.2.1.2 CTS and RTS

The CTS (Clear to Send) and RTS (Ready to Send) signals are used for automatic hardware-based flow control. Their use is optional: these signals may be enabled individually (CTS only or RTS only), together (CTS and RTS), or not at all.

The polarities of the CTS and RTS signals are individually configurable to either active low or active high. Both signals default to active low.

The CTS line operates as an input to the UART peripheral and indicates whether the UART device on the other end of the UART bus (whether master or slave) is ready to receive data. When CTS is active, this indicates that the UART peripheral should begin/continue transmission of any queued data in the TX FIFO.

The RTS output allows the UART peripheral to indicate that it is ready to receive data. When the UART drives RTS to its active state, this means that it is ready for the UART on the other side of the bus to transmit data.

A UART peripheral configured to operate in multi-drop mode as a slave UART will set its RTS output to high impedance whenever it is not being addressed by the UART bus master.

7.5.2.2 UART 0 Pin Configurations

The tables below show the pin configuration/mapping options for UART 0. Note that while the register fields in the I/O Manager have separate settings for the RTS and CTS mapping option, the available pin mappings on the **MAX32620** require these two fields to be set to identical values (both to A or both to B) to avoid collisions between the RTS and CTS functions.

7.5.2.2.1 TX and RX Pin Mapping for UART 0

Logic Signal	Mapping Option A	Mapping Option B
RX	P0.0	P0.1
TX	P0.1	P0.0

7.5.2.2.2 CTS and RTS Pin Mapping for UART 0

Logic Signal	Mapping Option A	Mapping Option B
CTS	P0.2	P0.3
RTS	P0.3	P0.2

7.5.2.3 UART 1 Pin Configurations

The tables below show the pin configuration/mapping options for UART 1. Note that while the register fields in the I/O Manager have separate settings for the RTS and CTS mapping option, the available pin mappings on the **MAX32620** require these two fields to be set to identical values (both to A or both to B) to avoid collisions between the RTS and CTS functions.

7.5.2.3.1 TX and RX Pin Mapping for UART 1

Logic Signal	Mapping Option A	Mapping Option B
RX	P2.0	P2.1
TX	P2.1	P2.0

7.5.2.3.2 CTS and RTS Pin Mapping for UART 1

Logic Signal	Mapping Option A	Mapping Option B
CTS	P2.2	P2.3
RTS	P2.3	P2.2

7.5.2.4 UART 2 Pin Configurations

The tables below show the pin configuration/mapping options for UART 2. Note that while the register fields in the I/O Manager have separate settings for the RTS and CTS mapping option, the available pin mappings on the **MAX32620** require these two fields to be set to identical values (both to A or both to B) to avoid collisions between the RTS and CTS functions.

7.5.2.4.1 TX and RX Pin Mapping for UART 2

Logic Signal	Mapping Option A	Mapping Option B
RX	P3.0	P3.1
TX	P3.1	P3.0

7.5.2.4.2 CTS and RTS Pin Mapping for UART 2

Logic Signal	Mapping Option A	Mapping Option B
CTS	P3.2	P3.3
RTS	P3.3	P3.2

7.5.2.5 UART 3 Pin Configurations

The tables below show the pin configuration/mapping options for UART 3. Note that while the register fields in the I/O Manager have separate settings for the RTS and CTS mapping option, the available pin mappings on the **MAX32620** require these two fields to be set to identical values (both to A or both to B) to avoid collisions between the RTS and CTS functions.

7.5.2.5.1 TX and RX Pin Mapping for UART 3

Logic Signal	Mapping Option A	Mapping Option B
RX	P5.3	P5.4
TX	P5.4	P5.3

7.5.2.5.2 CTS and RTS Pin Mapping for UART 3

Logic Signal	Mapping Option A	Mapping Option B
CTS	P5.5	P5.6
RTS	P5.6	P5.5

7.5.3 UART Clock Configuration

7.5.3.1 UART Common Clock Basis and Scaling

All active UARTs in the **MAX32620** use a single common clock as a basis for logic operation and baud rate generation. This clock is derived from the main system clock (sys_clk_main).

To enable the common UART clock, CLKMAN_SYS_CLK_CTRL_8_UART must be written to a nonzero value. Additionally, the common UART clock can optionally be scaled down from the sys_clk_main source as shown below.

CLKMAN_SYS_CLK_CTRL_8_UART.uart_clk_scale	Clock Frequency ($f_{sys\_clk\_sub8}$)
0	Disabled
1	($f_{sys\_clk\_main}$ / 1)
2	($f_{sys\_clk\_main}$ / 2)
3	($f_{sys\_clk\_main}$ / 4)
4	($f_{sys\_clk\_main}$ / 8)
5	($f_{sys\_clk\_main}$ / 16)
6	($f_{sys\_clk\_main}$ / 32)
7	($f_{sys\_clk\_main}$ / 64)
8	($f_{sys\_clk\_main}$ / 128)
9	($f_{sys\_clk\_main}$ / 256)
10..15	Reserved

7.5.3.2 UART Clock Gating Controls (Per Instance)

Each UART peripheral instance has a separate clock gating control. By default, these clock gating controls are set to dynamically gate the clock to the UART instance. This means that the UART peripheral instance will not be clocked unless it is being accessed (either over AHB or APB) or it is in the process of transmitting or receiving data. This allows power consumption to be reduced when the UART is in a waiting or idle state, while allowing it to remain ready for operations when needed.

UART Instance	Clock Gating Control
UART 0	CLKMAN_CLK_GATE_CTRL1.uart0_clk_gater
UART 1	CLKMAN_CLK_GATE_CTRL1.uart1_clk_gater
UART 2	CLKMAN_CLK_GATE_CTRL1.uart2_clk_gater
UART 3	CLKMAN_CLK_GATE_CTRL1.uart3_clk_gater

If necessary, the clock gating control can be set for any given UART peripheral instance to statically gate the clock on or off regardless of the current activity or inactivity of the UART or APB/AHB bus access.

uart(n)_clk_gater (2b)	Setting
00b	Force clock off - UART instance disabled
01b	Dynamic clock gating - UART clock active only when used/active
1xb	Force clock on - UART enabled at all times

7.5.4 Format and Baud Rate Selection

The overall baud rate for each UART is based on the common UART peripheral clock frequency. This baud rate is set using UARTn_BAUD, where the baud rate is given by the following formula.

$$\text{Baud Rate} = \frac{UARTCommonClockFrequency}{UARTn\_BAUD\_baud\_divisor * DIV}$$

The DIV value is either 16, 8, or 4 as determined by the UARTn_BAUD.baud_mode field.

Setting UARTn_BAUD to zero will shut off the baud clock generator, effectively preventing operation for the UART peripheral.

The number of stop bits used and parity calculation mode are all set by writing to the appropriate bits and bit fields in the UARTn_CTRL register.

- UARTn_CTRL.parity is used to enable/disable parity as well as to determine if parity calculation is based on number of 0s or number of 1s in the character transmitted/received.
- UARTn_CTRL.extra_stop determines whether an additional stop bit should be transmitted as well as verified in incoming characters.

To set the transfer size (character length), the UARTn_CTRL.data_size field must be set.

Setting	UART Character Bit Size
0	5-bit character
1	6-bit character
2	7-bit character
3	8-bit character

7.5.5 Transmitting and Receiving Data

Data to be transmitted must be written to the TX FIFO by writing to the UARTn_FIFO_TX register (either directly or using a PMU channel). This data will be transmitted by the UART hardware automatically, a character at a time, in the order that it was written to the TX FIFO. The status flags and associated UART interrupts can be used to monitor the TX FIFO status and determine when the transfer cycle or cycles have completed.

If the amount of data to be transmitted by the UART is more than will fit in the TX FIFO at one time (that is, more than 32 characters), then the TX FIFO Almost Empty flag can be used to monitor when the data in the TX FIFO has dropped below a user-specified level. This can be used to give the CPU (or the PMU) time to load more data into the TX FIFO before the TX FIFO goes empty. This will ensure that the data is transferred as quickly as possible over the UART interface with no unnecessary gaps between portions of the data.

As data is received by the UART, it is loaded into the RX FIFO, and it can then be unloaded by reading from the UARTn_FIFO_RX register. If the amount of data in the RX FIFO exceeds the user-defined RX FIFO Almost Full level, the associated flag can be used to notify application firmware or trigger an interrupt. This ensures that the CPU or the PMU will be notified in time to unload enough data from the RX FIFO to prevent an RX FIFO overflow condition.

7.5.6 Interrupts

Interrupts can be generated by each UART peripheral based on the following conditions/events:

- All queued data in the TX FIFO has been transmitted (TX FIFO is empty and current transmit cycle has completed)
- TX is allowed to resume (CTS flow control is enabled, and CTS input transitions from inactive to active state)
- When the number of unused entries in the TX FIFO increases one beyond the TX FIFO Almost Empty Level
- The RX FIFO goes from an empty state to a non-empty state
- The RTS output from the UART is deasserted (when RTS flow control is enabled)
- A framing error occurs on a received character (the expected one or two stop bits were not properly detected).
- The received character has an invalid parity bit according to the chosen parity settings.
- An overflow occurs on the RX FIFO, and the data from the incoming character is lost.
- When the number of used entries in the RX FIFO increases one beyond the RX FIFO Almost Full Level

7.5.7 Hardware Flow Control

Hardware flow control can be enabled for each UART peripheral separately for the CTS line, the RTS line, or both lines as needed.

7.5.7.1 CTS (Clear To Send)

The CTS line is an input to the UART that is driven by an external device. It is used by the external device to notify the UART whether or not the external device is ready to receive additional data. With CTS hardware flow control enabled, the UART samples the state of the CTS line just before it begins transmitting a new character from the TX FIFO. If the CTS line is asserted at this point, the UART will begin transmitting the new character. If the CTS line is deasserted, the UART waits for CTS to return to the asserted state before continuing transmission.

It is important to note that even if the CTS line transitions from an asserted to a non-asserted state, the UART will continue transmitting the current character if transmission has already begun (that is, the UART will not pause transmission in the middle of the character).

The polarity of the CTS line is determined by the CTS Polarity field; by default, CTS is active high.

To enable the CTS hardware flow control, set UARTn_CTRL.cts_en to 1. The CTS Polarity field is controlled by the UARTn_CTRL.cts_polarity bit. Writing a 1 to this field will set the polarity high and writing a 0 sets it to active low.

7.5.7.2 RTS (Ready To Send)

The RTS line is an output from the UART that notifies an external device whether or not the UART is ready to receive more data. When hardware flow control is enabled, the RTS output is automatically asserted whenever the number of used entries in the RX FIFO exceeds the configurable RTS Level. Once the number of used entries in the RX FIFO drops below this level (which will occur when the RX FIFO is unloaded sufficiently by the CPU or PMU), then the RTS output will be deasserted, indicating to the external device that it should continue transmitting data.

This automatic assertion/deassertion of the RTS output is separate from the RX FIFO Almost Full interrupt and is triggered based on a separate condition. Flow control using RTS can be enabled to operate whether or not the RX FIFO Almost Full interrupt is enabled. The two are intended to work in parallel, since the RTS output will notify the external device to pause its data transmission, while the RX FIFO Almost Full interrupt will notify the CPU or PMU that it needs to unload data from the RX FIFO to make space for more incoming data.

RTS flow control is enabled by setting UARTn_CTRL.rts_en to 1.

The configurable RTS LTE level defaults to 0x3F indicating anytime data in the receive FIFO drops below 63 bytes the RTS output will be deasserted. To change the RTS LTE level, set the UARTn_CTRL.rts_level to any value $>$ 0 up to 63 (0x3F).

The polarity of the RTS line is determined by the RTS Polarity field; by default, RTS is active low. The RTS Polarity is controlled by the bit UARTn_CTRL.rts_polarity. Setting rts_polarity high changes it to active high.

7.5.8 Multidrop Mode Support

It is possible to define a UART system which allows a single master device to communicate with multiple slave devices over a single set of signal wires. The UARTs on the **MAX32620** can be enabled to support this type of system configuration, also known as Multidrop Mode.

In this mode, one UART device on the bus acts as the master, and the rest (one or more UART devices) act as slaves on the bus. The **MAX32620** UART peripheral can be configured to operate in either a master or slave configuration when multidrop mode is enabled.

The master controls the operation of the bus and initiates each read/write transaction. The master typically communicates with one slave at a time, and is able to transmit and receive data from any of the slaves on the bus. The UART slaves on the bus do not communicate with one another directly, but only communicate with the master and only when they have been addressed.

Each slave on the bus has a unique (at the scope of the bus) slave address, with the slave addresses pre-assigned in some manner not covered here. By default, all slaves are disconnected from the bus. The master is always connected to the bus.

When a UART slave is disconnected from the bus, it sets outputs to high impedance instead of driving them on the bus (TX, and RTS if enabled). This allows these bus lines to float so that another slave on the bus can drive them. When a UART slave is connected to the bus, it drives TX and RTS normally. In either state, the slave device must monitor its RX line to receive data (when connected to the bus) and to check for the next address character (when either connected or disconnected).

When no slaves are connected to the bus, the TX and RTS lines will not be driven by any slave device, which presents an issue with floating input lines on the bus master. To prevent this, a weak pullup must be placed on the common slave TX output line (which is also the RX input for the UART bus master). If the RTS common slave output is being used (the CTS input line on the UART bus master), then a pullup or pulldown must be placed on this line as well, according to the selected CTS/RTS signal polarity. This ensures that CTS/RTS will return to the asserted (active) state when no device is driving the line.

In multidrop mode, the mark/space parity bit defines whether each character transmitted on the bus is an address character (with the parity bit set) or a data character (with the parity bit cleared).

If an address character is transmitted on the bus, each slave compares that address to its local address value. If the two match, then the slave will connect to the bus and transmit/receive data as needed until another address character arrives, at which point it will compare the address again.

If the address transmitted does not match the slave address, then the slave will disconnect from the bus and disregard all transmitted data until the next address character arrives, at which point it will compare the address again.

7.5.9 Registers (UART)

Address	Register	Access	Description	Reset By
0x4001_2000	UART0_CTRL	R/W	UART 0 Control Register	Sys
0x4001_2004	UART0_BAUD	R/W	UART 0 Baud Control Register	Sys
0x4001_2008	UART0_TX_FIFO_CTRL	***	UART 0 TX FIFO Control Register	Sys
0x4001_200C	UART0_RX_FIFO_CTRL	***	UART 0 RX FIFO Control Register	Sys
0x4001_2010	UART0_MD_CTRL	R/W	UART 0 Multidrop Control Register	Sys
0x4001_2014	UART0_INTFL	W1C	UART 0 Interrupt Flags	Sys
0x4001_2018	UART0_INTEN	R/W	UART 0 Interrupt Enable/Disable Controls	Sys
0x4001_3000	UART1_CTRL	R/W	UART 1 Control Register	Sys
0x4001_3004	UART1_BAUD	R/W	UART 1 Baud Control Register	Sys
0x4001_3008	UART1_TX_FIFO_CTRL	***	UART 1 TX FIFO Control Register	Sys
0x4001_300C	UART1_RX_FIFO_CTRL	***	UART 1 RX FIFO Control Register	Sys
0x4001_3010	UART1_MD_CTRL	R/W	UART 1 Multidrop Control Register	Sys
0x4001_3014	UART1_INTFL	W1C	UART 1 Interrupt Flags	Sys
0x4001_3018	UART1_INTEN	R/W	UART 1 Interrupt Enable/Disable Controls	Sys
0x4001_4000	UART2_CTRL	R/W	UART 2 Control Register	Sys
0x4001_4004	UART2_BAUD	R/W	UART 2 Baud Control Register	Sys
0x4001_4008	UART2_TX_FIFO_CTRL	***	UART 2 TX FIFO Control Register	Sys
0x4001_400C	UART2_RX_FIFO_CTRL	***	UART 2 RX FIFO Control Register	Sys
0x4001_4010	UART2_MD_CTRL	R/W	UART 2 Multidrop Control Register	Sys
0x4001_4014	UART2_INTFL	W1C	UART 2 Interrupt Flags	Sys
0x4001_4018	UART2_INTEN	R/W	UART 2 Interrupt Enable/Disable Controls	Sys
0x4001_5000	UART3_CTRL	R/W	UART 3 Control Register	Sys

Address	Register	Access	Description	Reset By
0x4001_5004	UART3_BAUD	R/W	UART 3 Baud Control Register	Sys
0x4001_5008	UART3_TX_FIFO_CTRL	***	UART 3 TX FIFO Control Register	Sys
0x4001_500C	UART3_RX_FIFO_CTRL	***	UART 3 RX FIFO Control Register	Sys
0x4001_5010	UART3_MD_CTRL	R/W	UART 3 Multidrop Control Register	Sys
0x4001_5014	UART3_INTFL	W1C	UART 3 Interrupt Flags	Sys
0x4001_5018	UART3_INTEN	R/W	UART 3 Interrupt Enable/Disable Controls	Sys
0x4010_3000	UART0_FIFO_TX	R/W	FIFO Write Point for Data to Transmit	Sys
0x4010_3800	UART0_FIFO_RX	R/W	FIFO Read Point for Received Data	Sys
0x4010_4000	UART1_FIFO_TX	R/W	FIFO Write Point for Data to Transmit	Sys
0x4010_4800	UART1_FIFO_RX	R/W	FIFO Read Point for Received Data	Sys
0x4010_5000	UART2_FIFO_TX	R/W	FIFO Write Point for Data to Transmit	Sys
0x4010_5800	UART2_FIFO_RX	R/W	FIFO Read Point for Received Data	Sys
0x4010_6000	UART3_FIFO_TX	R/W	FIFO Write Point for Data to Transmit	Sys
0x4010_6800	UART3_FIFO_RX	R/W	FIFO Read Point for Received Data	Sys

7.5.9.1 UARTn_CTRL

UARTn_CTRL.uart_en

Field	Bits	Sys Reset	Access	Description
uart_en	0	0	R/W	UART Enable

Enables UART function when set, resets UART when cleared.

UARTn_CTRL.rx_fifo_en

Field	Bits	Sys Reset	Access	Description
rx_fifo_en	1	0	R/W	RX FIFO Enable

Enables RX FIFO when set, clears/resets RX FIFO when cleared.

UARTn_CTRL.tx_fifo_en

Field	Bits	Sys Reset	Access	Description
tx_fifo_en	2	0	R/W	TX FIFO Enable

Enables TX FIFO when set, clears/resets TX FIFO when cleared.

UARTn_CTRL.data_size

Field	Bits	Sys Reset	Access	Description
data_size	5:4	11b	R/W	Data Size

Number of data bits transferred or received per character.

- 00b: 5 bits
- 01b: 6 bits
- 10b: 7 bits
- 11b: 8 bits

UARTn_CTRL.extra_stop

Field	Bits	Sys Reset	Access	Description
extra_stop	8	0	R/W	Extra Stop Enable

- 0: A single Stop bit will be generated and expected (default).
- 1: Two Stop bits will be generated and expected.

UARTn_CTRL.parity

Field	Bits	Sys Reset	Access	Description
parity	13:12	0	R/W	Parity Mode

- 0: Parity disabled (default).
- 1: Odd parity checking enabled
- 2: Even parity checking enabled
- 3: Enable Mark/Space mode for parity bit (multidrop mode).

UARTn_CTRL.cts_en

Field	Bits	Sys Reset	Access	Description
cts_en	16	0	R/W	CTS Enable

- 0: CTS is disabled (default).
- 1: Enable hardware TX flow control via CTS input.

UARTn_CTRL.cts_polarity

Field	Bits	Sys Reset	Access	Description
cts_polarity	17	0	R/W	CTS Polarity

- 0: CTS is active high (default).
- 1: CTS is active low.

UARTn_CTRL.rts_en

Field	Bits	Sys Reset	Access	Description
rts_en	18	0	R/W	RTS Enable

- 0: RTS is disabled (default).
- 1: Enable hardware RX flow control via RTS output.

UARTn_CTRL.rts_polarity

Field	Bits	Sys Reset	Access	Description
rts_polarity	19	0	R/W	RTS Polarity

- 0: RTS is active high (default).
- 1: RTS is active low.

UARTn_CTRL.rts_level

Field	Bits	Sys Reset	Access	Description
rts_level	25:20	3Fh	R/W	RX FIFO LTE Level for RTS Assert

Assert RTS when RX FIFO level is less than or equal to this value.

7.5.9.2 UARTn_BAUD

UARTn_BAUD.baud_divisor

Field	Bits	Sys Reset	Access	Description
baud_divisor	7:0	00h	R/W	Baud Divisor

Baud rate equals (UART module clock)/(baud_divisor $*$ (baud_mode value)). If this field is set to 0 (default), the UART is disabled.

UARTn_BAUD.baud_mode

Field	Bits	Sys Reset	Access	Description
baud_mode	9:8	0	R/W	Baud Mode

This field, in combination with the baud_divisor field, defines the divide ratio between the baud rate and the baud clock (which is the UART module clock) as follows:

- 0: baud rate = baud clock / 16
- 1: baud rate = baud clock / 8
- 2: baud rate = baud clock / 4
- 3: reserved

Higher divide values (the highest is 16, which is the default) result in lower initial error of RX line sampling and lower power consumption. A lower divide value should be used only if a higher divide value results in a higher than acceptable baud rate error.

7.5.9.3 UARTn_TX_FIFO_CTRL

UARTn_TX_FIFO_CTRL.fifo_entry

Field	Bits	Sys Reset	Access	Description
fifo_entry	5:0	0	R/O	TX FIFO Entries

Current number of used entries (bytes) in transmit FIFO.

UARTn_TX_FIFO_CTRL.fifo_ae_lvl

Field	Bits	Sys Reset	Access	Description
fifo_ae_lvl	20:16	1Fh	R/W	TX FIFO AE Level

Almost Empty flag is asserted when the number of unused entries (bytes) in the transmit FIFO exceeds this level. FIFO depth is 32 bytes.

7.5.9.4 UARTn_RX_FIFO_CTRL

UARTn_RX_FIFO_CTRL.fifo_entry

Field	Bits	Sys Reset	Access	Description
fifo_entry	5:0	0	R/O	RX FIFO Entries

Current number of used entries (bytes) in receive FIFO.

UARTn_RX_FIFO_CTRL.fifo_af_lvl

Field	Bits	Sys Reset	Access	Description
fifo_af_lvl	20:16	1Fh	R/W	RX FIFO AF Level

Almost Full flag is asserted when the number of used FIFO entries (bytes) in the receive FIFO exceeds this level. FIFO depth is 32 bytes.

7.5.9.5 UARTn_MD_CTRL

UARTn_MD_CTRL.slave_addr

Field	Bits	Sys Reset	Access	Description
slave_addr	7:0	00h	R/W	Slave Address

When multidrop mode is enabled (by setting the parity mode to mark/space), this field contains an 8-bit slave address that will be compared against incoming marked data (address field) to determine if the following message should be received or ignored.

UARTn_MD_CTRL.slave_addr_msk

Field	Bits	Sys Reset	Access	Description
slave_addr_msk	15:8	00h	R/W	Slave Address Mask

This field is used to mask off slave address bits for comparing.

UARTn_MD_CTRL.md_mstr

Field	Bits	Sys Reset	Access	Description
md_mstr	16	1	R/W	Multidrop Master

This setting has no effect when multidrop mode is not enabled.

- 0: The UART acts as a multidrop slave.
- 1: The UART acts as a multidrop master. Masters do not disable their receivers or turn off their output drives.

UARTn_MD_CTRL.tx_addr_mark

Field	Bits	Sys Reset	Access	Description
tx_addr_mark	17	0	R/W	TX Address Mark

Setting this bit to 1 will cause the next byte transmitted from the FIFO to be marked as an address byte in multidrop mode. As this bit is set independently of the current TX FIFO contents, care must be taken that the next byte to be sent from the FIFO is the one that is intended to be marked.

7.5.9.6 UARTn_INTFL

UARTn_INTFL.tx_done

Field	Bits	Sys Reset	Access	Description
tx_done	0	0	W1C	TX Done Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.tx_unstalled

Field	Bits	Sys Reset	Access	Description
tx_unstalled	1	0	W1C	TX Unstalled Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.tx_fifo_ae

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae	2	0	W1C	TX FIFO Almost Empty Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.rx_fifo_not_empty

Field	Bits	Sys Reset	Access	Description
rx_fifo_not_empty	3	0	W1C	RX FIFO Not Empty Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.rx_stalled

Field	Bits	Sys Reset	Access	Description
rx_stalled	4	0	W1C	RX Stalled Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.rx_fifo_af

Field	Bits	Sys Reset	Access	Description
rx_fifo_af	5	0	W1C	RX FIFO Almost Full Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.rx_fifo_overflow

Field	Bits	Sys Reset	Access	Description
rx_fifo_overflow	6	0	W1C	RX FIFO Overflow Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.rx_framing_err

Field	Bits	Sys Reset	Access	Description
rx_framing_err	7	0	W1C	RX Framing Error Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

UARTn_INTFL.rx_parity_err

Field	Bits	Sys Reset	Access	Description
rx_parity_err	8	0	W1C	RX Parity Error Interrupt Flag

- 0: No interrupt is pending.
- 1: Interrupt condition has been detected by hardware.

Write 1 to clear.

7.5.9.7 UARTn_INTEN

UARTn_INTEN.tx_done

Field	Bits	Sys Reset	Access	Description
tx_done	0	0	R/W	TX Done Interrupt Enable/Disable

UARTn_INTEN.tx_unstalled

Field	Bits	Sys Reset	Access	Description
tx_unstalled	1	0	R/W	TX Unstalled Interrupt Enable/Disable

UARTn_INTEN.tx_fifo_ae

Field	Bits	Sys Reset	Access	Description
tx_fifo_ae	2	0	R/W	TX FIFO Almost Empty Interrupt Enable/Disable

UARTn_INTEN.rx_fifo_not_empty

Field	Bits	Sys Reset	Access	Description
rx_fifo_not_empty	3	0	R/W	RX FIFO Not Empty Interrupt Enable/Disable

UARTn_INTEN.rx_stalled

Field	Bits	Sys Reset	Access	Description
rx_stalled	4	0	R/W	RX Stalled Interrupt Enable/Disable

UARTn_INTEN.rx_fifo_af

Field	Bits	Sys Reset	Access	Description
rx_fifo_af	5	0	R/W	RX FIFO Almost Full Interrupt Enable/Disable

UARTn_INTEN.rx_fifo_overflow

Field	Bits	Sys Reset	Access	Description
rx_fifo_overflow	6	0	R/W	RX FIFO Overflow Interrupt Enable/Disable

UARTn_INTEN.rx_framing_err

Field	Bits	Sys Reset	Access	Description
rx_framing_err	7	0	R/W	RX Framing Error Interrupt Enable/Disable

UARTn_INTEN.rx_parity_err

Field	Bits	Sys Reset	Access	Description
rx_parity_err	8	0	R/W	RX Parity Error Interrupt Enable/Disable

7.5.9.8 UARTn_FIFO_TX

Sys Reset	Access	Description
n/a	R/W	FIFO Write Point for Data to Transmit

7.5.9.9 UARTn_FIFO_RX

Sys Reset	Access	Description
n/a	R/W	FIFO Read Point for Received Data

7.6 USB Device Interface

7.6.1 Overview

The integrated Universal Serial Bus (USB) device controller peripheral allows the **MAX32620** to operate as a USB device. The USB peripheral implements a USB 2.0 compliant full speed device interface. It includes a Serial Interface Engine (SIE) that connects to the internal USB transceiver and pin drivers.

7.6.2 Operation

The USB device controller supports a total of eight endpoints which can be configured independently as follows.

- Endpoint 0: CONTROL only
- Endpoint 1: IN / OUT
- Endpoint 2: IN / OUT
- Endpoint 3: IN / OUT
- Endpoint 4: IN / OUT
- Endpoint 5: IN / OUT
- Endpoint 6: IN / OUT
- Endpoint 7: IN / OUT

7.6.2.1 USB Reset Definitions

The USB device is reset under the following conditions:

- **USB Bus Reset**: Host issues a bus reset
- **USB Device Reset**: Firmware changes the USB_CN.usb_en bit from 0 (disabled) to 1 (enabled).
- **System Reset**: System undergoing a reset.

Note In this document a reset condition without any qualifier refers to a System Reset. The term *USB reset* refers to either a USB Bus Reset or a USB Device Reset.

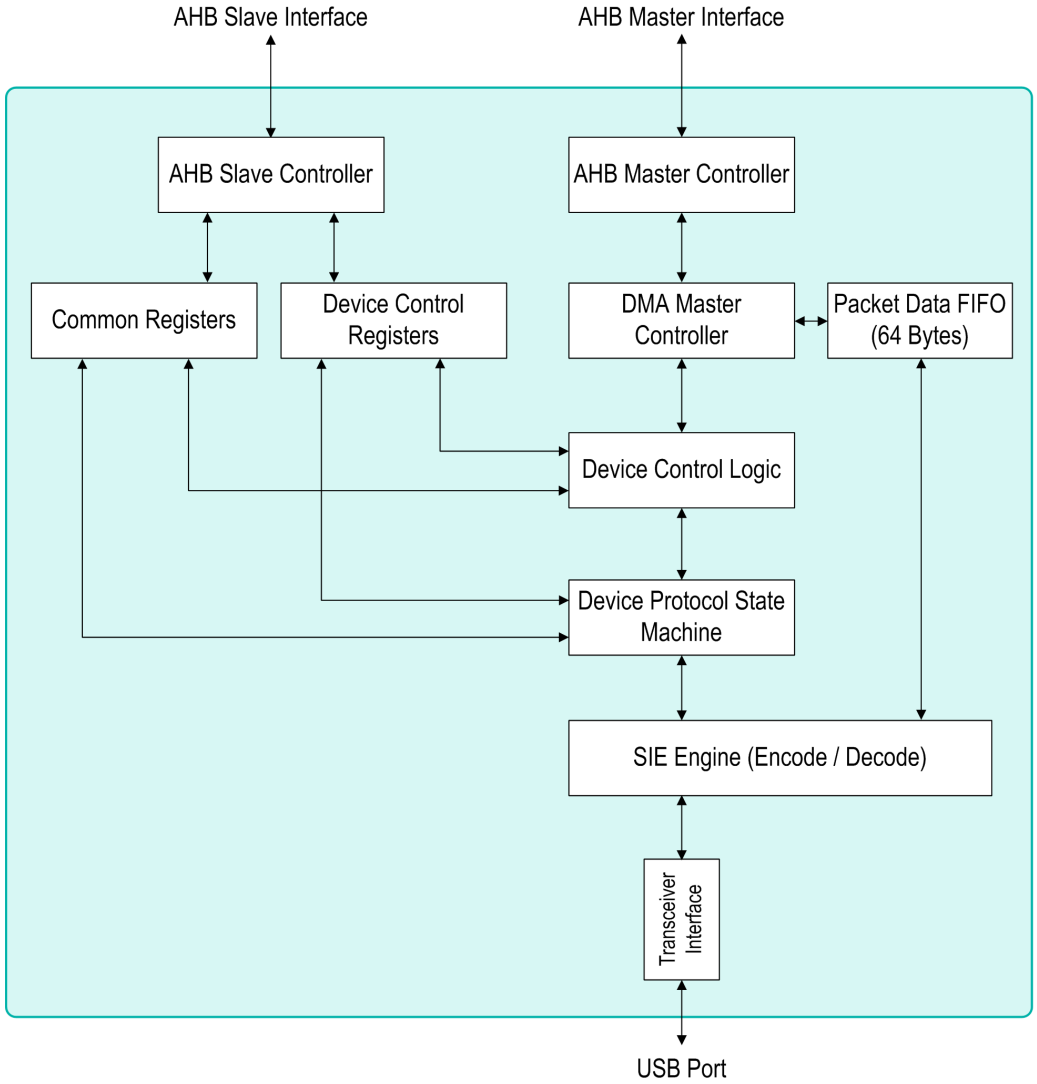


Figure 7.15: USB Device Peripheral Block Diagram

7.6.3 USB Endpoints

The **MAX32620** supports eight USB End Points and each can be individually configured.

Each End Point supports:

- Single / Double buffer
- Programmable buffer starting address
- Programmable interrupt generation
- Ability to STALL a packet
- Bulk and Interrupt transfer
- Control transfer (endpoint 0 only)
- Configurable response to Status Stage of Control transfer

Each endpoint includes:

- Endpoint Control Register
- Endpoint Buffer Descriptor
- Endpoint Buffer Address

7.6.3.1 Endpoint Control Register

The Endpoint Control Register for each endpoint (USB_EP) is used to define general characteristics for that endpoint.

- Disable an endpoint, ep_dir = "0"
- Direction of packet transfer, ep_dir
  - Endpoint 0 is the only CONTROL mode endpoint
  - All other Endpoints can be set to IN or OUT
- Single or double buffering, ep_buf2
- Reset data buffer to 0 for double buffered streams, ep_dt
- Interrupt generation
  - Enable interrupt for IN or OUT data transfers, ep_int_en
  - Enable interrupt for NAK handshakes sent to host, ep_nak_en
- Endpoint STALL status, ep_stall
- Send a STALL to host for status stage, ep_st_stall
- Send an ACK to the host for status stage, ep_st_ack

7.6.3.2 Endpoint Buffer Descriptor

The Endpoint Buffer Descriptor is used as a communication port between the application firmware and the SIE in SRAM memory. The Endpoint Buffer Descriptor starting address is specified by the USB Endpoint Descriptor Base Address Register (USB_EP_BASE).

The endpoint data toggle value and the buffer are maintained internally by the SIE. The data toggle value is initialized to DATA0 on USB reset. The buffer will be reset to buffer 0 on USB reset. When an endpoint is double-buffered, the SIE will use the two buffers in ping pong fashion. Firmware can reset the active data buffer by writing a "1" to the ep_dt.

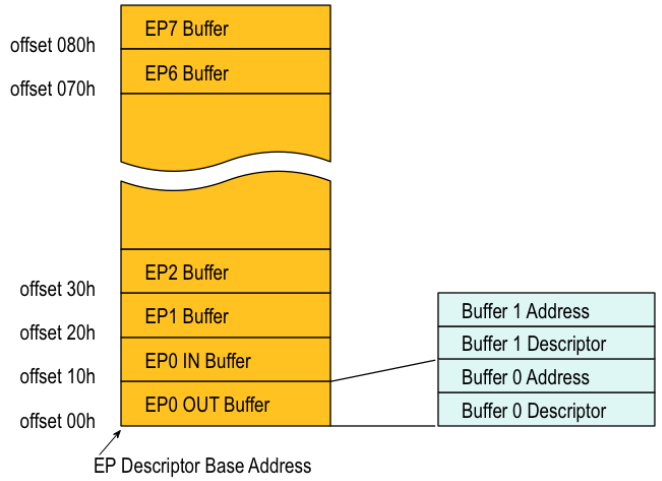


Figure 7.16: Endpoint Buffer Descriptor Memory

7.6.4 Registers (USB)

Address	Register	Access	Description	Reset By
0x4010_0000	USB_CN	R/W	USB Control Register	Sys
0x4010_0200	USB_DEV_ADDR	R/O	USB Device Address Register	Sys
0x4010_0204	USB_DEV_CN	R/W	USB Device Control Register	Sys
0x4010_0208	USB_DEV_INTFL	***	USB Device Interrupt	Sys
0x4010_020C	USB_DEV_INTEN	R/W	USB Device Interrupt Enable	Sys
0x4010_0220	USB_EP_BASE	R/W	USB Endpoint Descriptor Table Base Address	Sys
0x4010_0224	USB_CUR_BUF	R/O	USB Current Endpoint Buffer Register	Sys
0x4010_0228	USB_IN_OWNER	R/W	USB IN Endpoint Buffer Owner Register	Sys
0x4010_022C	USB_OUT_OWNER	R/W	USB OUT Endpoint Buffer Owner Register	Sys
0x4010_0230	USB_IN_INT	W1C	USB IN Endpoint Buffer Available Interrupt	Sys
0x4010_0234	USB_OUT_INT	W1C	USB OUT Endpoint Data Available Interrupt	Sys
0x4010_0238	USB_NAK_INT	W1C	USB IN Endpoint NAK Interrupt	Sys
0x4010_023C	USB_DMA_ERR_INT	W1C	USB DMA Error Interrupt	Sys
0x4010_0240	USB_BUF_OVR_INT	W1C	USB Buffer Overflow Interrupt	Sys
0x4010_0260	USB_SETUP0	R/O	USB SETUP Packet Bytes 0 to 3	Sys
0x4010_0264	USB_SETUP1	R/O	USB SETUP Packet Bytes 4 to 7	Sys
0x4010_0280	USB_EP	R/W	USB Endpoint[n] Control Register	Sys

7.6.4.1 USB_CN

USB_CN.usb_en

Field	Bits	Sys Reset	Access	Description
usb_en	0	0	R/W	USB Device Interface Enable

Enabling the USB Device interface (setting this bit from 0 to 1) causes a reset of the USB Device internal state.

- 0: Disabled
- 1: Enabled

USB_CN.host

Field	Bits	Sys Reset	Access	Description
host	1	0	R/W	USB Host Mode Select

Reserved field; only Device mode is implemented.

7.6.4.2 USB_DEV_ADDR

USB_DEV_ADDR.dev_addr

Field	Bits	Sys Reset	Access	Description
dev_addr	6:0	0000000b	R/O	USB Device Address

Set by the USB SIE hardware during host enumeration as the result of a SetAddress() request.

7.6.4.3 USB_DEV_CN

USB_DEV_CN.sigrwu

Field	Bits	Sys Reset	Access	Description
sigrwu	2	0	R/W	USB Signal Remote Wakeup

- 0: Do not send remote wakeup signal
- 1: Send remote wakeup signal to USB bus host.

USB_DEV_CN.connect

Field	Bits	Sys Reset	Access	Description
connect	3	0	R/W	Connect to USB

- 0: Disconnect internal pullup resistor between DPLUS and VBUS.
- 1: Connect internal pullup resistor between DPLUS and VBUS.

USB_DEV_CN.ulpm

Field	Bits	Sys Reset	Access	Description
ulpm	4	0	R/W	USB Low Power Mode

- 0: USB transceiver in normal operation
- 1: USB transceiver will enter a low power mode

USB_DEV_CN.urst

Field	Bits	Sys Reset	Access	Description
urst	5	0	R/W	USB Device Controller Reset

- 0: USB device controller is released to run normally.
- 1: USB device controller is held in reset (until this bit is cleared back to 0 by firmware)

USB_DEV_CN.vbgate

Field	Bits	Sys Reset	Access	Description
vbgate	6	0	R/W	VBUS Gate

- 0: CONNECT operation is independent of VBUS status
- 1: CONNECT operation is performed conditionally depending on presence of VBUS voltage

USB_DEV_CN.oscen

Field	Bits	Sys Reset	Access	Description
oscen	7	0	R/W	OSC En

Reserved for test; do not modify the value of this bit.

USB_DEV_CN.bact_oe

Field	Bits	Sys Reset	Access	Description
bact_oe	8	0	R/W	BACT OE

Reserved for test; do not modify the value of this bit.

USB_DEV_CN.fifo_mode

Field	Bits	Sys Reset	Access	Description
fifo_mode	9	0	R/W	FIFO Mode

This register bit, when set, configures the device controller to respond to an incoming IN request as soon as the device controller's FIFO become non-empty, instead of waiting for the full packet to be received by the FIFO. Setting this bit to 1 reduces the likelihood of returning NAK. This is the recommended setting.

7.6.4.4 USB_DEV_INTFL

USB_DEV_INTFL.dpact

Field	Bits	Sys Reset	Access	Description
dpact	0	0	W1C	DPLUS Activity Interrupt Flag

This interrupt flag indicates that activity has been detected on the DPLUS (D+) USB interface pin.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.rwu_dn

Field	Bits	Sys Reset	Access	Description
rwu_dn	1	0	W1C	Remote Wakeup Done Interrupt Flag

This interrupt flag indicates that the remote wakeup signalling to the USB bus host has been completed.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.bact

Field	Bits	Sys Reset	Access	Description
bact	2	0	W1C	USB Bus Activity Interrupt Flag

This interrupt flag indicates that USB bus activity has been detected (the USB controller has received a SYNC field).

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.brst

Field	Bits	Sys Reset	Access	Description
brst	3	0	W1C	USB Bus Reset In Progress Interrupt Flag

This interrupt flag indicates that a USB bus reset condition has been detected, which causes all USB registers to be cleared to their default states.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.susp

Field	Bits	Sys Reset	Access	Description
susp	4	0	W1C	USB Suspend Interrupt Flag

This interrupt flag indicates that a USB bus suspend condition has been detected.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.no_vbus

Field	Bits	Sys Reset	Access	Description
no_vbus	5	0	W1C	No VBUS Interrupt Flag

This interrupt flag indicates that VBUS has powered down (level transition from 1 to 0).

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.vbus

Field	Bits	Sys Reset	Access	Description
vbus	6	0	W1C	VBUS Detect Interrupt Flag

This interrupt flag indicates that VBUS has powered up (level transition from 0 to 1).

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.brst_dn

Field	Bits	Sys Reset	Access	Description
brst_dn	7	0	W1C	USB Bus Reset Completed Interrupt Flag

This interrupt flag indicates that a USB bus reset condition has completed.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.setup

Field	Bits	Sys Reset	Access	Description
setup	8	0	W1C	Setup Packet Interrupt Flag

This interrupt flag indicates that a SETUP packet has been received by Endpoint 0.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.ep_in

Field	Bits	Sys Reset	Access	Description
ep_in	9	0	W1C	Endpoint IN Interrupt Flag

This interrupt flag indicates that an Endpoint IN Interrupt is pending at one or more endpoints.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.ep_out

Field	Bits	Sys Reset	Access	Description
ep_out	10	0	W1C	Endpoint OUT Interrupt Flag

This interrupt flag indicates that an Endpoint OUT Interrupt is pending at one or more endpoints.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.ep_nak

Field	Bits	Sys Reset	Access	Description
ep_nak	11	0	W1C	Endpoint NAK Interrupt Flag

This interrupt flag indicates that an Endpoint NAK Interrupt is pending at one or more endpoints.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.dma_err

Field	Bits	Sys Reset	Access	Description
dma_err	12	0	W1C	DMA Error Interrupt Flag

This interrupt flag indicates that a DMA error has been detected by one or more endpoints.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.buf_ovr

Field	Bits	Sys Reset	Access	Description
buf_ovr	13	0	W1C	Buffer Overflow Interrupt Flag

This interrupt flag indicates that a buffer overflow error has been detected by one or more endpoints.

Set to 1 by hardware when the associated interrupt condition has been detected. Write 1 to clear.

USB_DEV_INTFL.vbus_st

Field	Bits	Sys Reset	Access	Description
vbus_st	16	0	R/O	VBUS Status

This status flag indicates the current VBUS level (0-low, 1-high).

7.6.4.5 USB_DEV_INTEN

USB_DEV_INTEN.dpact

Field	Bits	Sys Reset	Access	Description
dpact	0	0	R/W	DPLUS Activity Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.rwu_dn

Field	Bits	Sys Reset	Access	Description
rwu_dn	1	0	R/W	Remote Wakeup Done Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.bact

Field	Bits	Sys Reset	Access	Description
bact	2	0	R/W	USB Bus Activity Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.brst

Field	Bits	Sys Reset	Access	Description
brst	3	0	R/W	USB Bus Reset In Progress Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.susp

Field	Bits	Sys Reset	Access	Description
susp	4	0	R/W	USB Suspend Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.no_vbus

Field	Bits	Sys Reset	Access	Description
no_vbus	5	0	R/W	No VBUS Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.vbus

Field	Bits	Sys Reset	Access	Description
vbus	6	0	R/W	VBUS Detect Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.brst_dn

Field	Bits	Sys Reset	Access	Description
brst_dn	7	0	R/W	USB Bus Reset Completed Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.setup

Field	Bits	Sys Reset	Access	Description
setup	8	0	R/W	Setup Packet Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.ep_in

Field	Bits	Sys Reset	Access	Description
ep_in	9	0	R/W	Endpoint IN Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.ep_out

Field	Bits	Sys Reset	Access	Description
ep_out	10	0	R/W	Endpoint OUT Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.ep_nak

Field	Bits	Sys Reset	Access	Description
ep_nak	11	0	R/W	Endpoint NAK Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.dma_err

Field	Bits	Sys Reset	Access	Description
dma_err	12	0	R/W	DMA Error Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

USB_DEV_INTEN.buf_ovr

Field	Bits	Sys Reset	Access	Description
buf_ovr	13	0	R/W	Buffer Overflow Interrupt Enable

- 0: No interrupt will be triggered when the associated interrupt flag is set.
- 1: An interrupt will be reported to the CPU (if not otherwise masked) when the associated interrupt flag is set.

7.6.4.6 USB_EP_BASE

USB_EP_BASE.ep_base

Field	Bits	Sys Reset	Access	Description
ep_base	31:9	23'b0	R/W	USB Endpoint Descriptor Table Base Address

This field represents the base address of the endpoint descriptor table in RAM, with the physical byte address given as (EP_BASE[31:9] $*$ 512).

7.6.4.7 USB_CUR_BUF

USB_CUR_BUF.out_buf

Field	Bits	Sys Reset	Access	Description
out_buf	15:0	00000000h	R/O	OUT Transfer Current Buffers

For double-buffered endpoints, the low 8 bits of this field indicate the current buffer that the USB controller will use for an OUT transfer, as follows:

- bit is set to 0: buffer 0 will be used for this endpoint
- bit is set to 1: buffer 1 will be used for this endpoint

For single-buffered endpoints, the corresponding bit in this field will always be zero.

- bit 0 : current buffer for OUT transfers on Endpoint 0
- bit 1 : current buffer for OUT transfers on Endpoint 1
- bit 2 : current buffer for OUT transfers on Endpoint 2
- bit 3 : current buffer for OUT transfers on Endpoint 3
- bit 4 : current buffer for OUT transfers on Endpoint 4
- bit 5 : current buffer for OUT transfers on Endpoint 5
- bit 6 : current buffer for OUT transfers on Endpoint 6
- bit 7 : current buffer for OUT transfers on Endpoint 7

USB_CUR_BUF.in_buf

Field	Bits	Sys Reset	Access	Description
in_buf	31:16	00000000h	R/O	IN Transfer Current Buffers

For double-buffered endpoints, the low 8 bits of this field indicate the current buffer that the USB controller will use for an IN transfer, as follows:

- bit is set to 0: buffer 0 will be used for this endpoint
- bit is set to 1: buffer 1 will be used for this endpoint

For single-buffered endpoints, the corresponding bit in this field will always be zero.

- bit 0 : current buffer for IN transfers on Endpoint 0
- bit 1 : current buffer for IN transfers on Endpoint 1
- bit 2 : current buffer for IN transfers on Endpoint 2
- bit 3 : current buffer for IN transfers on Endpoint 3
- bit 4 : current buffer for IN transfers on Endpoint 4
- bit 5 : current buffer for IN transfers on Endpoint 5
- bit 6 : current buffer for IN transfers on Endpoint 6
- bit 7 : current buffer for IN transfers on Endpoint 7

7.6.4.8 USB_IN_OWNER

USB_IN_OWNER.buf0_owner

Field	Bits	Sys Reset	Access	Description
buf0_owner	15:0	00000000h	R/W	Owner for IN Buffer 0 for Endpoints

Bits 0 to 7 indicate the owner of the corresponding Endpoint IN buffer 0 as follows:

- 0 - Endpoint buffer is owned by application software
- 1 - Endpoint buffer is owned by the USB controller hardware
- bit 0 : owner for Endpoint 0 IN buffer 0
- bit 1 : owner for Endpoint 1 IN buffer 0
- bit 2 : owner for Endpoint 2 IN buffer 0
- bit 3 : owner for Endpoint 3 IN buffer 0
- bit 4 : owner for Endpoint 4 IN buffer 0
- bit 5 : owner for Endpoint 5 IN buffer 0
- bit 6 : owner for Endpoint 6 IN buffer 0
- bit 7 : owner for Endpoint 7 IN buffer 0

USB_IN_OWNER.buf1_owner

Field	Bits	Sys Reset	Access	Description
buf1_owner	31:16	00000000h	R/W	Owner for IN Buffer 1 for Endpoints

Bits 0 to 7 indicate the owner of the corresponding Endpoint IN buffer 1 as follows:

- 0 - Endpoint buffer is owned by application software
- 1 - Endpoint buffer is owned by the USB controller hardware
- bit 0 : owner for Endpoint 0 IN buffer 1
- bit 1 : owner for Endpoint 1 IN buffer 1
- bit 2 : owner for Endpoint 2 IN buffer 1
- bit 3 : owner for Endpoint 3 IN buffer 1
- bit 4 : owner for Endpoint 4 IN buffer 1
- bit 5 : owner for Endpoint 5 IN buffer 1
- bit 6 : owner for Endpoint 6 IN buffer 1
- bit 7 : owner for Endpoint 7 IN buffer 1

7.6.4.9 USB_OUT_OWNER

USB_OUT_OWNER.buf0_owner

Field	Bits	Sys Reset	Access	Description
buf0_owner	15:0	00000000h	R/W	Owner for OUT Buffer 0 for Endpoints

Bits 0 to 7 indicate the owner of the corresponding Endpoint OUT buffer 0 as follows:

- 0 - Endpoint buffer is owned by application software
- 1 - Endpoint buffer is owned by the USB controller hardware
- bit 0 : owner for Endpoint 0 OUT buffer 0
- bit 1 : owner for Endpoint 1 OUT buffer 0
- bit 2 : owner for Endpoint 2 OUT buffer 0
- bit 3 : owner for Endpoint 3 OUT buffer 0
- bit 4 : owner for Endpoint 4 OUT buffer 0
- bit 5 : owner for Endpoint 5 OUT buffer 0
- bit 6 : owner for Endpoint 6 OUT buffer 0
- bit 7 : owner for Endpoint 7 OUT buffer 0

USB_OUT_OWNER.buf1_owner

Field	Bits	Sys Reset	Access	Description
buf1_owner	31:16	00000000h	R/W	Owner for OUT Buffer 1 for Endpoints

Bits 0 to 7 indicate the owner of the corresponding Endpoint OUT buffer 1 as follows:

- 0 - Endpoint buffer is owned by application software
- 1 - Endpoint buffer is owned by the USB controller hardware
- bit 0 : owner for Endpoint 0 OUT buffer 1
- bit 1 : owner for Endpoint 1 OUT buffer 1
- bit 2 : owner for Endpoint 2 OUT buffer 1
- bit 3 : owner for Endpoint 3 OUT buffer 1
- bit 4 : owner for Endpoint 4 OUT buffer 1
- bit 5 : owner for Endpoint 5 OUT buffer 1
- bit 6 : owner for Endpoint 6 OUT buffer 1
- bit 7 : owner for Endpoint 7 OUT buffer 1

7.6.4.10 USB_IN_INT

USB_IN_INT.inbav

Field	Bits	Sys Reset	Access	Description
inbav	7:0	00000000b	W1C	Endpoint Buffer Available Interrupt Flags

These interrupt flags are set by the USB controller after it has successfully transferred an IN packet to the USB host and has received an ACK handshake in reply. This indicates that the endpoint buffer is now available to be written by software.

- bit 0: flag for Endpoint 0 buffer
- bit 1: flag for Endpoint 1 buffer
- bit 2: flag for Endpoint 2 buffer
- bit 3: flag for Endpoint 3 buffer
- bit 4: flag for Endpoint 4 buffer
- bit 5: flag for Endpoint 5 buffer
- bit 6: flag for Endpoint 6 buffer
- bit 7: flag for Endpoint 7 buffer

Write 1 to clear.

7.6.4.11 USB_OUT_INT

USB_OUT_INT.outdav

Field	Bits	Sys Reset	Access	Description
outdav	7:0	00000000b	W1C	Endpoint Data Available Interrupt Flags

These interrupt flags are set by the USB controller when it has successfully received an OUT packet from the host and has loaded it into the designated endpoint buffer. This indicates that the packet data is available to be read by software.

- bit 0: flag for Endpoint 0
- bit 1: flag for Endpoint 1
- bit 2: flag for Endpoint 2
- bit 3: flag for Endpoint 3
- bit 4: flag for Endpoint 4
- bit 5: flag for Endpoint 5
- bit 6: flag for Endpoint 6
- bit 7: flag for Endpoint 7

Write 1 to clear.

7.6.4.12 USB_NAK_INT

USB_NAK_INT.nak

Field	Bits	Sys Reset	Access	Description
nak	7:0	00000000b	W1C	Endpoint NAK Interrupt Flags

These int flags are set by the USB controller after it sends a NAK handshake to the host in response to an IN request. This indicates that the endpoint buffer has no data available to be transmitted to the USB host.

- bit 0: flag for Endpoint 0
- bit 1: flag for Endpoint 1
- bit 2: flag for Endpoint 2
- bit 3: flag for Endpoint 3
- bit 4: flag for Endpoint 4
- bit 5: flag for Endpoint 5
- bit 6: flag for Endpoint 6
- bit 7: flag for Endpoint 7

Write 1 to clear.

7.6.4.13 USB_DMA_ERR_INT

USB_DMA_ERR_INT.dma_err

Field	Bits	Sys Reset	Access	Description
dma_err	7:0	00000000b	W1C	Endpoint DMA Error Interrupt Flags

These int flags are set by the USB controller when a USB DMA error occurs, meaning that the USB controller was unable to transfer data to or from the corresponding endpoint over the AHB bus.

- bit 0: flag for Endpoint 0
- bit 1: flag for Endpoint 1
- bit 2: flag for Endpoint 2
- bit 3: flag for Endpoint 3
- bit 4: flag for Endpoint 4

- bit 5: flag for Endpoint 5
- bit 6: flag for Endpoint 6
- bit 7: flag for Endpoint 7

Write 1 to clear.

7.6.4.14 USB_BUF_OVR_INT

USB_BUF_OVR_INT.buf_ovr

Field	Bits	Sys Reset	Access	Description
buf_ovr	7:0	00000000b	W1C	Endpoint Buffer Overflow Interrupt Flags

These int flags are set by the USB controller when a data packet to or from the USB host is larger than the size of the corresponding endpoint buffer in memory.

- bit 0: flag for Endpoint 0
- bit 1: flag for Endpoint 1
- bit 2: flag for Endpoint 2
- bit 3: flag for Endpoint 3
- bit 4: flag for Endpoint 4
- bit 5: flag for Endpoint 5
- bit 6: flag for Endpoint 6
- bit 7: flag for Endpoint 7

Write 1 to clear.

7.6.4.15 USB_SETUP0

USB_SETUP0.byte0

Field	Bits	Sys Reset	Access	Description
byte0	7:0	00h	R/O	SETUP Packet Byte 0

Byte 0 of the last SETUP packet received by the USB controller.

USB_SETUP0.byte1

Field	Bits	Sys Reset	Access	Description
byte1	15:8	00h	R/O	SETUP Packet Byte 1

Byte 1 of the last SETUP packet received by the USB controller.

USB_SETUP0.byte2

Field	Bits	Sys Reset	Access	Description
byte2	23:16	00h	R/O	SETUP Packet Byte 2

Byte 2 of the last SETUP packet received by the USB controller.

USB_SETUP0.byte3

Field	Bits	Sys Reset	Access	Description
byte3	31:24	00h	R/O	SETUP Packet Byte 3

Byte 3 of the last SETUP packet received by the USB controller.

7.6.4.16 USB_SETUP1

USB_SETUP1.byte0

Field	Bits	Sys Reset	Access	Description
byte0	7:0	00h	R/O	SETUP Packet Byte 4

Byte 4 of the last SETUP packet received by the USB controller.

USB_SETUP1.byte1

Field	Bits	Sys Reset	Access	Description
byte1	15:8	00h	R/O	SETUP Packet Byte 5

Byte 5 of the last SETUP packet received by the USB controller.

USB_SETUP1.byte2

Field	Bits	Sys Reset	Access	Description
byte2	23:16	00h	R/O	SETUP Packet Byte 6

Byte 6 of the last SETUP packet received by the USB controller.

USB_SETUP1.byte3

Field	Bits	Sys Reset	Access	Description
byte3	31:24	00h	R/O	SETUP Packet Byte 7

Byte 7 of the last SETUP packet received by the USB controller.

7.6.4.17 USB_EP

USB_EP.ep_dir

Field	Bits	Sys Reset	Access	Description
ep_dir	1:0	11b	R/W	Endpoint Direction

For Endpoint 0 - Read-only; always set to 11b (CONTROL pipe accepting IN, OUT, and STATUS packets) for Endpoint 0.

For other endpoints (1 through 7) -

- 00b: Endpoint is disabled.
- 01b: Endpoint is configured for OUT transfers.
- 10b: Endpoint is configured for IN transfers.
- 11b: Reserved (only EP0 can be set to CONTROL mode).

USB_EP.ep_buf2

Field	Bits	Sys Reset	Access	Description
ep_buf2	3	0	R/W	Endpoint Double Buffered Enable

- 0: Endpoint is single buffered.
- 1: Endpoint is double buffered.

USB_EP.ep_int_en

Field	Bits	Sys Reset	Access	Description
ep_int_en	4	0	R/W	Endpoint Transfer Complete Interrupt Enable

1: Enable generation of interrupts for this endpoint upon completion of an IN or OUT data transfer.

USB_EP.ep_nak_en

Field	Bits	Sys Reset	Access	Description
ep_nak_en	5	0	R/W	Endpoint NAK Interrupt Enable

1: Enable generation of interrupts for this endpoint when a NAK handshake is returned to the host.

USB_EP.ep_dt

Field	Bits	Sys Reset	Access	Description
ep_dt	6	0	R/W	Endpoint Data Toggle Clear

Write to 1 to reset the data toggle field to DATA0 and reset the current buffer to buffer 0. In addition, the IN and OUT Buffer Owner bits for this endpoint will be cleared as well. Writes to 0 are ignored.

Cleared to 0 by hardware after the data clear / reset process has been completed.

USB_EP.ep_stall

Field	Bits	Sys Reset	Access	Description
ep_stall	8	0	R/W	Endpoint Stall

- 0: Endpoint is not stalled.
- 1: Endpoint is stalled.

Upon receiving a SETUP packet, this bit is automatically cleared to 0.

USB_EP.ep_st_stall

Field	Bits	Sys Reset	Access	Description
ep_st_stall	9	0	R/W	Endpoint Stall Status Stage of Control Transfer

- 0: Do not send STALL.
- 1: Send STALL to host for status stage.

Upon receiving a SETUP packet, this bit is automatically cleared to 0.

USB_EP.ep_st_ack

Field	Bits	Sys Reset	Access	Description
ep_st_ack	10	0	R/W	Endpoint Acknowledge Status Stage of Control Transfer

- 0: Do not send ACK.
- 1: Send ACK to host for status stage.

Upon receiving a SETUP packet, this bit is automatically cleared to 0.

7.7 SPI XIP

7.7.1 Overview

The **MAX32620** provides a dedicated SPI master interface which allows the CPU to transparently execute instructions stored in an external SPI flash memory device (or XSFM device). This interface for external memory, known as SPI Execute In Place (SPI XIP or SPIX), can also be used to access large amounts of static data that would otherwise reside in internal flash memory. Instructions fetched via the SPIX interface are cached and executed in the same manner as instructions fetched from the internal program flash memory.

In order for the external SPI flash memory to be accessed in this manner, the SPIX peripheral must be configured by firmware with the proper protocol, mode, and timing settings for the XSFM device being used. Once the SPIX has been configured correctly, the external SPI flash memory will be mapped to a dedicated area in the standard code memory space. Instruction or data fetches from this area are handled automatically by the SPIX peripheral; no additional handling is required by the application firmware.

The SPIX peripheral includes a single-purpose SPI master interface dedicated for external memory device access. This SPI master is optimized to quickly translate instruction fetches (over the I-Code bus) or data fetches (over the D-Code bus) into high-speed data read sequences from an XSFM device. It is important to note that this SPI master cannot be used to program or configure XSFM devices. If the application needs to access a XSFM device to perform other functions (e.g., erase, write, read/write configuration settings, set/clear write protect modes), it must do so using one of the general-purpose SPI master interfaces.

The SPIX peripheral can support up to three XSFM devices, each with its own slave select signal. However, all XSFM devices accessed via the SPIX interface are mapped to the same code memory region, so only one XSFM device may be used at a time. Additionally, switching between one external memory device and another (i.e., changing the active slave select signal) must be performed manually by firmware.

Features provided by the SPIX peripheral include the following:

- Transparent access to code/data stored in XSFM device(s).
- Up to 16MB of external memory supported per XSFM device (switching between XSFM devices, or other device-specific paging mechanisms, must be handled manually by firmware).
- Dedicated SPI master interface (supporting SPI Mode 0 and Mode 3) with up to three slave selects.
- Flexible interface with single I/O, dual I/O, and quad I/O modes available.
- Configurable command sequence allows multiple SPI memory flash device families to be supported.
- Interface widths for command, address/mode, and data fetch portions of the SPI memory read sequence can be set independently. For example, the SPIX can send the read command and address using a single SDIO line and then switch to quad I/O mode for reading back the flash memory data.
- Mode clock feature allows a configurable number of 'dummy clocks' from 0 to 15 to be sent in between the address and data fetch portions of the read sequence. This period may optionally be used to transmit device-specific configuration information to the SPI flash memory device if needed.

7.7.2 SPIX Pin Configuration

All signal pins used by the SPIX interface are multiplexed with GPIO as shown in the table below. Before the SPIX interface can be used, the proper settings must be made in the I/O Manager to request connections between the needed GPIO pins and the SPIX pin functions.

SPIX Pin Mapping

Logic Signal	Port and Pin	Setting to Enable using I/O Manager
SCK	P1.0	Write IOMAN_SPIX_REQ.core_io_req to 1
SS[0]	P1.3	Write IOMAN_SPIX_REQ.ss0_io_req to 1
SS[1]	P3.6	Write IOMAN_SPIX_REQ.ss1_io_req to 1
SS[2]	P3.7	Write IOMAN_SPIX_REQ.ss2_io_req to 1
SDIO[0]	P1.1	Write IOMAN_SPIX_REQ.core_io_req to 1
SDIO[1]	P1.2	Write IOMAN_SPIX_REQ.core_io_req to 1
SDIO[2]	P1.4	Write IOMAN_SPIX_REQ.quad_io_req to 1
SDIO[3]	P1.5	Write IOMAN_SPIX_REQ.quad_io_req to 1

7.7.3 External Memory Device Requirements for Use with SPIX

In order for an XSFM device to be accessed via the SPIX interface and mapped into memory, it must meet the following interface requirements.

- SPI slave supporting Mode 0 or Mode 3 SPI clock formatting.
- Byte addressable memory, 24-bit/32-bit memory address.
- Accessible using a read data sequence consisting of an 8-bit command code (transmitted by SPIX master), a 24-bit/32-bit byte address (transmitted by SPIX master), an optional mode clock phase (0 to 15 'dummy clocks'), and a data fetch phase (SPIX master reads data transmitted by SPI flash memory slave).
- Single I/O, dual I/O, or quad I/O access modes supported.
- Any number of memory data bytes can be returned by a single read command (slave continues to transmit memory data bytes until the sequence is ended by deassertion of slave select).

7.7.4 SPIX Memory

7.7.4.1 SPIX Memory Mapping

The currently selected XSFM device is mapped into code and data memory starting at byte address `0x1000_0000`, beyond the end of the internal flash program memory space. Access to the XSFM device using this memory mapped region is always read-only: the SPIX interface cannot be used to program or erase locations in the XSFM.

The SPIX module does not provide any mechanism for specifying the size of XSFM devices. The maximum supported size of memory that can be accessed via the SPIX interface is 16MB. Access to a given location in SPIX mapped memory is translated to a 24-bit/32-bit, device-local address by removing the base memory

offset of 1000_0000h; thus, an access to location 1000_0100h in ARM memory space will be translated to a read from the external flash memory address location 000100h.

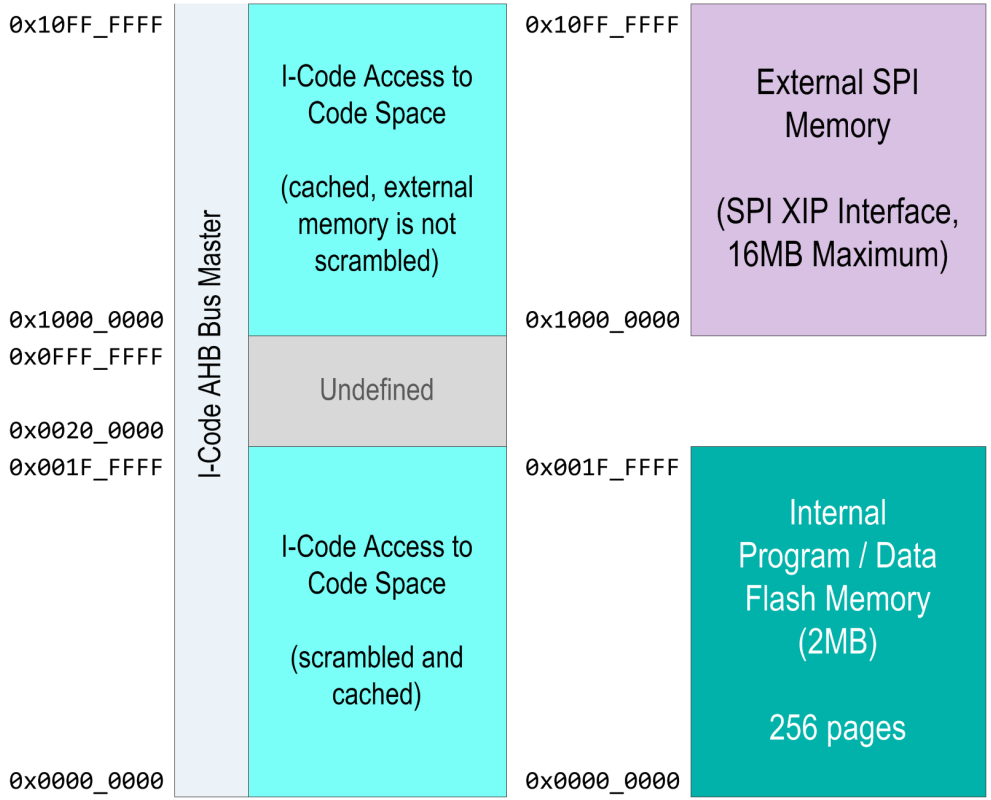


Figure 7.17: SPIX External Memory Mapping in Code Space

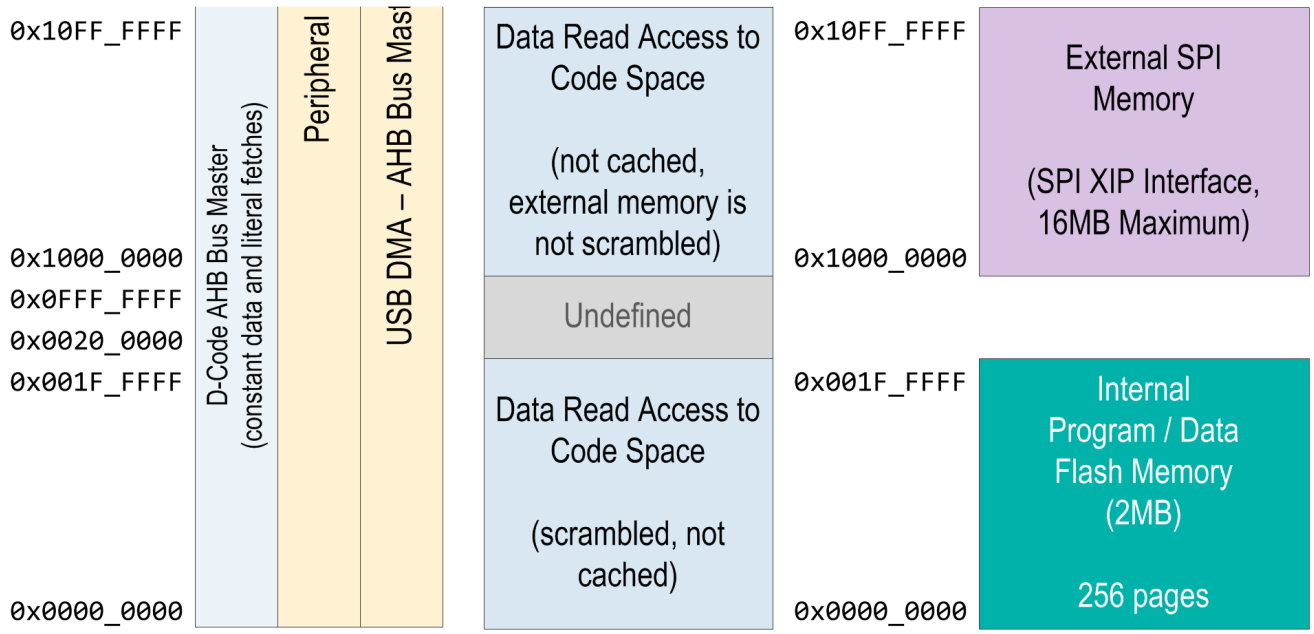


Figure 7.18: SPIX External Memory Mapping in Data Space

7.7.4.2 SPIX External Memory Caching and Scrambling

Unlike the contents of internal flash memory, the scrambling/descrambling mechanism for flash memory contents and location is not used when accessing SPI external memory devices via the SPIX interface. This means that all contents of the SPI external memory are stored as unencrypted, unscrambled data.

As with data stored in any other memory location, it is possible for the application to encrypt data stored in the external SPI flash memory using AES or another algorithm. However, this must be implemented in firmware by the application developer. Only external flash memory data can be protected in this manner: application code stored in external memory must be unencrypted in order to be directly readable by the SPIX interface.

Instruction code stored in an external flash memory device and fetched via the SPIX interface is cached in the same manner as instruction code fetched from the internal program flash memory. If the SPIX module is reconfigured to switch between external SPI flash memory devices, or if the contents of the external SPI flash memory are modified, then the instruction cache must be flushed in order to ensure that future instruction fetches from the SPIX mapped memory space do not return invalid data.

7.7.4.3 SPIX Memory Access

The SPIX master interface reads data from the SPI external flash memory device using the read sequence defined in the following sections. Certain phases of this sequence may be optional under some circumstances for a given SPI memory device. For example, some devices may support skipping the command phase after the first read access has been performed, while other devices may not require a mode clock phase or may allow special device-specific configuration data or commands to be sent during the mode clock phase.

At a minimum, the address phase and data fetch phase are required in order to read data from the external memory device. When reading code or data, the SPIX interface will read from the XSFM in 128-bit blocks (i.e., 16 bytes, or four 32-bit doublewords). For the instruction fetches, this allows the resulting code data to be cached. Data memory fetches are not cached in the same manner as instruction fetches, but a 128-bit data buffer is used to reduce the number of external SPI memory fetches required.

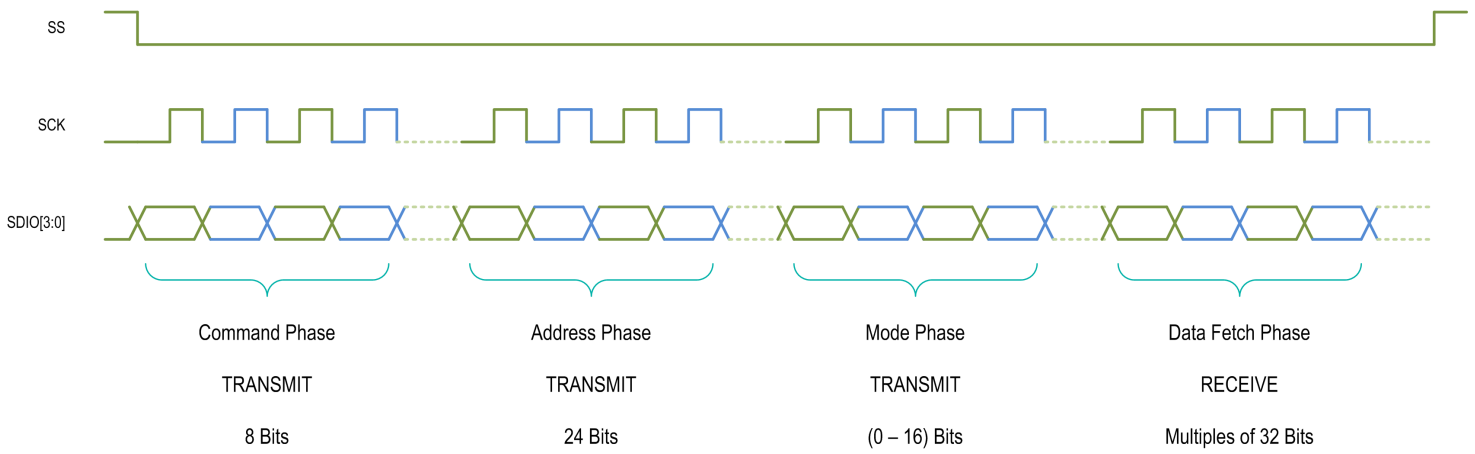


Figure 7.19: SPIX Memory Read Transaction

7.7.4.4 Configuring SPIX Memory Access

Typically, SPIX configuration parameters are set once following system reset, corresponding to the particular XSFM device(s) being used. Once the SPIX configuration has been set, there should be no need to modify registers in the SPIX module during application execution. The exception comes if more than one XSFM device will be used, in which case the active slave select setting must be modified to switch from one XSFM device to another.

7.7.5 SPIX Clock Selection and Clock Gating

The SPIX peripheral operates from the SPIX peripheral clock (per_clk_spix) which is derived from the main system clock (sys_clk_main). The per_clk_spix clock is configured using the register CLKMAN_SYS_CLK_CTRL_2_SPIX. By default, the SPIX peripheral clock is disabled; the CLKMAN_SYS_CLK_CTRL_2_SPIX.spix_clk_scale field is used both to enable the peripheral clock and to select the divide down rate (if any) used when deriving the peripheral clock from the main system clock.

SPIX Peripheral Clock Control

spix_clk_scale	Peripheral Clock Frequency
0	Disabled
1	$f_{sys\_clk\_main}$ / 1
2	$f_{sys\_clk\_main}$ / 2
3	$f_{sys\_clk\_main}$ / 4
4	$f_{sys\_clk\_main}$ / 8
5	$f_{sys\_clk\_main}$ / 16
6	$f_{sys\_clk\_main}$ / 32
7	$f_{sys\_clk\_main}$ / 64
8	$f_{sys\_clk\_main}$ / 128
9	$f_{sys\_clk\_main}$ / 256
other	Reserved

In order to optimize power consumption, the SPIX peripheral uses a dynamic clock gating scheme which automatically gates off the local peripheral clock whenever the SPIX is inactive. Normally, this dynamic mode (default setting) should remain set. If there is any reason to modify the module clock gating mode, this can be done by setting CLKMAN_CLK_GATE_CTRL0.spix_clk_gater as shown in the table below.

SPIX Module Clock Gating Control

owm_clk_gater	Setting

0	**Clock forced off** - SPIX clock is disabled
1	**Dynamic Clock Gating Enabled** - SPIX clock is active only when the SPIX module is in use (default)
2, 3	**Clock forced on** - SPIX clock is enabled at all times

7.7.5.1 SPIX Protocol Format and Timing

The SPI clock timing and format modes for SPIX are set in the same manner as the identical mode settings used by the general-purpose SPI master modules, with the following exceptions:

- SPI clock format must be set to either Mode 0 or Mode 3.
- Option to use alternate timing settings for SCK during the data fetch phase.

7.7.6 SPIX Configuration

Configuration Settings for Command Phase

The first phase of each memory read sequence is normally the command phase as shown below. In this phase, the SPIX master sends an 8-bit command code (specified using SPIX_FETCH_CTRL.cmd_value) to the XSFM device to begin the read sequence. The format and meaning of this command code are device-specific.

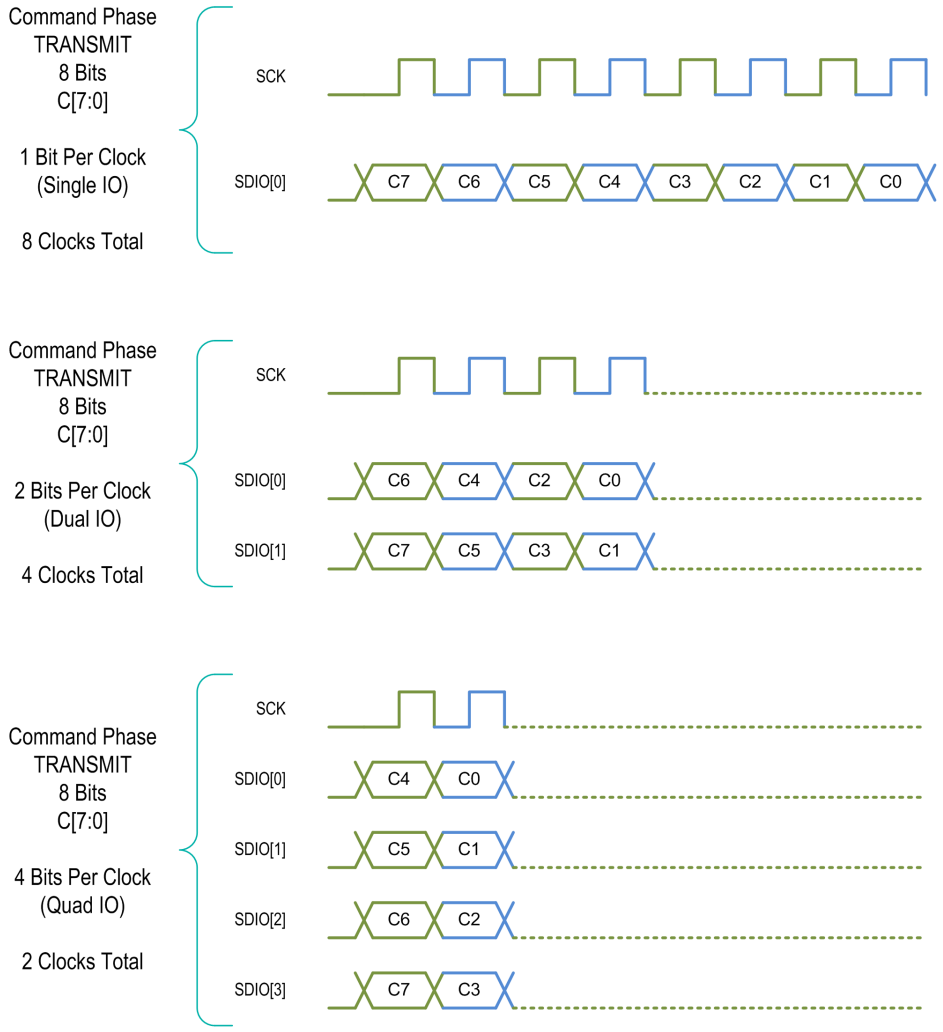


Figure 7.20: SPIX Memory Read - Command Phase

The 8-bit command code may be sent in single-wire, dual I/O, or quad I/O mode. This is determined by the setting of the command width field SPIX_FETCH_CTRL.cmd_width. This may be the same as or different than the I/O widths used for the address/mode phase and the data fetch phase: I/O widths for each phase are specified independently.

Some SPI flash memory devices allow the command phase to be skipped (reusing the previously transmitted command code) after the command code has been set the first time. To enable this mode for the SPIX interface, set the SPIX_MODE_CTRL.no_cmd_mode bit to 1. After this bit has been set to 1, the command code will be transmitted only once (on the next SPIX read sequence that takes place) and will be skipped after that. Rewriting the bit to 1 repeats the sequence; when the bit is cleared to 0, the command phase is included in every read sequence.

Note For no_cmd_mode to work correctly, the field must be configured in concert with the control fields in SPIX_MODE_DATA. If SPIX_MODE_DATA stipulates enable no_cmd_mode, the SPI flash will not expect a command on the next slave select assertion; if SPIX_MODE_DATA does not stipulate enable no_cmd_mode, the SPI flash will expect a command on the next slave select assertion. The master's behavior here is defined in the no_cmd_mode field. Further information is provided below in the *Configuration Settings for Mode Clock Phase* section.

Configuration Settings for Address Phase

The address phase normally follows the command phase in a read sequence, except when the command phase is skipped as detailed above; in this case, the address phase will be the first phase in the read sequence.

In the address phase, the SPIX master sends a 24-bit/32-bit byte address (MSB first) to the SPI flash memory device corresponding to the code/data location that was accessed in the memory mapped SPIX region. The address may be sent using single-I/O, dual-I/O, or quad-I/O mode depending on the setting of the SPIX_FETCH_CTRL.addr_width field. This field also controls the width setting for any data transmitted during the mode clock phase.

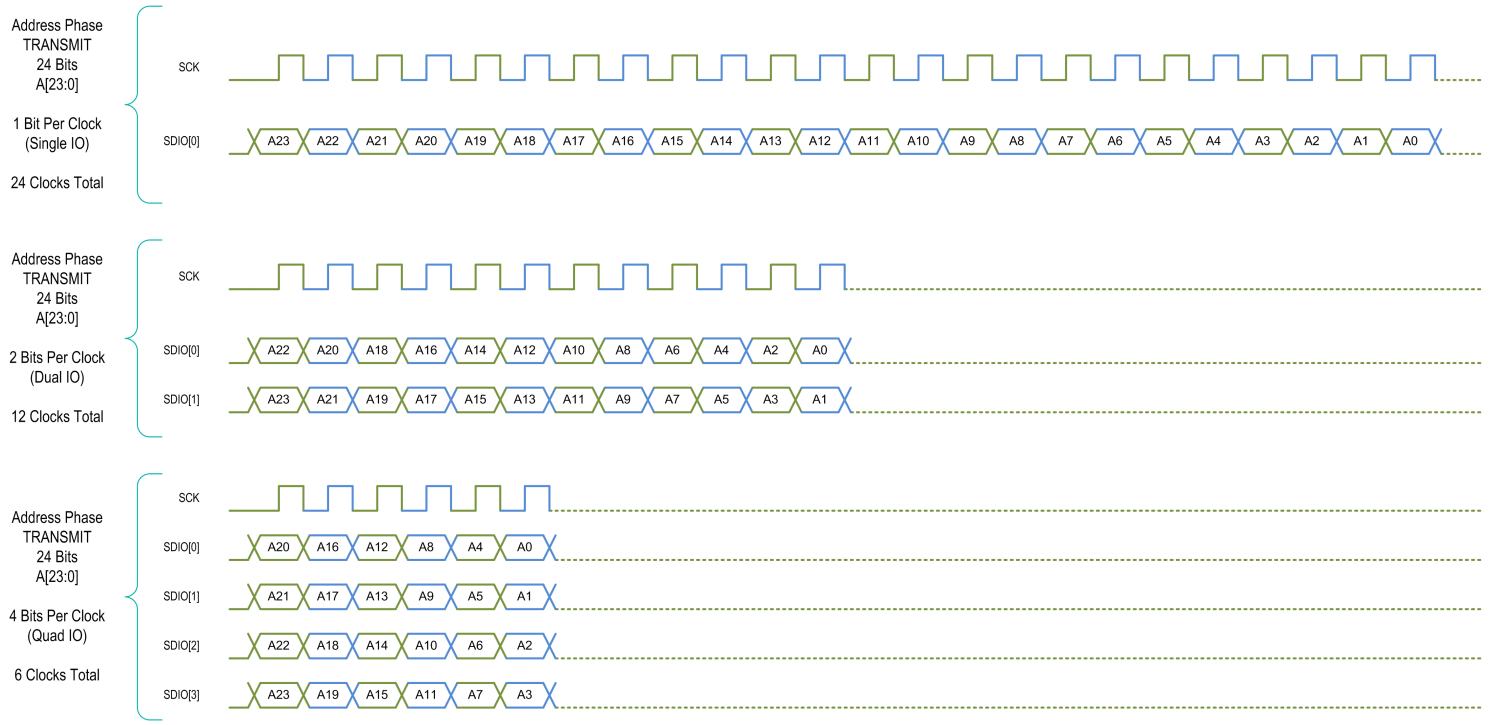


Figure 7.21: SPIX Memory Read - Address Phase

Configuration Settings for Mode Clock Phase

The mode clock phase is optional; if it is used, then it contains a number of mode clocks (also known as 'dummy clocks') from 1 to 15, specified by setting the field SPIX_MODE_CTRL.mode_clocks. If this field is set to 0 (the default), no mode clock phase will be used.

The I/O width of the mode clock phase is determined by the width setting of the address phase. By default, no data is transmitted during the mode clock phase. For many devices, the mode clock phase is simply a time padding mechanism to allow the SPI flash memory time to begin accessing the memory contents before the SPIX master begins clocking the data bytes out.

Some devices allow special configuration data or mode settings to be made by the SPI master during this phase. In order for this to occur, the data (contents of which

are device-specific) must be transmitted along with the mode clocks. In order to enable sending of this optional data, the proper data bits (up to 16 are supported) must be written to SPIX_MODE_DATA.mode_data_bits, while for each bit of the mode_data_bits field that needs to actually be transmitted, a 1 bit must be written to the corresponding position in SPIX_MODE_DATA.mode_data_oe.

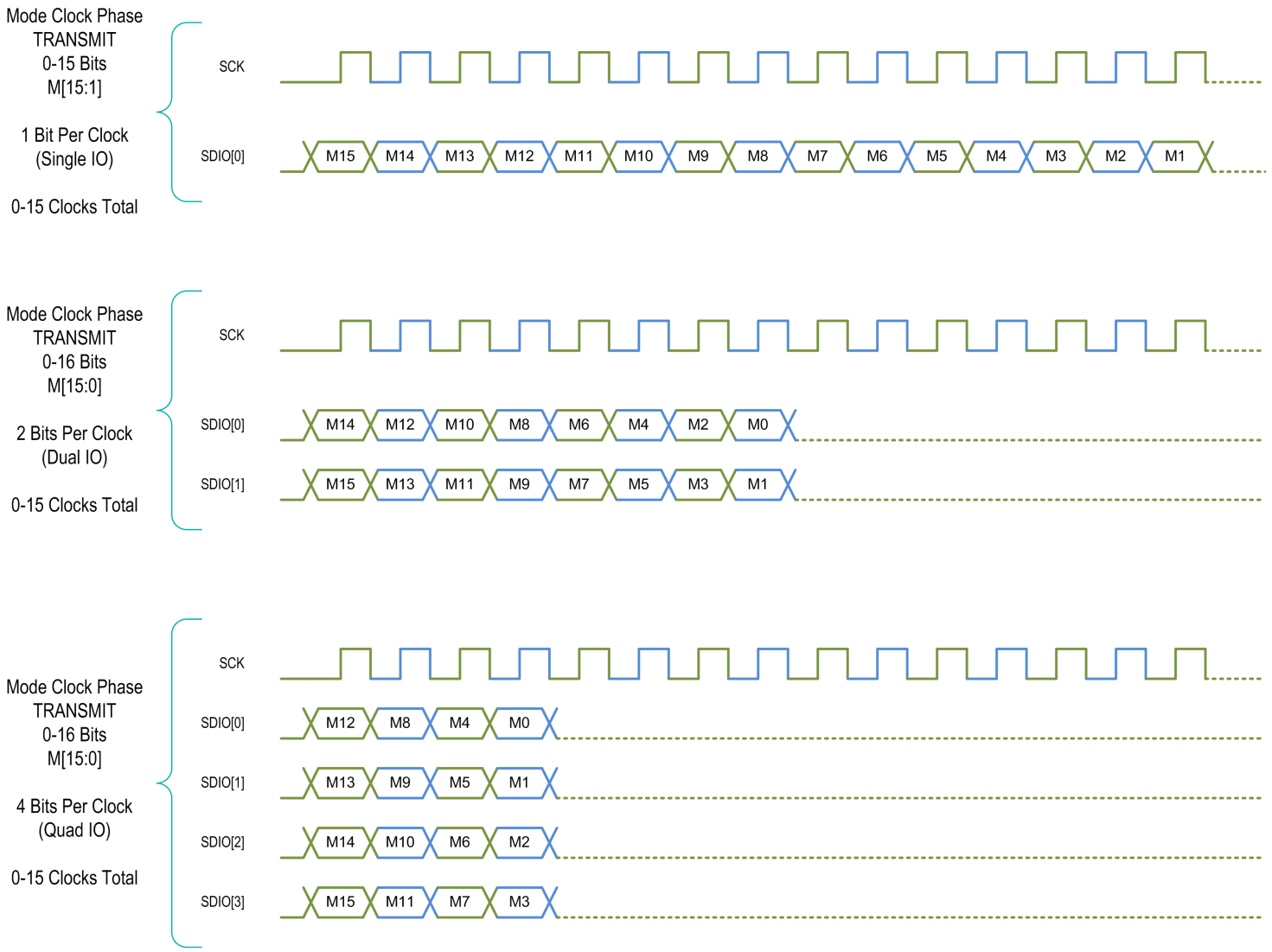


Figure 7.22: SPIX Memory Read - Mode Clock Phase

Note that as with all values transmitted over the SPIX interface, the MSB of the mode data will be sent first. This means that in order to transmit N bits during the mode clock phase, the highest N bits of SPIX_MODE_DATA.mode_data_bits must be set to the bit values to be transmitted (in order starting with the MSB), and the highest N bits of SPIX_MODE_DATA.mode_data_oe must be set to 1.

For example, in order to transmit the value 55h (MSB first) during the mode clock phase (which will require a minimum of eight mode clocks in single-wire, four mode clocks in dual I/O mode, and two mode clocks in quad I/O mode), the SPIX_MODE_DATA fields must be set as follows:

- mode_data_bits: 5500h
- mode_data_oe: FF00h

Configuration Settings for Data Fetch Phase

In the final phase of the SPI flash memory read sequence, the SPIX switches from transmit to receive mode, and the SPI flash memory begins clocking out the data read from the specified location one byte at a time. The width of this transfer is specified by SPIX_FETCH_CTRL.data_width. After 16 bytes have been read (for the 128-bit wide data buffer or cache line buffer fill), the SPIX master will end the SPI transaction by deasserting the slave select to the SPI flash memory.

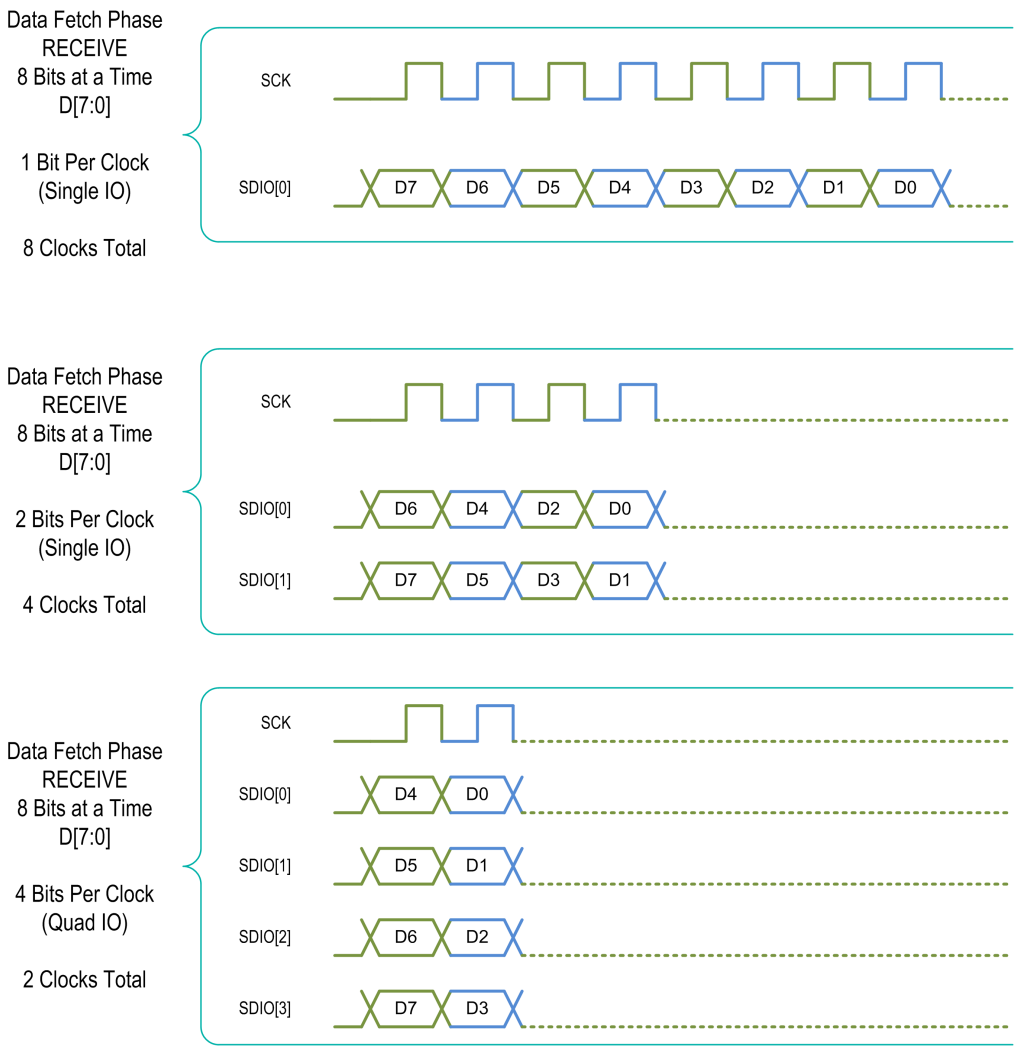


Figure 7.23: SPIX Memory Read - Data Fetch Phase

7.7.7 Registers (SPIX)

Address	Register	Access	Description	Reset By
0x4000_4000	SPIX_MASTER_CFG	R/W	SPIX Master Configuration	Sys
0x4000_4004	SPIX_FETCH_CTRL	R/W	SPIX Fetch Control	Sys
0x4000_4008	SPIX_MODE_CTRL	R/W	SPIX Mode Control	Sys
0x4000_400C	SPIX_MODE_DATA	R/W	SPIX Mode Data	Sys
0x4000_4010	SPIX_SCK_FB_CTRL	R/W	SPIX SCK_FB Control Register	Sys

7.7.7.1 SPIX_MASTER_CFG

SPIX_MASTER_CFG.spi_mode

Field	Bits	Sys Reset	Access	Description
spi_mode	1:0	00b	R/W	SPIX Mode

Defines SPI clock polarity and phase; valid settings are 0, 3.

- 00b: SCK is active high, data is sampled on clock rising edge.
- 11b: SCK is active low, data is sampled on clock rising edge.

SPIX_MASTER_CFG.ss_act_lo

Field	Bits	Sys Reset	Access	Description
ss_act_lo	2	0	R/W	SPIX Slave Select Polarity

Slave Selects are active low when set.

- 0: Enabled slave select (SS) is active high.
- 1: Enabled slave select (SS) is active low.

SPIX_MASTER_CFG.alt_timing_en

Field	Bits	Sys Reset	Access	Description
alt_timing_en	3	0	R/W	Alternate Timing Mode Enable

Enables use of alternate timing for SCK generation during the data fetch phase.

- 0: Alternate timing is disabled.
- 1: Alternate timing will be used for the data fetch phase.

SPIX_MASTER_CFG.slave_sel

Field	Bits	Sys Reset	Access	Description
slave_sel	6:4	0	R/W	SPIX Slave Select

Identifies which SPI slave to fetch from. Three slave selects are supported on this implementation.

- 0: SS[0]
- 1: SS[1]
- 2: SS[2]
- 3: Reserved
- 4: Reserved
- 5: Reserved
- 6: Reserved
- 7: Reserved

SPIX_MASTER_CFG.sck_hi_clk

Field	Bits	Sys Reset	Access	Description
sck_hi_clk	11:8	0000b	R/W	SCK High Clocks

Number of SPIX module clocks SCK will be in the inactive state (determined by clock polarity setting). If this is set to 0, "Fast Mode" is enabled, in which SCK is a gated version of the SPIX module clock.

Note The SPIX module clock is derived (and optionally divided down from) the current system clock source, with the divide ratio selected by CLKMAN_SYS_CLK_CTRL_2.

SPIX_MASTER_CFG.sck_lo_clk

Field	Bits	Sys Reset	Access	Description
sck_lo_clk	15:12	0000b	R/W	SCK Low Clocks

Number of SPIX module clocks SCK will be in the inactive state (determined by clock polarity setting). If this is set to 0, "Fast Mode" is enabled, in which SCK is a gated version of the SPIX module clock.

Note The SPIX module clock is derived (and optionally divided down from) the current system clock source, with the divide ratio selected by CLKMAN_SYS_CLK_CTRL_2.

SPIX_MASTER_CFG.act_delay

Field	Bits	Sys Reset	Access	Description
act_delay	17:16	0	R/W	SS Active Timing

Controls the delay from automatic assertion of slave select (SS) to the beginning of the SCK clock pulses as well as the delay from the end of the clock pulses until the automatic deassertion of SS.

- 0: 0 SPIX module clocks
- 1: 2 SPIX module clocks
- 2: 4 SPIX module clocks
- 3: 8 SPIX module clocks

SPIX_MASTER_CFG.inact_delay

Field	Bits	Sys Reset	Access	Description
inact_delay	19:18	0	R/W	SS Inactive Timing

Controls the delay between deassertion of SS at the end of a transaction and reassertion of SS to begin the next transaction, for back-to-back SPI transactions.

- 0: 0 SPIX module clocks
- 1: 2 SPIX module clocks
- 2: 4 SPIX module clocks
- 3: 8 SPIX module clocks

SPIX_MASTER_CFG.alt_sck_hi_clk

Field	Bits	Sys Reset	Access	Description
alt_sck_hi_clk	23:20	0000b	R/W	Alt SCK High Clocks

Number of SPIX module clocks SCK will be in the active state (determined by clock polarity setting), when alternate timing generation is enabled. If this is set to 0, "Fast Mode" is enabled, in which SCK is a gated version of the SPIX module clock.

Note The SPIX module clock is derived (and optionally divided down from) the current system clock source, with the divide ratio selected by CLKMAN_SYS_CLK_CTRL_2.

SPIX_MASTER_CFG.alt_sck_lo_clk

Field	Bits	Sys Reset	Access	Description
alt_sck_lo_clk	27:24	0000b	R/W	Alt SCK Low Clocks

Number of SPIX module clocks SCK will be in the inactive state (determined by clock polarity setting), when alternate timing generation is enabled. If this is set to 0, "Fast Mode" is enabled, in which SCK is a gated version of the SPIX module clock.

Note The SPIX module clock is derived (and optionally divided down from) the current system clock source, with the divide ratio selected by CLKMAN_SYS_CLK_CTRL_2.

SPIX_MASTER_CFG.sdio_sample_point

Field	Bits	Sys Reset	Access	Description
sdio_sample_point	31:28	0000b	R/W	SDIO Sample Point

Defines an additional delay (in terms of per_clk_spix cycles) to wait before sampling the SDIO input line. This setting only has an effect when enable_sck_fb_mode == 0.

7.7.7.2 SPIX_FETCH_CTRL

SPIX_FETCH_CTRL.cmd_value

Field	Bits	Sys Reset	Access	Description
cmd_value	7:0	00h	R/W	Command Value

Command value to send to target to initiate fetch.

SPIX_FETCH_CTRL.cmd_width

Field	Bits	Sys Reset	Access	Description
cmd_width	9:8	00b	R/W	Command Width

Number of data I/O used to send command.

- 00b: 1
- 01b: 2
- 10b: 4

SPIX_FETCH_CTRL.addr_width

Field	Bits	Sys Reset	Access	Description
addr_width	11:10	00b	R/W	Address Width

Number of data I/O used to send address.

- 00b: 1
- 01b: 2
- 10b: 4

SPIX_FETCH_CTRL.data_width

Field	Bits	Sys Reset	Access	Description
data_width	13:12	00b	R/W	Data Width

Number of data I/O used to receive data.

- 00b: 1
- 01b: 2
- 10b: 4

SPIX_FETCH_CTRL.four_byte_addr

Field	Bits	Sys Reset	Access	Description
four_byte_addr	16	0	R/W	Four Byte Address Mode

- 0: Address sent for fetches will be 3 bytes wide (24 bits).
- 1: Address sent for fetches will be 4 bytes wide (32 bits).

7.7.7.3 SPIX_MODE_CTRL

SPIX_MODE_CTRL.mode_clocks

Field	Bits	Sys Reset	Access	Description
mode_clocks	3:0	0000b	R/W	Mode Clocks

Number of SPI clocks needed during mode phase of fetch.

SPIX_MODE_CTRL.no_cmd_mode

Field	Bits	Sys Reset	Access	Description
no_cmd_mode	8	0	R/W	No Command Mode

Read command sent only once after this bit is set.

7.7.7.4 SPIX_MODE_DATA

SPIX_MODE_DATA.mode_data_bits

Field	Bits	Sys Reset	Access	Description
mode_data_bits	15:0	0	R/W	Mode Data

Data to send with Mode clocks. Width of mode transmission is defined by SPIX_FETCH_CTRL.addr_width.

SPIX_MODE_DATA.mode_data_oe

Field	Bits	Sys Reset	Access	Description
mode_data_oe	31:16	0	R/W	Mode Output Enable

Output Enable state for each corresponding data bit in Mode Data.

7.7.7.5 SPIX_SCK_FB_CTRL

SPIX_SCK_FB_CTRL.enable_sck_fb_mode

Field	Bits	Sys Reset	Access	Description
enable_sck_fb_mode	0	0	R/W	Enable SCK_FB Mode

- 0: No effect.
- 1: Enables SCK_FB mode for the SCK clock signal.

SPIX_SCK_FB_CTRL.invert_sck_fb_clk

Field	Bits	Sys Reset	Access	Description
invert_sck_fb_clk	1	0	R/W	Invert SCK_FB Clock

- 0: No effect.
- 1: Causes the SCK_FB clock to be inverted before use.

8 Analog to Digital Converter

8.1 Analog to Digital Converter Overview

The **MAX32620** features a 10-bit analog-to-digital converter (ADC) with an analog input multiplexer as shown in the ADC Subsystem Diagram below. This multiplexer selects a single-ended input channel from external input lines (AIN0, AIN1, AIN2, AIN3) and internal power supply monitors.

An integrated bandgap and buffer can provide the reference voltage; alternately, the buffer can be disabled and an external reference can be provided at the V_{REF} pad. The **MAX32620** 10-bit ADC supports the following features:

- 8MHz maximum clock rate
- Fixed sample rate control (1024 clock cycles)
- Programmable out of range (limit) detection
- Operation in LP3:RUN mode or low-power LP2:PMU mode with PMU control

8.2 Analog to Digital Converter Architecture

The ADC on the **MAX32620** is a sigma-delta analog-to-digital converter with a single-ended input multiplexer, high impedance input buffer, and integrated reference generator. The input multiplexer selects from four external inputs (AIN0, AIN1, AIN2, AIN3) and internal power supply monitors. The optional input buffer is high input impedance and can be used to minimize the capacitive loading of high impedance external inputs.

The ADC is a first order sigma-delta converter. It operates from a local clock, clk_adc, which is divided down from the main system clock sys_clk_main and runs at an 8MHz maximum frequency. The sample conversion time for the ADC is $(1024 * t_{clk\_adc})$. The ADC reference voltage can be based on an internal bandgap reference or an external pin.

ADC offset and gain errors are factory trimmed. These values are automatically transferred to the ADC controller upon power-up. Gain error is trimmed such that the total errors of the ADC, bandgap, and reference buffer are calibrated out. When the internal reference is used, a value of 1.200V should always be used as "Full Scale", regardless of the voltage at the V_{REF} pin.

Due to its low-power design, the reference buffer cannot drive a resistive external load, nor can it drive significant external capacitance without affecting settling time. If V_{REF} is to be output and used externally, it must be externally buffered. Do not place an external bypass capacitor on this pin.

ADC sampling capacitors are switched at the clk_adc clock rate; this creates a small dynamic current and settling time requirement at the AIN pins. This behavior also establishes an upper limit to the source impedance of the signal. A source impedance of up to 10kΩ can directly drive the ADC. For high-impedance paths (e.g., a resistor divided supply monitor) an internal buffer is provided. Normally, this buffer is powered down and the input mux is connected directly to the ADC. Alternately, any of the muxed inputs can pass through the buffer. This buffer is chopped to minimize offsets and low frequency noise. A PMOS-only input structure with a charge-pumped supply allows rail-rail inputs without crossover distortion. However, note that this unity-gain buffer is limited by its output swing, and therefore the practical signal limits are 50mV to (V_{DD}-50mV) before distortion may occur. For signals that must go to ground, the buffer should be bypassed.

The ADC supports an input gain of 1x (unity) or 2x. For signals less than half the voltage reference, the 2x gain can provide additional resolution. For unity gain, set

ADC_CTRL.adc_scale to 1 and ADC_CTRL.adc_refscl to 1. For 2x gain, set ADC_CTRL.adc_scale to 0 and ADC_CTRL.adc_refscl to 1.

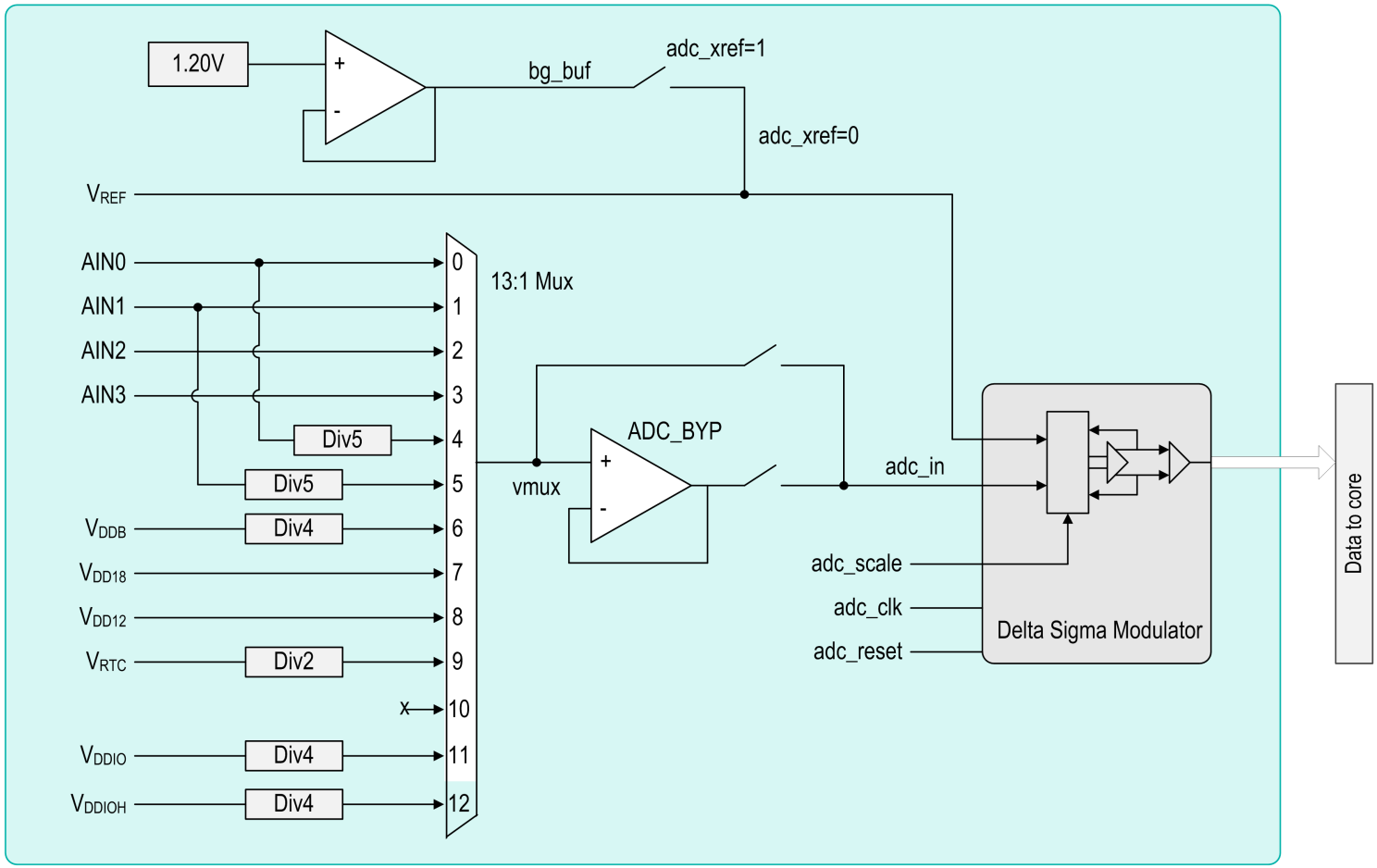


Figure 8.1: ADC Subsystem Diagram

8.3 Analog to Digital Converter Operation

8.3.1 Control Interface

The control registers for the ADC are used by application firmware to setup, begin, and retrieve the results of ADC conversion operations.

The ADC control interface enables:

- Configuration of the multiplexer, buffer, ADC, and reference.
- Power control and generation of interrupt when the charge pump power up delay is complete.
- ADC serial data stream processing and trim calibration.
- ADC conversion start and conversion done interrupt generation.
- ADC data limits and interrupt generation.

After an ADC conversion is completed, the data is available to be read from the ADC_DATA register. The 10-bit data value can be MSB or LSB justified within the 16-bit value read from ADC_DATA. The ADC data value is a function of the input voltage, the reference voltage, and optional data scaling (for AIN0-AIN3 only).

8.3.2 Using an External Reference

An external reference voltage, typically 1.23V, can be driven to the VREF pin. For this configuration, set ADC_CTRL.adc_xref to 1 (before setting ADC_CTRL.adc_refbuf_pu to 1) to prevent contention on the VREF pin.

The ADC gain error trim registers are used to correct for internal bandgap variation and reference buffer offset when using the internal ADC reference. When using an external reference, all four gain error trim registers should be set to the centered value of 0x200, as follows.

- Set TRIM_REG11_ADC_TRIM0.adctrim_x0r0 to 0x200.
- Set TRIM_REG11_ADC_TRIM0.adctrim_x1r0 to 0x200.
- Set TRIM_REG12_ADC_TRIM1.adctrim_x0r1 to 0x200.
- Set TRIM_REG12_ADC_TRIM1.adctrim_x0r1 to 0x200.

Note The offset error trim, TRIM_REG12_ADC_TRIM1.adctrim_dc, must remain the same whether an internal or external reference is being used. The value of this field should not be modified by application firmware.

8.4 Analog to Digital Converter Configuration

Note The ADC input buffer (ADC_CTRL.buf_pu) should be enabled and ADC_CTRL.buf_bypass should be cleared to 0 if the output impedance of the measured source is $>10k\Omega$.

8.4.1 Power-Up Sequence

The following describes the process necessary to apply power to the ADC and the AFE and enable operation. Before the ADC can be utilized, its clock must be enabled and power must be applied. Note that the ADC's charge pump requires a 10μs delay from initial power-up before it is in steady state and available for use. The interface detects when the ADC circuits are enabled and will set the AFE ready interrupt flag (ADC_INTR.adc_ref_ready_if); once the delay has passed, the ADC is ready for use. See ADC_CTRL and ADC_INTR register documentation for further details.

- If not already enabled, enable dynamic clock gating to ADC - CLKMAN_CLK_GATE_CTRL2.adc_clk_gater = 1
- Enable ADC clock - CLKMAN_CLK_CTRL.adc_clock_enable = 1
- Enable ADC clock interface clock - ADC_CTRL.adc_clk_en = 1
- Clear AFE ready interrupt - ADC_INTR.adc_ref_ready_if = 1
- Enable AFE ready interrupt - ADC_INTR.adc_ref_ready_ie = 1
- If using an external reference, set ADC_CTRL.adc_xref to 1
- Enable Power
  - ADC_CTRL.adc_pu = 1
  - ADC_CTRL.buf_pu = 0 (default); set to 1 to enable ADC input buffer
  - ADC_CTRL.adc_refbuf_pu = 1
  - ADC_CTRL.adc_chgpump_pu = 1
  - *NOTE:* ADC_CTRL.buf_bypass != ADC_CTRL.buf_pu
- Wait for AFE ready interrupt (interrupt flag ADC_INTR.adc_ref_ready_if)
- Clear AFE ready interrupt by writing 1 to ADC_INTR.adc_ref_ready_if
- Disable AFE ready interrupt by setting ADC_INTR.adc_ref_ready_ie = 0

8.4.2 Conversion Process

The ADC is ready for data conversion following the power-up sequence. The following delineates the steps necessary to use the ADC for data conversion.

- Configure the ADC for:
  - Channel selection - ADC_CTRL.adc_chsel
  - Data scaling (AIN0-AIN3 only) - ADC_CTRL.adc_scale
  - Buffer enable/disable - ADC_CTRL.buf_pu
  - Data alignment - ADC_CTRL.adc_dataalign
  - Limits: enable, channel, Hi/Lo limits - See ADC Data Limits below
- Clear the ADC interrupt done flag - ADC_INTR.adc_done_if = 1
- Enable the ADC interrupt done - ADC_INTR.adc_done_ie = 1
- Start the ADC - ADC_CTRL.cpu_adc_start = 1
- Wait for ADC done interrupt
- Read the result from ADC_DATA register (Note: repeat *Channel Selection* step to sample additional channels)

8.4.3 Peripheral Clock Configuration

There are two steps needed to enable the 8MHz frequency clock used by the ADC.

1. The ADC clock must be enabled in the clock manager by setting CLKMAN_CLK_CTRL.adc_clock_enable = 1.
2. The ADC clock must be enabled at the ADC peripheral level by setting ADC_CTRL.adc_clk_en = 1.

8.4.4 Firmware Control of the ADC Sample Rate

The ADC requires 1024 clocks at 8MHz for a single conversion. The theoretical maximum sample rate at 8MHz is 7.812kHz. If a periodic sample rate is desired, a firmware solution with a timer resource must be utilized.

8.4.5 Power-Down Sequence

The following steps are needed when powering down the ADC.

- Set ADC_CTRL.adc_pu = 0
- Set ADC_CTRL.buf_pu = 0
- Set ADC_CTRL.adc_refbuf_pu = 0
- Set ADC_CTRL.adc_chgpump_pu = 0
- Disable ADC clock interface clock - ADC_CTRL.adc_clk_en = 0

8.4.6 ADC Data Limits

To simplify and minimize power consumption during power supply monitoring, the ADC supports programmable data limits illustrated below. The ADC output is compared to a limit (ChxHiLimit) when a selected channel (ChxSel) is sampled. If the detector is enabled (ChxHiLimitEn) and the over-limit interrupt is enabled, an interrupt will be generated. This same capability is provided for the under-range limit detector as illustrated below.

The combination of these two detectors enables up to four channels to be sampled and compared to high and low limits. An interrupt can be generated on out-of-bounds conditions. No data transfer conditions are required. The PMU can control the ADC channel selection and conversion control enabling power supply monitoring in LP2:PMU and only wake the processor if an error condition occurs.

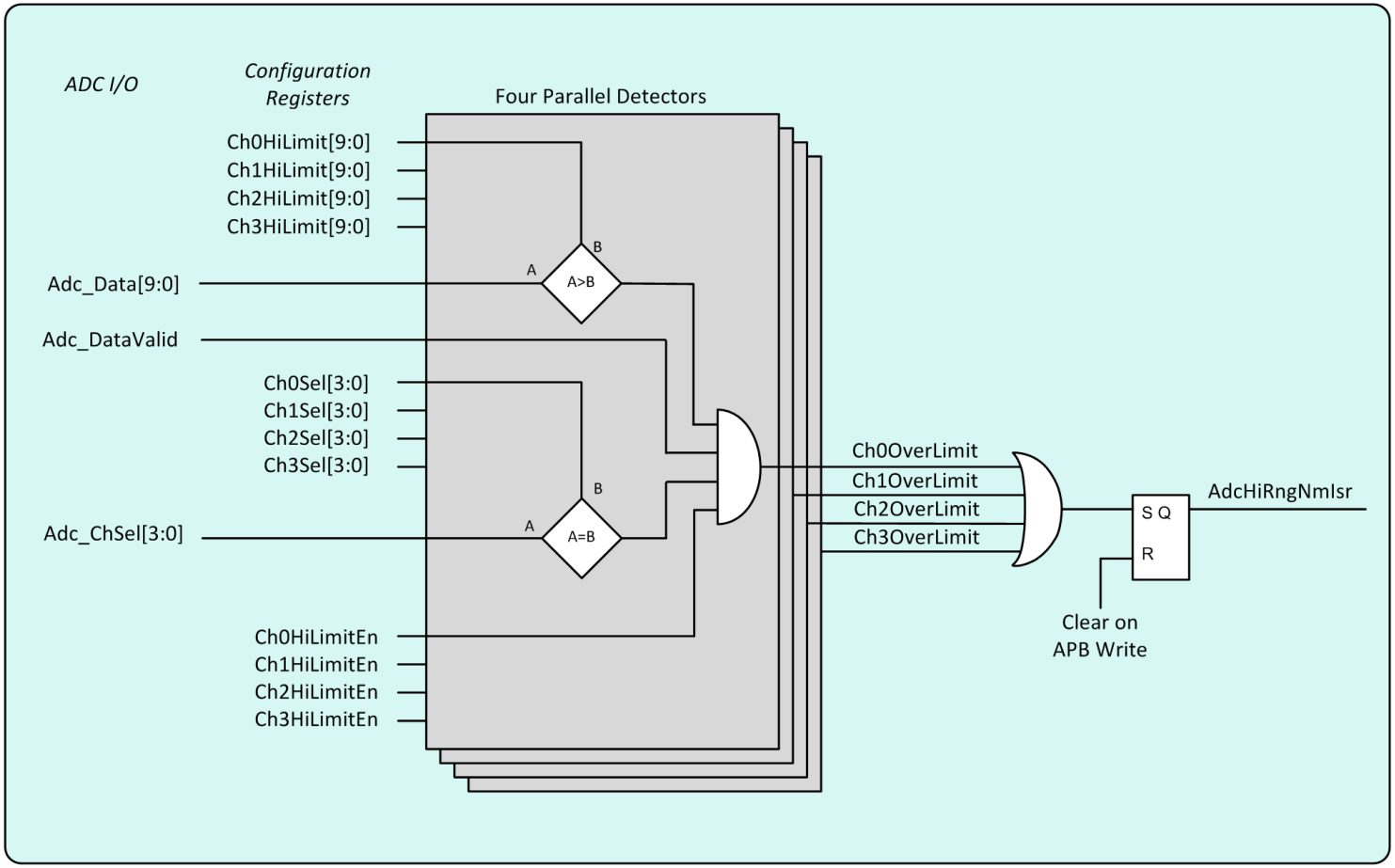


Figure 8.2: Data Over-Range Limit Detector

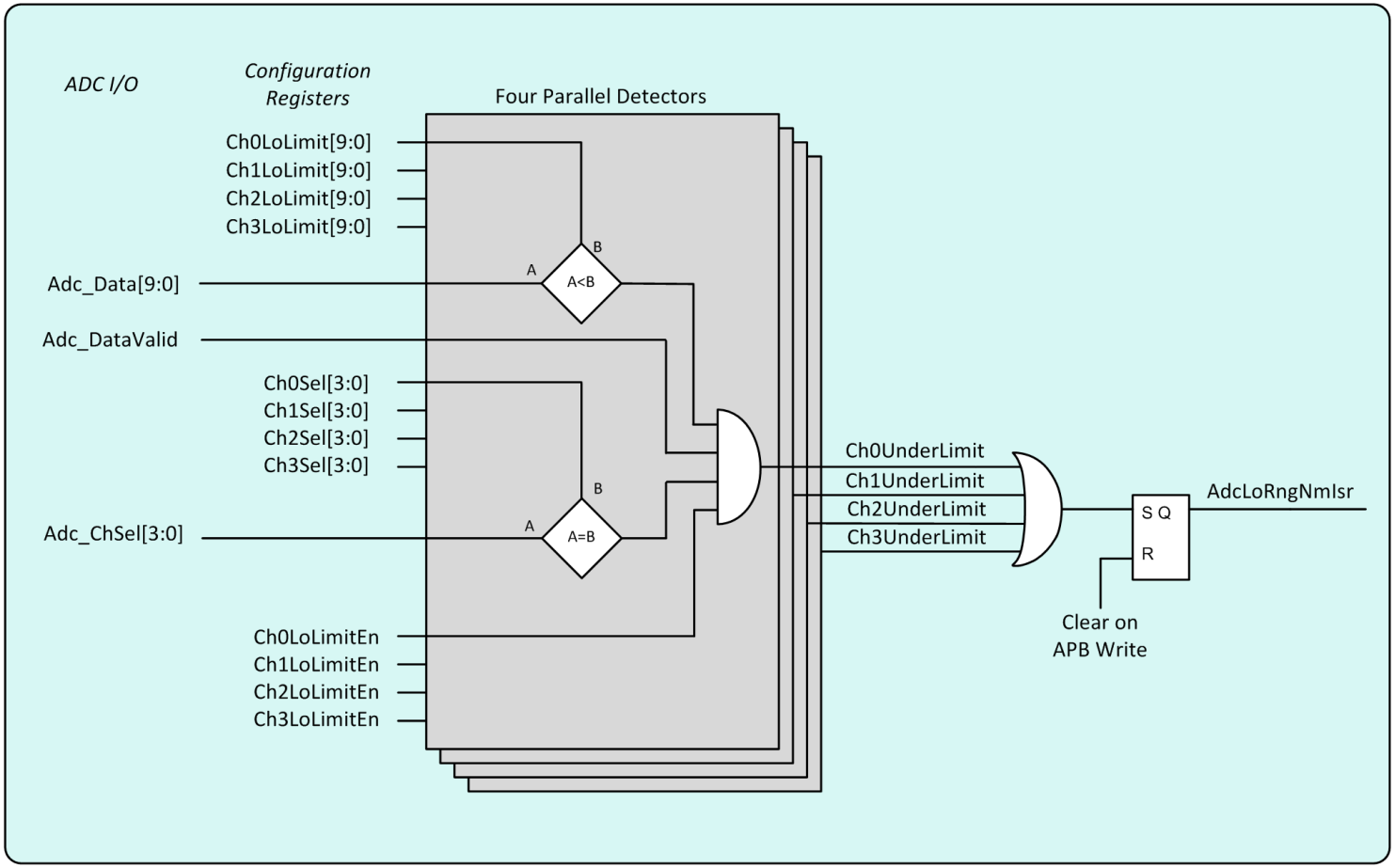


Figure 8.3: Data Under-Range Limit Detector

8.4.7 Data Value Equations

The following equations are used to calculate the ADC data values for the applicable analog channels. When using the internal reference, use VREF=1.200V for the following calculations. For external VREF, use the applied external voltage instead.

Channels 0 - 3: AIN0, AIN1, AIN2, AIN3

$$\text{AdcData}[9:0] = round\left\{\frac{\frac{AIN}{2^{adc\_scale}}}{\frac{V_{REF}}{2}} \times (2^{10}-1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == (0 or 1), adc_refscl == 1.

Channels 4 - 5: (AIN0 / 5), (AIN1 / 5)

$$\text{AdcData}[9:0] = round\left\{\frac{AIN}{5 \times V_{REF}} \times (2^{10}-1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == 1, adc_refscl == 1.

Channel 6: (VDDB / 4)

$$\text{AdcData}[9:0] = round\left\{\frac{V_{DDB}}{4 \times V_{REF}} \times (2^{10}-1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == 1, adc_refscl == 1.

Channel 7: VDD18

$$\text{AdcData}[9:0] = round\left\{\frac{V_{\text{DD18}}}{2 \times V_{REF}} \times (2^{10}-1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == 1, adc_refscl == 0.

Channel 8

$$\text{AdcData}[9:0] = round\left\{\frac{V_{\text{DD12}}}{2 \times V_{REF}} \times (2^{10} - 1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == 1, adc_refscl == 0.

Channel 9

$$\text{AdcData}[9:0] = round\left\{\frac{V_{RTC}}{2 \times V_{REF}} \times (2^{10} - 1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == 1, adc_refscl == 1.

Channel 10

Reserved

Channel 11: (VDDIO / 4)

$$\text{AdcData}[9:0] = round\left\{\frac{V_{DDIO}}{4 \times V_{REF}} \times (2^{10} - 1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == 1, adc_refscl == 1.

Channel 12: (VDDIOH / 4)

$$\text{AdcData}[9:0] = round\left\{\frac{V_{DDIOH}}{4 \times V_{REF}} \times (2^{10} - 1)\right\}$$

Note For this configuration, the following settings must be used: adc_scale == 1, adc_refscl == 1.

8.5 Registers (ADC)

Address	Register	Access	Description	Reset By
0x4001_F000	ADC_CTRL	R/W	ADC Control	Sys
0x4001_F004	ADC_STATUS	R/O	ADC Status	Sys
0x4001_F008	ADC_DATA	R/O	ADC Output Data	Sys
0x4001_F00C	ADC_INTR	***	ADC Interrupt Control Register	Sys
0x4001_F010	ADC_LIMIT0	R/W	ADC Limit 0	Sys
0x4001_F014	ADC_LIMIT1	R/W	ADC Limit 1	Sys
0x4001_F018	ADC_LIMIT2	R/W	ADC Limit 2	Sys
0x4001_F01C	ADC_LIMIT3	R/W	ADC Limit 3	Sys
0x4001_F024	ADC_RO_CAL0	R/W	RO Trim Calibration Register 0	Sys
0x4001_F028	ADC_RO_CAL1	R/W	RO Trim Calibration Register 1	Sys
0x4001_F02C	ADC_RO_CAL2	R/W	RO Trim Calibration Register 2	Sys

8.5.1 ADC_CTRL

ADC_CTRL.cpu_adc_start

Field	Bits	Sys Reset	Access	Description
cpu_adc_start	0	0	R/W	Start ADC Conversion

Write to 1 to start ADC conversion.

Hardware automatically clears this bit to 0 after the ADC conversion has completed.

ADC_CTRL.adc_pu

Field	Bits	Sys Reset	Access	Description
adc_pu	1	0	R/W	ADC Power Up

- 0: ADC is powered off (default).
- 1: ADC is powered on.

ADC_CTRL.buf_pu

Field	Bits	Sys Reset	Access	Description
buf_pu	2	0	R/W	ADC Input Buffer Power Up

- 0: ADC input buffer is powered off (default).
- 1: ADC input buffer is powered on.

ADC_CTRL.adc_refbuf_pu

Field	Bits	Sys Reset	Access	Description
adc_refbuf_pu	3	0	R/W	ADC Reference Buffer Power Up

- 0: ADC reference buffer is powered off (default).
- 1: ADC reference buffer is powered on.

ADC_CTRL.adc_chgpump_pu

Field	Bits	Sys Reset	Access	Description
adc_chgpump_pu	4	0	R/W	ADC Charge Pump Power Up

- 0: ADC charge pump is powered off (default).
- 1: ADC charge pump is powered on.

ADC_CTRL.buf_chop_dis

Field	Bits	Sys Reset	Access	Description
buf_chop_dis	5	0	R/W	Reserved

Reserved. Do not modify the value of this field.

This field must remain set to its default value (0) to ensure correct ADC functionality.

ADC_CTRL.buf_pump_dis

Field	Bits	Sys Reset	Access	Description
buf_pump_dis	6	0	R/W	Reserved

Reserved. Do not modify the value of this field.

This field must remain set to its default value (0) to ensure correct ADC functionality.

ADC_CTRL.buf_bypass

Field	Bits	Sys Reset	Access	Description
buf_bypass	7	0	R/W	Bypass Input Buffer

- 0: Use input buffer (default)
- 1: Bypass input buffer stage.

ADC_CTRL.adc_refscl

Field	Bits	Sys Reset	Access	Description
adc_refscl	8	0	R/W	ADC Reference Scale

- 0: Normal operation (default)
- 1: Scale ADC reference down by 1/2

ADC_CTRL.adc_scale

Field	Bits	Sys Reset	Access	Description
adc_scale	9	0	R/W	ADC Scale

- 0: Normal operation (default)
- 1: Scale ADC data down by 1/2

ADC_CTRL.adc_refsel

Field	Bits	Sys Reset	Access	Description
adc_refsel	10	0	R/W	Reserved

Reserved. Do not modify the value of this field.

This field must remain set to its default value (0) to ensure correct ADC functionality.

ADC_CTRL.adc_clk_en

Field	Bits	Sys Reset	Access	Description
adc_clk_en	11	0	R/W	ADC Clock Enable

- 0: ADC clock disabled
- 1: ADC clock enabled

ADC_CTRL.adc_chsel

Field	Bits	Sys Reset	Access	Description
adc_chsel	15:12	0	R/W	ADC Channel Select

- 0: AIN0
- 1: AIN1
- 2: AIN2
- 3: AIN3
- 4: AIN0 / 5
- 5: AIN1 / 5
- 6: VDDB / 4
- 7: VDD18
- 8: VDD12
- 9: VRTC / 2
- 10: Reserved
- 11: VDDIO / 4
- 12: VDDIOH / 4
- 13..15: Reserved

ADC_CTRL.adc_xref

Field	Bits	Sys Reset	Access	Description
adc_xref	16	0	R/W	Enable Use of ADC External Reference

- 0: Use internal reference for ADC
- 1: Use external reference for ADC

ADC_CTRL.adc_dataalign

Field	Bits	Sys Reset	Access	Description
adc_dataalign	17	0	R/W	ADC Data Alignment Select

- 0: Data is LSB justified in 16-bit output word (high 6 bits are padded with zeroes)
- 1: Data is MSB justified in 16-bit output word (low 6 bits are padded with zeroes)

8.5.2 ADC_STATUS

ADC_STATUS.adc_active

Field	Bits	Sys Reset	Access	Description
adc_active	0	0	R/O	ADC Conversion In Progress

- 0: ADC is idle.
- 1: ADC conversion is currently in progress.

ADC_STATUS.ro_cal_atomic_active

Field	Bits	Sys Reset	Access	Description
ro_cal_atomic_active	1	0	R/O	RO Frequency Calibration Active (If Atomic)

- 0: Atomic RO frequency calibration is not active.
- 1: Atomic RO frequency calibration is active; only applies if the calibration was started in atomic mode (not manual) by setting ADC_RO_CAL0.ro_cal_atomic to 1.

ADC_STATUS.afe_pwr_up_active

Field	Bits	Sys Reset	Access	Description
afe_pwr_up_active	2	0	R/O	AFE Power Up Delay Active

- 0: AFE is not in power up delay.
- 1: AFE is currently in the power up delay state.

ADC_STATUS.adc_overflow

Field	Bits	Sys Reset	Access	Description
adc_overflow	3	0	R/O	ADC Overflow

- 0: The last output from the ADC did not overflow.
- 1: The last converted output from the ADC was an overflow.

8.5.3 ADC_DATA

ADC_DATA.adc_data

Field	Bits	Sys Reset	Access	Description
adc_data	15:0	0	R/O	ADC Converted Sample Data Output

If adc_dataalign=0 (LSB justified) this field contains the ADC output data as follows: output[15:10]=000000b, output[9:0]=(ADC output sample)

If adc_dataalign=1 (MSB justified) this field contains the ADC output data as follows: output[15:6]=(ADC output sample), output[5:0]=000000b

8.5.4 ADC_INTR

ADC_INTR.adc_done_ie

Field	Bits	Sys Reset	Access	Description
adc_done_ie	0	0	R/W	ADC Done Interrupt Enable

- 0: Interrupt source is disabled.
- 1: Enables assertion of ADC interrupt when ADC Done Interrupt Flag is set.

ADC_INTR.adc_ref_ready_ie

Field	Bits	Sys Reset	Access	Description
adc_ref_ready_ie	1	0	R/W	ADC Reference Ready Interrupt Enable

- 0: Interrupt source is disabled.
- 1: Enables assertion of ADC interrupt when ADC Reference Ready Interrupt Flag is set.

ADC_INTR.adc_hi_limit_ie

Field	Bits	Sys Reset	Access	Description
adc_hi_limit_ie	2	0	R/W	ADC Hi Limit Monitor Interrupt Enable

- 0: Interrupt source is disabled.
- 1: Enables assertion of ADC interrupt when ADC Hi Limit Monitor Interrupt Flag is set.

ADC_INTR.adc_lo_limit_ie

Field	Bits	Sys Reset	Access	Description
adc_lo_limit_ie	3	0	R/W	ADC Lo Limit Monitor Interrupt Enable

- 0: Interrupt source is disabled.
- 1: Enables assertion of ADC interrupt when ADC Lo Limit Monitor Interrupt Flag is set.

ADC_INTR.adc_overflow_ie

Field	Bits	Sys Reset	Access	Description
adc_overflow_ie	4	0	R/W	ADC Overflow Interrupt Enable

- 0: Interrupt source is disabled.
- 1: Enables assertion of ADC interrupt when ADC Overflow Interrupt Flag is set.

ADC_INTR.ro_cal_done_ie

Field	Bits	Sys Reset	Access	Description
ro_cal_done_ie	5	0	R/W	RO Cal Done Interrupt Enable

- 0: Interrupt source is disabled.
- 1: Enables assertion of ADC interrupt when RO Cal Done Interrupt Flag is set.

ADC_INTR.adc_done_if

Field	Bits	Sys Reset	Access	Description
adc_done_if	16	0	W1C	ADC Done Interrupt Flag

Set by hardware when the associated interrupt event occurs.

Write 1 to clear.

ADC_INTR.adc_ref_ready_if

Field	Bits	Sys Reset	Access	Description
adc_ref_ready_if	17	0	W1C	ADC Reference Ready Interrupt Flag

Set by hardware when the associated interrupt event occurs.

Write 1 to clear.

ADC_INTR.adc_hi_limit_if

Field	Bits	Sys Reset	Access	Description
adc_hi_limit_if	18	0	W1C	ADC Hi Limit Monitor Interrupt Flag

Set by hardware when the associated interrupt event occurs.

Write 1 to clear.

ADC_INTR.adc_lo_limit_if

Field	Bits	Sys Reset	Access	Description
adc_lo_limit_if	19	0	W1C	ADC Lo Limit Monitor Interrupt Flag

Set by hardware when the associated interrupt event occurs.

Write 1 to clear.

ADC_INTR.adc_overflow_if

Field	Bits	Sys Reset	Access	Description
adc_overflow_if	20	0	W1C	ADC Overflow Interrupt Flag

Set by hardware when the associated interrupt event occurs.

Write 1 to clear.

ADC_INTR.ro_cal_done_if

Field	Bits	Sys Reset	Access	Description
ro_cal_done_if	21	0	W1C	RO Cal Done Interrupt Flag

Set by hardware when the associated interrupt event occurs.

Write 1 to clear.

ADC_INTR.adc_int_pending

Field	Bits	Sys Reset	Access	Description
adc_int_pending	22	0	R/O	ADC Interrupt Pending Status

- 0: No ADC interrupt is pending to the CPU.
- 1: At least one ADC interrupt is pending and enabled.

8.5.5 ADC_LIMIT0

ADC_LIMIT0.ch_lo_limit

Field	Bits	Sys Reset	Access	Description
ch_lo_limit	9:0	`0x000`	R/W	Low Limit Threshold

Low limit threshold level for ADC(channel_sel) $<$ lo_limit_th.

ADC_LIMIT0.ch_hi_limit

Field	Bits	Sys Reset	Access	Description
ch_hi_limit	21:12	0x3FF	R/W	High Limit Threshold

High limit threshold level for ADC(channel_sel) $>$ hi_limit_th.

ADC_LIMIT0.ch_sel

Field	Bits	Sys Reset	Access	Description
ch_sel	27:24	0	R/W	ADC Channel Select

Compared against currently selected ADC channel to determine if a limit threshold comparision should be made using the ADC sample output.

ADC_LIMIT0.ch_lo_limit_en

Field	Bits	Sys Reset	Access	Description
ch_lo_limit_en	28	0	R/W	Low Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The low limit comparison for this channel can trigger the ADC Lo Limit Monitor interrupt.

ADC_LIMIT0.ch_hi_limit_en

Field	Bits	Sys Reset	Access	Description
ch_hi_limit_en	29	0	R/W	High Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The high limit comparison for this channel can trigger the ADC Hi Limit Monitor interrupt.

8.5.6 ADC_LIMIT1

ADC_LIMIT1.ch_lo_limit

Field	Bits	Sys Reset	Access	Description
ch_lo_limit	9:0	`0x000`	R/W	Low Limit Threshold

Low limit threshold level for ADC(channel_sel) $<$ lo_limit_th.

ADC_LIMIT1.ch_hi_limit

Field	Bits	Sys Reset	Access	Description
ch_hi_limit	21:12	0x3FF	R/W	High Limit Threshold

High limit threshold level for ADC(channel_sel) > hi_limit_th.

ADC_LIMIT1.ch_sel

Field	Bits	Sys Reset	Access	Description
ch_sel	27:24	1	R/W	ADC Channel Select

Compared against currently selected ADC channel to determine if a limit threshold comparision should be made using the ADC sample output.

ADC_LIMIT1.ch_lo_limit_en

Field	Bits	Sys Reset	Access	Description
ch_lo_limit_en	28	0	R/W	Low Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The low limit comparison for this channel can trigger the ADC Lo Limit Monitor interrupt.

ADC_LIMIT1.ch_hi_limit_en

Field	Bits	Sys Reset	Access	Description
ch_hi_limit_en	29	0	R/W	High Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The high limit comparison for this channel can trigger the ADC Hi Limit Monitor interrupt.

8.5.7 ADC_LIMIT2

ADC_LIMIT2.ch_lo_limit

Field	Bits	Sys Reset	Access	Description
ch_lo_limit	9:0	0x000	R/W	Low Limit Threshold

Low limit threshold level for ADC(channel_sel) $<$ lo_limit_th.

ADC_LIMIT2.ch_hi_limit

Field	Bits	Sys Reset	Access	Description
ch_hi_limit	21:12	0x3FF	R/W	High Limit Threshold

High limit threshold level for ADC(channel_sel) $>$ hi_limit_th.

ADC_LIMIT2.ch_sel

Field	Bits	Sys Reset	Access	Description
ch_sel	27:24	2	R/W	ADC Channel Select

Compared against currently selected ADC channel to determine if a limit threshold comparision should be made using the ADC sample output.

ADC_LIMIT2.ch_lo_limit_en

Field	Bits	Sys Reset	Access	Description
ch_lo_limit_en	28	0	R/W	Low Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The low limit comparison for this channel can trigger the ADC Lo Limit Monitor interrupt.

ADC_LIMIT2.ch_hi_limit_en

Field	Bits	Sys Reset	Access	Description
ch_hi_limit_en	29	0	R/W	High Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The high limit comparison for this channel can trigger the ADC Hi Limit Monitor interrupt.

8.5.8 ADC_LIMIT3

ADC_LIMIT3.ch_lo_limit

Field	Bits	Sys Reset	Access	Description
ch_lo_limit	9:0	0x000	R/W	Low Limit Threshold

Low limit threshold level for ADC(channel_sel) $<$ lo_limit_th.

ADC_LIMIT3.ch_hi_limit

Field	Bits	Sys Reset	Access	Description
ch_hi_limit	21:12	0x3FF	R/W	High Limit Threshold

High limit threshold level for ADC(channel_sel) $>$ hi_limit_th.

ADC_LIMIT3.ch_sel

Field	Bits	Sys Reset	Access	Description
ch_sel	27:24	3	R/W	ADC Channel Select

Compared against currently selected ADC channel to determine if a limit threshold comparision should be made using the ADC sample output.

ADC_LIMIT3.ch_lo_limit_en

Field	Bits	Sys Reset	Access	Description
ch_lo_limit_en	28	0	R/W	Low Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The low limit comparison for this channel can trigger the ADC Lo Limit Monitor interrupt.

ADC_LIMIT3.ch_hi_limit_en

Field	Bits	Sys Reset	Access	Description
ch_hi_limit_en	29	0	R/W	High Limit Monitoring Enable

- 0: This limit is not enabled to trigger an interrupt.
- 1: The high limit comparison for this channel can trigger the ADC Hi Limit Monitor interrupt.

8.5.9 ADC_RO_CAL0

ADC_RO_CAL0.ro_cal_en

Field	Bits	Sys Reset	Access	Description
ro_cal_en	0	0	R/W	RO Calibration Enable

Selects trim value that will be used for the high-speed system relaxation oscillator.

- 0: Factory trim settings (stored in flash info block) will be used.
- 1: The output of the RO calibration loop will be used.

ADC_RO_CAL0.ro_cal_run

Field	Bits	Sys Reset	Access	Description
ro_cal_run	1	0	R/W	RO Calibration Run

Write to 1 to start system RO calibration with manual timing.

Firmware must manually clear this bit to 0 to end the calibration loop.

ADC_RO_CAL0.ro_cal_load

Field	Bits	Sys Reset	Access	Description
ro_cal_load	2	0	R/W	RO Calibration Load Initial Value

Writing this bit to 1 causes the RO Trim Initial Value (trm_init) to be loaded as the starting point for the calibration loop.

Hardware will automatically clear this bit to 0 once the load operation has been completed.

ADC_RO_CAL0.ro_cal_atomic

Field	Bits	Sys Reset	Access	Description
ro_cal_atomic	4	0	R/W	RO Calibration Run Atomic

Writing this bit to 1 starts the RO calibration in Atomic mode. In this mode, the calibration loop runs for a number of milliseconds given in the Auto Cal Time Delay field (auto_cal_done_cnt) and then halts automatically.

Hardware will automatically clear this bit to 0 once the RO calibration has completed.

ADC_RO_CAL0.trm_mu

Field	Bits	Sys Reset	Access	Description
trm_mu	19:8	0	R/W	RO Trim Adaptation Gain

Adaptation gain for the loop. Higher values increase filtering and convergence time. Lower values decrease filtering and decrease convergence time but may lead to the output dithering too much.

ADC_RO_CAL0.ro_trm

Field	Bits	Sys Reset	Access	Description
ro_trm	31:23	0	R/W	RO Trim Calibration Result

Result of RO trim calibration loop, used as the high-speed system relaxation oscillator trim when (ro_cal_en == 1).

8.5.10 ADC_RO_CAL1

ADC_RO_CAL1.trm_init

Field	Bits	Sys Reset	Access	Description
trm_init	8:0	0	R/W	RO Trim Initial Value

This value is loaded into the calibration loop when ro_cal_load is written to 1.

ADC_RO_CAL1.trm_min

Field	Bits	Sys Reset	Access	Description
trm_min	18:10	0	R/W	RO Trim Maximum Adaptive Limit

Upper limit for the automatically calibrated RO trim value.

ADC_RO_CAL1.trm_max

Field	Bits	Sys Reset	Access	Description
trm_max	28:20	0	R/W	RO Trim Minimum Adaptive Limit

Lower limit for the automatically calibrated RO trim value.

8.5.11 ADC_RO_CAL2

ADC_RO_CAL2.auto_cal_done_cnt

Field	Bits	Sys Reset	Access	Description
auto_cal_done_cnt	7:0	100	R/W	Auto Cal Time Delay for Atomic Calibration (in milliseconds)

Time delay that will be used when the RO calibration is started in Atomic mode. Given in milliseconds.

9 Pulse Train Engine

9.1 Pulse Train (PT) Engine Overview

The **MAX32620** includes 16 independent pulse train engines, which can be used to generate square waves or repeating patterns (up to 32 bits in length) on GPIO pins. Each GPIO pin can be driven by the output of one of the 16 pulse train engines as shown in the table below. Multiple GPIO pins can be driven by a single pulse train output.

Pulse Train Drive Options for GPIO

GPIO Pin(s)	Can Be Driven By PT
P0.0, P2.0, P4.0	PT0
P0.1, P2.1, P4.1	PT1
P0.2, P2.2, P4.2	PT2
P0.3, P2.3, P4.3	PT3
P0.4, P2.4, P4.4	PT4
P0.5, P2.5, P4.5	PT5
P0.6, P2.6, P4.6	PT6
P0.7, P2.7, P4.7	PT7
P1.0, P3.0, P5.0	PT8
P1.1, P3.1, P5.1	PT9
P1.2, P3.2, P5.2	PT10
P1.3, P3.3, P5.3	PT11
P1.4, P3.4, P5.4	PT12
P1.5, P3.5, P5.5	PT13
P1.6, P3.6, P5.6	PT14
P1.7, P3.7, P5.7	PT15
P6.0	PT0

Each pulse train engine can be set to one of two operational modes: pulse train output mode or square wave output mode. In each of these modes, the pulse train

engine outputs a repeating bit pattern. The configuration options and frequency of each enabled pulse train engine is set independently, with the frequency of the Pulse Train peripheral clock (sys_clk_pt) used as a common basis.

Any single pulse train generator or any desired group of pulse train generators can be restarted at the beginning of their patterns and synchronized with one another. This allows one or more pulse train engines to output their patterns in sync with each other.

9.2 Prerequisites for Use

Before any of the pulse train engines can be used, certain configuration registers and/or register fields related to the Pulse Train peripheral must be initialized. This section details the prerequisite settings that are required, as well as any operating modes or options which must be set for the Pulse Train peripheral in other register modules.

One or more of the registers and/or register fields described below may be initialized to the desired settings by default following system reset. However, in general the application should not rely on this being the case, and should write all configuration settings explicitly before using the peripheral.

Recommended configuration settings for the entire device are covered in System Configuration: Recommended Settings.

9.2.1 Pulse Train Register Mapping

In order to map the Pulse Train peripheral registers properly into memory, the PWRMAN_PT_REGMAP_CTRL.me02a_mode field must be set to 0. This setting is required in order to use the Pulse Train peripheral.

Note IMPORTANT - PWRMAN_PT_REGMAP_CTRL.me02a_mode *must* be set to 0 before the application attempts to read or write any of the registers in the PTG or PT[0..15] register modules.

9.2.2 Pulse Train Peripheral Clock Generation

All of the pulse train engines use a single common clock as a basis for timing generation. This clock is the Pulse Train peripheral clock (sys_clk_pt) and is generated from the main system clock (sys_clk_main) as selected by the CLKMAN_SYS_CLK_CTRL_7_PT register. The Pulse Train peripheral clock is disabled by default; before any of the pulse train engines can be used, this clock must be enabled and its frequency must be configured as shown below.

Pulse Train Peripheral Clock Selection Table

CLKMAN_SYS_CLK_CTRL_7_PT.pulse_train_clk_scale	Clock Frequency ($f_{sys\_clk\_pt}$)
0	Disabled
1	($f_{sys\_clk\_main}$ / 1)
2	($f_{sys\_clk\_main}$ / 2)
3	($f_{sys\_clk\_main}$ / 4)
4	($f_{sys\_clk\_main}$ / 8)
5	($f_{sys\_clk\_main}$ / 16)
6	($f_{sys\_clk\_main}$ / 32)
7	($f_{sys\_clk\_main}$ / 64)
8	($f_{sys\_clk\_main}$ / 128)
9	($f_{sys\_clk\_main}$ / 256)

9.2.3 Pulse Train Peripheral Clock Gating

The Pulse Train peripheral includes a dynamic clock gating mechanism which automatically gates off the clock to the Pulse Train peripheral when the peripheral is inactive. This mechanism is transparent to the user; the clock gate will automatically be turned on whenever a Pulse Train register is read from or written to over the APB, or whenever one or more of the pulse train engines is enabled.

The clock gating for the Pulse Train peripheral is controlled by CLKMAN_CLK_GATE_CTRL1.pulsetrain_clk_gater. By default, this field is set to dynamic clock gating mode (CLKMAN_CLK_GATE_CTRL1.pulsetrain_clk_gater = 1), which will reduce power consumption by the peripheral by gating off the peripheral clock whenever possible. The dynamic clock gating mode setting is recommended for optimal system performance.

It is possible to set the peripheral clock gate to a static always-on mode by setting (CLKMAN_CLK_GATE_CTRL1.pulsetrain_clk_gater = 2). However, this will increase power consumption by the peripheral and does not provide any performance benefits. Under normal operating circumstances, use of this setting is not recommended.

The clock gate can also be forced to a static always-off mode by setting (CLKMAN_CLK_GATE_CTRL1.pulsetrain_clk_gater = 0). This will halt the peripheral clock

indefinitely until CLKMAN_CLK_GATE_CTRL1.pulsetrain_clk_gater is changed back to dynamic mode or static always-on mode. In this mode, the pulse trains will be paused at their current state, and any attempt to access the Pulse Train peripheral registers will result in a bus fault system exception.

Forcing the clock gate to static always-off mode is not recommended for normal application use. This mode will not reduce power consumption below the level that is already obtained by using the standard dynamic clocking mechanism. However, since forcing the clock gate off does not actually reset the peripheral or any peripheral registers, this can be used as a mechanism to 'pause' the Pulse Train peripheral in its current state. This may be useful for certain applications.

9.2.4 Pulse Train GPIO Mapping

In order for a pulse train engine to output its selected square wave or pulse train pattern, it must first be connected to at least one GPIO pin. As noted above in the Overview section, it is possible to connect a given pulse train output to more than one GPIO pin simultaneously. This GPIO mapping is invisible to the Pulse Train peripheral itself; the configuration of I/O is performed by registers outside the Pulse Train register modules.

Connecting a GPIO pin to a pulse train output requires three steps:

1. The I/O mapping for other peripherals must be configured so that no other peripherals are requesting use of the same GPIO pin. The GPIO mode (which encompasses use of a GPIO pin as a Timer input/output or a Pulse Train output) is the lowest-priority function supported by the I/O mux. This means that if any other peripheral function requests use of that GPIO pin, that request will take priority over the use of the GPIO pin as a Pulse Train output. The GPIO_FREE_Pn register (specifically, the one corresponding to the port that the GPIO pin is located in) can be used to verify that the pin is 'available' which means that it can operate in GPIO mode.
2. Once the pin is available for use in GPIO mode, the specific GPIO mode function for the pin can be set using the GPIO_FUNC_SEL_Pn register field that corresponds to the selected GPIO pin. This field selects whether the pin operates as a generic firmware-controlled GPIO, a Pulse Train output, or a Timer input/output. Refer to the GPIO_FUNC_SEL_Pn register description for details about the connection options for specific GPIO pins.
3. After using GPIO_FUNC_SEL_Pn register field for the GPIO pin to select Pulse Train mode output, the final step is to select the GPIO output mode for the pin using the corresponding GPIO_OUT_MODE_Pn register field. Unlike higher-priority peripheral functions such as SPIM, the Pulse Train output function does not directly control the GPIO output mode of the selected pin; it only controls the GPIO output value. This means that different output modes (such as weak pullup, open drain, or standard high/low drive) can be used depending on the requirements of the application.

9.3 Pulse Train Global Controls

In the Pulse Train peripheral, registers beginning with PTG contain global controls or status flags for all 16 pulse train engines. Registers specific to a given pulse train engine have names beginning with PT(n), where (n) is the pulse train engine number. For example, all registers beginning with PT0 are specific to pulse train engine 0.

9.3.1 Enabling and Disabling Pulse Train Engines

The global control register PTG_ENABLE allows all 16 pulse train engines (or a single pulse train engine, or any combination of pulse train engines) to be enabled or disabled with a single register write. Each of the 16 bits defined in this register corresponds to one of the 16 pulse train engines. Writing one of the bits to 1 will enable the corresponding pulse train engine, while writing the bit to 0 will disable the pulse train engine.

Note The default register settings (following reset) for any given pulse train engine will cause that pulse train to be effectively disabled even if its enable bit in PTG_ENABLE is set to 1. Before enabling a pulse train globally, its registers must be loaded with the desired output pattern, pattern length/mode, and pattern frequency settings.

Once a pulse train has been enabled, it will continue running indefinitely until one of the following events occurs:

- The pulse train is disabled by setting its enable bit in PTG_ENABLE to 0.
- The pulse train is disabled and reset by setting its resync bit in PTG_RESYNC to 0.
- The pulse train is running in loop count mode (PTn_LOOP was set to a nonzero value before the pulse train was enabled) and the pattern has been output the number of times specified by the loop count. Note that this only applies in pulse train mode; the loop count has no effect in square wave output mode.

Note If a running pulse train engine is disabled using PTG_ENABLE, this will interrupt the current output pattern immediately, whether the pulse train engine is in square wave or pulse train output mode. The current bit being output will be interrupted immediately as well. Halting the pulse train engine in this manner does not count as the engine 'stopping' for the purposes of triggering an automatic restart of other pulse train engines.

9.3.2 Interrupt Controls for All Pulse Train Engines

The Pulse Train peripheral can generate an interrupt to the NVIC when any specified pulse train engine (running in pulse train mode) reaches the end of a loop and stops. This will cause the corresponding interrupt flag for that pulse train engine in PTG_INTFL to be set to 1. Whether or not any given interrupt flag in the PTG_INTFL register actually triggers an interrupt from the Pulse Train peripheral to the NVIC is determined by the interrupt enable/disable controls in the PTG_INTEN register.

9.3.3 Synchronizing Pulse Train Instances

The PTG_RESYNC register is used to reset a pulse train engine or engines which are already enabled. It can also be used to reset and synchronize multiple pulse train engines so their waveforms are output in sync with one another. To reset and synchronize one or more pulse train engines, write the corresponding bits in PTG_RESYNC to 1. The application should then wait until all bits in PTG_RESYNC are cleared back to zero by hardware; this indicates that the reset/sync process has completed.

The reset/sync operation will automatically disable and then re-enable the pulse train(s) that are being synchronized. Once the pulse trains restart operation (at the beginning of their output patterns), their output waveforms will be in sync.

Note When a pulse train engine is reset using PTG_RESYNC, this will interrupt the current output pattern immediately, whether the pulse train engine is in square wave or pulse train output mode. The current bit being output will be interrupted immediately as well. Halting the pulse train engine in this manner does not count as the engine 'stopping' for the purposes of triggering an automatic restart of other pulse train engines.

9.4 Pulse Train Engine Operation

The sections below describe the available operating modes for the pulse train engines and which configuration registers are used to specify the operating modes and other settings.

Note The Pulse Train Engine configuration registers may be modified at any time by the user. If a given pulse train engine is enabled when these registers are modified, the output state is immediately affected and might result in undesired or unintended effects on the output.

9.4.1 Default GPIO Output

Any GPIO that has been configured to be driven by a Pulse Train output (as described in Pulse Train GPIO Mapping above) will be driven to a default value whenever the pulse train engine is disabled.

- If the pulse train engine is configured to operate in square wave mode, the default GPIO output value will be 0 when the pulse train is not running.
- If the pulse train engine is configured to operate in pulse train mode, the default GPIO output value will be determined by the LSB of the pattern in PTn_TRAIN.

9.4.2 Output Rate Control

Whenever a pulse train engine is operating, the time that it takes to transition from one output bit to the next is determined by PTn_RATE_LENGTH.rate_control. By default, this field is set to 0, which is an invalid setting that will result in the pulse train remaining disabled (even if the pulse train's enable bit in PTG_ENABLE has been set to 1).

If the engine is in square wave mode, PTn_RATE_LENGTH.rate_control must be set to a value greater than 1. If the engine is in pulse train mode, PTn_RATE_LENGTH.rate_control must be set to a value greater than 0.

9.4.3 Pulse Train Mode

In Pulse Train mode, the pulse train engine output is generated from a programmable bit pattern contained in the PTn_TRAIN register. This pattern may be between 2 and 32 bits in length.

The time between the start of one output bit and the start of the next is determined by PTn_RATE_LENGTH.rate_control, which is specified in terms of Pulse Train peripheral clock cycles. This means that the output bit frequency of the given pulse train (for PTn_RATE_LENGTH.rate_control $>$ 0) will be determined as follows.

$$f_{out} = \frac{per\_clk\_pt}{rate\_control} bps$$

The length of the pattern is set by writing PTn_RATE_LENGTH.mode to the appropriate value. For a length of 32 bits (the maximum), set PTn_RATE_LENGTH.mode to zero. For other length values (from 2 to 31), set PTn_RATE_LENGTH.mode to the desired length in bits. Note that the value '1' is not used for this field in pulse train mode; setting PTn_RATE_LENGTH.mode to 1 selects the square wave output mode instead of the pulse train output mode.

The pattern itself is contained in the PTn_TRAIN register. This pattern will be output LSB first. For lengths less than 32 bits, only the low N bits of PTn_TRAIN will be used when generating the pattern, where N is the bit length as determined by PTn_RATE_LENGTH.mode. Once all N bits of the pattern have been output, the pattern starts again with the LSB.

The pulse train engine does not modify the pattern stored in PTn_TRAIN.

9.4.4 Pulse Train Loop Count

By default, an enabled pulse train engine running in pulse train mode will repeat the specified output pattern continuously until the pulse train is disabled by the application.

A pulse train engine can also be configured to repeat its pulse train output pattern a specified number of times. After the pulse train engine being automatically disabled after the pattern has been output for the final time.

To select this operating mode, a nonzero loop count value must be written to PTn_LOOP.count for a given pulse train before that pulse train is enabled. The loop count value only applies when the pulse train engine is operating in pulse train output mode; it has no effect in square wave output mode.

The value written to PTn_LOOP.count will then determine how many times the specified output pattern will be enabled. With each iteration of the output pattern, the loop counter for that pulse train decrements by 1. When the loop counter reaches zero, the pulse train engine will stop, and the enable bit for the pulse train engine will be automatically cleared, disabling the pulse train.

Note The loop count value in PTn_LOOP.count is not modified during the execution of the loop. The counter that is decremented and compared against zero during the loop is an internal counter that is not visible to the CPU.

9.4.5 Pulse Train Loop Delay

When a pulse train engine is started in pulse train output mode with a nonzero loop count in PTn_LOOP.count, it can be configured to insert a delay between each output pulse train pattern and the next.

With no delay inserted (the default setting), after the MSB of the pulse train pattern is output, the pulse train engine will decrement the loop counter. If the loop counter has not yet reached zero, the next iteration of the pulse train pattern will begin, and the pulse train engine will move immediately back to the LSB to output the next bit.

If PTn_LOOP.delay is set to a nonzero value, then after the MSB of the pulse train pattern is output, the pulse train engine will delay before decrementing the loop counter and (if the loop has not completed) beginning the next iteration of the pulse train pattern.

The duration of the delay is equal to PTn_LOOP.delay Pulse Train peripheral clock cycles. During the delay, the output state will be held at the value given by the MSB of the pulse train pattern.

Note The loop delay value in PTn_LOOP.delay is not modified during the generation of the loop delay. The counter that is used to time the loop delay is an internal counter that is not visible to the CPU.

Once the delay period expires, the pulse train engine will move back to the LSB of the pulse train pattern. If the loop counter has not yet reached zero, the pulse train engine will begin the next iteration of the pulse train pattern output. If the loop counter has reached zero, the pulse train engine will stop, and the enable bit for the pulse train engine will be automatically cleared, disabling the pulse train.

9.4.6 Automatic Restart Mode

When a pulse train engine reaches the end of its loop count and stops, this 'pulse train stopped' event can optionally be used to trigger restart events for one or more pulse train engines.

This automatic restart operation is similar to the resync operation in that affected pulse train engines are reset to their starting loop count and to the beginning of their pulse train output pattern. Differences between this automatic restart operation and resync are as follows:

- If a pulse train engine is running, the automatic restart will halt it and restart it. If the pulse train engine is not running, the automatic restart will start it as if the enable bit had been set to 1 manually.
- Automatic restart can be used by pulse train engines operating in pulse train mode *or* in square wave mode.

The settings for this mode are contained in the PTn_RESTART register for each pulse train engine. Note that the configuration for automatic restart is set for the pulse engine(s) *affected* by the automatic restart, not the pulse train engine(s) that will *cause* the automatic restart to be triggered. In other words, when a pulse train engine stops (due to reaching the end of a loop count), it will always generate a 'pulse train N has stopped' event signal. The configuration comes in setting other pulse train engine(s) to be 'listeners' for that event.

Each pulse train engine can be configured to perform an automatic restart when it detects a 'pulse train stopped' event on one or two pulse trains. (A pulse train engine can be set to restart on its own 'pulse train stopped' event; that is, it is possible for a pulse train to restart itself.)

- If PTn_RESTART.on_pt_x_loop_exit is set to 1, then the pulse train engine will automatically restart when it detects a 'pulse train stopped' event from pulse train X, where X is given by the value of PTn_RESTART.pt_x_select.
- If PTn_RESTART.on_pt_y_loop_exit is set to 1, then the pulse train engine will automatically restart when it detects a 'pulse train stopped' event from pulse train Y, where Y is given by the value of PTn_RESTART.pt_y_select.

These automatic restart configurations are optional and independent. Each individual pulse train can be configured for:

- No automatic restart
- Automatic restart triggered by a stop event from pulse train X only
- Automatic restart triggered by a stop event from pulse train Y only
- Automatic restart triggered by a stop event from either pulse train X or pulse train Y

Note In order to trigger a 'pulse train stopped' event, a pulse train engine must be enabled and running in pulse train mode with a nonzero loop count setting. In this case, the pulse train engine will trigger the event once only when it reaches the end of its loop count, following the loop delay (if enabled). Halting a pulse train engine by clearing its enable bit manually, restarting a pulse train using a sync operation, or restarting a pulse train engine with the automatic restart mechanism *do not* cause the 'pulse train stopped' event to be generated.

9.4.7 Square Wave Mode

The other option for pulse train output generation is square wave output mode. This mode is selected by setting the PTn_RATE_LENGTH.mode field for a given pulse train engine to 1.

In square wave output mode, the PTn_TRAIN and PTn_LOOP registers are not used. Instead, the pulse train engine simply outputs a continuous square wave beginning with an output of 0 when the pulse train is first enabled.

The time between output transitions is determined by (PTn_RATE_LENGTH.rate_control - 1) and is specified as a number of Pulse Train peripheral clock cycles. This means that the output bit frequency of the square wave will be set as follows (for rate_control > 1)

$$f_{out} = \frac{PulseTrainperipheralclock}{(rate\_control - 1)} bps$$

In square wave mode, the pulse train engine will continue to output the square wave until it is manually disabled. The loop count feature cannot be used in square wave mode.

9.5 Registers (PT)

Address	Register	Access	Description	Reset By
0x4001_1000	PTG_ENABLE	R/W	Global Enable/Disable Controls for All Pulse Trains	Sys
0x4001_1004	PTG_RESYNC	R/W	Global Resync (All Pulse Trains) Control	Sys
0x4001_1008	PTG_INTFL	W1C	Pulse Train Interrupt Flags	Sys
0x4001_100C	PTG_INTEN	R/W	Pulse Train Interrupt Enable/Disable	Sys
0x4001_1020	PT0_RATE_LENGTH	R/W	Pulse Train 0 Configuration	Sys
0x4001_1024	PT0_TRAIN	R/W	Pulse Train 0 Output Pattern	Sys
0x4001_1028	PT0_LOOP	R/W	Pulse Train 0 Loop Configuration	Sys
0x4001_102C	PT0_RESTART	R/W	Pulse Train 0 Auto-Restart Configuration	Sys
0x4001_1040	PT1_RATE_LENGTH	R/W	Pulse Train 1 Configuration	Sys
0x4001_1044	PT1_TRAIN	R/W	Pulse Train 1 Output Pattern	Sys
0x4001_1048	PT1_LOOP	R/W	Pulse Train 1 Loop Configuration	Sys
0x4001_104C	PT1_RESTART	R/W	Pulse Train 1 Auto-Restart Configuration	Sys
0x4001_1060	PT2_RATE_LENGTH	R/W	Pulse Train 2 Configuration	Sys
0x4001_1064	PT2_TRAIN	R/W	Pulse Train 2 Output Pattern	Sys
0x4001_1068	PT2_LOOP	R/W	Pulse Train 2 Loop Configuration	Sys
0x4001_106C	PT2_RESTART	R/W	Pulse Train 2 Auto-Restart Configuration	Sys
0x4001_1080	PT3_RATE_LENGTH	R/W	Pulse Train 3 Configuration	Sys
0x4001_1084	PT3_TRAIN	R/W	Pulse Train 3 Output Pattern	Sys
0x4001_1088	PT3_LOOP	R/W	Pulse Train 3 Loop Configuration	Sys
0x4001_108C	PT3_RESTART	R/W	Pulse Train 3 Auto-Restart Configuration	Sys
0x4001_10A0	PT4_RATE_LENGTH	R/W	Pulse Train 4 Configuration	Sys
0x4001_10A4	PT4_TRAIN	R/W	Pulse Train 4 Output Pattern	Sys

Address	Register	Access	Description	Reset By
0x4001_10A8	PT4_LOOP	R/W	Pulse Train 4 Loop Configuration	Sys
0x4001_10AC	PT4_RESTART	R/W	Pulse Train 4 Auto-Restart Configuration	Sys
0x4001_10C0	PT5_RATE_LENGTH	R/W	Pulse Train 5 Configuration	Sys
0x4001_10C4	PT5_TRAIN	R/W	Pulse Train 5 Output Pattern	Sys
0x4001_10C8	PT5_LOOP	R/W	Pulse Train 5 Loop Configuration	Sys
0x4001_10CC	PT5_RESTART	R/W	Pulse Train 5 Auto-Restart Configuration	Sys
0x4001_10E0	PT6_RATE_LENGTH	R/W	Pulse Train 6 Configuration	Sys
0x4001_10E4	PT6_TRAIN	R/W	Pulse Train 6 Output Pattern	Sys
0x4001_10E8	PT6_LOOP	R/W	Pulse Train 6 Loop Configuration	Sys
0x4001_10EC	PT6_RESTART	R/W	Pulse Train 6 Auto-Restart Configuration	Sys
0x4001_1100	PT7_RATE_LENGTH	R/W	Pulse Train 7 Configuration	Sys
0x4001_1104	PT7_TRAIN	R/W	Pulse Train 7 Output Pattern	Sys
0x4001_1108	PT7_LOOP	R/W	Pulse Train 7 Loop Configuration	Sys
0x4001_110C	PT7_RESTART	R/W	Pulse Train 7 Auto-Restart Configuration	Sys
0x4001_1120	PT8_RATE_LENGTH	R/W	Pulse Train 8 Configuration	Sys
0x4001_1124	PT8_TRAIN	R/W	Pulse Train 8 Output Pattern	Sys
0x4001_1128	PT8_LOOP	R/W	Pulse Train 8 Loop Configuration	Sys
0x4001_112C	PT8_RESTART	R/W	Pulse Train 8 Auto-Restart Configuration	Sys
0x4001_1140	PT9_RATE_LENGTH	R/W	Pulse Train 9 Configuration	Sys
0x4001_1144	PT9_TRAIN	R/W	Pulse Train 9 Output Pattern	Sys
0x4001_1148	PT9_LOOP	R/W	Pulse Train 9 Loop Configuration	Sys
0x4001_114C	PT9_RESTART	R/W	Pulse Train 9 Auto-Restart Configuration	Sys
0x4001_1160	PT10_RATE_LENGTH	R/W	Pulse Train 10 Configuration	Sys
0x4001_1164	PT10_TRAIN	R/W	Pulse Train 10 Output Pattern	Sys
0x4001_1168	PT10_LOOP	R/W	Pulse Train 10 Loop Configuration	Sys

Address	Register	Access	Description	Reset By
0x4001_116C	PT10_RESTART	R/W	Pulse Train 10 Auto-Restart Configuration	Sys
0x4001_1180	PT11_RATE_LENGTH	R/W	Pulse Train 11 Configuration	Sys
0x4001_1184	PT11_TRAIN	R/W	Pulse Train 11 Output Pattern	Sys
0x4001_1188	PT11_LOOP	R/W	Pulse Train 11 Loop Configuration	Sys
0x4001_118C	PT11_RESTART	R/W	Pulse Train 11 Auto-Restart Configuration	Sys
0x4001_11A0	PT12_RATE_LENGTH	R/W	Pulse Train 12 Configuration	Sys
0x4001_11A4	PT12_TRAIN	R/W	Pulse Train 12 Output Pattern	Sys
0x4001_11A8	PT12_LOOP	R/W	Pulse Train 12 Loop Configuration	Sys
0x4001_11AC	PT12_RESTART	R/W	Pulse Train 12 Auto-Restart Configuration	Sys
0x4001_11C0	PT13_RATE_LENGTH	R/W	Pulse Train 13 Configuration	Sys
0x4001_11C4	PT13_TRAIN	R/W	Pulse Train 13 Output Pattern	Sys
0x4001_11C8	PT13_LOOP	R/W	Pulse Train 13 Loop Configuration	Sys
0x4001_11CC	PT13_RESTART	R/W	Pulse Train 13 Auto-Restart Configuration	Sys
0x4001_11E0	PT14_RATE_LENGTH	R/W	Pulse Train 14 Configuration	Sys
0x4001_11E4	PT14_TRAIN	R/W	Pulse Train 14 Output Pattern	Sys
0x4001_11E8	PT14_LOOP	R/W	Pulse Train 14 Loop Configuration	Sys
0x4001_11EC	PT14_RESTART	R/W	Pulse Train 14 Auto-Restart Configuration	Sys
0x4001_1200	PT15_RATE_LENGTH	R/W	Pulse Train 15 Configuration	Sys
0x4001_1204	PT15_TRAIN	R/W	Pulse Train 15 Output Pattern	Sys
0x4001_1208	PT15_LOOP	R/W	Pulse Train 15 Loop Configuration	Sys
0x4001_120C	PT15_RESTART	R/W	Pulse Train 15 Auto-Restart Configuration	Sys

9.5.1 PTG_ENABLE

PTG_ENABLE.[pt0, pt1, pt2, pt3, pt4, pt5, pt6, pt7, pt8, pt9, pt10, pt11, pt12, pt13, pt14, pt15]

Field	Bits	Sys Reset	Access	Description
pt0	0	0	R/W	Enable/Disable control for PT0
pt1	1	0	R/W	Enable/Disable control for PT1
pt2	2	0	R/W	Enable/Disable control for PT2
pt3	3	0	R/W	Enable/Disable control for PT3
pt4	4	0	R/W	Enable/Disable control for PT4
pt5	5	0	R/W	Enable/Disable control for PT5
pt6	6	0	R/W	Enable/Disable control for PT6
pt7	7	0	R/W	Enable/Disable control for PT7
pt8	8	0	R/W	Enable/Disable control for PT8
pt9	9	0	R/W	Enable/Disable control for PT9
pt10	10	0	R/W	Enable/Disable control for PT10
pt11	11	0	R/W	Enable/Disable control for PT11
pt12	12	0	R/W	Enable/Disable control for PT12
pt13	13	0	R/W	Enable/Disable control for PT13
pt14	14	0	R/W	Enable/Disable control for PT14
pt15	15	0	R/W	Enable/Disable control for PT15

Setting this bit to 0 disables the corresponding pulse train engine.

A given pulse train engine will also be automatically disabled by hardware when the following conditions are all true:

- The pulse train engine is in pulse train mode.
- The loop counter was set to a value greater than zero before the pulse train engine was started.
- The pulse train has completed the final iteration in the loop.

A given pulse train engine will be temporarily disabled and then (after one Pulse Train peripheral clock cycle) automatically re-enabled by hardware when a resync or restart event occurs involving that pulse train engine.

Disabling a running pulse train engine (even temporarily) has the following effects:

- The pulse train engine's internal loop counter (which is not visible to firmware) is reloaded with the value in PTn_LOOP.count.
- The pulse train engine's internal pointer is reset to point to the LSB of the pulse train pattern (PTn_TRAIN).
- The pulse train engine's internal loop delay counter is reloaded with the value in PTn_LOOP.delay.
- If the pulse train engine is in square-wave mode, the pulse train engine output is reset to 0.
- If the pulse train engine is in pulse train mode, the pulse train engine output is reset to the value given by the LSB of the pulse train pattern.

Note that whenever a pulse train engine is disabled (by firmware or hardware), the current output from the pulse train engine is interrupted immediately. The pulse train engine does not hold off the disable event until the end of the loop, the end of the pattern, or even the end of the current output bit, but instead acts on the disable event immediately.

Setting this bit to 1 enables the corresponding pulse train engine.

A given pulse train engine will also be automatically enabled by hardware if the automatic restart mode has been enabled for that pulse train engine and either (or both) of the two pulse train engines selected as restart sources has just stopped (been disabled by hardware) due to completing the final iteration in its loop.

Reading this bit will return the current operating state of the corresponding pulse train engine:

- 0: Not running
- 1: Running

In most circumstances, whenever the pulse train engine is disabled, this bit will return 0, and whenever the pulse train is enabled, this bit will return 1.

When the pulse train engine is processing a resync or restart event, however, there may be a momentary difference between this bit's return value and the enable/disable bit value internal to the pulse train engine. If there is a difference, the two bit values will synchronize after one cycle of the Pulse Train peripheral clock.

9.5.2 PTG_RESYNC

PTG_RESYNC.[pt0, pt1, pt2, pt3, pt4, pt5, pt6, pt7]

Field	Bits	Sys Reset	Access	Description
pt0	0	0	R/W	Resync control for PT0
pt1	1	0	R/W	Resync control for PT1
pt2	2	0	R/W	Resync control for PT2
pt3	3	0	R/W	Resync control for PT3
pt4	4	0	R/W	Resync control for PT4
pt5	5	0	R/W	Resync control for PT5
pt6	6	0	R/W	Resync control for PT6
pt7	7	0	R/W	Resync control for PT7

Firmware can only set this bit to 1; it cannot clear this bit to 0.

In order for firmware to set this bit to 1, the corresponding pulse train engine must be currently running.

Setting this bit to 1 temporarily stops the corresponding pulse train engine as if the corresponding bit in PTG_ENABLE had been cleared to 0. This resets the internal state of the pulse train engine as detailed in the PTG_ENABLE register description.

If this bit is set to 1, as soon as the corresponding pulse train engine has stopped running (which occurs within a Pulse Train peripheral clock cycle of the bit being set to 1), hardware will clear this bit back to 0.

After hardware clears this bit back to 0, the pulse train engine will begin running again with its initial output set either to 0 (for square wave mode) or to the LSB of the pulse train pattern (for pulse train mode).

PTG_RESYNC.[pt8, pt9, pt10, pt11, pt12, pt13, pt14, pt15]

Field	Bits	Sys Reset	Access	Description
pt8	8	0	R/W	Resync control for PT8
pt9	9	0	R/W	Resync control for PT9
pt10	10	0	R/W	Resync control for PT10
pt11	11	0	R/W	Resync control for PT11
pt12	12	0	R/W	Resync control for PT12
pt13	13	0	R/W	Resync control for PT13
pt14	14	0	R/W	Resync control for PT14
pt15	15	0	R/W	Resync control for PT15

Firmware can only set this bit to 1; it cannot clear this bit to 0.

In order for firmware to set this bit to 1, the corresponding pulse train engine must be currently running.

Setting this bit to 1 temporarily stops the corresponding pulse train engine as if the corresponding bit in PTG_ENABLE had been cleared to 0. This resets the internal state of the pulse train engine as detailed in the PTG_ENABLE register description.

If this bit is set to 1, as soon as the corresponding pulse train engine has stopped running (which occurs within a Pulse Train peripheral clock cycle of the bit being set to 1), hardware will clear this bit back to 0.

After hardware clears this bit back to 0, the pulse train engine will begin running again with its initial output set either to 0 (for square wave mode) or to the LSB of the pulse train pattern (for pulse train mode).

9.5.3 PTG_INTFL

PTG_INTFL.[pt0, pt1, pt2, pt3, pt4, pt5, pt6, pt7]

Field	Bits	Sys Reset	Access	Description
pt0	0	0	W1C	Pulse Train 0 Stopped Interrupt Flag
pt1	1	0	W1C	Pulse Train 1 Stopped Interrupt Flag
pt2	2	0	W1C	Pulse Train 2 Stopped Interrupt Flag
pt3	3	0	W1C	Pulse Train 3 Stopped Interrupt Flag
pt4	4	0	W1C	Pulse Train 4 Stopped Interrupt Flag
pt5	5	0	W1C	Pulse Train 5 Stopped Interrupt Flag
pt6	6	0	W1C	Pulse Train 6 Stopped Interrupt Flag
pt7	7	0	W1C	Pulse Train 7 Stopped Interrupt Flag

This bit is set to 1 by hardware when all of the following conditions are true for the corresponding pulse train engine:

- The pulse train engine is enabled and configured for pulse train output mode.
- The internal loop down-counter for the pulse train engine has reached 1.
- The pulse train engine has completed the output of the MSB of the pattern.
- The internal loop delay counter has reached 0.

When hardware sets this bit to 1, it also disables the corresponding pulse train engine by clearing the bit for that pulse train in PTG_ENABLE to 0.

This bit will never be set to 1 by hardware if the corresponding pulse train engine is operating in square wave output mode or if PTn_LOOP.delay is set to 0. If PTn_LOOP.delay = 0, the pulse train engine will continue generating the pulse train output pattern indefinitely.

Write 1 to clear.

PTG_INTFL.[pt8, pt9, pt10, pt11, pt12, pt13, pt14, pt15]

Field	Bits	Sys Reset	Access	Description
pt8	8	0	W1C	Pulse Train 8 Stopped Interrupt Flag
pt9	9	0	W1C	Pulse Train 9 Stopped Interrupt Flag
pt10	10	0	W1C	Pulse Train 10 Stopped Interrupt Flag
pt11	11	0	W1C	Pulse Train 11 Stopped Interrupt Flag
pt12	12	0	W1C	Pulse Train 12 Stopped Interrupt Flag
pt13	13	0	W1C	Pulse Train 13 Stopped Interrupt Flag
pt14	14	0	W1C	Pulse Train 14 Stopped Interrupt Flag
pt15	15	0	W1C	Pulse Train 15 Stopped Interrupt Flag

This bit is set to 1 by hardware when all of the following conditions are true for the corresponding pulse train engine:

- The pulse train engine is enabled and configured for pulse train output mode.
- The internal loop down-counter for the pulse train engine has reached 1.
- The pulse train engine has completed the output of the MSB of the pattern.
- The internal loop delay counter has reached 0.

When hardware sets this bit to 1, it also disables the corresponding pulse train engine by clearing the bit for that pulse train in PTG_ENABLE to 0.

This bit will never be set to 1 by hardware if the corresponding pulse train engine is operating in square wave output mode or if PTn_LOOP.delay is set to 0. If PTn_LOOP.delay = 0, the pulse train engine will continue generating the pulse train output pattern indefinitely.

Write 1 to clear.

9.5.4 PTG_INTEN

PTG_INTEN.[pt0, pt1, pt2, pt3, pt4, pt5, pt6, pt7]

Field	Bits	Sys Reset	Access	Description
pt0	0	0	R/W	Pulse Train 0 Stopped Interrupt Enable/Disable
pt1	1	0	R/W	Pulse Train 1 Stopped Interrupt Enable/Disable
pt2	2	0	R/W	Pulse Train 2 Stopped Interrupt Enable/Disable
pt3	3	0	R/W	Pulse Train 3 Stopped Interrupt Enable/Disable
pt4	4	0	R/W	Pulse Train 4 Stopped Interrupt Enable/Disable
pt5	5	0	R/W	Pulse Train 5 Stopped Interrupt Enable/Disable
pt6	6	0	R/W	Pulse Train 6 Stopped Interrupt Enable/Disable
pt7	7	0	R/W	Pulse Train 7 Stopped Interrupt Enable/Disable

PTG_INTEN.[pt8, pt9, pt10, pt11, pt12, pt13, pt14, pt15]

Field	Bits	Sys Reset	Access	Description
pt8	8	0	R/W	Pulse Train 8 Stopped Interrupt Enable/Disable
pt9	9	0	R/W	Pulse Train 9 Stopped Interrupt Enable/Disable
pt10	10	0	R/W	Pulse Train 10 Stopped Interrupt Enable/Disable
pt11	11	0	R/W	Pulse Train 11 Stopped Interrupt Enable/Disable
pt12	12	0	R/W	Pulse Train 12 Stopped Interrupt Enable/Disable
pt13	13	0	R/W	Pulse Train 13 Stopped Interrupt Enable/Disable
pt14	14	0	R/W	Pulse Train 14 Stopped Interrupt Enable/Disable
pt15	15	0	R/W	Pulse Train 15 Stopped Interrupt Enable/Disable

9.5.5 PTn_RATE_LENGTH

PTn_RATE_LENGTH.rate_control

Field	Bits	Sys Reset	Access	Description
rate_control	26:0	0	R/W	Pulse Train Enable/Rate Control

Defines rate at which the pulse train or squarewave output changes state. If this field is zero, the PT instance is disabled.

For square wave mode, this field affects the output toggling rate as follows:

- 0: Halted; output does not change state.
- 1: Reserved; this setting should not be used.
- 2 or higher: Output changes state at a rate defined by (Pulse Train Module Clock / (rate_control - 1)) bps. For example, if this field is set to 2, the output will toggle every PT module clock. If the field is set to 3, the output will toggle every other module clock, and so on.

For pulse train mode, this field affects the output toggling rate as follows:

- 0: Halted; output does not change state.
- 1 or higher: Pulse train output advances to the next bit pattern output state at a rate defined by (Pulse Train Module Clock / (rate_control)) bps. For example, if this field is set to 1, the train pattern will be output at a rate of 1 bit per module clock. If the field is set to 2, the train pattern will be advanced every other module clock, and so on.

PTn_RATE_LENGTH.mode

Field	Bits	Sys Reset	Access	Description
mode	31:27	1	R/W	Pulse Train Output Mode/Train Length

Sets either square wave mode or pulse train mode; for pulse train mode, defines pulse train length.

- 0: Pulse train, 32 bits
- 1: Square Wave Mode (PTx_TRAIN not used)
- 2: Pulse train, 2 bits
- 3: Pulse train, 3 bits
- ...
- 31: Pulse train, 31 bits

9.5.6 PTn_TRAIN

Sys Reset	Access	Description
00000000h	R/W	Pulse Train Output Pattern

In square wave mode, this register has no effect. In pulse train mode, this register contains the repeating pattern that will be shifted out as the pulse train output stream (starting with LSB)

9.5.7 PTn_LOOP

PTn_LOOP.count

Field	Bits	Sys Reset	Access	Description
count	15:0	0000h	R/W	Pulse Train Loop Count

If set to a nonzero value, this field determines the number of times (once enabled) the pulse train pattern will be output before the pulse train is automatically disabled. This field has no effect in square wave mode. Setting this field to zero (default value) indicates that the pulse train pattern will be output continuously until the pulse train is manually disabled.

PTn_LOOP.delay

Field	Bits	Sys Reset	Access	Description
delay	27:16	0	R/W	Pulse Train Delay Between Loop Iterations

If looping is enabled for pulse train mode (by setting the count field to a nonzero value), this field will determine the length of time (if any) that the pulse train engine will pause between one loop iteration and the next. After the pulse train pattern has completed, if this field is set to a nonzero value, the pulse train engine will delay before decrementing the loop counter and restarting the pulse train pattern.

The length of the delay period is equal to (loop delay) pulse train peripheral clock cycles.

9.5.8 PTn_RESTART

PTn_RESTART.pt_x_select

Field	Bits	Sys Reset	Access	Description
pt_x_select	4:0	0	R/W	Auto-Restart PT X Select

If on_pt_x_loop_exit is set to 1, this field selects the pulse train instance that will be selected as PT X for this pulse train instance's auto-restart function.

- 0: Selects PT0 as PT X for this pulse train instance.
- 1: Selects PT1 as PT X for this pulse train instance. ..
- 15: Selects PT15 as PT X for this pulse train instance.

PTn_RESTART.on_pt_x_loop_exit

Field	Bits	Sys Reset	Access	Description
on_pt_x_loop_exit	7	0	R/W	Enable Auto-Restart on PT X Loop Exit

If this bit is set to 1, then this pulse train instance will automatically restart whenever the selected PT X pulse train exits from a loop.

PTn_RESTART.pt_y_select

Field	Bits	Sys Reset	Access	Description
pt_y_select	12:8	0	R/W	Auto-Restart PT Y Select

If on_pt_y_loop_exit is set to 1, this field selects the pulse train instance that will be selected as PT Y for this pulse train instance's auto-restart function.

- 0: Selects PT0 as PT Y for this pulse train instance.
- 1: Selects PT1 as PT Y for this pulse train instance. ..
- 15: Selects PT15 as PT Y for this pulse train instance.

PTn_RESTART.on_pt_y_loop_exit

Field	Bits	Sys Reset	Access	Description
on_pt_y_loop_exit	15	0	R/W	Enables Auto-Restart on PT Y Loop Exit

If this bit is set to 1, then this pulse train instance will automatically restart whenever the selected PT Y pulse train exits from a loop.

10 Timer/Counters

10.1 Overview

The **MAX32620** supports six 32-bit reloadable timer peripherals that can be used for timing, event counting, and generation of pulse-width modulated (PWM) signals. For all modes except Counter Mode, each timer generates its own input clock from the main system clock (sys_clk_main) using a programmable prescaler. This prescaler allows the timer input clock (input_clk_tmr[n] for timer peripheral *n*) frequency to be set from ($f_{sys\_clk\_main}$ / 1) to ($f_{sys\_clk\_main}$ / 4096). Additionally, each of the six 32-bit timers is able to be split into a pair of 16-bit timers for a possible total of 12 timers in the system.

In 32-bit mode, the following modes of operation are supported:

- **One-Shot Mode**: Timer counts to terminal count value then halts.
- **Continuous Mode**: Timer counts to terminal count value then resets to 0 and repeats.
- **Counter Mode**: Timer counts input edges received on timer input pin.
- **PWM Mode**: Generates PWM waveform on timer output pin based on programmable frequency and duty cycle.
- **Capture Mode**: Captures a snapshot of the current timer count value when an input edge occurs on timer input pin.
- **Compare Mode**: Toggles output on timer output pin when the timer count exceeds the programmable terminal count.
- **Gated Mode**: Timer counts only when the input on timer input pin is asserted.
- **Measurement Mode**: Timer is enabled and begins counting when the signal on the timer input pin is asserted; the timer count value is captured when the timer input signal is deasserted.

Note For a given timer peripheral, timer input pin signal frequency is limited to a maximum of 1/4 of the configured timer input clock.

In 16-bit mode, the following modes of operation are supported:

- **One-Shot Mode**: Timer counts to terminal count value then halts.
- **Continuous Mode**: Timer counts to terminal count value then resets to 0 and repeats.

The 16-bit timer mode does not support timer input or timer output on GPIO pins.

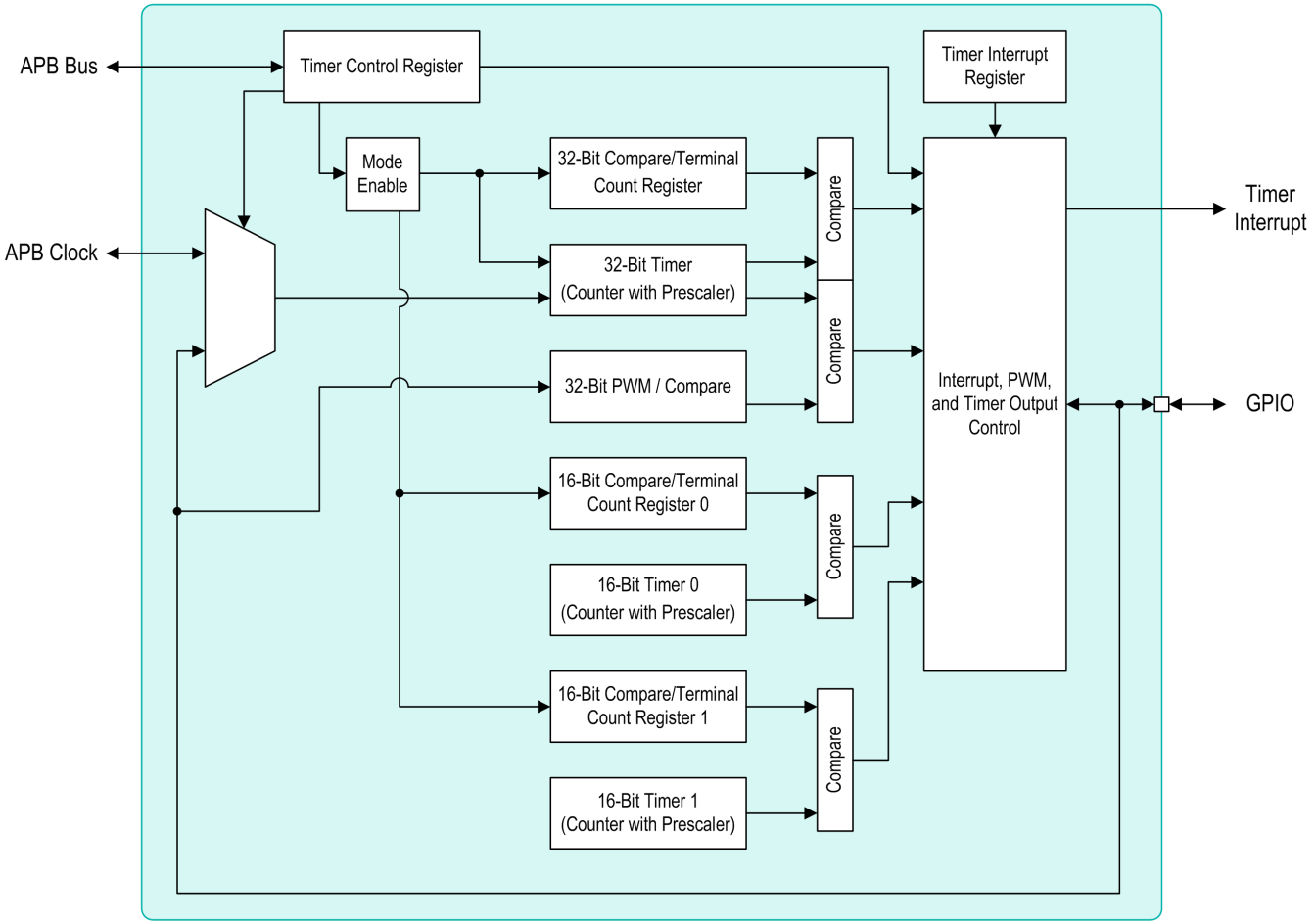


Figure 10.1: Timer Block Diagram

10.2 Timer GPIO Mapping

The table below contains the available GPIO pins that can be connected to the six 32-bit timers (TMR0-5). More than one GPIO pin in each list can be connected to the listed timer.

NOTE: See GPIO Pin Configuration and Peripheral Function Mapping for a detailed mapping of **MAX32620** multiplexed function locations and priority distinction. Timer modules interface with the GPIO pins, which claim the lowest functional priority (see GPIO Pins and Peripheral Mode Functions for further information).

GPIO Function	Port and Pin
TMR0	P0.0, P0.6, P1.4, P2.2, P3.0, P3.6, P4.4, P5.2, P6.0
TMR1	P0.1, P0.7, P1.5, P2.3, P3.1, P3.7, P4.5, P5.3
TMR2	P0.2, P1.0, P1.6, P2.4, P3.2, P4.0, P4.6, P5.4
TMR3	P0.3, P1.1, P1.7, P2.5, P3.3, P4.1, P4.7, P5.5
TMR4	P0.4, P1.2, P2.0, P2.6, P3.4, P4.2, P5.0, P5.6
TMR5	P0.5, P1.3, P2.1, P2.7, P3.5, P4.3, P5.1, P5.7

In order for a 32-bit timer to operate in modes that involve timer inputs or outputs, it must first be connected to at least one GPIO pin. As noted above, it is possible to connect a given timer to more than one GPIO pin simultaneously. This GPIO mapping is invisible to the timer peripheral itself; the configuration of I/O is performed by registers outside the timer peripheral.

Connecting a GPIO pin to a timer input/output requires three steps:

1. The I/O mapping for other peripherals must be configured so that no other peripherals are requesting use of the same GPIO pin. The GPIO mode (which encompasses use of a GPIO pin as a Timer input/output or a Pulse Train output) is the lowest-priority function supported by the I/O mux. This means that if any other peripheral function requests use of that GPIO pin, that request will take priority over the use of the GPIO pin as a Timer input/output. The GPIO_FREE_Pn register (specifically, the one corresponding to the port that the GPIO pin is located in) can be used to verify that the pin is 'available' which means that it can operate in GPIO mode.
2. Once the pin is available for use in GPIO mode, the specific GPIO mode function for the pin can be set using the GPIO_FUNC_SEL_Pn register field that corresponds to the selected GPIO pin. This field selects whether the pin operates as a generic firmware-controlled GPIO, a Pulse Train output, or a Timer input/output. Refer to the GPIO_FUNC_SEL_Pn register description for details about the connection options for specific GPIO pins.
3. After using GPIO_FUNC_SEL_Pn register field for the GPIO pin to select Pulse Train mode output, the final step is to select the GPIO output mode for the pin using the corresponding GPIO_OUT_MODE_Pn register field. Unlike higher-priority peripheral functions such as SPIM, the Timer input/output function does not directly control the GPIO output mode of the selected pin; it only controls the GPIO output value. This means that different output modes (such as weak pullup, high impedance, or standard high/low drive) can be used depending on the requirements of the application and the timer mode that is being used.

10.2.1 Configuring Timer Input Pins (32-bit Mode Only)

When a GPIO pin is configured to operate as a input/output for a given timer peripheral, the GPIO register settings do not determine whether the GPIO pin will be a timer input or a timer output.

The exact function of GPIO pin(s) connected to a timer peripheral, and the output mode configuration that will need to be made in the GPIO module for the connected pin(s), depends on the mode that the timer will be running in.

GPIO pin(s) connected to a timer peripheral will operate as inputs when the timer is operating in any of the following modes:

- Counter Mode: Timer counts input edges received on timer input pin.
- Capture Mode: Captures a snapshot of the current timer count value when an input edge occurs on timer input pin.
- Gated Mode: Timer counts only when the input on timer input pin is asserted.
- Measurement Mode: Timer is enabled and begins counting when the signal on the timer input pin is asserted; the timer count value is captured when the timer input signal is deasserted.

Note This applies to timers running in the 32-bit mode only. Timers which have been split into dual 16-bit timer pairs do not use the input or output pin functions. If a GPIO pin is connected to a timer peripheral which is running in dual 16-bit timer mode, the input signal on this GPIO pin will have no effect.

For all of these modes, any GPIO pin(s) connected to the timer must be configured (using GPIO_OUT_MODE_Pn) to high impedance mode. This mode must be a high impedance mode only, without a pullup or pulldown; this ensures that it will remain in the high impedance state regardless of the GPIO output value signal.

If multiple GPIO pins are connected as input pins for the same 32-bit timer peripheral, the input signals for all of the GPIO pins are combined using an OR function. This means that the input signal to the timer will be 0 if and only if *all* of the GPIO input pin signals are 0. If any of the GPIO input pin signals are 1, the input signal to the timer will be 1. This affects the operation of the timer modes listed above as follows:

- Counter Mode: If the timer is configured to count rising edges of the input signal, this mode can be used to count rising edges on multiple GPIO input pins. However, for this to work properly, after a rising edge (0 -> 1) occurs on one GPIO input pin, the signal on that pin must return to 0 before a rising edge can be detected on any other GPIO input pin.
- Capture Mode: Captures a snapshot of the current timer count value when an input edge occurs on timer input pin. This would work in the same manner as in Counter Mode.
- Gated Mode: If TMRn_CTRL.polarity is set to 0, the active state for the input is 1, and the timer will run when one or more of the GPIO input pins reads 1 (OR function). If TMRn_CTRL.polarity is set to 1, the active state for the input is 0, and the timer will only run when *all* of the GPIO input pins reads 0 (AND of inverted inputs).
- Measurement Mode: Same signal combinations as with Gated Mode. Timer is enabled and begins counting when the combined signal of the GPIO input pins goes to the active state; the timer count value is captured when the combined signal of the GPIO input pins goes to the inactive state.

Note The settings in GPIO_IN_MODE_Pn do not affect the values of signals going from the GPIO input pins to the timer.

10.2.2 Configuring Timer Output Pins (32-bit Mode Only)

When a GPIO pin is configured to operate as a input/output for a given timer peripheral, the GPIO register settings do not determine whether the GPIO pin will be a timer input or a timer output.

The exact function of GPIO pin(s) connected to a timer peripheral, and the output mode configuration that will need to be made in the GPIO module for the connected pin(s), depends on the mode that the timer will be running in.

GPIO pin(s) connected to a timer peripheral will operate as outputs when the timer is operating in any of the following modes:

- One-Shot Mode: Timer counts to terminal count value then halts.
- Continuous Mode: Timer counts to terminal count value then resets to 0 and repeats.
- PWM Mode: Generates PWM waveform on timer output pin based on programmable frequency and duty cycle.
- Compare Mode: Toggles output on timer output pin when the timer count exceeds the programmable terminal count.

Note This applies to timers running in the 32-bit mode only. Timers which have been split into dual 16-bit timer pairs do not use the input or output pin functions. If a GPIO pin is connected to a timer peripheral which is running in dual 16-bit timer mode, the output value signal going to this GPIO pin will be a static value equal to the polarity setting TMRn_CTRL.polarity.

For all of these modes, the GPIO pin(s) must have the GPIO_OUT_MODE_Pn output mode field(s) set by firmware before being connected to the timer output. The value of the timer output drives the output value only (replacing the value set in GPIO_OUT_VAL_Pn) for all GPIO pins connected. Different GPIO pins connected to the timer may be set to different output modes; for example, one pin could be set to drive active high/low, while another pin could be set to operate in open drain mode with a weak pullup. Regardless of the configuration, all connected GPIO pins will be driven identically by the timer output signal.

10.3 32-bit Mode Timer Operation

The timers are 32-bit up-counter timers. Use TMRn_CTRL.mode to select the operating mode for each timer peripheral. Additional mode information is found below.

Minimum time-out delay (until the counter reaches the terminal count) is set by:

- Loading the value `0x0000_0001` into the Count Value register, TMRn_COUNT32
- Loading the value `0x0000_0001` into the Terminal Count register, TMRn_TERM_CNT32
- Configuring the prescaler for divide by 1 operation (by setting TMRn_CTRL.prescale field to 0)

Maximum time-out delay (until the counter reaches the terminal count) is set by:

- Loading the value `0x0000_0001` into the Count Value register, TMRn_COUNT32
- Loading the value `0xFFFF_FFFF` into the Terminal Count register, TMRn_TERM_CNT32
- Configuring the prescaler for divide by 4096 operation (by setting TMRn_CTRL.prescale field to 12)

If the timer reaches `0xFFFF_FFFF`, the timer rolls over to `0x0000_0000` and continues counting.

The current count value, TMRn_COUNT32, in the timers can be read while the timer is counting and enabled. This read action does not affect the timer's operation.

The starting value of the timer output signal (which may optionally be connected to GPIO pin(s) as detailed above) will be equal to the polarity value in TMRn_CTRL.polarity.

10.3.1 One-Shot Mode (Output I/O)

In One-Shot mode, the timer counts from the initial count value stored in TMRn_COUNT32 up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the timer sets its interrupt flag to 1, and TMRn_COUNT32 is reset to `0x0000_0001`. Then, the timer is automatically disabled and stops counting.

The timer output signal will be driven as follows:

1. Before the timer is enabled, the timer output tracks the value in TMRn_CTRL.polarity.
2. When the timer is enabled and starts counting, the timer output latches the current TMRn_CTRL.polarity and holds that value.
3. When the timer count reaches the terminal count value, the timer output toggles and the timer is disabled.
4. One cycle later, the timer output begins to track the value in TMRn_CTRL.polarity again.

The steps for configuring a 32-bit timer for One-Shot mode and initiating the count are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.
3. Select the One-Shot timer mode by setting TMRn_CTRL.mode to 0.
4. Set TMRn_CTRL.prescale to the desired prescale value.
5. If the timer output function will be used, set the initial output level (0 or 1) in the TMRn_CTRL.polarity field.
6. If the timer output function will be used, configure the desired GPIO pin(s) to connect to the timer output as described in Timer GPIO Mapping.
7. Set TMRn_COUNT32 to the initial timer count value.
8. Set TMRn_TERM_CNT32 to the terminal count value.
9. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
10. Enable timer and start counting by setting TMRn_CTRL.enable0 to 1.

In One-Shot Mode, the timer period is given by the following equation:

$$\text{One Shot Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT32} - \text{TMRn\_COUNT32})}{f_{\text{input\_clk\_tmr}}}$$

10.3.2 Continuous Mode (Optional Output I/O)

In Continuous Mode, the timer counts from the initial count value stored in TMRn_COUNT32 up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the timer sets its interrupt flag to 1, TMRn_COUNT32 is reset to `0x0000_0001`, and the timer continues to count.

The timer output signal will be driven as follows:

1. Before the timer is enabled, the timer output tracks the value in TMRn_CTRL.polarity.
2. When the timer is enabled and starts counting, the timer output latches the current TMRn_CTRL.polarity and holds that value.
3. When the timer count reaches the terminal count value, the timer count is reset to `0x0000_0001` and the timer output toggles.

The steps for configuring a 32-bit timer for Continuous mode and initiating the count are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.
3. Select the Continuous timer mode by setting TMRn_CTRL.mode to 1.
4. Set TMRn_CTRL.prescale to the desired prescale value.
5. If the timer output function will be used, set the initial output level (0 or 1) in the TMRn_CTRL.polarity field.
6. If the timer output function will be used, configure the desired GPIO pin(s) to connect to the timer output as described in Timer GPIO Mapping.
7. Set TMRn_COUNT32 to the initial timer count value. If this count value != `0x0000_0001`, the value will be used for the first cycle only. After the first cycle completes, the counter will be reloaded with `0x0000_0001` at the beginning of subsequent cycles.
8. Set TMRn_TERM_CNT32 to the terminal count value.
9. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
10. Enable timer and start counting by setting TMRn_CTRL.enable0 to 1.

In Continuous Mode, for the first timer cycle, the timer period is given by the following equation:

$$\text{Continuous Mode Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT32} - \text{TMRn\_COUNT32})}{f_{\text{input\_clk\_tmr}}}$$

For all timer cycles following the first, the timer period is given by the following equation:

$$\text{Continuous Mode Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT32} - \text{0x0000\_0001}))}{f_{\text{input\_clk\_tmr}}}$$

If the initial count in TMRn_COUNT32 is set to `0x0000_0001` before the timer is started, then the two equations above will return the same value and all timer cycles will have the same period duration.

10.3.3 Counter Mode (Required Input I/O)

In Counter Mode, the timer counts transitions on the timer input signal, which is driven by GPIO port pin input(s) as described in Configuring Timer Input Pins. The TMRn_CTRL.polarity bit selects whether the count increments on the rising edge (polarity = 0) or the falling edge (polarity = 1) of the timer input signal.

As detailed in Configuring Timer Input Pins, all GPIO pin(s) connected to the timer operating in Counter Mode must be set to a high impedance output mode.

In Counter Mode, the prescaler is disabled, and the value of the TMRn_CTRL.prescale field will have no effect on timer operation.

Note The frequency of the timer input signal *must not exceed* one-fourth of $f_{sys\_clk\_main}$.

As input transitions are measured, the timer counts from the initial count value stored in TMRn_COUNT32 up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the timer sets its interrupt flag to 1, TMRn_COUNT32 is reset to `0x0000_0001`, and input transition counting continues.

The timer output signal cannot be driven in this mode. All GPIO pins connected to the timer in Counter Mode must be set to high impedance output mode to allow proper operation as inputs.

Note If any GPIO pin connected to the timer is set to an output mode *other* than high impedance, a timer output will be driven on this pin in a similar manner as in Continuous Mode. Since the GPIO pin also acts as an input, whenever this timer output is in a '1' state, this value will force the overall timer input signal to a static '1' and prevent any other input transitions from being measured.

The steps for configuring a 32-bit timer for Counter mode and beginning operation are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.
3. Select Counter Mode by setting TMRn_CTRL.mode to 2.
4. For the timer input signal, set the TMRn_CTRL.polarity field to select either rising edge (0) or falling edge (1) measurement.
5. Configure the desired GPIO pin(s) to connect to the timer input as described in Timer GPIO Mapping. These pins must be set to high impedance output mode.
6. Set TMRn_COUNT32 to the initial timer count value. If this count value != `0x0000_0001`, the value will be used for the first cycle only. After the first cycle completes, the counter will be reloaded with `0x0000_0001` at the beginning of subsequent cycles.

7. Set TMRn_TERM_CNT32 to the terminal count value.
8. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
9. Enable timer and start counting input transitions by setting TMRn_CTRL.enable0 to 1.

In Counter Mode, the number of Timer Input transitions since the timer was enabled (as long as the terminal count has not been reached) is given by the following equation:

$$\text{Timer Input Transition Count} = (\text{TMRn\_COUNT32} - (InitialTimerCountValue))$$

10.3.4 PWM Mode (Required Output I/O)

In PWM Mode, the timer outputs a Pulse-Width Modulated (PWM) output signal through one or more GPIO port pins. The timer first counts up to the 32-bit PWM compare value stored in the TMRn_PWM_CAP32 register. When the timer count value matches the PWM value, the Timer Output toggles.

The timer continues counting up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the Timer Output signal toggles again, the timer sets its interrupt flag to 1, TMRn_COUNT32 is reset to `0x0000_0001`, and input transition counting continues.

When TMRn_CTRL.polarity is set to 0, the Timer Output signal follows this sequence:

1. When the timer is enabled, the Timer Output begins at 0.
2. When the timer count reaches the PWM compare value, the Timer Output transitions to 1.
3. When the timer count reaches the terminal count value, the Timer Output transitions back to 0, and the timer is reset (back to step 1).

When TMRn_CTRL.polarity is set to 1, the Timer Output signal follows this sequence:

1. When the timer is enabled, the Timer Output begins at 1.
2. When the timer count reaches the PWM compare value, the Timer Output transitions to 0.
3. When the timer count reaches the terminal count value, the Timer Output transitions back to 1, and the timer is reset (back to step 1).

The steps for configuring a 32-bit timer for PWM mode and initiating the PWM operation are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.

3. Select the PWM timer mode by setting TMRn_CTRL.mode to 3.
4. Set TMRn_CTRL.prescale to the desired prescale value.
5. For the PWM timer output, set the initial output level (0 or 1) in the TMRn_CTRL.polarity field.
6. Configure the desired GPIO pin(s) to connect to the timer output as described in Timer GPIO Mapping.
7. Set TMRn_COUNT32 to `0x0000_0001`. This will ensure that the output waveform on the first PWM cycle matches the output waveform of subsequent cycles.
8. Set TMRn_PWM_CAP32 to the PWM compare value.
9. Set TMRn_TERM_CNT32 to the terminal count value (this must be greater than the PWM compare value).
10. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
11. Enable timer and start counting by setting TMRn_CTRL.enable0 to 1.

Note For correct PWM operation, the compare and terminal count registers must be set such that: `0x0000_0001` < TMRn_PWM_CAP32 < TMRn_TERM_CNT32

The PWM period is given by the following equation:

$$\text{PWM Period}(s) = \frac{\text{TMRn\_TERM\_CNT32}}{f_{\text{input\_clk\_tmr}}}$$

If TMRn_CTRL.polarity is set to 0, the ratio of the PWM output High time to the total period is given by:

$$\text{PWM Output High Time Ratio}(\%) = \frac{(\text{TMRn\_TERM\_CNT32} - \text{TMRn\_PWM\_CAP32})}{\text{TMRn\_TERM\_CNT32}} \times 100$$

If TMRn_CTRL.polarity is set to 1, the ratio of the PWM output High time to the total period is given by:

$$\text{PWM Output High Time Ratio}(\%) = \frac{\text{TMRn\_PWM\_CAP32}}{\text{TMRn\_TERM\_CNT32}} \times 100$$

10.3.5 Capture Mode (Required Input I/O)

In Capture Mode, the current timer count value is captured when the desired external Timer Input transition occurs. This captured timer count value is stored in the TMRn_PWM_CAP32 register. The setting of TMRn_CTRL.polarity determines if the capture event is triggered by a rising edge (TMRn_CTRL.polarity = 0) or falling edge (TMRn_CTRL.polarity = 1).

As detailed in Configuring Timer Input Pins, all GPIO pin(s) connected to the timer operating in Capture Mode must be set to a high impedance output mode.

After being enabled, the timer counts from the initial count value stored in TMRn_COUNT32 up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the timer sets its interrupt flag to 1, TMRn_COUNT32 is reset to `0x0000_0001`, and the timer continues running.

When a capture event occurs, the current TMRn_COUNT32 value is copied to TMRn_PWM_CAP32, the timer sets its interrupt flag to 1, and the timer continues running.

The timer output signal cannot be driven in this mode. All GPIO pins connected to the timer in Capture Mode must be set to high impedance output mode to allow proper operation as inputs.

Note If any GPIO pin connected to the timer is set to an output mode *other* than high impedance, a timer output will be driven on this pin in a similar manner as in Continuous Mode. Since the GPIO pin also acts as an input, whenever this timer output is in a '1' state, this value will force the overall timer input signal to a static '1' and prevent any other input transitions from being measured.

The steps for configuring a 32-bit timer for Capture mode and beginning operation are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.
3. Select Capture Mode by setting TMRn_CTRL.mode to 4.
4. For the timer input signal, set the TMRn_CTRL.polarity field to select either rising edge (0) or falling edge (1) as the trigger for the capture event.
5. Configure the desired GPIO pin(s) to connect to the timer input as described in Timer GPIO Mapping. These pins must be set to high impedance output mode.
6. Set TMRn_COUNT32 to the initial timer count value. If this count value != `0x0000_0001`, the value will be used for the first cycle only. After the first cycle completes, the counter will be reloaded with `0x0000_0001` at the beginning of subsequent cycles.
7. Set TMRn_TERM_CNT32 to the terminal count value.
8. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
9. Enable the timer to start counting by setting TMRn_CTRL.enable0 to 1.

In Capture mode, the elapsed time from timer start to Capture event (assuming that the timer did not reach the terminal count) can be calculated using the following equation:

$$\text{Capture Elapsed Time}(s) = \frac{(\text{TMRn\_PWM\_CAP32} - (InitialCountValue))}{f_{\text{input\_clk\_tmr}}}$$

10.3.6 Compare Mode (Optional Output I/O)

In Compare Mode, the timer counts from the initial count value stored in TMRn_COUNT32 up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the timer sets its interrupt flag to 1 and the timer continues to count. After the timer reaches the maximum count of `0xFFFF_FFFF`, the count will roll over and the timer will begin counting again from `0x0000_0000`.

The timer output signal will be driven as follows:

1. Before the timer is enabled, the timer output tracks the value in TMRn_CTRL.polarity.
2. When the timer is enabled and starts counting, the timer output latches the current TMRn_CTRL.polarity and holds that value.
3. Each time the timer count reaches the terminal count value, the timer output toggles.
4. The timer output is not affected when the timer count rolls over.

The steps for configuring a 32-bit timer for Compare mode and initiating the count are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.
3. Select the Compare timer mode by setting TMRn_CTRL.mode to 5.
4. Set TMRn_CTRL.prescale to the desired prescale value.
5. If the timer output function will be used, set the initial output level (0 or 1) in the TMRn_CTRL.polarity field.
6. If the timer output function will be used, configure the desired GPIO pin(s) to connect to the timer output as described in Timer GPIO Mapping.
7. Set TMRn_COUNT32 to the initial timer count value. If this count value != `0x0000_0001`, the value will be used for the first cycle only. After the timer rolls over, the counter will be reset to `0x0000_0000` at the beginning of each subsequent cycle.
8. Set TMRn_TERM_CNT32 to the terminal count value.
9. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
10. Enable timer and start counting by setting TMRn_CTRL.enable0 to 1.

The time between starting the timer and reaching the Compare value can be calculated as:

$$\text{Compare Mode Time}(s) = \frac{(\text{TMRn\_TERM\_CNT32} - \text{TMRn\_COUNT32})}{f_{\text{input\_clk\_tmr}}}$$

10.3.7 Gated Mode (Required Input I/O)

In Gated Mode, the timer counts only while the Timer Input signal is in its active state (asserted), as determined by TMRn_CTRL.polarity.

In Gated Mode, the timer counts while the timer input signal is asserted, and pauses while the timer input signal is deasserted. The timer input signal is driven by GPIO port pin input(s) as described in Configuring Timer Input Pins. The TMRn_CTRL.polarity bit selects whether the timer increments while the Timer Input is 1 (active high, polarity = 0) or while the Timer Input is 0 (active low, polarity = 1)

As detailed in Configuring Timer Input Pins, all GPIO pin(s) connected to the timer operating in Gated Mode must be set to a high impedance output mode.

While the Timer Input is asserted, the timer counts from the initial count value stored in TMRn_COUNT32 up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the timer sets its interrupt flag to 1, TMRn_COUNT32 is reset to `0x0000_0001`, and input transition counting continues.

The timer will also set its interrupt flag to 1 each time the Timer Input transitions from the active state to the inactive state, or in other words, the interrupt flag will be set when the timer goes from the 'running state' to the 'paused state' due to a change in the Timer Input signal.

The timer output signal cannot be driven in this mode. All GPIO pins connected to the timer in Gated Mode must be set to high impedance output mode to allow proper operation as inputs.

Note If any GPIO pin connected to the timer is set to an output mode *other* than high impedance, a timer output will be driven on this pin in a similar manner as in Continuous Mode. Since the GPIO pin also acts as an input, whenever this timer output is in a '1' state, this value will force the overall timer input signal to a static '1' and prevent any other input transitions from being measured.

The steps for configuring a 32-bit timer for Gated mode and beginning operation are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.
3. Select Gated Mode by setting TMRn_CTRL.mode to 6.
4. For the timer input signal, set the TMRn_CTRL.polarity field to select either active high (0) or active low (1) for the Timer Input gating signal.
5. Configure the desired GPIO pin(s) to connect to the timer input as described in Timer GPIO Mapping. These pins must be set to high impedance output mode.
6. Set TMRn_COUNT32 to the initial timer count value. If this count value != `0x0000_0001`, the value will be used for the first cycle only. After the first cycle completes, the counter will be reloaded with `0x0000_0001` at the beginning of subsequent cycles.
7. Set TMRn_TERM_CNT32 to the terminal count value.
8. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
9. Enable the timer to start counting by setting TMRn_CTRL.enable0 to 1. The timer will not actually begin counting at this point unless the Timer Input is already asserted.

10.3.8 Measurement Mode (Required Input I/O)

In Measurement Mode, after being enabled, the timer does not actually begin counting until an edge is detected on the timer input. The required edge type is determined by the TMRn_CTRL.polarity bit setting and is either rising edge (polarity = 0) or falling edge (polarity = 1).

After the first input edge is detected, the timer counts from the initial count value stored in TMRn_COUNT32 up to the 32-bit terminal count value stored in TMRn_TERM_CNT32. Upon reaching the terminal count value, the timer sets its interrupt flag to 1, TMRn_COUNT32 is reset to `0x0000_0001`, and counting continues.

Additionally, each time a subsequent input edge is detected (of the same type as the initial edge, determined by TMRn_CTRL.polarity), the current counter value in TMRn_COUNT32 is captured and stored in TMRn_PWM_CAP32. When this capture event occurs, the timer sets its interrupt flag to 1, TMRn_COUNT32 is reset to `0x0000_0001`, and counting continues.

As detailed in Configuring Timer Input Pins, all GPIO pin(s) connected to the timer operating in Gated Mode must be set to a high impedance output mode.

The timer output signal cannot be driven in this mode. All GPIO pins connected to the timer in Measurement Mode must be set to high impedance output mode to allow proper operation as inputs.

Note If any GPIO pin connected to the timer is set to an output mode *other* than high impedance, a timer output will be driven on this pin in a similar manner as in Continuous Mode. Since the GPIO pin also acts as an input, whenever this timer output is in a '1' state, this value will force the overall timer input signal to a static '1' and prevent any other input transitions from being measured.

The steps for configuring a 32-bit timer for Measurement mode and beginning operation are as follows:

1. Disable the timer by setting TMRn_CTRL.enable0 to 0.
2. Select 32-bit timer mode by setting TMRn_CTRL.tmr2x16 to 0.
3. Select Measurement Mode by setting TMRn_CTRL.mode to 7.
4. For the timer input signal, set the TMRn_CTRL.polarity field to select either rising edge (0) or falling edge (1) for the Timer Input edge detection.
5. Configure the desired GPIO pin(s) to connect to the timer input as described in Timer GPIO Mapping. These pins must be set to high impedance output mode.
6. Set TMRn_COUNT32 to the initial timer count value. If this count value != `0x0000_0001`, the value will be used for the first cycle only. After the first cycle completes, the counter will be reloaded with `0x0000_0001` at the beginning of subsequent cycles.
7. Set TMRn_TERM_CNT32 to the terminal count value.
8. If desired, enable the timer interrupt by setting TMRn_INTEN.timer0 to 1.
9. Enable the timer to start counting by setting TMRn_CTRL.enable0 to 1. The timer will not actually begin counting at this point unless the first edge is detected on the Timer Input. Note that the detection of this first input edge does not cause the interrupt flag to be set.

In Measurement mode, the elapsed time from timer start to the Capture event can be calculated using the following equation:

$$\text{Measure Elapsed Time}(s) = \frac{(\text{TMRn\_PWM\_CAP32} - (InitialCountValue))}{f_{\text{input\_clk\_tmr}}}$$

10.4 16-bit Mode Timer Operation

Each of the six 32-bit timers on the **MAX32620** can be split into 2 x 16-bit timers, for a total of up to 12 16-bit timers. Configuration and operation of 16-bit mode is very similar to the 32-bit modes of operation, but for the 16-bit timers, only One-Shot Mode and Continuous Mode are supported.

Since the 16-bit timers are enabled in pairs, register and field references in this section are given as register0/register1 or field0/field1, where the first reference is the one used for the first 16-bit timer of the pair (16-bit timer 0) and the second reference is the one used for the second 16-bit timer of the pair (16-bit timer 1). Each 32-bit timer peripheral includes its own 16-bit timer 0 and 16-bit timer 1.

Note Each of the two 16-bit timers has its own enable/disable control bit, mode setting, counter register, terminal count register, and interrupt flag/enable bits. However, both of the 16-bit timers in the pair share the same prescale setting.

Minimum time-out delay (until the counter reaches the terminal count) for a 16-bit timer is set by:

- Loading the value `0x0001` into the Count Value field, TMRn_COUNT16_0.value (for timer 0 in the pair) / TMRn_COUNT16_1.value (for timer 1 in the pair)
- Loading the value `0x0001` into the Terminal Count field, TMRn_TERM_CNT16_0.term_count (for timer 0 in the pair) / TMRn_TERM_CNT16_1.term_count (for timer 1 in the pair)
- Configuring the prescaler for divide by 1 operation (by setting TMRn_CTRL.prescale field to 0)

Maximum time-out delay (until the counter reaches the terminal count) is set by:

- Loading the value `0x0001` into the Count Value field, TMRn_COUNT16_0.value (for timer 0 in the pair) / TMRn_COUNT16_1.value (for timer 1 in the pair)
- Loading the value `0xFFFF` into the Terminal Count field, TMRn_TERM_CNT16_0.term_count (for timer 0 in the pair) / TMRn_TERM_CNT16_1.term_count (for timer 1 in the pair)
- Configuring the prescaler for divide by 4096 operation (by setting TMRn_CTRL.prescale field to 12)

Each 16-bit timer in the pair is enabled/disabled separately, and the two timers operate independently from one another with the exception of the shared prescale field. If a 16-bit timer counter reaches `0xFFFF`, the timer rolls over to `0x0000` and continues counting.

Note Unlike in 32-bit timer mode, only the low 16 bits of the COUNT and TERM_CNT registers for each 16-bit timer are used. The fields for these registers are referenced in this section to emphasize this.

The current count value for a 16-bit timer, TMRn_COUNT16_0.value / TMRn_COUNT16_1.value, can be read while the timer is counting and enabled. This action does not affect the timer's operation.

Timer output does not change in 16-bit mode. If a GPIO pin is connected to a 32-bit timer peripheral which has been split into two 16-bit timers, the timer output will

be fixed and will always equal the output polarity value set in TMRn_CTRL.

10.4.1 One-Shot Mode

In One-Shot mode, the timer counts from the initial count value stored in (TMRn_COUNT16_0.value / TMRn_COUNT16_1.value) up to the 16-bit terminal count value stored in (TMRn_TERM_CNT16_0.term_count / TMRn_TERM_CNT16_1.term_count). Upon reaching the terminal count value, the timer sets its interrupt flag to 1, and the timer count is reset to `0x0001`. Then, the 16-bit timer is automatically disabled and stops counting.

Note If both 16-bit timers in the pair are being used, disabling one does not affect the operation of the other.

The timer output is not used in this mode.

The steps for configuring a 16-bit timer for One-Shot mode and initiating the count are as follows:

1. Select 16-bit timer mode by setting TMRn_CTRL.tmr2x16 to 1.
2. Disable the timer by setting (TMRn_CTRL.enable0 / TMRn_CTRL.enable1) to 0.
3. Select One-Shot mode by setting (TMRn_CTRL.mode bit 0 / TMRn_CTRL.mode bit 1) to 0.
4. Set TMRn_CTRL.prescale to the desired prescale value.
5. Set (TMRn_COUNT16_0.value / TMRn_COUNT16_1.value) to the desired initial timer count value.
6. Set (TMRn_TERM_CNT16_0.term_count / TMRn_TERM_CNT16_1.term_count) to the terminal count value.
7. If desired, enable the timer interrupt by setting (TMRn_INTEN.timer0 / TMRn_INTEN.timer1) to 1.
8. Enable timer and start counting by setting (TMRn_CTRL.enable0 / TMRn_CTRL.enable1) to 1.

The timer period for 16-bit timer 0 is given by the following equation:

$$\text{One Shot Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT16\_0.term\_count} - \text{TMRn\_COUNT16\_0.value})}{f_{\text{input\_clk\_tmr}}}$$

The timer period for 16-bit timer 1 is given by the following equation:

$$\text{One Shot Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT16\_1.term\_count} - \text{TMRn\_COUNT16\_1.value})}{f_{\text{input\_clk\_tmr}}}$$

10.4.2 Continuous Mode

In Continuous mode, the timer counts from the initial count value stored in (TMRn_COUNT16_0.value / TMRn_COUNT16_1.value) up to the 16-bit terminal count value stored in (TMRn_TERM_CNT16_0.term_count / TMRn_TERM_CNT16_1.term_count). Upon reaching the terminal count value, the timer sets its interrupt flag to 1, and the timer count is reset to `0x0001`. Then, the 16-bit timer continues counting.

The timer output is not used in this mode.

The steps for configuring a 16-bit timer for Continuous mode and initiating the count are as follows:

1. Select 16-bit timer mode by setting TMRn_CTRL.tmr2x16 to 1.
2. Disable the timer by setting (TMRn_CTRL.enable0 / TMRn_CTRL.enable1) to 0.
3. Select Continuous mode by setting (TMRn_CTRL.mode bit 0 / TMRn_CTRL.mode bit 1) to 1.
4. Set TMRn_CTRL.prescale to the desired prescale value.
5. Set (TMRn_COUNT16_0.value / TMRn_COUNT16_1.value) to the desired initial timer count value. This will only affect the first timer period.
6. Set (TMRn_TERM_CNT16_0.term_count / TMRn_TERM_CNT16_1.term_count) to the terminal count value.
7. If desired, enable the timer interrupt by setting (TMRn_INTEN.timer0 / TMRn_INTEN.timer1) to 1.
8. Enable timer and start counting by setting (TMRn_CTRL.enable0 / TMRn_CTRL.enable1) to 1.

The first timer period for 16-bit timer 0 is given by the following equation:

$$\text{Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT16\_0.term\_count} - \text{TMRn\_COUNT16\_0.value})}{f_{\text{input\_clk\_tmr}}}$$

After the first period, the duration of each subsequent timer period for 16-bit timer 0 is given by the following equation:

$$\text{Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT16\_0.term\_count} - \text{0x0001})}{f_{\text{input\_clk\_tmr}}}$$

The first timer period for 16-bit timer 1 is given by the following equation:

$$\text{One Shot Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT16\_1.term\_count} - \text{TMRn\_COUNT16\_1.value})}{f_{\text{input\_clk\_tmr}}}$$

After the first period, the duration of each subsequent timer period for 16-bit timer 1 is given by the following equation:

$$\text{Timeout Period}(s) = \frac{(\text{TMRn\_TERM\_CNT16\_1.term\_count} - \text{0x0001})}{f_{\text{input\_clk\_tmr}}}$$

10.5 Registers (TMR)

Address	Register	Access	Description	Reset By
0x4000_B000	TMR0_CTRL	R/W	Timer 0 Control Register	Sys
0x4000_B004	TMR0_COUNT32	R/W	Timer 0 [32 bit] Current Count Value	Sys
0x4000_B008	TMR0_TERM_CNT32	R/W	Timer 0 [32 bit] Terminal Count Setting	Sys
0x4000_B00C	TMR0_PWM_CAP32	R/W	Timer 0 [32 bit] PWM Compare Setting or Capture/Measure Value	Sys
0x4000_B010	TMR0_COUNT16_0	R/W	Timer 0 [16 bit] Current Count Value, 16-bit Timer 0	Sys
0x4000_B014	TMR0_TERM_CNT16_0	R/W	Timer 0 [16 bit] Terminal Count Setting, 16-bit Timer 0	Sys
0x4000_B018	TMR0_COUNT16_1	R/W	Timer 0 [16 bit] Current Count Value, 16-bit Timer 1	Sys
0x4000_B01C	TMR0_TERM_CNT16_1	R/W	Timer 0 [16 bit] Terminal Count Setting, 16-bit Timer 1	Sys
0x4000_B020	TMR0_INTFL	W1C	Timer 0 Interrupt Flags	Sys
0x4000_B024	TMR0_INTEN	R/W	Timer 0 Interrupt Enable/Disable Settings	Sys
0x4000_C000	TMR1_CTRL	R/W	Timer 1 Control Register	Sys
0x4000_C004	TMR1_COUNT32	R/W	Timer 1 [32 bit] Current Count Value	Sys
0x4000_C008	TMR1_TERM_CNT32	R/W	Timer 1 [32 bit] Terminal Count Setting	Sys
0x4000_C00C	TMR1_PWM_CAP32	R/W	Timer 1 [32 bit] PWM Compare Setting or Capture/Measure Value	Sys
0x4000_C010	TMR1_COUNT16_0	R/W	Timer 1 [16 bit] Current Count Value, 16-bit Timer 0	Sys
0x4000_C014	TMR1_TERM_CNT16_0	R/W	Timer 1 [16 bit] Terminal Count Setting, 16-bit Timer 0	Sys
0x4000_C018	TMR1_COUNT16_1	R/W	Timer 1 [16 bit] Current Count Value, 16-bit Timer 1	Sys
0x4000_C01C	TMR1_TERM_CNT16_1	R/W	Timer 1 [16 bit] Terminal Count Setting, 16-bit Timer 1	Sys
0x4000_C020	TMR1_INTFL	W1C	Timer 1 Interrupt Flags	Sys
0x4000_C024	TMR1_INTEN	R/W	Timer 1 Interrupt Enable/Disable Settings	Sys
0x4000_D000	TMR2_CTRL	R/W	Timer 2 Control Register	Sys
0x4000_D004	TMR2_COUNT32	R/W	Timer 2 [32 bit] Current Count Value	Sys

Address	Register	Access	Description	Reset By
0x4000_D008	TMR2_TERM_CNT32	R/W	Timer 2 [32 bit] Terminal Count Setting	Sys
0x4000_D00C	TMR2_PWM_CAP32	R/W	Timer 2 [32 bit] PWM Compare Setting or Capture/Measure Value	Sys
0x4000_D010	TMR2_COUNT16_0	R/W	Timer 2 [16 bit] Current Count Value, 16-bit Timer 0	Sys
0x4000_D014	TMR2_TERM_CNT16_0	R/W	Timer 2 [16 bit] Terminal Count Setting, 16-bit Timer 0	Sys
0x4000_D018	TMR2_COUNT16_1	R/W	Timer 2 [16 bit] Current Count Value, 16-bit Timer 1	Sys
0x4000_D01C	TMR2_TERM_CNT16_1	R/W	Timer 2 [16 bit] Terminal Count Setting, 16-bit Timer 1	Sys
0x4000_D020	TMR2_INTFL	W1C	Timer 2 Interrupt Flags	Sys
0x4000_D024	TMR2_INTEN	R/W	Timer 2 Interrupt Enable/Disable Settings	Sys
0x4000_E000	TMR3_CTRL	R/W	Timer 3 Control Register	Sys
0x4000_E004	TMR3_COUNT32	R/W	Timer 3 [32 bit] Current Count Value	Sys
0x4000_E008	TMR3_TERM_CNT32	R/W	Timer 3 [32 bit] Terminal Count Setting	Sys
0x4000_E00C	TMR3_PWM_CAP32	R/W	Timer 3 [32 bit] PWM Compare Setting or Capture/Measure Value	Sys
0x4000_E010	TMR3_COUNT16_0	R/W	Timer 3 [16 bit] Current Count Value, 16-bit Timer 0	Sys
0x4000_E014	TMR3_TERM_CNT16_0	R/W	Timer 3 [16 bit] Terminal Count Setting, 16-bit Timer 0	Sys
0x4000_E018	TMR3_COUNT16_1	R/W	Timer 3 [16 bit] Current Count Value, 16-bit Timer 1	Sys
0x4000_E01C	TMR3_TERM_CNT16_1	R/W	Timer 3 [16 bit] Terminal Count Setting, 16-bit Timer 1	Sys
0x4000_E020	TMR3_INTFL	W1C	Timer 3 Interrupt Flags	Sys
0x4000_E024	TMR3_INTEN	R/W	Timer 3 Interrupt Enable/Disable Settings	Sys
0x4000_F000	TMR4_CTRL	R/W	Timer 4 Control Register	Sys
0x4000_F004	TMR4_COUNT32	R/W	Timer 4 [32 bit] Current Count Value	Sys
0x4000_F008	TMR4_TERM_CNT32	R/W	Timer 4 [32 bit] Terminal Count Setting	Sys
0x4000_F00C	TMR4_PWM_CAP32	R/W	Timer 4 [32 bit] PWM Compare Setting or Capture/Measure Value	Sys
0x4000_F010	TMR4_COUNT16_0	R/W	Timer 4 [16 bit] Current Count Value, 16-bit Timer 0	Sys
0x4000_F014	TMR4_TERM_CNT16_0	R/W	Timer 4 [16 bit] Terminal Count Setting, 16-bit Timer 0	Sys
0x4000_F018	TMR4_COUNT16_1	R/W	Timer 4 [16 bit] Current Count Value, 16-bit Timer 1	Sys

Address	Register	Access	Description	Reset By
0x4000_F01C	TMR4_TERM_CNT16_1	R/W	Timer 4 [16 bit] Terminal Count Setting, 16-bit Timer 1	Sys
0x4000_F020	TMR4_INTFL	W1C	Timer 4 Interrupt Flags	Sys
0x4000_F024	TMR4_INTEN	R/W	Timer 4 Interrupt Enable/Disable Settings	Sys
0x4001_0000	TMR5_CTRL	R/W	Timer 5 Control Register	Sys
0x4001_0004	TMR5_COUNT32	R/W	Timer 5 [32 bit] Current Count Value	Sys
0x4001_0008	TMR5_TERM_CNT32	R/W	Timer 5 [32 bit] Terminal Count Setting	Sys
0x4001_000C	TMR5_PWM_CAP32	R/W	Timer 5 [32 bit] PWM Compare Setting or Capture/Measure Value	Sys
0x4001_0010	TMR5_COUNT16_0	R/W	Timer 5 [16 bit] Current Count Value, 16-bit Timer 0	Sys
0x4001_0014	TMR5_TERM_CNT16_0	R/W	Timer 5 [16 bit] Terminal Count Setting, 16-bit Timer 0	Sys
0x4001_0018	TMR5_COUNT16_1	R/W	Timer 5 [16 bit] Current Count Value, 16-bit Timer 1	Sys
0x4001_001C	TMR5_TERM_CNT16_1	R/W	Timer 5 [16 bit] Terminal Count Setting, 16-bit Timer 1	Sys
0x4001_0020	TMR5_INTFL	W1C	Timer 5 Interrupt Flags	Sys
0x4001_0024	TMR5_INTEN	R/W	Timer 5 Interrupt Enable/Disable Settings	Sys

10.5.1 TMRn_CTRL

TMRn_CTRL.mode

Field	Bits	Sys Reset	Access	Description
mode	2:0	0	R/W	Operating Modes for 32-bit/16-bit Timers

For single 32-bit timer mode (tmr2x16=0):

- 0: One Shot Mode
- 1: Continuous Mode
- 2: Counter Mode
- 3: PWM Mode
- 4: Capture Mode
- 5: Compare Mode
- 6: Gated Mode
- 7: Measurement Mode

For dual 16-bit timer mode (tmr2x16=1):

Bit 0 controls operating mode for 16-bit timer 0:

- 0: One Shot Mode
- 1: Continuous Mode

Bit 1 controls operating mode for 16-bit timer 1:

- 0: One Shot Mode
- 1: Continuous Mode

Bit 2 is not used in dual 16-bit timer mode.

TMRn_CTRL.tmr2x16

Field	Bits	Sys Reset	Access	Description
tmr2x16	3	0	R/W	Dual 16-bit Timer Mode

This bit determines whether this timer instance operates as a single 32-bit timer or a pair of 16-bit timers.

- 0: Single 32-bit timer
- 1: Pair of 16-bit timers

TMRn_CTRL.prescale

Field	Bits	Sys Reset	Access	Description
prescale	7:4	0	R/W	Timer Clock Prescale Setting

Determines what divide down value (if any) is used when generating the timer peripheral clock for this instance (per_clk_tmr[n]) from the sys_clk_main clock. This setting is used by the entire timer instance, whether it is configured as a single 32-bit timer or a pair of 16-bit timers.

In single 32-bit timer mode or dual 16-bit timer mode, when enable0 changes from 1 to 0 (either by a write to the register, or because the hardware clears the bit automatically to disable the timer), this field will be automatically cleared by hardware to 0 (divide by 1 setting).

Changing enable1 from 1 to 0 while in 16-bit dual timer mode has no effect on the contents of the prescale field.

- 0: per_clk_tmr[n] = sys_clk_main / 1
- 1: per_clk_tmr[n] = sys_clk_main / 2
- 2: per_clk_tmr[n] = sys_clk_main / 4
- 3: per_clk_tmr[n] = sys_clk_main / 8
- 4: per_clk_tmr[n] = sys_clk_main / 16
- 5: per_clk_tmr[n] = sys_clk_main / 32
- 6: per_clk_tmr[n] = sys_clk_main / 64
- 7: per_clk_tmr[n] = sys_clk_main / 128
- 8: per_clk_tmr[n] = sys_clk_main / 256
- 9: per_clk_tmr[n] = sys_clk_main / 512
- 10: per_clk_tmr[n] = sys_clk_main / 1024
- 11: per_clk_tmr[n] = sys_clk_main / 2048
- 12: per_clk_tmr[n] = sys_clk_main / 4096
- 13: Reserved
- 14: Reserved
- 15: Reserved

TMRn_CTRL.polarity

Field	Bits	Sys Reset	Access	Description
polarity	8	0	R/W	Timer I/O Polarity

Polarity control for pad I/O when the 32-bit timer is used in Counter Mode, PWM Mode, Capture Mode, Compare Mode, Gated Mode, or Measurement Mode.,

- 0: Normal polarity
- 1: Inverted polarity

TMRn_CTRL.enable0

Field	Bits	Sys Reset	Access	Description
enable0	12	0	R/W	Enable 32-Bit Timer / 16-Bit Timer 0

For single 32-bit timer mode (tmr2x16=0):

- 0: 32-bit timer is disabled
- 1: 32-bit timer is enabled

For dual 16-bit timer mode (tmr2x16=1):

- 0: 16-bit timer 0 is disabled
- 1: 16-bit timer 0 is enabled

TMRn_CTRL.enable1

Field	Bits	Sys Reset	Access	Description
enable1	13	0	R/W	Enable 16-Bit Timer 1

When single 32-bit timer mode is enabled (tmr2x16=0), this bit is read-only and its setting has no effect.

For dual 16-bit timer mode (tmr2x16=1):

- 0: 16-bit timer 1 is disabled
- 1: 16-bit timer 1 is enabled

10.5.2 TMRn_COUNT32

Sys Reset	Access	Description
0x0000_0000	R/W	Timer [32 bit] Current Count Value

In 32-bit timer mode (tmr2x16=0), this register holds the current count value for the 32-bit timer.

In 16-bit timer mode (tmr2x16=1), this register cannot be accessed and all reads from this location will return zero.

10.5.3 TMRn_TERM_CNT32

Sys Reset	Access	Description
0x0000_0000	R/W	Timer [32 bit] Terminal Count Setting

In 32-bit timer mode (tmr2x16=0), this register holds the terminal count value for the 32-bit timer.

In 16-bit timer mode (tmr2x16=1), this register cannot be accessed and all reads from this location will return zero.

10.5.4 TMRn_PWM_CAP32

Sys Reset	Access	Description
0x0000_0000	R/W	Timer [32 bit] PWM Compare Setting or Capture/Measure Value

In 32-bit timer mode (tmr2x16=0), this register holds the PWM compare setting or the capture/measure value (depending on the operating mode) for the 32-bit timer.

In 16-bit timer mode (tmr2x16=1), this register cannot be accessed and all reads from this location will return zero.

10.5.5 TMRn_COUNT16_0

TMRn_COUNT16_0.value

Field	Bits	Sys Reset	Access	Description
value	15:0	0x0000	R/W	Count Value

In 16-bit timer mode (tmr2x16=1), this register holds the current count value for 16-bit timer 0.

In 32-bit timer mode (tmr2x16=0), this register cannot be accessed and all reads from this location will return zero.

10.5.6 TMRn_TERM_CNT16_0

TMRn_TERM_CNT16_0.term_count

Field	Bits	Sys Reset	Access	Description
term_count	15:0	0x0000	R/W	Terminal Count Setting

In 16-bit timer mode (tmr2x16=1), this register holds the terminal count setting for 16-bit timer 0.

In 32-bit timer mode (tmr2x16=0), this register cannot be accessed and all reads from this location will return zero.

10.5.7 TMRn_COUNT16_1

TMRn_COUNT16_1.value

Field	Bits	Sys Reset	Access	Description
value	15:0	0x0000	R/W	Count Value

In 16-bit timer mode (tmr2x16=1), this register holds the current count value for 16-bit timer 1.

In 32-bit timer mode (tmr2x16=0), this register cannot be accessed and all reads from this location will return zero.

10.5.8 TMRn_TERM_CNT16_1

TMRn_TERM_CNT16_1.term_count

Field	Bits	Sys Reset	Access	Description
term_count	15:0	0x0000	R/W	Terminal Count Setting

In 16-bit timer mode (tmr2x16=1), this register holds the terminal count setting for 16-bit timer 1.

In 32-bit timer mode (tmr2x16=0), this register cannot be accessed and all reads from this location will return zero.

10.5.9 TMRn_INTFL

TMRn_INTFL.timer0

Field	Bits	Sys Reset	Access	Description
timer0	0	0	W1C	Interrupt Flag for 32-bit Timer / 16-bit Timer 0

Hardware sets this flag to 1 when any of the following events occur:

- The timer reaches the terminal count (16-bit or 32-bit mode)
- A capture value is obtained (32-bit mode only)
- The timer input is deasserted in Gated mode (32-bit mode only).

Write 1 to clear this flag to 0.

TMRn_INTFL.timer1

Field	Bits	Sys Reset	Access	Description
timer1	1	0	W1C	Interrupt Flag for 16-bit Timer 1

Hardware sets this flag to 1 when the timer reaches the terminal count.

Write 1 to clear this flag to 0.

10.5.10 TMRn_INTEN

TMRn_INTEN.timer0

Field	Bits	Sys Reset	Access	Description
timer0	0	0	R/W	Interrupt Enable for 32-bit Timer / 16-bit Timer 0

Enable/disable setting to allow a timer interrupt to be triggered when the corresponding interrupt flag is set.

0: Interrupt disabled (no interrupt will be triggered) 1: Interrupt enabled (interrupt may trigger normally)

TMRn_INTEN.timer1

Field	Bits	Sys Reset	Access	Description
timer1	1	0	R/W	Interrupt Enable for 16-bit Timer 1

Enable/disable setting to allow a timer interrupt to be triggered when the corresponding interrupt flag is set.

0: Interrupt disabled (no interrupt will be triggered) 1: Interrupt enabled (interrupt may trigger normally)

11 Real Time Clock (RTC)

11.1 Real Time Clock Overview

The Real Time Clock (RTC) is designed to operate largely independent of the other digital and analog functions on the device. The RTC has its own dedicated clock, ⊓⊔ *clk_4096* , which is derived from ⊓⊔ *clk_32768* (32.768kHz crystal oscillator output or externally provided 32.768kHz clock).

The RTC always runs from the V_{RTC} dedicated backup supply, which is intended to remain on even during the lowest power state LP0:STOP.

The RTC consumes very little power and utilizes a dedicated, low-power clock source. It is, therefore, possible for the RTC to continue operating while the rest of the **MAX32620** is in the lowest power saving mode, LP0:STOP. The RTC can be used to wake the device automatically from LP0:STOP or LP1:STANDBY after a preprogrammed time interval. It can also be used to maintain a stable timer that continues to keep counting time properly even when the rest of the system has been powered down or power has been removed entirely. As long as the backup supply V_{RTC} is present, the Real Time Clock can continue operating normally.

11.1.1 Real Time Clock Features

The Real Time Clock on the **MAX32620** includes the following features:

- Dedicated low-frequency, low-power 4096Hz clock source (⊓⊔ *clk_4096*).
- Continued operation when main portion of system is powered off.
- 32-bit RTC timer.
- Integrated prescaler determines interval between RTC timer ticks: from 244 microseconds (fastest RTC tick rate) to one seconds (slowest RTC tick rate).
- Two separate 32-bit timer compare registers allow a wakeup and/or interrupt event to occur when the RTC timer reaches a predetermined alarm value.
- Integrated prescaler compare mask allows a wakeup and/or interrupt event to occur at a regular sub-RTC-tick interval (subsecond interval alarm).
- 'Snooze' function allows the **MAX32620** to wake up and go back to sleep at periodic intervals (by automatically incrementing the timer compare value by a preset duration when the snooze function is triggered).

11.2 RTC Resets

The standard System Reset and Power-on Reset (POR) events do not halt the operation of the RTC nor clear its register contents. Once the RTC has been configured properly and the timer is running, the RTC will continue normal operation during System Reset and/or POR conditions.

Since the RTC has its own backup power supply (V_{RTC}), it will only reset in the event that power fails on that supply. In this case, the RTC will be reset and all associated RTC registers will be cleared to the default state. This is also known as the V_{RTC} POR event.

The RSTN power sequencer reset pin does not affect the operation of the RTC and does not clear any RTCTMR or RTCCFG register contents.

Simply resetting the RTC oscillator (e.g., setting RTCCFG_OSC_CTRL.osc_bypass to 1) does not reset the RTC as a whole nor clear RTC register contents.

11.3 RTC Interrupts

The RTC module reports interrupts to the CPU core using the following interrupt vector channels.

Interrupt Number	Vector	Interrupt Source(s)
3	0x13	RTC Alarm (Time-of-Day) Compare 0 (match between COMP0 and RTC timer)
4	0x14	RTC Alarm (Time-of-Day) Compare 1 (match between COMP1 and RTC timer)
5	0x15	RTC Interval Alarm (masked PRESCALE matches zero)
6	0x16	RTC Timer Overflow Interrupt, RTC Trim Adjust Interrupt

Although any of the above interrupt flags can be set while the system is powered down in LP0:STOP mode, main power must be present in order for the system to wake up and service the interrupt. Even though the V_{RTC} supply is powered on, the system cannot return to LP3:RUN mode without the main power supplies (V_{DD18} and V_{DD12}) active as well.

The fields in the RTCTMR_INTEN register control which of the RTC interrupt sources listed above are enabled to trigger interrupts to the CPU. Similarly, the PWRSEQ_MSK_FLAGS register determines which RTC interrupt sources will cause a system wakeup from LP0:STOP or LP1:STANDBY.

In order for the values of interrupt flags to be synchronized between the low-power RTC block and the CPU-accessible registers in the digital core, the clock source for the synchronizer block (⊓⊔ *sys_clk_sub1*) must be enabled by setting CLKMAN_SYS_CLK_CTRL_1_SYNC.sync_clk_scale to 1. By default, this clock source is disabled.

sync_clk_scale	Synchronizer Clock Setting
0	⊓⊔ *sys_clk_sub1* is Disabled (Default)
1	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 1)
2	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 2)
3	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 4)
4	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 8)
5	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 16)
6	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 32)

7	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 64)
8	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 128)
9	⊓⊔ *sys_clk_sub1* = (⊓⊔ *sys_clk_main* / 256)
10..15	Reserved

Note This clock is disabled by default following any system reset.

11.4 RTC Configuration

In order for firmware to configure the RTC for a desired application and start the operation of the RTC, the following operations must be performed:

- The RTC must be enabled to operate during Run mode (LP2:PMU or LP3:RUN) by setting PWRSEQ_REG0.pwr_rtcen_run to 1.
- If the application requires the RTC to keep recording time while the system is powered down in Sleep mode (LP0:STOP or LP1:STANDBY), or if the RTC will be used as a wakeup source to wake the system back up from LP0:STOP or LP1:STANDBY, then the RTC must be enabled to operate during Sleep mode as well by setting PWRSEQ_REG0.pwr_rtcen_slp to 1.
- Since the RTC requires the ⊓⊔ *clk_32768* clock for operation, either a 32.768kHz crystal must be connected across pins 32KIN and 32KOUT, or an external 32.768kHz clock source must be connected to the 32KIN pin (with 32KOUT left unconnected) which meets electrical and timing requirements as specified in the datasheet.
- In order for the CPU to receive interrupts triggered by the RTC, the clock source for the synchronizer block (⊓⊔ *sys_clk_sub1*) must be enabled by setting CLKMAN_SYS_CLK_CTRL_1_SYNC.sync_clk_scale to 1. This step is not required if the RTC is only being used to measure time and/or to wake the system up from LP0:STOP or LP1:STANDBY.
- The RTC prescaler must be configured by setting RTCTMR_PRESCALE.prescale to determine the duration represented by the LSB of the RTC timer. Note that if the RTC digital trim function will be used, the setting for RTCTMR_PRESCALE.prescale must be within 3 (LSB of timer is 1/512 second) and 12 (LSB of RTC timer is 1 second).

11.4.1 Selecting the Timer Prescale Value

The RTC timer register RTCTMR_TIMER is always a fixed 32 bits in length; the input to the RTC block is always a fixed 4096Hz frequency derived from the ⊓⊔ *clk_32768* clock. However, by using the prescaler, it is possible to change the rate at which the RTC timer increments, effectively determining the unit of time assigned to the LSB of RTCTMR_TIMER.

As shown in the table below, the assigned prescale value determines the number of ⊓⊔ *clk_4096* clock ticks that are needed in order to increment RTCTMR_TIMER by one.

Prescale Value	Prescaler Reload	4096Hz ticks in LSB	Min Timer Value in Seconds	Max Timer Value in Seconds	Max Timer Value in Days	Max Timer Value in Years
0	0x000	1	0.00024	1048576	12	0.0
1	0x001	2	0.00049	2097152	24	0.1
2	0x003	4	0.00098	4194304	49	0.1
3	0x007	8	0.00195	8388608	97	0.3
4	0x00F	16	0.00391	16777216	194	0.5
5	0x01F	32	0.00781	33554432	388	1.1
6	0x03F	64	0.01563	67108864	777	2.2
7	0x07F	128	0.03125	134217728	1553	4.4
8	0x0FF	256	0.06250	268435456	3107	8.7
9	0x1FF	512	0.12500	536870912	6214	17.5
10	0x3FF	1024	0.25000	1073741824	12428	34.9
11	0x7FF	2048	0.50000	2147483648	24855	69.8
12	0xFFF	4096	1.00000	4294967296	49710	139.6

Note The selected prescaler reload value also determines the range of values available when setting the subsecond interval alarm.

For each RTCTMR_PRESCALE.prescale setting, the Prescale Reload indicates the reload value that will be loaded to the RTC's internal 12-bit prescaler counter when the RTC timer is first started or when the prescaler counter reaches zero. On each 4096Hz tick, the prescaler counter will either be reset with the reload value (if the prescaler counter equals zero) or it will be decremented by one (if the prescaler counter is nonzero). Each time the prescaler counter counts down to zero and is reloaded, the main RTC timer register RTCTMR_TIMER will be incremented by one.

The (Prescale Value = 0) setting represents the minimum prescale reload value, which means that the RTC timer will be incremented each ⊓⊔ *clk_4096* clock period. This is also reflected in the value in the '4096Hz ticks in LSB' column above. Setting (Prescale Value = 1) will then give the RTC timer a resolution of (2/4096Hz) and a tick frequency of 2048Hz, and so on.

Setting (Prescale Value = 0) gives the RTC timer its fastest possible frequency (4096Hz), causing it to reach its maximum value of 0xFFFF_FFFF and roll over in 1048576 seconds (2^{32} / 4096), or approximately 12 days. Setting the prescale to maximum (Prescale Value = 12) results in the slowest possible RTC timer frequency of 1Hz, causing it to reach its maximum value of 0xFFFF_FFFF and roll over in 2^{32} seconds, or about 139.6 years.

The prescale range is intentionally wide to allow for a variety of potential applications. If the intent of the RTC for a particular application is to measure time across

a long device lifetime, then a long period makes the most sense. If the RTC will instead be used to measure events and time intervals of shorter duration, then a shorter period (and a smaller prescaler value) will reduce the maximum time value the RTC can contain but will increase the effective resolution of the RTC timer to allow shorter intervals of time to be measured (or to allow RTC timer-based wakeup operations to occur) more precisely.

Once the desired setting for the prescaler has been determined, write the RTCTMR_PRESCALE.prescale field to the desired clock rate prescale setting. The RTCTMR_CTRL.pending status bit will change to 1 to indicate that RTC synchronization is pending; the bit will change back to 0 once the synchronization has completed.

11.4.2 Setting the RTC Timer to a Zero Starting Value

In order to clear the RTC timer to a known starting value of zero, set RTCTMR_TIMER to `0x0000_0000`.

After RTCTMR_TIMER has been written, the RTCTMR_CTRL.pending status bit will change to 1 to indicate that RTC synchronization is pending. This bit will change back to 0 once the synchronization has completed.

Note It is not necessary to wait for the RTCTMR_CTRL.pending bit to go low before writing to other RTC registers. This bit is most useful to signal when it is permitted to go to LP0:STOP or LP1:STANDBY. If the RTC will be used while the system is in LP0:STOP or LP1:STANDBY, then the application must wait for any pending RTC synchronization operation(s) to complete before entering LP0:STOP / LP1:STANDBY.

11.4.3 Setting the Timer Compare Alarm(s)

If the RTC Timer Compare (Time of Day) alarm(s) will be used, set the appropriate compare register(s) as follows:

- Write RTCTMR_COMP0 and/or RTCTMR_COMP1 to the desired compare value(s).
- The RTCTMR_CTRL.pending status bit will change to 1 to indicate that clock domain synchronization is pending; the bit will change back to 0 once the synchronization has completed.

11.4.4 Starting the RTC Timer

Once all the proper configuration settings have been written, the RTC timer can be started by setting the RTCTMR_CTRL.enable bit to 1. This will cause the RTC timer to begin counting using the selected prescaler rate.

11.5 Registers (RTCTMR)

Address	Register	Access	Description	Reset By
0x4000_0A00	RTCTMR_CTRL	***	RTC Timer Control	POR
0x4000_0A04	RTCTMR_TIMER	R/W	RTC Timer Count Value	Sys; POR
0x4000_0A08	RTCTMR_COMP0	R/W	RTC Time of Day Alarm 0 Compare Register	Sys; POR
0x4000_0A0C	RTCTMR_COMP1	R/W	RTC Time of Day Alarm 1 Compare Register	Sys; POR
0x4000_0A10	RTCTMR_FLAGS	***	CPU Interrupt and RTC Domain Flags	Sys POR
0x4000_0A14	RTCTMR_SNZ_VAL	R/W	RTC Timer Alarm Snooze Value	Sys
0x4000_0A18	RTCTMR_INTEN	R/W	Interrupt Enable Controls	Sys
0x4000_0A1C	RTCTMR_PRESCALE	R/W	RTC Timer Prescale Setting	Sys
0x4000_0A24	RTCTMR_PRESCALE_MASK	R/W	RTC Timer Prescale Compare Mask	Sys
0x4000_0A28	RTCTMR_TRIM_CTRL	***	RTC Timer Trim Controls	Sys
0x4000_0A2C	RTCTMR_TRIM_VALUE	R/W	RTC Timer Trim Adjustment Interval	Sys

11.5.1 RTCTMR_CTRL

RTCTMR_CTRL.enable

Field	Bits	Sys Reset	Alt Reset	Access	Description
enable	0	X	VRTC_POR:0	R/W	RTC Timer Enable

- 0: RTC Timer increment is disabled
- 1: RTC Timer increments normally (running)

RTCTMR_CTRL.clear

Field	Bits	Sys Reset	Access	Description
clear	1	n/a	W/O	RTC Timer Clear Bit

Write to 1 to clear the RTC timer.

Always reads 0.

RTCTMR_CTRL.pending

Field	Bits	Sys Reset	Access	Description
pending	2	n/a	R/O	RTC Transaction Pending

- 0: No transactions are pending
- 1: One or more RTC transactions are pending as indicated by the associated _active flags in this register.

RTCTMR_CTRL.use_async_flags

Field	Bits	Sys Reset	Alt Reset	Access	Description
use_async_flags	3	X	VRTC_POR:0	R/W	Use Async RTC Flags

- 0: (default) Use flags synchronized to the core clock. This is redundant because they will get synchronized again by the digital core.
- 1: Connect flags synchronized to the RTC clock directly to the core, since they will be re-synchronized by the core.

RTCTMR_CTRL.use_async_rst

Field	Bits	Sys Reset	Alt Reset	Access	Description
use_async_rst	4	X	VRTC_POR:0	R/W	Use Aggressive Reset Mode

- 0: (default) When resetting all of the RTC flags using the async_clear_flags bit, the reset to the flags will be released on the next edge of the 4096Hz RTC clock. In other words, the system clock is used to assert the reset to the flags but the release of the reset is synchronized to the 4096Hz RTC clock.
- 1: When resetting all of the RTC flags using async_clear_flags, the reset to the flags will be released without regards to the 4096Hz RTC clock. In other words, the system clock is used to issue a completely unsynchronized reset pulse to the flags.

The purpose of this bit is to allow a user to have control of the release of the reset to the flags when using async_clear_flags. This is to accommodate two schools of thought, 1) never release reset on a clock edge and 2) don't care. User 1 may feel that the release of the reset at the same time that a clock edge occurs could cause an unstable condition and thus would not want to set this bit. User 2, who does not feel that this situation would ever be an issue and needs the reset to be released quickly so that the flags will be operational for the next 4096Hz RTC clock edge, would want to set this bit.

RTCTMR_CTRL.auto_update_disable

Field	Bits	Sys Reset	Alt Reset	Access	Description
auto_update_disable	5	X	VRTC_POR:0	R/W	Auto Update Disable

When hardware detects a difference between data in the 4Khz domain and the system clock domain an asynchronous request is made to the core to automatically synchronize RTC data between the two clock domains.

This bit can be used to prevent this asynchronous request. This will save some power.

- 0: Normal operation. RTC_TIMER and RTC_FLAGS[4:0] are automatically updated.
- 1: Disable auto updates - RTC_TIMER and RTC_FLAGS[4:0] are NOT automatically updated.

Setting this bit to 1 requires the user to ensure that RTC_TIMER has been updated before using its contents.

RTCTMR_CTRL.snooze_enable

Field	Bits	Sys Reset	Alt Reset	Access	Description
snooze_enable	7:6	X	VRTC_POR:0	R/W	Snooze Enable

- 0: Snooze feature disabled.
- 1: Snooze Mode A enabled (COMP1 = COMP1 + SNZ_VALUE)
- 2: Snooze Mode B enabled (COMP1 = Timer + SNZ_VALUE)

RTCTMR_CTRL.rtc_enable_active

Field	Bits	Sys Reset	Access	Description
rtc_enable_active	16	n/a	R/O	tmr_en_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.osc_goto_low_active

Field	Bits	Sys Reset	Access	Description
osc_goto_low_active	17	n/a	R/O	osc_goto_low_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.osc_frce_sm_en_active

Field	Bits	Sys Reset	Access	Description
osc_frce_sm_en_active	18	n/a	R/O	osc_frce_sm_en_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.osc_frce_st_active

Field	Bits	Sys Reset	Access	Description
osc_frce_st_active	19	n/a	R/O	osc_frce_st_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.rtc_set_active

Field	Bits	Sys Reset	Access	Description
rtc_set_active	20	n/a	R/O	timer_set_active

This sync transaction with the 4kHz clock domain occurs when a new timer value is written to the RTCTMR_TIMER register.

Reads 1 when the associated transaction is pending.

RTCTMR_CTRL.rtc_clr_active

Field	Bits	Sys Reset	Access	Description
rtc_clr_active	21	n/a	R/O	timer_clr_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.rollover_clr_active

Field	Bits	Sys Reset	Access	Description
rollover_clr_active	22	n/a	R/O	rollover_clr_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.prescale_cmpr0_active

Field	Bits	Sys Reset	Access	Description
prescale_cmpr0_active	23	n/a	R/O	prescale_cmpr0_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.prescale_update_active

Field	Bits	Sys Reset	Access	Description
prescale_update_active	24	n/a	R/O	prescale_update_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.cmpr1_clr_active

Field	Bits	Sys Reset	Access	Description
cmpr1_clr_active	25	n/a	R/O	cmpr1_clr_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.cmpr0_clr_active

Field	Bits	Sys Reset	Access	Description
cmpr0_clr_active	26	n/a	R/O	cmpr0_clr_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.trim_enable_active

Field	Bits	Sys Reset	Access	Description
trim_enable_active	27	n/a	R/O	trim_enable_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.trim_slower_active

Field	Bits	Sys Reset	Access	Description
trim_slower_active	28	n/a	R/O	trim_slower_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.trim_clr_active

Field	Bits	Sys Reset	Access	Description
trim_clr_active	29	n/a	R/O	trim_clr_active

Reads 1 when the associated transaction is pending

RTCTMR_CTRL.active_trans_0

Field	Bits	Sys Reset	Access	Description
active_trans_0	30	n/a	R/O	active_trans_0

Reads 1 when the associated transaction is pending

11.5.2 RTCTMR_TIMER

Sys Reset	Alt Reset	Access	Description
XXXX_XXXXh	VRTC_POR:0000_0000h	R/W	RTC Timer Count Value

This register contains the RTC timer (clock) value.

This timer value is synchronized with TIMER_A, which is the RTC timer counter in the 4kHZ clock domain.

11.5.3 RTCTMR_COMP0

Sys Reset	Alt Reset	Access	Description
XXXX_XXXXh	VRTC_POR:FFFF_FFFFh	R/W	RTC Time of Day Alarm 0 Compare Register

Each time the 32-bit RTC timer count RTCTMR_TIMER updates, it is compared against this 32-bit value. If the two registers match, the interrupt flag RTCTMR_FLAGS.comp0 will be set to 1.

11.5.4 RTCTMR_COMP1

Sys Reset	Alt Reset	Access	Description
XXXX_XXXXh	VRTC_POR:FFFF_FFFFh	R/W	RTC Time of Day Alarm 1 Compare Register

Each time the 32-bit RTC timer count RTCTMR_TIMER updates, it is compared against this 32-bit value. If the two registers match, the interrupt flag RTCTMR_FLAGS.comp1 will be set to 1.

11.5.5 RTCTMR_FLAGS

RTCTMR_FLAGS.comp0

Field	Bits	Sys Reset	Alt Reset	Access	Description
comp0	0	X	VRTC_POR:0	W1C	RTC Compare 0 Interrupt Flag

When the 4kHz domain version of this flag (comp0_flag_a) transitions from 0 to 1, this flag will be automatically set to 1. This occurs when the RTC timer count value RTCTMR_TIMER matches the RTC timer count comparator (time of day alarm) value in RTCTMR_COMP0.

Write 1 to clear this flag.

RTCTMR_FLAGS.comp1

Field	Bits	Sys Reset	Alt Reset	Access	Description
comp1	1	X	VRTC_POR:0	W1C	RTC Compare 1 Interrupt Flag

When the 4kHz domain version of this flag (comp1_flag_a) transitions from 0 to 1, this flag will be automatically set to 1. This occurs when the RTC timer count value RTCTMR_TIMER matches the RTC timer count comparator (time of day alarm) value in RTCTMR_COMP1.

Write 1 to clear this flag. This flag will also be cleared automatically when the snooze function is triggered (by writing a 1 to RTCTMR_FLAGS.snooze when RTCTMR_CTRL.snooze_enable == 1).

RTCTMR_FLAGS.prescale_comp

Field	Bits	Sys Reset	Alt Reset	Access	Description
prescale_comp	2	X	VRTC_POR:0	W1C	RTC Prescale Compare Int Flag

Set to 1 by hardware when a match occurs between the prescale counter and zero (which bits are compared is determined by the prescale compare mask register RTCTMR_PRESCALE).

Write 1 to clear this flag.

RTCTMR_FLAGS.overflow

Field	Bits	Sys Reset	Alt Reset	Access	Description
overflow	3	X	VRTC_POR:0	W1C	RTC Overflow Interrupt Flag

Set to 1 by hardware when the RTC Timer overflows.

Write 1 to clear this flag.

RTCTMR_FLAGS.trim

Field	Bits	Sys Reset	Alt Reset	Access	Description
trim	4	X	VRTC_POR:0	W1C	RTC Trim Interrupt Flag

Set to 1 by hardware when a trim adjustment to the RTC Timer occurs.

Write 1 to clear this flag.

RTCTMR_FLAGS.snooze

Field	Bits	Sys Reset	Access	Description
snooze	5	n/a	W/O	Activate RTC Snooze Alarm

If the snooze function has been enabled in mode A (by setting RTCTMR_CTRL.snooze_enable to 1) for RTC timer count comparator 1, then writing a 1 to this bit will trigger the following sequence of events:

1. RTCTMR_COMP1 is set to: (RTCTMR_COMP1 + RTCTMR_SNZ_VAL.value)
2. RTCTMR_FLAGS.comp1 is automatically cleared to zero, triggering a one-shot operation which also clears the same flag in the 4kHz domain.

If the snooze function has been enabled in mode B, writing to this bit will have no effect.

This bit always reads 0.

RTCTMR_FLAGS.comp0_flag_a

Field	Bits	Sys Reset	Alt Reset	Access	Description
comp0_flag_a	8	X	VRTC_POR:0	R/O	RTC Compare 0 4kHz Flag

This is the asynchronous (to the high-speed RTC clock domain) version of this comparison flag. It is set to 1 when the 4kHz version of the RTC timer count matches the RTC timer count comparator 0 value, which is set in RTCTMR_COMP0.

When firmware clears the RTC Compare 0 Interrupt Flag (by writing a 1 to it), this will automatically trigger a one-shot operation which will cause this flag to be cleared in the 4kHz RTC clock domain on the next falling edge of the 4kHz RTC clock.

Note This flag can be disregarded by firmware when the settings in System Configuration: Recommended Settings are used.

RTCTMR_FLAGS.comp1_flag_a

Field	Bits	Sys Reset	Alt Reset	Access	Description
comp1_flag_a	9	X	VRTC_POR:0	R/O	RTC Compare 1 4kHz Flag

This is the asynchronous (to the high-speed RTC clock domain) version of this comparison flag. It is set to 1 when the 4kHz version of the RTC timer count matches the RTC timer count comparator 1 value, which is set in RTCTMR_COMP1.

When firmware clears the RTC Compare 1 Interrupt Flag (by writing a 1 to it), this will automatically trigger a one-shot operation which will cause this flag to be cleared in the 4kHz RTC clock domain on the next falling edge of the 4kHz RTC clock.

Note This flag can be disregarded by firmware when the settings in System Configuration: Recommended Settings are used.

RTCTMR_FLAGS.prescl_flag_a

Field	Bits	Sys Reset	Alt Reset	Access	Description
prescl_flag_a	10	X	VRTC_POR:0	R/O	RTC Prescale Compare 4kHz Flag

Original event detection flag from 4kHz domain.

Set to 1 by hardware when a match occurs between the prescale counter and zero (which bits are compared is determined by the prescale compare mask register).

Note This flag can be disregarded by firmware when the settings in System Configuration: Recommended Settings are used.

RTCTMR_FLAGS.overflow_flag_a

Field	Bits	Sys Reset	Alt Reset	Access	Description
overflow_flag_a	11	X	VRTC_POR:0	R/O	RTC Overflow 4kHz Flag

Original event detection flag from 4kHz domain.

Set to 1 by hardware when the RTC Timer overflows.

Note This flag can be disregarded by firmware when the settings in System Configuration: Recommended Settings are used.

RTCTMR_FLAGS.trim_flag_a

Field	Bits	Sys Reset	Alt Reset	Access	Description
trim_flag_a	12	X	VRTC_POR:0	R/O	RTC Trim Event 4kHz Flag

Original event detection flag from 4kHz domain.

Set to 1 by hardware when a trim adjustment to the RTC Timer occurs.

Note This flag can be disregarded by firmware when the settings in System Configuration: Recommended Settings are used.

RTCTMR_FLAGS.snooze_a

Field	Bits	Sys Reset	Access	Description
snooze_a	28	n/a	W/O	Activate RTC Snooze Alarm Mode A

If the snooze mode A function has been enabled (by setting RTCTMR_CTRL.snooze_enable to 1) for RTC timer count comparator 1, then writing a 1 to this bit will trigger the following sequence of events:

1. RTCTMR_COMP1 is set to: (RTCTMR_COMP1 + RTCTMR_SNZ_VAL.value)
2. RTCTMR_FLAGS.comp1 is automatically cleared to zero, triggering a one-shot operation which also clears the same flag in the 4kHz domain.

If the snooze function has been enabled in mode B, then writing to this bit will have no effect.

RTCTMR_FLAGS.snooze_b

Field	Bits	Sys Reset	Access	Description
snooze_b	29	n/a	W/O	Activate RTC Snooze Alarm Mode B

If the snooze mode B function has been enabled (by setting RTCTMR_CTRL.snooze_enable to 2) for RTC timer count comparator 1, then writing a 1 to this bit will trigger the following sequence of events:

1. RTCTMR_COMP1 is set to: (RTCTMR_TIMER + RTCTMR_SNZ_VAL.value)
2. RTCTMR_FLAGS.comp1 is automatically cleared to zero, triggering a one-shot operation which also clears the same flag in the 4kHz domain.

If the snooze function has been enabled in mode A, then writing to this bit will have no effect.

RTCTMR_FLAGS.async_clr_flags

Field	Bits	Sys Reset	Access	Description
async_clr_flags	31	0	W/O	Asynchronous RTC Flag Clear

Writing a 1 to this bit triggers a one-shot operation which clears the RTC Compare 0/1 flags and the RTC Prescale Compare flag both in this register and in the 4kHz clock domain.

This bit always reads 0.

11.5.6 RTCTMR_SNZ_VAL

RTCTMR_SNZ_VAL.value

Field	Bits	Sys Reset	Access	Description
value	9:0	0 (RTC POR only)	R/W	Snooze Value

When the snooze mode A function is triggered, this value is added to the current timer compare 1 value to determine the new value for RTCTMR_COMP1.

When the snooze mode B function is triggered, this value is added to the current RTC Timer value to determine the new value for RTCTMR_COMP1.

11.5.7 RTCTMR_INTEN

RTCTMR_INTEN.comp0

Field	Bits	Sys Reset	Access	Description
comp0	0	0	R/W	RTC Time of Day Alarm (Compare 0) Interrupt Enable

- 0: Disabled.
- 1: The RTC Time of Day Alarm 0 Interrupt is enabled.

RTCTMR_INTEN.comp1

Field	Bits	Sys Reset	Access	Description
comp1	1	0	R/W	RTC Time of Day Alarm (Compare 1) Interrupt Enable

- 0: Disabled.
- 1: The RTC Time of Day Alarm 1 Interrupt is enabled.

RTCTMR_INTEN.prescale_comp

Field	Bits	Sys Reset	Access	Description
prescale_comp	2	0	R/W	RTC Prescale Compare Int Enable

- 0: Disabled.
- 1: The RTC Prescale Compare (Interval) Interrupt is enabled.

RTCTMR_INTEN.overflow

Field	Bits	Sys Reset	Access	Description
overflow	3	0	R/W	RTC Overflow Interrupt Enable

- 0: Disabled.
- 1: The RTC Overflow Interrupt is enabled.

RTCTMR_INTEN.trim

Field	Bits	Sys Reset	Access	Description
trim	4	0	R/W	RTC Trim Adjust Event Interrupt Enable

- 0: Disabled.
- 1: The RTC Trim Adjust Event Interrupt is enabled.

11.5.8 RTCTMR_PRESCALE

RTCTMR_PRESCALE.prescale

Field	Bits	Sys Reset	Access	Description
prescale	3:0	0 (RTC POR only)	R/W	RTC Timer Prescale Setting

This field selects the initial value that is reloaded into the RTC timer prescale counter each time the prescale counter reaches 0 (or when the RTC timer is first initialized). The larger the initial prescale value, the slower the overall RTC timer will run.

- 0: `0x000` (RTC timer runs at 4kHz)
- 1: `0x001` (2kHz)
- 2: `0x003` (1kHz)
- 3: `0x007` (512Hz)
- 4: `0x00F` (256Hz)
- 5: `0x01F` (128Hz)
- 6: `0x03F` (64Hz)
- 7: `0x07F` (32Hz)
- 8: `0x0FF` (16Hz)
- 9: `0x1FF` (8Hz)
- 10: `0x3FF` (4Hz)
- 11: `0x7FF` (2Hz)
- 12: `0xFFF` (1Hz)
- 13..15: Reserved

11.5.9 RTCTMR_PRESCALE_MASK

RTCTMR_PRESCALE_MASK.prescale_mask

Field	Bits	Sys Reset	Access	Description
prescale_mask	3:0	0 (RTC POR only)	R/W	RTC Timer Prescale Compare Mask

This mask field determines which bits of the prescale counter will be checked against a zero value; 1 bits cause a check to occur.

- 0: Mask setting of 0x000
- 1: Mask setting of 0x001
- 2: Mask setting of 0x003
- 3: Mask setting of 0x007

- 4: Mask setting of 0x00F
- 5: Mask setting of 0x01F
- 6: Mask setting of 0x03F
- 7: Mask setting of 0x07F
- 8: Mask setting of 0x0FF
- 9: Mask setting of 0x1FF
- 10: Mask setting of 0x3FF
- 11: Mask setting of 0x7FF
- 12: Mask setting of 0xFFF
- 13..15: Reserved.

11.5.10 RTCTMR_TRIM_CTRL

RTCTMR_TRIM_CTRL.trim_enable_r

Field	Bits	Sys Reset	Access	Description
trim_enable_r	0	0 (RTC POR only)	R/W	Enable RTL Trim of RTC Timer

- 0: Trim disabled
- 1: Trim enabled

RTCTMR_TRIM_CTRL.trim_faster_ovr_r

Field	Bits	Sys Reset	Access	Description
trim_faster_ovr_r	1	0 (RTC POR only)	R/W	Force RTC Trim to Faster

- 0: Disabled; trim direction controlled by high bit of trim value.
- 1: Force trim to always occur in faster direction.

RTCTMR_TRIM_CTRL.trim_slower_r

Field	Bits	Sys Reset	Access	Description
trim_slower_r	2	0 (RTC POR only)	R/O	RTC Trim Direction Status

Indicates current mode of RTC trim adjustments.

- 0: Trim adjustments will cause RTC to count faster.

- 1: Trim adjustments will cause RTC to count slower.

11.5.11 RTCTMR_TRIM_VALUE

RTCTMR_TRIM_VALUE.trim_value

Field	Bits	Sys Reset	Access	Description
trim_value	17:0	0x3D0	R/W	Trim PPM Value

Only bits 17:8 are writeable; bits 7:0 always read 0.

RTC_TRIM_VALUE[17:0] = 1,000,000/PPM (PPM is the target correction). Minimum PPM adjustment is 4; maximum PPM adjustment is 125.

RTCTMR_TRIM_VALUE.trim_slower_control

Field	Bits	Sys Reset	Access	Description
trim_slower_control	18	0 (RTC POR only)	R/W	Trim Direction

If TRIM_CTRL.trim_faster_ovr_r == 0:

- 0: Trim faster - trim adjustments cause RTC to increment faster
- 1: Trim slower - trim adjustments cause RTC to increment slower If TRIM_CTRL.trim_faster_ovr_r == 1, then this bit has no effect and trim adjustments will always cause the RTC to increment faster.

11.6 Registers (RTCCFG)

Address	Register	Access	Description	Reset By
0x4000_0A70	RTCCFG_NANO_CNTR	R/O	Nano Oscillator Counter Read Register	Sys
0x4000_0A74	RTCCFG_CLK_CTRL	R/W	RTC Clock Control Settings	Sys
0x4000_0A7C	RTCCFG_OSC_CTRL	***	RTC Oscillator Control	Sys

11.6.1 RTCCFG_NANO_CNTR

RTCCFG_NANO_CNTR.nanoring_counter

Field	Bits	Sys Reset	Access	Description
nanoring_counter	15:0	s	R/O	Nano Oscillator Counter

Returns a value (asynchronous read) of a counter clocked by the nano oscillator output.

11.6.2 RTCCFG_CLK_CTRL

RTCCFG_CLK_CTRL.nano_en

Field	Bits	Sys Reset	Access	Description
nano_en	2		R/W	Nanoring Oscillator Output Enable

11.6.3 RTCCFG_OSC_CTRL

RTCCFG_OSC_CTRL.osc_bypass

Field	Bits	Sys Reset	Alt Reset	Access	Description
osc_bypass	0	no effect	0:VRTC_POR	R/W	Bypass RTC Oscillator

- 0: No effect (default)
- 1: The RTC oscillator (using external 32768kHz crystal) is held in reset.

RTCCFG_OSC_CTRL.osc_disable_r

Field	Bits	Sys Reset	Alt Reset	Access	Description
osc_disable_r	1	no effect	0:VRTC_POR	R/W	Disable RTC Oscillator

- 0: No effect (default)
- 1: If (osc_disable_sel == 1), the RTC oscillator is held in reset.

RTCCFG_OSC_CTRL.osc_disable_sel

Field	Bits	Sys Reset	Alt Reset	Access	Description
osc_disable_sel	2	no effect	0:VRTC_POR	R/W	Select RTC Oscillator Disable Control Source

- 0: The reset state of the RTC oscillator will be controlled by the power sequencer (default).
- 1: The reset state of the RTC oscillator will be controlled by the osc_disable_r bit.

RTCCFG_OSC_CTRL.osc_disable_o

Field	Bits	Sys Reset	Access	Description
osc_disable_o	3	see desc	R/O	RTC Oscillator Run Status

Read-only indicator:

- 0: RTC oscillator is not held in reset.
- 1: RTC oscillator is held in reset.

RTCCFG_OSC_CTRL.osc_goto_low_r

Field	Bits	Sys Reset	Alt Reset	Access	Description
osc_goto_low_r	4	no effect	0:VRTC_POR	R/W	Force RTC Osc State Machine to Low State

- 0: No effect.
- 1: Force oscillator state machine to low power state.

RTCCFG_OSC_CTRL.osc_force_mode

Field	Bits	Sys Reset	Alt Reset	Access	Description
osc_force_mode	5	no effect	0:VRTC_POR	R/W	Enable RTC Osc State Machine Force Mode

- 0: RTC oscillator force mode is disabled. The state of the oscillator is controlled automatically by hardware.
- 1: RTC oscillator force mode is enabled. The state of the oscillator is controlled by RTCCFG_OSC_CTRL.osc_goto_low_r and RTCCFG_OSC_CTRL.osc_force_state.

RTCCFG_OSC_CTRL.osc_force_state

Field	Bits	Sys Reset	Alt Reset	Access	Description
osc_force_state	7:6	no effect	0:VRTC_POR	R/W	Force RTC Osc State Machine to Specific State

This setting will only take effect if (RTCCFG_OSC_CTRL.osc_force_mode == 1).

- 0: Force oscillator state machine to low power state.
- 1: Force oscillator state machine to medium power state.
- 2: Reserved. Do not use this setting.
- 3: Force oscillator state machine to high power state.

12 Trust Protection Unit (TPU)

The TPU on the **MAX32620** provides support for cryptographic data security and other features useful in countering external attacks against the device. Although the AES engine is covered in a separate section, it is considered to be part of the TPU as well.

Features included in the TPU:

- AES cryptographic engine supporting symmetric encrypt/decrypt operations for 128-bit, 192-bit, and 256-bit key lengths.
- Dedicated 128-bit secure key storage memory in the always-on power domain.
- Modular arithmetic accelerator engine (MAA) supporting large-number calculations which can be used in cryptographic algorithms such as RSA. (**MAX32621** only)
- A pseudo-random seed generator, providing initial entropy data which can be used to seed a cryptographically-strong pseudo-random number generation algorithm. (**MAX32621** only)

For more details on the MAA and pseudo-random seed generator, refer to the **MAX32621** User Guide Supplement.

12.1 Registers (TPU)

Address	Register	Access	Description	Reset By
0x4000_7C10	TPU_SKS0	R/W	TPU Secure Key Storage Register 0	Sys; POR
0x4000_7C14	TPU_SKS1	R/W	TPU Secure Key Storage Register 1	Sys; POR
0x4000_7C18	TPU_SKS2	R/W	TPU Secure Key Storage Register 2	Sys; POR
0x4000_7C1C	TPU_SKS3	R/W	TPU Secure Key Storage Register 3	Sys; POR

12.1.1 TPU_SKS0

Sys Reset	Alt Reset	Access	Description
X	VRTC_POR: 0x0000_0000	R/W	TPU Secure Key Storage Register 0

This register can be used to store part of a 128-bit AES key, or any other application-critical data that needs to be held in the always-on power domain.

12.1.2 TPU_SKS1

Sys Reset	Alt Reset	Access	Description
X	VRTC_POR: 0x0000_0000	R/W	TPU Secure Key Storage Register 1

This register can be used to store part of a 128-bit AES key, or any other application-critical data that needs to be held in the always-on power domain.

12.1.3 TPU_SKS2

Sys Reset	Alt Reset	Access	Description
X	VRTC_POR: 0x0000_0000	R/W	TPU Secure Key Storage Register 2

This register can be used to store part of a 128-bit AES key, or any other application-critical data that needs to be held in the always-on power domain.

12.1.4 TPU_SKS3

Sys Reset	Alt Reset	Access	Description
X	VRTC_POR: 0x0000_0000	R/W	TPU Secure Key Storage Register 3

This register can be used to store part of a 128-bit AES key, or any other application-critical data that needs to be held in the always-on power domain.

12.2 Registers (AES)

Address	Register	Access	Description	Reset By
0x4000_7400	AES_CTRL	***	AES Control and Status	Sys
0x4000_7408	AES_ERASE_ALL	W/O	Write to Trigger AES Memory Erase	Sys
0x4010_2000	AES_MEM_INP0	R/W	AES Input 0 (least significant 32 bits)	Sys
0x4010_2004	AES_MEM_INP1	R/W	AES Input 1	Sys
0x4010_2008	AES_MEM_INP2	R/W	AES Input 2	Sys
0x4010_200C	AES_MEM_INP3	R/W	AES Input 3 (most significant 32 bits)	Sys
0x4010_2010	AES_MEM_KEY0	W/O	AES Key 0 (least significant 32 bits)	Sys
0x4010_2014	AES_MEM_KEY1	W/O	AES Key 1	Sys
0x4010_2018	AES_MEM_KEY2	W/O	AES Key 2	Sys
0x4010_201C	AES_MEM_KEY3	W/O	AES Key 3	Sys
0x4010_2020	AES_MEM_KEY4	W/O	AES Key 4	Sys
0x4010_2024	AES_MEM_KEY5	W/O	AES Key 5	Sys
0x4010_2028	AES_MEM_KEY6	W/O	AES Key 6	Sys
0x4010_202C	AES_MEM_KEY7	W/O	AES Key 7 (most significant 32 bits)	Sys
0x4010_2030	AES_MEM_OUT0	R/W	AES Output 0 (least significant 32 bits)	Sys
0x4010_2034	AES_MEM_OUT1	R/W	AES Output 1	Sys
0x4010_2038	AES_MEM_OUT2	R/W	AES Output 2	Sys
0x4010_203C	AES_MEM_OUT3	R/W	AES Output 3 (most significant 32 bits)	Sys
0x4010_2040	AES_MEM_EXPKEY0	W/O	AES Expanded Key Data 0	Sys
0x4010_2044	AES_MEM_EXPKEY1	W/O	AES Expanded Key Data 1	Sys
0x4010_2048	AES_MEM_EXPKEY2	W/O	AES Expanded Key Data 2	Sys
0x4010_204C	AES_MEM_EXPKEY3	W/O	AES Expanded Key Data 3	Sys

Address	Register	Access	Description	Reset By
0x4010_2050	AES_MEM_EXPKEY4	W/O	AES Expanded Key Data 4	Sys
0x4010_2054	AES_MEM_EXPKEY5	W/O	AES Expanded Key Data 5	Sys
0x4010_2058	AES_MEM_EXPKEY6	W/O	AES Expanded Key Data 6	Sys
0x4010_205C	AES_MEM_EXPKEY7	W/O	AES Expanded Key Data 7	Sys

12.2.1 AES_CTRL

AES_CTRL.start

Field	Bits	Sys Reset	Access	Description
start	0	0	R/W	AES Start/Busy

Writing this bit to 1 initiates an AES operation.

This bit is cleared from 1 to 0 by hardware when an AES operation has completed.

AES_CTRL.crypt_mode

Field	Bits	Sys Reset	Access	Description
crypt_mode	1	0	R/W	AES Encrypt/Decrypt Mode

This field can only be written when the AES engine is idle (AES Busy == 0).

- 0: Perform AES encryption operation
- 1: Perform AES decryption operation

AES_CTRL.exp_key_mode

Field	Bits	Sys Reset	Access	Description
exp_key_mode	2	0	R/W	AES Expanded Key Mode

This field can only be written when the AES engine is idle (AES Busy == 0).

- 0: Calculate expanded key / round key as needed for this operation.
- 1: Use the expanded key / round key data that was calculated for the previous operation. Only valid until key or enc/dec mode changes.

AES_CTRL.key_size

Field	Bits	Sys Reset	Access	Description
key_size	4:3	0	R/W	AES Key Size Select

This field can only be written when the AES engine is idle (AES Busy == 0). Size of key to use for AES operation.

- 0: 128-bit key size
- 1: 192-bit key size
- 2: 256-bit key size
- 3: Reserved

AES_CTRL.inten

Field	Bits	Sys Reset	Access	Description
inten	5	0	R/W	AES Interrupt Enable

- 0: Disable interrupts from the AES
- 1: Allow an interrupt to be triggered by bit 6.

AES_CTRL.intfl

Field	Bits	Sys Reset	Access	Description
intfl	6	0	W1C	AES Interrupt Flag

Set by hardware; write 1 to clear.

If AES Interrupt Enable is set, this bit will trigger an AES Interrupt when set to 1.

AES_CTRL.load_hw_key

Field	Bits	Sys Reset	Access	Description
load_hw_key	7	0	R/W	Load Hardware Key

Writing this bit to 1 causes the AES key to be initialized with a key value stored in the flash info block.

This bit is cleared from 1 to 0 by hardware once the key loading operation has completed.

12.2.2 AES_ERASE_ALL

Sys Reset	Access	Description
0	W/O	Write to Trigger AES Memory Erase

A write to this location triggers an erase of all AES memory locations.

12.2.3 AES_MEM_INP0

Sys Reset	Access	Description
0x0000_0000	R/W	AES Input 0 (least significant 32 bits)

12.2.4 AES_MEM_INP1

Sys Reset	Access	Description
0x0000_0000	R/W	AES Input 1

12.2.5 AES_MEM_INP2

Sys Reset	Access	Description
0x0000_0000	R/W	AES Input 2

12.2.6 AES_MEM_INP3

Sys Reset	Access	Description
0x0000_0000	R/W	AES Input 3 (most significant 32 bits)

12.2.7 AES_MEM_KEY0

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 0 (least significant 32 bits)

For all key sizes, this doubleword contains the least significant 32 bits of the key value.

This key register is write-only. All reads over the APB bus will return zero.

12.2.8 AES_MEM_KEY1

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 1

For all key sizes, this doubleword contains bits 63..32 of the key value.

This key register is write-only. All reads over the APB bus will return zero.

12.2.9 AES_MEM_KEY2

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 2

For all key sizes, this doubleword contains bits 95..64 of the key value.

This key register is write-only. All reads over the APB bus will return zero.

12.2.10 AES_MEM_KEY3

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 3

For all key sizes, this doubleword contains bits 127..96 of the key value. For the 128-bit key size, these are the 32 most significant bits of the key.

This key register is write-only. All reads over the APB bus will return zero.

12.2.11 AES_MEM_KEY4

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 4

For the 192-bit and 256-bit key sizes, this doubleword contains bits 159..132 of the key value. For the 128-bit key size, this doubleword is not used.

This key register is write-only. All reads over the APB bus will return zero.

12.2.12 AES_MEM_KEY5

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 5

For the 192-bit and 256-bit key sizes, this doubleword contains bits 191..160 of the key value. For the 192-bit key size, these are the 32 most significant bits of the key. For the 128-bit key size, this doubleword is not used.

This key register is write-only. All reads over the APB bus will return zero.

12.2.13 AES_MEM_KEY6

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 6

For the 256-bit key size, this doubleword contains bits 223..192 of the key value. For the 128-bit key size and the 192-bit key size, this doubleword is not used.

This key register is write-only. All reads over the APB bus will return zero.

12.2.14 AES_MEM_KEY7

Sys Reset	Access	Description
0x0000_0000	W/O	AES Key 7 (most significant 32 bits)

For the 256-bit key size, this doubleword contains bits 255..224 of the key value, which are the 32 most significant bits of the key. For the 128-bit key size and the 192-bit key size, this doubleword is not used.

This key register is write-only. All reads over the APB bus will return zero.

12.2.15 AES_MEM_OUT0

Sys Reset	Access	Description
0x0000_0000	R/W	AES Output 0 (least significant 32 bits)

12.2.16 AES_MEM_OUT1

Sys Reset	Access	Description
0x0000_0000	R/W	AES Output 1

12.2.17 AES_MEM_OUT2

Sys Reset	Access	Description
0x0000_0000	R/W	AES Output 2

12.2.18 AES_MEM_OUT3

Sys Reset	Access	Description
0x0000_0000	R/W	AES Output 3 (most significant 32 bits)

12.2.19 AES_MEM_EXPKEY0

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 0

All reads return zero.

12.2.20 AES_MEM_EXPKEY1

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 1

All reads return zero.

12.2.21 AES_MEM_EXPKEY2

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 2

All reads return zero.

12.2.22 AES_MEM_EXPKEY3

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 3

All reads return zero.

12.2.23 AES_MEM_EXPKEY4

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 4

All reads return zero.

12.2.24 AES_MEM_EXPKEY5

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 5

All reads return zero.

12.2.25 AES_MEM_EXPKEY6

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 6

All reads return zero.

12.2.26 AES_MEM_EXPKEY7

Sys Reset	Access	Description
0x0000_0000	W/O	AES Expanded Key Data 7

All reads return zero.

13 CRC16/CRC32 Engine

13.1 Overview

The **MAX32620** includes a CRC engine which can calculate CRC16-CCITT and CRC32 values of input data. The CRC engine is accessible from the CPU core or via the PMU. Both the CRC16-CCITT and CRC32 operations complete in a single clock cycle and use the following polynomials in their calculations.

CRC-16-CCITT:

$$\text{CRC16} = X^{16} + X^{12} + X^5 + 1$$

CRC-32:

$$\text{CRC32} = X^{32} + X^{26} + X^{23} + X^{22} + X^{16} + X^{12} + X^{11} + X^{10} + X^8 + X^7 + X^5 + X^4 + X^2 + X + 1$$

13.2 Prerequisites for Use

Before the CRC engine can be used, certain configuration registers and/or register fields related to CRC functionality must be initialized. This section details the prerequisite settings that are required, as well as any operating modes or options which must be set for the CRC engine in other register modules.

One or more of the registers and/or register fields described below may be initialized to the desired settings by default following system reset. However, in general the application should not rely on this being the case, and should write all configuration settings explicitly before using CRC.

Recommended configuration settings for the entire device are covered in System Configuration: Recommended Settings.

13.2.1 CRC Peripheral Clock Generation

The CRC engine runs from the CRC peripheral clock (per_clk_crc), which is generated directly from the main system clock (sys_clk_main). There are no clock frequency scaling options for the CRC peripheral clock.

13.2.2 CRC Peripheral Clock Gating

The CRC engine includes a dynamic clock gating mechanism which automatically gates off the clock to the CRC when the CRC engine is inactive. This mechanism is transparent to the user; the clock gate will automatically be turned on whenever a CRC register is read from or written to, or whenever CRC calculations are in progress.

The clock gating for the CRC engine is controlled by CLKMAN_CLK_GATE_CTRL0.crc_clk_gater. By default, this field is set to dynamic clock gating mode (CLKMAN_CLK_GATE_CTRL0.crc_clk_gater = 1), which will reduce power consumption by the peripheral by gating off the peripheral clock whenever possible. The dynamic clock gating mode setting is recommended for optimal system performance.

It is possible to set the CRC peripheral clock gate to a static always-on mode by setting (CLKMAN_CLK_GATE_CTRL0.crc_clk_gater = 2). However, this will increase power consumption by the peripheral and does not provide any performance benefits. Under normal operating circumstances, use of this setting is not recommended.

The clock gate can also be forced to a static always-off mode by setting (CLKMAN_CLK_GATE_CTRL0.crc_clk_gater = 0). This will halt the peripheral clock indefinitely until CLKMAN_CLK_GATE_CTRL0.crc_clk_gater is changed back to dynamic mode or static always-on mode. In this mode, the CRC engine will be paused in its current state, and any attempt to access CRC registers will result in a bus fault system exception.

Forcing the clock gate to static always-off mode is not recommended for normal application use. This mode will not reduce power consumption below the level that is already obtained by using the standard dynamic clocking mechanism. However, since forcing the clock gate off does not actually reset the peripheral or any peripheral registers, this can be used as a mechanism to 'pause' the CRC engine in its current state. This may be useful for certain applications.

13.3 CRC16 Operation

The CRC16 and CRC32 sections of the CRC engine run in parallel. This means that CRC16 configuration and operation can occur regardless of the status of the CRC32 section of the engine.

Features supported for CRC16 calculations include:

- Binary CRC polynomial: 0x1021
- Initial seed value (XOR on input) is stored in CRC_SEED16
- Data can be loaded in 8-bit, 16-bit or 32-bit width
- Mode 0 (ccitt_mode = 0): Standard input/output data processing; used for CRC16-CCITT-FALSE calculations
- Mode 1 (ccitt_mode = 1): Input data is 8-bit reflected and output data is 16-bit reflected; used for CRC16-CCITT-TRUE calculations
- When loading data in 16-bit or 32-bit width, the data bytes can be loaded into the CRC engine in little-endian or big-endian order
- No bit inversion on output (XOR on output is 0x0000)

13.3.1 Calculating CRC16-CCITT-FALSE On Big-Endian Data

In order to perform calculations on big-endian input data according to the CRC16-CCITT-FALSE specification, the following procedure should be used.

- Set the CRC_RESEED.rev_endian16 bit to 0 to ensure that the input data is loaded big-endian.
- Set the CRC_RESEED.ccitt_mode bit to 0: no reflection on input, no reflection on output, no invert on output.
- Set the initial seed value (CRC_SEED16) to 0xFFFF.
- Set the CRC_RESEED.crc16 bit to 1 to reseed the CRC16 engine.
- Load all input data into the CRC16 engine by writing it to CRC_DATA_VALUE16.
  - When 8-bit-wide data (data[7:0]) is loaded, it will be processed as 1 byte: data[7:0].
  - When 16-bit-wide data (data[15:0]) is loaded, it will be processed as 2 bytes in this order: data[15:8], data[7:0]
  - When 32-bit-wide data (data[31:0]) is loaded, it will be processed as 4 bytes in this order: data[31:24], data[23:16], data[15:8], data[7:0]
- Once all input data has been loaded, the resulting CRC-16 value can be read from CRC_DATA_VALUE16.

13.3.2 Calculating CRC16-CCITT-FALSE On Little-Endian Data

In order to perform calculations on little-endian input data according to the CRC16-CCITT-FALSE specification, the following procedure should be used.

- Set the CRC_RESEED.rev_endian16 bit to 1 to ensure that the input data is loaded little-endian.
- Set the CRC_RESEED.ccitt_mode bit to 0: no reflection on input, no reflection on output, no invert on output.
- Set the initial seed value (CRC_SEED16) to 0xFFFF.
- Set the CRC_RESEED.crc16 bit to 1 to reseed the CRC16 engine.
- Load all input data into the CRC16 engine by writing it to CRC_DATA_VALUE16.
  - When 8-bit-wide data (data[7:0]) is loaded, it will be processed as 1 byte: data[7:0].
  - When 16-bit-wide data (data[15:0]) is loaded, it will be processed as 2 bytes in this order: data[7:0], data[15:8]
  - When 32-bit-wide data (data[31:0]) is loaded, it will be processed as 4 bytes in this order: data[7:0], data[15:8], data[23:16], data[31:24]
- Once all input data has been loaded, the resulting CRC-16 value can be read from CRC_DATA_VALUE16.

13.3.3 Calculating CRC16-CCITT-TRUE On Big-Endian Data

In order to perform calculations on big-endian input data according to the CRC16-CCITT-TRUE specification, the following procedure should be used.

- Set the CRC_RESEED.rev_endian16 bit to 0 to ensure that the input data is loaded big-endian.
- Set the CRC_RESEED.ccitt_mode bit to 1: input data is byte reflected, output data is 16-bit reflected, no invert on output.
- Set the initial seed value (CRC_SEED16) to 0x0000.
- Set the CRC_RESEED.crc16 bit to 1 to reseed the CRC16 engine.
- Load all input data into the CRC16 engine by writing it to CRC_DATA_VALUE16.
  - Each byte of input is bit-reflected by the CRC16 engine before being processed. For the input byte given as data[7:0] or {MSB:data[7], data[6], data[5], data[4], data[3], data[2], data[1], LSB:data[0]}, the reflected byte actually processed by the CRC16 engine will be {MSB:data[0], data[1], data[2], data[3], data[4], data[5], data[6], LSB:data[7]}.
  - When 8-bit-wide data (data[7:0]) is loaded, it will be processed as 1 byte: data[7:0].
  - When 16-bit-wide data (data[15:0]) is loaded, it will be processed as 2 bytes in this order: data[15:8], data[7:0]
  - When 32-bit-wide data (data[31:0]) is loaded, it will be processed as 4 bytes in this order: data[31:24], data[23:16], data[15:8], data[7:0]
- Once all input data has been loaded, the resulting CRC-16 value can be read from CRC_DATA_VALUE16.

The CRC16 value calculated by the engine is 16-bit reflected before being returned to the application through CRC_DATA_VALUE16.

For the 16-bit output value {MSB:d15, d14, d13, d12, d11, d10, d9, d8, d7, d6, d5, d4, d3, d2, d1, d0:LSB}, the actual value returned when CRC_DATA_VALUE16 is read is {MSB:d0, d1, d2, d3, d4, d5, d6, d7, d8, d9, d10, d11, d12, d13, d14, d15:LSB}.

13.3.4 Calculating CRC16-CCITT-TRUE On Little-Endian Data

In order to perform calculations on little-endian input data according to the CRC16-CCITT-TRUE specification, the following procedure should be used.

- Set the CRC_RESEED.rev_endian16 bit to 1 to ensure that the input data is loaded little-endian.

- Set the CRC_RESEED.ccitt_mode bit to 1: input data is byte reflected, output data is 16-bit reflected, no invert on output.
- Set the initial seed value (CRC_SEED16) to 0x0000.
- Set the CRC_RESEED.crc16 bit to 1 to reseed the CRC16 engine.
- Load all input data into the CRC16 engine by writing it to CRC_DATA_VALUE16.
  - Each byte of input is bit-reflected by the CRC16 engine before being processed. For the input byte given as data[7:0] or {MSB:data[7], data[6], data[5], data[4], data[3], data[2], data[1], LSB:data[0]}, the reflected byte actually processed by the CRC16 engine will be {MSB:data[0], data[1], data[2], data[3], data[4], data[5], data[6], LSB:data[7]}.
  - When 8-bit-wide data (data[7:0]) is loaded, it will be processed as 1 byte: data[7:0].
  - When 16-bit-wide data (data[15:0]) is loaded, it will be processed as 2 bytes in this order: data[7:0], data[15:8]
  - When 32-bit-wide data (data[31:0]) is loaded, it will be processed as 4 bytes in this order: data[7:0], data[15:8], data[23:16], data[31:24]
- Once all input data has been loaded, the resulting CRC-16 value can be read from CRC_DATA_VALUE16.

The CRC16 value calculated by the engine is 16-bit reflected before being returned to the application through CRC_DATA_VALUE16.

For the 16-bit output value {MSB:d15, d14, d13, d12, d11, d10, d9, d8, d7, d6, d5, d4, d3, d2, d1, d0:LSB}, the actual value returned when CRC_DATA_VALUE16 is read is {MSB:d0, d1, d2, d3, d4, d5, d6, d7, d8, d9, d10, d11, d12, d13, d14, d15:LSB}.

13.4 CRC32 Operation

The CRC16 and CRC32 sections of the CRC engine run in parallel. This means that CRC32 configuration and operation can occur regardless of the status of the CRC16 section of the engine.

Features supported for CRC32 calculations include:

- Binary CRC polynomial: 0x04C11DB7
- Initial 32-bit seed value (XOR on input) is stored in CRC_SEED32
- Data can be loaded in 8-bit, 16-bit or 32-bit width
- Input data is 8-bit reflected
- Output data is 32-bit reflected
- When loading data in 16-bit or 32-bit width, the data bytes can be loaded into the CRC engine in little-endian or big-endian order
- Bit inversion on output (XOR on output is 0xFFFF_FFFF)

13.4.1 Calculating CRC32 On Big-Endian Data

In order to perform CRC32 calculations on big-endian input data, the following procedure should be used.

- Set the CRC_RESEED.rev_endian32 bit to 0 to ensure that the input data is loaded big-endian.
- Set the initial seed value (CRC_SEED32) to 0xFFFF_FFFF.
- Set the CRC_RESEED.crc32 bit to 1 to reseed the CRC32 engine.
- Load all input data into the CRC32 engine by writing it to CRC_DATA_VALUE32.

  - Each byte of input is bit-reflected by the CRC32 engine before being processed. For the input byte given as data[7:0] or {MSB:data[7], data[6], data[5], data[4], data[3], data[2], data[1], LSB:data[0]}, the reflected byte actually processed by the CRC32 engine will be {MSB:data[0], data[1], data[2], data[3], data[4], data[5], data[6], LSB:data[7]}.
  - When 8-bit-wide data (data[7:0]) is loaded, it will be processed as 1 byte: data[7:0].
  - When 16-bit-wide data (data[15:0]) is loaded, it will be processed as 2 bytes in this order: data[15:8], data[7:0]
  - When 32-bit-wide data (data[31:0]) is loaded, it will be processed as 4 bytes in this order: data[31:24], data[23:16], data[15:8], data[7:0]
- Once all input data has been loaded, the resulting CRC-32 value can be read from CRC_DATA_VALUE32.

The CRC32 value calculated by the engine is 32-bit reflected and inverted before being returned to the application through CRC_DATA_VALUE32.

For the 32-bit output value {MSB:d31, d30, d29, d28, d27, d26, d25, d24, d23, d22, d21, d20, d19, d18, d17, d16, d15, d14, d13, d12, d11, d10, d9, d8, d7, d6, d5, d4, d3, d2, d1, d0:LSB}, the actual value returned when CRC_DATA_VALUE32 is read is {MSB:!d0, !d1, !d2, !d3, !d4, !d5, !d6, !d7, !d8, !d9, !d10, !d11, !d12, !d13, !d14, !d15, !d16, !d17, !d18, !d19, !d20, !d21, !d22, !d23, !d24, !d25, !d26, !d27, !d28, !d29, !d30, !d31:LSB} where !d[n] signifies the bitwise negated value of d[n].

13.4.2 Calculating CRC32 On Little-Endian Data

In order to perform CRC32 calculations on little-endian input data, the following procedure should be used.

- Set the CRC_RESEED.rev_endian32 bit to 1 to ensure that the input data is loaded little-endian.
- Set the initial seed value (CRC_SEED32) to 0xFFFF_FFFF.
- Set the CRC_RESEED.crc32 bit to 1 to reseed the CRC32 engine.
- Load all input data into the CRC32 engine by writing it to CRC_DATA_VALUE32.
  - Each byte of input is bit-reflected by the CRC32 engine before being processed. For the input byte given as data[7:0] or {MSB:data[7], data[6], data[5], data[4], data[3], data[2], data[1], LSB:data[0]}, the reflected byte actually processed by the CRC32 engine will be {MSB:data[0], data[1], data[2], data[3], data[4], data[5], data[6], LSB:data[7]}.
  - When 8-bit-wide data (data[7:0]) is loaded, it will be processed as 1 byte: data[7:0].
  - When 16-bit-wide data (data[15:0]) is loaded, it will be processed as 2 bytes in this order: data[7:0], data[15:8]
  - When 32-bit-wide data (data[31:0]) is loaded, it will be processed as 4 bytes in this order: data[7:0], data[15:8], data[23:16], data[31:24]
- Once all input data has been loaded, the resulting CRC-32 value can be read from CRC_DATA_VALUE32.

The CRC32 value calculated by the engine is 32-bit reflected and inverted before being returned to the application through CRC_DATA_VALUE32.

For the 32-bit output value {MSB:d31, d30, d29, d28, d27, d26, d25, d24, d23, d22, d21, d20, d19, d18, d17, d16, d15, d14, d13, d12, d11, d10, d9, d8, d7, d6, d5, d4, d3, d2, d1, d0:LSB}, the actual value returned when CRC_DATA_VALUE32 is read is {MSB:!d0, !d1, !d2, !d3, !d4, !d5, !d6, !d7, !d8, !d9, !d10, !d11, !d12, !d13, !d14, !d15, !d16, !d17, !d18, !d19, !d20, !d21, !d22, !d23, !d24, !d25, !d26, !d27, !d28, !d29, !d30, !d31:LSB} where !d[n] signifies the bitwise negated value of d[n].

13.5 Registers (CRC)

Address	Register	Access	Description	Reset By
0x4000_6000	CRC_RESEED	***	CRC-16/CRC-32 Reseed Controls	Sys
0x4000_6004	CRC_SEED16	R/W	Reseed Value for CRC-16 Calculations	Sys
0x4000_6008	CRC_SEED32	R/W	Reseed Value for CRC-32 Calculations	Sys
0x4010_1000	CRC_DATA_VALUE16	R/W	Write Next CRC-16 Data Value / Read CRC-16 Result Value	Sys
0x4010_1800	CRC_DATA_VALUE32	R/W	Write Next CRC-32 Data Value / Read CRC-32 Result Value	Sys

13.5.1 CRC_RESEED

CRC_RESEED.crc16

Field	Bits	Sys Reset	Access	Description
crc16	0	0	W1C	Reseed CRC-16 Generator

Write to 1 to reseed the CRC-16 generator.

Cleared to 0 by hardware when reseed operation has completed.

CRC_RESEED.crc32

Field	Bits	Sys Reset	Access	Description
crc32	1	0	W1C	Reseed CRC-32 Generator

Write to 1 to reseed the CRC-32 generator.

Cleared to 0 by hardware when reseed operation has completed.

CRC_RESEED.rev_endian16

Field	Bits	Sys Reset	Access	Description
rev_endian16	4	0	R/W	Input Endianness Mode for CRC16

- 0: When loading CRC16 with 16-bit or 32-bit values, load input bytes in big-endian order.
- 1: When loading CRC16 with 16-bit or 32-bit values, load input bytes in little-endian order.

CRC_RESEED.rev_endian32

Field	Bits	Sys Reset	Access	Description
rev_endian32	5	0	R/W	Input Endianness Mode for CRC32

- 0: When loading CRC32 with 16-bit or 32-bit values, load input bytes in big-endian order.
- 1: When loading CRC32 with 16-bit or 32-bit values, load input bytes in little-endian order.

CRC_RESEED.ccitt_mode

Field	Bits	Sys Reset	Access	Description
ccitt_mode	8	0	R/W	Enable CCITT Mode (CRC16 only)

The setting of this field affects CRC16 calculations only.

- 0: No bit reflection on input or output. No output inversion.
- 1: Input is bit reflected within each byte, output is reflected across 16 bits. No output inversion.

13.5.2 CRC_SEED16

Sys Reset	Access	Description
0xFFFF	R/W	Reseed Value for CRC-16 Calculations

This register contains the value that will be used when a CRC16 reseed operation is triggered.

13.5.3 CRC_SEED32

Sys Reset	Access	Description
0xFFFF_FFFF	R/W	Reseed Value for CRC-32 Calculations

This register contains the value that will be used when a CRC32 reseed operation is triggered.

13.5.4 CRC_DATA_VALUE16

Sys Reset	Access	Description
see below†	R/W	Write Next CRC-16 Data Value / Read CRC-16 Result Value

Writing to this register loads the next value into the CRC engine to be processed for the CRC-16 running calculation.

†Reading from this register returns the current CRC-16 calculation result.

13.5.5 CRC_DATA_VALUE32

Sys Reset	Access	Description
see below†	R/W	Write Next CRC-32 Data Value / Read CRC-32 Result Value

Writing to this register loads the next value into the CRC engine to be processed for the CRC-32 running calculation.

†Reading from this register returns the current CRC-32 calculation result.

14 Trademarks and Service Marks

The following registered trademarks and registered service marks are referenced in the text of this document:

- 1-Wire and iButton are registered trademarks of Maxim Integrated Products, Inc.
- ARM is a registered trademark and registered service mark and Cortex is a registered trademark of ARM Limited.
- IEEE is a registered service mark of the Institute of Electrical and Electronics Engineers, Inc.