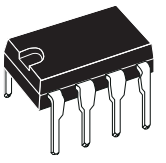
ST7LITEUSx

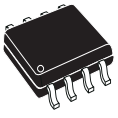
8-BIT MCU WITH SINGLE VOLTAGE FLASH MEMORY, ADC, TIMERS

PRELIMINARY DATA

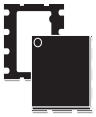
- **Memories**
  - 1K bytes single voltage Flash Program memory with read-out protection, In-Circuit and In-Application Programming (ICP and IAP). 10K write/erase cycles guaranteed, data retention: 20 years at 55°C.
  - 128 bytes RAM.
- **Clock, Reset and Supply Management**
  - 3-level low voltage supervisor (LVD) and auxiliary voltage detector (AVD) for safe power-on/off procedures
  - Clock sources: internal trimmable 8MHz RC oscillator, internal low power, low frequency RC oscillator or external clock
  - Five Power Saving Modes: Halt, Auto Wake Up from Halt, Active-Halt, Wait and Slow
- **Interrupt Management**
  - 11 interrupt vectors plus TRAP and RESET
  - 5 external interrupt lines (on 5 vectors)
- **I/O Ports**
  - 5 multifunctional bidirectional I/O lines
  - 1 additional Output line
  - 6 alternate function lines
  - 5 high sink outputs
- **2 Timers**
  - One 8-bit Lite Timer (LT) with prescaler including: watchdog, 1 realtime base and one 8-bit input capture.
  - One 12-bit Auto-reload Timer (AT) with output compare function and PWM



DIP8



SO8 150”



DFN8

- **A/D Converter**
  - 10-bit resolution for 0 to V_{DD}
  - 5 input channels
- **Instruction Set**
  - 8-bit data manipulation
  - 63 basic instructions with illegal opcode detection
  - 17 main addressing modes
  - 8 x 8 unsigned multiply instruction
- **Development Tools**
  - Full hardware/software development package
  - Debug Module

Device Summary

Features	ST7ULTRALITE	
	ST7LITEUS2	ST7LITEUS5
Program memory - bytes	1K	
RAM (stack) - bytes	128 (64)	
Peripherals	LT Timer w/ Wdg, AT Timer w/ 1 PWM	
ADC	-	10-bit
Operating Supply	2.4V to 3.3V @f_{CPU}=4MHz, 3.3V to 5.5V @f_{CPU}=8MHz	
CPU Frequency	up to 8MHz RC	
Operating Temperature	-40°C to +85°C	
Packages	SO8 150”, DIP8, DFN8, DIP16[1)]	

Note 1: For development or tool prototyping purposes only. Not orderable in production quantities.

Rev. 1

Table of Contents

Table of Contents

1 INTRODUCTION

The ST7ULTRALITE is a member of the ST7 microcontroller family. All ST7 devices are based on a common industry-standard 8-bit core, featuring an enhanced instruction set.

The ST7ULTRALITE features FLASH memory with byte-by-byte In-Circuit Programming (ICP) and In-Application Programming (IAP) capability.

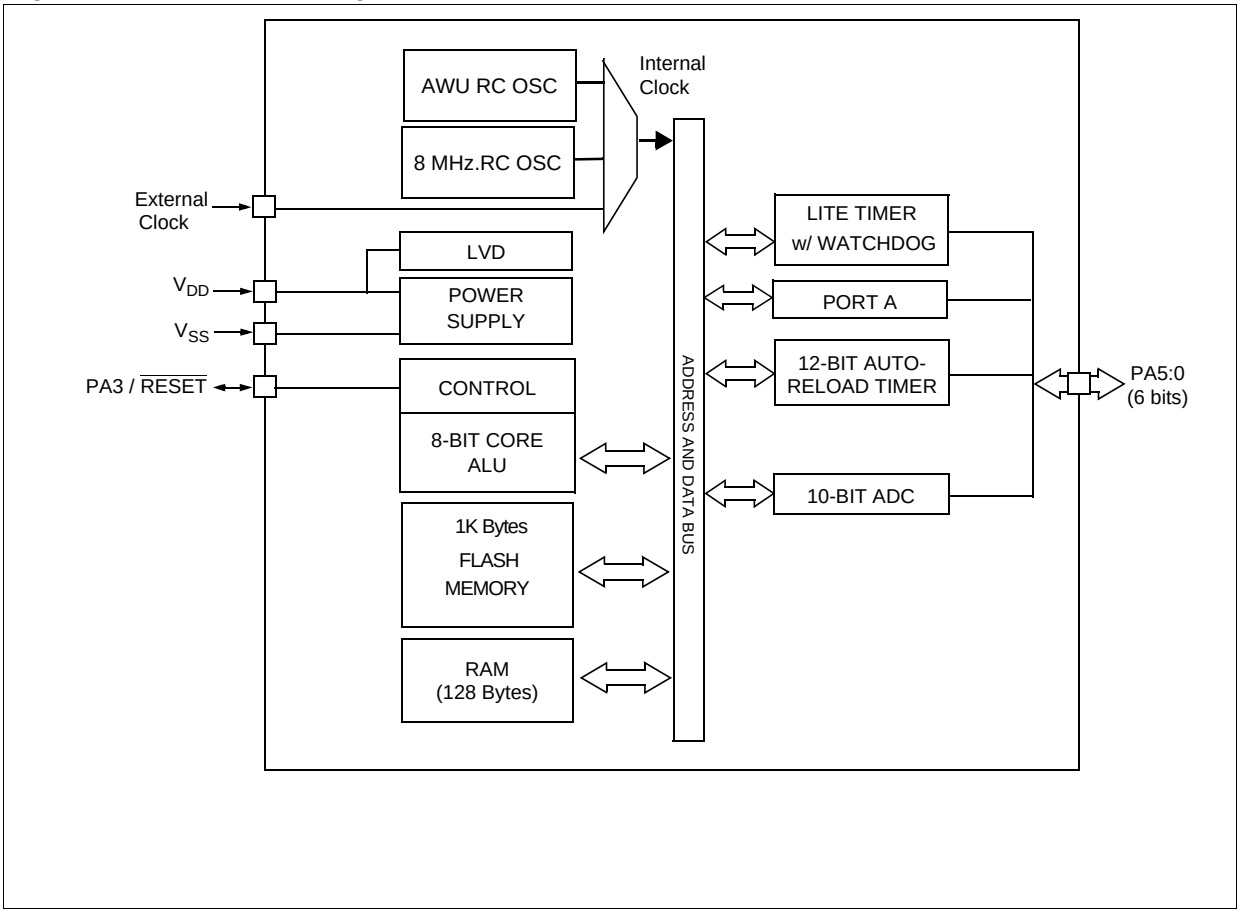
Under software control, the ST7ULTRALITE device can be placed in WAIT, SLOW, or HALT mode, reducing power consumption when the application is in idle or standby state.

The enhanced instruction set and addressing modes of the ST7 offer both power and flexibility to software developers, enabling the design of highly efficient and compact application code. In addition to standard 8-bit data management, all ST7 microcontrollers feature true bit manipulation, 8x8 unsigned multiplication and indirect addressing modes.

For easy reference, all parametric data are located in section 12 on page 68.

The devices feature an on-chip Debug Module (DM) to support in-circuit debugging (ICD). For a description of the DM registers, refer to the ST7 ICC Protocol Reference Manual.

Figure 1. General Block Diagram



2 PIN DESCRIPTION

Figure 2. 8-pin SO and DIP Package Pinout

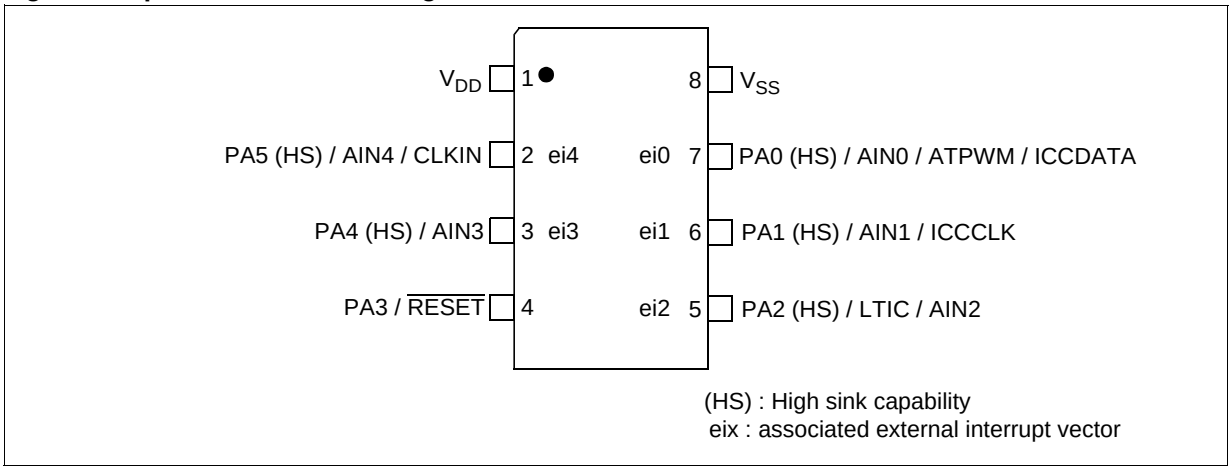
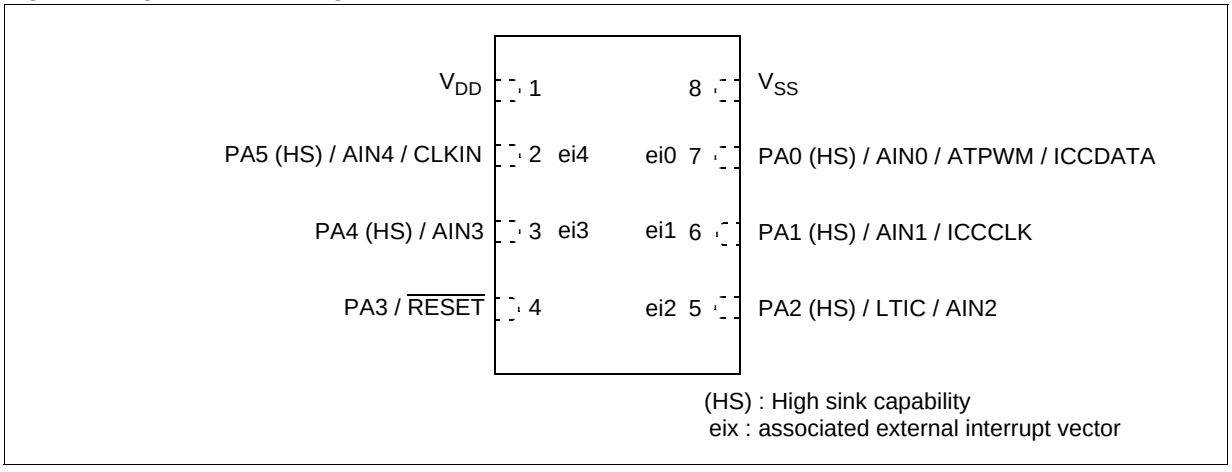
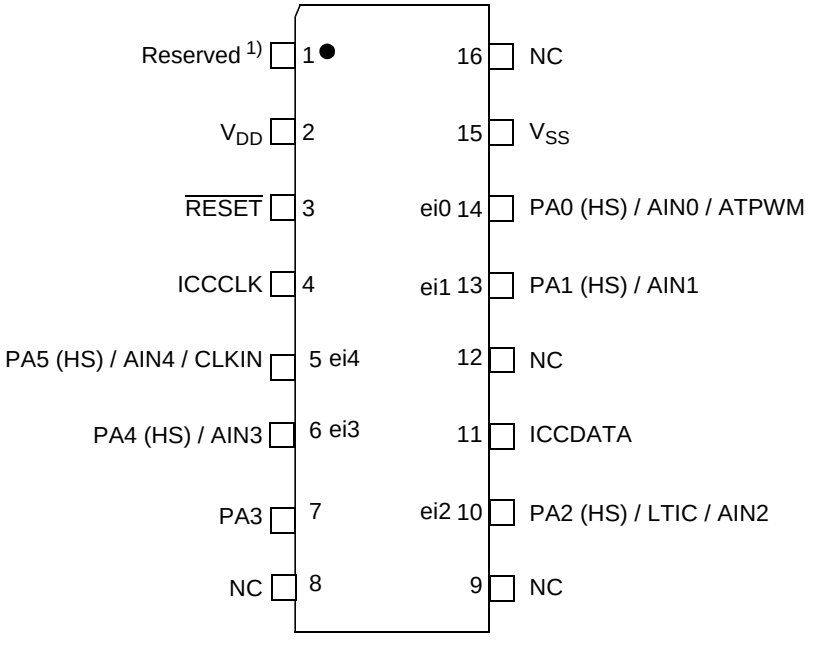


Figure 3. 8-pin DFN Package Pinout



PIN DESCRIPTION (Cont'd)

Figure 4. 16-Pin Package Pinout (For development or tool prototyping purposes only. Package not orderable in production quantities.)



Note 1: must be tied to ground

PIN DESCRIPTION (Cont'd)

Legend / Abbreviations for Table 1:

Type: I = input, O = output, S = supply

In/Output level: C_T= CMOS $0.3V_{DD}/0.7V_{DD}$ with input trigger

Output level: HS = High sink (on N-buffer only)

Port and control configuration:

– Input:float = floating, wpu = weak pull-up, int = interrupt, ana = analog

– Output: OD = open drain, PP = push-pull

The RESET configuration of each pin is shown in bold which is valid as long as the device is in reset state.

Table 1. Device Pin Description

Pin No.	Pin Name	Type	Level		Port / Control						Main Function (after reset)	Alternate Function
					Input				Output			
			Input	Output	float	wpu	int	ana	OD	PP		
1	V_{DD}	S									Main power supply	
2	PA5/AIN4/ CLKIN	I/O	C_T	HS	**X**	ei4		X	X	X	**Port A5**	Analog input 4 or External Clock Input
3	PA4/AIN3	I/O	C_T	HS	**X**	ei3		X	X	X	**Port A4**	Analog input 3
4	PA3/$\overline{\text{RESET}}$ [1]	O				**X**			X	X	**Port A3**	RESET [1]
5	PA2/AIN2/LTIC	I/O	C_T	HS	**X**	ei2		X	X	X	**Port A2**	Analog input 2 or Lite Timer Input Capture
6	PA1/AIN1/ ICCCLK	I/O	C_T	HS	**X**	ei1		X	X	X	**Port A1**	Analog input 1 or In Circuit Communication Clock **Caution:** During normal operation this pin must be pulled-up, internally or externally (external pull-up of 10k mandatory in noisy environment). This is to avoid entering ICC mode unexpectedly during a reset. In the application, even if the pin is configured as output, any reset will put it back in pull-up
7	PA0/AIN0/ATPWM/ICCDATA	I/O	C_T	HS	**X**	ei0		X	X	X	**Port A0**	Analog input 0 or Auto-Reload Timer PWM or In Circuit Communication Data
8	V_{SS}	S									Ground	

Note 1: After a reset, the multiplexed PA3/RESET pin will act as $\overline{\text{RESET}}$. To configure this pin as output (Port A3), write 55h to MUXCR0 and AAh to MUXCR1. For further details, please refer to section 6.4 on page 24.

3 REGISTER & MEMORY MAP

As shown in Figure 5, the MCU is capable of addressing 64K bytes of memories and I/O registers.

The available memory locations consist of 128 bytes of register locations, 128 bytes of RAM and 1 Kbytes of user program memory. The RAM space includes up to 64 bytes for the stack from 00C0h to 00FFh.

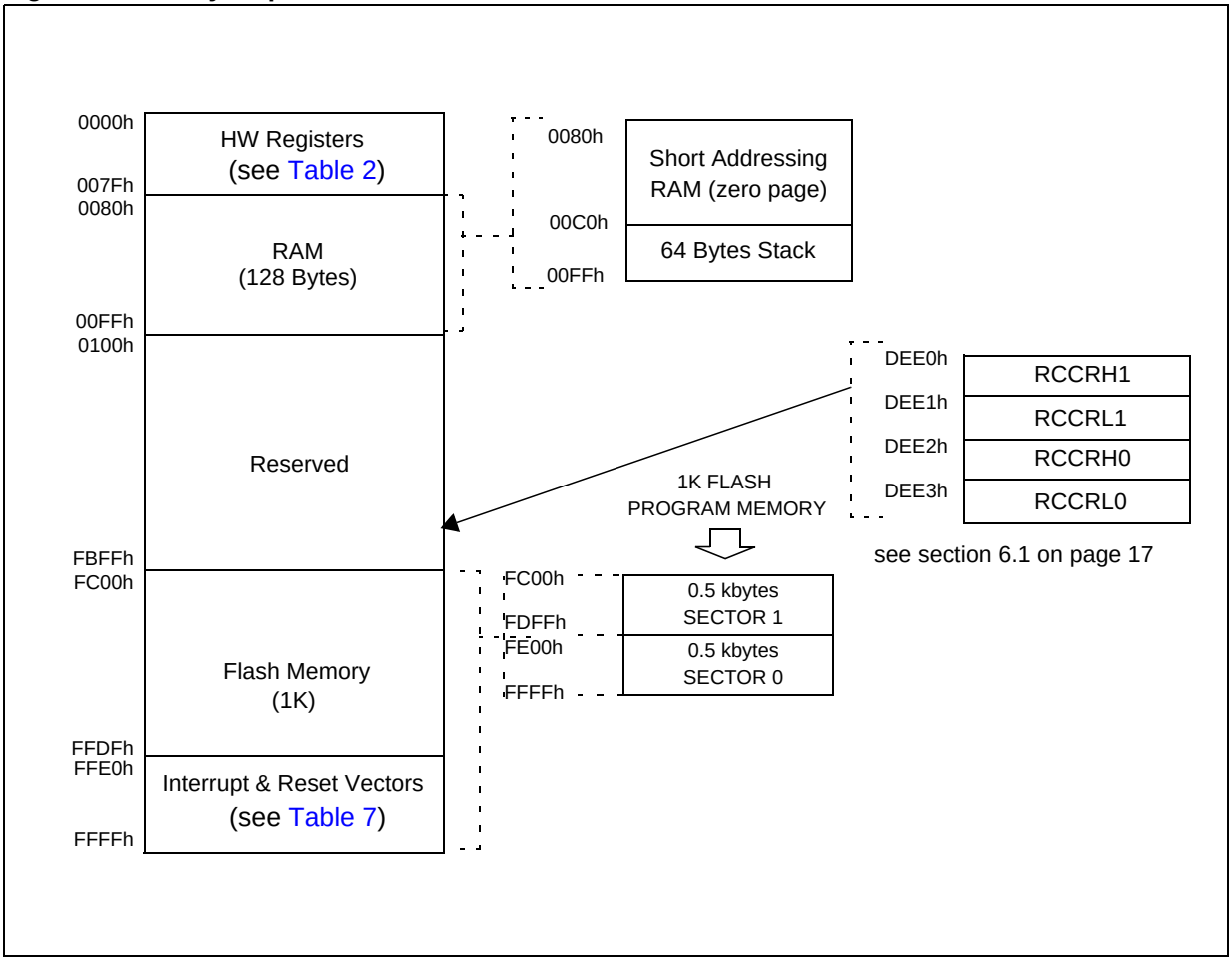
The highest address bytes contain the user reset and interrupt vectors.

The Flash memory contains two sectors (see Figure 5) mapped in the upper part of the ST7 addressing space so the reset and interrupt vectors are located in Sector 0 (FE00h-FFFFh).

The size of Flash Sector 0 and other device options are configurable by Option byte.

IMPORTANT: Memory locations marked as "Reserved" must never be accessed. Accessing a reseved area can have unpredictable effects on the device.

Figure 5. Memory Map



1. DEE0h, DEE1h, DEE2h and DEE3h addressesare located in a reserved area butare special bytes containing also the RC calibration values which are read-accessible only in user mode. If all the EEPROM data or Flash space (including the RC calibration values locations) has been erased (after the read out protection removal), then the RC calibration values can still be obtained throughthese addresses.

Table 2. Hardware Register Map

Address	Block	Register Label	Register Name	Reset Status	Remarks
0000h 0001h 0002h	Port A	PADR PADDR PAOR	Port A Data Register Port A Data Direction Register Port A Option Register	00h [1] 08h 02h [2]	R/W R/W R/W
0003h- 000Ah	Reserved area (8 bytes)				
000Bh 000Ch	LITE TIMER	LTCSR LTICR	Lite Timer Control/Status Register Lite Timer Input Capture Register	0xh 00h	R/W Read Only
000Dh 000Eh 000Fh 0010h 0011h 0012h 0013h	AUTO-RELOAD TIMER	ATCSR CNTRH CNTRL ATRH ATRL PWMCR PWM0CSR	Timer Control/Status Register Counter Register High Counter Register Low Auto-Reload Register High Auto-Reload Register Low PWM Output Control Register PWM 0 Control/Status Register	00h 00h 00h 00h 00h 00h 00h	R/W Read Only Read Only R/W R/W R/W R/W
0014h to 0016h	Reserved area (3 bytes)				
0017h 0018h	AUTO-RELOAD TIMER	DCR0H DCR0L	PWM 0 Duty Cycle Register High PWM 0 Duty Cycle Register Low	00h 00h	R/W R/W
0019h to 002Eh	Reserved area (22 bytes)				
0002Fh	FLASH	FCSR	Flash Control/Status Register	00h	R/W
0030h to 0033h	Reserved area (4 bytes)				
0034h 0035h 0036h	ADC	ADCCSR ADCDRH ADCDRL	A/D Control Status Register A/D Data Register High A/D Data Register Low	00h xxh 00h	R/W Read Only R/W
0037h	ITC	EICR1	External Interrupt Control Register 1	00h	R/W
0038h	MCC	MCCSR	Main Clock Control/Status Register	00h	R/W
0039h 003Ah	Clock and Reset	RCCR SICSR	RC oscillator Control Register System Integrity Control/Status Register	FFh 0000 0x00h	R/W R/W
003Bh to 003Ch	Reserved area (2 bytes)				
003Dh	ITC	EICR2	External Interrupt Control Register 2	00h	R/W
003Eh	AVD	AVDTHCR	AVD Threshold Selection Register	03h	R/W
003Fh	Clock controller	CKCNTCSR	Clock Controller Control/Status Register	09h	R/W
0040h to 0046h	Reserved area (7 bytes)				

Address	Block	Register Label	Register Name	Reset Status	Remarks
0047h 0048h	MuxIO-reset	MUXCR0 MUXCR1	Mux IO-Reset Control Register 0 Mux IO-Reset Control Register 1	00h 00h	R/W R/W
0049h 004Ah	AWU	AWUPR AWUCSR	AWU Prescaler Register AWU Control/Status Register	FFh 00h	R/W R/W
004Bh 004Ch 004Dh 004Eh 004Fh 0050h	DM [3]	DMCR DMSR DMBK1H DMBK1L DMBK2H DMBK2L	DM Control Register DM Status Register DM Breakpoint Register 1 High DM Breakpoint Register 1 Low DM Breakpoint Register 2 High DM Breakpoint Register 2 Low	00h 00h 00h 00h 00h 00h	R/W R/W R/W R/W R/W R/W
0051h to 007Fh	Reserved area (47 bytes)				

Legend: x=undefined, R/W=read/write

Notes:

1. The contents of the I/O port DR registers are readable only in output configuration. In input configuration, the values of the I/O pins are returned instead of the DR register contents.
2. The bits associated with unavailable pins must always keep their reset value.
3. For a description of the DM registers, see the ST7 ICC Reference Manual.

4 FLASH PROGRAM MEMORY

4.1 Introduction

The ST7 single voltage extended Flash (XFlash) is a non-volatile memory that can be electrically erased and programmed either on a byte-by-byte basis or up to 32 bytes in parallel.

The XFlash devices can be programmed off-board (plugged in a programming tool) or on-board using In-Circuit Programming or In-Application Programming.

The array matrix organisation allows each sector to be erased and reprogrammed without affecting other sectors.

4.2 Main Features

- ICP (In-Circuit Programming)
- IAP (In-Application Programming)
- ICT (In-Circuit Testing) for downloading and executing user application test patterns in RAM
- Sector 0 size configurable by option byte
- Read-out and write protection

4.3 PROGRAMMING MODES

The ST7 can be programmed in three different ways:

– Insertion in a programming tool. In this mode, FLASH sectors 0 and 1 and option byte row can be programmed or erased.

– In-Circuit Programming. In this mode, FLASH sectors 0 and 1 and option byte row can be programmed or erased without removing the device from the application board.

– In-Application Programming. In this mode, sector 1 can be programmed or erased without removing the device from the application board and while the application is running.

4.3.1 In-Circuit Programming (ICP)

ICP uses a protocol called ICC (In-Circuit Communication) which allows an ST7 plugged on a printed circuit board (PCB) to communicate with an external programming device connected via cable. ICP is performed in three steps:

Switch the ST7 to ICC mode (In-Circuit Communications). This is done by driving a specific signal sequence on the ICCCLK/DATA pins while the RESET pin is pulled low. When the ST7 enters ICC mode, it fetches a specific RESET vector which points to the ST7 System Memory containing the ICC protocol routine. This routine enables the ST7 to receive bytes from the ICC interface.

– Download ICP Driver code in RAM from the ICCDATA pin

– Execute ICP Driver code in RAM to program the FLASH memory

Depending on the ICP Driver code downloaded in RAM, FLASH memory programming can be fully customized (number of bytes to program, program locations, or selection of the serial communication interface for downloading).

4.3.2 In Application Programming (IAP)

This mode uses an IAP Driver program previously programmed in Sector 0 by the user (in ICP mode).

This mode is fully controlled by user software. This allows it to be adapted to the user application, (user-defined strategy for entering programming mode, choice of communications protocol used to fetch the data to be stored etc.)

IAP mode can be used to program any memory areas except Sector 0, which is write/erase protected to allow recovery in case errors occur during the programming operation.

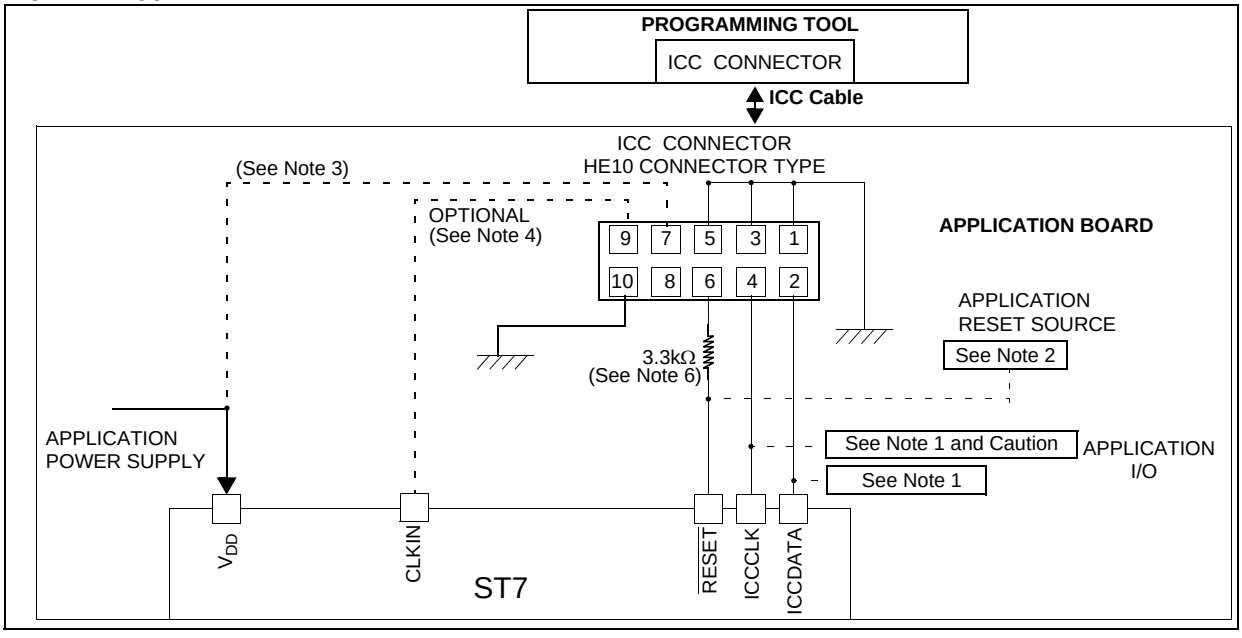
FLASH PROGRAM MEMORY (Cont'd)

4.4 ICC interface

ICP needs a minimum of 4 and up to 6 pins to be connected to the programming tool. These pins are:

- $\overline{\text{RESET}}$: device reset
- V_{SS}: device power supply ground
- ICCCLK: ICC output serial clock pin (see note 5)
- ICCDATA: ICC input serial data pin
- CLKIN: main clock input for external source
- V_{DD}: application board power supply (see Note 3)

Figure 6. Typical ICC Interface



Notes:

1. If the ICCCLK or ICCDATA pins are only used as outputs in the application, no signal isolation is necessary. As soon as the Programming Tool is plugged to the board, even if an ICC session is not in progress, the ICCCLK and ICCDATA pins are not available for the application. If they are used as inputs by the application, isolation such as a serial resistor has to be implemented in case another device forces the signal. Refer to the Programming Tool documentation for recommended resistor values.

2. During the ICP session, the programming tool must control the $\overline{\text{RESET}}$ pin. This can lead to conflicts between the programming tool and the application reset circuit if it drives more than 5mA at high level (push pull output or pull-up resistor<1K). A schottky diode can be used to isolate the application RESET circuit in this case. When using a classical RC network with R>1K or a reset management IC with open drain output and pull-up resistor>1K, no additional components are needed. In all cases the user must ensure that no external reset is generated by the application during the ICC session.

3. The use of Pin 7 of the ICC connector depends on the Programming Tool architecture. This pin must be connected when using most ST Programming Tools (it is used to monitor the application power supply). Please refer to the Programming Tool manual.

4. Pin 9 has to be connected to the CLKIN pin of the ST7 when ICC mode is selected with option bytes disabled (35-pulse ICC entry mode).

5. When option bytes are enabled (38-pulse ICC entry mode), the internal RC clock (3% RC or AWU RC) is forced. If 3% RC is selected in the option byte, the 3% RC is provided. If AWU RC or external clock is selected, the AWU RC oscillator is provided.

FLASH PROGRAM MEMORY (Cont'd)

6. A serial resistor must be connected to ICC connector pin 6 in order to prevent contention on PA3/RESET pin. Contention may occur if a tool forces a state on RESET pin while PA3 pin forces the opposite state in output mode. The resistor value is defined to limit the current below 2mA at 5V. If PA3 is used as output push-pull, then the application must be switched off to allow the tool to take control of the RESET pin (PA3). To allow the programming tool to drive the RESET pin below V_{IL}, special care must also be taken when a pull-up is placed on PA3 for application reasons.

Caution: During normal operation, ICCCLK pin must be pulled- up, internally or externally (external pull-up of 10k mandatory in noisy environment). This is to avoid entering ICC mode unexpectedly during a reset. In the application, even if the pin is configured as output, any reset will put it back in input pull-up.

4.5 Memory Protection

There are two different types of memory protection: Read Out Protection and Write/Erase Protection which can be applied individually.

4.5.1 Read out Protection

Readout protection, when selected provides a protection against program memory content extraction and against write access to Flash memory. Even if no protection can be considered as totally unbreakable, the feature provides a very high level of protection for a general purpose microcontroller. Program memory is protected.

In flash devices, this protection is removed by reprogramming the option. In this case, program memory is automatically erased, and the device can be reprogrammed.

Read-out protection selection depends on the device type:

– In Flash devices it is enabled and removed through the FMP_R bit in the option byte.

– In ROM devices it is enabled by mask option specified in the Option List.

4.5.2 Flash Write/Erase Protection

Write/erase protection, when set, makes it impossible to both overwrite and erase program memory. Its purpose is to provide advanced security to applications and prevent any change being made to the memory content.

Warning: Once set, Write/erase protection can never be removed. A write-protected flash device is no longer reprogrammable.

Write/erase protection is enabled through the FMP_W bit in the option byte.

4.6 Related Documentation

For details on Flash programming and ICC protocol, refer to the ST7 Flash Programming Reference Manual and to the ST7 ICC Protocol Reference Manual.

4.7 Register Description

FLASH CONTROL/STATUS REGISTER (FCSR)
Read/Write
Reset Value: 000 0000 (00h)
1st RASS Key: 0101 0110 (56h)
2nd RASS Key: 1010 1110 (AEh)

7							0
0	0	0	0	0	OPT	LAT	PGM

Note: This register is reserved for programming using ICP, IAP or other programming methods. It controls the XFlash programming and erasing operations.

When an EPB or another programming tool is used (in socket or ICP mode), the RASS keys are sent automatically.

Table 3. FLASH Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
002Fh	FCSR						OPT	LAT	PGM
	Reset Value	0	0	0	0	0	0	0	0

5 CENTRAL PROCESSING UNIT

5.1 INTRODUCTION

This CPU has a full 8-bit architecture and contains six internal registers allowing efficient 8-bit data manipulation.

5.2 MAIN FEATURES

- 63 basic instructions
- Fast 8-bit by 8-bit multiply
- 17 main addressing modes
- Two 8-bit index registers
- 16-bit stack pointer
- Low power modes
- Maskable hardware interrupts
- Non-maskable software interrupt

5.3 CPU REGISTERS

The 6 CPU registers shown in Figure 7 are not present in the memory mapping and are accessed by specific instructions.

Accumulator (A)

The Accumulator is an 8-bit general purpose register used to hold operands and the results of the arithmetic and logic calculations and to manipulate data.

Index Registers (X and Y)

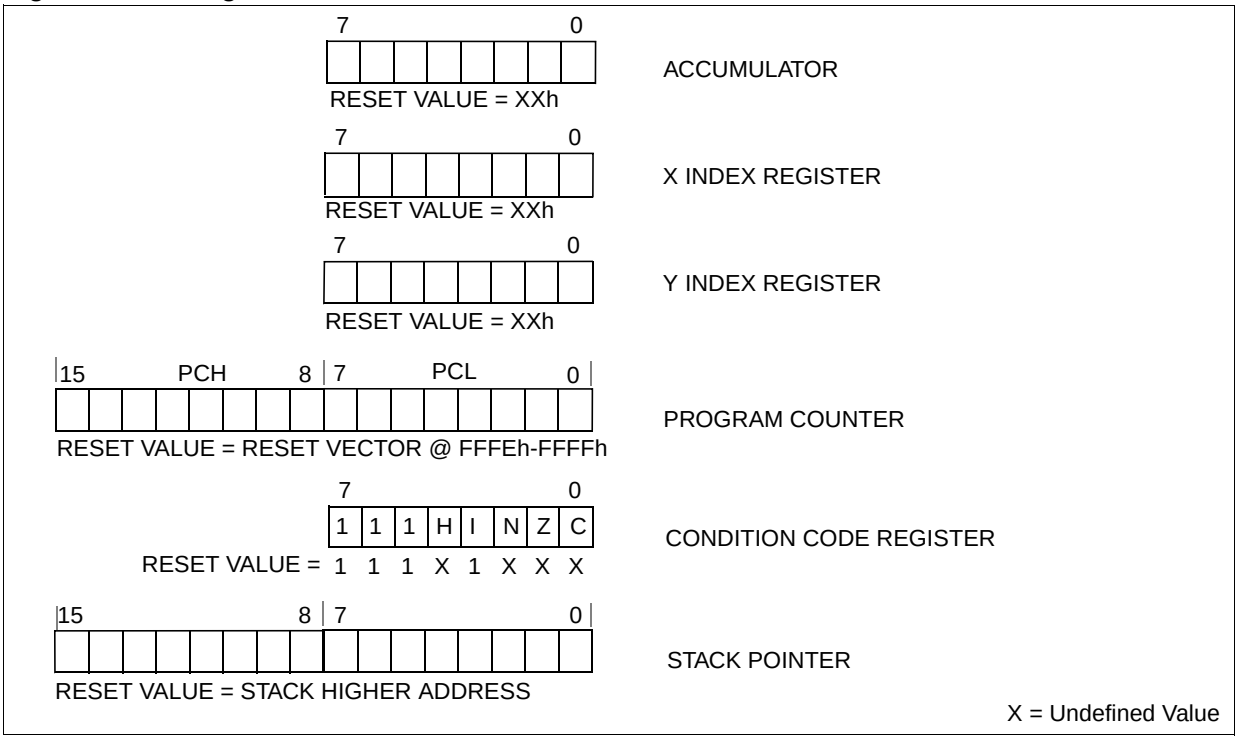
In indexed addressing modes, these 8-bit registers are used to create either effective addresses or temporary storage areas for data manipulation. (The Cross-Assembler generates a precede instruction (PRE) to indicate that the following instruction refers to the Y register.)

The Y register is not affected by the interrupt automatic procedures (not pushed to and popped from the stack).

Program Counter (PC)

The program counter is a 16-bit register containing the address of the next instruction to be executed by the CPU. It is made of two 8-bit registers PCL (Program Counter Low which is the LSB) and PCH (Program Counter High which is the MSB).

Figure 7. CPU Registers



CPU REGISTERS (Cont'd)

CONDITION CODE REGISTER (CC)

Read/Write

Reset Value: 111x1xxx

7							0
1	1	1	H	I	N	Z	C

The 8-bit Condition Code register contains the interrupt mask and four flags representative of the result of the instruction just executed. This register can also be handled by the PUSH and POP instructions.

These bits can be individually tested and/or controlled by specific instructions.

Bit 4 = **H** *Half carry*.

This bit is set by hardware when a carry occurs between bits 3 and 4 of the ALU during an ADD or ADC instruction. It is reset by hardware during the same instructions.
0: No half carry has occurred.
1: A half carry has occurred.

This bit is tested using the JRH or JRNH instruction. The H bit is useful in BCD arithmetic subroutines.

Bit 3 = **I** *Interrupt mask*.

This bit is set by hardware when entering in interrupt or by software to disable all interrupts except the TRAP software interrupt. This bit is cleared by software.
0: Interrupts are enabled.
1: Interrupts are disabled.

This bit is controlled by the RIM, SIM and IRET instructions and is tested by the JRM and JRNM instructions.

Note: Interrupts requested while I is set are latched and can be processed when I is cleared. By default an interrupt routine is not interruptable because the I bit is set by hardware at the start of the routine and reset by the IRET instruction at the end of the routine. If the I bit is cleared by software in the interrupt routine, pending interrupts are serviced regardless of the priority level of the current interrupt routine.

Bit 2 = **N** *Negative*.

This bit is set and cleared by hardware. It is representative of the result sign of the last arithmetic, logical or data manipulation. It is a copy of the 7^{th} bit of the result.
0: The result of the last operation is positive or null.
1: The result of the last operation is negative (i.e. the most significant bit is a logic 1).

This bit is accessed by the JRMI and JRPL instructions.

Bit 1 = **Z** *Zero*.

This bit is set and cleared by hardware. This bit indicates that the result of the last arithmetic, logical or data manipulation is zero.
0: The result of the last operation is different from zero.
1: The result of the last operation is zero.

This bit is accessed by the JREQ and JRNE test instructions.

Bit 0 = **C** *Carry/borrow.*

This bit is set and cleared by hardware and software. It indicates an overflow or an underflow has occurred during the last arithmetic operation.
0: No overflow or underflow has occurred.
1: An overflow or underflow has occurred.

This bit is driven by the SCF and RCF instructions and tested by the JRC and JRNC instructions. It is also affected by the "bit test and branch", shift and rotate instructions.

CPU REGISTERS (Cont'd)

Stack Pointer (SP)

Read/Write

Reset Value: 00 FFh

15							8
0	0	0	0	0	0	0	0

7							0
1	1	SP5	SP4	SP3	SP2	SP1	SP0

The Stack Pointer is a 16-bit register which is always pointing to the next free location in the stack. It is then decremented after data has been pushed onto the stack and incremented before data is popped from the stack (see Figure 8).

Since the stack is 64 bytes deep, the 10 most significant bits are forced by hardware. Following an MCU Reset, or after a Reset Stack Pointer instruction (RSP), the Stack Pointer contains its reset value (the SP5 to SP0 bits are set) which is the stack higher address.

The least significant byte of the Stack Pointer (called S) can be directly accessed by a LD instruction.

Note: When the lower limit is exceeded, the Stack Pointer wraps around to the stack upper limit, without indicating the stack overflow. The previously stored information is then overwritten and therefore lost. The stack also wraps in case of an underflow.

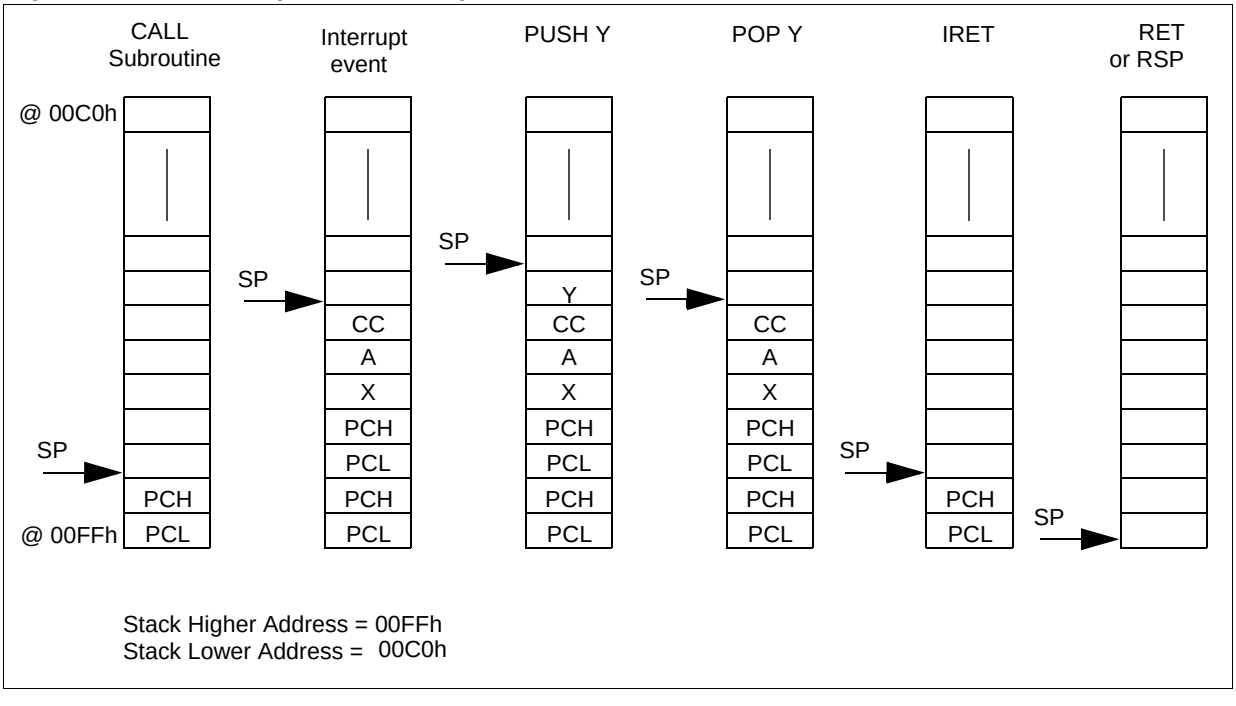
The stack is used to save the return address during a subroutine call and the CPU context during an interrupt. The user may also directly manipulate the stack by means of the PUSH and POP instructions. In the case of an interrupt, the PCL is stored at the first location pointed to by the SP. Then the other registers are stored in the next locations as shown in Figure 8.

– When an interrupt is received, the SP is decremented and the context is pushed on the stack.

– On return from interrupt, the SP is incremented and the context is popped from the stack.

A subroutine call occupies two locations and an interrupt five locations in the stack area.

Figure 8. . Stack Manipulation Example



6 SUPPLY, RESET AND CLOCK MANAGEMENT

The device includes a range of utility features for securing the application in critical situations (for example in case of a power brown-out), and reducing the number of external components.

Main features

- Clock Management
  - 8 MHz internal RC oscillator (enabled by option byte)
  - External Clock Input (enabled by option byte)
- Reset Sequence Manager (RSM)
- System Integrity Management (SI)
  - Main supply Low voltage detection (LVD) with reset generation (enabled by option byte)
  - Auxiliary Voltage detector (AVD) with interrupt capability for monitoring the main supply

6.1 INTERNAL RC OSCILLATOR ADJUSTMENT

The ST7 contains an internal RC oscillator with an accuracy of 3% for a given device, temperature and voltage. It can be selected as the start up clock through the CKSEL[1:0] option bits (see section 14.1 on page 95). It must be calibrated to obtain the frequency required in the application. This is done by software writing a 8-bit calibration value in the RCCR (RC Control Register) and in the bits [6:5] in the SICSR (SI Control Status Register).

Whenever the microcontroller is reset, the RCCR returns to its default value (FFh), i.e. each time the device is reset, the calibration value must be loaded in the RCCR. Predefined calibration values are stored in Flash memory for 3.0 and 5V V_{DD} supply voltages at 25°C, as shown in the following table.

RCCR	Conditions	ST7LITEUS2/ ST7LITEUS5 Address
RCCRH0	V_{DD}=5V T_A=25°C f_{RC}=8MHz	DEE0h [1] (CR[9:2] bits)
RCCRL0		DEE1h [1] (CR[1:0] bits)
RCCRH1	V_{DD}=3.0V T_A=25°C f_{RC}=8MHz	DEE2h [1] (CR[9:2] bits)
RCCRL1		DEE3h [1] (CR[1:0] bits)

1. DEE0h, DEE1h, DEE2h and DEE3h are located in a reserved area but are special bytes containing also the RC calibration values which are read-accessible only in user mode. If all the Flash space (including the RC calibration value locations) has been erased (after the read out protection removal), then the RC calibration values can still be obtained through these two address.

Notes:

– In ICC mode, the internal RC oscillator is forced as a clock source, regardless of the selection in the option byte. Refer to note 5 in section 4.4 on page 12 for further details.

– See “ELECTRICAL CHARACTERISTICS” on page 68. for more information on the frequency and accuracy of the RC oscillator.

– To improve clock stability and frequency accuracy, it is recommended to place a decoupling capacitor, typically 100nF, between the V_{DD} and V_{SS} pins as close as possible to the ST7 device.

Caution: If the voltage or temperature conditions change in the application, the frequency may need to be recalibrated.

Refer to application note AN1324 for information on how to calibrate the RC frequency using an external reference signal.

The ST7ULTRALITE also contains an Auto Wake Up RC oscillator. This RC oscillator should be enabled to enter Auto Wake-up from Halt mode.

The Auto Wake Up RC oscillator can also be configured as the startup clock through the CKSEL[1:0] option bits (see section 14.1 on page 95).

This is recommended for applications where very low power consumption is required.

Switching from one startup clock to another can be done in run mode as follows (see Figure 9):

Case 1: Switching from 3% RC to AWU:

– 1. Set the RC/AWU bit in the CKCNTCSR register to enable the AWU RC oscillator

– 2. The RC_FLAG is cleared and the clock output is at 1.

– 3. Wait 3 AWU RC cycles till the AWU_FLAG is set

– 4. The switch to the AWU clock is made at the positive edge of the AWU clock signal

– 5. Once the switch is made, the 3% RC is stopped

Case 2: Switching from AWU RC to 3% RC:

– 1. Reset the RC/AWU bit to enable the 3%RC oscillator

– 2. Using a 4-bit counter, wait until 8 3% RC cycles have elapsed. The counter is running on 3% RC clock.

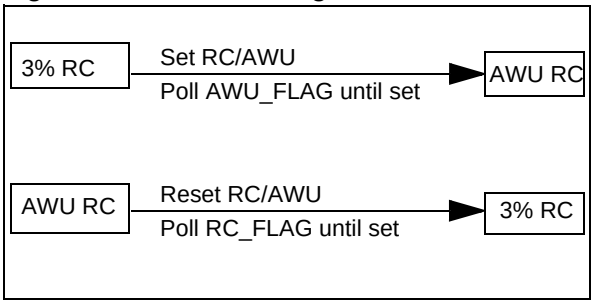
SUPPLY, RESET AND CLOCK MANAGEMENT (Cont'd)

– 3. Wait till the AWU_FLAG is cleared (1AWU RC cycle) and the RC_FLAG is set (2 RC cycles)

– 4. The switch to the 3%RC clock is made at the positive edge of the 3% RC clock signal

– 5. Once the switch is made, the AWU RC is stopped

Figure 9. Clock Switching



6.2 REGISTER DESCRIPTION

MAIN CLOCK CONTROL/STATUS REGISTER (MCCSR)

Read / Write
Reset Value: 0000 0000 (00h)

7							0
0	0	0	0	0	0	0	SMS

Bits 7:1 = Reserved, must be kept cleared.

Bit 0 = **SMS** *Slow Mode select*
This bit is read/write by software and cleared by hardware after a reset. This bit selects the input clock f_{OSC} or $f_{OSC}/32$.
0: Normal mode ($f_{CPU} = f_{OSC}$
1: Slow mode ($f_{CPU} = f_{OSC}/32$)

RC CONTROL REGISTER (RCCR)

Read / Write
Reset Value: 1111 1111 (FFh)

7							0
CR9	CR8	CR7	CR6	CR5	CR4	CR3	CR2

Bits 7:0 = **CR[9:2]** *RC Oscillator Frequency Adjustment Bits*
These bits, as well as CR[1:0] bits in the SICSR register must be written immediately after reset to adjust the RC oscillator frequency and to obtain an accuracy of 3%. The application can store the correct value for each voltage range in Flash memory and write it to this register at start-up.

00h = maximum available frequency
FFh = lowest available frequency

Note: To tune the oscillator, write a series of different values in the register until the correct frequency is reached. The fastest method is to use a dichotomy starting with 80h.

SYSTEM INTEGRITY (SI) CONTROL/STATUS REGISTER (SICSR)

Read/Write

Reset Value: 0000 0x00 (0xh)

7							0
0	CR1	CR0	0	0	LVDRF	AVDF	AVDIE

Bit 7 = Reserved, must be kept cleared.

Bits 6:5 = **CR[1:0]** *RC Oscillator Frequency Adjustment bits*

These bits, as well as CR[9:2] bits in the RCCR register must be written immediately after reset to adjust the RC oscillator frequency and to obtain an accuracy of 3%. Refer to section 6.1 on page 17.

Bits 4:3 = Reserved, must be kept cleared.

Bits 2:0 = System Integrity bits. Refer to Section 7.4 SYSTEM INTEGRITY MANAGEMENT (SI).

REGISTER DESCRIPTION (Cont'd)

AVD THRESHOLD SELECTION REGISTER (AVDTHCR)

Read/Write

Reset Value: 0000 0011 (03h)

7							0
0	CK1	CK0	0	0	0	AVD1	AVD0

Bit 7 = Reserved, must be kept cleared.

Bits 6:5 = **CK[1:0]** 3% RC Prescaler Selection
These bits are set by software and cleared by hardware after a reset. These bits select the prescaler of the 3% RC oscillator. See Figure 10 and the following table and note:

Table 4. 3% RC Prescaler Selection bits

CK1	CK0	f_{osc}
0	0	f_{RC}
0	1	$f_{RC/2}$
1	0	$f_{RC/4}$
1	1	$f_{RC/8}$

Note: If the internal RC is used with a supply operating range below 3.3V, a division ratio of at least 2 must be enabled in the RC prescaler.

Bits 4:2 = Reserved, must be kept cleared.

Bits 1:0 = AVD Threshold Selection bits. Refer to Section 7.4 SYSTEM INTEGRITY MANAGEMENT (SI).

CLOCK CONTROLLER CONTROL/STATUS REGISTER (CKCNTCSR)

Read/Write

Reset Value: 0000 1001 (09h)

7							0
0	0	0	0	AWU_ FLAG	RC_ FLAG	0	RC/ AWU

Bit 7:4 = Reserved, must be kept cleared.

Bit 3 = **AWU_FLAG** *AWU Selection*
This bit is set and cleared by hardware
0: No switch from AWU to RC requested
1: AWU clock activated and temporization completed

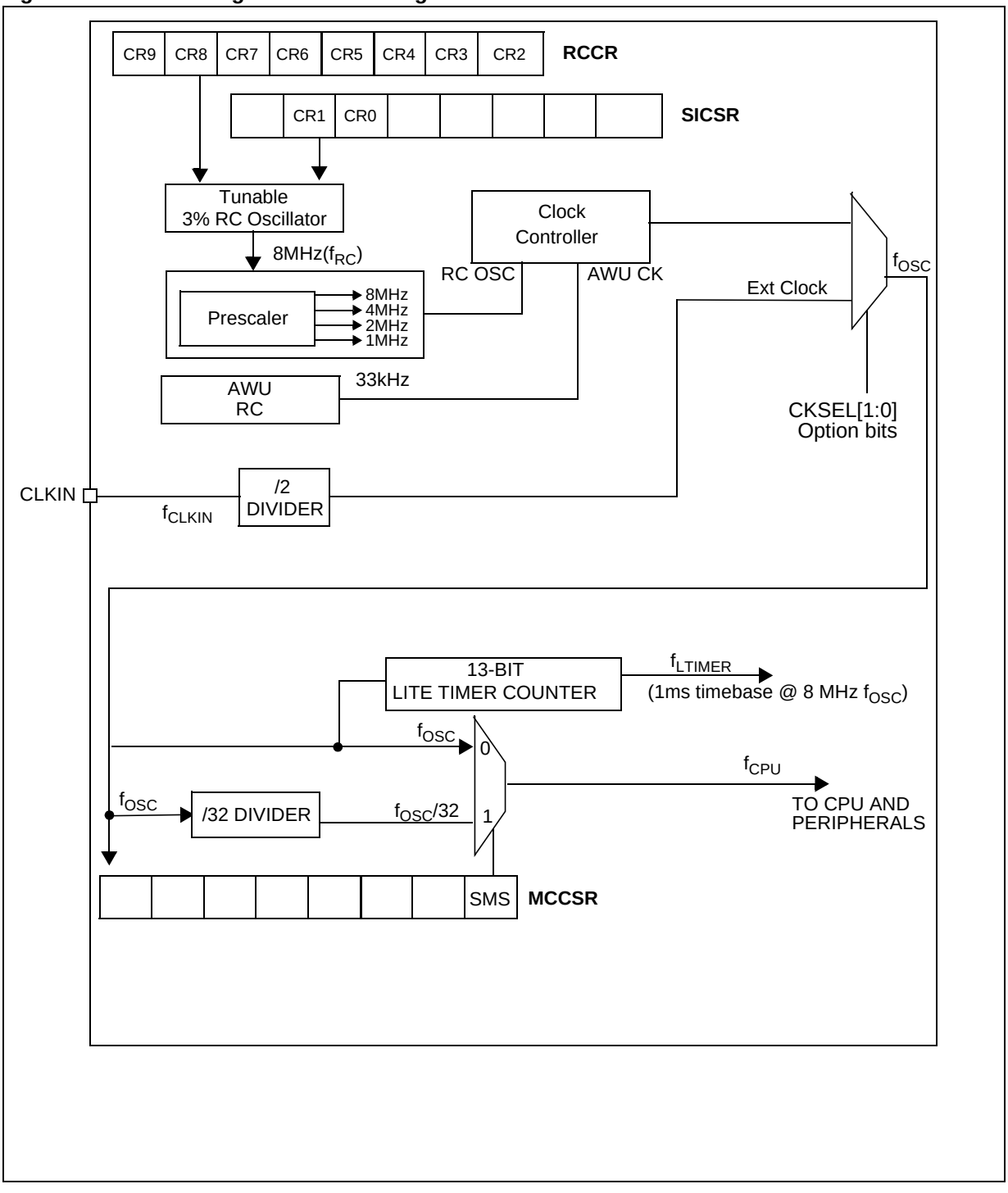
Bit 2 = **RC_FLAG** *RC Selection*
This bit is set and cleared by hardware
0: No switch from RC to AWU requested
1: RC clock activated and temporization completed

Bit 0 = **RC/AWU** *RC/AWU Selection*
0: RC enabled
1: AWU enabled (default value)

Table 5. Clock Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0038h	MCCSR Reset Value	0	0	0	0	0	0	0	SMS 0
0039h	RCCR Reset Value	CR7 1	CR6 1	CR5 1	CR4 1	CR3 1	CR2 1	CR1 1	CR0 1
003Ah	SICSR Reset Value	0	CR1	CR0	0	0	LVDRF x	AVDF 0	AVDIE 0
003Eh	AVDTHCR Reset Value	0	CK1 0	CK0 0	0	0	0	AVD1 1	AVD2 1
003Fh	CKCNTCSR Reset Value	0	0	0	0	AWU_FLAG 1	RC_FLAG 0	0	RC/AWU 1

Figure 10. Clock Management Block Diagram



6.3 RESET SEQUENCE MANAGER (RSM)

6.3.1 Introduction

The reset sequence manager includes three RESET sources as shown in Figure 12:

- External $\overline{\text{RESET}}$ source pulse
- Internal LVD RESET (Low Voltage Detection)
- Internal WATCHDOG RESET

Note: A reset can also be triggered following the detection of an illegal opcode or prebyte code. Refer to Figure 12.

These sources act on the $\overline{\text{RESET}}$ pin and it is always kept low during the delay phase.

The RESET service routine vector is fixed at addresses FFFEh-FFFFh in the ST7 memory map.

The basic RESET sequence consists of 3 phases as shown in Figure 11:

- Active Phase depending on the RESET source
- 64 CPU clock cycle delay
- RESET vector fetch

The 64 CPU clock cycle delay allows the oscillator to stabilise and ensures that recovery has taken place from the Reset state.

The RESET vector fetch phase duration is 2 clock cycles.

Figure 11. RESET Sequence Phases

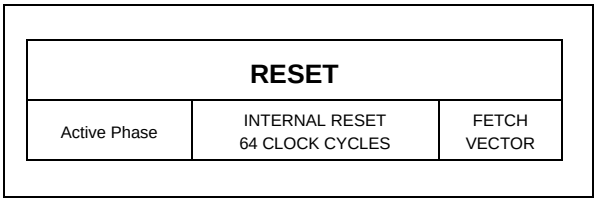
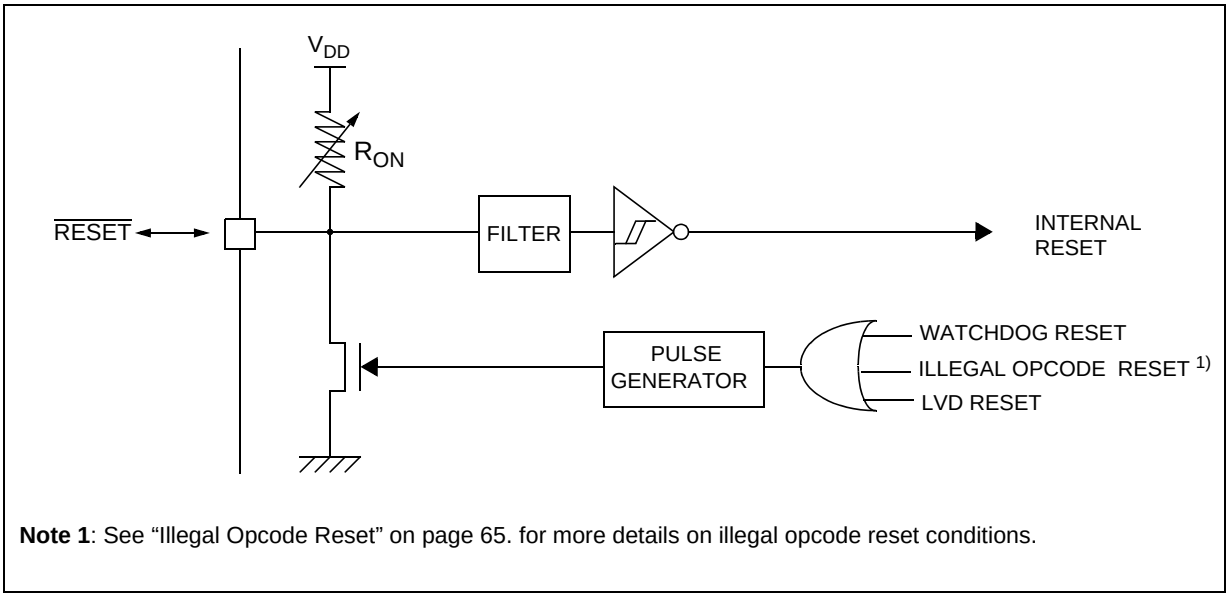


Figure 12. Reset Block Diagram



Note 1: See “Illegal Opcode Reset” on page 65. for more details on illegal opcode reset conditions.

RESET SEQUENCE MANAGER (Cont'd)

6.3.2 Asynchronous External $\overline{\text{RESET}}$ pin

The $\overline{\text{RESET}}$ pin is both an input and an open-drain output with integrated R_{ON} weak pull-up resistor. This pull-up has no fixed value but varies in accordance with the input voltage. It can be pulled low by external circuitry to reset the device. See Electrical Characteristic section for more details.

A RESET signal originating from an external source must have a duration of at least $t_{h(RSTL)in}$ in order to be recognized (see Figure 13). This detection is asynchronous and therefore the MCU can enter reset state even in HALT mode.

The $\overline{\text{RESET}}$ pin is an asynchronous signal which plays a major role in EMS performance. In a noisy environment, it is recommended to follow the guidelines mentioned in the electrical characteristics section.

6.3.3 External Power-On RESET

If the LVD is disabled by option byte, to start up the microcontroller correctly, the user must ensure by means of an external reset circuit that the reset signal is held low until V_{DD} is over the minimum level specified for the selected f_{CLKIN} frequency.

A proper reset signal for a slow rising V_{DD} supply can generally be provided by an external RC network connected to the $\overline{\text{RESET}}$ pin.

6.3.4 Internal Low Voltage Detector (LVD) RESET

Two different RESET sequences caused by the internal LVD circuitry can be distinguished:

- Power-On RESET
- Voltage Drop RESET

The device $\overline{\text{RESET}}$ pin acts as an output that is pulled low when $V_{DD}<V_{IT+}$ (rising edge) or $V_{DD}<V_{IT-}$ (falling edge) as shown in Figure 13.

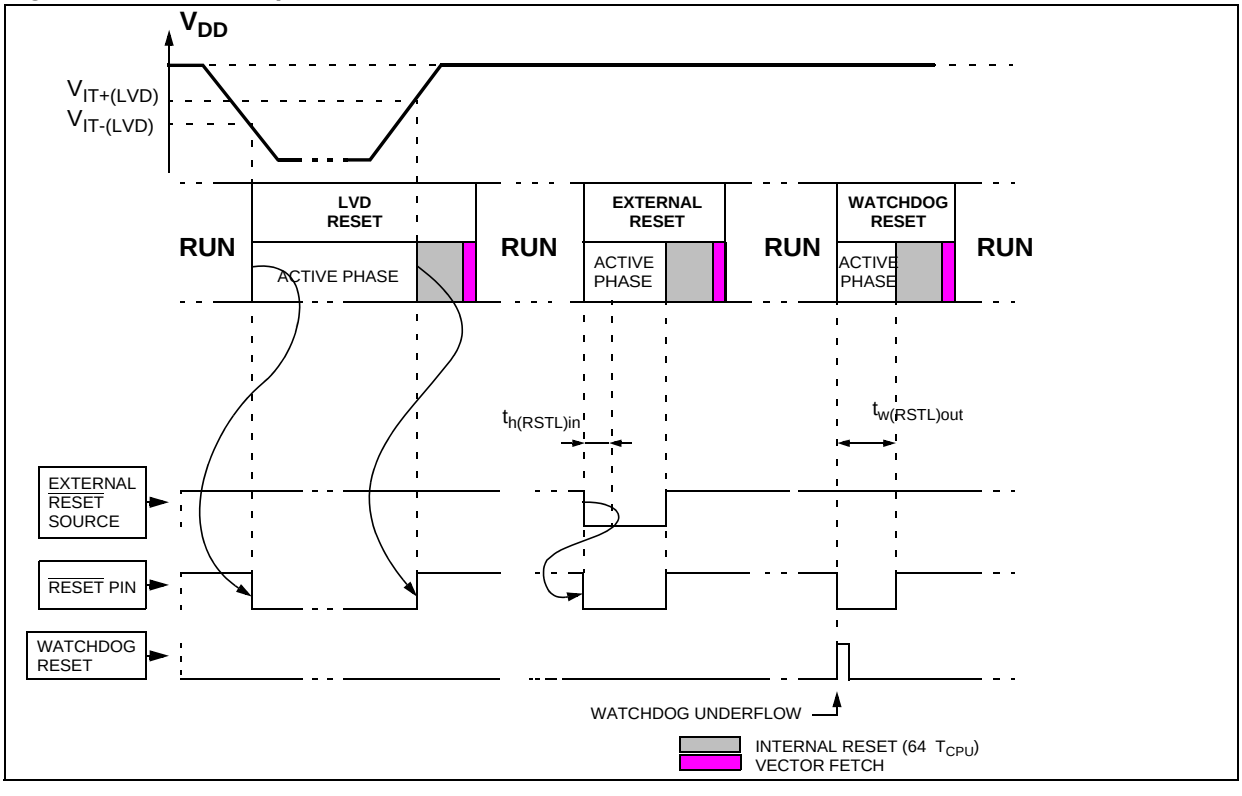
The LVD filters spikes on V_{DD} larger than $t_{g(VDD)}$ to avoid parasitic resets.

6.3.5 Internal Watchdog RESET

The RESET sequence generated by a internal Watchdog counter overflow is shown in Figure 13.

Starting from the Watchdog counter underflow, the device $\overline{\text{RESET}}$ pin acts as an output that is pulled low during at least $t_{w(RSTL)out}$.

Figure 13. RESET Sequences



6.4 REGISTER DESCRIPTION

MULTIPLEXED IO RESET CONTROL REGISTER 1 (MUXCR1)
Read / Write once only
Reset Value: 0000 0000 (00h)

7							0
MIR15	MIR14	MIR13	MIR12	MIR11	MIR10	MIR9	MIR8

MULTIPLEXED IO RESET CONTROL REGISTER 0 (MUXCR0)
Read / Write once only
Reset Value: 0000 0000 (00h)

7							0
MIR7	MIR6	MIR5	MIR4	MIR3	MIR2	MIR1	MIR0

Bits 15:0 = **MIR[15:0]**

This 16-bit register is read/write by software but can be written only once between two reset events. It is cleared by hardware after a reset; When both MUXCR0 and MUXCR1 registers are at 00h, the multiplexed PA3/RESET pin will act as $\overline{\text{RESET}}$. To configure this pin as output (Port A3), write 55h to MUXCR0 and AAh to MUXCR1.

These registers are one-time writable only.

– To configure PA3 as general purpose output: After power-on / reset, the application program has to configure the I/O port by writing to these registers as described above. Once the pin is configured as an I/O output, it cannot be changed back to a reset pin by the application code.

– To configure PA3 as $\overline{\text{RESET}}$:
An internally generated reset (such as POR, LVD, WDG, illegal opcode) will clear the two registers and the pin will act again as a reset function. Otherwise, a power-down is required to put the pin back in reset configuration.

Table 6. XIO Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0047h	MUXCR0 Reset Value	MIR7 0	MIR6 0	MIR5 0	MIR4 0	MIR3 0	MIR2 0	MIR1 0	MIR0 0
0048h	MUXCR1 Reset Value	MIR15 0	MIR14 0	MIR13 0	MIR12 0	MIR11 0	MIR10 0	MIR9 0	MIR8 0

7 INTERRUPTS

The ST7 core may be interrupted by one of two different methods: maskable hardware interrupts as listed in the Interrupt Mapping Table and a non-maskable software interrupt (TRAP). The Interrupt processing flowchart is shown in Figure 14.
The maskable interrupts must be enabled by clearing the I bit in order to be serviced. However, disabled interrupts may be latched and processed when they are enabled (see external interrupts subsection).

Note: After reset, all interrupts are disabled.

When an interrupt has to be serviced:

– Normal processing is suspended at the end of the current instruction execution.

– The PC, X, A and CC registers are saved onto the stack.

– The I bit of the CC register is set to prevent additional interrupts.

– The PC is then loaded with the interrupt vector of the interrupt to service and the first instruction of the interrupt service routine is fetched (refer to the Interrupt Mapping Table for vector addresses).

The interrupt service routine should finish with the IRET instruction which causes the contents of the saved registers to be recovered from the stack.

Note: As a consequence of the IRET instruction, the I bit will be cleared and the main program will resume.

Priority Management

By default, a servicing interrupt cannot be interrupted because the I bit is set by hardware entering in interrupt routine.

In the case when several interrupts are simultaneously pending, an hardware priority defines which one will be serviced first (see the Interrupt Mapping Table).

Interrupts and Low Power Mode

All interrupts allow the processor to leave the WAIT low power mode. Only external and specifically mentioned interrupts allow the processor to leave the HALT low power mode (refer to the “Exit from HALT“ column in the Interrupt Mapping Table).

7.1 NON MASKABLE SOFTWARE INTERRUPT

This interrupt is entered when the TRAP instruction is executed regardless of the state of the I bit. It will be serviced according to the flowchart on Figure 14.

7.2 EXTERNAL INTERRUPTS

External interrupt vectors can be loaded into the PC register if the corresponding external interrupt occurred and if the I bit is cleared. These interrupts allow the processor to leave the Halt low power mode.

The external interrupt polarity is selected through the miscellaneous register or interrupt register (if available).

An external interrupt triggered on edge will be latched and the interrupt request automatically cleared upon entering the interrupt service routine.

Caution: The type of sensitivity defined in the Miscellaneous or Interrupt register (if available) applies to the ei source.

7.3 PERIPHERAL INTERRUPTS

Different peripheral interrupt flags in the status register are able to cause an interrupt when they are active if both:

– The I bit of the CC register is cleared.

– The corresponding enable bit is set in the control register.

If any of these two conditions is false, the interrupt is latched and thus remains pending.

Clearing an interrupt request is done by:

– Writing “0” to the corresponding bit in the status register or

– Access to the status register while the flag is set followed by a read or write of an associated register.

Note: the clearing sequence resets the internal latch. A pending interrupt (i.e. waiting for being enabled) will therefore be lost if the clear sequence is executed.

INTERRUPTS (Cont'd)

Figure 14. Interrupt Processing Flowchart

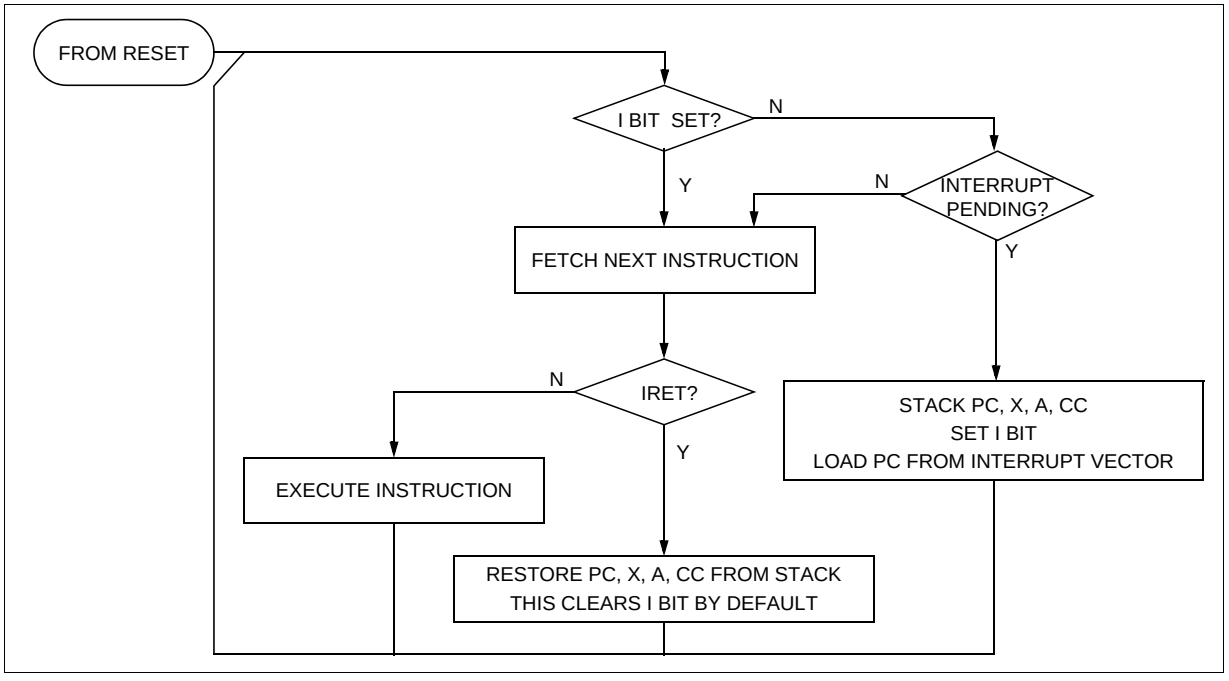


Table 7. Interrupt Mapping

N°	Source Block	Description	Register Label	Priority Order	Exit from HALT	Address Vector
	RESET	Reset	N/A	Highest Priority	yes	FFFEh-FFFFh
	TRAP	Software Interrupt			no	FFFCh-FFFDh
0	AWU	Auto Wakeup Interrupt	AWUCSR		yes [1]	FFFAh-FFFBh
1	ei0	External Interrupt 0	N/A		yes	FFF8h-FFF9h
2	ei1	External Interrupt 1				FFF6h-FFF7h
3	ei2	External Interrupt 2				FFF4h-FFF5h
4		Not used			no	FFF2h-FFF3h
5	ei3	External Interrupt 3			yes	FFF0h-FFF1h
6 [2]	ei4 [2]	External Interrupt 4 [2]			no [2]	FFEEh-FFEFh
7	SI	AVD interrupt	SICSR		no	FFECh-FFEDh
8	AT TIMER	AT TIMER Output Compare Interrupt	PWMxCSR or ATCSR		no	FFEAh-FFEBh
9		AT TIMER Overflow Interrupt	ATCSR		yes [3]	FFE8h-FFE9h
10	LITE TIMER	LITE TIMER Input Capture Interrupt	LTCSR		no	FFE6h-FFE7h
11		LITE TIMER RTC1 Interrupt	LTCSR		yes [3]	FFE4h-FFE5h
12		Not used		Lowest Priority	no	FFE2h-FFE3h
13		Not used			no	FFE0h-FFE1h

Notes:
1. This interrupt exits the MCU from "Auto Wake-up from HALT" mode only.
2. This interrupt exits the MCU from "WAIT" and "ACTIVE-HALT" modes only.
3. These interrupts exit the MCU from "ACTIVE-HALT" mode only.

INTERRUPTS (Cont'd)

EXTERNAL INTERRUPT CONTROL REGISTER 1 (EICR1)

Read/Write

Reset Value: 0000 0000 (00h)

7							0
0	0	IS21	IS20	IS11	IS10	IS01	IS00

Bits 7:6 = Reserved

Bits 5:4 = **IS2[1:0]** *ei2 sensitivity*
These bits define the interrupt sensitivity for ei2 according to Table 8.

Bits 3:2 = **IS1[1:0]** *ei1 sensitivity*
These bits define the interrupt sensitivity for ei1 according to Table 8.

Bits 1:0 = **IS0[1:0]** *ei0 sensitivity*
These bits define the interrupt sensitivity for ei0 according to Table 8.

Note: These 8 bits can be written only when the I bit in the CC register is set.

Table 8. Interrupt Sensitivity Bits

ISx1	ISx0	External Interrupt Sensitivity
0	0	Falling edge & low level
0	1	Rising edge only
1	0	Falling edge only
1	1	Rising and falling edge

EXTERNAL INTERRUPT CONTROL REGISTER 2 (EICR2)

Read/Write

Reset Value: 0000 0000 (00h)

7							0
0	0	0	0	IS41	IS40	IS31	IS30

Bits 7:4 = Reserved

Bits 3:2 = **IS4[1:0]** *ei4 sensitivity*
These bits define the interrupt sensitivity for ei1 according to Table 8.

Bits 1:0 = **IS3[1:0]** *ei3 sensitivity*
These bits define the interrupt sensitivity for ei0 according to Table 8.

Note: These 8 bits can be written only when the I bit in the CC register is set.

7.4 SYSTEM INTEGRITY MANAGEMENT (SI)

The System Integrity Management block contains the Low voltage Detector (LVD) and Auxiliary Voltage Detector (AVD) functions. It is managed by the SICSR register.

Note: A reset can also be triggered following the detection of an illegal opcode or prebyte code. Refer to section 11.2.1 on page 65 for further details.

7.4.1 Low Voltage Detector (LVD)

The Low Voltage Detector function (LVD) generates a static reset when the V_{DD} supply voltage is below a $V_{IT-(LVD)}$ reference value. This means that it secures the power-up as well as the power-down keeping the ST7 in reset.

The $V_{IT-(LVD)}$ reference value for a voltage drop is lower than the $V_{IT+(LVD)}$ reference value for power-on in order to avoid a parasitic reset when the MCU starts running and sinks current on the supply (hysteresis).

The LVD Reset circuitry generates a reset when V_{DD} is below:

– $V_{IT+(LVD)}$ when V_{DD} is rising
– $V_{IT-(LVD)}$ when V_{DD} is falling

The LVD function is illustrated in Figure 15.

The voltage threshold can be configured by option byte to be low, medium or high. See section 14.1 on page 95.

Provided the minimum V_{DD} value (guaranteed for the oscillator frequency) is above $V_{IT-(LVD)}$, the MCU can only be in two modes:

– under full software control
– in static safe reset

In these conditions, secure operation is always ensured for the application without the need for external reset hardware.

During a Low Voltage Detector Reset, the $\overline{\text{RESET}}$ pin is held low, thus permitting the MCU to reset other devices.

Notes:

The LVD is an optional function which can be selected by option byte. See section 14.1 on page 95.

It allows the device to be used without any external RESET circuitry.

If the LVD is disabled, an external circuitry must be used to ensure a proper power-on reset.

It is recommended to make sure that the V_{DD} supply voltage rises monotonously when the device is exiting from Reset, to ensure the application functions properly.

Note: Make sure the right combination of LVD and AVD thresholds is used as LVD and AVD levels are not correlated. Refer to section 12.3.2 on page 71 and section 12.3.3 on page 71 for more details.

Caution: If an LVD reset occurs after a watchdog reset has occurred, the LVD will take priority and will clear the watchdog flag.

Figure 15. Low Voltage Detector vs Reset

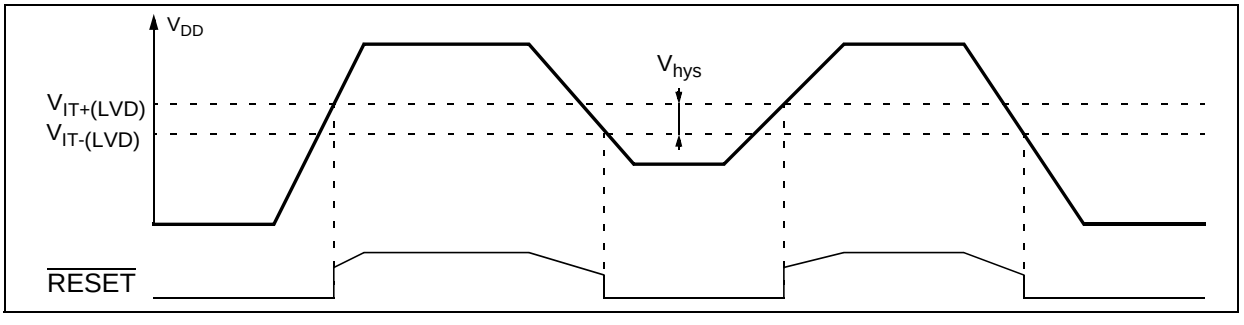
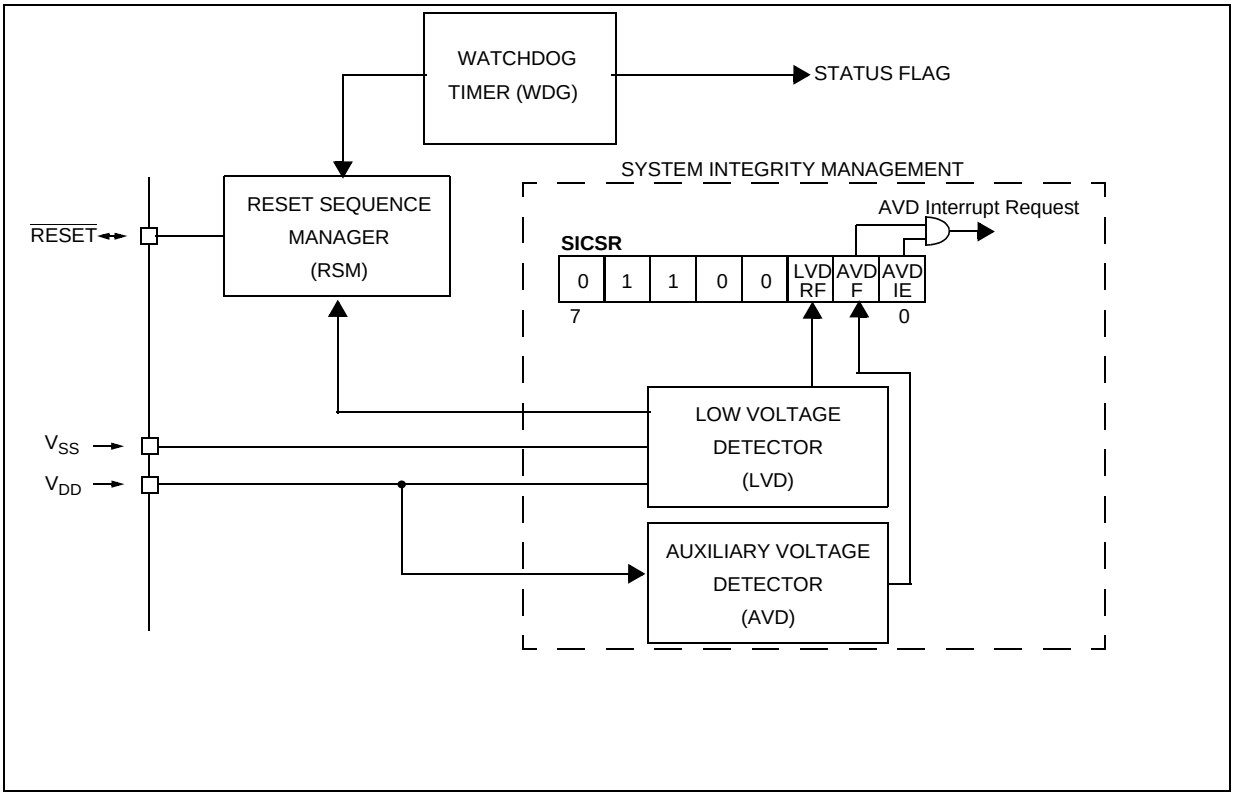


Figure 16. Reset and Supply Management Block Diagram



SYSTEM INTEGRITY MANAGEMENT (Cont'd)

7.4.2 Auxiliary Voltage Detector (AVD)

The Voltage Detector function (AVD) is based on an analog comparison between a $V_{IT-(AVD)}$ and $V_{IT+(AVD)}$ reference value and the V_{DD} main supply voltage (V_{AVD}). The $V_{IT-(AVD)}$ reference value for falling voltage is lower than the $V_{IT+(AVD)}$ reference value for rising voltage in order to avoid parasitic detection (hysteresis).

The output of the AVD comparator is directly readable by the application software through a real time status bit (AVDF) in the SICSR register. This bit is read only.

7.4.2.1 Monitoring the V_{DD} Main Supply.

The AVD threshold is selected by the AVD[1:0] bits in the AVDTHCR register.

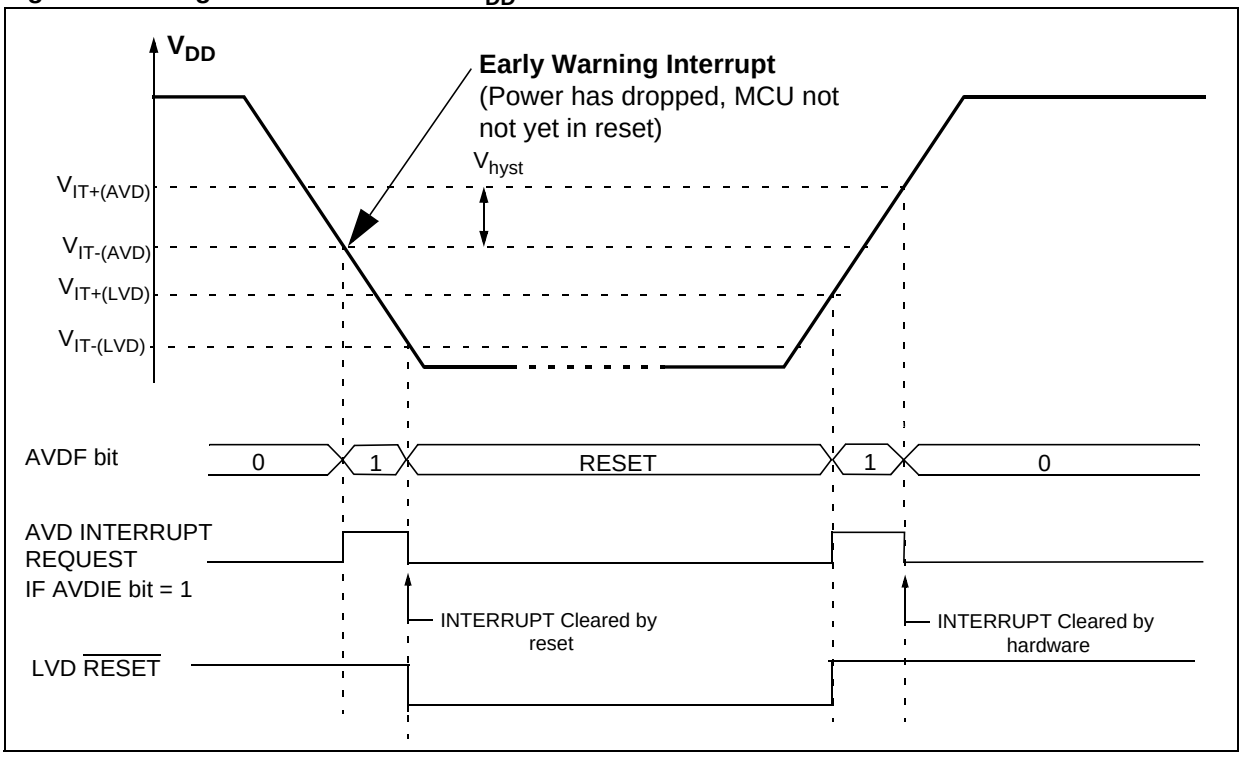
If the AVD interrupt is enabled, an interrupt is generated when the voltage crosses the $V_{IT+(LVD)}$ or $V_{IT-(AVD)}$ threshold (AVDF bit is set).

In the case of a drop in voltage, the AVD interrupt acts as an early warning, allowing software to shut down safely before the LVD resets the microcontroller. See Figure 17.

The interrupt on the rising edge is used to inform the application that the V_{DD} warning state is over

Note: Make sure the right combination of LVD and AVD thresholds is used as LVD and AVD levels are not correlated. Refer to section 12.3.2 on page 71 and section 12.3.3 on page 71 for more details.

Figure 17. Using the AVD to Monitor V_{DD}



SYSTEM INTEGRITY MANAGEMENT (Cont'd)

7.4.3 Low Power Modes

Mode	Description
WAIT	No effect on SI. AVD interrupts cause the device to exit from Wait mode.
HALT	The SICSR register is frozen. The AVD remains active but the AVD interrupt cannot be used to exit from Halt mode.

7.4.3.1 Interrupts

The AVD interrupt event generates an interrupt if the corresponding Enable Control Bit (AVDIE) is set and the interrupt mask in the CC register is reset (RIM instruction).

Interrupt Event	Event Flag	Enable Control Bit	Exit from Wait	Exit from Halt
AVD event	AVDF	AVDIE	Yes	No

SYSTEM INTEGRITY MANAGEMENT (Cont'd)

7.4.4 Register Description

SYSTEM INTEGRITY (SI) CONTROL/STATUS REGISTER (SICSR)

Read/Write

Reset Value: 0000 0x00 (0xh)

7							0
0	CR1	CR0	0	0	LVDRF	AVDF	AVDIE

Bit 7 = Reserved, must be kept cleared.

Bits 6:5 = **CR[1:0]** *RC Oscillator Frequency Adjustment bits*

These bits, as well as CR[9:2] bits in the RCCR register must be written immediately after reset to adjust the RC oscillator frequency and to obtain an accuracy of 3%. Refer to section 6.1 on page 17.

Bits 4:3 = Reserved, must be kept cleared.

Bit 2 = **LVDRF** *LVD reset flag*
This bit indicates that the last Reset was generated by the LVD block. It is set by hardware (LVD reset) and cleared by software (writing zero). See WDGRF flag description in Section 10.1 for more details. When the LVD is disabled by OPTION BYTE, the LVDRF bit value is undefined.

Bit 1 = **AVDF** *Voltage Detector flag*
This read-only bit is set and cleared by hardware. If the AVDIE bit is set, an interrupt request is generated when the AVDF bit is set. Refer to Figure 17 for additional details
0: V_{DD} over AVD threshold
1: V_{DD} under AVD threshold

Bit 0 = **AVDIE** *Voltage Detector interrupt enable*
This bit is set and cleared by software. It enables an interrupt to be generated when the AVDF flag is set. The pending interrupt information is automatically cleared when software enters the AVD interrupt routine.
0: AVD interrupt disabled
1: AVD interrupt enabled

AVD THRESHOLD SELECTION REGISTER (AVDTHCR)

Read/Write

Reset Value: 0000 0011 (03h)

7							0
0	CK1	CK0	0	0	0	AVD1	AVD0

Bit 7 = Reserved, must be kept cleared.

Bits 6:5 = **CK[1:0]** 3% RC Prescaler Selection
Refer to Section 6.1 INTERNAL RC OSCILLATOR ADJUSTMENT on page 17.

Bits 4:2 = Reserved, must be kept cleared.

Bits 1:0 = **AVD[1:0]** AVD Threshold Selection
These bits are set and cleared by software and cleared by hardware after a reset. They select the AVD threshold.

Table 9. AVD Threshold Selection bits

AVD1	AVD0	Functionality
0	0	Low
0	1	Medium
1	0	High
1	1	AVD off

Application notes

The LVDRF flag is not cleared when another RESET type occurs (external or watchdog), the LVDRF flag remains set to keep trace of the original failure.
In this case, a watchdog reset can be detected by software while an external reset can not.

REGISTER DESCRIPTION (Cont'd)

Table 10. System Integrity Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
003Ah	SICSR Reset Value	0	1	1	0	0	LVDRF x	AVDF 0	AVDIE 0
003Eh	AVDTHCR Reset Value	0	CK1 0	CK0 0	0	0	0	AVD1 1	AVD2 1

8 POWER SAVING MODES

8.1 INTRODUCTION

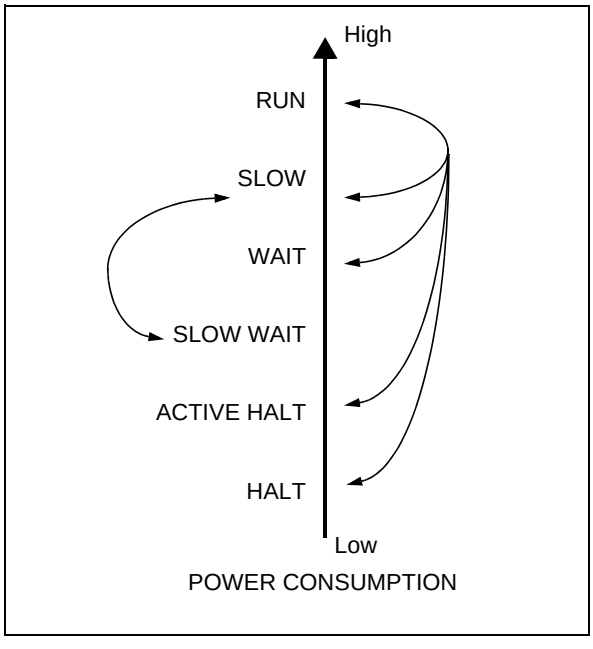
To give a large measure of flexibility to the application in terms of power consumption, four main power saving modes are implemented in the ST7 (see Figure 18):

- Slow
- Wait (and Slow-Wait)
- Active Halt
- Auto Wake up From Halt (AWUFH)
- Halt

After a RESET the normal operating mode is selected by default (RUN mode). This mode drives the device (CPU and embedded peripherals) by means of a master clock which is based on the main oscillator frequency (f_{OSC}).

From RUN mode, the different power saving modes may be selected by setting the relevant register bits or by calling the specific ST7 software instruction whose action depends on the oscillator status.

Figure 18. Power Saving Mode Transitions



8.2 SLOW MODE

This mode has two targets:

– To reduce power consumption by decreasing the internal clock in the device,

– To adapt the internal clock frequency (f_{CPU}) to the available supply voltage.

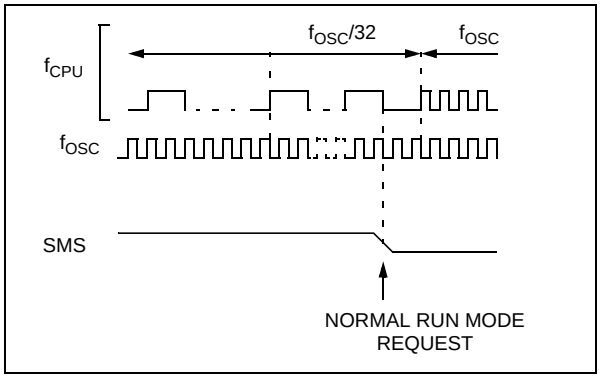
SLOW mode is controlled by the SMS bit in the MCCSR register which enables or disables Slow mode.

In this mode, the oscillator frequency is divided by 32. The CPU and peripherals are clocked at this lower frequency.

Notes:

SLOW-WAIT mode is activated when entering WAIT mode while the device is already in SLOW mode.

Figure 19. SLOW Mode Clock Transition



POWER SAVING MODES (Cont'd)

8.3 WAIT MODE

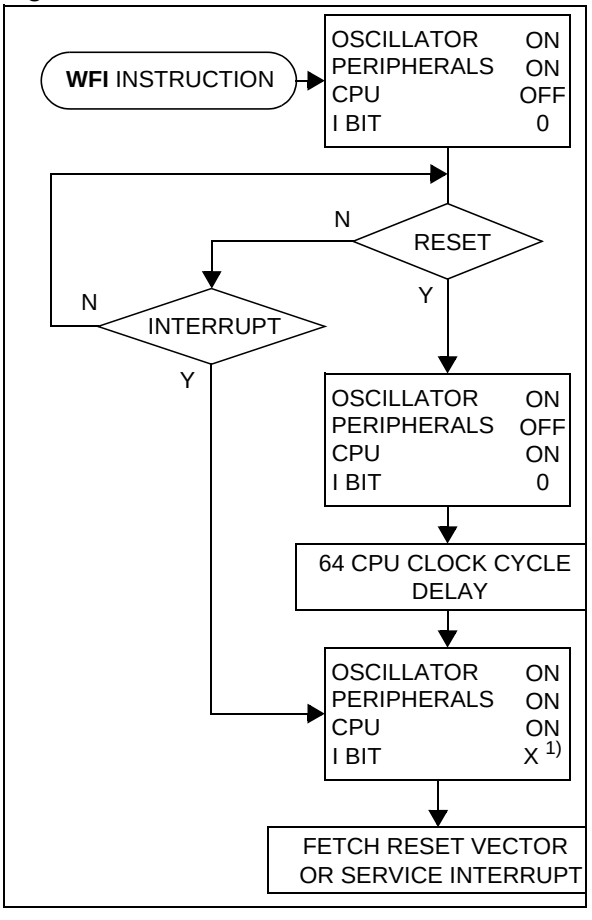
WAIT mode places the MCU in a low power consumption mode by stopping the CPU.

This power saving mode is selected by calling the 'WFI' instruction.

All peripherals remain active. During WAIT mode, the I bit of the CC register is cleared, to enable all interrupts. All other registers and memory remain unchanged. The MCU remains in WAIT mode until an interrupt or RESET occurs, whereupon the Program Counter branches to the starting address of the interrupt or Reset service routine.
The MCU will remain in WAIT mode until a Reset or an Interrupt occurs, causing it to wake up.

Refer to Figure 20.

Figure 20. WAIT Mode Flow-chart



Note:

1. Before servicing an interrupt, the CC register is pushed on the stack. The I bit of the CC register is set during the interrupt routine and cleared when the CC register is popped.

POWER SAVING MODES (Cont'd)

8.4 ACTIVE-HALT AND HALT MODES

ACTIVE-HALT and HALT modes are the two lowest power consumption modes of the MCU. They are both entered by executing the 'HALT' instruction. The decision to enter either in ACTIVE-HALT or HALT mode is given by the LTCSR/ATCSR register status as shown in the following table:.

LTCSR TBIE bit	ATCSR OVFIE bit	ATCSR CK1 bit	ATCSR CK0 bit	Meaning
0	x	x	0	ACTIVE-HALT mode disabled
0	0	x	x	
0	1	1	1	
1	x	x	x	ACTIVE-HALT mode enabled
x	1	0	1	

8.4.1 ACTIVE-HALT MODE

ACTIVE-HALT mode is the lowest power consumption mode of the MCU with a real time clock available. It is entered by executing the 'HALT' instruction when active halt mode is enabled.

The MCU can exit ACTIVE-HALT mode on reception of a Lite Timer / AT Timer interrupt or a RESET.

– When exiting ACTIVE-HALT mode by means of a RESET, a 64 CPU cycle delay occurs. After the start up delay, the CPU resumes operation by fetching the reset vector which woke it up (see Figure 22).

– When exiting ACTIVE-HALT mode by means of an interrupt, the CPU immediately resumes operation by servicing the interrupt vector which woke it up (see Figure 22).

When entering ACTIVE-HALT mode, the I bit in the CC register is cleared to enable interrupts. Therefore, if an interrupt is pending, the MCU wakes up immediately.

In ACTIVE-HALT mode, only the main oscillator and the selected timer counter (LT/AT) are running to keep a wake-up time base. All other peripherals are not clocked except those which get their clock supply from another clock generator (such as external or auxiliary oscillator).

Caution: As soon as ACTIVE-HALT is enabled, executing a HALT instruction while the Watchdog is active does not generate a RESET if the WDGHALT bit is reset.
This means that the device cannot spend more than a defined delay in this power saving mode.

Figure 21. ACTIVE-HALT Timing Overview

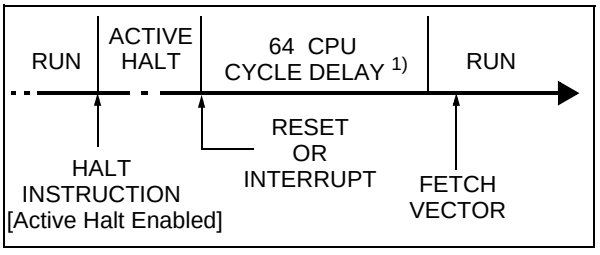
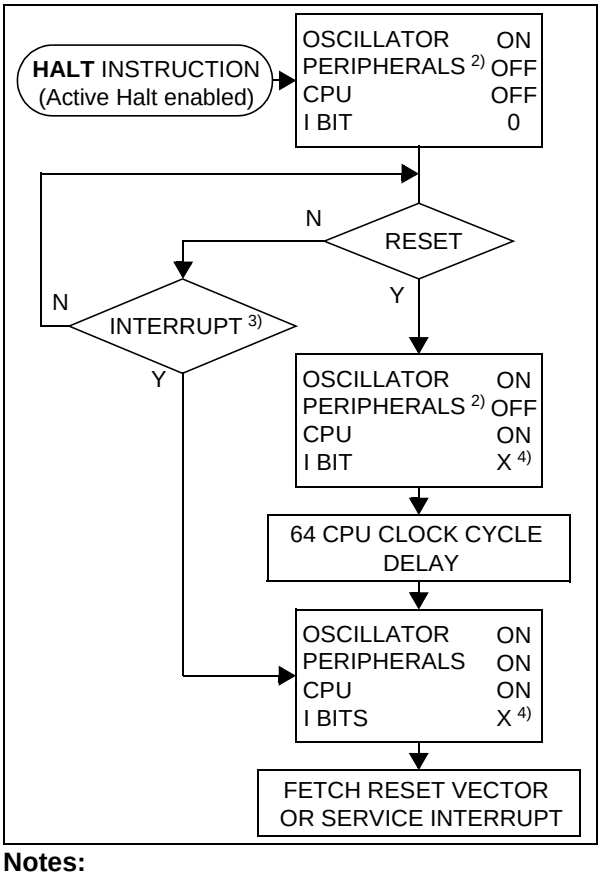


Figure 22. ACTIVE-HALT Mode Flow-chart



Notes:

1. This delay occurs only if the MCU exits ACTIVE-HALT mode by means of a RESET.
2. Peripherals clocked with an external clock source can still be active.
3. Only the Lite Timer RTC and AT Timer interrupts can exit the MCU from ACTIVE-HALT mode.
4. Before servicing an interrupt, the CC register is pushed on the stack. The I bit of the CC register is set during the interrupt routine and cleared when the CC register is popped.

POWER SAVING MODES (Cont'd)

8.4.2 HALT MODE

The HALT mode is the lowest power consumption mode of the MCU. It is entered by executing the 'HALT' instruction when active halt mode is disabled.

The MCU can exit HALT mode on reception of either a specific interrupt (see Table 7, "Interrupt Mapping," on page 26) or a RESET. When exiting HALT mode by means of a RESET or an interrupt, the oscillator is immediately turned on and the 64 CPU cycle delay is used to stabilize the oscillator. After the start up delay, the CPU resumes operation by servicing the interrupt or by fetching the reset vector which woke it up (see Figure 24).

When entering HALT mode, the I bit in the CC register is forced to 0 to enable interrupts. Therefore, if an interrupt is pending, the MCU wakes immediately.

In HALT mode, the main oscillator is turned off causing all internal processing to be stopped, including the operation of the on-chip peripherals. All peripherals are not clocked except the ones which get their clock supply from another clock generator (such as an external or auxiliary oscillator).

The compatibility of Watchdog operation with HALT mode is configured by the "WDGHALT" option bit of the option byte. The HALT instruction when executed while the Watchdog system is enabled, can generate a Watchdog RESET (see section 14.1 on page 95 for more details).

Figure 23. HALT Timing Overview

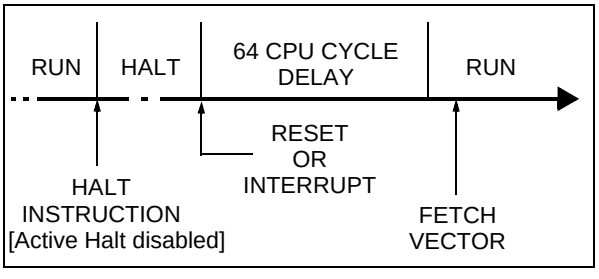
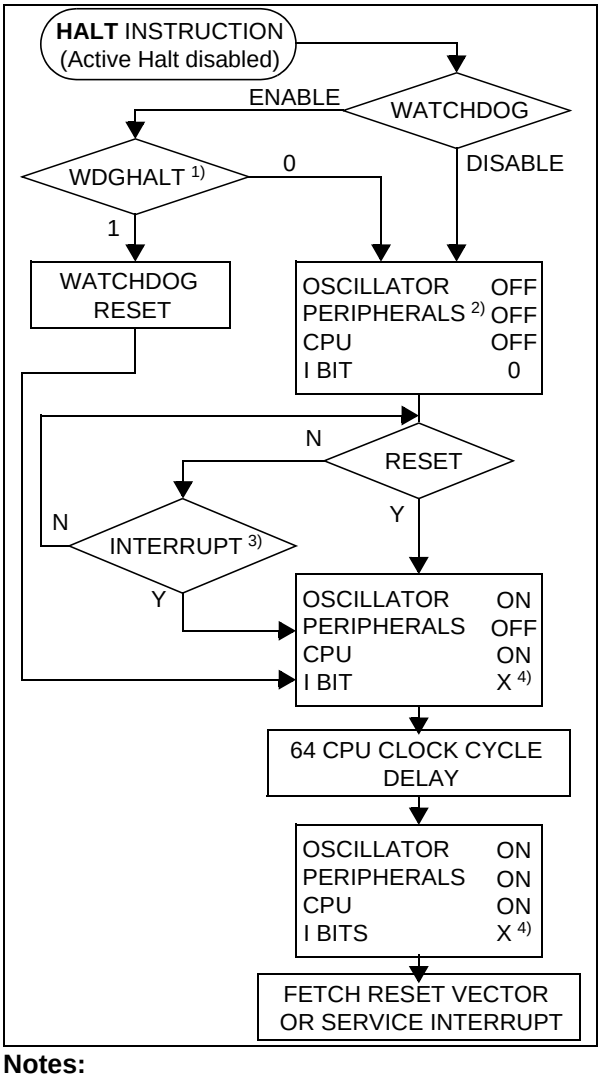


Figure 24. HALT Mode Flow-chart



Notes:

1. WDGHALT is an option bit. See option byte section for more details.

2. Peripheral clocked with an external clock source can still be active.

3. Only some specific interrupts can exit the MCU from HALT mode (such as external interrupt). Refer to Table 7, "Interrupt Mapping," on page 26 for more details.

4. Before servicing an interrupt, the CC register is pushed on the stack. The I bit of the CC register is set during the interrupt routine and cleared when the CC register is popped.

5. Switch the CPU clock to 1MHz (RC/8) or AWU RC before entering HALT mode.

POWER SAVING MODES (Cont'd)

8.4.2.1 HALT Mode Recommendations

– Make sure that an external event is available to wake up the microcontroller from Halt mode.

– When using an external interrupt to wake up the microcontroller, reinitialize the corresponding I/O as "Input Pull-up with Interrupt" before executing the HALT instruction. The main reason for this is that the I/O may be wrongly configured due to external interference or by an unforeseen logical condition.

– For the same reason, reinitialize the level sensitiveness of each external interrupt as a precautionary measure.

– The opcode for the HALT instruction is 0x8E. To avoid an unexpected HALT instruction due to a program counter failure, it is advised to clear all occurrences of the data value 0x8E from memory. For example, avoid defining a constant in ROM with the value 0x8E.

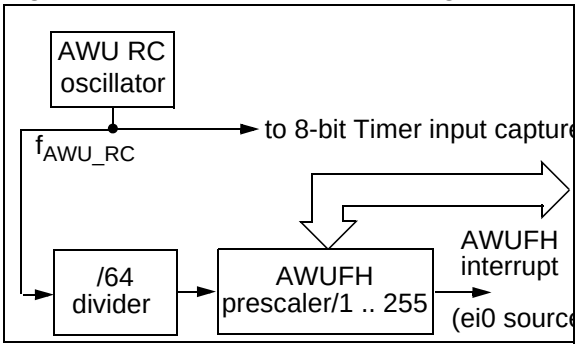
– As the HALT instruction clears the I bit in the CC register to allow interrupts, the user may choose to clear all pending interrupt bits before executing the HALT instruction. This avoids entering other peripheral interrupt routines after executing the external interrupt routine corresponding to the wake-up event (reset or external interrupt).

8.5 AUTO WAKE UP FROM HALT MODE

Auto Wake Up From Halt (AWUFH) mode is similar to Halt mode with the addition of a specific internal RC oscillator for wake-up (Auto Wake Up from Halt Oscillator). Compared to ACTIVE-HALT mode, AWUFH has lower power consumption (the main clock is not kept running, but there is no accurate realtime clock available.

It is entered by executing the HALT instruction when the AWUEN bit in the AWUCSR register has been set.

Figure 25. AWUFH Mode Block Diagram



As soon as HALT mode is entered, and if the AWUEN bit has been set in the AWUCSR register, the AWU RC oscillator provides a clock signal (f_{AWU_RC}). Its frequency is divided by a fixed divider and a programmable prescaler controlled by the AWUPR register. The output of this prescaler provides the delay time. When the delay has elapsed the AWUF flag is set by hardware and an interrupt wakes-up the MCU from Halt mode. At the same time the main oscillator is immediately turned on and a 64 cycle delay is used to stabilize it. After this start-up delay, the CPU resumes operation by servicing the AWUFH interrupt. The AWU flag and its associated interrupt are cleared by software reading the AWUCSR register.

To compensate for any frequency dispersion of the AWU RC oscillator, it can be calibrated by measuring the clock frequency f_{AWU_RC} and then calculating the right prescaler value. Measurement mode is enabled by setting the AWUM bit in the AWUCSR register in Run mode. This connects f_{AWU_RC} to the input capture of the 8-bit lite timer, allowing the f_{AWU_RC} to be measured using the main oscillator clock as a reference timebase.

POWER SAVING MODES (Cont'd)

Similarities with Halt mode

The following AWUFH mode behaviour is the same as normal Halt mode:

– The MCU can exit AWUFH mode by means of any interrupt with exit from Halt capability or a reset (see Section 8.4 ACTIVE-HALT AND HALT MODES).

– When entering AWUFH mode, the I bit in the CC register is forced to 0 to enable interrupts. Therefore, if an interrupt is pending, the MCU wakes up immediately.

– In AWUFH mode, the main oscillator is turned off causing all internal processing to be stopped, including the operation of the on-chip peripherals. None of the peripherals are clocked except those which get their clock supply from another clock generator (such as an external or auxiliary oscillator like the AWU oscillator).

– The compatibility of Watchdog operation with AWUFH mode is configured by the WDGHALT option bit in the option byte. Depending on this setting, the HALT instruction when executed while the Watchdog system is enabled, can generate a Watchdog RESET.

Figure 26. AWUF Halt Timing Diagram

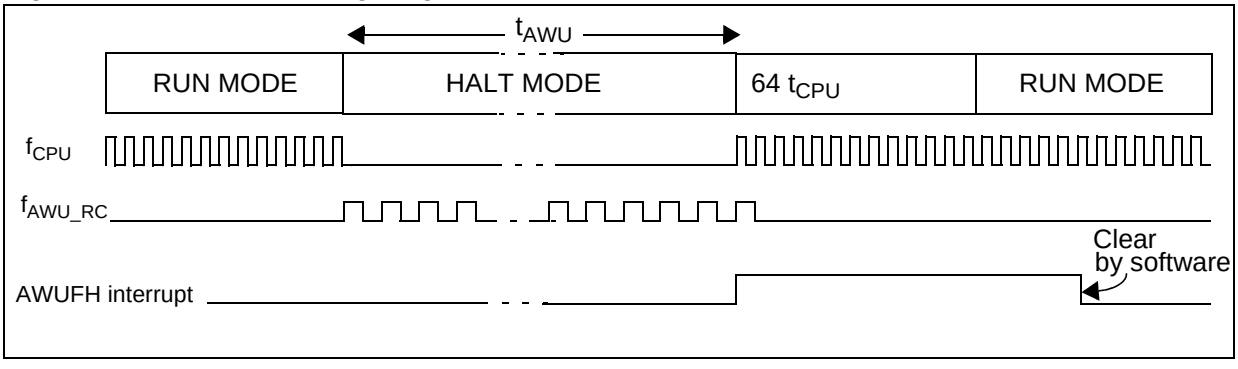
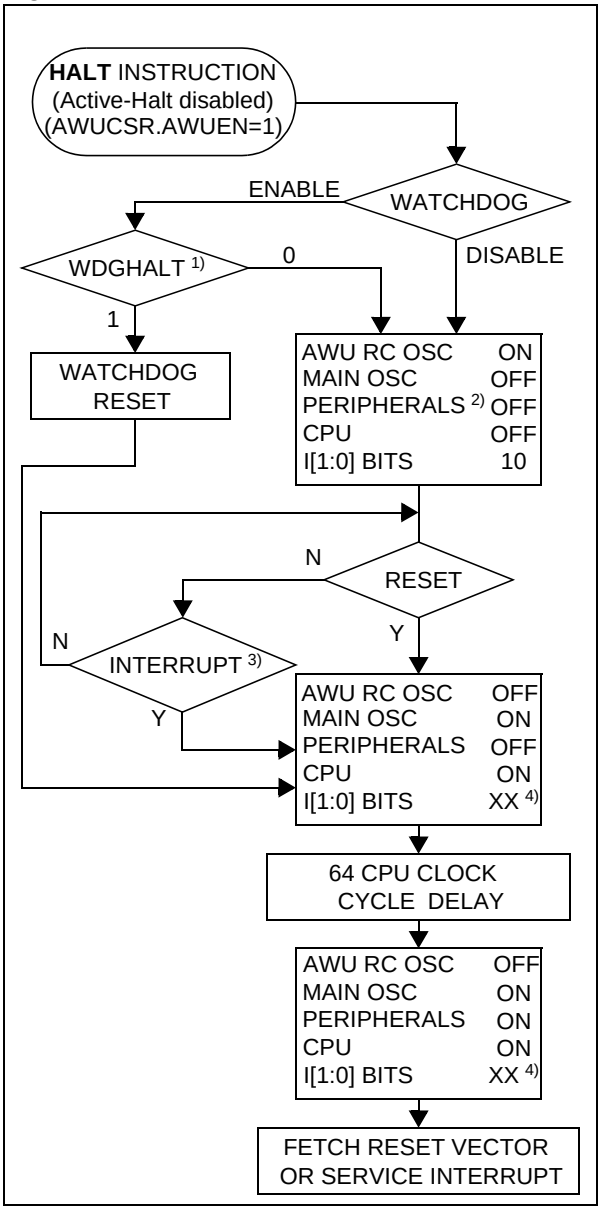


Figure 27. AWUFH Mode Flow-chart



Notes:

1. WDGHALT is an option bit. See option byte section for more details.

2. Peripheral clocked with an external clock source can still be active.

3. Only an AWUFH interrupt and some specific interrupts can exit the MCU from HALT mode (such as external interrupt). Refer to Table 7, “Interrupt Mapping,” on page 26 for more details.

4. Before servicing an interrupt, the CC register is pushed on the stack. The I[1:0] bits of the CC register are set to the current software priority level of the interrupt routine and recovered when the CC register is popped.

POWER SAVING MODES (Cont'd)

8.5.0.1 Register Description

AWUFH CONTROL/STATUS REGISTER (AWUCSR)
Read/Write
Reset Value: 0000 0000 (00h)

7							0
0	0	0	0	0	AWUF	AWUM	AWUEN

Bits 7:3 = Reserved.

Bit 1= **AWUF** *Auto Wake Up Flag*
This bit is set by hardware when the AWU module generates an interrupt and cleared by software on reading AWUCSR. Writing to this bit does not change its value.
0: No AWU interrupt occurred
1: AWU interrupt occurred

Bit 1= **AWUM** *Auto Wake Up Measurement*
This bit enables the AWU RC oscillator and connects its output to the input capture of the 8-bit lite timer. This allows the timer to be used to measure the AWU RC oscillator dispersion and then compensate this dispersion by providing the right value in the AWUPRE register.
0: Measurement disabled
1: Measurement enabled

Bit 0 = **AWUEN** *Auto Wake Up From Halt Enabled*
This bit enables the Auto Wake Up From Halt feature: once HALT mode is entered, the AWUFH wakes up the microcontroller after a time delay dependent on the AWU prescaler value. It is set and cleared by software.
0: AWUFH (Auto Wake Up From Halt) mode disabled
1: AWUFH (Auto Wake Up From Halt) mode enabled

Note: whatever the clock source, this bit should be set to enable the AWUFH mode once the HALT instruction has been executed.

AWUFH PRESCALER REGISTER (AWUPR)
Read/Write
Reset Value: 1111 1111 (FFh)

7							0
AWUPR7	AWUPR6	AWUPR5	AWUPR4	AWUPR3	AWUPR2	AWUPR1	AWUPR0

Bits 7:0= **AWUPR[7:0]** *Auto Wake Up Prescaler*
These 8 bits define the AWUPR Dividing factor (as explained below:

AWUPR[7:0]	Dividing factor
00h	Forbidden
01h	1
...	...
FEh	254
FFh	255

In AWU mode, the period that the MCU stays in Halt Mode (t_{AWU} in Figure 26) is defined by

$$t_{AWU} = 64 \times AWUPR \times \frac{1}{f_{AWURC}} + t_{RCSTRT}$$

This prescaler register can be programmed to modify the time that the MCU stays in Halt mode before waking up automatically.

Note: If 00h is written to AWUPR, depending on the product, an interrupt is generated immediately after a HALT instruction, or the AWUPR remains unchanged.

Table 11. AWU Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0049h	**AWUPR** Reset Value	AWUPR7 1	AWUPR6 1	AWUPR5 1	AWUPR4 1	AWUPR3 1	AWUPR2 1	AWUPR1 1	AWUPR0 1
004Ah	**AWUCSR** Reset Value	0	0	0	0	0	AWUF	AWUM	AWUEN

9 I/O PORTS

9.1 INTRODUCTION

The I/O port offers different functional modes:

– transfer of data through digital inputs and outputs

and for specific pins:

– external interrupt generation

– alternate signal input/output for the on-chip peripherals.

An I/O port contains up to 6 pins. Each pin can be programmed independently as digital input (with or without interrupt generation) or digital output.

9.2 FUNCTIONAL DESCRIPTION

Each port has 2 main registers:

– Data Register (DR)

– Data Direction Register (DDR)

and one optional register:

– Option Register (OR)

Each I/O pin may be programmed using the corresponding register bits in the DDR and OR registers: bit X corresponding to pin X of the port. The same correspondence is used for the DR register.

The following description takes into account the OR register, (for specific ports which do not provide this register refer to the I/O Port Implementation section). The generic I/O block diagram is shown in Figure 28

9.2.1 Input Modes

The input configuration is selected by clearing the corresponding DDR register bit.

In this case, reading the DR register returns the digital value applied to the external I/O pin.

Different input modes can be selected by software through the OR register.

Notes:

1. Writing the DR register modifies the latch value but does not affect the pin status.

2. PA3 cannot be configured as input.

External interrupt function

When an I/O is configured as Input with Interrupt, an event on this I/O can generate an external interrupt request to the CPU.

Each pin can independently generate an interrupt request. The interrupt sensitivity is independently programmable using the sensitivity bits in the EICR register.

The external interrupts are hardware interrupts, which means that the request latch (not accessible directly by the application) is automatically cleared when the corresponding interrupt vector is fetched. To clear an unwanted pending interrupt by software, the sensitivity bits in the EICR register must be modified.

9.2.2 Output Modes

The output configuration is selected by setting the corresponding DDR register bit. In this case, writing the DR register applies this digital value to the I/O pin through the latch. Then reading the DR register returns the previously stored value.

Two different output modes can be selected by software through the OR register: Output push-pull and open-drain.

DR register value and output pin status:

DR	Push-pull	Open-drain
0	V_{SS}	Vss
1	V_{DD}	Floating

Note: When switching from input to output mode, the DR register has to be written first to drive the correct level on the pin as soon as the port is configured as an output.

9.2.3 Alternate Functions

When an on-chip peripheral is configured to use a pin, the alternate function is automatically selected. This alternate function takes priority over the standard I/O programming under the following conditions:

– When the signal is coming from an on-chip peripheral, the I/O pin is automatically configured in output mode (push-pull or open drain according to the peripheral).

– When the signal is going to an on-chip peripheral, the I/O pin must be configured in floating input mode. In this case, the pin state is also digitally readable by addressing the DR register.

Notes:

– Input pull-up configuration can cause unexpected value at the input of the alternate peripheral input.

– When an on-chip peripheral use a pin as input and output, this pin has to be configured in input floating mode.

Figure 28. I/O Port General Block Diagram

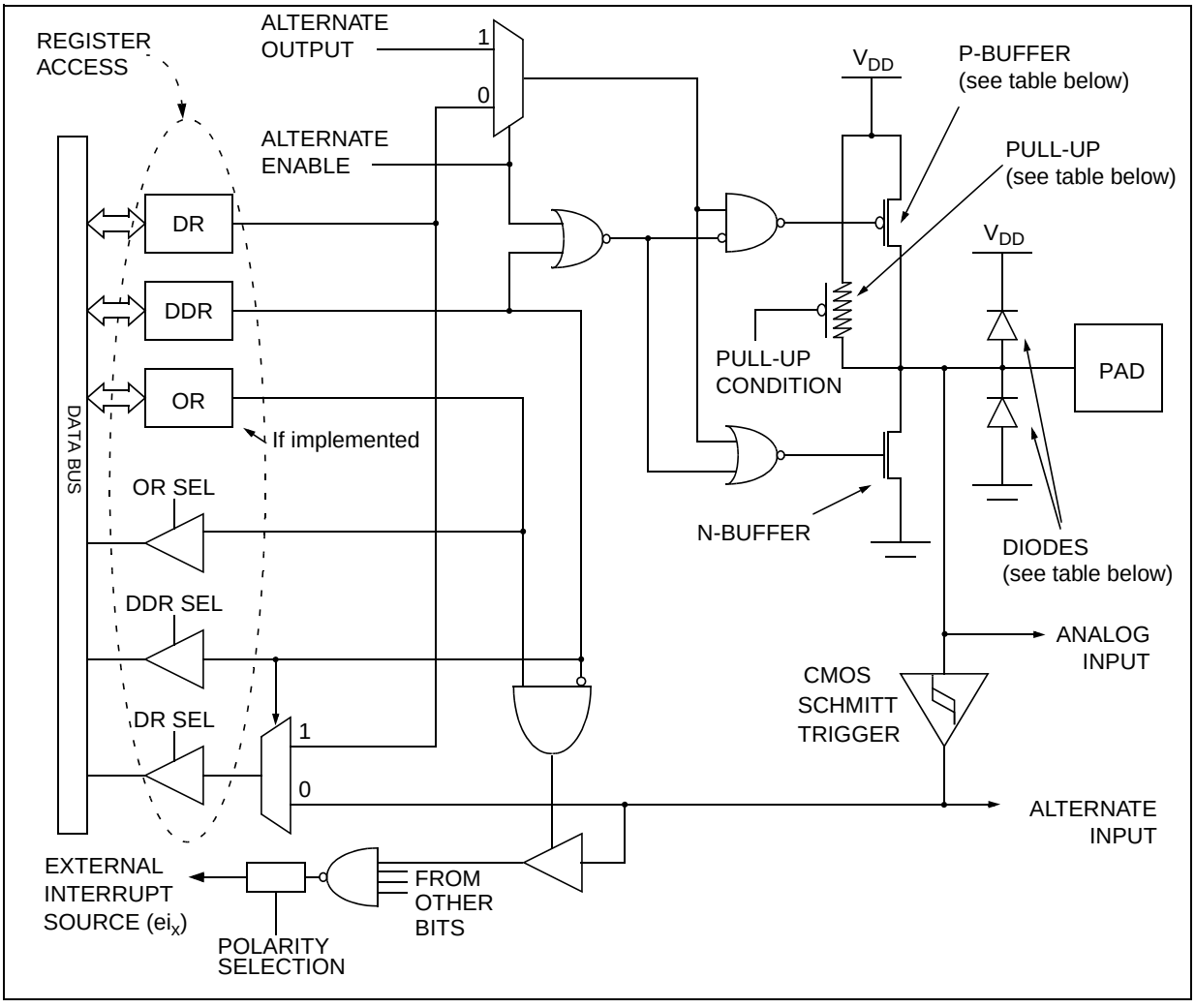


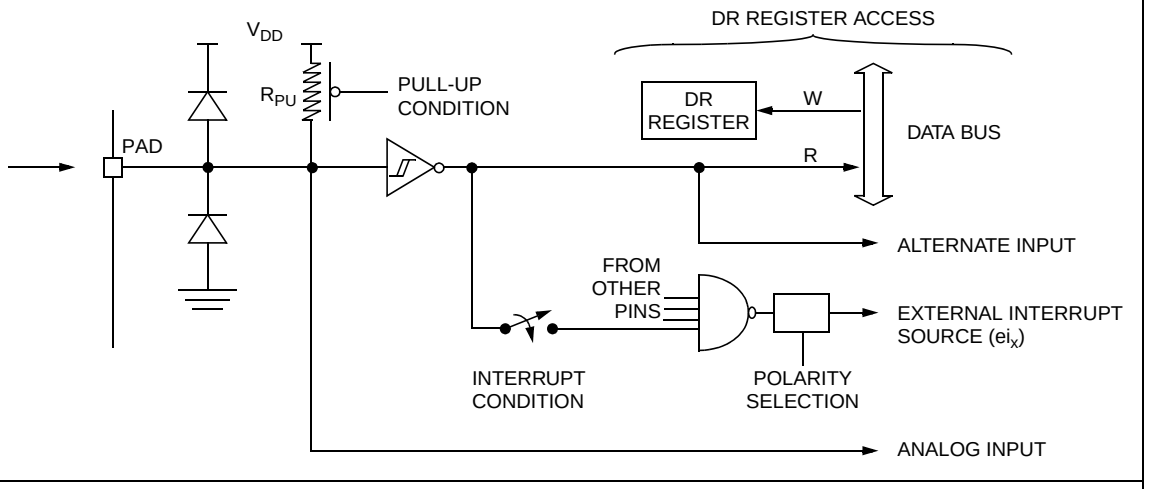
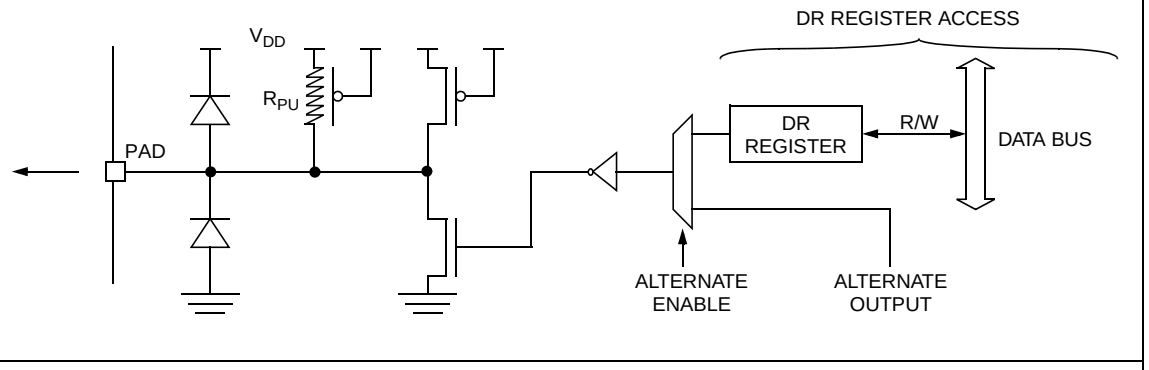
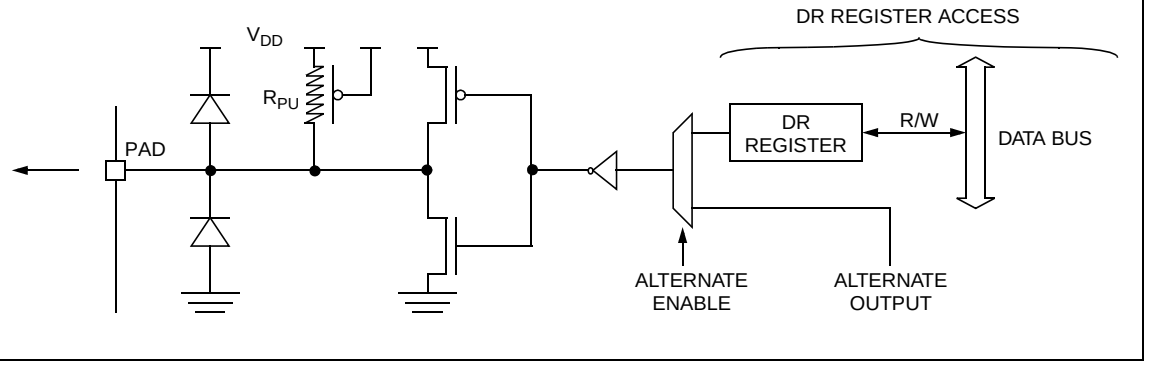
Table 12. I/O Port Mode Options

Configuration Mode		Pull-Up	P-Buffer	Diodes	
				to V_{DD}	to V_{SS}
Input	Floating with/without Interrupt	Off	Off	On	On
	Pull-up with/without Interrupt	On			
Output	Push-pull	Off	On		
	Open Drain (logic level)		Off		

Legend:NI - not implemented
Off - implemented not activated
On - implemented and activated

I/O PORTS (Cont'd)

Table 13. I/O Port Configurations

	Hardware Configuration
INPUT [1]	
OPEN-DRAIN OUTPUT [2]	
PUSH-PULL OUTPUT [2]	

Notes:

1. When the I/O port is in input configuration and the associated alternate function is enabled as an output, reading the DR register will read the alternate function output status.

2. When the I/O port is in output configuration and the associated alternate function is enabled as an input, the alternate function reads the pin status given by the DR register content.

I/O PORTS (Cont'd)

CAUTION: The alternate function must not be activated as long as the pin is configured as input with interrupt, in order to avoid generating spurious interrupts.

Analog alternate function

When the pin is used as an ADC input, the I/O must be configured as floating input. The analog multiplexer (controlled by the ADC registers) switches the analog voltage present on the selected pin to the common analog rail which is connected to the ADC input.

It is recommended not to change the voltage level or loading on any port pin while conversion is in progress. Furthermore it is recommended not to have clocking pins located close to a selected analog pin.

WARNING: The analog input voltage level must be within the limits stated in the absolute maximum ratings.

9.3 UNUSED I/O PINS

Unused I/O pins must be connected to fixed voltage levels. Refer to Section 12.8.

9.4 LOW POWER MODES

Mode	Description
WAIT	No effect on I/O ports. External interrupts cause the device to exit from WAIT mode.
HALT	No effect on I/O ports. External interrupts cause the device to exit from HALT mode.

9.5 INTERRUPTS

The external interrupt event generates an interrupt if the corresponding configuration is selected with DDR and OR registers and the interrupt mask in

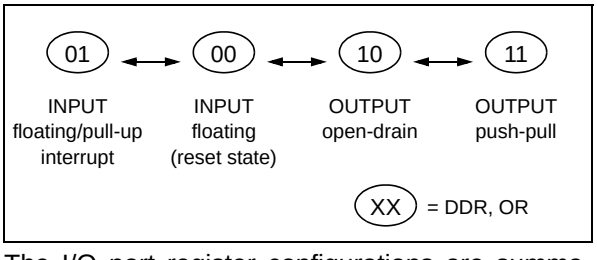
Interrupt Event	Event Flag	Enable Control Bit	Exit from Wait	Exit from Halt
External interrupt on selected external event	-	DDRx ORx	Yes	Yes

9.6 I/O PORT IMPLEMENTATION

The hardware implementation on each I/O port depends on the settings in the DDR and OR registers and specific feature of the I/O port such as ADC Input or true open drain.

Switching these I/O ports from one state to another should be done in a sequence that prevents unwanted side effects. Recommended safe transitions are illustrated in Figure 29. Other transitions are potentially risky and should be avoided, since they are likely to present unwanted side-effects such as spurious interrupt generation.

Figure 29. Interrupt I/O Port State Transitions



The I/O port register configurations are summarised as follows.

Table 14. Port Configuration

Port	Pin name	Input (DDR=0)		Output (DDR=1)	
		OR = 0	OR = 1	OR = 0	OR = 1
Port A	PA0:2, PA4:5	floating	pull-up interrupt	open drain	push-pull
	PA3	-	-	open drain	push-pull

Note: after reset, to configure PA3 as a general purpose output, the application has to program the MUXCR0 and MUXCR1 registers. See section 6.4 on page 24

I/O PORTS (Cont'd)

Table 15. I/O Port Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0000h	PADR Reset Value	MSB 0	0	0	0	0	0	0	LSB 0
0001h	PADDR Reset Value	MSB 0	0	0	0	1	0	0	LSB 0
0002h	PAOR Reset Value	MSB 0	0	0	0	0	0	1	LSB 0

10 ON-CHIP PERIPHERALS

10.1 LITE TIMER (LT)

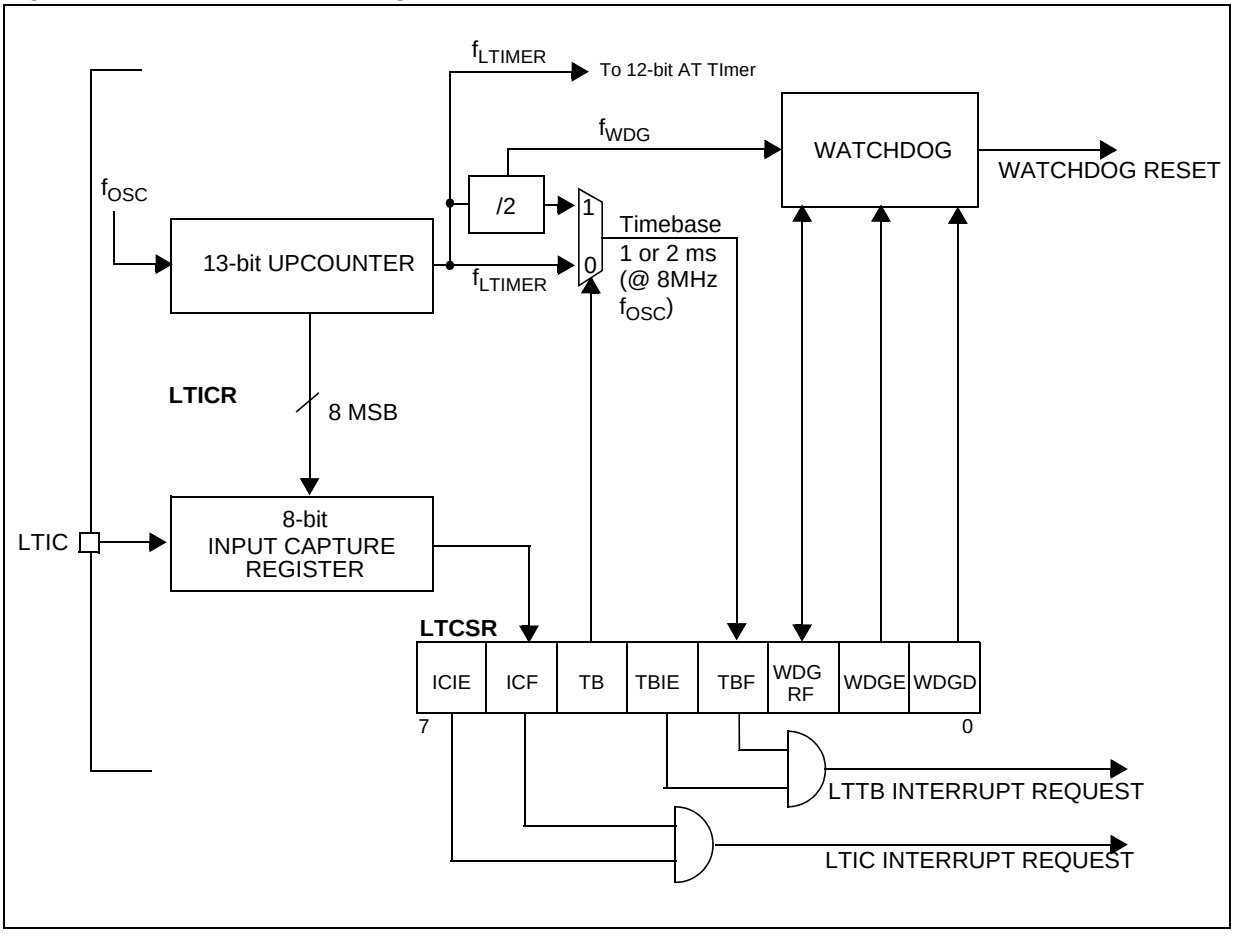
10.1.1 Introduction

The Lite Timer can be used for general-purpose timing functions. It is based on a free-running 13-bit upcounter with two software-selectable timebase periods, an 8-bit input capture register and watchdog function.

10.1.2 Main Features

- Realtime Clock
  - 13-bit upcounter
  - 1 ms or 2 ms timebase period (@ 8 MHz f_{OSC})
  - Maskable timebase interrupt
- Input Capture
  - 8-bit input capture register (LTICR)
  - Maskable interrupt with wakeup from Halt Mode capability
- Watchdog
  - Enabled by hardware or software (configurable by option byte)
  - Optional reset on HALT instruction (configurable by option byte)
  - Automatically resets the device unless disable bit is refreshed
  - Software reset (Forced Watchdog reset)
  - Watchdog reset status flag

Figure 30. Lite Timer Block Diagram



LITE TIMER (Cont'd)

10.1.3 Functional Description

The value of the 13-bit counter cannot be read or written by software. After an MCU reset, it starts incrementing from 0 at a frequency of f_{OSC}. A counter overflow event occurs when the counter rolls over from 1F39h to 00h. If f_{OSC} = 8 MHz, then the time period between two counter overflow events is 1 ms. This period can be doubled by setting the TB bit in the LTCSR register.

When the timer overflows, the TBF bit is set by hardware and an interrupt request is generated if the TBIE is set. The TBF bit is cleared by software reading the LTCSR register.

10.1.3.1 Watchdog

The watchdog is enabled using the WDGE bit. The normal Watchdog timeout is 2ms (@ fosc = 8 MHz), after which it then generates a reset.

To prevent this watchdog reset occuring, software must set the WDGD bit. The WDGD bit is cleared by hardware after t_{WDG}. This means that software must write to the WDGD bit at regular intervals to prevent a watchdog reset occurring. Refer to Figure .

If the watchdog is not enabled immediately after reset, the first watchdog timeout will be shorter than 2ms, because this period is counted starting from reset. Moreover, if a 2ms period has already elapsed after the last MCU reset, the watchdog reset will take place as soon as the WDGE bit is set. For these reasons, it is recommended to enable the Watchdog immediately after reset or else to set the WDGD bit before the WGDE bit so a watchdog reset will not occur for at least 2ms.

Note: Software can use the timebase feature to set the WDGD bit at 1 or 2 ms intervals.

A Watchdog reset can be forced at any time by setting the WDGRF bit. To generate a forced watchdog reset, first watchdog has to be activated by setting the WDGE bit and then the WDGRF bit has to be set.

The WDGRF bit also acts as a flag, indicating that the Watchdog was the source of the reset. It is automatically cleared after it has been read.

Caution: When the WDGRF bit is set, software must clear it, otherwise the next time the watchdog is enabled (by hardware or software), the microcontroller will be immediately reset.

Hardware Watchdog Option

If Hardware Watchdog is selected by option byte, the watchdog is always active and the WDGE bit in the LTCSR is not used.

Refer to the Option Byte description in the "device configuration and ordering information" section.

Using Halt Mode with the Watchdog (option)

If the Watchdog reset on HALT option is not selected by option byte, the Halt mode can be used when the watchdog is enabled.

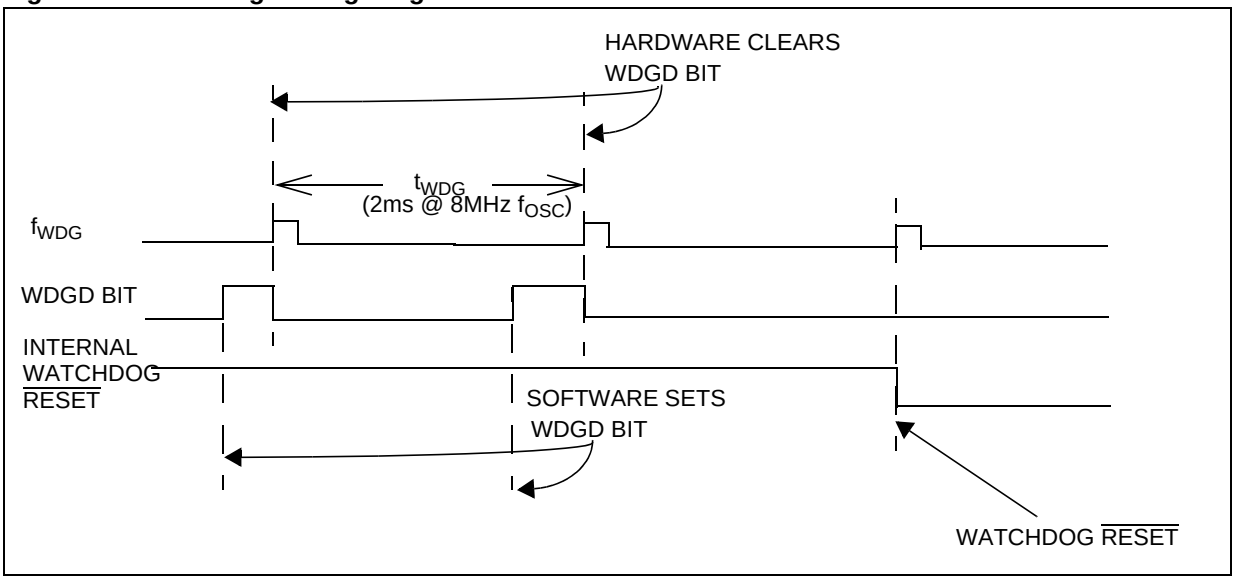
In this case, the HALT instruction stops the oscillator. When the oscillator is stopped, the Lite Timer stops counting and is no longer able to generate a Watchdog reset until the microcontroller receives an external interrupt or a reset.

If an external interrupt is received, the WDG restarts counting after 64 CPU clocks. If a reset is generated, the Watchdog is disabled (reset state).

If Halt mode with Watchdog is enabled by option byte (No watchdog reset on HALT instruction), it is recommended before executing the HALT instruction to refresh the WDG counter, to avoid an unexpected WDG reset immediately after waking up the microcontroller.

LITE TIMER (Cont'd)

Figure 31. Watchdog Timing Diagram



LITE TIMER (Cont'd)

Input Capture

The 8-bit input capture register is used to latch the free-running upcounter after a rising or falling edge is detected on the LTIC pin. When an input capture occurs, the ICF bit is set and the LTICR register contains the MSB of the free-running upcounter. An interrupt is generated if the ICIE bit is set. The ICF bit is cleared by reading the LTICR register.

The LTICR is a read only register and always contains the data from the last input capture. Input capture is inhibited if the ICF bit is set.

10.1.4 Low Power Modes

Mode	Description
WAIT	No effect on Lite timer
ACTIVE-HALT	No effect on Lite timer
HALT	Lite timer stops counting

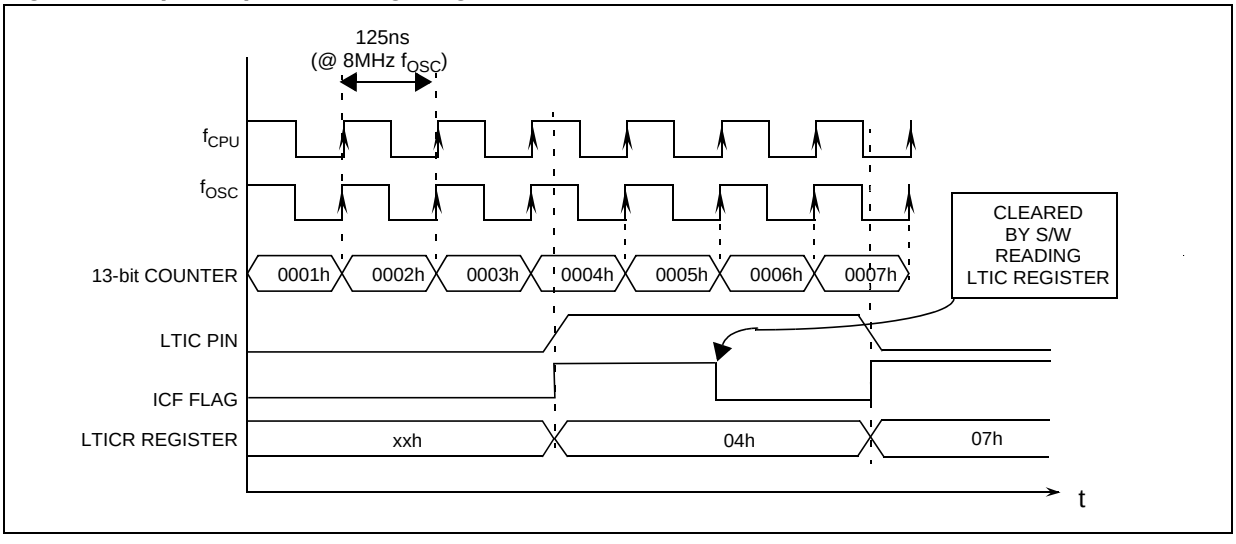
10.1.5 Interrupts

Interrupt Event	Event Flag	Enable Control Bit	Exit from Wait	Exit from Halt	Exit from Active-Halt
Timebase Event	TBF	TBIE	Yes	No	Yes
IC Event	ICF	ICIE	Yes	No	No

Note: The TBF and ICF interrupt events are connected to separate interrupt vectors (see Interrupts chapter).

They generate an interrupt if the enable bit is set in the LTCSR register and the interrupt mask in the CC register is reset (RIM instruction).

Figure 32. Input Capture Timing Diagram



LITE TIMER (Cont'd)

10.1.6 Register Description

LITE TIMER CONTROL/STATUS REGISTER (LTCSR)
Read / Write
Reset Value: 0000 0x00 (0xh)

7							0
ICIE	ICF	TB	TBIE	TBF	WDGR	WDGE	WDGD

Bit 7 = **ICIE** *Interrupt Enable.*
This bit is set and cleared by software.
0: Input Capture (IC) interrupt disabled
1: Input Capture (IC) interrupt enabled

Bit 6 = **ICF** *Input Capture Flag.*
This bit is set by hardware and cleared by software by reading the LTICR register. Writing to this bit does not change the bit value.
0: No input capture
1: An input capture has occurred

Note: After an MCU reset, software must initialise the ICF bit by reading the LTICR register

Bit 5 = **TB** *Timebase period selection.*
This bit is set and cleared by software.
0: Timebase period = t_{OSC} * 8000 (1ms @ 8 MHz)
1: Timebase period = t_{OSC} * 16000 (2ms @ 8 MHz)

Bit 4 = **TBIE** *Timebase Interrupt enable*.
This bit is set and cleared by software.
0: Timebase (TB) interrupt disabled
1: Timebase (TB) interrupt enabled

Bit 3 = **TBF** *Timebase Interrupt Flag*.
This bit is set by hardware and cleared by software reading the LTCSR register. Writing to this bit has no effect.
0: No counter overflow
1: A counter overflow has occurred

Bit 2 = **WDGRF** *Force Reset/ Reset Status Flag*
This bit is used in two ways: it is set by software to force a watchdog reset. It is set by hardware when a watchdog reset occurs and cleared by hardware or by software. It is cleared by hardware only when an LVD reset occurs. It can be cleared by software after a read access to the LTCSR register.
0: No watchdog reset occurred.
1: Force a watchdog reset (write), or, a watchdog reset occurred (read).

Bit 1 = **WDGE** *Watchdog Enable*
This bit is set and cleared by software.
0: Watchdog disabled
1: Watchdog enabled

Bit 0 = **WDGD** *Watchdog Reset Delay*
This bit is set by software. It is cleared by hardware at the end of each t_{WDG} period.
0: Watchdog reset not delayed
1: Watchdog reset delayed

LITE TIMER INPUT CAPTURE REGISTER (LTICR)
Read only
Reset Value: 0000 0000 (00h)

7							0
ICR7	ICR6	ICR5	ICR4	ICR3	ICR2	ICR1	ICR0

Bit 7:0 = **ICR[7:0]** Input Capture Value
These bits are read by software and cleared by hardware after a reset. If the ICF bit in the LTCSR is cleared, the value of the 8-bit up-counter will be captured when a rising or falling edge occurs on the LTIC pin.

Table 16. Lite Timer Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0B	**LTCSR** Reset Value	ICIE 0	ICF 0	TB 0	TBIE 0	TBF 0	WDGRF x	WDGE 0	WDGD 0
0C	**LTICR** Reset Value	ICR7 0	ICR6 0	ICR5 0	ICR4 0	ICR3 0	ICR2 0	ICR1 0	ICR0 0

10.2 12-BIT AUTORELOAD TIMER (AT)

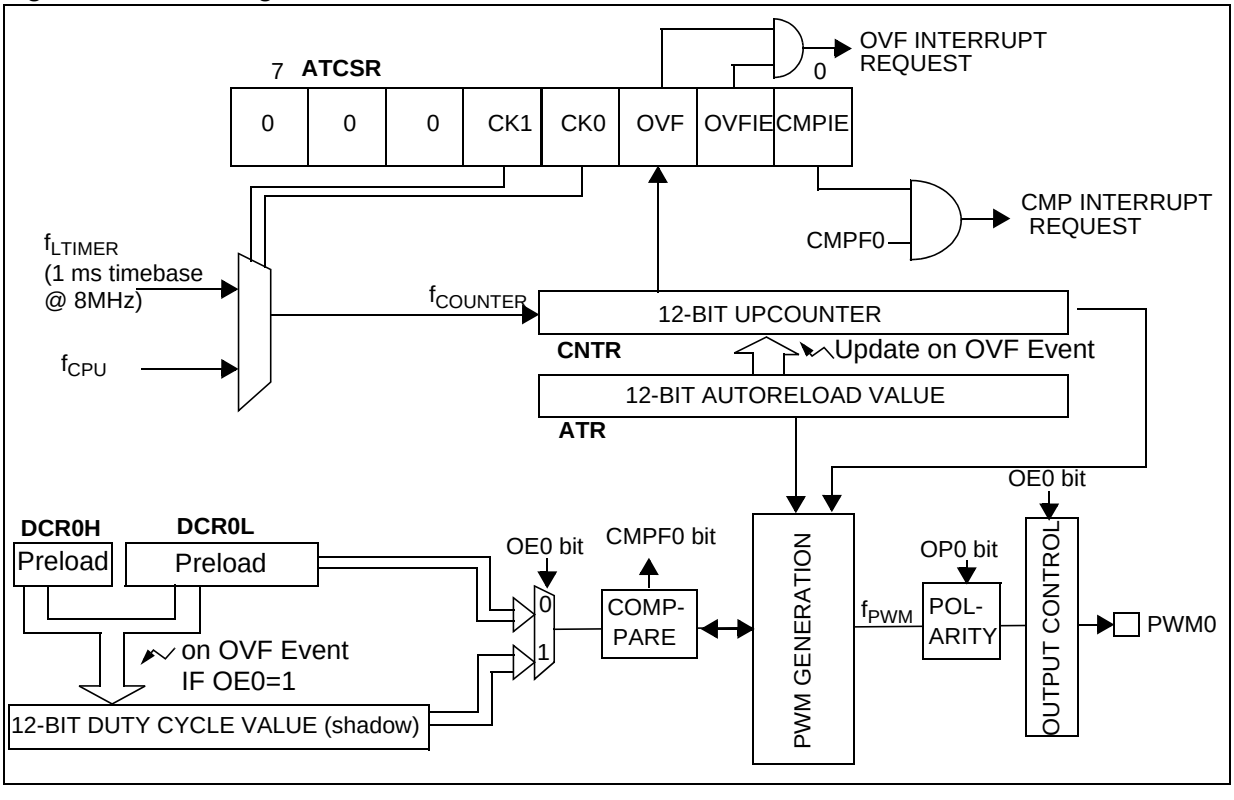
10.2.1 Introduction

The 12-bit Autoreload Timer can be used for general-purpose timing functions. It is based on a free-running 12-bit upcounter with a PWM output channel.

10.2.2 Main Features

- 12-bit upcounter with 12-bit autoreload register (ATR)
- Maskable overflow interrupt
- PWM signal generator
- Frequency range 2KHz-4MHz (@ 8 MHz f_{CPU})
  - Programmable duty-cycle
  - Polarity control
  - Maskable Compare interrupt
- Output Compare Function

Figure 33. Block Diagram



12-BIT AUTORELOAD TIMER (Cont'd)

10.2.3 Functional Description

PWM Mode

This mode allows a Pulse Width Modulated signals to be generated on the PWM0 output pin with minimum core processing overhead. The PWM0 output signal can be enabled or disabled using the OE0 bit in the PWMCR register. When this bit is set the PWM I/O pin is configured as output push-pull alternate function.

Note: CMPF0 is available in PWM mode (see PWM0CSR description on page 56).

PWM Frequency and Duty Cycle

The PWM signal frequency (f_{PWM}) is controlled by the counter period and the ATR register value.

$$f_{PWM} = f_{COUNTER} / (4096 - ATR)$$

Following the above formula, if f_{CPU} is 8 MHz, the maximum value of f_{PWM} is 4 Mhz (ATR register value = 4094), and the minimum value is 2 kHz (ATR register value = 0).

Note: The maximum value of ATR is 4094 because it must be lower than the DCR value which must be 4095 in this case.

At reset, the counter starts counting from 0.

Software must write the duty cycle value in the DCR0H and DCR0L preload registers. The DCR0H register must be written first. See caution below.

When a upcounter overflow occurs (OVF event), the ATR value is loaded in the upcounter, the preloaded Duty cycle value is transferred to the Duty Cycle register and the PWM0 signal is set to a high level. When the upcounter matches the DCRx value the PWM0 signals is set to a low level. To obtain a signal on the PWM0 pin, the contents of the DCR0 register must be greater than the contents of the ATR register.

The polarity bit can be used to invert the output signal.

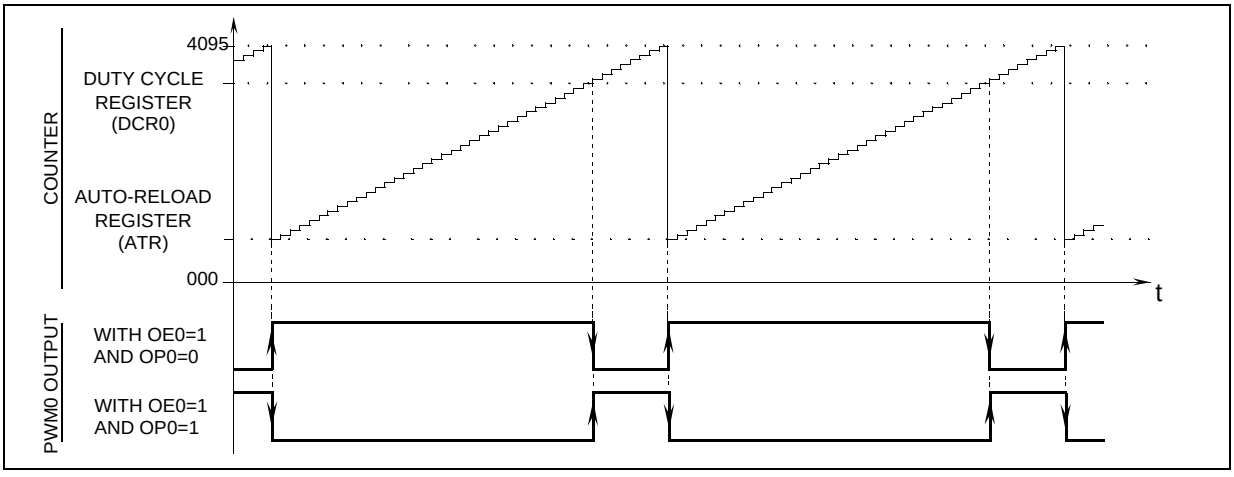
The maximum available resolution for the PWM0 duty cycle is:

$$Resolution = 1 / (4096 - ATR)$$

Note: To get the maximum resolution (1/4096), the ATR register must be 0. With this maximum resolution and assuming that DCR=ATR, a 0% or 100% duty cycle can be obtained by changing the polarity .

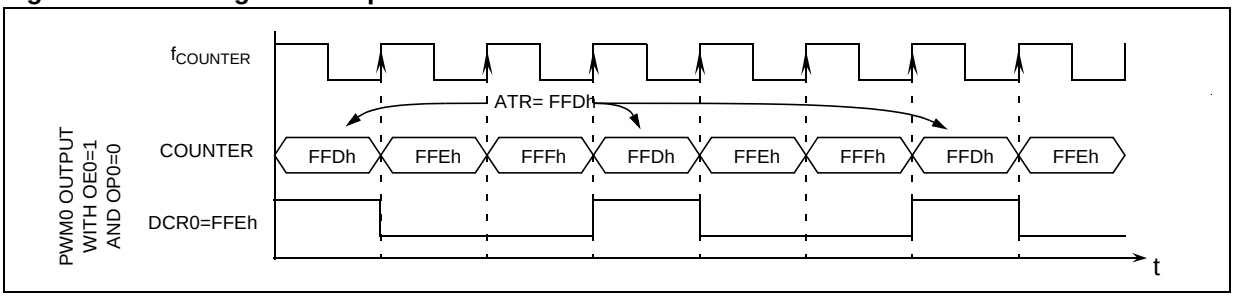
Caution: As soon as the DCR0H is written, the compare function is disabled and will start only when the DCR0L value is written. If the DCR0H write occurs just before the compare event, the signal on the PWM output may not be set to a low level. In this case, the DCRx register should be updated just after an OVF event. If the DCR and ATR values are close, then the DCRx register shouldbe updated just before an OVF event, in order not to miss a compare event and to have the right signal applied on the PWM output.

Figure 34. PWM Function



12-BIT AUTORELOAD TIMER (Cont'd)

Figure 35. PWM Signal Example



Output Compare Mode

To use this function, the OE bit must be 0, otherwise the compare is done with the shadow register instead of the DCRx register. Software must then write a 12-bit value in the DCR0H and DCR0L registers. This value will be loaded immediately (without waiting for an OVF event).

The DCR0H must be written first, the output compare function starts only when the DCR0L value is written.

When the 12-bit upcounter (CNTR) reaches the value stored in the DCR0H and DCR0L registers, the CMPF0 bit in the PWM0CSR register is set and an interrupt request is generated if the CMPIE bit is set.

Note: The output compare function is only available for DCRx values other than 0 (reset value).

Caution: At each OVF event, the DCRx value is written in a shadow register, even if the DCR0L value has not yet been written (in this case, the shadow register will contain the new DCR0H value and the old DCR0L value), then:

– If OE=1 (PWM mode): the compare is done between the timer counter and the shadow register (and not DCRx)

– if OE=0 (OCMP mode): the compare is done between the timer counter and DCRx. There is no PWM signal.

The compare between DCRx or the shadow register and the timer counter is locked until DCR0L is written.

10.2.4 Low Power Modes

Mode	Description
SLOW	The input frequency is divided by 32
WAIT	No effect on AT timer
ACTIVE-HALT	AT timer halted except if CK0=1, CK1=0 and OVFIE=1
HALT	AT timer halted

10.2.5 Interrupts

Interrupt Event [1)]	Event Flag	Enable Control Bit	Exit from Wait	Exit from Halt	Exit from Active-Halt
Overflow Event	OVF	OVFIE	Yes	No	Yes[2)]
CMP Event	CMPFx	CMPIE	Yes	No	No

Note 1: The interrupt events are connected to separate interrupt vectors (see Interrupts chapter). They generate an interrupt if the enable bit is set in the ATCSR register and the interrupt mask in the CC register is reset (RIM instruction).

Note 2: only if CK0=1and CK1=0

12-BIT AUTORELOAD TIMER (Cont'd)

10.2.6 Register Description

TIMER CONTROL STATUS REGISTER (ATCSR)
Read / Write
Reset Value: 0000 0000 (00h)

7							0
0	0	0	CK1	CK0	OVF	OVFIE	CMPIE

Bit 7:5 = Reserved, must be kept cleared.

Bit 4:3 = **CK[1:0]** *Counter Clock Selection.*
These bits are set and cleared by software and cleared by hardware after a reset. They select the clock frequency of the counter.

Counter Clock Selection	CK1	CK0
OFF	0	0
f_{LTIMER} (1 ms timebase @ 8 MHz)	0	1
f_{CPU}	1	0
Reserved	1	1

Bit 2 = **OVF** *Overflow Flag.*
This bit is set by hardware and cleared by software by reading the ATCSR register. It indicates the transition of the counter from FFFh to ATR value.
0: No counter overflow occurred
1: Counter overflow occurred

Caution:
When set, the OVF bit stays high for 1 $f_{COUNTER}$ cycle, (up to 1ms depending on the clock selection).

Bit 1 = **OVFIE** *Overflow Interrupt Enable.*
This bit is read/write by software and cleared by hardware after a reset.
0: OVF interrupt disabled
1: OVF interrupt enabled

Bit 0 = **CMPIE** *Compare Interrupt Enable*.
This bit is read/write by software and clear by hardware after a reset. It allows to mask the interrupt generation when CMPF bit is set.
0: CMPF interrupt disabled
1: CMPF interrupt enabled

COUNTER REGISTER HIGH (CNTRH)
Read only
Reset Value: 0000 0000 (00h)

15							8
0	0	0	0	CN11	CN10	CN9	CN8

COUNTER REGISTER LOW (CNTRL)
Read only
Reset Value: 0000 0000 (00h)

7							0
CN7	CN6	CN5	CN4	CN3	CN2	CN1	CN0

Bits 15:12 = Reserved, must be kept cleared.

Bits 11:0 = **CNTR[11:0]** *Counter Value*.
This 12-bit register is read by software and cleared by hardware after a reset. The counter is incremented continuously as soon as a counter clock is selected. To obtain the 12-bit value, software should read the counter value in two consecutive read operations, LSB first. When a counter overflow occurs, the counter restarts from the value specified in the ATR register.

12-BIT AUTORELOAD TIMER (Cont'd)

AUTO RELOAD REGISTER (ATRH)
Read / Write
Reset Value: 0000 0000 (00h)

15							8
0	0	0	0	ATR11	ATR10	ATR9	ATR8

AUTO RELOAD REGISTER (ATRL)
Read / Write
Reset Value: 0000 0000 (00h)

7							0
ATR7	ATR6	ATR5	ATR4	ATR3	ATR2	ATR1	ATR0

Bits 15:12 = Reserved, must be kept cleared.

Bits 11:0 = **ATR[11:0]** *Autoreload Register.*
This is a 12-bit register which is written by software. The ATR register value is automatically loaded into the upcounter when an overflow occurs. The register value is used to set the PWM frequency.

PWM0 DUTY CYCLE REGISTER HIGH (DCR0H)
Read / Write
Reset Value: 0000 0000 (00h)

15							8
0	0	0	0	DCR11	DCR10	DCR9	DCR8

PWM0 DUTY CYCLE REGISTER LOW (DCR0L)
Read / Write
Reset Value: 0000 0000 (00h)

7							0
DCR7	DCR6	DCR5	DCR4	DCR3	DCR2	DCR1	DCR0

Bits 15:12 = Reserved, must be kept cleared.

Bits 11:0 = **DCR[11:0]** *PWMx Duty Cycle Value*
This 12-bit value is written by software. The high register must be written first.

In PWM mode (OE0=1 in the PWMCR register) the DCR[11:0] bits define the duty cycle of the PWM0 output signal (see Figure 34). In Output Compare mode, (OE0=0 in the PWMCR register) they define the value to be compared with the 12-bit upcounter value.

PWM0 CONTROL/STATUS REGISTER (PWM0CSR)
Read / Write
Reset Value: 0000 0000 (00h)

7							0
0	0	0	0	0	0	OP0	CMPF0

Bit 7:2= Reserved, must be kept cleared.

Bit 1 = **OP0** *PWM0 Output Polarity.*
This bit is read/write by software and cleared by hardware after a reset. This bit selects the polarity of the PWM0 signal.
0: The PWM0 signal is not inverted.
1: The PWM0 signal is inverted.

Bit 0 = **CMPF0** PWM0 *Compare Flag.*
This bit is set by hardware and cleared by software by reading the PWM0CSR register. It indicates that the upcounter value matches the DCR0 register value.
0: Upcounter value does not match DCR value.
1: Upcounter value matches DCR value.

12-BIT AUTORELOAD TIMER (Cont'd)

PWM OUTPUT CONTROL REGISTER (PWMCR)
Read/Write
Reset Value: 0000 0000 (00h)

7							0
0	0	0	0	0	0	0	OE0

Bits 7:1 = Reserved, must be kept cleared.

Bit 0 = **OE0** *PWM0 Output enable*.
This bit is set and cleared by software.
0: PWM0 output Alternate Function disabled (I/O pin free for general purpose I/O)
1: PWM0 output enabled

Table 17. Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0D	**ATCSR** Reset Value	0	0	0	CK1 0	CK0 0	OVF 0	OVFIE 0	CMPIE 0
0E	**CNTRH** Reset Value	0	0	0	0	CN11 0	CN10 0	CN9 0	CN8 0
0F	**CNTRL** Reset Value	CN7 0	CN6 0	CN5 0	CN4 0	CN3 0	CN2 0	CN1 0	CN0 0
10	**ATRH** Reset Value	0	0	0	0	ATR11 0	ATR10 0	ATR9 0	ATR8 0
11	**ATRL** Reset Value	ATR7 0	ATR6 0	ATR5 0	ATR4 0	ATR3 0	ATR2 0	ATR1 0	ATR0 0
12	**PWMCR** Reset Value	0	0	0	0	0	0	0	OE0 0
13	**PWM0CSR** Reset Value	0	0	0	0	0	0	OP 0	CMPF0 0
17	**DCR0H** Reset Value	0	0	0	0	DCR11 0	DCR10 0	DCR9 0	DCR8 0
18	**DCR0L** Reset Value	DCR7 0	DCR6 0	DCR5 0	DCR4 0	DCR3 0	DCR2 0	DCR1 0	DCR0 0

10.3 10-BIT A/D CONVERTER (ADC)

10.3.1 Introduction

The on-chip Analog to Digital Converter (ADC) peripheral is a 10-bit, successive approximation converter with internal sample and hold circuitry. This peripheral has up to 5 multiplexed analog input channels (refer to device pin out description) that allow the peripheral to convert the analog voltage levels from up to 5 different sources.

The result of the conversion is stored in a 10-bit Data Register. The A/D converter is controlled through a Control/Status Register.

10.3.2 Main Features

- 10-bit conversion
- Up to 5 channels with multiplexed input
- Linear successive approximation
- Data register (DR) which contains the results
- Conversion complete status flag
- On/off bit (to reduce consumption)

The block diagram is shown in Figure 36.

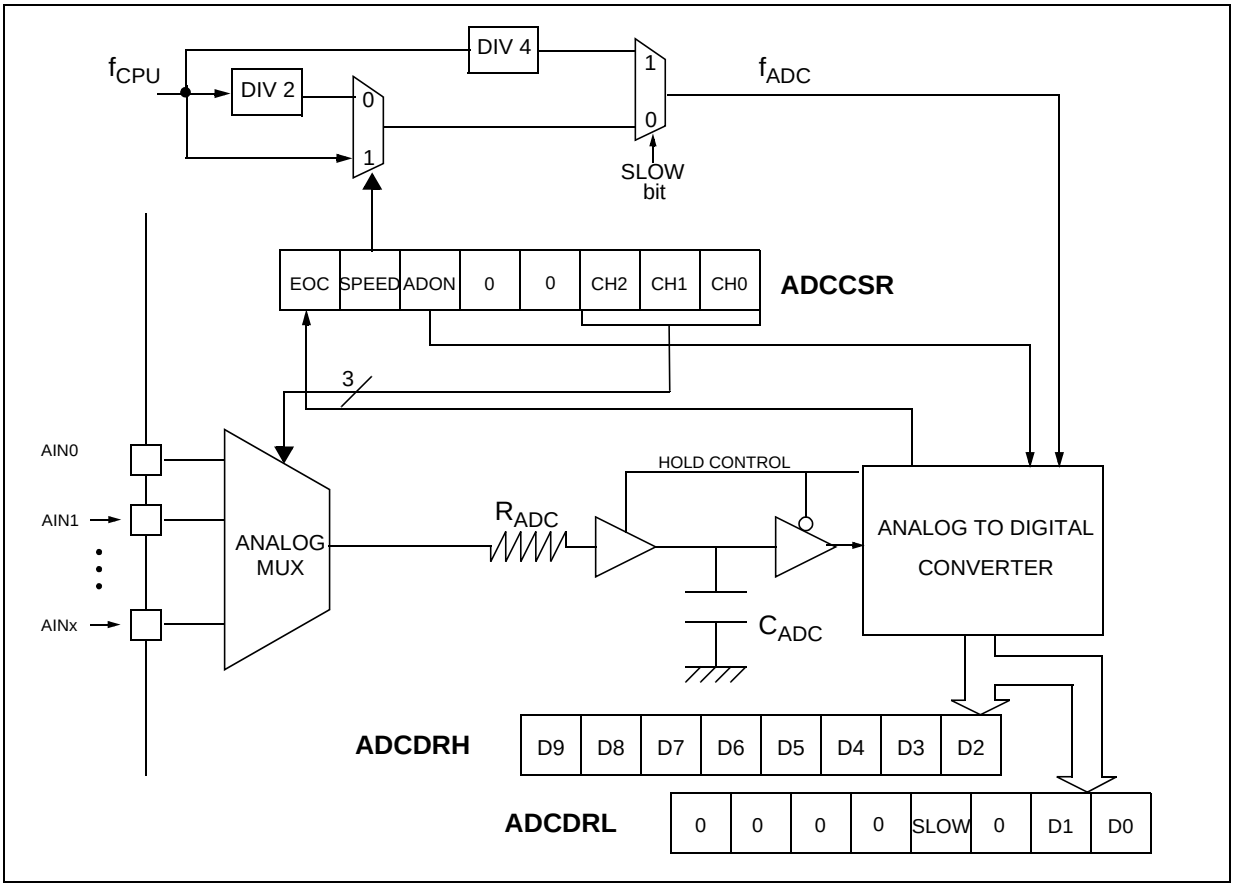
10.3.3 Functional Description

10.3.3.1 Analog Power Supply

V_{DDA} and V_{SSA} are the high and low level reference voltage pins. In some devices (refer to device pin out description) they are internally connected to the V_{DD} and V_{SS} pins.

Conversion accuracy may therefore be impacted by voltage drops and noise in the event of heavily loaded or badly decoupled power supply lines.

Figure 36. ADC Block Diagram



10-BIT A/D CONVERTER (ADC) (Cont'd)

10.3.3.2 Digital A/D Conversion Result

The conversion is monotonic, meaning that the result never decreases if the analog input does not and never increases if the analog input does not.

If the input voltage (V_{AIN}) is greater than V_{DDA} (high-level voltage reference) then the conversion result is FFh in the ADCDRH register and 03h in the ADCDRL register (without overflow indication).

If the input voltage (V_{AIN}) is lower than V_{SSA} (low-level voltage reference) then the conversion result in the ADCDRH and ADCDRL registers is 00 00h.

The A/D converter is linear and the digital result of the conversion is stored in the ADCDRH and ADCDRL registers. The accuracy of the conversion is described in the Electrical Characteristics Section.

R_{AIN} is the maximum recommended impedance for an analog input signal. If the impedance is too high, this will result in a loss of accuracy due to leakage and sampling not being completed in the alloted time.

10.3.3.3 A/D Conversion Phases

The A/D conversion is based on two conversion phases:

- Sample capacitor loading [duration: t_{SAMPLE}]
  During this phase, the V_{AIN} input voltage to be measured is loaded into the C_{ADC} sample capacitor.
- A/D conversion [duration: t_{HOLD}]
  During this phase, the A/D conversion is computed (8 successive approximations cycles) and the C_{ADC} sample capacitor is disconnected from the analog input pin to get the optimum analog to digital conversion accuracy.
- The total conversion time:
  $t_{CONV} = t_{SAMPLE} + t_{HOLD}$

While the ADC is on, these two phases are continuously repeated.

At the end of each conversion, the sample capacitor is kept loaded with the previous measurement load. The advantage of this behaviour is that it minimizes the current consumption on the analog pin in case of single input channel measurement.

10.3.3.4 A/D Conversion

The analog input ports must be configured as input, no pull-up, no interrupt. Refer to the "I/O ports" chapter. Using these pins as analog inputs does not affect the ability of the port to be read as a logic input.

In the ADCCSR register:

– Select the CS[2:0] bits to assign the analog channel to convert.

ADC Conversion mode

In the ADCCSR register:

Set the ADON bit to enable the A/D converter and to start the conversion. From this time on, the ADC performs a continuous conversion of the selected channel.

When a conversion is complete:

– The EOC bit is set by hardware.
– The result is in the ADCDR registers.

A read to the ADCDRH resets the EOC bit.

To read the 10 bits, perform the following steps:

1. Poll EOC bit
2. Read ADCDRL
3. Read ADCDRH. This clears EOC automatically.

To read only 8 bits, perform the following steps:

1. Poll EOC bit
2. Read ADCDRH. This clears EOC automatically.

10.3.4 Low Power Modes

Note: The A/D converter may be disabled by resetting the ADON bit. This feature allows reduced power consumption when no conversion is needed and between single shot conversions.

Mode	Description
WAIT	No effect on A/D Converter
HALT	A/D Converter disabled. After wakeup from Halt mode, the A/D Converter requires a stabilization time t_{STAB} (see Electrical Characteristics) before accurate conversions can be performed.

10.3.5 Interrupts

None.

10-BIT A/D CONVERTER (ADC) (Cont'd)

10.3.6 Register Description

CONTROL/STATUS REGISTER (ADCCSR)

Read/Write (Except bit 7 read only)

Reset Value: 0000 0000 (00h)

7							0
EOC	SPEED	ADON	0	0	CH2	CH1	CH0

Bit 7 = **EOC** *End of Conversion*
This bit is set by hardware. It is cleared by software reading the ADCDRH register.
0: Conversion is not complete
1: Conversion complete

Bit 6 = **SPEED** *ADC clock selection*
This bit is set and cleared by software. It is used together with the SLOW bit to configure the ADC clock speed. Refer to the table in the SLOW bit description.

Bit 5 = **ADON** *A/D Converter on*
This bit is set and cleared by software.
0: A/D converter is switched off
1: A/D converter is switched on

Bits 4:3 = **Reserved.** Must be kept cleared.

Bit 2:0 = **CH[2:0]** *Channel Selection*
These bits are set and cleared by software. They select the analog input to convert.

Channel Pin	CH2	CH1	CH0
AIN0	0	0	0
AIN1	0	0	1
AIN2	0	1	0
AIN3	0	1	1
AIN4	1	0	0

Note: A write to the ADCCSR register (with ADON set) aborts the current conversion, resets the EOC bit and starts a new conversion.

DATA REGISTER HIGH (ADCDRH)

Read Only

Reset Value: 0000 0000 (00h)

7							0
D9	D8	D7	D6	D5	D4	D3	D2

Bits 7:0 = **D[9:2]** *MSB of Analog Converted Value*

DATA REGISTER LOW (ADCDRL)

Read/Write

Reset Value: 0000 0000 (00h)

7							0
0	0	0	0	SLOW	0	D1	D0

Bits 7:5 = Reserved. Forced by hardware to 0.

Bit 4 = Reserved. Forced by hardware to 0.

Bit 3 = **SLOW** *Slow mode*
This bit is set and cleared by software. It is used together with the SPEED bit to configure the ADC clock speed as shown on the table below.

f_{ADC}	SLOW	SPEED
$f_{CPU}/2$	0	0
f_{CPU}	0	1
$f_{CPU}/4$	1	x

Bit 2 = Reserved. Forced by hardware to 0.

Bit 1:0 = **D[1:0]** *LSB of Analog Converted Value*

Table 18. ADC Register Map and Reset Values

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0034h	**ADCCSR**	EOC	SPEED	ADON	0	0	CH2	CH1	CH0
	Reset Value	0	0	0	0	0	0	0	0
0035h	**ADCDRH**	D9	D8	D7	D6	D5	D4	D3	D2
	Reset Value	0	0	0	0	0	0	0	0
0036h	**ADCDRL**	0	0	0	0	SLOW	0	D1	D0
	Reset Value	0	0	0	0	0	0	0	0

11 INSTRUCTION SET

11.1 ST7 ADDRESSING MODES

The ST7 Core features 17 different addressing modes which can be classified in 7 main groups:

Addressing Mode	Example
Inherent	nop
Immediate	ld A,#$55
Direct	ld A,$55
Indexed	ld A,($55,X)
Indirect	ld A,([$55],X)
Relative	jrne loop
Bit operation	bset byte,#5

The ST7 Instruction set is designed to minimize the number of bytes required per instruction: To do so, most of the addressing modes may be subdivided in two sub-modes called long and short:

– Long addressing mode is more powerful because it can use the full 64 Kbyte address space, however it uses more bytes and more CPU cycles.

– Short addressing mode is less powerful because it can generally only access page zero (0000h - 00FFh range), but the instruction size is more compact, and faster. All memory to memory instructions use short addressing modes only (CLR, CPL, NEG, BSET, BRES, BTJT, BTJF, INC, DEC, RLC, RRC, SLL, SRL, SRA, SWAP)

The ST7 Assembler optimizes the use of long and short addressing modes.

Table 19. ST7 Addressing Mode Overview

Mode			Syntax	Destination/ Source	Pointer Address (Hex.)	Pointer Size (Hex.)	Length (Bytes)
Inherent			nop				+ 0
Immediate			ld A,#$55				+ 1
Short	Direct		ld A,$10	00..FF			+ 1
Long	Direct		ld A,$1000	0000..FFFF			+ 2
No Offset	Direct	Indexed	ld A,(X)	00..FF			+ 0 (with X register) + 1 (with Y register)
Short	Direct	Indexed	ld A,($10,X)	00..1FE			+ 1
Long	Direct	Indexed	ld A,($1000,X)	0000..FFFF			+ 2
Short	Indirect		ld A,[$10]	00..FF	00..FF	byte	+ 2
Long	Indirect		ld A,[$10.w]	0000..FFFF	00..FF	word	+ 2
Short	Indirect	Indexed	ld A,([$10],X)	00..1FE	00..FF	byte	+ 2
Long	Indirect	Indexed	ld A,([$10.w],X)	0000..FFFF	00..FF	word	+ 2
Relative	Direct		jrne loop	PC-128/PC+127[1)]			+ 1
Relative	Indirect		jrne [$10]	PC-128/PC+127[1)]	00..FF	byte	+ 2
Bit	Direct		bset $10,#7	00..FF			+ 1
Bit	Indirect		bset [$10],#7	00..FF	00..FF	byte	+ 2
Bit	Direct	Relative	btjt $10,#7,skip	00..FF			+ 2
Bit	Indirect	Relative	btjt [$10],#7,skip	00..FF	00..FF	byte	+ 3

Note 1. At the time the instruction is executed, the Program Counter (PC) points to the instruction following JRxx.

ST7 ADDRESSING MODES (Cont'd)

11.1.1 Inherent

All Inherent instructions consist of a single byte. The opcode fully specifies all the required information for the CPU to process the operation.

Inherent Instruction	Function
NOP	No operation
TRAP	S/W Interrupt
WFI	Wait For Interrupt (Low Power Mode)
HALT	Halt Oscillator (Lowest Power Mode)
RET	Sub-routine Return
IRET	Interrupt Sub-routine Return
SIM	Set Interrupt Mask
RIM	Reset Interrupt Mask
SCF	Set Carry Flag
RCF	Reset Carry Flag
RSP	Reset Stack Pointer
LD	Load
CLR	Clear
PUSH/POP	Push/Pop to/from the stack
INC/DEC	Increment/Decrement
TNZ	Test Negative or Zero
CPL, NEG	1 or 2 Complement
MUL	Byte Multiplication
SLL, SRL, SRA, RLC, RRC	Shift and Rotate Operations
SWAP	Swap Nibbles

11.1.2 Immediate

Immediate instructions have two bytes, the first byte contains the opcode, the second byte contains the operand value.

Immediate Instruction	Function
LD	Load
CP	Compare
BCP	Bit Compare
AND, OR, XOR	Logical Operations
ADC, ADD, SUB, SBC	Arithmetic Operations

11.1.3 Direct

In Direct instructions, the operands are referenced by their memory address.

The direct addressing mode consists of two submodes:

Direct (short)

The address is a byte, thus requires only one byte after the opcode, but only allows 00 - FF addressing space.

Direct (long)

The address is a word, thus allowing 64 Kbyte addressing space, but requires 2 bytes after the opcode.

11.1.4 Indexed (No Offset, Short, Long)

In this mode, the operand is referenced by its memory address, which is defined by the unsigned addition of an index register (X or Y) with an offset.

The indirect addressing mode consists of three sub-modes:

Indexed (No Offset)

There is no offset, (no extra byte after the opcode), and allows 00 - FF addressing space.

Indexed (Short)

The offset is a byte, thus requires only one byte after the opcode and allows 00 - 1FE addressing space.

Indexed (long)

The offset is a word, thus allowing 64 Kbyte addressing space and requires 2 bytes after the opcode.

11.1.5 Indirect (Short, Long)

The required data byte to do the operation is found by its memory address, located in memory (pointer).

The pointer address follows the opcode. The indirect addressing mode consists of two sub-modes:

Indirect (short)

The pointer address is a byte, the pointer size is a byte, thus allowing 00 - FF addressing space, and requires 1 byte after the opcode.

Indirect (long)

The pointer address is a byte, the pointer size is a word, thus allowing 64 Kbyte addressing space, and requires 1 byte after the opcode.

ST7 ADDRESSING MODES (Cont'd)

11.1.6 Indirect Indexed (Short, Long)

This is a combination of indirect and short indexed addressing modes. The operand is referenced by its memory address, which is defined by the unsigned addition of an index register value (X or Y) with a pointer value located in memory. The pointer address follows the opcode.

The indirect indexed addressing mode consists of two sub-modes:

Indirect Indexed (Short)

The pointer address is a byte, the pointer size is a byte, thus allowing 00 - 1FE addressing space, and requires 1 byte after the opcode.

Indirect Indexed (Long)

The pointer address is a byte, the pointer size is a word, thus allowing 64 Kbyte addressing space, and requires 1 byte after the opcode.

Table 20. Instructions Supporting Direct, Indexed, Indirect and Indirect Indexed Addressing Modes

Long and Short Instructions	Function
LD	Load
CP	Compare
AND, OR, XOR	Logical Operations
ADC, ADD, SUB, SBC	Arithmetic Addition/subtraction operations
BCP	Bit Compare

Short Instructions Only	Function
CLR	Clear
INC, DEC	Increment/Decrement
TNZ	Test Negative or Zero
CPL, NEG	1 or 2 Complement
BSET, BRES	Bit Operations
BTJT, BTJF	Bit Test and Jump Operations
SLL, SRL, SRA, RLC, RRC	Shift and Rotate Operations
SWAP	Swap Nibbles
CALL, JP	Call or Jump subroutine

11.1.7 Relative Mode (Direct, Indirect)

This addressing mode is used to modify the PC register value by adding an 8-bit signed offset to it.

Available Relative Direct/ Indirect Instructions	Function
JRxx	Conditional Jump
CALLR	Call Relative

The relative addressing mode consists of two submodes:

Relative (Direct)

The offset follows the opcode.

Relative (Indirect)

The offset is defined in memory, of which the address follows the opcode.

11.2 INSTRUCTION GROUPS

The ST7 family devices use an Instruction Set consisting of 63 instructions. The instructions may be subdivided into 13 main groups as illustrated in the following table:

Load and Transfer	LD	CLR						
Stack operation	PUSH	POP	RSP					
Increment/Decrement	INC	DEC						
Compare and Tests	CP	TNZ	BCP					
Logical operations	AND	OR	XOR	CPL	NEG			
Bit Operation	BSET	BRES						
Conditional Bit Test and Branch	BTJT	BTJF						
Arithmetic operations	ADC	ADD	SUB	SBC	MUL			
Shift and Rotates	SLL	SRL	SRA	RLC	RRC	SWAP	SLA	
Unconditional Jump or Call	JRA	JRT	JRF	JP	CALL	CALLR	NOP	RET
Conditional Branch	JRxx							
Interruption management	TRAP	WFI	HALT	IRET				
Condition Code Flag modification	SIM	RIM	SCF	RCF				

Using a pre-byte

The instructions are described with one to four bytes.

In order to extend the number of available opcodes for an 8-bit CPU (256 opcodes), three different prebyte opcodes are defined. These prebytes modify the meaning of the instruction they precede.

The whole instruction becomes:

- PC-2 End of previous instruction
- PC-1 Prebyte
- PC Opcode
- PC+1 Additional word (0 to 2) according to the number of bytes required to compute the effective address

These prebytes enable instruction in Y as well as indirect addressing modes to be implemented. They precede the opcode of the instruction in X or the instruction using direct addressing mode. The prebytes are:

- PDY 90 Replace an X based instruction using immediate, direct, indexed, or inherent addressing mode by a Y one.
- PIX 92 Replace an instruction using direct, direct bit, or direct relative addressing mode to an instruction using the corresponding indirect addressing mode.
  It also changes an instruction using X indexed addressing mode to an instruction using indirect X indexed addressing mode.
- PIY 91 Replace an instruction using X indirect indexed addressing mode by a Y one.

11.2.1 Illegal Opcode Reset

In order to provide enhanced robustness to the device against unexpected behaviour, a system of illegal opcode detection is implemented. If a code to be executed does not correspond to any opcode or prebyte value, a reset is generated. This, combined with the Watchdog, allows the detection and recovery from an unexpected fault or interference.

Note: A valid prebyte associated with a valid opcode forming an unauthorized combination does not generate a reset.

INSTRUCTION GROUPS (Cont'd)

Mnemo	Description	Function/Example	Dst	Src	H	I	N	Z	C
ADC	Add with Carry	A = A + M + C	A	M	H		N	Z	C
ADD	Addition	A = A + M	A	M	H		N	Z	C
AND	Logical And	A = A . M	A	M			N	Z	
BCP	Bit compare A, Memory	tst (A . M)	A	M			N	Z	
BRES	Bit Reset	bres Byte, #3	M						
BSET	Bit Set	bset Byte, #3	M						
BTJF	Jump if bit is false (0)	btjf Byte, #3, Jmp1	M						C
BTJT	Jump if bit is true (1)	btjt Byte, #3, Jmp1	M						C
CALL	Call subroutine								
CALLR	Call subroutine relative								
CLR	Clear		reg, M				0	1	
CP	Arithmetic Compare	tst(Reg - M)	reg	M			N	Z	C
CPL	One Complement	A = FFH-A	reg, M				N	Z	1
DEC	Decrement	dec Y	reg, M				N	Z	
HALT	Halt					0			
IRET	Interrupt routine return	Pop CC, A, X, PC			H	I	N	Z	C
INC	Increment	inc X	reg, M				N	Z	
JP	Absolute Jump	jp [TBL.w]							
JRA	Jump relative always								
JRT	Jump relative								
JRF	Never jump	jrf *							
JRIH	Jump if ext. interrupt = 1								
JRIL	Jump if ext. interrupt = 0								
JRH	Jump if H = 1	H = 1 ?							
JRNH	Jump if H = 0	H = 0 ?							
JRM	Jump if I = 1	I = 1 ?							
JRNM	Jump if I = 0	I = 0 ?							
JRMI	Jump if N = 1 (minus)	N = 1 ?							
JRPL	Jump if N = 0 (plus)	N = 0 ?							
JREQ	Jump if Z = 1 (equal)	Z = 1 ?							
JRNE	Jump if Z = 0 (not equal)	Z = 0 ?							
JRC	Jump if C = 1	C = 1 ?							
JRNC	Jump if C = 0	C = 0 ?							
JRULT	Jump if C = 1	Unsigned <							
JRUGE	Jump if C = 0	Jmp if unsigned >=							
JRUGT	Jump if (C + Z = 0)	Unsigned >							

INSTRUCTION GROUPS (Cont'd)

Mnemo	Description	Function/Example	Dst	Src	H	I	N	Z	C
JRULE	Jump if (C + Z = 1)	Unsigned <=							
LD	Load	dst <= src	reg, M	M, reg			N	Z	
MUL	Multiply	X,A = X * A	A, X, Y	X, Y, A	0				0
NEG	Negate (2's compl)	neg $10	reg, M				N	Z	C
NOP	No Operation								
OR	OR operation	A = A + M	A	M			N	Z	
POP	Pop from the Stack	pop reg	reg	M					
		pop CC	CC	M	H	I	N	Z	C
PUSH	Push onto the Stack	push Y	M	reg, CC					
RCF	Reset carry flag	C = 0							0
RET	Subroutine Return								
RIM	Enable Interrupts	I = 0				0			
RLC	Rotate left true C	C <= Dst <= C	reg, M				N	Z	C
RRC	Rotate right true C	C => Dst => C	reg, M				N	Z	C
RSP	Reset Stack Pointer	S = Max allowed							
SBC	Subtract with Carry	A = A - M - C	A	M			N	Z	C
SCF	Set carry flag	C = 1							1
SIM	Disable Interrupts	I = 1				1			
SLA	Shift left Arithmetic	C <= Dst <= 0	reg, M				N	Z	C
SLL	Shift left Logic	C <= Dst <= 0	reg, M				N	Z	C
SRL	Shift right Logic	0 => Dst => C	reg, M				0	Z	C
SRA	Shift right Arithmetic	Dst7 => Dst => C	reg, M				N	Z	C
SUB	Subtraction	A = A - M	A	M			N	Z	C
SWAP	SWAP nibbles	Dst[7..4] <=> Dst[3..0]	reg, M				N	Z	
TNZ	Test for Neg & Zero	tnz lbl1					N	Z	
TRAP	S/W trap	S/W interrupt				1			
WFI	Wait for Interrupt					0			
XOR	Exclusive OR	A = A XOR M	A	M			N	Z	

12 ELECTRICAL CHARACTERISTICS

12.1 PARAMETER CONDITIONS

Unless otherwise specified, all voltages are referred to V_{SS}.

12.1.1 Minimum and Maximum values

Unless otherwise specified the minimum and maximum values are guaranteed in the worst conditions of ambient temperature, supply voltage and frequencies by tests in production on 100% of the devices with an ambient temperature at T_A=25°C and T_A=$T_A$max (given by the selected temperature range).

Data based on characterization results, design simulation and/or technology characteristics are indicated in the table footnotes and are not tested in production. Based on characterization, the minimum and maximum values refer to sample tests and represent the mean value plus or minus three times the standard deviation (mean±3Σ).

12.1.2 Typical values

Unless otherwise specified, typical data are based on T_A=25°C, V_{DD}=5V (for the 4.5V≤V_{DD}≤5.5V voltage range), V_{DD}=3.75V (for the 3V≤V_{DD}≤4.5V voltage range) and V_{DD}=2.7V (for the 2.4V≤V_{DD}≤3V voltage range). They are given only as design guidelines and are not tested.

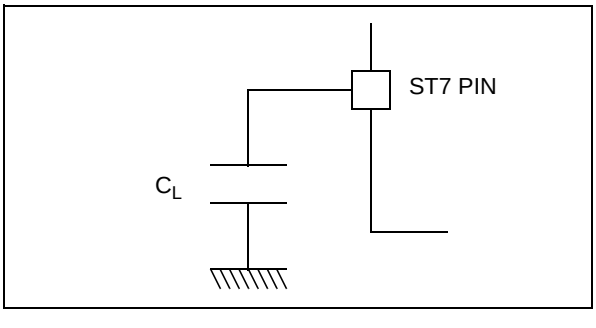
12.1.3 Typical curves

Unless otherwise specified, all typical curves are given only as design guidelines and are not tested.

12.1.4 Loading capacitor

The loading conditions used for pin parameter measurement are shown in Figure 37.

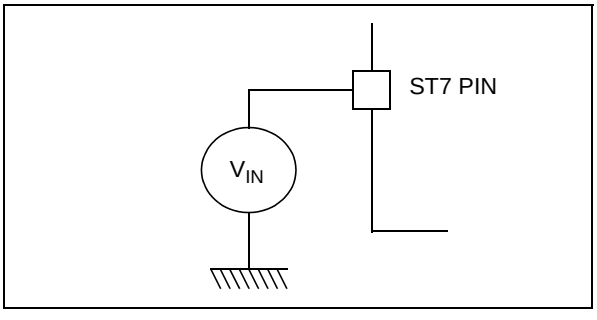
Figure 37. Pin loading conditions



12.1.5 Pin input voltage

The input voltage measurement on a pin of the device is described in Figure 38.

Figure 38. Pin input voltage



12.2 ABSOLUTE MAXIMUM RATINGS

Stresses above those listed as “absolute maximum ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device under these conditions is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

12.2.1 Voltage Characteristics

Symbol	Ratings	Maximum value	Unit
V_{DD} - V_{SS}	Supply voltage	7.0	V
V_{IN}	Input voltage on any pin [1) & 2)]	V_{SS}-0.3 to V_{DD}+0.3	
$V_{ESD(HBM)}$	Electrostatic discharge voltage (Human Body Model)	see section 12.7.2 on page 78	
$V_{ESD(MM)}$	Electrostatic discharge voltage (Machine Model)	see section 12.7.2 on page 78	

12.2.2 Current Characteristics

Symbol	Ratings	Maximum value	Unit
I_{VDD}	Total current into V_{DD} power lines (source) [3)]	100	mA
I_{VSS}	Total current out of V_{SS} ground lines (sink) [3)]	100	
I_{IO}	Output current sunk by any standard I/O and control pin	6	
	Output current sunk by any high sink I/O pin	20	
	Output current source by any I/Os and control pin	20	
$I_{INJ(PIN)}$ [2) & 4)]	Injected current on $\overline{RESET}$ pin	± 5	
	Injected current on any other pin [5)]	± 5	
$\Sigma I_{INJ(PIN)}$ [2)]	Total injected current (sum of all I/O and control pins) [5)]	± 20	

12.2.3 Thermal Characteristics

Symbol	Ratings	Value	Unit
T_{STG}	Storage temperature range	-65 to +150	°C
T_J	Maximum junction temperature (see Section Figure 67. 16-Pin Plastic Dual In-Line Package, 300-mil Width)		

Notes:

1. Directly connecting the I/O pins to V_{DD} or V_{SS} could damage the device if an unexpected change of the I/O configuration occurs (for example, due to a corrupted program counter). To guarantee safe operation, this connection has to be done through a pull-up or pull-down resistor (typical: 10kΩ for I/Os). Unused I/O pins must be tied in the same way to V_{DD} or V_{SS} according to their reset configuration.

2. $I_{INJ(PIN)}$ must never be exceeded. This is implicitly insured if V_{IN} maximum is respected. If V_{IN} maximum cannot be respected, the injection current must be limited externally to the $I_{INJ(PIN)}$ value. A positive injection is induced by $V_{IN}>V_{DD}$ while a negative injection is induced by $V_{IN}<V_{SS}$.

3. All power (V_{DD}) and ground (V_{SS}) lines must always be connected to the external supply.

4. Negative injection disturbs the analog performance of the device. In particular, it induces leakage currents throughout the device including the analog inputs. To avoid undesirable effects on the analog functions, care must be taken:
- Analog input pins must have a negative injection less than 0.8 mA (assuming that the impedance of the analog voltage is lower than the specified limits)
- Pure digital pins must have a negative injection less than 1.6mA. In addition, it is recommended to inject the current as far as possible from the analog input pins.

5. When several inputs are submitted to a current injection, the maximum $\Sigma I_{INJ(PIN)}$ is the absolute sum of the positive and negative injected currents (instantaneous values). These results are based on characterisation with $\Sigma I_{INJ(PIN)}$ maximum current injection on four I/O port pins of the device.

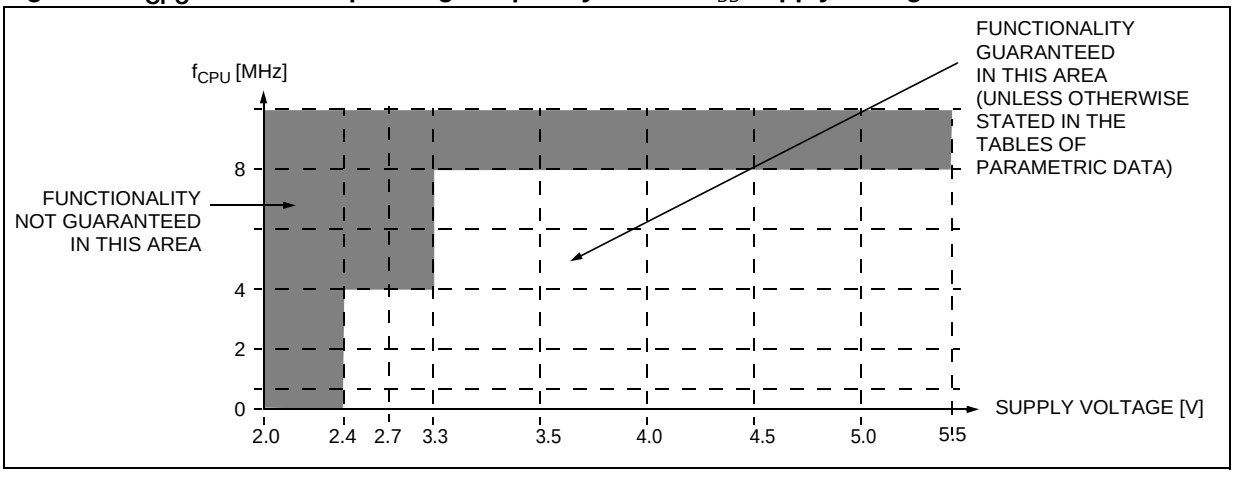
12.3 OPERATING CONDITIONS

12.3.1 General Operating Conditions

T_A = -40 to +85°C unless otherwise specified.

Symbol	Parameter	Conditions	Min	Max	Unit
V_{DD}	Supply voltage	f_{CPU} = 4 MHz. max.	2.4	5.5	V
		f_{CPU}= 8 MHz. max.	3.3	5.5	
f_{CPU}	CPU clock frequency	3.3V≤ V_{DD}≤5.5V	up to 8		MHz
		2.4V≤V_{DD}<3.3V	up to 4		

Figure 39. f_{CPU} Maximum Operating Frequency Versus V_{DD} Supply Voltage



12.3.2 Operating Conditions with Low Voltage Detector (LVD)

T_A = 25 to 85°C, unless otherwise specified

Symbol	Parameter	Conditions [3]	Min	Typ	Max	Unit
$V_{IT+(LVD)}$	Reset release threshold (V_{DD} rise)	High Threshold Med. Threshold Low Threshold	3.70 3.30 2.30	4.20 3.70 2.65	4.70 4.20 3.00	V
$V_{IT-(LVD)}$	Reset generation threshold (V_{DD} fall)	High Threshold Med. Threshold Low Threshold	3.50 3.20 2.20	4.00 3.55 2.55	4.50 4.10 2.90	
V_{hys}	LVD voltage threshold hysteresis	$V_{IT+(LVD)}$-$V_{IT-(LVD)}$		200		mV
Vt_{POR}	V_{DD} rise time rate [2]		20	-	-	µs/V
$t_{g(VDD)}$	Filtered glitch delay on V_{DD}	Not detected by the LVD				ns
$I_{DD(LVD)}$	LVD/AVD current consumption			220		µA

Notes:

1. Not tested in production.
2. Not tested in production. The V_{DD} rise time rate condition is needed to ensure a correct device power-on and LVD reset. When the V_{DD} slope is outside these values, the LVD may not ensure a proper reset of the MCU.
3. LVD and AVD high thresholds must not be selected at the same time.

12.3.3 Auxiliary Voltage Detector (AVD) Thresholds

T_A = 25 to 85°C, unless otherwise specified

Symbol	Parameter	Conditions [1]	Min	Typ	Max	Unit
$V_{IT+(AVD)}$	1=>0 AVDF flag toggle threshold (V_{DD} rise)	High Threshold Med. Threshold Low Threshold	3.70 3.50 2.50	4.20 4.00 2.85	4.70 4.50 3.20	V
$V_{IT-(AVD)}$	0=>1 AVDF flag toggle threshold (V_{DD} fall)	High Threshold Med. Threshold Low Threshold	3.60 3.40 2.40	4.10 3.90 2.75	4.60 4.40 3.10	
V_{hys}	AVD voltage threshold hysteresis	$V_{IT+(AVD)}$-$V_{IT-(AVD)}$		100		mV
ΔV_{IT-}	Voltage drop between AVD flag set and LVD reset activation	V_{DD} fall		0.45		V

Note 1: LVD and AVD high thresholds must not be selected at the same time.

Note: Refer to section 7.4.2.1 on page 30

12.3.4 Voltage drop between AVD and LVD threshold

Parameter	Min [1]	Typ [1]	Max [1]	Unit
AVD med. Threshold - AVD low. threshold	1000	1200	1400	mV
AVD high. Threshold - AVD low. threshold	1200	1400	1600	
AVD high. Threshold - AVD med. threshold	100	200	300	
AVD low. Threshold - LVD low. threshold	75	150	250	
AVD med. Threshold - LVD low. threshold	1100	1300	1600	
AVD med. Threshold - LVD med. threshold	100	300	550	
AVD high. Threshold - LVD low. threshold	1200	1500	1900	
AVD high. Threshold - LVD med. threshold	250	500	800	

Note 1: Not tested in production, guaranteed by characterization.

OPERATING CONDITIONS (Cont'd)

12.3.5 Internal RC Oscillator

The ST7 internal clock can be supplied by an internal RC oscillator (selectable by option byte).

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
$V_{DD(RC)}$	Internal RC Oscillator operating voltage		2.4		5.5	V
f_{RC}	Internal RC oscillator frequency	RCCR = FF (reset value), T_A=25°C,V_{DD}=5V		4500		kHz
		RCCR = RCCR0[1],T_A=25°C,V_{DD}=5V		8000		
ACC_{RC}	Accuracy of Internal RC oscillator with RCCR=RCCR0[1]	T_A=25°C, V_{DD}=5V	-4		+4	%
		T_A=25°C, V_{DD}=4.5 to 5.5V	-5[2]		+5[2]	%
		T_A=0 to +85°C, V_{DD}=5V	TBD		TBD	%
		T_A=0 to +85°C, V_{DD}=4.5 to 5.5V	TBD[2]		TBD[2]	%
		T_A=0 to +-40°C, V_{DD}=4.5 to 5.5V	TBD[2]		TBD[2]	%
$I_{DD(RC)}$	RC oscillator current consumption	T_A=25°C, V_{DD}=5V		TBD		µA
$t_{su(RC)}$	RC oscillator setup time	T_A=25°C, V_{DD}=5V		TBD		µs

Notes:

1. See "INTERNAL RC OSCILLATOR ADJUSTMENT" on page 17
2. Data based on characterization results, not tested in production

To improve clock stability and frequency accuracy, it is recommended to place a decoupling capacitor, typically 100nF, between the V_{DD} and V_{SS} pins as close as possible to the ST7 device

12.4 SUPPLY CURRENT CHARACTERISTICS

The following current consumption specified for the ST7 functional operating modes over temperature range does not take into account the clock source current consumption. To get the total device consumption, the two current values must be added (except for HALT mode for which the clock is stopped).

12.4.1 Supply Current

T_A = -40 to +85°C unless otherwise specified

Symbol	Parameter	Conditions		Typ	Max	Unit
I_{DD}	Supply current in RUN mode [1]	V_{DD}=5V	f_{CPU}=4MHz	2.5	5.0 [8]	mA
			f_{CPU}=8MHz	5.0	9.0	
	Supply current in WAIT mode [2]		f_{CPU}=4MHz	1.0	2.5 [8]	
			f_{CPU}=8MHz	1.5	4.0	
	Supply current in SLOW mode [3]		f_{CPU}/32=250kHz	650	900	µA
	Supply current in SLOW-WAIT mode [4]		f_{CPU}/32=250kHz	500	700	
	Supply current in AWUFH mode [5][6]		f_{CPU}/32=250kHz	250	TBD [8]	
	Supply current in HALT mode [7]		f_{CPU}/32=250kHz	0	TBD	
	Supply current in RUN mode [1]	V_{DD}=3V	f_{CPU}=4MHz	1.5	4.0 [8]	mA
			f_{CPU}=8MHz	2.5	6.5 [8]	
	Supply current in WAIT mode [2]		f_{CPU}=4MHz	0.5	2.5 [8]	
			f_{CPU}=8MHz	0.7	2.5 [8]	
	Supply current in SLOW mode [3]		f_{CPU}/32=250kHz	350	500 [8]	µA
	Supply current in SLOW-WAIT mode [4]		f_{CPU}/32=250kHz	300	500 [8]	
	Supply current in AWUFH mode [5][6]		f_{CPU}/32=250kHz	120	TBD [8]	
	Supply current in HALT mode [7]		f_{CPU}/32=250kHz	0	TBD [8]	

Notes:

1. CPU running with memory access, all I/O pins in input mode with a static value at V_{DD} or V_{SS} (no load), all peripherals in reset state; clock input (CLKIN) driven by external square wave, LVD disabled.
2. All I/O pins in input mode with a static value at V_{DD} or V_{SS} (no load), all peripherals in reset state; clock input (CLKIN) driven by external square wave, LVD disabled.
3. SLOW mode selected with f_{CPU} based on f_{OSC} divided by 32. All I/O pins in input mode with a static value at V_{DD} or V_{SS} (no load), all peripherals in reset state; clock input (CLKIN) driven by external square wave, LVD disabled.
4. SLOW-WAIT mode selected with f_{CPU} based on f_{OSC} divided by 32. All I/O pins in input mode with a static value at V_{DD} or V_{SS} (no load), all peripherals in reset state; clock input (CLKIN) driven by external square wave, LVD disabled.
5. All I/O pins in input mode with a static value at V_{DD} or V_{SS} (no load). Data tested in production at V_{DD} max. and f_{CPU} max.
6. This consumption refers to the Halt period only and not the associated run period which is software dependent.
7. All I/O pins in output mode with a static value at V_{SS} (no load), LVD disabled. Data based on characterization results, tested in production at V_{DD} max and f_{CPU} max.
8. Data based on characterization, not tested in production.

SUPPLY CURRENT CHARACTERISTICS (Cont'd)

Figure 40. Typical I_{DD} in RUN vs. f_{CPU}

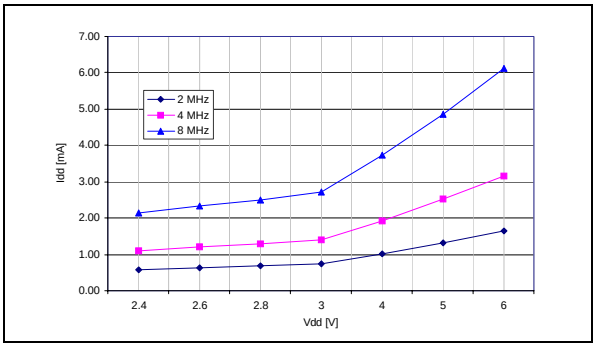


Figure 41. Typical I_{DD} in SLOW vs. f_{CPU}

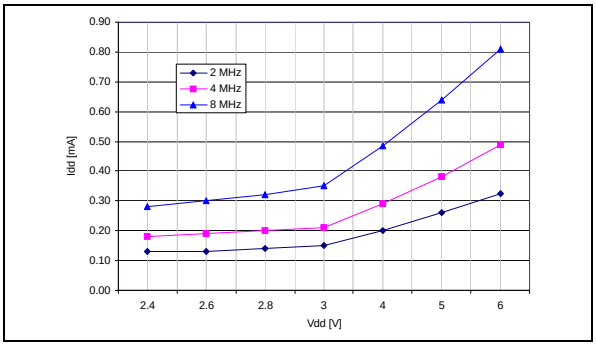


Figure 42. Typical I_{DD} in WAIT vs. f_{CPU}

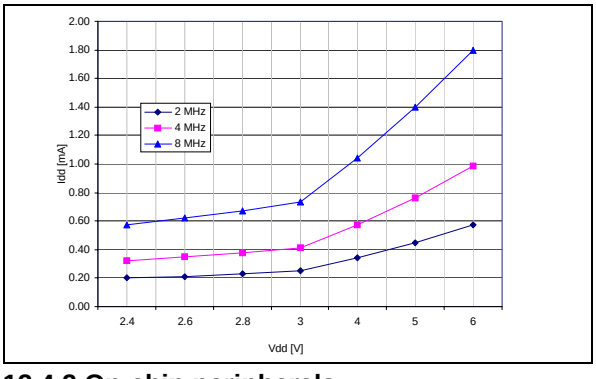


Figure 43. Typical I_{DD} in SLOW-WAIT vs. f_{CPU}

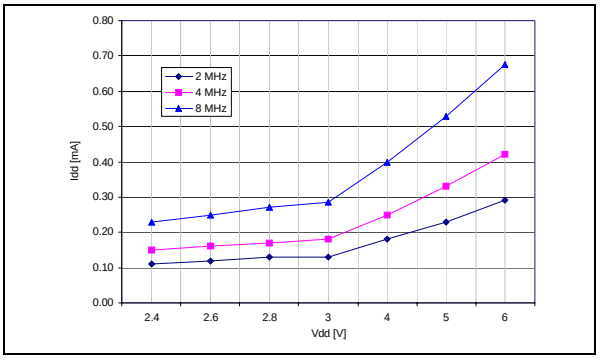
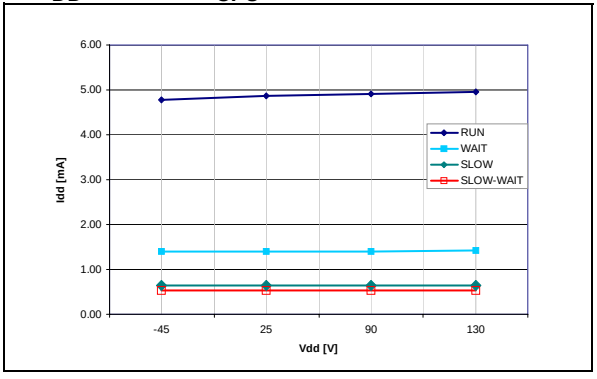


Figure 44. Typical I_{DD} vs. Temperature at V_{DD} = 5V and f_{CPU} = 8MHz



12.4.2 On-chip peripherals

Symbol	Parameter	Conditions		Typ	Unit
$I_{DD(AT)}$	12-bit Auto-Reload Timer supply current [1]	f_{CPU}=4MHz	V_{DD}=3.0V	150	µA
		f_{CPU}=8MHz	V_{DD}=5.0V	250	
$I_{DD(ADC)}$	ADC supply current when converting [2]	f_{ADC}=4MHz	V_{DD}=3.0V	250	
			V_{DD}=5.0V	1100	

1. Data based on a differential I_{DD} measurement between reset configuration (timer stopped) and a timer running in PWM mode at f_{cpu}=8MHz.

2. Data based on a differential I_{DD} measurement between reset configuration and continuous A/D conversions with amplifier off.

12.5 CLOCK AND TIMING CHARACTERISTICS

Subject to general operating conditions for V_{DD}, f_{OSC}, and T_A.

12.5.1 General Timings

Symbol	Parameter [1]	Conditions	Min	Typ [2]	Max	Unit
$t_{c(INST)}$	Instruction cycle time	f_{CPU}=8MHz	2	3	12	t_{CPU}
			250	375	1500	ns
$t_{v(IT)}$	Interrupt reaction time [3] $t_{v(IT)} = \Delta t_{c(INST)} + 10$	f_{CPU}=8MHz	10		22	t_{CPU}
			1.25		2.75	µs

Notes:

1. Data based on characterization. Not tested in production.
2. Data based on typical application software.
3. Time measured between interrupt event and interrupt vector fetch. $\Delta t_{c(INST)}$ is the number of t_{CPU} cycles needed to finish the current instruction execution.

12.5.2 Auto Wakeup from Halt Oscillator (AWU)

Parameter	Conditions	Min	Typ	Max	Unit
Supply Voltage Range		2.4	5.0	5.5	V
Operating Temperature Range		-40	27	125	°C
Current Consumption [1]	Without prescaler	2.0	8.0	14.0	µA
Consumption [1]	AWU RC switched off		0		µA
Output Frequency [1]		20	33	60	kHz

1. Data based on characterization. Not tested in production.

12.6 MEMORY CHARACTERISTICS

T_A = -40°C to 85°C, unless otherwise specified

12.6.1 RAM and Hardware Registers

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
V_{RM}	Data retention mode [1]	HALT mode (or RESET)	1.6			V

12.6.2 FLASH Program Memory

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
V_{DD}	Operating voltage for Flash write/erase		2.4		5.5	V
t_{prog}	Programming time for 1~32 bytes [2]	T_A=–40 to +85°C		5	10	ms
	Programming time for 1 kByte	T_A=+25°C		0.16	0.32	s
t_{RET}	Data retention [4]	T_A=+55°C [3]	20			years
N_{RW}	Write erase cycles	T_A=+25°C	10K [7]			cycles
I_{DD}	Supply current [6]	**Read / Write / Erase modes** f_{CPU} = 8MHz, V_{DD} = 5.5V			2.6	mA
		No Read/No Write Mode			100	µA
		Power down mode / HALT		0	0.1	µA

Notes:

1. Minimum V_{DD} supply voltage without losing data stored in RAM (in HALT mode or under RESET) or in hardware registers (only in HALT mode). Guaranteed by construction, not tested in production.
2. Up to 32 bytes can be programmed at a time.
3. The data retention time increases when the T_A decreases.
4. Data based on reliability test results and monitored in production.
5. Data based on characterization results, not tested in production.
6. Guaranteed by Design. Not tested in production.
7. Design target value pending full product characterization.

12.7 EMC CHARACTERISTICS

Susceptibility tests are performed on a sample basis during product characterization.

12.7.1 Functional EMS (Electro Magnetic Susceptibility)

Based on a simple running application on the product (toggling 2 LEDs through I/O ports), the product is stressed by two electro magnetic events until a failure occurs (indicated by the LEDs).

- **ESD**: Electro-Static Discharge (positive and negative) is applied on all pins of the device until a functional disturbance occurs. This test conforms with the IEC 1000-4-2 standard.
- **FTB**: A Burst of Fast Transient voltage (positive and negative) is applied to V_{DD} and V_{SS} through a 100pF capacitor, until a functional disturbance occurs. This test conforms with the IEC 1000-4-4 standard.

A device reset allows normal operations to be resumed. The test results are given in the table below based on the EMS levels and classes defined in application note AN1709.

12.7.1.1 Designing hardened software to avoid noise problems

EMC characterization and optimization are performed at component level with a typical application environment and simplified MCU software. It should be noted that good EMC performance is highly dependent on the user application and the software in particular.

Therefore it is recommended that the user applies EMC software optimization and prequalification tests in relation with the EMC level requested for his application.

Software recommendations:

The software flowchart must include the management of runaway conditions such as:

– Corrupted program counter

– Unexpected reset

– Critical Data corruption (control registers...)

Prequalification trials:

Most of the common failures (unexpected reset and program counter corruption) can be reproduced by manually forcing a low state on the RESET pin or the Oscillator pins for 1 second.

To complete these trials, ESD stress can be applied directly on the device, over the range of specification values. When unexpected behaviour is detected, the software can be hardened to prevent unrecoverable errors occurring (see application note AN1015).

Symbol	Parameter	Conditions	Level/ Class
V_{FESD}	Voltage limits to be applied on any I/O pin to induce a functional disturbance	V_{DD}=5V, T_A=+25°C, f_{OSC}=8MHz, SO8 package, conforms to IEC 1000-4-2	3B
V_{FFTB}	Fast transient voltage burst limits to be applied through 100pF on V_{DD} and V_{DD} pins to induce a functional disturbance	V_{DD}=5V, T_A=+25°C, f_{OSC}=8MHz, SO8 package, conforms to IEC 1000-4-4	4B

EMC CHARACTERISTICS (Cont'd)

12.7.2 Electro Magnetic Interference (EMI)

Based on a simple application running on the product (toggling 2 LEDs through the I/O ports), the product is monitored in terms of emission. This emission test is in line with the norm SAE J 1752/3 which specifies the board and the loading of each pin.

Symbol	Parameter	Conditions	Monitored Frequency Band	Max vs. [f_{OSC}/f_{CPU}] -/8MHz	Unit
S_{EMI}	Peak level	V_{DD}=5V, T_A=+25°C, SO8 package, conforming to SAE J 1752/3	0.1MHz to 30MHz	22	dBµV
			30MHz to 130MHz	24	
			130MHz to 1GHz	14	
			SAE EMI Level	3	-

Notes:

1. Data based on characterization results, not tested in production.

12.7.3 Absolute Maximum Ratings (Electrical Sensitivity)

Based on three different tests (ESD, LU and DLU) using specific measurement methods, the product is stressed in order to determine its performance in terms of electrical sensitivity. For more details, refer to the application note AN1181.

12.7.3.1 Electro-Static Discharge (ESD)

Electro-Static Discharges (a positive then a negative pulse separated by 1 second) are applied to the pins of each sample according to each pin combination. The sample size depends on the number of supply pins in the device (3 parts*(n+1) supply pin). One model can be simulated: Human Body Model. This test conforms to the JESD22-A114A/A115A standard.

Absolute Maximum Ratings

Symbol	Ratings	Conditions	Maximum value [1]	Unit
$V_{ESD(HBM)}$	Electro-static discharge voltage (Human Body Model)	T_A=+25°C	> 2000	V

Note:

1. Data based on characterization results, not tested in production.

EMC CHARACTERISTICS (Cont'd)

12.7.3.2 Static and Dynamic Latch-Up

- **LU**: 3 complementary static tests are required on 10 parts to assess the latch-up performance. A supply overvoltage (applied to each power supply pin) and a current injection (applied to each input, output and configurable I/O pin) are performed on each sample. This test conforms to the EIA/JESD 78 IC latch-up standard. For more details, refer to the application note AN1181.
- **DLU**: Electro-Static Discharges (one positive then one negative test) are applied to each pin of 3 samples when the micro is running to assess the latch-up performance in dynamic mode. Power supplies are set to the typical values, the oscillator is connected as near as possible to the pins of the micro and the component is put in reset mode. This test conforms to the IEC1000-4-2 and SAEJ1752/3 standards. For more details, refer to the application note AN1181.

Electrical Sensitivities

Symbol	Parameter	Conditions	Class [1)]
LU	Static latch-up class	T_A=+25°C	A
DLU	Dynamic latch-up class	V_{DD}=5.5V, f_{OSC}=4MHz, T_A=+25°C	A

Notes:

1. Class description: A Class is an STMicroelectronics internal specification. All its limits are higher than the JEDEC specifications, that means when a device belongs to Class A it exceeds the JEDEC standard. B Class strictly covers all the JEDEC criteria (international standard).

12.8 I/O PORT PIN CHARACTERISTICS

12.8.1 General Characteristics

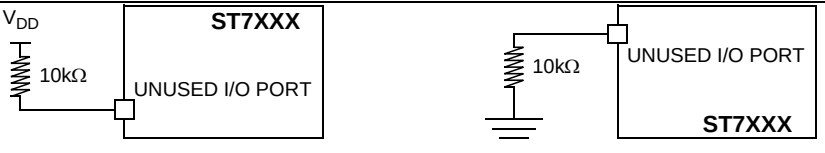
Subject to general operating conditions for V_{DD}, f_{OSC}, and T_A unless otherwise specified.

Symbol	Parameter	Conditions		Min	Typ	Max	Unit
V_{IL}	Input low level voltage	-40°C to 130°C				$0.3xV_{DD}$	V
V_{IH}	Input high level voltage			$0.7 \times V_{DD}$			
V_{hys}	Schmitt trigger voltage hysteresis [1]				400		mV
I_L	Input leakage current	$V_{SS} \leq V_{IN} \leq V_{DD}$				±1	µA
I_S	Static current consumption induced by each floating input pin[2]	Floating input mode			400		
R_{PU}	Weak pull-up equivalent resistor[3]	$V_{IN}=V_{SS}$	V_{DD}=5V	50	120	250	kΩ
			V_{DD}=3V		160		
C_{IO}	I/O pin capacitance				5		pF
$t_{f(IO)out}$	Output high to low level fall time [1]	C_L=50pF Between 10% and 90%			25		ns
$t_{r(IO)out}$	Output low to high level rise time [1]				25		
$t_{w(IT)in}$	External interrupt pulse time [4]			1			t_{CPU}

Notes:

1. Data based on characterization results, not tested in production.
2. Configuration not recommended, all unused pins must be kept at a fixed voltage: using the output mode of the I/O for example or an external pull-up or pull-down resistor (see Figure 49). Static peak current value taken at a fixed V_{IN} value, based on design simulation and technology characteristics, not tested in production. This value depends on V_{DD} and temperature values.
3. The R_{PU} pull-up equivalent resistor is based on a resistive transistor (corresponding I_{PU} current characteristics described in Figure 46).
4. To generate an external interrupt, a minimum pulse width has to be applied on an I/O port pin configured as an external interrupt source.

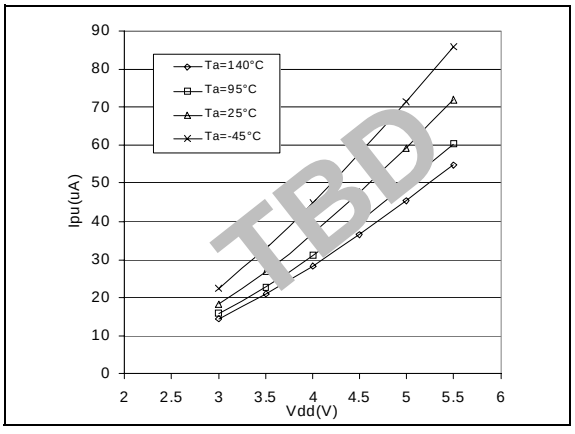
Figure 45. Two typical Applications with unused I/O Pin



Caution: During normal operation the ICCCLK pin must be pulled- up, internally or externally (external pull-up of 10k mandatory in noisy environment). This is to avoid entering ICC mode unexpectedly during a reset.

Note: I/O can be left unconnected if it is configured as output (0 or 1) by the software. This has the advantage of greater EMC robustness and lower cost.

Figure 46. Typical I_{PU} vs. V_{DD} with $V_{IN}=V_{SS}$



I/O PORT PIN CHARACTERISTICS (Cont'd)

12.8.2 Output Driving Current

Subject to general operating conditions for V_{DD}, f_{CPU}, and T_A unless otherwise specified.

Symbol	Parameter	Conditions		Min	Max	Unit
V_{OL} 1)	Output low level voltage for PA3/RESET standard I/O pin (see Figure 49)	V_{DD}=5V	I_{IO}=+5mA,T_A≤85°C		1000	mV
			I_{IO}=+2mA,T_A≤85°C		400	
	Output low level voltage for a high sink I/O pin when 4 pins are sunk at same time (see Figure 52)		I_{IO}=+20mA,T_A≤85°C		1300	
			I_{IO}=+8mA,T_A≤85°C		750	
V_{OH} 2)	Output high level voltage for an I/O pin when 4 pins are sourced at same time (see Figure 56)		I_{IO}=-5mA,T_A≤85°C	V_{DD}-1500		
			I_{IO}=-2mA,T_A≤85°C	V_{DD}-800		
V_{OL} 1)3)	Output low level voltage for PA3/RESET standard I/O pin (see Figure 48)	V_{DD}=3V	I_{IO}=+2mA,T_A≤85°C		250	
	Output low level voltage for a high sink I/O pin when 4 pins are sunk at same time (see Figure 51)		I_{IO}=+2mA,T_A≤85°C		100	
			I_{IO}=+8mA,T_A≤85°C		400	
V_{OH} 2)3)	Output high level voltage for an I/O pin when 4 pins are sourced at same time (see Figure 54)		I_{IO}=-2mA,T_A≤85°C	V_{DD}-300		
V_{OL} 1)3)	Output low level voltage for PA3/RESET standard I/O pin (see Figure 47)	V_{DD}=2.4V	I_{IO}=+2mA,T_A≤85°C		500	
	Output low level voltage for a high sink I/O pin when 4 pins are sunk at same time (see Figure 50)		I_{IO}=+2mA,T_A≤85°C		100	
			I_{IO}=+8mA,T_A≤85°C		500	
V_{OH} 2)3)	Output high level voltage for an I/O pin when 4 pins are sourced at same time (see Figure 53)		I_{IO}=-2mA,T_A≤85°C	V_{DD}-200		

Notes:

1. The I_{IO} current sunk must always respect the absolute maximum rating specified in Section 12.2.2 and the sum of I_{IO} (I/O ports and control pins) must not exceed I_{VSS}.
2. The I_{IO} current sourced must always respect the absolute maximum rating specified in Section 12.2.2 and the sum of I_{IO} (I/O ports and control pins) must not exceed I_{VDD}. True open drain I/O pins do not have V_{OH}.
3. Not tested in production, based on characterization results.

I/O PORT PIN CHARACTERISTICS (Cont'd)

Figure 47. Typical V_{OL} at V_{DD}=2.4V (standard)

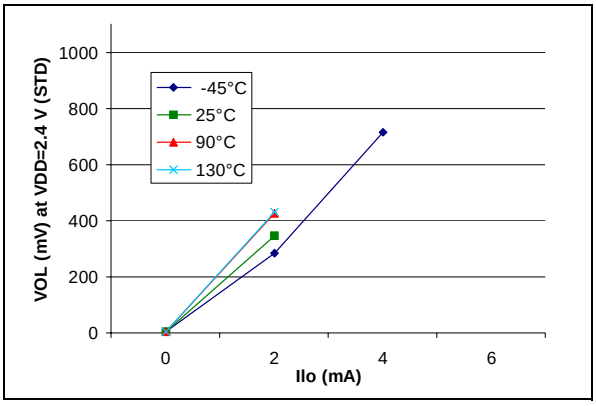


Figure 48. Typical V_{OL} at V_{DD}=3V (standard)

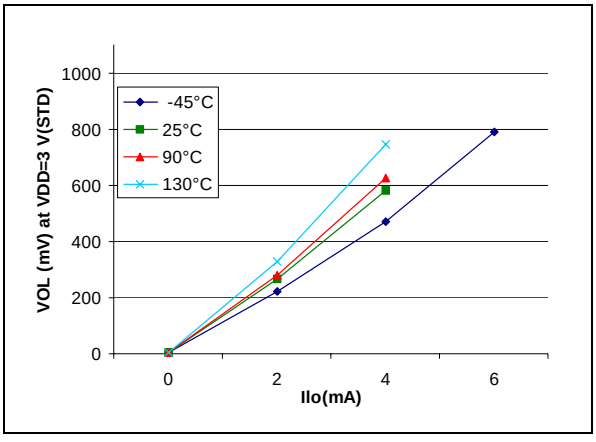


Figure 49. Typical V_{OL} at V_{DD}=5V (standard)

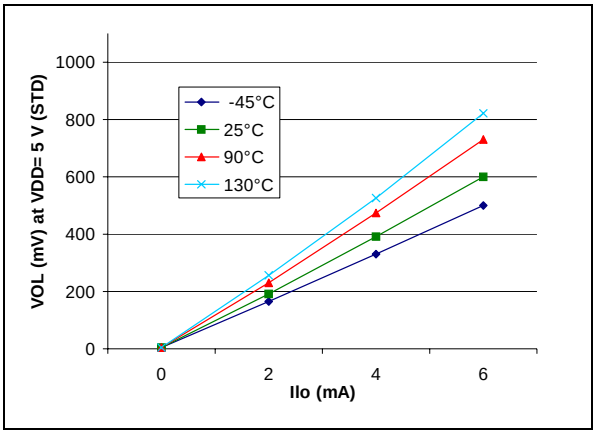


Figure 50. Typical V_{OL} at V_{DD}=2.4V (high-sink)

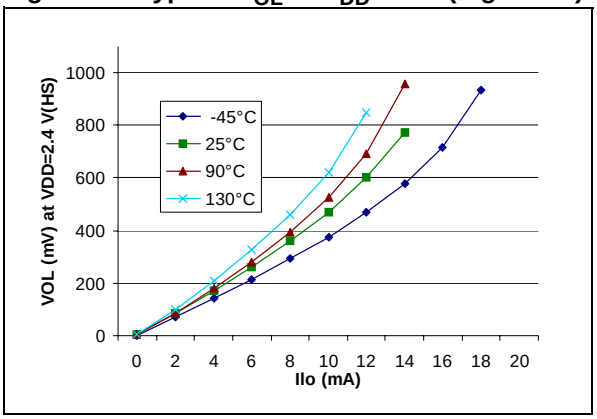


Figure 51. Typical V_{OL} at V_{DD}=3V (high-sink)

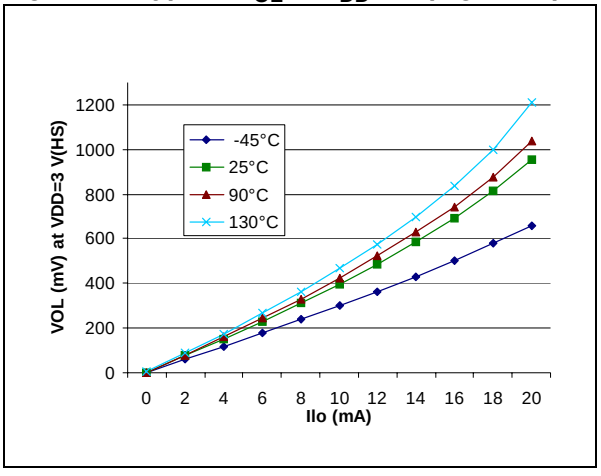
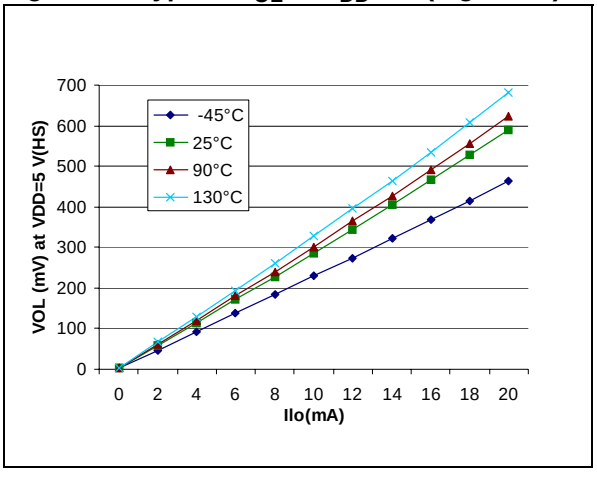


Figure 52. Typical V_{OL} at V_{DD}=5V (high-sink)



I/O PORT PIN CHARACTERISTICS (Cont'd)

Figure 53. Typical V_{DD}-V_{OH} at V_{DD}=2.4V

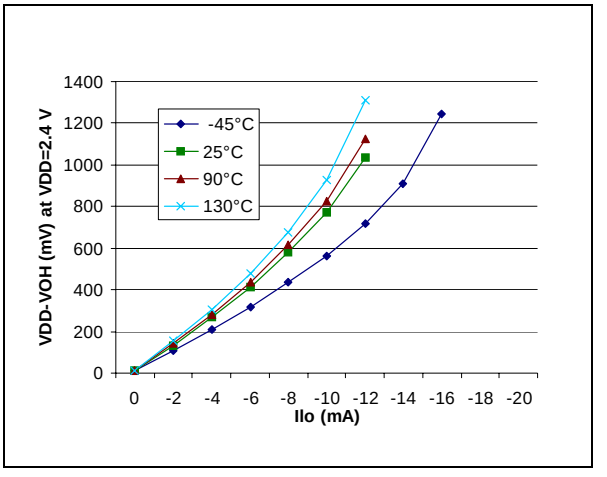


Figure 54. Typical V_{DD}-V_{OH} at V_{DD}=3V

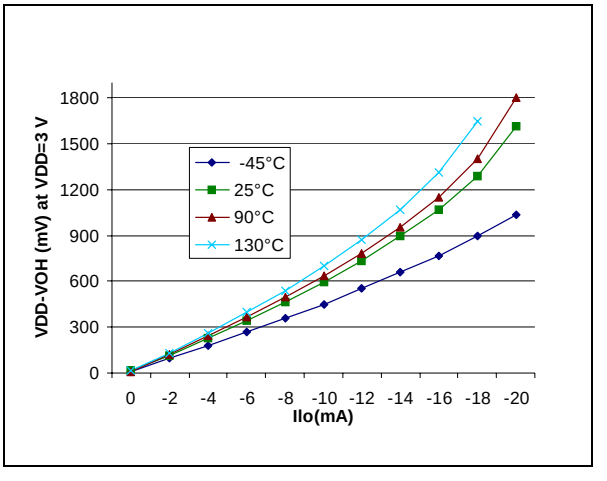


Figure 55. Typical V_{DD}-V_{OH} at V_{DD}=4V

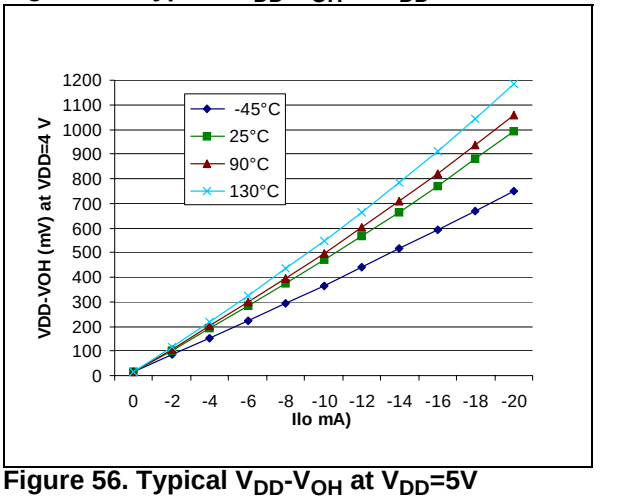


Figure 56. Typical V_{DD}-V_{OH} at V_{DD}=5V

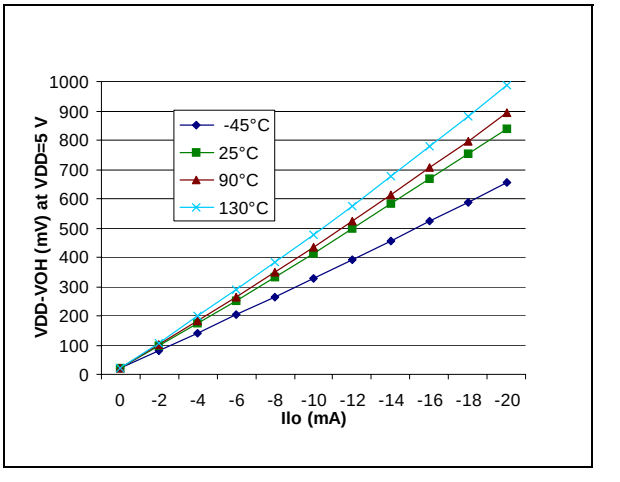
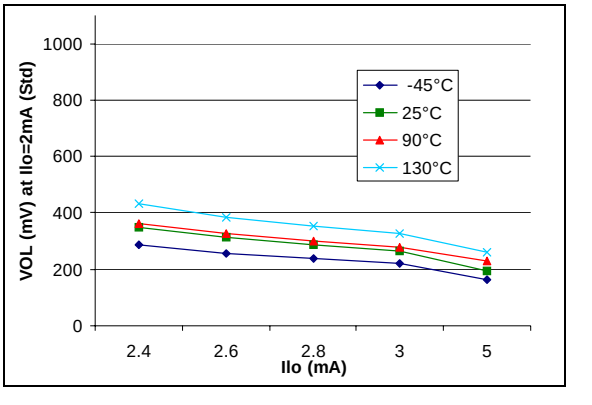


Figure 57. Typical V_{OL} vs. V_{DD} (standard I/Os)



I/O PORT PIN CHARACTERISTICS (Cont'd)

Figure 58. Typical V_{OL} vs. V_{DD} (high-sink I/Os)

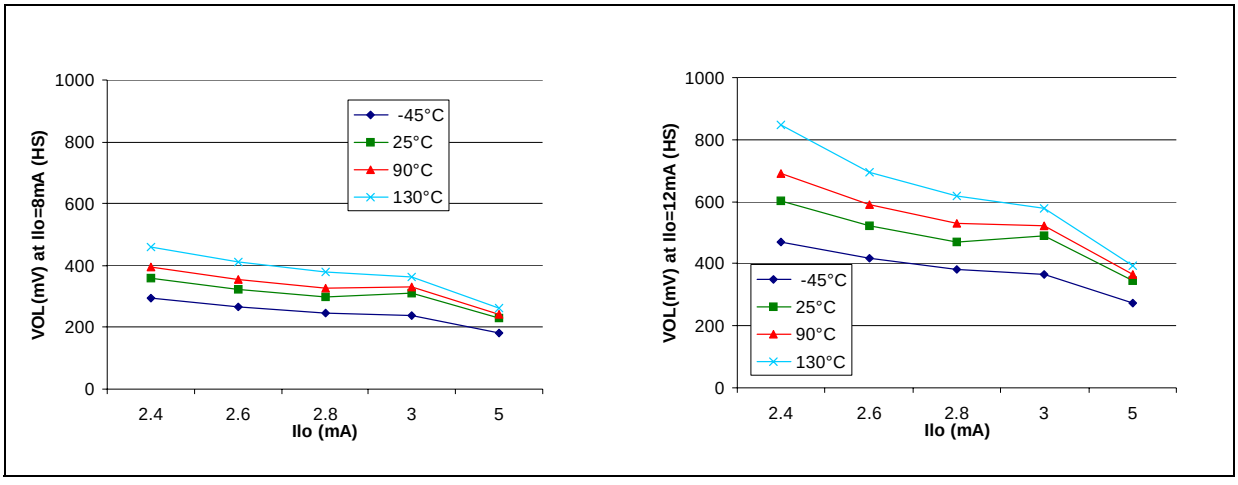
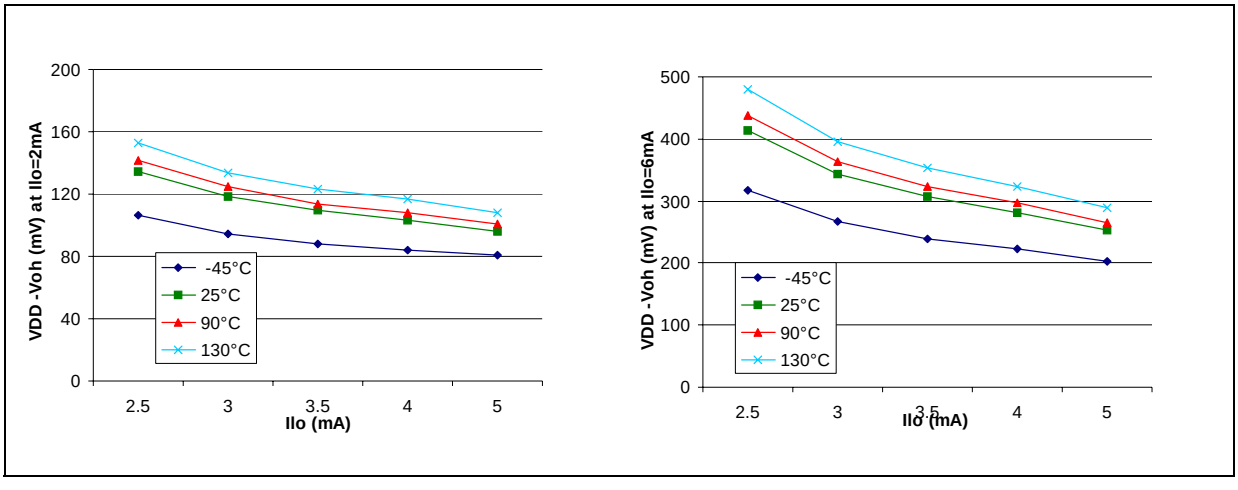


Figure 59. Typical V_{DD}-V_{OH} vs. V_{DD}



12.9 CONTROL PIN CHARACTERISTICS

12.9.1 Asynchronous $\overline{\text{RESET}}$ Pin

T_A = -40°C to 85°C, unless otherwise specified

Symbol	Parameter	Conditions		Min	Typ	Max	Unit
V_{IL}	Input low level voltage			$V_{SS - 0.3}$		$0.3xV_{DD}$	V
V_{IH}	Input high level voltage			$0.7xV_{DD}$		$V_{DD + 0.3}$	
V_{hys}	Schmitt trigger voltage hysteresis [1]				2		V
V_{OL}	Output low level voltage [2]	V_{DD}=5V	I_{IO}=+2mA $T_A \leq 85°C$ $T_A \geq 85°C$		0.2	0.4 0.5	V
R_{ON}	Pull-up equivalent resistor [3]	V_{DD}=5V		20	40	80	kΩ
		V_{DD}=3V			30		
$t_{w(RSTL)out}$	Generated reset pulse duration	Internal reset sources			30		µs
$t_{h(RSTL)in}$	External reset pulse hold time [4]			20			µs
$t_{g(RSTL)in}$	Filtered glitch duration				200		ns

Notes:

1. Data based on characterization results, not tested in production.

2. The I_{IO} current sunk must always respect the absolute maximum rating specified in section 12.2.2 on page 69 and the sum of I_{IO} (I/O ports and control pins) must not exceed I_{VSS}.

3. The R_{ON} pull-up equivalent resistor is based on a resistive transistor. Specified for voltages on $\overline{\text{RESET}}$ pin between V_{ILmax} and V_{DD}

4. To guarantee the reset of the device, a minimum pulse has to be applied to the $\overline{\text{RESET}}$ pin. All short pulses applied on $\overline{\text{RESET}}$ pin with a duration below $t_{h(RSTL)in}$ can be ignored.

CONTROL PIN CHARACTERISTICS (Cont'd)

Figure 60. $\overline{\text{RESET}}$ pin protection when LVD is enabled.[1)2)3)4)]

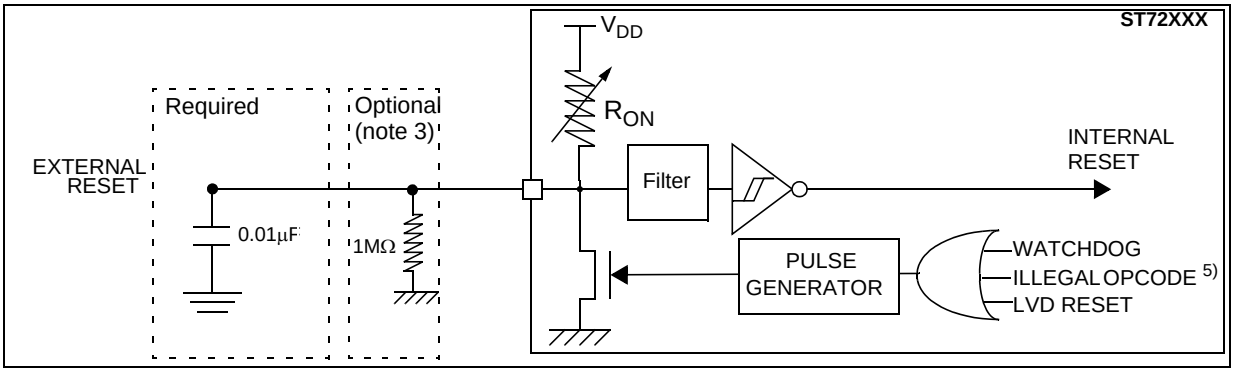
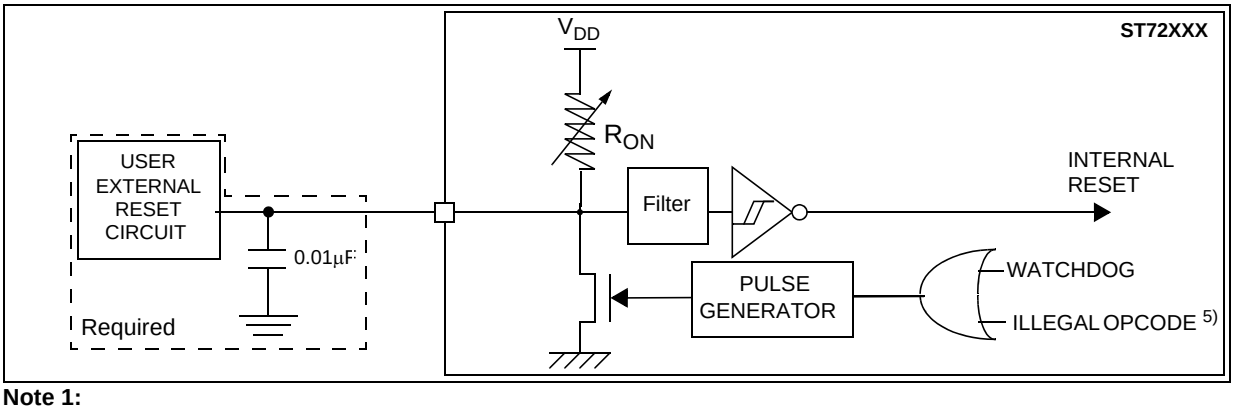


Figure 61. $\overline{\text{RESET}}$ pin protection when LVD is disabled.[1)]



Note 1:

- The reset network protects the device against parasitic resets.
- The output of the external reset circuit must have an open-drain output to drive the ST7 reset pad. Otherwise the device can be damaged when the ST7 generates an internal reset (LVD or watchdog).
- Whatever the reset source is (internal or external), the user must ensure that the level on the $\overline{\text{RESET}}$ pin can go below the V_{IL} max. level specified in section 12.9.1 on page 86. Otherwise the reset will not be taken into account internally.
- Because the reset circuit is designed to allow the internal RESET to be output in the $\overline{\text{RESET}}$ pin, the user must ensure that the current sunk on the $\overline{\text{RESET}}$ pin is less than the absolute maximum value specified for $I_{INJ(RESET)}$ in section 12.2.2 on page 69.

Note 2: When the LVD is enabled, it is recommended not to connect a pull-up resistor or capacitor. A 10nF pull-down capacitor is required to filter noise on the reset line.

Note 3: In case a capacitive power supply is used, it is recommended to connect a 1MΩ pull-down resistor to the $\overline{\text{RESET}}$ pin to discharge any residual voltage induced by the capacitive effect of the power supply (this will add 5µA to the power consumption of the MCU).

Note 4: Tips when using the LVD:

- 1. Check that all recommendations related to ICCCLK and reset circuit have been applied (see caution in Table 1 on page 7 and notes above)
- 2. Check that the power supply is properly decoupled (100nF + 10µF close to the MCU). Refer to AN1709 and AN2017. If this cannot be done, it is recommended to put a 100nF + 1MΩ pull-down on the $\overline{\text{RESET}}$ pin.
- 3. The capacitors connected on the RESET pin and also the power supply are key to avoid any start-up marginality. In most cases, steps 1 and 2 above are sufficient for a robust solution. Otherwise: replace 10nF pull-down on the $\overline{\text{RESET}}$ pin with a 5µF to 20µF capacitor."

Note 5: Please refer to "Illegal Opcode Reset" on page 65 for more details on illegal opcode reset conditions

12.10 10-BIT ADC CHARACTERISTICS

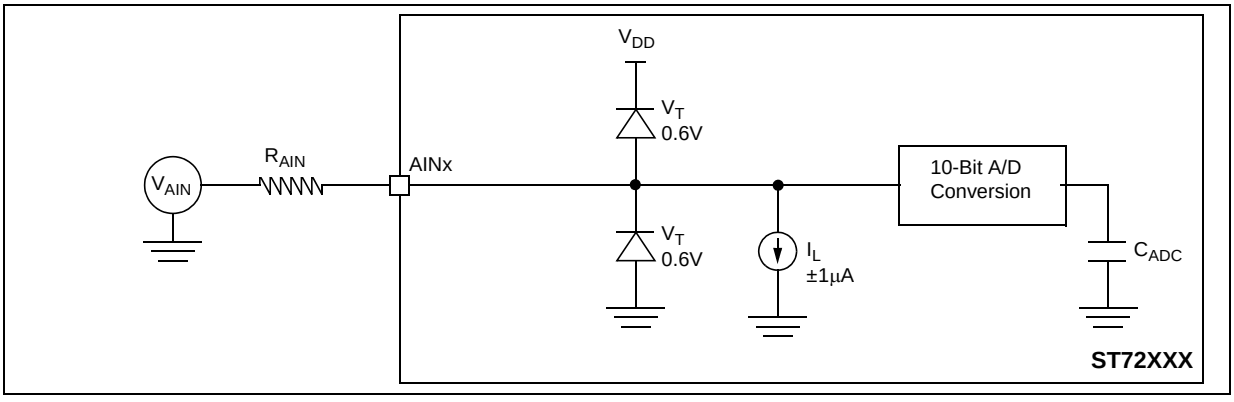
Subject to general operating condition for V_{DD}, f_{OSC}, and T_A unless otherwise specified.

Symbol	Parameter	Conditions	Min	Typ [1]	Max	Unit
f_{ADC}	ADC clock frequency [2]				4	MHz
V_{AIN}	Conversion voltage range [3]		V_{SSA}		V_{DDA}	V
R_{AIN}	External input resistor				10K [4]	Ω
C_{ADC}	Internal sample and hold capacitor			3		pF
t_{STAB}	Stabilization time after ADC enable	f_{CPU}=8MHz, f_{ADC}=4MHz	0 [5]			µs
t_{ADC}	Conversion time (Sample+Hold)		3.5			µs
	- Sample capacitor loading time - Hold conversion time		4 10			$1/f_{ADC}$
I_{ADC}	Analog Part				TBD	mA
	Digital Part				TBD	mA

Notes:

1. Unless otherwise specified, typical data are based on T_A=25°C and V_{DD}-V_{SS}=5V. They are given only as design guidelines and are not tested.
2. The maximum ADC clock frequency allowed within V_{DD} = 2.4V to 2.7V operating range is 1MHz.
3. When V_{DDA} and V_{SSA} pins are not available on the pinout, the ADC refers to V_{DD} and V_{SS}.
4. Any added external serial resistor will downgrade the ADC accuracy (especially for resistance greater than 10kΩ). Data based on characterization results, not tested in production.
5. The stabilization time of the AD converter is masked by the first t_{LOAD}. The first conversion after the enable is then always valid.

Figure 62. Typical Application with ADC



ADC CHARACTERISTICS (Cont'd)

ADC Accuracy with V_{DD}=3.3V

Symbol	Parameter	Conditions	Typ	Max	Unit
$\|E_T\|$	Total unadjusted error	f_{CPU}=8MHz, f_{ADC}=4MHz 1)	2	TBD	LSB
$\|E_O\|$	Offset error		-0.5	TBD	
$\|E_G\|$	Gain Error		-1	TBD	
$\|E_D\|$	Differential linearity error		1.5	TBD	
$\|E_L\|$	Integral linearity error		TBD	TBD	

Notes:

1. Data based on characterization results over the whole temperature range, monitored in production.

ADC Accuracy with V_{DD}=5V

Symbol	Parameter	Conditions	Typ	Max	Unit
$\|E_T\|$	Total unadjusted error	f_{CPU}=8MHz, f_{ADC}=4MHz 1)	1.5	TBD	LSB
$\|E_O\|$	Offset error		1	TBD	
$\|E_G\|$	Gain Error		1	TBD	
$\|E_D\|$	Differential linearity error		1.5	TBD	
$\|E_L\|$	Integral linearity error		TBD	TBD	

Notes:

1. Data based on characterization results over the whole temperature range, monitored in production.

ADC Accuracy with V_{DD}=2.4V

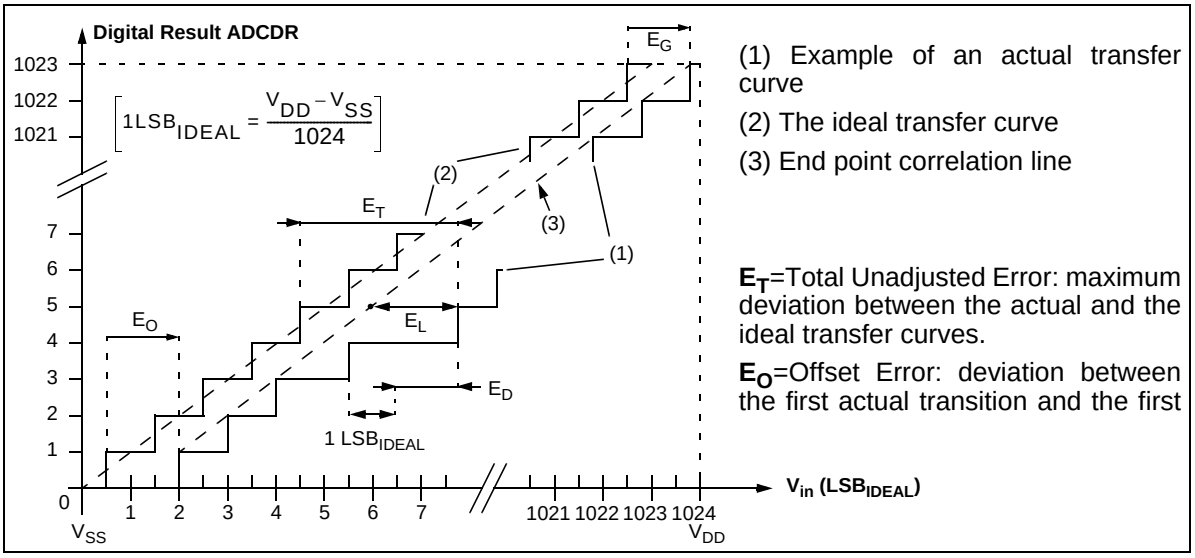
Symbol	Parameter	Conditions	Typ	Max	Unit
$\|E_T\|$	Total unadjusted error	f_{CPU}=8MHz, f_{ADC}=4MHz 1)	TBD	TBD	LSB
$\|E_O\|$	Offset error		TBD	TBD	
$\|E_G\|$	Gain Error		TBD	TBD	
$\|E_D\|$	Differential linearity error		TBD	TBD	
$\|E_L\|$	Integral linearity error		TBD	TBD	

Notes:

1. Data based on characterization results over the whole temperature range, monitored in production.

ADC CHARACTERISTICS (Cont'd)

Figure 63. ADC Accuracy Characteristics



(1) Example of an actual transfer curve

(2) The ideal transfer curve

(3) End point correlation line

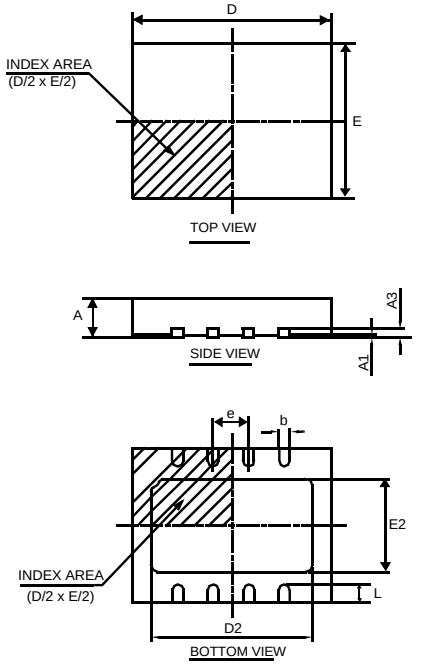
E_T=Total Unadjusted Error: maximum deviation between the actual and the ideal transfer curves.

E_O=Offset Error: deviation between the first actual transition and the first

13 PACKAGE CHARACTERISTICS

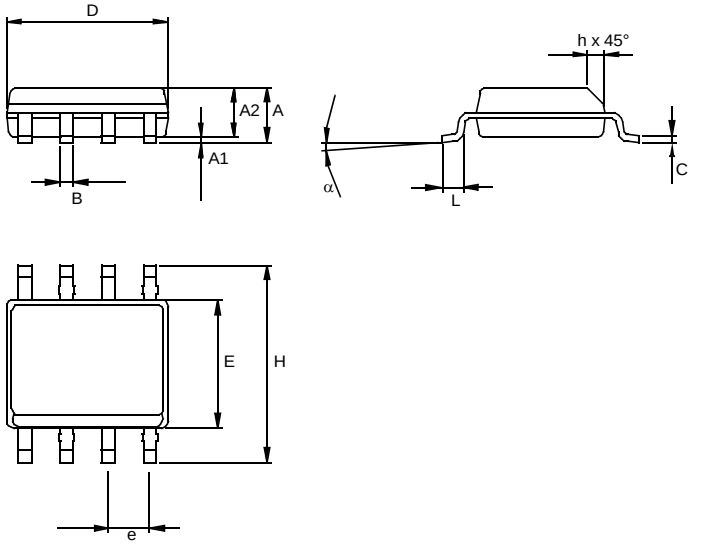
13.1 PACKAGE MECHANICAL DATA

Figure 64. 8-Lead Very thin Fine pitch Dual Flat No-Lead Package



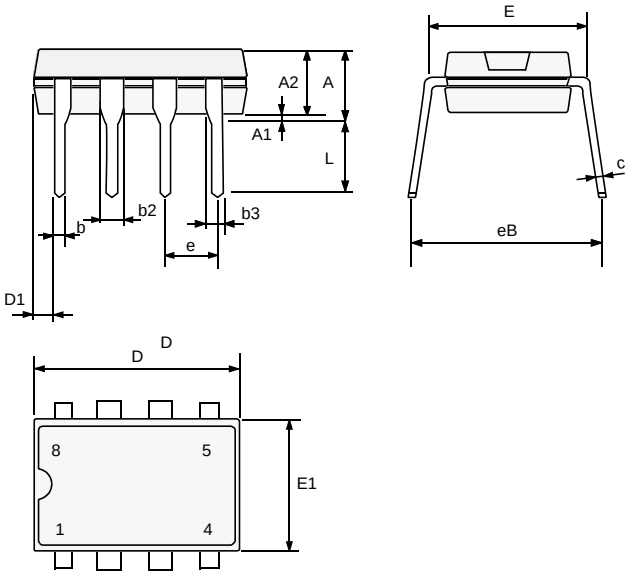
Dim.	mm			inches		
	Min	Typ	Max	Min	Typ	Max
A	0.80	0.90	1.00	0.031	0.035	0.039
A1	0.00	0.02	0.05	0.000	0.001	0.002
A3		0.20			0.008	
b	0.25	0.30	0.35	0.010	0.012	0.014
D		4.50			0.177	
D2	3.50	3.65	3.75	0.138	0.144	0.148
E		3.50			0.138	
E2	1.96	2.11	2.21	0.077	0.083	0.087
e		0.80			0.031	
L	0.30	0.40	0.50	0.012	0.016	0.020
	Number of Pins					
N	8					

Figure 65. 8-Pin Plastic Small Outline Package, 150-mil Width



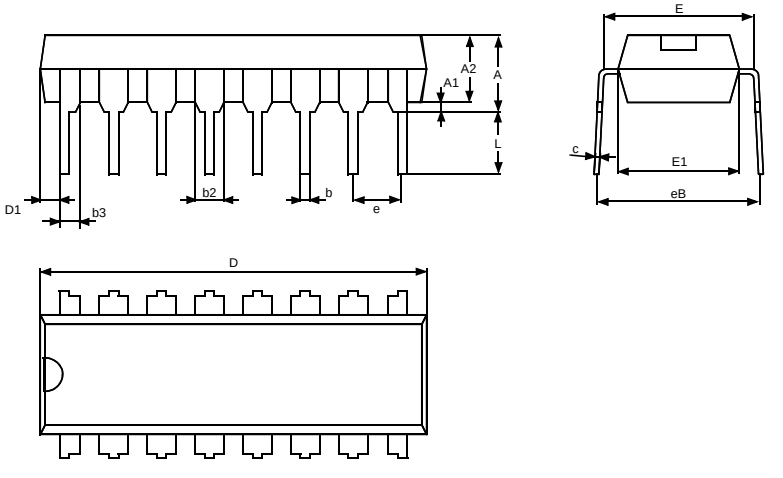
Dim.	mm			inches		
	Min	Typ	Max	Min	Typ	Max
A	1.35		1.75	0.053		0.069
A1	0.10		0.25	0.004		0.010
A2	1.10		1.65	0.043		0.065
B	0.33		0.51	0.013		0.020
C	0.19		0.25	0.007		0.010
D	4.80		5.00	0.189		0.197
E	3.80		4.00	0.150		0.158
e		1.27			0.050	
H	5.80		6.20	0.228		0.244
h	0.25		0.50	0.010		0.020
α	0d		8d			
L	0.40		1.27	0.016		0.050
	Number of Pins					
N	8					

Figure 66. 8-Pin Plastic Dual In-Line Package, 300-mil Width



Dim.	mm			inches		
	Min	Typ	Max	Min	Typ	Max
A			5.33			0.210
A1	0.38			0.015		
A2	2.92	3.30	4.95	0.115	0.130	0.195
b	0.36	0.46	0.56	0.014	0.018	0.022
b2	1.14	1.52	1.78	0.045	0.060	0.070
b3	0.76	0.99	1.14	0.030	0.039	0.045
c	0.20	0.25	0.36	0.008	0.010	0.014
D	9.02	9.27	10.16	0.355	0.365	0.400
D1	0.13			0.005		
e		2.54			0.100	
eB			10.92			0.430
E	7.62	7.87	8.26	0.300	0.310	0.325
E1	6.10	6.35	7.11	0.240	0.250	0.280
L	2.92	3.30	3.81	0.115	0.130	0.150
	Number of Pins					
N	8					

Figure 67. 16-Pin Plastic Dual In-Line Package, 300-mil Width



Dim.	mm			inches		
	Min	Typ	Max	Min	Typ	Max
A			5.33			0.210
A1	0.38			0.015		
A2	2.92	3.30	4.95	0.115	0.130	0.195
b	0.36	0.46	0.56	0.014	0.018	0.022
b2	1.14	1.52	1.78	0.045	0.060	0.070
b3	0.76	0.99	1.14	0.030	0.039	0.045
c	0.20	0.25	0.36	0.008	0.010	0.014
D	18.67	19.18	19.69	0.735	0.755	0.775
D1	0.13			0.005		
e		2.54			0.100	
E	7.62	7.87	8.26	0.300	0.310	0.325
E1	6.10	6.35	7.11	0.240	0.250	0.280
L	2.92	3.30	3.81	0.115	0.130	0.150
eB			10.92			0.430
	Number of Pins					
N	16					

Figure 68. THERMAL CHARACTERISTICS

Symbol	Ratings		Value	Unit
R_{thJA}	Package thermal resistance (junction to ambient)	DIP8	TBD	°C/W
		SO8	TBD	
		DFN8 (on 4-layer PCB) DFN8 (on 2-layer PCB)	50 106	
T_{Jmax}	Maximum junction temperature [1)]		150	°C
P_{Dmax}	Power dissipation [2)]	DIP8	300	mW
		SO8	180	
		DFN8 (on 4-layer PCB)	500	
		DFN8 (on 2-layer PCB)	250	

Notes:

1. The maximum chip-junction temperature is based on technology characteristics.

2. The maximum power dissipation is obtained from the formula $P_D = (T_J - T_A) / R_{thJA}$.

The power dissipation of an application can be defined by the user with the formula: $P_D=P_{INT}+P_{PORT}$ where P_{INT} is the chip internal power ($I_{DD} \times V_{DD}$) and P_{PORT} is the port power dissipation depending on the ports used in the application.

13.2 SOLDERING INFORMATION

In accordance with the RoHS European directive, all STMicroelectronics packages will be converted in 2005 to lead-free technology, named ECOPACK™ (for a detailed roadmap, please refer to PCN CRP/04/744 "Lead-free Conversion Program - Compliance with RoHS", issued November 18th, 2004).

- ECOPACK™ packages are qualified according to the JEDEC STD-020C compliant soldering profile.
- Detailed information on the STMicroelectronics ECOPACK™ transition program is available on www.st.com/stonline/leadfree/, with specific technical Application notes covering the main technical aspects related to lead-free conversion (AN2033, AN2034, AN2035, AN2036).

Backward and forward compatibility:

The main difference between Pb and Pb-free soldering process is the temperature range.

– ECOPACK™ TQFP, SDIP, SO and DFN8 packages are fully compatible with Lead (Pb) containing soldering process (see application note AN2034)

– TQFP, SDIP and SO Pb-packages are compatible with Lead-free soldering process, nevertheless it's the customer's duty to verify that the Pb-packages maximum temperature (mentioned on the Inner box label) is compatible with their Lead-free soldering temperature.

Table 21. Soldering Compatibility (wave and reflow soldering process)

Package	Plating material devices	Pb solder paste	Pb-free solder paste
SDIP & PDIP	Sn (pure Tin)	Yes	Yes *
DFN8	Sn (pure Tin)	Yes	Yes *
TQFP and SO	NiPdAu (Nickel-palladium-Gold)	Yes	Yes *

* Assemblers must verify that the Pb-package maximum temperature (mentioned on the Inner box label) is compatible with their Lead-free soldering process.

14 DEVICE CONFIGURATION AND ORDERING INFORMATION

Each device is available for production in user programmable versions (FLASH) as well as in factory coded versions (FASTROM).

ST7PLITEUS2 and ST7PLITEUS5 devices are Factory Advanced Service Technique ROM (FASTROM) versions: they are factory-programmed XFlash devices.

ST7FLITEUS2 and ST7FLITEUS5 XFlash devices are shipped to customers with a default program memory content (FFh).

The FASTROM factory coded parts contain the code supplied by the customer. This implies that FLASH devices have to be configured by the customer using the Option Bytes while the FASTROM devices are factory-configured.

14.1 OPTION BYTES

The two option bytes allow the hardware configuration of the microcontroller to be selected.

The option bytes can be accessed only in programming mode (for example using a standard ST7 programming tool).

OPTION BYTE 1

Bit 7:6 = **CKSEL[1:0]** *Start-up clock selection.*
This bit is used to select the startup frequency. By default, the Internal RC is selected.

Configuration	CKSEL1	CKSEL0
Internal RC as Startup Clock	0	0
AWU RC as a Startup Clock	0	1
Reserved	1	0
External Clock on pin PA5	1	1

Bit 5 = Reserved, must always be 1.

Bit 4 = Reserved, must always be 0.

Bits 3:2 = **LVD[1:0]** *Low Voltage Detection selection*
These option bits enable the LVD block with a selected threshold as shown in Table 22.

Table 22. LVD Threshold Configuration

Configuration	LVD1	LVD0
LVD Off	1	1
Highest Voltage Threshold	1	0
Medium Voltage Threshold	0	1
Lowest Voltage Threshold	0	0

Bit 1 = **WDG SW** *Hardware or software watchdog*
This option bit selects the watchdog type.
0: Hardware (watchdog always enabled)
1: Software (watchdog to be enabled by software)

Bit 0 = **WDG HALT** *Watchdog Reset on Halt*
This option bit determines if a RESET is generated when entering HALT mode while the Watchdog is active.
0: No Reset generation when entering Halt mode
1: Reset generation when entering Halt mode

OPTION BYTE 0

Bits 7:4 = Reserved, must always be 1.

Bit 3 = Reserved, must always be 0.

Bit 2 = **SEC0** *Sector 0 size definition*
This option bit indicates the size of sector 0 according to the following table.

Sector 0 Size	SEC0
0.5k	0
1k	1

Bit 1 = **FMP_R** *Read-out protection*
Readout protection, when selected provides a protection against program memory content extraction and against write access to Flash memory. Erasing the option bytes when the FMP_R option is selected will cause the whole memory to be erased first, and the device can be reprogrammed. Refer to Section 4.5 and the ST7 Flash Programming Reference Manual for more details.
0: Read-out protection off
1: Read-out protection on

Bit 0 = **FMP_W** *FLASH write protection*
This option indicates if the FLASH program memory is write protected.
Warning: When this option is selected, the program memory (and the option bit itself) can never be erased or programmed again.
0: Write protection off
1: Write protection on

OPTION BYTES (Cont'd)

	OPTION BYTE 0								**OPTION BYTE 1**							
	7							0	7							0
	Reserved					SEC 0	FMP R	FMP W	CKS EL1	CKS EL0	Res	Res	LVD1	LVD0	WDG SW	WDG HALT
Default Value	1	1	1	1	0	0	0	0	0	0	1	0	1	1	1	1

14.2 ORDERING INFORMATION

Customer code is made up of the FASTROM contents and the list of the selected options (if any). The FASTROM contents are to be sent on diskette, or by electronic means, with the S19 hexadecimal file generated by the development tool. All unused bytes must be set to FFh. The selected options are communicated to STMicroelectronics using the correctly completed OPTION LIST appended.

Refer to application note AN1635 for information on the counter listing returned by ST after code has been transferred.

The STMicroelectronics Sales Organization will be pleased to provide detailed information on contractual points.

Table 23. Supported part numbers

Part Number	Program Memory (Bytes)	RAM (Bytes)	ADC	Temp. Range	Package
ST7FLITEUS2B6	1K FLASH	128	-	-40°C +85°C	DIP8
ST7FLITEUS2M6			-		SO8
ST7FLITEUS2U6			-		DFN8
ST7FLITEUS5B6	1K FLASH	128	10-bit	-40°C +85°C	DIP8
ST7FLITEUS5M6			10-bit		SO8
ST7FLITEUS5U6			10-bit		DFN8
ST7FLITEUSICD	1K FLASH	128	-	-40°C +85°C	DIP16 [1]
ST7PLITEUS2B6	1K FASTROM	128	-	-40°C +85°C	DIP8
ST7PLITEUS2M6			-		SO8
ST7PLITEUS2U6			-		DFN8
ST7PLITEUS5B6	1K FASTROM	128	10-bit	-40°C +85°C	DIP8
ST7PLITEUS5M6			10-bit		SO8
ST7PLITEUS5U6			10-bit		DFN8

Contact ST sales office for product availability

Note 1: For development or tool prototyping purposes only, not orderable in production quantities.

ST7LITEUS FASTROM MICROCONTROLLER OPTION LIST
(Last update: December 2005)

Customer . . . . . .
Address . . . . . .
. . . . . .
Contact . . . . . .
Phone No . . . . . .
Reference FASTROM Code*: . . . . . .
*FASTROM code name is assigned by STMicroelectronics.
FASTROM code must be sent in .S19 format. .Hex extension cannot be processed.

Device Type/Memory Size/Package (check only one option):

FASTROM DEVICE:	1K FASTROM
PDIP8:	[ ]
SO8:	[ ]
DFN8:	[ ]

Conditioning (check only one option):

[ ] Tape & Reel (SO and DFN packages) [ ] Tube (SO and DIP packages only) [ ] Tray (DFN package only)

Special Marking: [ ] No [ ] Yes "_ _ _ _ _ _ _ _ "
Authorized characters are letters, digits, '.', '-', '/' and spaces only.
Maximum character count:
PDIP8/SO8/DFN8 (8 char. max) : _ _ _ _ _ _ _ _

Clock Source Selection:	[ ] External Clock [ ] AWU RC Oscillator [ ] Internal RC Oscillator	
Sector 0 size:	[ ] 0.5K	[ ] 1K
Readout Protection:	[ ] Disabled	[ ] Enabled
FLASH Write Protection	[ ] Disabled	[ ] Enabled
LVD Reset	[ ] Disabled	[ ] Highest threshold [ ] Medium threshold [ ] Lowest threshold
Watchdog Selection:	[ ] Software Activation	[ ] Hardware Activation
Watchdog Reset on Halt:	[ ] Disabled	[ ] Enabled

Comments : . . . . . .
Supply Operating Range in the application: . . . . . .
Notes . . . . . .
Date: . . . . . .
Signature: . . . . . .
Important note: Not all configurations are available. See section 14.1 on page 95 for authorized option byte combinations.

Please download the latest version of this option list from:
http://www.st.com/mcu > downloads > ST7 microcontrollers > Option list

14.3 DEVELOPMENT TOOLS

STMicroelectronics offers a range of hardware and software development tools for the ST7 microcontroller family. Full details of tools available for the ST7 from third party manufacturers can be obtained from the STMicroelectronics Internet site: http//www.st.com.

Tools from these manufacturers include C compliers, evaluation tools, in-circuit debuggers, emulators and programmers.

In-Circuit Debugging Tools

Two types of debuggers are available for the ST7LITEUSx family:

- **ST7FLITE-SK/RAIS** Low-cost in-circuit debugging/programming tool from Raisonance.
- **STXF-INDART/USB** Low-cost in-circuit debugging tool from Softec Microsytem.

Emulator

One type of emulator is available from ST for the ST7LITEUSx family:

- **ST7 EMU3** high-end emulator is delivered with everything (probes, TEB, adapters etc.) needed to start emulating the ST7LITEUSx. To configure it to emulate other ST7 subfamily devices, the active probe for the ST7EMU3 can be changed and the ST7EMU3 probe is designed for easy interchange of TEBs (Target Emulation Board). See Table 24.

Flash Programming tools

- ST7-STICK ST7 In-circuit Communication Kit, a complete software/hardware package for programming ST7 Flash devices. It connects to a host PC parallel port and to the target board or socket board via ST7 ICC connector.
- ICC Socket Boards provide an easy to use and flexible means of programming ST7 Flash devices. They can be connected to any tool that supports the ST7 ICC interface, such as ST7 EMU3, inDART, Rlink, ST7-STICK, or many third-party development tools.

Table 24. STMicroelectronics Development Tools

Supported Products	Emulation		Programming
	ST7 EMU3 series		ICC Socket Board
	Emulator	Active Probe & T.E.B.	
ST7FLITEUS2 ST7FLITEUS5	ST7MDT10-EMU3	ST7MDT10-TEB	ST7SB10-SUO[1)]

Note 1: Add suffix /EU, /UK, /US for the power supply of your region.

15 REVISION HISTORY

Date	Revision	Main changes
06-Feb-06	1	Initial release

Notes: