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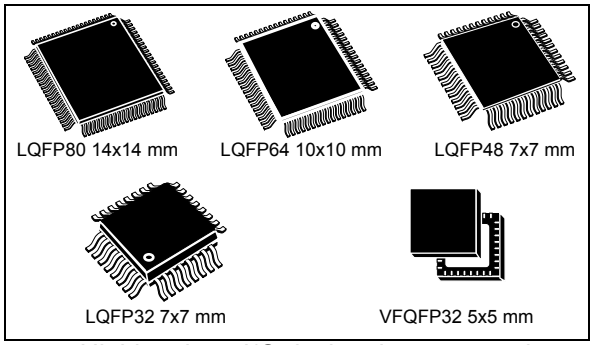
STM8AF526x/8x/Ax
STM8AF6269/8x/Ax

Automotive 8-bit MCU, with up to 128 Kbyte Flash, data EEPROM, 10-bit ADC, timers, LIN, CAN, USART, SPI, I2C, 3 to 5.5 V

Datasheet - production data

Features

- AEC-Q10x qualified
- Core
  - Max f_{CPU}: 24 MHz
  - Advanced STM8A core with Harvard architecture and 3-stage pipeline
  - Average 1.6 cycles/instruction resulting in 10 MIPS at 16 MHz f_{CPU} for industry standard benchmark
- Memories
  - Program memory: 32 to 128 Kbyte Flash program; data retention 20 years at 55 °C
  - Data memory: up to 2 Kbyte true data EEPROM; endurance 300 kcycle
  - RAM: 6 Kbyte
- Clock management
  - Low-power crystal resonator oscillator with external clock input
  - Internal, user-trimmable 16 MHz RC and low-power 128 kHz RC oscillators
  - Clock security system with clock monitor
- Reset and supply management
  - Wait/auto-wakeup/Halt low-power modes with user definable clock gating
  - Low consumption power-on and power-down reset
- Interrupt management
  - Nested interrupt controller with 32 vectors
  - Up to 37 external interrupts on 5 vectors
- Timers
  - 2 general purpose 16-bit timers with up to 3 CAPCOM channels each (IC, OC, PWM)
  - Advanced control timer: 16-bit, 4 CAPCOM channels, 3 complementary outputs, dead-time insertion and flexible synchronization
  - 8-bit AR basic timer with 8-bit prescaler
  - Auto-wakeup timer
  - Window and independent watchdog timers
- I/Os
  - Up to 68 user pins (11 high sink I/Os)



  - Highly robust I/O design, immune against current injection
- Communication interfaces
  - High speed 1 Mbit/s CAN 2.0B interface
  - USART with clock output for synchronous operation - LIN master mode
  - LINUART LIN 2.2 compliant, master/slave modes with automatic resynchronization
  - SPI interface up to 10 Mbit/s or $f_{MASTER}/2$
  - I^2C interface up to 400 Kbit/s
- Analog to digital converter (ADC)
  - 10-bit resolution, 2 LSB TUE, 1 LSB linearity and up to 16 multiplexed channels
- Operating temperature up to 150 °C
- Qualification conforms to AEC-Q100 grade 0

Table 1. Device summary(1)

Reference	Part number
STM8AF526x/8x/Ax (with CAN)	STM8AF5268, STM8AF5269, STM8AF5286, STM8AF5288, STM8AF5289, STM8AF528A, STM8AF52A6, STM8AF52A8, STM8AF52A9, STM8AF52AA
STM8AF6269/8x/Ax	STM8AF6269, STM8AF6286, STM8AF6288, STM8AF6289, STM8AF628A, STM8AF62A6, STM8AF62A8, STM8AF62A9, STM8AF62AA

1. In the order code, 'F' applies to devices with Flash program memory and data EEPROM. 'F' is replaced by 'P' for devices with FASTROM (see *Table 2*, *Table 3* and *Figure 60*).

Contents

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1 Introduction

This datasheet refers to the STM8AF526x/8x/Ax and STM8AF6269/8x/Ax products with 32 to 128 Kbyte of program memory.

In the order code, the letter ‘F’ refers to product versions with Flash and data EEPROM and ‘P’ to product versions with FASTROM. The identifiers ‘F’ and ‘P’ do not coexist in a given order code.

The datasheet contains the description of family features, pinout, electrical characteristics, mechanical data and ordering information.

- For complete information on the STM8A microcontroller memory, registers and peripherals, please refer to STM8S series and STM8AF series 8-bit microcontrollers reference manual (RM0016).
- For information on programming, erasing and protection of the internal Flash memory please refer to the STM8S and STM8A Flash programming manual (PM0051).
- For information on the debug and SWIM (single wire interface module) refer to the STM8 SWIM communication protocol and debug module user manual (UM0470).
- For information on the STM8 core, please refer to the STM8 CPU programming manual (PM0044).

2 Description

The STM8AF526x/8x/Ax and STM8AF6269/8x/Ax automotive 8-bit microcontrollers described in this datasheet offer from 32 Kbyte to 128 Kbyte of non volatile memory and integrated true data EEPROM. They are referred to as high density STM8A devices in STM8S series and STM8AF series 8-bit microcontrollers reference manual (RM0016).

The STM8AF52 series features a CAN interface.

All devices of the STM8A product line provide the following benefits: reduced system cost, performance and robustness, short development cycles, and product longevity.

The system cost is reduced thanks to an integrated true data EEPROM for up to 300 k write/erase cycles and a high system integration level with internal clock oscillators, wtachdog, and brown-out reset.

Device performance is ensured by 20 MIPS at 24 MHz CPU clock frequency and enhanced characteristics which include robust I/O, independent watchdogs (with a separate clock source), and a clock security system.

Short development cycles are guaranteed due to application scalability across a common family product architecture with compatible pinout, memory map, and modular peripherals. Full documentation is offered with a wide choice of development tools.

Product longevity is ensured in the STM8A family thanks to their advanced core which is made in a state-of-the art technology for automotive applications with 3.3 V to 5.5 V operating supply.

All STM8A and ST7 microcontrollers are supported by the same tools including STVD/STVP development environment, the STice emulator and a low-cost, third party in-circuit debugging tool.

3 Product line-up

Table 2. STM8AF526x/8x/Ax product line-up with CAN

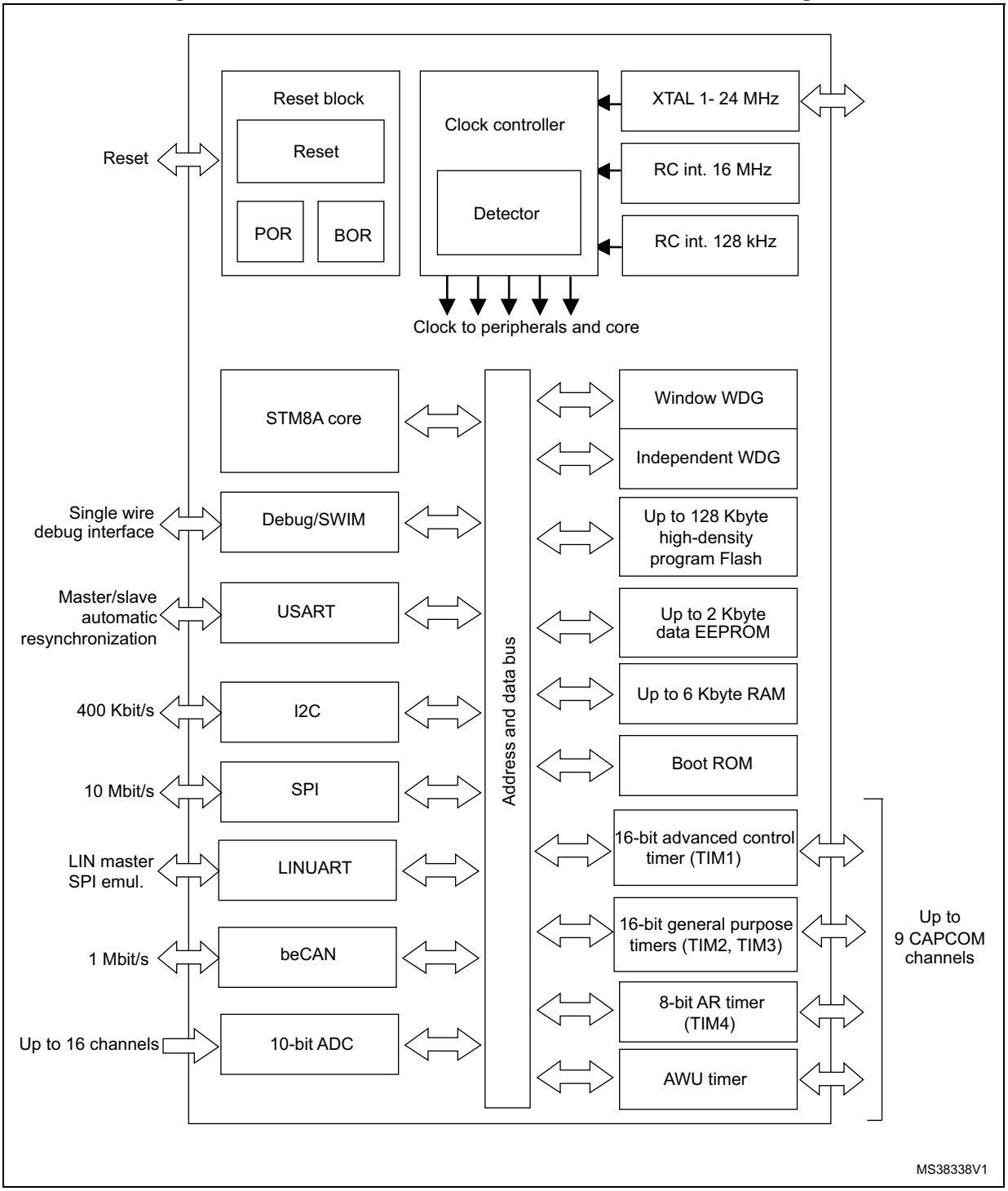
Order code	Package	High density Flash program memory (bytes)	RAM (bytes)	Data EEPROM (bytes)	10-bit A/D chan.	Timers (IC/OC/PWM)	Serial interfaces	I/0 wakeup pins
STM8AF/P52AA	LQFP80 (14x14)	128 K	6 K	2 K	16	1x8-bit: TIM4 3x16-bit: TIM1, TIM2, TIM3 (9/9/9)	CAN, LIN(UART), SPI, USART, I²C	68/37
STM8AF/P528A		64 K						
STM8AF/P52A9	LQFP64 (10x10)	128 K						52/36
STM8AF/P5289		64 K						
STM8AF/P5269		32 K		1 K				
STM8AF/P52A8	LQFP48 (7x7)	128 K		2 K	10			38/35
STM8AF/P5288		64 K						
STM8AF/P5268		32 K		1K				
STM8AF/P5286	VFQFPN32 (5x5)	64 K		2 K	6	1x8-bit: TIM4 3x16-bit: TIM1, TIM2, TIM3 (8/8/8)	CAN, LIN(UART), I²C	25/24
STM8AF/P52A6		128 K						

Table 3. STM8AF6269/8x/Ax product line-up without CAN

Order code	Package	High density Flash program memory (bytes)	RAM (bytes)	Data EEPROM (bytes)	10-bit A/D chan.	Timers (IC/OC/PWM)	Serial interfaces	I/0 wakeup pins
STM8AF/P62AA	LQFP80 (14x14)	128 K	6 K	2 K	16	1x8-bit: TIM4 3x16-bit: TIM1, TIM2, TIM3 (9/9/9)	LIN(UART), SPI, USART, I²C	68/37
STM8AF/P628A		64 K						
STM8AF/P62A9	LQFP64 (10x10)	128 K						52/36
STM8AF/P6289		64 K		2 K				
STM8AF/P6269		32 K		1 K				
STM8AF/P62A8	LQFP48 (7x7)	128 K		2 K	10			38/35
STM8AF/P6288		64 K						
STM8AF/P6286	LQFP32 (7x7)				7	1x8-bit: TIM4 3x16-bit: TIM1, TIM2, TIM3 (8/8/8)	LIN(UART), SPI, I²C	25/23
STM8AF/P62A6	VFQFPN32 (5x5)	128 K						

4 Block diagram

Figure 1. STM8AF526x/8x/Ax and STM8AF6269/8x/Ax block diagram



1. Legend:
   ADC: Analog-to-digital converter
   beCAN: Controller area network
   BOR: Brownout reset
   I²C: Inter-integrated circuit multimaster interface
   IWDG: Independent window watchdog
   LINUART: Local interconnect network universal asynchronous receiver transmitter
   POR: Power on reset
   SPI: Serial peripheral interface
   SWIM: Single wire interface module
   USART: Universal synchronous asynchronous receiver transmitter
   Window WDG: Window watchdog

5 Product overview

This section is intended to describe the family features that are actually implemented in the products covered by this datasheet.

For more detailed information on each feature please refer to STM8S series and STM8AF series 8-bit microcontrollers reference manual (RM0016).

5.1 STM8A central processing unit (CPU)

The 8-bit STM8A core is a modern CISC core and has been designed for code efficiency and performance. It contains 21 internal registers (six directly addressable in each execution context), 20 addressing modes including indexed indirect and relative addressing and 80 instructions.

5.1.1 Architecture and registers

- Harvard architecture
- 3-stage pipeline
- 32-bit wide program memory bus with single cycle fetching for most instructions
- X and Y 16-bit index registers, enabling indexed addressing modes with or without offset and read-modify-write type data manipulations
- 8-bit accumulator
- 24-bit program counter with 16-Mbyte linear memory space
- 16-bit stack pointer with access to a 64 Kbyte stack
- 8-bit condition code register with seven condition flags for the result of the last instruction.

5.1.2 Addressing

- 20 addressing modes
- Indexed indirect addressing mode for look-up tables located anywhere in the address space
- Stack pointer relative addressing mode for efficient implementation of local variables and parameter passing

5.1.3 Instruction set

- 80 instructions with 2-byte average instruction size
- Standard data movement and logic/arithmetic functions
- 8-bit by 8-bit multiplication
- 16-bit by 8-bit and 16-bit by 16-bit division
- Bit manipulation
- Data transfer between stack and accumulator (push/pop) with direct stack access
- Data transfer using the X and Y registers or direct memory-to-memory transfers

5.2 Single wire interface module (SWIM) and debug module (DM)

5.2.1 SWIM

The single wire interface module, SWIM, together with an integrated debug module, permits non-intrusive, real-time in-circuit debugging and fast memory programming. The interface can be activated in all device operation modes and can be connected to a running device (hot plugging).The maximum data transmission speed is 145 bytes/ms.

5.2.2 Debug module

The non-intrusive debugging module features a performance close to a full-flavored emulator. Besides memory and peripheral operation, CPU operation can also be monitored in real-time by means of shadow registers.

- R/W of RAM and peripheral registers in real-time
- R/W for all resources when the application is stopped
- Breakpoints on all program-memory instructions (software breakpoints), except the interrupt vector table
- Two advanced breakpoints and 23 predefined breakpoint configurations

5.3 Interrupt controller

- Nested interrupts with three software priority levels
- 24 interrupt vectors with hardware priority
- Five vectors for external interrupts (up to 37 depending on the package)
- Trap and reset interrupts

5.4 Flash program and data EEPROM

- 32 Kbytes to 128 Kbytes of high density single voltage Flash program memory
- Up to 2 Kbytes true (not emulated) data EEPROM
- Read while write: writing in the data memory is possible while executing code in the Flash program memory.

The whole Flash program memory and data EEPROM are factory programmed with 0x00.

5.4.1 Architecture

- The memory is organized in blocks of 128 bytes each
- Read granularity: 1 word = 4 bytes
- Write/erase granularity: 1 word (4 bytes) or 1 block (128 bytes) in parallel
- Writing, erasing, word and block management is handled automatically by the memory interface.

5.4.2 Write protection (WP)

Write protection in application mode is intended to avoid unintentional overwriting of the memory. The write protection can be removed temporarily by executing a specific sequence in the user software.

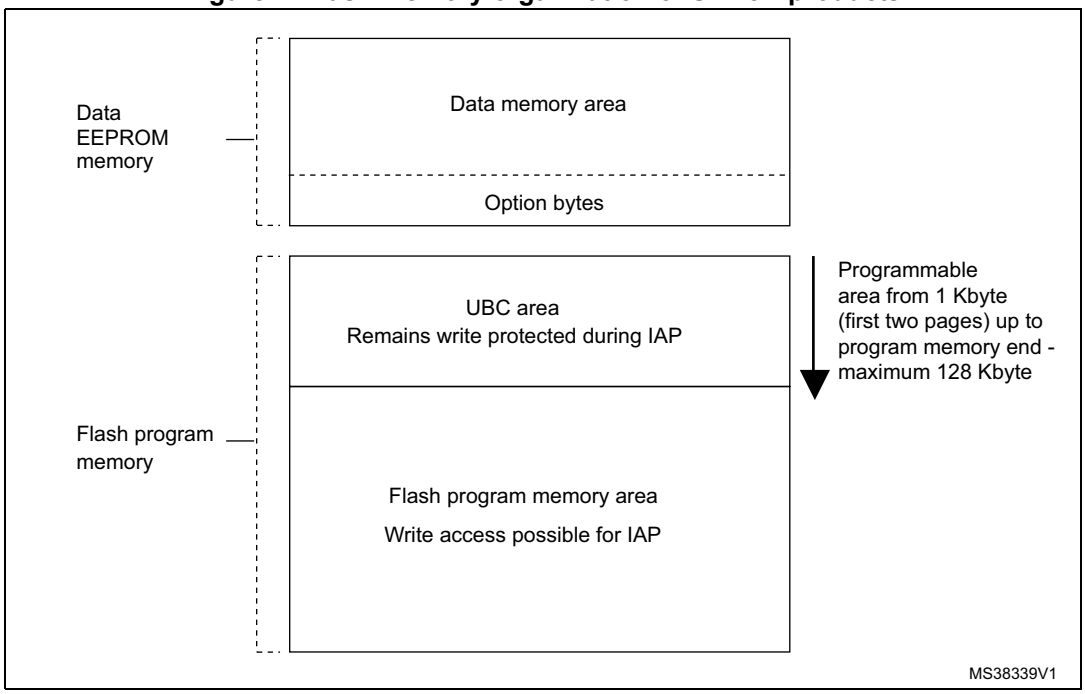
5.4.3 Protection of user boot code (UBC)

If the user chooses to update the Flash program memory using a specific boot code to perform in application programming (IAP), this boot code needs to be protected against unwanted modification.

In the STM8A a memory area of up to 128 Kbytes can be protected from overwriting at user option level. Other than the standard write protection, the UBC protection can exclusively be modified via the debug interface, the user software cannot modify the UBC protection status.

The UBC memory area contains the reset and interrupt vectors and its size can be adjusted in increments of 512 bytes by programming the UBC and NUBC option bytes (see *Section 9: Option bytes on page 54*).

Figure 2. Flash memory organization of STM8A products



5.4.4 Read-out protection (ROP)

The STM8A provides a read-out protection of the code and data memory which can be activated by an option byte setting (see the ROP option byte in section 10).

The read-out protection prevents reading and writing Flash program memory, data memory and option bytes via the debug module and SWIM interface. This protection is active in all device operation modes. Any attempt to remove the protection by overwriting the ROP option byte triggers a global erase of the program and data memory.

The ROP circuit may provide a temporary access for debugging or failure analysis. The temporary read access is protected by a user defined, 8-byte keyword stored in the option byte area. This keyword must be entered via the SWIM interface to temporarily unlock the device.

If desired, the temporary unlock mechanism can be permanently disabled by the user through OPT6/NOPT6 option bytes.

5.5 Clock controller

The clock controller distributes the system clock coming from different oscillators to the core and the peripherals. It also manages clock gating for low-power modes and ensures clock robustness.

5.5.1 Features

- **Clock sources**
  - 16 MHz high-speed internal RC oscillator (HSI)
  - 128 kHz low-speed internal RC (LSI)
  - 1-24 MHz high-speed external crystal (HSE)
  - Up to 24 MHz high-speed user-external clock (HSE user-ext)
- **Reset**: After reset the microcontroller restarts by default with an internal 2-MHz clock (16 MHz/8). The clock source and speed can be changed by the application program as soon as the code execution starts.
- **Safe clock switching**: Clock sources can be changed safely on the fly in Run mode through a configuration register. The clock signal is not switched until the new clock source is ready. The design guarantees glitch-free switching.
- **Clock management**: To reduce power consumption, the clock controller can stop the clock to the core, individual peripherals or memory.
- **Wakeup**: In case the device wakes up from low-power modes, the internal RC oscillator (16 MHz/8) is used for quick startup. After a stabilization time, the device switches to the clock source that was selected before Halt mode was entered.
- **Clock security system (CSS)**: The CSS permits monitoring of external clock sources and automatic switching to the internal RC (16 MHz/8) in case of a clock failure.
- **Configurable main clock output (CCO)**: This feature permits to output a clock signal for use by the application.

5.5.2 16 MHz high-speed internal RC oscillator (HSI)

- Default clock after reset 2 MHz (16 MHz/8)
- Fast wakeup time

User trimming

The register CLK_HSITRIMR with two trimming bits plus one additional bit for the sign permits frequency tuning by the application program. The adjustment range covers all possible frequency variations versus supply voltage and temperature. This trimming does not change the initial production setting.

5.5.3 128 kHz low-speed internal RC oscillator (LSI)

The frequency of this clock is 128 kHz and it is independent from the main clock. It drives the independent watchdog or the AWU wakeup timer.

In systems which do not need independent clock sources for the watchdog counters, the 128 kHz signal can be used as the system clock. This configuration has to be enabled by setting an option byte (OPT3/OPT3N, bit LSI_EN).

5.5.4 24 MHz high-speed external crystal oscillator (HSE)

The external high-speed crystal oscillator can be selected to deliver the main clock in normal Run mode. It operates with quartz crystals and ceramic resonators.

- Frequency range: 1 MHz to 24 MHz
- Crystal oscillation mode: preferred fundamental
- I/Os: standard I/O pins multiplexed with OSCIN, OSCOUT

5.5.5 External clock input

An external clock signal can be applied to the OSCIN input pin of the crystal oscillator. The frequency range is 0 to 24 MHz.

5.5.6 Clock security system (CSS)

The clock security system protects against a system stall in case of an external crystal clock failure.

In case of a clock failure an interrupt is generated and the high-speed internal clock (HSI) is automatically selected with a frequency of 2 MHz (16 MHz/8).

Table 4. Peripheral clock gating bits (CLK_PCKENR1)

Control bit	Peripheral
PCKEN17	TIM1
PCKEN16	TIM3
PCKEN15	TIM2
PCKEN14	TIM4
PCKEN13	LINUART
PCKEN12	USART
PCKEN11	SPI
PCKEN10	I^2C

Table 5. Peripheral clock gating bits (CLK_PCKENR2)

Control bit	Peripheral
PCKEN27	CAN
PCKEN26	Reserved
PCKEN25	Reserved
PCKEN24	Reserved
PCKEN23	ADC
PCKEN22	AWU
PCKEN21	Reserved
PCKEN20	Reserved

5.6 Low-power operating modes

For efficient power management, the application can be put in one of four different low-power modes. Users can configure each mode to obtain the best compromise between lowest power consumption, fastest start-up time and available wakeup sources.

- Wait mode

  In this mode, the CPU is stopped but peripherals are kept running. The wakeup is performed by an internal or external interrupt or reset.

- Active-halt mode with regulator on

  In this mode, the CPU and peripheral clocks are stopped. An internal wakeup is generated at programmable intervals by the auto wake up unit (AWU). The main voltage regulator is kept powered on, so current consumption is higher than in Active-halt mode with regulator off, but the wakeup time is faster. Wakeup is triggered by the internal AWU interrupt, external interrupt or reset.

- Active-halt mode with regulator off

  This mode is the same as Active-halt with regulator on, except that the main voltage regulator is powered off, so the wake up time is slower.

- Halt mode

  CPU and peripheral clocks are stopped, the main voltage regulator is powered off. Wakeup is triggered by external event or reset.

In all modes the CPU and peripherals remain permanently powered on, the system clock is applied only to selected modules. The RAM content is preserved and the brown-out reset circuit remains activated.

5.7 Timers

5.7.1 Watchdog timers

The watchdog system is based on two independent timers providing maximum security to the applications. The watchdog timer activity is controlled by the application program or option bytes. Once the watchdog is activated, it cannot be disabled by the user program without going through reset.

Window watchdog timer

The window watchdog is used to detect the occurrence of a software fault, usually generated by external interferences or by unexpected logical conditions, which cause the application program to abandon its normal sequence.

The window function can be used to trim the watchdog behavior to match the application timing perfectly. The application software must refresh the counter before time-out and during a limited time window. If the counter is refreshed outside this time window, a reset is issued.

Independent watchdog timer

The independent watchdog peripheral can be used to resolve malfunctions due to hardware or software failures.

It is clocked by the 128 kHz LSI internal RC clock source, and thus stays active even in case of a CPU clock failure. If the hardware watchdog feature is enabled through the device option bits, the watchdog is automatically enabled at power-on, and generates a reset unless the key register is written by software before the counter reaches the end of count.

5.7.2 Auto-wakeup counter

This counter is used to cyclically wakeup the device in Active-halt mode. It can be clocked by the internal 128 kHz internal low-frequency RC oscillator or external clock.

LSI clock can be internally connected to TIM3 input capture channel 1 for calibration.

5.7.3 Beeper

This function generates a rectangular signal in the range of 1, 2 or 4 kHz which can be output on a pin. This is useful when audible sounds without interference need to be generated for use in the application.

5.7.4 Advanced control and general purpose timers

STM8A devices described in this datasheet, contain up to three 16-bit advanced control and general purpose timers providing nine CAPCOM channels in total. A CAPCOM channel can be used either as input compare, output compare or PWM channel. These timers are named TIM1, TIM2 and TIM3.

Table 6. Advanced control and general purpose timers

Timer	Counter width	Counter type	Prescaler factor	Channels	Inverted outputs	Repetition counter	trigger unit	External trigger	Break input
TIM1	16-bit	Up/down	1 to 65536	4	3	Yes	Yes	Yes	Yes
TIM2	16-bit	Up	2^n n = 0 to 15	3	None	No	No	No	No
TIM3	16-bit	Up	2^n n = 0 to 15	2	None	No	No	No	No

TIM1 - advanced control timer

This is a high-end timer designed for a wide range of control applications. With its complementary outputs, dead-time control and center-aligned PWM capability, the field of applications is extended to motor control, lighting and bridge driver.

- 16-bit up, down and up/down AR (auto-reload) counter with 16-bit fractional prescaler.
- Four independent CAPCOM channels configurable as input capture, output compare, PWM generation (edge and center aligned mode) and single pulse mode output
- Trigger module which allows the interaction of TIM1 with other on-chip peripherals. In the present implementation it is possible to trigger the ADC upon a timer event.
- External trigger to change the timer behavior depending on external signals
- Break input to force the timer outputs into a defined state
- Three complementary outputs with adjustable dead time
- Interrupt sources: 4 x input capture/output compare, 1 x overflow/update, 1 x break

TIM2, TIM3 - 16-bit general purpose timers

- 16-bit auto-reload up-counter
- 15-bit prescaler adjustable to fixed power of two ratios 1…32768
- Timers with three or two individually configurable CAPCOM channels
- Interrupt sources: 2 or 3 x input capture/output compare, 1 x overflow/update

5.7.5 Basic timer

The typical usage of this timer (TIM4) is the generation of a clock tick.

Table 7. TIM4

Timer	Counter width	Counter type	Prescaler factor	Channels	Inverted outputs	Repetition counter	trigger unit	External trigger	Break input
TIM4	8-bit	Up	2^n n = 0 to 7	0	None	No	No	No	No

- 8-bit auto-reload, adjustable prescaler ratio to any power of two from 1 to 128
- Clock source: master clock
- Interrupt source: 1 x overflow/update

5.8 Analog to digital converter (ADC)

The STM8A products described in this datasheet contain a 10-bit successive approximation ADC with up to 16 multiplexed input channels, depending on the package.

The ADC name differs between the datasheet and the STM8A/S reference manual (see *Table 8*).

Table 8. ADC naming

Peripheral name in datasheet	Peripheral name in reference manual (RM0016)
ADC	ADC2

ADC features

- 10-bit resolution
- Single and continuous conversion modes
- Programmable prescaler: f_{MASTER} divided by 2 to 18
- Conversion trigger on timer events, and external events
- Interrupt generation at end of conversion
- Selectable alignment of 10-bit data in 2 x 8 bit result registers
- Shadow registers for data consistency
- ADC input range: $V_{SSA} \leq V_{IN} \leq V_{DDA}$
- Schmitt-trigger on analog inputs can be disabled to reduce power consumption

5.9 Communication interfaces

The following sections give a brief overview of the communication peripheral. Some peripheral names differ between the datasheet and STM8S series and STM8AF series 8-bit microcontrollers reference manual (see *Table 9*).

Table 9. Communication peripheral naming correspondence

Peripheral name in datasheet	Peripheral name in reference manual (RM0016)
USART	UART1
LINUART	UART3

5.9.1 Universal synchronous/asynchronous receiver transmitter (USART)

The devices covered by this datasheet contain one USART interface. The USART can operate in standard SCI mode (serial communication interface, asynchronous) or in SPI emulation mode. It is equipped with a 16 bit fractional prescaler. It features LIN master support.

Detailed feature list:

- Full duplex, asynchronous communications
- NRZ standard format (mark/space)
- High-precision baud rate generator system
  - Common programmable transmit and receive baud rates up to $f_{MASTER}/16$
- Programmable data word length (8 or 9 bits)
- Configurable stop bits: Support for 1 or 2 stop bits
- LIN master mode:
  - LIN break and delimiter generation
  - LIN break and delimiter detection with separate flag and interrupt source for readback checking.
- Transmitter clock output for synchronous communication
- Separate enable bits for transmitter and receiver
- Transfer detection flags:
  - Receive buffer full
  - Transmit buffer empty
  - End of transmission flags
- Parity control:
  - Transmits parity bit
  - Checks parity of received data byte
- Four error detection flags:
  - Overrun error
  - Noise error
  - Frame error
  - Parity error
- Six interrupt sources with flags:
  - Transmit data register empty
  - Transmission complete
  - Receive data register full
  - Idle line received
  - Parity error
  - LIN break and delimiter detection
- Two interrupt vectors:
  - Transmitter interrupt
  - Receiver interrupt
- Reduced power consumption mode
- Wakeup from mute mode (by idle line detection or address mark detection)
- Two receiver wakeup modes:
  - Address bit (MSB)
  - Idle line

5.9.2 Universal asynchronous receiver/transmitter with LIN support (LINUART)

The devices covered by this datasheet contain one LINUART interface. The interface is available on all the supported packages. The LINUART is an asynchronous serial communication interface which supports extensive LIN functions tailored for LIN slave applications. In LIN mode it is compliant to the LIN standards rev 1.2 to rev 2.2.

Detailed feature list:

LIN mode

Master mode

- LIN break and delimiter generation
- LIN break and delimiter detection with separate flag and interrupt source for read back checking.

Slave mode

- Autonomous header handling – one single interrupt per valid header
- Mute mode to filter responses
- Identifier parity error checking
- LIN automatic resynchronization, allowing operation with internal RC oscillator (HSI) clock source
- Break detection at any time, even during a byte reception
- Header errors detection:
  - Delimiter too short
  - Synch field error
  - Deviation error (if automatic resynchronization is enabled)
  - Framing error in synch field or identifier field
  - Header time-out

UART mode

- Full duplex, asynchronous communications - NRZ standard format (mark/space)
- High-precision baud rate generator
  - A common programmable transmit and receive baud rates up to $f_{MASTER}/16$
- Programmable data word length (8 or 9 bits) – 1 or 2 stop bits – parity control
- Separate enable bits for transmitter and receiver
- Error detection flags
- Reduced power consumption mode
- Multi-processor communication - enter mute mode if address match does not occur
- Wakeup from mute mode (by idle line detection or address mark detection)
- Two receiver wakeup modes:
  - Address bit (MSB)
  - Idle line

5.9.3 Serial peripheral interface (SPI)

The devices covered by this datasheet contain one SPI. The SPI is available on all the supported packages.

- Maximum speed: 10 Mbit/s or $f_{MASTER}/2$ for master, 8 Mbit/s or f_{MASTER} /2 for slave
- Full duplex synchronous transfers
- Simplex synchronous transfers on two lines with a possible bidirectional data line
- Master or slave operation - selectable by hardware or software
- CRC calculation
- 1 byte Tx and Rx buffer
- Slave mode/master mode management by hardware or software for both master and slave
- Programmable clock polarity and phase
- Programmable data order with MSB-first or LSB-first shifting
- Dedicated transmission and reception flags with interrupt capability
- SPI bus busy status flag
- Hardware CRC feature for reliable communication:
  - CRC value can be transmitted as last byte in Tx mode
  - CRC error checking for last received byte

5.9.4 Inter integrated circuit (I^2C) interface

The devices covered by this datasheet contain one I^2C interface. The interface is available on all the supported packages.

- I^2C master features:
  - Clock generation
  - Start and stop generation
- I^2C slave features:
  - Programmable I^2C address detection
  - Stop bit detection
- Generation and detection of 7-bit/10-bit addressing and general call
- Supports different communication speeds:
  - Standard speed (up to 100 kHz),
  - Fast speed (up to 400 kHz)
- Status flags:
  - Transmitter/receiver mode flag
  - End-of-byte transmission flag
  - I^2C busy flag
- Error flags:
  - Arbitration lost condition for master mode
  - Acknowledgement failure after address/data transmission
  - Detection of misplaced start or stop condition
  - Overrun/underrun if clock stretching is disabled