RM0451
Reference manual

Ultra-low-power STM32L0x0 advanced Arm®-based 32-bit MCUs

Introduction

This reference manual targets application developers. It provides complete information on how to use the STM32L0x0 microcontroller memory and peripherals.

The STM32L0x0 is a line of microcontrollers with different memory sizes, packages and peripherals. It includes STM32L010xx part numbers.

For ordering information, mechanical and electrical device characteristics please refer to the corresponding datasheets.

For information on the Arm® Cortex®-M0+ core, please refer to the *Cortex®-M0+ Technical Reference Manual*.

Related documents

- Cortex®-M0+ Technical Reference Manual, available from www.arm.com.
- STM32L0 Series Cortex®-M0+ programming manual (PM0223).
- STM32L010xx datasheets.

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1 Documentation conventions

1.1 List of abbreviations for registers

The following abbreviations are used in register descriptions:

read/write (rw)	Software can read and write to this bit.
read-only (r)	Software can only read this bit.
write-only (w)	Software can only write to this bit. Reading this bit returns the reset value.
read/clear (rc_w0)	Software can read as well as clear this bit by writing 0. Writing 1 has no effect on the bit value.
read/clear (rc_w1)	Software can read as well as clear this bit by writing 1. Writing 0 has no effect on the bit value.
read/clear by read (rc_r)	Software can read this bit. Reading this bit automatically clears it to 0. Writing this bit has no effect on the bit value.
read/set (rs)	Software can read as well as set this bit. Writing 0 has no effect on the bit value.
Reserved (Res.)	Reserved bit, must be kept at reset value.

1.2 Glossary

This section gives a brief definition of acronyms and abbreviations used in this document:

- **Word**: data of 32-bit length.
- **Half-word**: data of 16-bit length.
- **Byte**: data of 8-bit length.
- **Option bytes**: product configuration bits stored in the Flash memory.
- **AHB**: advanced high-performance bus.

1.3 Peripheral availability

For peripheral availability and number across all sales types, refer to the particular device datasheet.

1.4 Product category definition

Table 1 gives an overview of memory density versus product line.

The present reference manual describes the superset of features for each product line, Refer to *Table 2* for the list of features per category.

Table 1. STM32L010 memory density

Memory density	Category 1	Category 2	Category 3	Category 5
8 Kbytes	STM32L010x3	-	-	-
16 Kbytes	STM32L010x4	-	-	-
32 Kbytes	-	STM32L010x6	-	-
64 Kbytes	-	-	STM32L010x8	-
128 Kbytes	-	-	-	STM32L010xB

Table 2. Overview of features per category

Feature	Category 1	Category 2	Category 3	Category 5
NVM	full-featured, single bank	full-featured, single bank	full-featured, single bank	full-featured, single bank
Cyclic redundancy check calculation unit (CRC)	full-featured	full-featured	full-featured	full-featured
Firewall (FW)	-	-	full-featured	full-featured
Power control (PWR)	full-featured	full-featured	full-featured	full-featured
Reset and clock control (RCC)	HSE supports bypass only, no CSS on HSE	full-featured	full-featured	full-featured
GPIOA	full-featured	full-featured	full-featured	full-featured
GPIOB	[0:9], BOOT0/PB9 sharing the same pin	full-featured	full-featured	full-featured
GPIOC	[14:15]	[0][13:15]	full-featured	full-featured
GPIOD	-	-	[2]	full-featured
GPIOE	-	-	-	full-featured
GPIOH	-	[0:1]	[0:1]	[0:1][9:10]
System configuration controller (SYSCFG)	full-featured	full-featured	full-featured	full-featured
Direct memory access controller (DMA1)	full-featured	full-featured	full-featured	full-featured
Nested vectored interrupt controller (NVIC)	full-featured	full-featured	full-featured	full-featured
Extended interrupt and event controller (EXTI)	full-featured	full-featured	full-featured	full-featured

Table 2. Overview of features per category (continued)

Feature	Category 1	Category 2	Category 3	Category 5
Analog-to-digital converter (ADC1)	full-featured	full-featured	full-featured	full-featured
General-purpose timers (TIM2)	full-featured	full-featured	full-featured	full-featured
General-purpose timers (TIM21)	full-featured	full-featured	full-featured	full-featured
General-purpose timers (TIM22)	-	-	-	full-featured
Low power timer (LPTIM1)	full-featured	full-featured	full-featured	full-featured
Independent watchdog (IWDG)	full-featured	full-featured	full-featured	full-featured
System window watchdog (WWDG)	full-featured	full-featured	full-featured	full-featured
Real-time clock (RTC)	full-featured	full-featured	full-featured	full-featured
Inter-integrated circuit (I2C1) interface	up to 400 kHz, no Fast-mode Plus	up to 400 kHz, no Fast-mode Plus	up to 400 kHz, no Fast-mode Plus	up to 400 kHz, no Fast-mode Plus
Universal synchronous asynchronous receiver transmitter (USART2)	no synchronous mode, no LIN mode, no dual clock, no receiver timeout, no ModBus, no autobaudrate, no Smartcard mode	no synchronous mode, no LIN mode, no dual clock, no receiver timeout, no ModBus, no autobaudrate, no Smartcard mode	no LIN mode	no LIN mode
Low-power universal asynchronous receiver transmitter (LPUART1)	full-featured	full-featured	full-featured	full-featured
Serial peripheral interface(SPI1)	no I2S	no I2S	no I2S	no I2S
Debug support (DBG)	full-featured	full-featured	full-featured	full-featured
Device electronic signature	full-featured	full-featured	full-featured	full-featured

2 System and memory overview

2.1 System architecture

The main system consists of:

- Two masters:
  - Cortex®-M0+ core (AHB-lite bus)
  - GP-DMA (general-purpose DMA)
- Three slaves:
  - Internal SRAM
  - Internal Non-volatile memory
  - AHB to APB, which connects all the APB peripherals

These are interconnected using a multilayer AHB bus architecture as shown in *Figure 1*:

Figure 1. System architecture

1. Refer to *Table 1: STM32L010 memory density*, to *Table 2: Overview of features per category* and to the device datasheets for the GPIO ports and peripherals available on your device.

2.1.1 S0: Cortex®-bus

This bus connects the DCode/ICode bus of the Cortex®-M0+ core to the BusMatrix. This bus is used by the core to fetch instructions, get data and access the AHB/APB resources.

2.1.2 S1: DMA-bus

This bus connects the AHB master interface of the DMA to the BusMatrix which manages the access of the different masters to Flash memory and data EEPROM, the SRAM and the AHB/APB peripherals.

2.1.3 BusMatrix

The BusMatrix manages the access arbitration between masters. The arbitration uses a Round Robin algorithm. The BusMatrix is composed of two masters (CPU, DMA) and three slaves (NVM interface, SRAM, AHB2APB1/2 bridges).

AHB/APB bridges

The AHB/APB bridge provide full synchronous connections between the AHB and the 2 APB buses. APB1 and APB2 operate at a maximum frequency of 32 MHz.

Refer to *Section 2.2.2: Memory map and register boundary addresses on page 39* for the address mapping of the peripherals connected to this bridge.

After each device reset, all peripheral clocks are disabled (except for the SRAM and MIF). Before using a peripheral you have to enable its clock in the RCC_AHBENR, RCC_APB2ENR, RCC_APB1ENR or RCC_IOPENR register.

Note: When a 16- or 8-bit access is performed on an APB register, the access is transformed into a 32-bit access: the bridge duplicates the 16- or 8-bit data to feed the 32-bit vector.

2.2 Memory organization

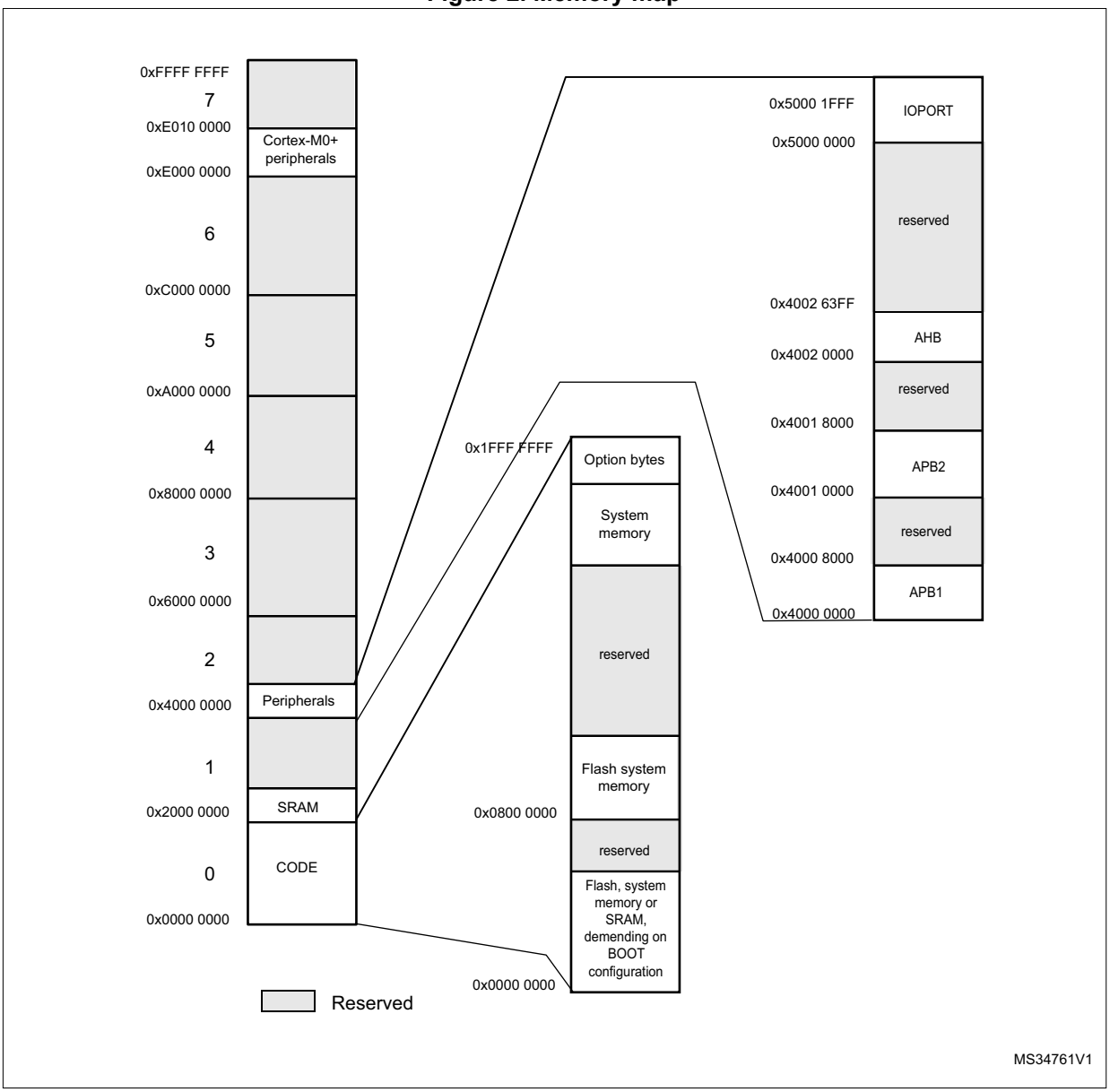
2.2.1 Introduction

Program memory, data memory, registers and I/O ports are organized within the same linear 4-Gbyte address space.

The bytes are coded in memory in Little Endian format. The lowest numbered byte in a word is considered the word's least significant byte and the highest numbered byte the most significant.

The addressable memory space is divided into 8 main blocks, of 512 Mbyte each.

Figure 2. Memory map



All the memory map areas that are not allocated to on-chip memories and peripherals are considered “Reserved”. For the detailed mapping of available memory and register areas, refer to *Memory map and register boundary addresses* and peripheral sections.

2.2.2 Memory map and register boundary addresses

The following table gives the boundary addresses of the peripherals available in the devices.

Table 3. STM32L010xx peripheral register boundary addresses(1)

Bus	Boundary address	Size (bytes)	Peripheral	Peripheral register map
IOPORT	0X5000 1C00 - 0X5000 1FFF	1K	GPIOH	*Section 8.4.12: GPIO register map*
	0X5000 1400 - 0X5000 1BFF	2 K	Reserved	-
	0X5000 1000 - 0X5000 13FF	1K	GPIOE	*Section 8.4.12: GPIO register map*
	0X5000 0C00 - 0X5000 0FFF	1K	GPIOD	*Section 8.4.12: GPIO register map*
	0X5000 0800 - 0X5000 0BFF	1K	GPIO C	*Section 8.4.12: GPIO register map*
	0X5000 0400 - 0X5000 07FF	1K	GPIOB	*Section 8.4.12: GPIO register map*
	0X5000 0000 - 0X5000 03FF	1K	GPIOA	*Section 8.4.12: GPIO register map*
AHB	0X4002 3400 - 0x4002 FFFF	59 K	Reserved	-
	0X4002 3000 - 0X4002 33FF	1 K	CRC	*Section 4.4.6: CRC register map*
	0X4002 2400 - 0X4002 2FFF	3 K	Reserved	-
	0X4002 2000 - 0X4002 23FF	1 K	FLASH	*Section 3.7.11: Flash register map*
	0X4002 1400 - 0X4002 1FFF	3 K	Reserved	-
	0X4002 1000 - 0X4002 13FF	1 K	RCC	*Section 7.3.21: RCC register map*
	0X4002 0400 - 0X4002 0FFF	3 K	Reserved	-
	0X4002 0000 - 0X4002 03FF	1 K	DMA1	*Section 10.4.8: DMA register map*

Table 3. STM32L010xx peripheral register boundary addresses(1) (continued)

Bus	Boundary address	Size (bytes)	Peripheral	Peripheral register map
APB2	0X4001 5C00 - 0X4001 FFFF	42 K	Reserved	-
	0X4001 5800 - 0X4001 5BFF	1 K	DBG	*Section 24.10: DBG register map*
	0X4001 3400 - 0X4001 57FF	9 K	Reserved	-
	0X4001 3000 - 0X4001 33FF	1 K	SPI1	*Section 23.6.8: SPI register map*
	0X4001 2800 - 0X4001 2FFF	2 K	Reserved	-
	0X4001 2400 - 0X4001 27FF	1 K	ADC1	*Section 13.15.30: ADC register map*
	0X4001 2000 - 0X4001 23FF	1 K	Reserved	-
	0X4001 1C00 - 0X4001 1FFF	1 K	Firewall	*Section 5.4.8: Firewall register map*
	0X4001 18000 - 0X4001 1BFF	4 K	Reserved	-
	0X4001 1400 - 0X4001 17FF	1 K	TIM22	*Section 15.4.16: TIM21/22 register map*
	0X4000 0C000 - 0X4001 13FF	4 K	Reserved	-
	0X4001 0800 - 0X4001 0BFF	1 K	TIM21	*Section 15.4.16: TIM21/22 register map*
	0X4001 0400 - 0X4001 07FF	1 K	EXTI	*Section 12.5.7: EXTI register map*
	0X4001 0000 - 0X4001 03FF	1 K	SYSCFG	*Section 10.2.8: SYSCFG register map*
APB1	0X4000 8000 - 0X4000 FFFF	32 K	Reserved	-
	0X4000 7C00 - 0X4000 7FFF	1 K	LPTIM1	*Section 16.6.9: LPTIM register map*
	0X4000 7800 - 0X4000 7BFF	1 K	Reserved	-
	0X4000 7000 - 0X4000 73FF	1 K	PWR	*Section 6.4.3: PWR register map*
	0X4000 5800 - 0x4000 6FFF	1 K	Reserved	-
	0X4000 5400 - 0X4000 57FF	1 K	I2C1	*Section 20.7.12: I2C register map*
	0X4000 4C00- 0X4000 53FF	2 K	Reserved	-
	0X4000 4800 - 0X4000 4BFF	1 K	LPUART1	*Section 22.7.10: LPUART register map*
	0X4000 4400 - 0X4000 47FF	1 K	USART2	*Section 21.8.12: USART register map*
	0X4000 3400 - 0X4000 43FF	4 K	Reserved	-
	0X4000 3000 - 0X4000 33FF	1 K	IWDG	*Section 17.4.6: IWDG register map*

Table 3. STM32L010xx peripheral register boundary addresses(1) (continued)

Bus	Boundary address	Size (bytes)	Peripheral	Peripheral register map
APB1	0X4000 2C00 - 0X4000 2FFF	1 K	WWDG	*Section 18.4.4: WWDG register map*
	0X4000 2800 - 0X4000 2BFF	1 K	RTC + BKP_REG	*Section 19.7.21: RTC register map*
	0X4000 0400 - 0x4000 27FF	7 K	Reserved	-
	0X4000 0000 - 0X4000 03FF	1 K	TIMER2	*Section 14.5: TIMx register map*
SRAM	0X2000 2000 - 0X3FFF FFFF	~524 M	Reserved	-
	0X2000 0000 - 0X2000 4FFF	20 K	SRAM	-
NVM	0X0800 0000 - 0X0801 FFFF	up to 128 K	Flash program memory	-
	0x0808 0000 - 0x0808 01FF	up to 512	Data EEPROM	-
	0x1FF0 0000 - 0x1FF0 1FFF	8 K	System memory	-
	0x1FF8 0020 - 0x1FF8 007F	96	Factory option bytes	-
	0x1FF8 0000 - 0x1FF8 001F	32	User option bytes	-

1. Refer to *Table 1: STM32L010 memory density*, to *Table 2: Overview of features per category* and to the device datasheets for the GPIO ports and peripherals available on your device. The memory area corresponding to unavailable GPIO ports or peripherals are reserved.

2.3 Embedded SRAM

STM32L010xx devices feature up to 20 Kbytes of static SRAM.

This RAM can be accessed as bytes, half-words (16 bits) or full words (32 bits). This memory can be addressed at maximum system clock frequency without wait state and thus by both CPU and DMA.

The SRAM start address is 0x2000 0000.

The CPU can access the SRAM from address 0x0000 0000 when physical remap is selected through boot pin or MEM_MODE (see *Section 10.2.1: SYSCFG memory remap register (SYSCFG_CFGR1)*).

2.4 Boot configuration

In the STM32L010xx, three different boot modes can be selected through the BOOT0 pin and boot configuration bits in the User option byte, as shown in the following table.

Table 4. Boot modes(1)

Boot mode selection		Boot mode	Aliasing
BOOT1 pin	BOOT0 pin		
X	0	Flash program memory	Flash program memory is selected as boot area
0	1	System memory	System memory is selected as boot area
1	1	Embedded SRAM	Embedded SRAM is selected as boot area

1. BOOT1 value is the opposite of nBOOT1 option bit.

Table 5. Boot modes(1)

Boot mode configuration				Aliasing
nBOOT1 bit	BOOT0 pin	nBOOT_SEL bit	nBOOT0 bit	
X	0	0	X	Flash program memory is selected as boot area
1	1	0	X	System memory is selected as boot area
0	1	0	X	Embedded SRAM is selected as boot area
X	X	1	1	Flash program memory is selected as boot area
1	X	1	0	System memory is selected as boot area
0	X	1	0	Embedded SRAM is selected as boot area

1. Grayed options are available on category 1 devices only.

The boot mode configuration is latched on the 2nd rising edge of SYSCLK after reset. For category 1 devices, the value present on BOOT0 pin is latched on NRST rising edge. It is up to the user to set nBOOT1 and BOOT0 to select the required boot mode.

The boot mode configuration is also re-sampled when exiting from Standby mode, except for category 1 devices where BOOT0 pin is latched on NRST rising edge. Consequently the boot mode configuration must not be modified in Standby mode (except for category 1 devices). After this startup delay has elapsed, the CPU fetches the top-of-stack value from address 0x0000 0000, then starts code execution from the boot memory at 0x0000 0004.

Depending on the selected boot mode, Flash program memory, system memory or SRAM is accessible as follows:

- Boot from Flash program memory: the Flash program memory is aliased in the boot memory space (0x0000 0000), but still accessible from its original memory space

(0x0800 0000). In other words, the Flash memory contents can be accessed starting from address 0x0000 0000 or 0x0800 0000.

- Boot from system memory: the system memory is aliased in the boot memory space (0x0000 0000), but still accessible from its original memory space (0x1FF0 0000).
- Boot from the embedded SRAM: the SRAM is aliased in the boot memory space (0x0000 0000), but it is still accessible from its original memory space (0x2000 0000).

BOOT0/GPIO pin sharing (category 1 devices only)

On category 1 devices, the BOOT0 pin is shared with a GPIO pin. The pin state is latched on NRST rising edge as BOOT0 state. The pin logic level can then be read as an input value on the shared GPIO pin. This pin feature specific input voltage characteristics (refer to the corresponding datasheets for details).

Empty check (category 1 devices only)

On category 1 devices, an internal empty check flag is implemented to allow easy programming of virgin devices by the bootloader. This flag is used when BOOT0 pin is configured to select Flash program memory as target boot area. When this flag is set, the device is considered as unprogrammed and the system memory (bootloader) is selected as boot area instead of the Flash program memory to allow the application to program the Flash memory.

The empty check flag is updated only when the option bytes are loaded: it is set when the content of address 0x8000 0000 is read as 0x0000 0000 and cleared otherwise. As a result, only a power-on reset or setting OBL_LAUNCH bit in FLASH_CR register can clear this flag after programming a virgin device to execute user code after system reset.

Note: If the device is programmed for the first time but the option bytes are not reloaded, the system memory will still be selected as boot area after system reset. In this case, the bootloader code switches the boot memory mapping to Flash program memory and performs a jump to the user code it hosts.

Physical remap

Once the boot pin and bit are selected, the application software can modify the memory accessible in the code area. This modification is performed by programming the MEM_MODE bits in the SYSCFG memory remap register (SYSCFG_CFGR1).

Embedded bootloader

The embedded bootloader is located in the System memory, programmed by ST during production. It is used to reprogram the Flash memory using one of the following serial interfaces:

- For device categories 1, 2 and 3: USART2 or SPI1.
- For device category 5: USART2, SPI1 or I2C1.

3 Flash program memory and data EEPROM (FLASH)

3.1 Introduction

The non-volatile memory (NVM) is composed of:

- Up to 128 Kbytes of Flash program memory. This area is used to store the application code.
- Up to 512 bytes of data EEPROM
- An information block:
  - Up to 8 Kbytes of System memory
  - Up to 8x4 bytes of user Option bytes
  - Up to 96 bytes of factory Option bytes

3.2 NVM main features

The NVM interface features:

- Read interface organized by word, half-word or byte in every area
- Programming in the Flash memory performed by word or half-page
- Programming in the Option bytes area performed by word
- Programming in the data EEPROM performed by word, half-word or byte
- Erase operation performed by page (in Flash memory, data EEPROM and Option bytes)
- Option byte Loader
- ECC (Error Correction Code): 6 bits stored for every word to recognize and correct just one error
- Mass erase operation
- Read / Write protection
- PCROP protection
- Low-power mode

3.3 NVM functional description

3.3.1 NVM organization

The NVM is organized as 32-bit memory cells that can be used to store code, data, boot code or Option bytes.

The memory array is divided into pages. A page is composed of 32 words (or 128 bytes) in Flash program memory and System memory, and 1 single word (or 4 bytes) in data EEPROM and Option bytes areas (user and factory).

A Flash sector is made of 32 pages (or 4 Kbytes). The sector is the granularity of the write protection.

Table 6. NVM organization (category 1 devices)

NVM	NVM addresses	Size (bytes)	Name	Description
Flash program memory	0x0800 0000 - 0x0800 007F	128 bytes	Page 0	sector 0
	0x0800 0080 - 0x0800 00FF	128 bytes	Page 1	
	-	-	-	
	0x0800 0F80 - 0x0800 0FFF	128 bytes	Page 31	
	. . .	. . .	. . .	. . .
	0x0800 3000 - 0x0800 307F	128 bytes	Page 96	sector 3
	0x0800 3080 - 0x0800 30FF	128 bytes	Page 97	
	-	-	-	
	0x0800 3F80 - 0x0800 3FFF	128 bytes	Page 127	
Data EEPROM	0x0808 0000 - 0x0808 007F	128 bytes		Data EEPROM
Information block	0x1FF0 0000 - 0x1FF0 0FFF	4 Kbytes		System memory
	0x1FF8 0020 - 0x1FF8 007F	96 bytes		Factory Options
	0x1FF8 0000 - 0x1FF8 001F	32 bytes		User Option bytes

Table 7. NVM organization (category 2 devices)

NVM	NVM addresses	Size (bytes)	Name	Description
Flash program memory	0x0800 0000 - 0x0800 007F	128 bytes	Page 0	sector 0
	0x0800 0080 - 0x0800 00FF	128 bytes	Page 1	
	-	-	-	
	0x0800 0F80 - 0x0800 0FFF	128 bytes	Page 31	
	. . .	. . .	. . .	. . .
	0x0800 7000 - 0x0800 707F	128 bytes	Page 224	sector 7
	0x0800 7080 - 0x0800 70FF	128 bytes	Page 225	
	-	-	-	
	0x0800 7F80 - 0x0800 7FFF	128 bytes	Page 255	
Data EEPROM	0x0808 0000 - 0x0808 00FF	256 bytes		Data EEPROM
Information block	0x1FF0 0000 - 0x1FF0 0FFF	4 Kbytes		System memory
	0x1FF8 0020 - 0x1FF8 007F	96 bytes		Factory Options
	0x1FF8 0000 - 0x1FF8 001F	32 bytes		User Option bytes

Table 8. NVM organization (category 3 devices)

NVM	NVM addresses	Size (bytes)	Name	Description
Flash program memory(1)	0x0800 0000 - 0x0800 007F	128 bytes	Page 0	sector 0
	0x0800 0080 - 0x0800 00FF	128 bytes	Page 1	
	-	-	-	
	0x0800 0F80 - 0x0800 0FFF	128 bytes	Page 31	
	. . .	. . .	. . .	. . .
	0x0800 7000 - 0x0800 707F	128 bytes	Page 224	sector 7
	0x0800 7080 - 0x0800 70FF	128 bytes	Page 225	
	-	-	-	
	0x0800 7F80 - 0x0800 7FFF	128 bytes	Page 255	
	. . .	. . .	. . .	. . .
	0x0800 F000 - 0x0800 F07F	128 bytes	Page 480	sector 15
	0x0800 F080 - 0x0800 F0FF	128 bytes	Page 481	
	-	-	-	
	0x0800 FF80 - 0x0800 FFFF	128 bytes	Page 511	
Data EEPROM	0x0808 0000 - 0x0808 00FF	256 bytes	-	Data EEPROM
Information block	0x1FF0 0000 - 0x1FF0 0FFF	4 Kbytes	-	System memory
	0x1FF8 0020 - 0x1FF8 007F	96 bytes	-	Factory Options
	0x1FF8 0000 - 0x1FF8 001F	32 bytes	-	User Option bytes

1. For 32 Kbyte category 3 devices, the Flash program memory is divided into 256 pages of 128 bytes each.

Table 9. NVM organization (category 5 devices)

NVM	NVM addresses	Size (bytes)	Name	Description
Flash program memory	0x0800 0000 - 0x0800 007F	128 bytes	Page 0	sector 0
	0x0800 0080 - 0x0800 00FF	128 bytes	Page 1	
	-	-	-	
	0x0800 0F80 - 0x0800 0FFF	128 bytes	Page 31	
	. . .	. . .	. . .	. . .
	0x0800 7000 - 0x0800 707F	128 bytes	Page 224	sector 7
	0x0800 7080 - 0x0800 70FF	128 bytes	Page 225	
	-	-	-	
	0x0800 7F80 - 0x0800 7FFF	128 bytes	Page 255	
	. . .	. . .	. . .	. . .
	0x0800 FF80- 0x0800 FFFF	128 bytes	Page 511	sector 15
	0x0801 0000 - 0x0801 007F	128 bytes	Page 512	sector 16
	. . .	. . .	. . .	. . .
	0x0801 F000 - 0x0801 F07F		Page 992	sector 31
	-	-	-	
	0x0801 FF80 - 0x0801 FFFF	128 bytes	Page 1023	
Data EEPROM	0x0808 0000 - 0x0808 01FF	512 Kbytes	-	Data EEPROM
Information block	0x1FF0 0000 - 0x1FF0 1FFF	8 Kbytes	-	System memory
	0x1FF8 0020 - 0x1FF8 007F	96 bytes	-	Factory Options
	0x1FF8 0000 - 0x1FF8 001F	32 bytes		User Option bytes

3.3.2 Reading the NVM

Protocol to read

To read the NVM content, take any address from *Section 3.3.1: NVM organization*. The clock of the memory interface must be running. (see MIFEN bit in *Section 7.3.12: AHB peripheral clock enable register (RCC_AHBENR)*).

Depending on the clock frequency, a 0 or a 1 wait state can be necessary to read the NVM.

The user must set the correct number of wait states (LATENCY bit in the FLASH_ACR register). No control is done to verify if the frequency or the power used is correct, with respect to the number of wait states. A wrong number of wait states can generate wrong read values (high frequency and 0 wait states) or a long time to execute a code (low frequency with 1 wait state).

You can read the NVM by word (4 bytes), half-word (2 bytes) or byte.

It is not possible to read the NVM during a write/erase operation. If a write/erase operation is ongoing, the reading will be in a wait state until the write/erase operation completes, stalling the master that requested the read operation, except when the address is read-protected. In this case, the error is sent to the master by a hard fault or a memory interface flag; no stall is generated and no read is waiting.

Relation between CPU frequency/Operation mode/NVM read time

The device (and the NVM) can work at different power ranges. For every range, some master clock frequencies can be set. *Table 10* resumes the link between the power range and the frequencies to ensure a correct time access to the NVM.

Table 10. Link between master clock power range and frequencies

Name	Power range	Maximum frequency (with 1 wait state)	Maximum frequency (without wait states)
Range 1	1.65 V - 1.95 V	32 MHz	16 MHz
Range 2	1.35 V - 1.65 V	16 MHz	8 MHz
Range 3	1.05 V - 1.35 V	4.2 MHz	4.2 MHz

Table 11 shows the delays to read a word in the NVM. Comparing the complete time to read a word (Ttotal) with the clock period, you can see that in Range 3 no wait state is necessary, also with the maximum frequency (4.2 MHz) allowed by the device. Ttotal is the time that the NVM needs to return a value, and not the complete time to read it (from memory to Core through the memory interface); all remaining time is lost.

Table 11. Delays to memory access and number of wait states

Name	Ttotal	Frequency	Period	Number of wait state required
Range 1	46.1 ns	32 MHz	31.25	1
		16 MHz	62.5	0
Range 2	86.8 ns	16 MHz	62.5	1
		8 MHz	125	0

Table 11. Delays to memory access and number of wait states

Name	Ttotal	Frequency	Period	Number of wait state required
Range 3	184.6 ns	4 MHz	250	0
		2 MHz	500	0

Change the CPU Frequency

After reset, the clock used is the MSI (2.1 MHz) and 0 wait state is configured in the FLASH_ACR register. The following software sequences have to be respected to tune the number of wait states needed to access the NVM with the CPU frequency.

A CPU clock or a number of wait state configuration changes may take some time before being effective. Checking the AHB prescaler factor and the clock source status values is a way to ensure that the correct CPU clock frequency is the configured one. Similarly, the read of FLASH_ACR is a way to ensure that the number of programmed wait states is effective.

Increasing the CPU frequency (in the same voltage range)

1. Program 1 wait state in LATENCY bit of FLASH_ACR register, if necessary.
2. Check that the new number of wait states is taken into account by reading the FLASH_ACR register. When the number of wait states changes, the memory interface modifies the way the read access is done to the NVM. The number of wait states cannot be modified when a read operation is ongoing, so the memory interface waits until no read is done on the NVM. If the master reads back the content of the FLASH_ACR register, this reading is stopped (and also the master which requested the reading) until the number of wait states is really changed. If the user does not read back the register, the following access to the NVM may be done with 0 wait states, even if the clock frequency has been increased, and consequently the values are wrong.
3. Modify the CPU clock source and/or the AHB clock prescaler in the Reset & Clock Controller (RCC).
4. Check that the new CPU clock source and/or the new CPU clock prescaler value is taken into account by reading respectively the clock source status and/or the AHB prescaler value in the Reset & Clock Controller (RCC). This check is important as some clocks may take time to get available.

For code example, refer to *A.2.1: Increasing the CPU frequency preparation sequence code*, *A.2.3: Switch from PLL to HSI16 sequence code* and *A.2.3: Switch from PLL to HSI16 sequence code*.

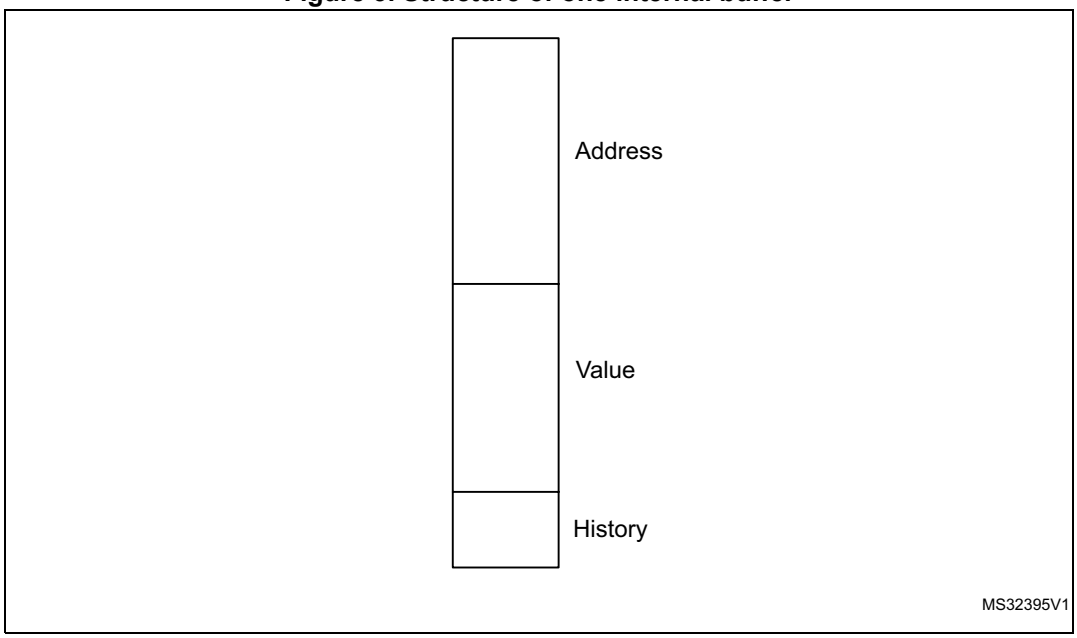
Decreasing the CPU frequency (in the same voltage range)

1. Modify the CPU clock source and/or the AHB clock prescaler in the Reset & Clock Controller (RCC).
2. Check that the new CPU clock source and/or the new CPU clock prescaler value is taken into account by reading respectively the clock source status and/or the AHB prescaler value in the Reset and Clock Controller (RCC).
3. Program 0 wait state in LATENCY bit of the FLASH_ACR register, if needed.
4. Check that the new number of wait states is taken into account by reading FLASH_ACR. It is necessary to read back the register for the reasons explained in the previous paragraph.

Data buffering

In the NVM, six buffers can impact the performance (and in some conditions help to reduce the power consumption) during read operations, both for fetch and data. The structure of one buffer is shown on *Figure 3*.

Figure 3. Structure of one internal buffer



Each buffer stores 3 different types of information: address, data and history. In a read operation, if the address is found, the memory interface can return data without accessing the NVM. Data in the buffer is 32 bit wide (even if the master only reads 8 or 16 bits), so that a value can be returned whatever the size used in a previous reading. The history is used to know if the content of a buffer is valid and to delete (with a new value) the older one.

The buffers are used to store the value received by the NVM during normal read operations, and for speculative readings. Disabling the speculative reading makes that only the data requested by masters is stored in buffers, if enabled (default). This can increase the performance as no wait state is necessary if the value is already available in buffers, and reduce the power consumption as the number of reads in memory is reduced and all combinatorial paths from memory are stable.

The buffers are divided in groups to manage different tasks. The number of buffers in every group can change starting from the configuration selected by the user (see *Table 12*). The total number of buffers used is always 6 (if enabled). The history is always managed by group.

The memory interface always searches if a particular address is available in all buffers without checking the group of buffers and if the read is fetch or data.

At reset or after a write/erase operation that changes several addresses, all buffers are empty and the history is set to EMPTY. After a program by word, half-word or byte, only the buffer with the concerned address is cleaned.

Table 12. Internal buffer management

DISAB_BUF	PREFTEN	PRE_READ	Buffers for fetch			Buffers for data	
			Buffers for jumps	Buffers for prefetch	Buffers for last value	Buffers for pre-read	Buffers for last value
1	-	-	0	0	0	0	0
0	0	0	3	0	1	0	2
0	1	0	2	1	1	0	2
0	0	1	3	0	1	1	1
0	1	1	2	1	1	1	1

If a value in a buffer is not empty, the history shows the time elapsed between the moment it has been read or written. The history is organized as a list of values from the latest to the oldest one. At a given instant, only one buffer in a group can have a particular value of history (except the empty value). Moving a buffer to the latest position, all other buffers in the group move one step further, thus maintaining the order. The history is changed to the latest position when the buffer is read (the master requests for the buffer content) or written (with a new value from the NVM). The memory interface always writes the oldest buffer (or one empty buffer, if any) of the right group when a new address is required in memory.

Three configuration bits of the FLASH_ACR register are used to manage the buffering:

- DISAB_BUF
  Setting this bit disables all buffers. When this bit is 1, the prefetch or the pre-read operations cannot be enabled and if, for example, the master requests the same address twice, two readings are generated in the NVM.
- PRFTEN
  Setting this bit to 1 (with DISAB_BUF to 0) enables the prefetch. When the memory interface does not have any operation in progress, the address following the last address fetched is read and stored in a buffer.
- PRE_READ
  Setting this bit to 1 (with DISAB_BUF to 0) enables the pre-read. When the memory interface does not have any operation in progress or prefetch to execute, the address following the last data address is read and stored in a buffer.

Fetch and prefetch

A memory interface fetch is a read from the NVM to execute the operation that has been read. The memory interface does not check the master who performs the read operation, or the location it reads from, but it only verifies if the read operation is done to execute what has been read. It means that a fetch can be performed:

- in all areas,
- with any size (16 or 32 bits).

The memory interface stores in the buffers:

- The address of jumps so that, in a loop, it is only necessary to access the NVM the first time, because then the jump address is already available.
- The last read address so that, when performing a fetching on 16 bits, the other 16 bits are already available.

To manage the fetch, the memory interface uses 4 buffers: at reset (DISAB_BUF = 0, PRFTEN = 0, PRE_READ = 0). 3 buffers are used to manage the jumps and 1 buffer to store the last value fetched. With this configuration, the 4 buffers for fetch are organized in 2 groups with separate histories: the group for loops and the group for the last value fetched.

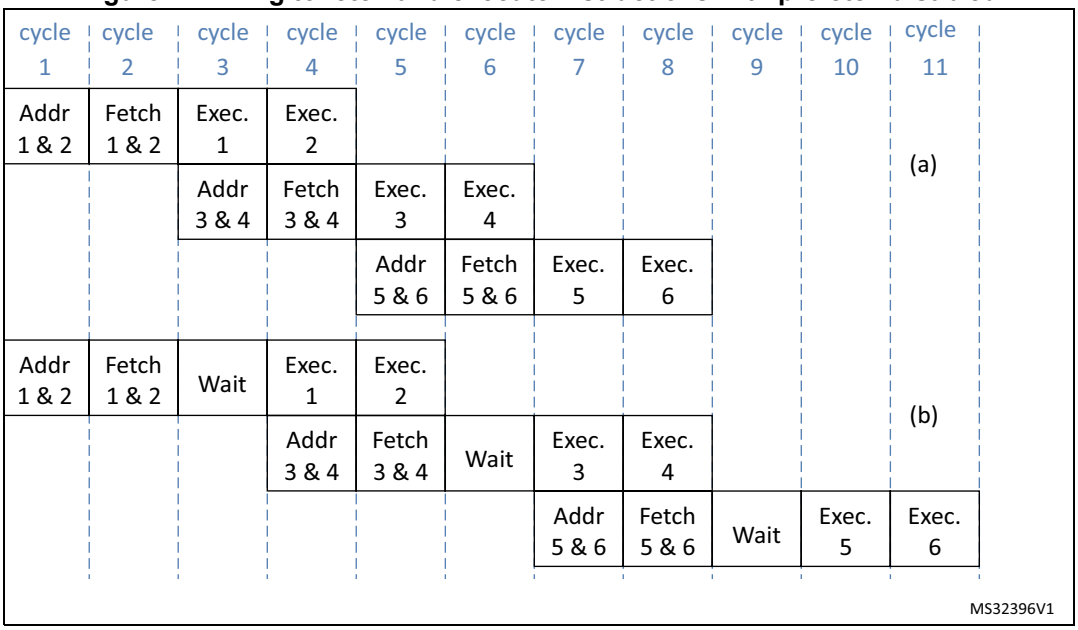
Setting the PRFTEN bit to 1 enables the prefetch. The prefetch is a speculative read in the NVM, which is executed when no read is requested by masters, and where the memory interface reads from the last address fetched increased by 4 (one word). This read is with a lower priority and it is aborted if a master requests a read (data or fetch) to a different address than the prefetch one. When the prefetch is enabled, one buffer for loops is moved to a new group (of only one buffer) to store the prefetched value: 2 buffers continue to store the jumps, 1 buffer is used for prefetch and 1 buffer is used for the last value.

The memory interface can only prefetch one address, so the function is temporarily disabled when no fetch is done and the prefetch is already completed. After a prefetch, if the master requests the prefetched value, the content of the prefetch buffer is copied to the last value buffer and a new prefetch is enabled. If, instead, the master requests a different address, the content of the prefetch buffer is lost, a read in the NVM is started (if necessary) and, when it is complete, a new prefetch is enabled at the new address fetched increased by 4.

The prefetch can only increase the performance when reading with 1 wait state and for mostly linear codes: the user must evaluate the pros and cons to enable or not the prefetch in every situation. The prefetch increases the consumption because many more readings are done in the NVM (and not all of them will be used by the master). To see the advantages of prefetch on Dhrystone code, refer to the *Dhrystone performances* section.

Figure 4 shows the timing to fetch a linear code in the NVM when the prefetch is disabled, both for 0 wait state (a) and 1 wait state (b). You can compare these two sequences with the ones in *Figure 5*, when the prefetch is enabled, to have an idea of the advantages of a prefetch on a linear code with 0 and 1 wait states.

Figure 4. Timing to fetch and execute instructions with prefetch disabled



1. (a) corresponds to 0 wait state.
2. (b) corresponds to 1 wait state.

Figure 5 shows the timing to fetch and execute instructions from the NVM with 0 wait states (a) and 1 wait state (b) when the prefetch is enabled. The read executed by the prefetch appears in green.

Read as data and pre-read

A data read from the memory interface, corresponds to any read operation that is not a fetch. The master reads operation constants and parameters as data. All reads done by DMA (to copy from one address to another) are read as data. No check is done on the location of the data read (can be in every area of the NVM).

At reset, (DISAB_BUF = 0, PRFTEN = 0, PRE_READ = 0), the memory interface uses 2 buffers organized in one group to store the last two values read as data.

In some particular cases (for example when the DMA is reading a lot of consecutive words in the NVM), it can be useful to enable the pre-read (PRE_READ = 1 with DISAB_BUF = 0). The pre-read works exactly like the prefetch: it is a speculative reading at the last data address increased by 4 (one word). With this configuration, one buffer of data is moved to a new group to store the pre-read value, while the second buffer continues to store the last value read. For a prefetch, the pre-read value is copied in the last read value if the master requests it, or is lost if the master requests a different address.

The pre-read has a lower priority than a normal read or a prefetch operation: this means that it will be launched only when no other type of read is ongoing. Pay attention to the fact that a pre-read used in a wrong situation can be harmful: in a code where a data read is not done linearly, reducing the number of buffers (from 2 to 1) used for the last read value can increase the number of accesses to the NVM (and the time to read the value). Moreover, this can generate a delay on prefetch. An example of this situation is the code Dhrystone, whose results are shown in the corresponding section.

As for a prefetch operation, the user must select the right moment to enable and disable the pre-read.

Figure 5. Timing to fetch and execute instructions with prefetch enabled

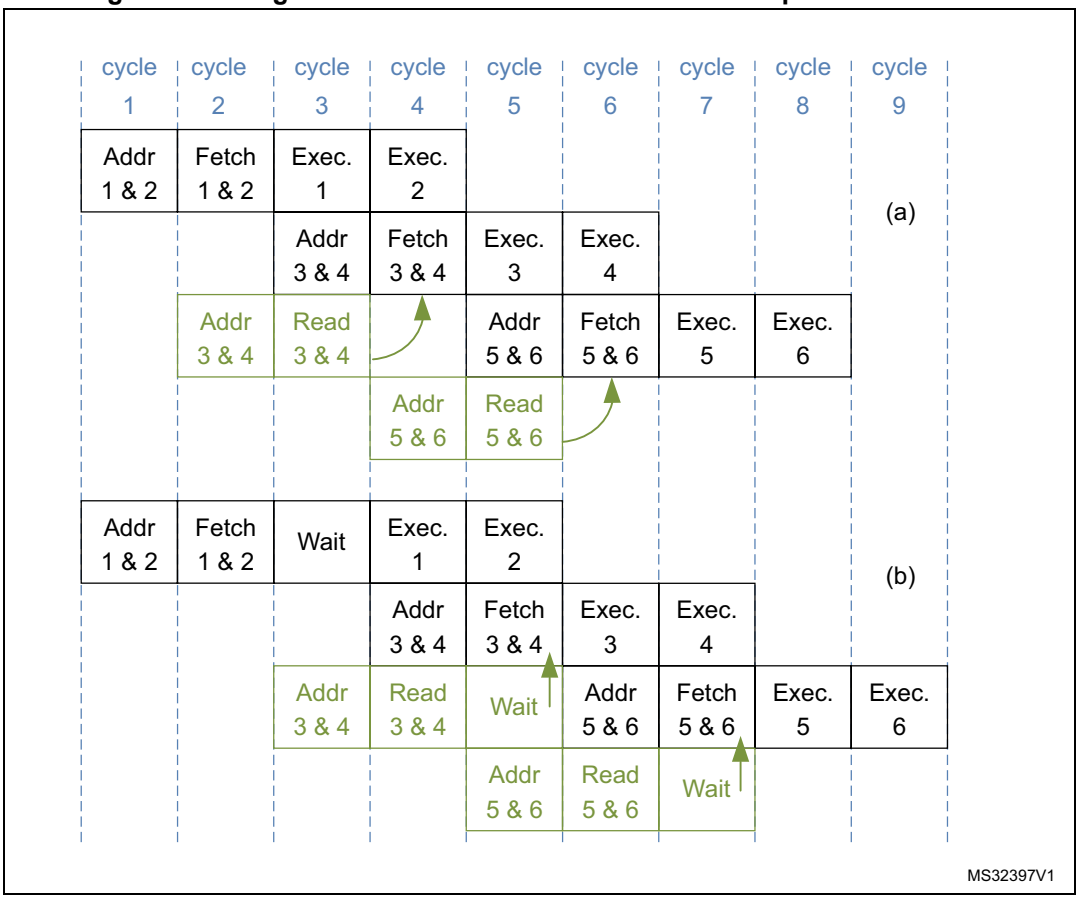


Table 13 is a summary of the possible configurations.

Table 13. Configurations for buffers and speculative reading

DISAB_BUF	PRFTEN	PRE_READ	Description
1	X	X	Buffers disabled
0	0	0	Buffer enabled: no speculative reading is done
0	1	0	Prefetch enabled: speculative reading on fetch enabled
0	0	1	pre-read enabled: speculative reading on data enabled
0	1	1	Prefetch and pre-read enabled: speculative reading on fetch and data enabled

Dhrystone performances

The Dhrystone test is used to evaluate the memory interface performances. The test has been executed in all memory interface configurations. Refer to *Table 14* for a summary of the results.

Common parameters are:

- the matrix size is 20 x 20
- the loop is executed 1757 times
- the version of Arm® compiler is 4.1 [Build 561]

Here is some explanation about the results:

Table 14. Dhrystone performances in all memory interface configurations

Number of wait states	DISAB_BUF	PRFTEN	PRE_READ	Number of DMIPS (x1000)	DMIPS x MHz
0	1	0	0	953	15.25
0	0	0	0	953	15.25
0	0	1	0	953	15.25
0	0	0	1	953	15.25
0	0	1	1	953	15.25
1	1	0	0	677	21.66
1	0	0	0	690	22.08
1	0	1	0	823	26.34
1	0	0	1	691	22.11
1	0	1	1	816	26.11

- The pre-read is not useful for this test: when enabled with the prefetch, it reduces the memory interface performance because only one buffer is used to store the last data read and, in this code, the master rarely reads the data linearly. This justifies the very small increase of performance when enabled without a prefetch.
- The buffers (without speculative readings) with 1 wait state give a little advantage that can be considered without any costs.
- At a 0 wait state, the best performance (as certified by Arm®) may be due to a different code alignment during the compilation.

3.3.3 Writing/erasing the NVM

There are many ways to change the NVM content. The memory interface helps to reduce the possibility of unwanted changes and to implement by hardware all sequences necessary to erase or write in the different memory areas.

Write/erase protocol

To write/erase memory content when the protections have been removed, the user needs to:

1. configure the operation to execute,
2. send to the memory interface the right number of data, writing one or several addresses in the NVM,
3. wait for the operation to complete.

During the waiting time, the user can prepare the next operation (except in very particular cases) writing the new configuration and starting to write data for the next write/erase operation.

The waiting time depends on the type of operation. A write/erase can last from Tprog (3.2 ms) to 2 x Tglob (3.7 ms) + Tprog (3.2 ms). The memory interface can be configured to write a half-page (16 words in the Flash program memory) with only one waiting time. This can reduce the time to program a big amount of data.

Two different protocols can be used: single programming and multiple programming operation.

Single programming operation

With this protocol, the software has to write a value in a not-protected address of the NVM. When the memory interface receives this writing request, it stalls the master for some pulses of clock (for more details, see *Table 15*) while it checks the protections and the previous value and it latches the new value inside the NVM. The software can then start to configure the next operation. The operation will complete when the EOP bit of FLASH_SR register rises (if it was 0 at the operation start). The operation time is resumed in *Table 17* for all operations.

Multiple programming operation (half page)

You can write a half-page (16 words) in Flash program memory, To execute this protocol, follow the next conditions:

- PGAERR bit in the FLASH_SR register has to be zero (no previous alignment errors).
- The first address has to be half-page aligned (the 6 lower bits of the address have to be at zero).
- All 16 words must be in the same half-page (address bits 7 to 31 must be the same for all 16 words). This means that the first address sets the half-page and the next ones must be inside this half-page. The written data will be stored sequentially in the next addresses. It is not important that the addresses increase or change (for example, the same address can be used 16 times), as the memory interface will automatically increase the address internally.
- Only words (32 bits) can be written.

When the memory interface receives the first address, it stalls the master for some pulses of clock while it checks the protections and the previous value and it latches the new value inside the NVM (for more details, see *Table 15*). Then, the memory interface waits for the second address. No read is accepted: only a fetch will be executed, but it aborts the ongoing write operation. After the second address, the memory interface stalls the core for a short time (less than the previous one) to perform a check and to latch it in the NVM before waiting for the next one. This sequence continues until all 16 words have been latched inside the NVM. A wrong alignment or size will abort the write operation. If the 16 addresses are correctly latched, the memory interface starts the write operation. The operation will complete when EOP bit of FLASH_SR register rises (if it was 0 at the operation start). The operation time is resumed in *Table 17*.

This protocol can be used either through application code running from RAM or through DMA with application code running from RAM or core sleeping.

Unlocking/locking operations

Before performing a write/erase operation, it is necessary to enable it. The user can write into the Flash program memory, data EEPROM and Option bytes areas.

To perform a write/erase operation, unlock PELOCK bit of the FLASH_PECR register. When this bit is unlocked (its value is 0), the other bits of the same register can be modified. When PELOCK is 0, the write/erase operations can be executed in the data EEPROM.

To write/erase the Flash program memory, unlock PRGLOCK bit of the FLASH_PECR register. The bit can only be unlocked when PELOCK is 0.

To write/erase the user Option bytes, unlock OPTLOCK bit of the FLASH_PECR register. The bit can only be unlocked when PELOCK is 0. No relation exists between PRGLOCK and OPTLOCK: the first one can be unlocked when the second one is locked and vice versa.

Unlocking the data EEPROM and the FLASH_PECR register

After a reset, the data EEPROM and the FLASH_PECR register are not accessible in write mode because PELOCK bit in the FLASH_PECR register is set. The same unlocking sequence unprotects both of them at the same time.

The following sequence is used to unlock the data EEPROM and the FLASH_PECR register:

- Write PEKEY1 = 0x89ABCDEF to the FLASH_PEKEYR register
- Write PEKEY2 = 0x02030405 to the FLASH_PEKEYR register

For code example, refer to *A.3.1: Unlocking the data EEPROM and FLASH_PECR register code example*.

Any wrong key sequence will lock up FLASH_PECR until the next reset and generate a hard fault. Idem if the master tries to write another register between the two key sequences or if it uses the wrong key. A reading access does not generate an error and does not interrupt the sequence. A hard fault is returned in any of the four cases below:

- After the first write access if the PEKEY1 value entered is erroneous.
- During the second write access if PEKEY1 is correctly entered but the value of PEKEY2 does not match.
- If there is any attempt to write a third value to PEKEYR (pay attention: this is also true for the debugger).
- If there is any attempt to write a different register of the memory interface between PEKEY1 and PEKEY2.

When properly executed, the unlocking sequence clears PELOCK bit in the FLASH_PECR register.

To lock FLASH_PECR and the data EEPROM again, the software only needs to set PELOCK bit in FLASH_PECR. When locked again, PELOCK bit needs a new sequence to return to 0.

For code example, refer to *A.3.2: Locking data EEPROM and FLASH_PECR register code example*.

Unlocking the Flash program memory

An additional protection is implemented to write/erase the Flash program memory.

After a reset, the Flash program memory is no more accessible in write mode: PRGLOCK bit is set in the FLASH_PECR register. A write access to the Flash program memory is granted by clearing PRGLOCK bit.

The following sequence is used to unlock the Flash program memory:

- Unlock the FLASH_PECR register (see the *Unlocking the data EEPROM and the FLASH_PECR register* section).
- Write PRGKEY1 = 0x8C9DAEBF to the FLASH_PRGKEYR register.
- Write PRGKEY2 = 0x13141516 to the FLASH_PRGKEYR register.

For code example, refer to *A.3.3: Unlocking the NVM program memory code example*.

If the keys are written with PELOCK set to 1, no error is generated and PRGLOCK remains at 1. It will be unlocked while re-executing the sequence with PELOCK = 0.

Any wrong key sequence will lock up PRGLOCK in FLASH_PECR until the next reset, and return a hard fault. A hard fault is returned in any of the four cases below:

- After the first write access if the entered PRGKEY1 value is erroneous.
- During the second write access if PRGKEY1 is correctly entered but the PRGKEY2 value does not match.
- If there is any attempt to write a third value to PRGKEYR (this is also true for the debugger).
- If there is any attempt to write a different register of the memory interface between PRGKEY1 and PRGKEY2.

When properly executed, the unlocking sequence clears the PRGLOCK bit and the Flash program memory is write-accessible.

To lock the Flash program memory again, the software only needs to set PRGLOCK bit in FLASH_PECR. When locked again, PRGLOCK bit needs a new sequence to return to 0. If PELOCK returns to 1 (locked), PRGLOCK is automatically locked, too.

Unlocking the Option bytes area

An additional write protection is implemented on the Option bytes area. It is necessary to unlock OPTLOCK to reload or write/erase the Option bytes area.

After a reset, the Option bytes area is not accessible in write mode: OPTLOCK bit in the FLASH_PECR register is set. A write access to the Option bytes area is granted by clearing OPTLOCK.

The following sequence is used to unlock the Option bytes area:

1. Unlock the FLASH_PECR register (see the *Unlocking the data EEPROM and the FLASH_PECR register* section).
2. Write OPTKEY1 = 0xFBEAD9C8 to the FLASH_OPTKEYR register.
3. Write OPTKEY2 = 0x24252627 to the FLASH_OPTKEYR register.

For code example, refer to *A.3.4: Unlocking the option bytes area code example*.

If the keys are written with PELOCK = 1, no error is generated, OPTLOCK remains at 1 and it will be unlocked when re-executing the sequence with PELOCK to 0.

Any wrong key sequence will lock up OPTLOCK in FLASH_PECR until the next reset, and return a hard fault. A hard fault is returned in any of the four cases below:

- After the first write access if the OPTKEY1 value entered is erroneous.
- During the second write access if OPTKEY1 is correctly entered but the OPTKEY2 value does not match.
- If there is any attempt to write a third value to OPTKEYR (this is also true for the debugger).
- If there is any attempt to write a different register of the memory interface between OPTKEY1 and OPTKEY2.

When properly executed, the unlocking sequence clears the OPTLOCK bit and the Option bytes area is write-accessible.

To lock the Option bytes area again, the software only needs to set OPTLOCK bit in FLASH_PECR. When relocked, OPTLOCK bit needs a new sequence to return to 0. If PELOCK returns to 1 (locked), OPTLOCK is automatically locked, too.

Select between different types of operations

When the necessary unlock sequence has been executed (PELOCK, PRGLOCK and OPTLOCK), the user can enable different types of write and erase operations, writing the right configuration in the FLASH_PECR register. The bits involved are:

- PRG
- DATA
- FIX
- ERASE
- FPRG

Detailed description of NVM write/erase operations

This section details the different types of write and erase operations, showing the necessary bits for each one.

Write to data EEPROM

- Purpose

  Write one word in the data EEPROM with a specific value.
- Size

  Write by byte, half-word or word.
- Address

  Select a valid address in the data EEPROM.
- Protocol

  Single programming operation.
- Requests

  PELOCK = 0, ERASE = 0.
- Errors

  WRPERR is set to 1 (and the write operation is not executed) if PELOCK = 1 or if the memory is read-out protected.
- **Description**

  This operation aims at writing a word or a part of a word in the data EEPROM. The user must write the right value at the right address and with the right size. The memory interface automatically executes an erase operation when necessary (if all bits are currently set to 0, there is no need to delete the old content before writing). Similarly, if the data to write is at 0, only the erase operation is executed. When only a write operation or an erase operation is executed, the duration is Tprog (3.2 ms); if both are executed, the duration is 2 x Tprog (6.4 ms). It is possible to force the memory interface to execute every time both erase and write operations set the FIX flag to 1.
- Duration

  Tprog (3.2 ms) or 2 x Tprog (6.4 ms).
- Options

  Set the FIX bit to force the memory interface to execute every time an erase (to delete the old content) and a write operation (to write new data) occur. This gives a fix time for the operation for any data value and for previous data.

For code example, refer to *A.3.5: Write to data EEPROM code example*.

Erase data EEPROM

- Purpose

  Delete one row in data EEPROM. This operation performs the same function as Write a word which size is null to data EEPROM. It is available for compatibility purpose only.
- Size

  Erase only by word.
- Address

  Select one valid address in the data EEPROM.
- Protocol

  Single programming operation.
- Requests

  PELOCK = 0, ERASE = 1 (optional DATA = 1).
- Errors

  WRPERR is set to 1 if PELOCK = 1 or if the memory is read-out protected.

  SIZERR is set to 1 if the size is not a word.
- Description

  This operation aims at deleting the content of a row in the data EEPROM. A row contains only 1 word. The user must write a value at the right address with a word size. The data is not important: only an erase is executed (also with data different from zero).
- Duration

  Tprog (3.2 ms).

For code example, refer to *A.3.6: Erase to data EEPROM code example*.

Write Option bytes

- Purpose

  Write one word in the Option bytes area with a specific value.
- Size

  Write only by word.
- Address

  Select a valid address in the Option bytes area.
- Protocol

  Single programming operation.
- Requests

  PELOCK = 0, OPTLOCK = 0, ERASE = 0.
- Errors

  WRPERR is set to 1 if PELOCK = 1 or OPTLOCK = 1.
  WRPERR is set to 1 if the actual read-out protection level is 2 (the Option bytes area cannot be written at Level 2).
  SIZERR is set to 1 if the size is not the word
- Description

This operation aims at writing a word in the Option bytes area. The Option bytes area can only be written in Level 0 or Level 1.

The user must consider that, in a word, the 16 higher bits (from 16 to 31) have to be the complement of the 16 lower bits (from 0 to 15): a mismatch between the higher and lower parts of data would generate an error during the Option bytes loading (see *Section 3.8: Option bytes*) and force the memory interface to load the default values. The memory interface does not check at the write time if the data is correctly complemented. The user must write the desired value at the right address with a word size.

As for data EEPROM, the memory interface deletes the previous content before writing, if necessary. If the data to write is at 0, the memory interface does not execute the useless write operation. When only a write operation or only an erase operation is executed, the duration is Tprog (3.2 ms). If both are executed, the duration is 2 x Tprog (6.4 ms). The memory interface can be forced to execute every time both erase and write operations set the FIX flag to 1.

Some configurations need a closer attention because they change the protections. The memory interface can change the Option bytes write in a Mass Erase or force some bits not to reduce the protections: for more details, see *Section 3.4.4: Write/erase protection management*.

- Duration

  Tprog (3.2 ms) or 2 x Tprog (6.4 ms).

- Options

  FIX bit can be set to force the memory interface to execute every time an erase (to delete the old content) and a write operation (to write the new data) occur. This gives a fix time to program for every data value and for previous data.

For code example, refer to *A.3.7: Program Option byte code example*.

Erase Option bytes

- Purpose

  Delete one row in the Option bytes area. This operation performs the same function as Write Option Byte with a zero value. It is available for compatibility purpose only.
- Size

  Erase only by word.
- Address

  Select a valid address in the Option bytes area.
- Protocol

  Single programming operation.
- Requests

  PELOCK = 0, OPTLOCK = 0, ERASE = 1 (optional OPT = 1).
- Errors

  WRPERR is set to 1 if PELOCK = 1 or OPTLOCK = 1.

  WRPERR is set to 1 if the actual protection level is 2 (the Option bytes area cannot be erased at Level 2).

  SIZERR is set to 1 if the size is not the word.
- Description

  This operation aims at deleting the content of a row in the Option bytes area. A row contains only 1 word. The use must write zero at the right address with a word size.

  Refer to *Section : Write Option bytes* for additional information.

  Since all bits are set to 0 after an erase operation, there will be a mismatch during the Option bytes loading and the default values will be loaded.
- Duration

  Tprog (3.2 ms).

For code example, refer to *A.3.8: Erase Option byte code example*.

Program a single word to Flash program memory

- Purpose

  Write one word in the Flash program memory with a specific value.
- Size

  Write only by word.
- Address

  Select an address in the Flash program memory.
- Protocol

  Single programming operation.
- Requests

  PELOCK = 0, PRGLOCK = 0.
- Errors

  WRPERR is set to 1 if PELOCK = 1 or PRGLOCK = 1.

  WRPERR is set to 1 if the user tries to write in a write-protected sector (see the *PcROP (Proprietary Code Read-Out Protection)* section).

  NOTZEROERR is set to 1 if the user tries to write a value in a word which is not zero. This error does not stop the write operation on category 3 devices while the operation is stopped on other categories.

  SIZERR is set to 1 if the size is not a word.
- Description

  This operation allows writing a word in Flash program memory. The user must write the right value at the right address with a word size. The memory interface cannot execute an erase to delete the previous content before the write operation is performed.

  If the previous content is not null:

  – Category 3 devices

    NOTZEROERR is set to 1.

    The real value written in the memory is the OR of the previous value and the new value (the memory interface writes 1 when there was 0 before). This is done both for data and ECC. Reading back the data might not return the old value, the new one or the ORed values. The ECC is not compatible with the data any more.

  – Other categories

    NOTZEROERR is set to 1. Writing a word to an address containing a non-null value is not performed.
- Duration

  Tprog (3.2 ms).

For code example, refer to *A.3.9: Program a single word to Flash program memory code example*.

Program half-page in Flash program memory

- Purpose

  Write one half page (16 words) in the Flash program memory.

- Size

  Write only by word.

- Address

  Select one address in the Flash program memory aligned to a half-page (for the first address) and inside the same half-page selected by the second address for the next 15 addresses.

- Protocol

  Multiple programming operation.

- Requests

  PELOCK = 0, PRGLOCK = 0, FPRG = 1, PRG = 1.

- Errors

  WRPERR is set to 1 if PELOCK = 1 or PRGLOCK = 1. WRPERR is set to 1 if the user tries to write in a write-protected sector (see the *PcROP (Proprietary Code Read-Out Protection)* section).

  NOTZEROERR is set to 1 if the user tries to write a value in a word which is not zero. This error does not stop the write operation on category 3 devices while the operation is stopped on other categories. The check is done when all 16 addresses have been received, before the current write phase in Flash memory. The error flags are set only when all checks are performed.

  SIZERR is set to 1 if the size is not the word.

  PGAERR is set to 1 if the first address is not aligned to a half-page and if one of the following addresses (address from 2 to 16) is outside the half-page determined by the first address. No check is done to verify if the address has increased or if it has changed: this is done automatically by the memory interface. What is important is that the first address is aligned to the half-page, and that the next addresses are in the same half-page.

  FWWERR is set to 1 if the write is aborted because the master fetched in the NVM. The read as data does not stop the write operation.

- Description

  This operation allows writing a half-page in Flash program memory. The user must write the 16 desired values at the right address with a word size (as explained in the multiple programming operation). The memory interface cannot execute an erase to delete the previous content before writing (the user must delete the page before writing).

  As for the single programming operation, if the previous content is not null:

  – Category 3 devices

    NOTZEROERR is set to 1.

    The written value is the OR of previous and new data. This means that reading back the written address may return a value which is different from the written one.

– Other categories

NOTZEROERR is set to 1. Writing a word to an address containing a non-null value is not performed.

When a half-page operation starts, the memory interface waits for 16 addresses/data, aborting (with a hard fault) all read accesses that are not a fetch (refer to *Fetch and prefetch*). A fetch stops the half-page operation. The memory content remains unchanged, the FWWERR error is set in the FLASH_SR register. To complete the half-page programming operation, all the desired values should be written again.

- Duration

  Tprog (3.2 ms).

For code example, refer to *A.3.10: Program half-page to Flash program memory code example*.

Erase a page in Flash program memory

- Purpose

  Delete one page (32 words) in the Flash program memory.
- Size

  Erase only by word (it deletes a page of the Flash program memory writing with a word size)
- Address

  Select a valid address in the Flash program memory.
- Protocol

  Single programming operation.
- Requests

  PELOCK = 0, PRGLOCK = 0, ERASE = 1, PRG = 1.
- Errors

  WRPERR is set to 1 if PELOCK = 1 or PRGLOCK = 1.
  WRPERR is set to 1 if the row is in a protected sector (see *PcROP (Proprietary Code Read-Out Protection)*).

  SIZERR is set to 1 if the size is not the word.
- **Description**

  This operation aims at deleting the content of a row in the Flash program memory. The user must write a value in the right address with a word size. The data is not important: only an erase is executed (also with data not at zero). The address does not need to be aligned to the page: the memory interface will delete the page which contents the address.
- Duration

  Tprog (3.2 ms).

For code example, refer to *A.3.11: Erase a page in Flash program memory code example*.

Mass erase

- Purpose

  Remove the read and write protection on the Flash program memory and data EEPROM.

- Size

  Erase only by word.

- Address

  To generate a mass erase, it is necessary to write 0x015500AA to the first Option bytes address (bits 31 to 25 and 15 to 9 are not complemented because they are not used, and not checked) with Level 1 as the actual level.

- Protocol

  Single programming operation.

- Requests

  PELOCK = 0, OPTLOCK = 0, Protection Level = 1, the lower nibble of data has to be 0xAA (Level 0), with 0x55 as the third nibble.

- Errors

  WRPERR is set to 1 if PELOCK = 1 or OPTLOCK = 1.

  WRPERR is set to 1 if the actual protection level is 2 (the Option bytes area cannot be written in Level 2).

  SIZERR is set to 1 if the size is not the word.

- Description

  This operation is similar to the write user Option byte operation: the memory interface changes it in a mass erase when the actual Protection Level is 1 and the requested Protection Level is 0. The user must write the desired value in the first address of the Option bytes area with a word size.

  A mass erase deletes the content of the Flash program memory and data EEPROM, changes the protection level to Level 0 and disables PcROP. (WPRMOD = 0). The bits write protection and BOR_LEVEL remain unchanged.

  Unlike all other operations, the software cannot request new writing operations while a mass erase is ongoing. To be sure that a mass erase has completed, the software can reset the EOP bit of FLASH_SR register before the write operation and check when EOP goes to 1 (End Of Program). If this limitation is not respected, a wrong value may be written in the Flash program memory and data EEPROM when the Protection Level is written, thus adding unwanted protections (also for mismatch) that could make the device useless.

- Duration

  2 x Tprog (6.4 ms) + Tglob (3.7 ms)

For code example, refer to *A.3.12: Mass erase code example*.

Timing tables

Table 15. NVM write/erase timings

Operation	Delay to latch the first address/data (in AHB clock pulses)	Delay to latch the next address/data (in AHB clock pulses)
Write to data EEPROM	18	-
Erase data EEPROM	17	-
Write Option bytes	18	-
Erase Option bytes	17	-
Program a single word in Flash program memory	78	-
Program half-page in Flash program memory	63	6
Erase a page in Flash program memory	76	-

Table 16. NVM write/erase duration

Operation	Parameters/Conditions	Duration
Write to data EEPROM	Previous data = 0 FIX = 0	Tprog (3.2 ms)
	Previous data /= 0 New data = 0 Size = word FIX = 0	Tprog (3.2 ms)
	Other situations	2 x Tprog (6.4 ms)
Erase data EEPROM	-	Tprog (3.2 ms)
Write Option bytes	Previous data = 0 FIX = 0	Tprog (3.2 ms)
	Previous data /= 0 New data = 0 FIX = 0	Tprog (3.2 ms)
	Other situations	2 x Tprog (6.4 ms)
Erase Option bytes	-	Tprog (3.2 ms)
Program a single word in Flash program memory	-	Tprog (3.2 ms)
Program a half-page in Flash program memory	-	Tprog (3.2 ms)
Erase a page in Flash program memory	-	Tprog (3.2 ms)
Mass erase	-	2 x Tprog (6.4 ms) + Tglob (3.7 ms)

Status register

The FLASH_SR Status Register gives some information on the memory interface or the NVM status (operation(s) ongoing) and about errors that happened.

BSY

This flags is set and reset by hardware. It is set to 1 every time the memory interface executes a write/erase operation, and it informs that no other operation can be executed. If a new operation is requested, different behaviors can occur:

- Waiting for read, or waiting for write/erase, or waiting for option loading:

  If the software requests a write operation while a write/erase operation is executing (HVOFF = 0), the memory interface stalls the master and has the pending operation execute as soon as the write/erase operation is complete.
- Hard fault:

  If the software requests a data read in a half-page operation when the memory interface is waiting for the next address/data (BSY is already 1 but HVOFF = 0), the memory interface generates a hard fault (because it cannot execute the read) and continues to wait for missing addresses.
- RDERR error:

  If the software requests a read operation while a write/erase operation is executing (HVOFF = 0) but the address is protected, the memory interface rises the flag and continues to wait for the end of the write/erase operation.
- Write abort:

  If the software fetches in the NVM when the memory interface is waiting for an address/data in a half-page operation, the write/erase operation is aborted, the FWWERR flag is raised and the fetch is executed.

EOP

This flag is set by hardware and reset by software. The software can reset it writing 1 in the status register. This bit is set when the write/erase operation is completed and the memory interface can work on other operations (or start to work on pending operations).

It is useful to clear it before starting a new write/erase operation, in order to know when the actual operation is complete. It is very important to wait for this flag to rise when a mass erase is ongoing, before requesting a new operation.

HVOFF

This flag is set and reset by hardware and it is a memory interface information copy coming from the NVM: it informs when the High-Voltage Regulators are on (= 0) or off (= 1).

PGAERR

This flag is set by hardware and reset by software. It informs when an alignment error happened. It is raised when:

- The first address in a half-page operation is not aligned to a half-page (lower 6 bits equal to zero).
- A half-page change happened in a half-page operation (the addresses from 2 to 16 in a half-page operation are not in the same half-page, selected by the first address).

An alignment error aborts the write/erase operation and an interrupt can be generated (if ERRIE = 1 in the FLASH_PECR register). The content of the NVM is not changed.

If this flag is set, the memory interface blocks all other half-page operations.

To reset this flag, the software need to write it to 1.

SIZERR

This flag is set by hardware and reset by software. It informs when a size error happened. It is raised when:

- A write by byte and half-word occurs in the Flash program memory and Option bytes.
- An erase (with bit ERASE = 1 in FLASH_PECR register) by byte or half-word occurs in all areas.

A size error aborts the write/erase operation and an interrupt can be generated (if ERRIE = 1 in the FLASH_PECR register). The content of the NVM is not changed.

To reset this flag, the software needs to write it to 1.

NOTZEROERR

This flag is set by hardware and reset by software. It indicates that the application software is attempting to write to one or more NVM addresses that contain a non-zero value.

Except for category 3 devices, the modify operation is always aborted when this condition is met. For category 3 devices, a not-zero error does not abort the write/erase operation but the value might be corrupted.

In a write by half-page, all 16 words are checked between the first address/value and the second one, and the flag is only set when all words are checked. If the flag is set, it means that at least one word has an actual value not at zero.

In a write by word, only the targeted word is checked and the flag is immediately set if the content is not zero.

An interrupt is generated if ERRIE = 1 in FLASH_PECR register. To reset this flag, the application software needs to program it to 1.

Note: Notification of a not-zero error condition (i.e. NOTZEROERR flag and the associated interrupt) can be disabled by the application software via the NZDISABLE bit in FLASH_PECR register. However, for all device except category 3 devices, the condition is still checked internally and modify operation is anyway blocked

3.4 Memory protection

The user can protect part of the NVM (Flash program memory, data EEPROM and Option bytes areas) from unwanted write and against code hacking (unwanted read).

The read protection is activated by setting the RDP option byte and then applying a system reset to reload the new RDP option byte.

Note: If the read protection is set while the debugger has been active (through SWD) after last POR (power-on reset), apply a POR (power-on reset) or wakeup from Standby mode instead of a system reset (the option bytes loading is not sufficient).

Three types of protections are implemented.

3.4.1 RDP (Read Out Protection)

This type of protection aims at protecting against unwanted read (hacking) of the NVM content. This protection is managed by RDPROT bitfield in the FLASH_OPTR register. The value is loaded from the Option bytes area during a boot and copied in the read-only register.

Three protection levels are defined:

- Level 0: no protection

  Level 0 is set when RDPROT is set to 0xAA. When this level is enabled, and if no other protection is enabled, read and write can be done in the Flash program memory, data EEPROM and Option bytes areas without restrictions. It is also possible to read and write the backup registers freely.

- Level 1: memory read protection

  Level 1 is set when RDPROT is set to any value except 0xAA and 0xCC, respectively used for Level 0 and Level 2. This is the default protection level after an Option bytes erase or when there is a mismatch in the RDPROT field.

  Level 1 protects the Flash program memory and data EEPROM. When protection Level 1 is set through boot from RAM, bootloader or debugger, a power-down or a standby is required to execute the user code.

  When this level is enabled:

  – No access to the Flash program memory and data EEPROM (read both for fetch and data and write) and no backup register reading is performed if the debug features (single-wire), or the device boot in the RAM, or the System memory is connected. If the user tries to read the Flash memory or data EEPROM, a hard fault is generated. No restriction is present on other areas: it is possible to read and write/erase the Option bytes area and to execute or read in the System Memory.

  – All operations are possible when the boot is done in the Flash program memory.

  – Writing the first Option byte with a value that changes the protection level to Level 0 (it is necessary that byte 0 is 0xAA and byte 2 is 0x55), a mass erase is generated. The mass erase deletes the Flash program memory and data EEPROM, deletes the first Option byte and then rewrites it to enable Level 0 and disable PCROP (WPRMOD = 0), and deletes the backup registers content.

- Level 2: disable debug and chip read protection

  Level 2 is set when RDPROT is set to 0xCC. When this level is enabled, it is only possible to boot from the Flash program memory, and the debug features (single-wire) are disabled. The Option bytes are protected against write/erase and the protection level can no longer be changed. The application can write/erase to the Flash program memory and data EEPROM (it is only possible to boot from the Flash program memory and execute the customer code) and access the backup registers. When an Option bytes loading is executed and Level 2 is enabled, old information on debug or boot in the RAM or System memory are deleted.

Note: The debug feature is also disabled under reset. STMicroelectronics is not able to perform analysis on defective parts on which level 2 protection has been set.

Figure 6 resumes the way the protection level can be changed and *Table 17* the link between the values read in the Option bytes and the protection level.

Figure 6. RDP levels

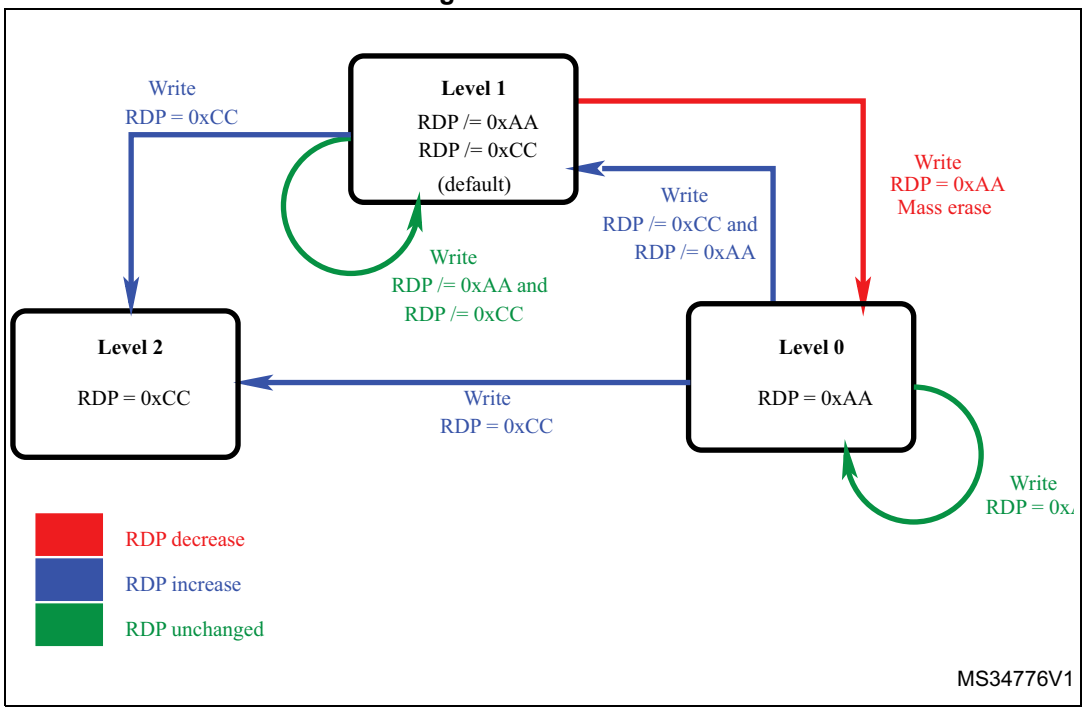


Table 17. Protection level and content of RDP Option bytes

RDP byte value	RDP complementary value	Read Protection status
0xAA	0x55	Level 0
0xCC	0x33	Level 2
Any other value	Complement of RDP byte	Level 1
Any value	Not the complement value of RDP byte	Level 1

3.4.2 PcROP (Proprietary Code Read-Out Protection)

The Flash program memory can be protected from being read by a hacking code: the read data are blocked (not for a fetch). The protected code must not access data in the protected zone, including the literal pool.

The Flash program memory can be protected against a hacking code read: this blocks the data read (not for a fetch), assuming that the native code is compiled according to the PcROP option. This mode is activated setting WPRMOD = 1 in the FLASH_OPTR register.

The protection granularity is the sector (1 sector = 32 pages = 4 KB). To protect a sector, set to 0 the right bit in the WRPROT configuration: 0 means read and write protection, 1 means no protection.

Table 18 shows the link between the bits of the WRPROT configuration and the address of the Flash memory sectors.

Any read access performed as data (see *Read as data and pre-read*) in a protected sector will trigger the RDERR flag in the FLASH_SR register. Any read-protected sector is also write-protected and any write access to one of these sectors will trigger the WRPERR flag in the FLASH_SR register.

Table 18. Link between protection bits of FLASH_WRPROTx register and protected address in Flash program memory(1)

Bit	Start address	End address	Bit	Start address	End address
0	0x0800 0000	0x0800 0FFF	24	0x0801 8000	0x0801 8FFF
1	0x0800 1000	0x0800 1FFF	25	0x0801 9000	0x0801 9FFF
2	0x0800 2000	0x0800 2FFF	26	0x0801 A000	0x0801 AFFF
3	0x0800 3000	0x0800 3FFF	27	0x0801 B000	0x0801 BFFF
4	0x0800 4000	0x0800 4FFF	28	0x0801 C000	0x0801 CFFF
5	0x0800 5000	0x0800 5FFF	29	0x0801 D000	0x0801 DFFF
6	0x0800 6000	0x0800 6FFF	30	0x0801 E000	0x0801 EFFF
7	0x0800 7000	0x0800 7FFF	31	0x0801 F000	0x0801 FFFF
8	0x0800 8000	0x0800 8FFF	32	0x0802 0000	0x0802 0FFF
9	0x0800 9000	0x0800 9FFF	33	0x0802 1000	0x0802 1FFF
10	0x0800 A000	0x0800 AFFF	34	0x0802 2000	0x0802 2FFF
11	0x0800 B000	0x0800 BFFF	35	0x0802 3000	0x0802 3FFF
12	0x0800 C000	0x0800 CFFF	36	0x0802 4000	0x0802 4FFF
13	0x0800 D000	0x0800 DFFF	37	0x0802 5000	0x0802 5FFF
14	0x0800 E000	0x0800 EFFF	38	0x0802 6000	0x0802 6FFF
15	0x0800 F000	0x0800 FFFF	39	0x0802 7000	0x0802 7FFF
16	0x0801 0000	0x0801 0FFF	40	0x0802 8000	0x0802 8FFF
17	0x0801 1000	0x0801 1FFF	41	0x0802 9000	0x0802 9FFF
18	0x0801 2000	0x0801 2FFF	42	0x0802 A000	0x0802 AFFF
19	0x0801 3000	0x0801 3FFF	43	0x0802 B000	0x0802 BFFF
20	0x0801 4000	0x0801 4FFF	44	0x0802 C000	0x0802 CFFF
21	0x0801 5000	0x0801 5FFF	45	0x0802 D000	0x0802 DFFF
22	0x0801 6000	0x0801 6FFF	46	0x0802 E000	0x0802 EFFF
23	0x0801 7000	0x0801 7FFF	47	0x0802 F000	0x0802 FFFF

1. Bits 0 to 3 apply to category 1 devices only, bits 0 to 7 apply to category 2, and bits 0 to 15 to category 3.

When WPRMOD = 1 (PcROP enabled), it is not possible to reduce the protection on a sector: new zeros (to protect new sectors) can be set, but new ones (to remove the protection from sectors) cannot be added. This is valid regardless of the protection level (RDPROT configuration). When WPRMOD is active, if the user tries to reset WPRMOD or to remove the protection from a sector, the programming is launched but WPRMOD or protected sectors remain unchanged.

The only way to remove a protection from a sector is to request a mass erase (which changes the protection level to 0 and disables PcROP): when PcROP is disabled, the protection on sectors can be changed freely.

3.4.3 Protections against unwanted write/erase operations

The memory interface implements two ways to protect against unwanted write/erase operations which are valid for all matrix or only for specific sectors of the Flash program memory.

As explained in the *Unlocking/locking operations* section, the user can:

- Write/erase to the data EEPROM only when PELOCK = 0 in the FLASH_PECR register.
- Write/erase to the Option bytes area only when PELOCK = 0 and OPTLOCK = 0 in the FLASH_PECR register.
- Write/erase to the Flash program memory only when PELOCK = 0 and PRGLOCK = 0 in the FLASH_PECR register.

To see the sequences to set PELOCK, PRGLOCK and OPTLOCK, refer to the *Unlocking the data EEPROM and the FLASH_PECR register*, *Unlocking the Flash program memory* and *Unlocking the Option bytes area* sections.

In the Flash program memory, it is possible to add another write protection with the sector granularity. When PcROP is disabled (WPRMODE = 0), the bits of WRPROT are used to enable the write protection on the sectors. The polarity is opposed relatively to PcROP: to protect a sector, it is necessary to set the bit to 1; to remove the protection, it is necessary to set the bit to 0. *Table 18* is valid for a write protection as well. As explained, when PcROP is enabled, the sectors protected against read are also protected against write/erase. It is always possible to change the write protection on sectors both in Level 0 and Level 1 (provided that it is possible to write/erase to Option bytes and that PcROP is disabled).

Table 19 resumes the protections.

Table 19. Memory access vs mode, protection and Flash program memory sectors

Flash program memory sectors	Mode				
	User (including In Application Programming) no Debug, or no Boot in RAM, or no Boot in System memory		User in Debug, or with Boot in RAM, or with Boot in System memory		
RDP	Level 1 Level 0	Level 2	Level 0	Level 1	Level 2
Flash program memory (FLASH_PRGLOCK = 1)	R	R	R	Protected (no access)	NA(1)
Flash memory (FLASH_PRLOCK = 0)	R / W	R / W	R / W	Protected (no access)	NA(1)
Flash program memory in WRP pages	R	R	R	Protected (no access)	NA(1)

Table 19. Memory access vs mode, protection and Flash program memory sectors (continued)

Flash program memory sectors	Mode				
	User (including In Application Programming) no Debug, or no Boot in RAM, or no Boot in System memory		User in Debug, or with Boot in RAM, or with Boot in System memory		
RDP	Level 1 Level 0	Level 2	Level 0	Level 1	Level 2
Flash program memory in PCROP pages	Fetch	Fetch	Fetch	Protected (no access)	NA(1)
Data EEPROM (FLASH_PELOCK = 1)	R	R	R	Protected (no access)	NA(1)
Data EEPROM (FLASH_PELOCK = 0)	R / W	R / W	R / W	Protected (no access)	NA(1)
Option bytes (FLASH_OPTLOCK = 1)	R	R	R	R	NA(1)
Option bytes (FLASH_OPTLOCK = 0)	R / W	R	R / W	R / W	NA(1)

1. NA stands for “not applicable”.

3.4.4 Write/erase protection management

Here is a summary of the rules to change all previous protections:

- When the protection Level is 2, no protection change can be done.
- When in Level 0 or 1, it is always possible to move to Level 2, writing xx33xxCC (the x are the hexadecimal digits that can have any value) in the first Option byte word.
- When in Level 0, it is possible to move to Level 1, writing any value in the first Option byte word that is not xx33xxCC (Level 2) or xx55xxAA (Level 0).
- when in Level 1, the protection can be reduced to Level 0, writing xx55xxAA in the first Option byte word. This generates a mass erase and deletes the PcROP field too.
- It is always possible to enable PcROP (except in Level 2), writing x0xxx1xx in the first Option byte word. If there is a mismatch during an Option byte loading on this flag, PcROP is enabled.
- PcROP can be removed on requesting a mass erase (move from Level 1 to Level 0).
- When PcROP is disabled, a write protection can be added on sectors (writing 1) or removed (writing 0) in the third word of the Option bytes. A mismatch concerns all write-protected sectors (if PcROP is disabled).
- When PcROP is enabled, protected sectors can be added (writing 0) but cannot be removed. A mismatch concerns all read- and write-protected sectors (if PcROP is enabled).
- A mass erase does not delete the third word of the Option bytes: the user must write it correctly.

3.4.5 Protection errors

Write protection error flag (WRPERR)

If an erase/program operation to a write-protected page of the Flash program memory and data EEPROM is launched, the Write Protection Error flag (WRPERR) is set in the FLASH_SR register. Consequently, the WRPERR flag is set when the software tries to:

- Write to a WRP page.
- Write to a System memory page or to factory option bytes.
- Write to the Flash program memory, data EEPROM or Option bytes if they are not unlocked by PEKEY, PRGKEY or OPTKEY.
- Write to the Flash program memory, data EEPROM or Option bytes when the RDP Option byte is set and the device is in debug mode or is booting from the RAM or from the System memory.

A write-protection error aborts the write/erase operation and an interrupt can be generated (if ERRIE = 1 in the FLASH_PECR register).

To reset this flag, the software needs to write it to 1.

Read error (RDERR)

If the software tries to read a sector protected by PcROP, the RDERR flag of FLASH_SR is raised. The data received on the bus is at 0.

If the error interrupt is enabled (ERRIE = 1 in the FLASH_PECR register), an interrupt is generated.

To reset this flag, the software needs to write it to 1.

3.5 NVM interrupts

Setting the End of programming interrupt enable bit (EOPIE) in the FLASH_PECR register enables an interrupt generation when an erase or a programming operation ends successfully. In this case, the End of programming (EOP) bit in the FLASH_SR register is set. To reset it, the software needs to write it to 1.

Setting the Error interrupt enable bit (ERRIE) in the FLASH_PECR register enables an interrupt generation if an error occurs during a programming or an erase operation request. In this case, one or several error flags are set in the FLASH_SR register:

- RDERR (PCROP Read protection error flags)
- WRPERR (Write protection error flags)
- PGAERR (Programming alignment error flag)
- OPTVERR (Option validity error flag)
- SIZERR (Size error flag)
- FWWERR (Fetch while write error flag)
- NOTZEROERR (Write a not zero word error flag)

To reset the error flag, the software needs to write the right flag to 1.

Table 20. Flash interrupt request

Interrupt event	Event flag	Enable control bit
End of operation	EOP	EOPIE
Error	RDERR WRPERR PGAERR OPTVERR SIZERR FWWERR NOTZEROERR	ERRIE

3.5.1 Hard fault

A hard fault is generated on:

- The memory bus if a read access is attempted when RDP is set.
- The memory bus if a read as data is received; then, the memory interface is waiting for a data/address during a half-page write (after the 1st address and before the 16th address).
- The register bus if an incorrect value is written in PEKEYR, PRGKEYR, or OPTKEYR.

3.6 Memory interface management

The purpose of this section is to clarify what happens when one operation is requested while another is ongoing: the way the different operations work together and are managed by the memory interface.

3.6.1 Operation priority and evolution

There are three types of operations and each of them has different flows:

Read

- If no operation is ongoing and the read address is not protected, the read is executed without delays and with the actual configurations.
- If the read address is protected, the operation is filtered (the read requested is never sent to the memory) and an error is raised.
- If the read address is not protected but the memory interface is busy and cannot perform the operation, the read is put on hold to be executed as soon as possible.

Write/erase

- If no operation is ongoing and the write address is not protected, the write/erase will start immediately; after some clock pulses (see *Table 15*) during which the bus and the

master are blocked, the memory interface continues the operation freeing the bus and the master.

- If the address is protected, the write/erase is filtered (the write/erase requested is never sent to the memory) and an error is raised.
- If the address is not protected but one or several conditions are not met, the operation is aborted (the abort needs more time to be executed because the NVM and data EEPROM need to return to default configuration) and an error is raised.
- If the address to write/erase is not protected and all rules are respected, and if the memory interface is busy, the operation is put on hold to be executed as soon as possible.

Option byte loading

- If a write/erase is ongoing, the Option byte loading waits for the end of operation then it is executed: no other write/erase is accepted, even if waiting.
- If no write/erase is ongoing, the Option byte is executed directly (the read operation is executed until the system reset goes to 0 as a result of the Option byte request).

This means that the Option byte loading has a bigger priority than the read and write/erase operations. All other operations are executed in the order of request.

3.6.2 Sequence of operations

Read as data while write

If the master requests a read as data (see *Read as data and pre-read*) while a write operation is ongoing, there are three different cases:

1. If the read is in a protected area, the RDERR flag is raised and the write operation continues.
2. If the write operation uses a *Single programming operation* or a *Multiple programming operation (half page)* and all addresses/data have been sent to the memory interface, any read operation is put on hold and will be executed when the write operation is complete. It is important to emphasize that, during all the time spent when the read waits to be executed, the master is blocked and no other operation can be executed until the write and read operations are complete.
3. if the write operation uses a *Multiple programming operation (half page)* and not all addresses/data have been sent to the memory interface, the read operation is not accepted, a hard fault is generated and the memory interface continues to wait for the missing addresses/data to complete the write operation.

Fetch while write

If the master fetches an instruction while a write is ongoing, the situation is similar to a read as data (see step 1 and 2 above), but the last case is as follows:

- If the write operation uses a *Multiple programming operation (half page)* and not all addresses/data have been sent to the memory interface, the write is aborted and it is as it had never happened: the read operation is accepted, and the value is sent to the master.

Write while another write operation is ongoing

If the master requests a write operation while another one is ongoing, there are different cases:

- If the previous write uses a *Single programming operation* or a *Multiple programming operation (half page)* and all addresses/data have been sent to the memory interface, and if the new write is in a protected area, the WRPERR flag is raised, the previous write continues and the new write is deleted.
- If the previous write uses a *Single programming operation* or a *Multiple programming operation (half page)* and all addresses/data have been sent to the memory interface, and if the new *Single programming operation* or *Multiple programming operation (half page)* is not in a protected area, the new write is put on hold and will be executed when the first write operation is complete. It is important to emphasize that the master who requested the second write is blocked until the first write completes and the second has stored the address and data internally.
- It is forbidden to request a new write when a mass erase is ongoing: during all the steps of the mass erase, the data is not stored internally and the new data can change the value stored as a protection, adding unwanted protections.
- It is possible to change configurations to prepare a new write operation when the first operation uses a *Single programming operation* or a *Multiple programming operation (half page)* and all addresses/data have been sent to the memory interface.

3.6.3 Change the number of wait states while reading

To change the number of wait states, it is necessary to write to the FLASH_ACR register. The read/write of a register uses a different interface than the memory read/write. The number of wait states cannot be changed while the memory interface is reading and the memory interface cannot be stopped if a request is sent to the register interface. For this reason, while a master is reading the memory and another master changes the wait state number, the register interface will be locked until the change takes effect (until the readings stop). To stop the master which is changing the number of wait states, it is important to read back the content of the FLASH_ACR register: it is not possible to know the number of clock cycles that will be necessary to change the number of wait states as it depends on the customer code.

3.6.4 Power-down

To put the NVM in power-down, it is necessary to execute an unlocking sequence.

The following sequence is used to unlock RUN_PD bit of the FLASH_ACR register:

- Write PDKEY1 = 0x04152637 to the FLASH_PDKEYR register.
- Write PEKEY2 = 0xFAFBFCFD to the FLASH_PDKEYR register.

It is necessary to write the two keys without constraints about other read or write. No error is generated if the wrong key is used: when both have been written, RUN_PD bit is unlocked and can be written to 1, putting the NVM in power-down mode.

Resetting the RUN_PD flag to 0 (making the NVM available) automatically resets the sequence and the two keys are requested to re-enable RUN_PD.

3.7 Flash register description

Read registers

To read all internal registers of the memory interface, the user must read at the register addresses. The content is available immediately (no wait state is necessary to read registers). If the user tries to read the FLASH_ACR register after modifying the number of wait states, the content will be available when the change takes effect (when no read is done in the NVM memory, so the number of wait states is changed).

When no register is selected or when a wrong address is sent to the memory interface, a zero value is sent as an answer. No error is generated.

When the master sends a request to read 8 or 16 bits, the memory interface returns the corresponding part of the register on the data output bus. For example, if a register content is 0x12345678 and the master sends a request to read the second byte, the output will be 0x34343434 (because 0x34 is the content of the second register byte when starting to count bytes from zero). Similarly, if the master sends a request to read half-word zero of the previous register, the output will be 0x56785678.

Write to registers

In the configuration registers of the memory interface, there are two types of bits:

- the bits that can be written to directly
- the bits needing a particular sequence to unlock.

To know which category a bit belongs to, see the next sections where every bit is explained in details.

When it is possible to write directly to a register or a key-register, the user must write the expected value at the register address. If the address is not correct, no error is generated. If the user tries to modify a read-only register, no error is generated and the modify operation does not take any effect. It is possible to write registers by byte, half-word and word.

When an unlock sequence is necessary, the correct values to use are given.

3.7.1 Access control register (FLASH_ACR)

Address offset: 0x00

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PRE_READ	DISAB_BUF	RUN_PD	SLEEP_PD	Res.	PRFTEN	LATENCY
									rw	rw	rw	rw		rw	rw

Bits 31:7 Reserved, must be kept at reset value

Bit 6 **PRE_READ**

This bit enables the pre-read.

0: The pre-read is disabled

1: The pre-read is enabled. The memory interface stores the last address read as data and tries to read the next one when no other read or write or prefetch operation is ongoing.

Note: It is automatically reset every time the DISAB_BUF bit (in this register) is set to 1.

Bit 5 **DISAB_BUF**

This bit disables the buffers used as a cache during a read. This means that every read will access the NVM even for an address already read (for example, the previous address). When this bit is reset, the PRFTEN and PRE_READ bits are automatically reset, too.

0: The buffers are enabled

1: The buffers are disabled. Every time one NVM value is necessary, one new memory read sequence has do be done.

Bit 4 **RUN_PD**

This bit determines if the NVM is in power-down mode or in idle mode when the device is in run mode. It is possible to write this bit only when there is an unlocked writing of the FLASH_PDKEYR register.

The correct sequence is explained in *Section 3.6.4: Power-down*. When writing this bit to 0, the keys are automatically lost and a new unlock sequence is necessary to re-write it to 1.

0: When the device is in Run mode, the NVM is in Idle mode.

1: When the device is in Run mode, the NVM is in power-down mode.

Bit 3 **SLEEP_PD**

This bit allows to have the Flash program memory and data EEPROM in power-down mode or in idle mode when the device is in Sleep mode.

0: When the device is in Sleep mode, the NVM is in Idle mode.

1: When the device is in Sleep mode, the NVM is in power-down mode.

Bit 2 Reserved, must be kept at reset value

Bit 1 **PRFTEN**

This bit enables the prefetch. It is automatically reset every time the DISAB_BUF bit (in this register) is set to 1. To know how the prefetch works, see the *Fetch and prefetch* section.

0: The prefetch is disabled.

1: The prefetch is enabled. The memory interface stores the last address fetched and tries to read the next one when no other read or write operation is ongoing.

Bit 0 **LATENCY**

The value of this bit specifies if a 0 or 1 wait-state is necessary to read the NVM. The user must write the correct value relative to the core frequency and the operation mode (power). The correct value to use can be found in *Table 11*. No check is done to verify if the configuration is correct.

To increase the clock frequency, the user has to change this bit to '1', then to increase the frequency. To reduce the clock frequency, the user has to decrease the frequency, then to change this bit to '0'.

0: Zero wait state is used to read a word in the NVM.

1: One wait state is used to read a word in the NVM.

3.7.2 Program and erase control register (FLASH_PECR)

Address offset: 0x04

Reset value: 0x0000 0007

This register can only be written after a good write sequence done in FLASH_PEKEYR, resetting the PELOCK bit.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NZDISABLE	Res.	Res.	Res.	Res.	OBL_LAUNCH	ERRIE	EOPIE
								rw					rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	FPRG	ERASE	FIX	Res.	Res.	Res.	DATA	PROG	OPT_LOCK	PRG_LOCK	PE_LOCK
					rw	rw	rw				rw	rw	rs	rs	rs

Bits 31:24 Reserved, must be kept at reset value

Bit 23 **NZDISABLE:** Non-Zero check notification disable

When this bit is set, the application software does not check if the previous NVM content is zero before programming a word or an half-page in the program or boot area. As a result, the NOTZEROERR flag will always remain at 0 and no interrupt will be generated if the above condition is met. By default, NZDISABLE is set to 0. It can be modified only when PELOCK is 0.

0: error interrupt disabled

1: error interrupt enabled

On category 3 devices, this bit is not available and the behavior corresponds to NZDISABLE=0.

Bits 22:19 Reserved, must be kept at reset value

Bit 18 **OBL_LAUNCH**

Setting this bit, the software requests the reloading of Option byte. The Option byte reloading does not stop an ongoing modify operation, but it blocks new ones. The Option byte reloading generates a system reset.

0: Option byte loading completed.

1: Option byte loading to be done.

Note: This bit can only be modified when OPTLOCK is 0. Locking OPTLOCK (or other lock bits) does not reset this bit.

Bit 17 **ERRIE:** Error interrupt enable

0: Error interrupt disable.

1: Error interrupt enable.

Note: This bit can only be modified when PELOCK is 0. Locking PELOCK does not reset this bit; the interrupt remains enabled.

Bit 16 **EOPIE:** End of programming interrupt enable

0: End of program interrupt disable.

1: End of program interrupt enable.

Note: This bit can only be modified when PELOCK is 0. Locking PELOCK does not reset this bit; the interrupt remains enabled.

Bits 15:11 Reserved, must be kept at reset value

Bit 10 **FPRG:** Half Page programming mode

0: Half Page programming disabled.

1: Half Page programming enabled.

Note: This bit can be modified when PELOCK is 0. It is reset when PELOCK is set.

Bit 9 **ERASE**

0: No erase operation requested.

1: Erase operation requested.

Note: This bit can be modified when PELOCK is 0. It is reset when PELOCK is set.

Bit 8 **FIX**

0: An erase phase is automatically performed, when necessary, before a program operation in the data EEPROM and the Option bytes areas. The programming time can be: Tprog (program operation) or 2 * Tprog (erase + program operations).

1: The program operation is always performed with a preliminary erase and the programming time is: 2 * Tprog.

Note: This bit can be modified when PELOCK is 0. It is reset when PELOCK is set.

Bits 7:5 Reserved, must be kept at reset value

Bit 4 **DATA**

0: Data EEPROM not selected.

1: Data memory selected.

Note: This bit can be modified when PELOCK is 0. It is reset when PELOCK is set.This bit is not very useful as the page and word have the same size in the data EEPROM, but it is used to identify an erase operation *(by page) from a word* operation.

Bit 3 **PROG**

This bit is used for half-page program operations and for page erase operations in the Flash program memory.

0: The Flash program memory is not selected.

1: The Flash program memory is selected.

Note: This bit can be modified when PELOCK is 0. It is reset when PELOCK is set.

Bit 2 **OPTLOCK:** Option bytes lock

This bit blocks the write/erase operations to the user Option bytes area and the OBL_LAUNCH bit (in this register). It can only be written to 1 to re-lock. To reset to 0, a correct sequence of unlock with OPTKEYR register is necessary (see *Unlocking the Option bytes area*), with PELOCK bit at 0. If the sequence is not correct, the bit will be locked until the next system reset and a hard fault is generated. If the sequence is executed when PELOCK = 1, the bit remains locked and no hard fault is generated. The keys to unlock are:

– First key:0xFBEAD9C8

– Second key: 0x24252627

0: The write and erase operations in the Option bytes area are disabled.

1: The write and erase operations in the Option bytes area are enabled.

Note: This bit is set when PELOCK is set.

Bit 1 **PRGLOCK:** Program memory lock

This bit blocks the write/erase operations to the Flash program memory. It can only be written to 1 to re-lock. To reset to 0, a correct sequence of unlock with PRGKEYR register is necessary (see *Unlocking the Flash program memory*), with PELOCK bit at 0. If the sequence is not correct, the bit will be locked until the next system reset and a hard fault is generated. If the sequence is executed when PELOCK = 1, the bit remains locked and no hard fault is generated. The keys to unlock are:

– First key:0x8C9DAEBF

– Second key: 0x13141516

0: The write and erase operations in the Flash program memory are disabled.

1: The write and erase operations in the Flash program memory are enabled.

Note: This bit is set when PELOCK is set.

Bit 0 **PELOCK:** FLASH_PECR lock

This bit locks the FLASH_PECR register. It can only be written to 1 to re-lock. To reset to 0, a correct sequence of unlock with PEKEYR register (see *Unlocking the data EEPROM and the FLASH_PECR register*) is necessary. If the sequence is not correct, the bit will be locked until the next system reset and one hard fault is generated. The keys to unlock are:

– First key: 0x89ABCDEF

– Second key: 0x02030405

0: The FLASH_PECR register is unlocked; it can be modified and the other bits unlocked. Data write/erase operations are enabled.

1: The FLASH_PECR register is locked and no write/erase operation can start.

3.7.3 Power-down key register (FLASH_PDKEYR)

Address offset: 0x08

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
FLASH_PDKEYR[31:16]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FLASH_PDKEYR15:0]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:0 This is a write-only register. With a sequence of two write operations (the first one with 0x04152637 and the second one with 0xFAFBFCFD), the write size being that of a word, it is possible to unlock the RUN_PD bit of the FLASH_ACR register. For more details, refer to *Section 3.6.4: Power-down*.

3.7.4 PECR unlock key register (FLASH_PEKEYR)

Address offset: 0x0C

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
FLASH_PEKEYR[31:16]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FLASH_PEKEYR15:0]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:0 This is a write-only register. With a sequence of two write operations (the first one with 0x89ABCDEF and the second one with 0x02030405), the write size being that of a word, it is possible to unlock the FLASH_PECR register. For more details, refer to *Unlocking the data EEPROM and the FLASH_PECR register*.

3.7.5 Program and erase key register (FLASH_PRGKEYR)

Address offset: 0x10

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
FLASH_PRGKEYR[31:16]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FLASH_PRGKEYR15:0]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:0 This is a write-only register. With a sequence of two write operations (the first one with 0x8C9DAEBF and the second one with 0x13141516), the write size being that of a word, it is possible to unlock the Flash program memory. The sequence can only be executed when PELOCK is already unlocked. For more details, refer to *Unlocking the Flash program memory*.

3.7.6 Option bytes unlock key register (FLASH_OPTKEYR)

Address offset: 0x14

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
FLASH_OPTKEYR[31:16]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FLASH_OPTKEYR[15:0]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:0 This is a write-only register. With a sequence of two write operations (the first one with 0xFBEAD9C8 and the second one with 0x24252627), the write size being that of a word, it is possible to unlock the Option bytes area and the OBL_LAUNCH bit. The sequence can only be executed when PELOCK is already unlocked. For more details, refer to *Unlocking the Option bytes area*.

3.7.7 Status register (FLASH_SR)

Address offset: 0x018

Reset value: 0x0000 000C

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	FWWER	NOTZERO ERR
														rc_w1	rc_w1

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	RDERR	Res.	OPTVERR	SIZERR	PGAERR	WRPERR	Res.	Res.	Res.	Res.	READY	ENDHV	EOP	BSY
		rc_w1		rc_w1	rc_w1	rc_w1	rc_w1					r	r	rc_w1	r

Bits 31:18 Reserved, must be kept at reset value

Bit 17 **FWWERR**

This bit is set by hardware when a write/erase operation is aborted to perform a fetch. This is not a real error, but it is used to inform that the write/erase operation did not execute. To reset this flag, write 1.

0: No write/erase operation aborted to perform a fetch.

1: A write/erase operation aborted to perform a fetch.

Bit 16 **NOTZEROERR**

This bit is set by hardware when a program in the Flash program or System Memory tries to overwrite a not-zero area. In category 3 devices, this flag does not stop the program operation: it is possible that the value found when reading back is not what the user wrote. To reset this flag, write 1.

0: The write operation is done in an erased region or the memory interface can apply an erase before a write.

1: The write operation is attempting to write to a not-erased region and the memory interface cannot apply an erase before a write. Except for category 3 devices, the modify operation is aborted. For category 3 devices a not-zero error does not abort the write/erase operation.

Bits 15:14 Reserved, must be kept at reset value

Bit 13 **RDERR**

This bit is set by hardware when the user tries to read an area protected by PcROP. It is cleared by writing 1.

0: No read protection error happened.

1: One read protection error happened.

Bit 12 Reserved, must be kept at reset value

Bit 11 **OPTVERR**: Option valid error

This bit is set by hardware when, during an Option byte loading, there was a mismatch for one or more configurations. It means that the configurations loaded may be different from what the user wrote in the memory. It is cleared by writing 1.

If an error happens while loading the protections (WPRMOD, RDPROT, WRPROT), the source code in the Flash program memory may not execute correctly.

0: No error happened during the Option bytes loading.

1: One or more errors happened during the Option bytes loading.

Bit 10 **SIZERR**: Size error

This bit is set by hardware when the size of data to program is not correct. It is cleared by writing 1.

0: No size error happened.

1: One size error happened.

Bit 9 **PGAERR**: Programming alignment error

This bit is set by hardware when an alignment error has happened: the first word of a half-page operation is not aligned to a half-page, or one of the following words in a half-page operation does not belong to the same half-page as the first word. When this bit is set, it has to be cleared before writing 1, and no half-page operation is accepted.

0: No alignment error happened.

1: One alignment error happened.

Bit 8 **WRPERR**: Write protection error

This bit is set by hardware when an address to be programmed or erased is write-protected. It is cleared by writing 1.

0: No protection error happened.

1: One protection error happened.

Bits 7:4 Reserved, must be kept at reset value

Bit 3 **READY**

When this bit is set, the NVM is ready for read and write/erase operations.

0: The NVM is not ready. No read or write/erase operation can be done.

1: The NVM is ready.

Bit 2 **ENDHV**

This bit is set and reset by hardware.

0: High voltage is executing a write/erase operation in the NVM.

1: High voltage is off, no write/erase operation is ongoing.

Bit 1 **EOP**: End of program

This bit is set by hardware at the end of a write or erase operation when the operation has not been aborted. It is reset by software (writing 1).

0: No EOP operation occurred

1: An EOP event occurred. An interrupt is generated if EOPIE bit is set.

Bit 0 **BSY:** Memory interface busy

Write/erase operations are in progress.

0: No write/erase operation is in progress.

1: A write/erase operation is in progress.

3.7.8 Option bytes register (FLASH_OPTR)

Address offset 0x1C

Reset value: 0xX0XX 0XXX. It depends on the value programmed in the option bytes. During production, it is set to 0x8070 00AA.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
nBOOT1	nBOOT0	nBOOT_SEL	Res.	Res.	Res.	Res.	Res.	Res.	nRST_STDBY	nRTS_STOP	WDG_SW	BOR_LEV[3:0]			
r	r	r							r	r	r	r	r	r	r

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	WPRMOD	RDPROT							
							r	r	r	r	r	r	r	r	r

Bit 31 **nBOOT1**

This bit is used in conjunction with BOOT0 signal to configure the device boot mode (see *Section 2.4: Boot configuration*).

If there is a mismatch on this configuration during the Option bytes loading, it is loaded with 1. If the device is protected at Level 2, BOOT0 and nBOOT1 lose their meaning: the boot is always forced in the Flash program memory.

Bit 30 **nBOOT0**

This bit is available on category 1 devices only.

When nBOOT_SEL is cleared, nBOOT0 bit defines the value of BOOT0 signal that is used to select the device boot mode (see *Section 2.4: Boot configuration*).

Bit 29 **nBOOT_SEL**

0: BOOT0 signal is defined by BOOT0 pin value (default mode)

1: BOOT0 signal is defined by nBOOT0 option bit

This bit is available on category 1 devices only. It is held at ‘0’ on other devices.

Bits 28:23 Reserved, must be kept at reset value

Bit 22 **nRST_STDBY**

If there is a mismatch on this configuration during the Option bytes loading, it is loaded with 1.

0: Reset generated when entering the Standby mode.

1: No reset generated.

Bit 21 **nRST_STOP**

If there is a mismatch on this configuration during the Option bytes loading, it is loaded with 1.

0: Reset generated when entering the Stop mode.

1: No reset generated.

Bit 20 **WDG_SW**

If there is a mismatch on this configuration during the Option bytes loading, it is loaded with 1.

0: Hardware watchdog.

1: Software watchdog.

Bits 19:16 **BOR_LEV**: Brownout reset threshold level

These bits reset the threshold level for a 1.45 V to 1.55 V voltage range (power-down only). In this particular case, V_{DD} must have been above V_{BOR0} to start the device OBL sequence, in order to disable the BOR. The power-down is then monitored by the PDR. If the BOR is disabled, a “grey zone” exists between 1.8 V and the VPDR threshold (this means V_{DD} can be below the minimum operating voltage (1.8 V) without any reset until the VPDR threshold).

If there is a mismatch on this configuration during the Option bytes loading, it is loaded with 0x8.

0xxx: **BOR OFF**. This is the reset threshold level for the 1.45 V - 1.55 V voltage range (power-down only).

In this particular case, V_{DD} must have been above BOR LEVEL 1 to start the device OBL sequence in order to disable the BOR. The power-down is then monitored by the PDR.

Note: If the BOR is disabled, a "grey zone" exists between 1.8 V and the VPDR threshold (this means that V_{DD} may be below the minimum operating voltage (1.8 V) without causing a reset until it crosses the VPDR threshold)

1000: **BOR LEVEL 1** is the reset threshold level for V_{BOR0} (around 1.8 V)
1001: **BOR LEVEL 2** is the reset threshold level for V_{BOR1} (around 2.0 V)
1010: **BOR LEVEL 3** is the reset threshold level for V_{BOR2} (around 2.5 V)
1011: **BOR LEVEL 4** is the reset threshold level for V_{BOR3} (around 2.7 V).
1100: **BOR LEVEL 5** is the reset threshold level for V_{BOR4} (around 3.0 V)

Note: Refer to the device datasheets for the exact definition of BOR levels.

Bits 15:9 Reserved, must be kept at reset value

Bit 8 **WPRMOD**

This bit selects between write and read protection of Flash program memory sectors. If there is a mismatch on this configuration during the Option bytes loading, it is loaded with 1.

0: PCROP disabled. The WRPROT bits are used as a write protection on a sector.
1: PCROP enabled. The WRPROT bits are used as a read protection on a sector.

Bits 7:0 **RDPROT**: Read protection

These bits contain the protection level loaded during the Option byte loading. If there is a mismatch on this configuration during the Option bytes loading, it is loaded with 0x00.

0xAA: Level 0
0xCC: Level 2
Others: Level 1

3.7.9 Write protection register 1 (FLASH_WRPROT1)

Address offset: 0x20

Reset value: 0xXXXX XXXX. It depends on the value programmed in the option bytes. During production, it is set to 0x0000 0000.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
WRPROT1[31:16]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
WRPROT1[15:0]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:0 **WRPROT1:** Write protection

– If WPRMOD = 0 in the FLASH_OPTR register, these bits contain the write protection configuration for the Flash memory (every bit protects a 4-Kbyte sector: the first bit protects the first sector, the second bit protects the second page and so on). In this case, 1 = sector protected, 0 = no protection.

– If WPRMOD = 1, these bits are used to protect from reading as data (see *Read as data and pre-read*), and then also from writing, with the same granularity and with the same combination of bits and sectors. The read protection does not protect against a fetch. In this case, 1 = no protection, 0 = sector protected.

When WPRMOD = 0, it is possible to set or reset these bits without any limitation changing the relative Option bytes.

When WPRMOD = 1, it is only possible to increase the protection, which means that the user can add zeros but cannot add ones.

The mass erase deletes the WPRMOD bits but does not delete the content of this register. After a mass erase, the user must write the relative Option bytes with zeros to remove completely the write protections.

If there is a mismatch on this configuration during the Option bytes loading, and the content of WPRMOD in the FLASH_OPTR register is:

1, this configuration is loaded with 0x0000.

0, this configuration is loaded with 0xFFFF.

If there was a mismatch when WPRMOD was loaded in the FLASH_OPTR register (thus loaded with ones), the register is loaded with 0x0000.

3.7.10 Write protection register 2 (FLASH_WRPROT2)

Address offset: 0x80

Reset value: 0x 0000 XXXX. It depends on the value programmed in the option bytes. During production, it is set to 0x0000 0000.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
WRPROT2 [15:0]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:16 Reserved, must be kept at reset value

Bits 15:0 **WRPROT2**: Write protection

– If WPRMOD = 0 in the FLASH_OPTR register, these bits contain the write protection configuration for the Flash memory (every bit protects a 4-Kbyte sector: the first bit protects the first sector, the second bit protects the second page and so on). In this case, 1 = sector protected, 0 = no protection.

– If WPRMOD = 1, these bits are used to protect from reading as data (see *Read as data and pre-read*), and then also from writing, with the same granularity and with the same combination of bits and sectors. The read protection does not protect against a fetch. In this case, 1 = no protection, 0 = sector protected.

When WPRMOD = 0, it is possible to set or reset these bits without any limitation changing the relative Option bytes.

When WPRMOD = 1, it is only possible to increase the protection, which means that the user can add zeros but cannot add ones.

The mass erase deletes the WPRMOD bits but does not delete the content of this register. After a mass erase, the user must write the relative Option bytes with zeros to remove completely the write protections.

If there is a mismatch on this configuration during the Option bytes loading, and the content of WPRMOD in the FLASH_OPTR register is:

1, this configuration is loaded with 0x0000.

0, this configuration is loaded with 0xFFFF.

If there was a mismatch when WPRMOD was loaded in the FLASH_OPTR register (thus loaded with ones), the register is loaded with 0x0000.

3.7.11 Flash register map

Table 21. Flash interface - register map and reset values

Off-set	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	FLASH_ACR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PRE_READ	DESAB_8BUF	RUN_PD	SLEEP_PD	Res.	PRFTEN	LATENCY
	0x00000000																										0	0	0	0		0	0
0x004	FLASH_PECR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NZDISABLE	Res.	Res.	Res.	Res.	OBL_LAUNCH	ERRIE	EOPIE	Res.	Res.	Res.	Res.	Res.	FPRG	ERASE	FIX	Res.	Res.	Res.	DATA	PRG	OPTLOCK	PRGLOCK	PELOCK
	0x00000007									0					0	0	0						0	0	0				0	0	1	1	1
0x008	FLASH_ PDKEYR	PDKEYR[31:0]																															
	0x00000000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x00C	FLASH_ PKEYR	PKEYR[31:0]																															
	0x00000000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x010	FLASH_ PRGKEYR	PRGKEYR[31:0]																															
	0x00000000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x014	FLASH_ OPTKEYR	OPTKEYR[31:0]																															
	0x00000000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x018	FLASH_SR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res	Res.	Res.	FWWERR	NOTZEROERR	Res.	Res.	RDERR	Res.	OPTVERR	SIZERR	PGAERR	WRPERR	Res.	Res.	Res.	Res.	READY	ENDHV	EOP	BSY
	0x0000000C															0	0			0		0	0	0	0					1	1	0	0
0x01C	FLASH_OPTR	nBOOT1	nBOOT0	nBOOT_SEL	Res.	Res.	Res.	Res.	Res.	Res.	nRST_STBY	nRST_STOP	WDG_SW	BOR_LEV:0]				Res.	Res.	Res.	Res.	Res.	Res.	Res.	WPRMOD	RDPROT[7:0]							
	0xXXXX0XXX	X	X	X							X	X	X	X	X	X	X								X	X	X	X	X	X	X	X	X
0x020	FLASH_ WRPROT1	WRPROT1[31:0]																															
	0x0000XXXX	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
0x080	FLASH_ WRPROT2	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WRPROT2[15:0]															
	0xXXX 0000																	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

3.8 Option bytes

On the NVM, an area is reserved to store a set of Option bytes which are used to configure the product. Some option bytes are written in factory while others can be configured by the end user.

The configuration managed by an end user is stored the Option bytes area (32 bytes). To be taken into account, a boot sequence must be executed. This boot sequence occurs after a power-on reset when exiting from Standby mode, or by reloading the option bytes by software (*Section 3.8.3: Reloading Option bytes by software*). The Option bytes are automatically loaded during the boot. They are used to set the content of the FLASH_OPTR and FLASH_WRPROTx registers.

Every word, when read during the boot, is interpreted as explained in *Table 22*: the lower 16 bits contain the data to copy in the memory interface registers and the higher 16 bits contain the complemented value used to check that the data read are correct. If there is an error during loading operation (the higher part is not the complement of the lower one), the default value is stored in the registers. The check is done by configuration. *Section 3.8.2* explains what happens when there is a mismatch on protection configurations.

During a write, no control is done to check if the higher part of a word is the complement of the lower part: this check must be performed by the user application.

Table 22. Option byte format

31-24	23-16	15-8	7-0
Complemented Option byte 1	Complemented Option byte 0	Option byte 1	Option byte 0

3.8.1 Option bytes description

The Option bytes can be read from the memory locations listed in *Table 23*.

Table 23. Option byte organization

Address	[31:16]	[15:0]
0x1FF8 0000	nFLASH_OPTR[15:0]	FLASH_OPTR[15:0]
0x1FF8 0004	nFLASH_OPTR[31:16]	FLASH_OPTR[31:16]
0x1FF8 0008	nFLASH_WRPROT1[15:0]	FLASH_WRPROT1[15:0]
0x1FF8 000C	nFLASH_WRPROT1[31:16]	FLASH_WRPROT1[31:16]
0x1FF8 0010	nFLASH_WRPROT2[15:0]	FLASH_WRPROT2[15:0]

Refer to *Section 3.7.8: Option bytes register (FLASH_OPTR)* and *Section 3.7.9: Write protection register 1 (FLASH_WRPROT1)* for the meaning of each bit.

3.8.2 Mismatch when loading protection flags

When there is a mismatch during an Option byte loading, the memory interface sets the default value in registers.

In the Option byte area, there are three kinds of protection information:

- **RDPROT**
  This configuration sets the Protection Level. As explained in the next section, changing this level changes the possibility to access the NVM and the product. The default value is Level 1. It is possible to return to Level 0 from Level 1 but all content of the data EEPROM and Flash program memory will be deleted (mass erase). It is always possible to move to Level 2, but not to change protection levels when Level 2 is loaded (if the user writes in Option bytes a Level 2 but never reloads the Option bytes, the memory interface continues to works in the previous level and it is possible to write again a different protection level in the Option bytes area).
- **WPRMOD**
  This flag is independent from RDPROT and set if the Flash program memory is protected from read or write. When this flag is 1 (read protection), the only way to reset it is to request a mass erase (also returning to Level 0). This means that there is no way to remove the read protection when the device is in Level 2. The default value is 1 (read protection) and a mismatch on this bit also generates the default value for the WRPROT configuration.
- **WRPROT**
  This configuration sets which sectors of the Flash program memory are read- or write-protected. If the read protection is disabled (WPRMOD = 0), 1 must be set in the right bit to protect a sector. If the read protection is enabled (WPRMOD = 1), 0 must be in the right bit to protect a sector. If during boot there is a mismatch on WPRMOD, this configuration is loaded with zeros so that all sectors of the Flash program memory are protected from read. If WPRMOD has been read correctly but there is a mismatch reading WRPROT, the register will be loaded with zeros if WPRMOD = 1, and with ones if WPRMOD = 0.

Thus, a mismatch on a protection can have a serious impact on the normal execution of code (if it is in the Flash program memory): when there is a read protection, only a fetch is possible. In the Flash program memory, some values are read as data (the constants, for example) during a code execution; protecting all sectors from read prevents the execution of the application code from the Flash program memory.

3.8.3 Reloading Option bytes by software

It is possible to request an Option byte reloading by setting the OBL_LAUNCH flag to 1 in the FLASH_PECR register. This bit can be set only when OPTLOCK = 0 (and PELOCK = 0). Setting this bit, the ongoing write/erase is completed, but no new write/erase or read operation is executed.

The reload of Option bytes generates a reset of the device but without a power-down. The options must be reloaded after every change of the Option bytes in the NVM, so that the changes can apply. It is possible to reload by setting OBL_LAUNCH, or with a power-on of the V18 domain (i.e. after a power-on reset or after a standby).

4 Cyclic redundancy check calculation unit (CRC)

4.1 Introduction

The CRC (cyclic redundancy check) calculation unit is used to get a CRC code from 8-, 16- or 32-bit data word and a generator polynomial.

Among other applications, CRC-based techniques are used to verify data transmission or storage integrity. In the scope of the functional safety standards, they offer a means of verifying the Flash memory integrity. The CRC calculation unit helps compute a signature of the software during runtime, to be compared with a reference signature generated at link time and stored at a given memory location.

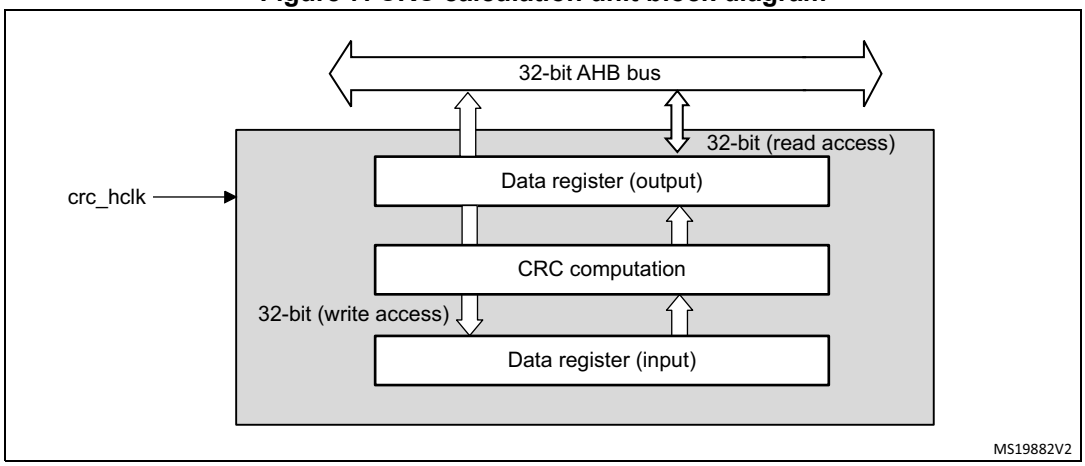
4.2 CRC main features

- Uses CRC-32 (Ethernet) polynomial: 0x4C11DB7
  $X^{32} + X^{26} + X^{23} + X^{22} + X^{16} + X^{12} + X^{11} + X^{10} + X^8 + X^7 + X^5 + X^4 + X^2 + X + 1$
- Alternatively, uses fully programmable polynomial with programmable size (7, 8, 16, 32 bits)
- Handles 8-,16-, 32-bit data size
- Programmable CRC initial value
- Single input/output 32-bit data register
- Input buffer to avoid bus stall during calculation
- CRC computation done in 4 AHB clock cycles (HCLK) for the 32-bit data size
- General-purpose 8-bit register (can be used for temporary storage)
- Reversibility option on I/O data

4.3 CRC functional description

4.3.1 CRC block diagram

Figure 7. CRC calculation unit block diagram



4.3.2 CRC internal signals

Table 24. CRC internal input/output signals

Signal name	Signal type	Description
crc_hclk	Digital input	AHB clock

4.3.3 CRC operation

The CRC calculation unit has a single 32-bit read/write data register (CRC_DR). It is used to input new data (write access), and holds the result of the previous CRC calculation (read access).

Each write operation to the data register creates a combination of the previous CRC value (stored in CRC_DR) and the new one. CRC computation is done on the whole 32-bit data word or byte by byte depending on the format of the data being written.

The CRC_DR register can be accessed by word, right-aligned half-word and right-aligned byte. For the other registers only 32-bit access is allowed.

The duration of the computation depends on data width:

- 4 AHB clock cycles for 32-bit
- 2 AHB clock cycles for 16-bit
- 1 AHB clock cycles for 8-bit

An input buffer allows to immediately write a second data without waiting for any wait states due to the previous CRC calculation.

The data size can be dynamically adjusted to minimize the number of write accesses for a given number of bytes. For instance, a CRC for 5 bytes can be computed with a word write followed by a byte write.

The input data can be reversed, to manage the various endianness schemes. The reversing operation can be performed on 8 bits, 16 bits and 32 bits depending on the REV_IN[1:0] bits in the CRC_CR register.

For example: input data 0x1A2B3C4D is used for CRC calculation as:

0x58D43CB2 with bit-reversal done by byte

0xD458B23C with bit-reversal done by half-word

0xB23CD458 with bit-reversal done on the full word

The output data can also be reversed by setting the REV_OUT bit in the CRC_CR register.

The operation is done at bit level: for example, output data 0x11223344 is converted into 0x22CC4488.

The CRC calculator can be initialized to a programmable value using the RESET control bit in the CRC_CR register (the default value is 0xFFFFFFFF).

The initial CRC value can be programmed with the CRC_INIT register. The CRC_DR register is automatically initialized upon CRC_INIT register write access.

The CRC_IDR register can be used to hold a temporary value related to CRC calculation. It is not affected by the RESET bit in the CRC_CR register.

Polynomial programmability

The polynomial coefficients are fully programmable through the CRC_POL register, and the polynomial size can be configured to be 7, 8, 16 or 32 bits by programming the POLYSIZE[1:0] bits in the CRC_CR register. Even polynomials are not supported.

If the CRC data is less than 32-bit, its value can be read from the least significant bits of the CRC_DR register.

To obtain a reliable CRC calculation, the change on-fly of the polynomial value or size can not be performed during a CRC calculation. As a result, if a CRC calculation is ongoing, the application must either reset it or perform a CRC_DR read before changing the polynomial.

The default polynomial value is the CRC-32 (Ethernet) polynomial: 0x4C11DB7.

4.4 CRC registers

4.4.1 Data register (CRC_DR)

Address offset: 0x00

Reset value: 0xFFFF FFFF

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
DR[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DR[15:0]															
rw															

Bits 31:0 **DR[31:0]:** Data register bits

This register is used to write new data to the CRC calculator.
It holds the previous CRC calculation result when it is read.
If the data size is less than 32 bits, the least significant bits are used to write/read the correct value.

4.4.2 Independent data register (CRC_IDR)

Address offset: 0x04

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IDR[7:0]							
								rw							

Bits 31:8 Reserved, must be kept at reset value.

Bits 7:0 **IDR[7:0]**: General-purpose 8-bit data register bits

These bits can be used as a temporary storage location for one byte.
This register is not affected by CRC resets generated by the RESET bit in the CRC_CR register

4.4.3 Control register (CRC_CR)

Address offset: 0x08

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	REV_OUT	REV_IN[1:0]		POLYSIZE[1:0]		Res.	Res.	RESET
								rw	rw	rw	rw	rw			rs

Bits 31:8 Reserved, must be kept at reset value.

Bit 7 **REV_OUT**: Reverse output data
This bit controls the reversal of the bit order of the output data.
0: Bit order not affected
1: Bit-reversed output format

Bits 6:5 **REV_IN[1:0]**: Reverse input data
These bits control the reversal of the bit order of the input data
00: Bit order not affected
01: Bit reversal done by byte
10: Bit reversal done by half-word
11: Bit reversal done by word

Bits 4:3 **POLYSIZE[1:0]**: Polynomial size
These bits control the size of the polynomial.
00: 32 bit polynomial
01: 16 bit polynomial
10: 8 bit polynomial
11: 7 bit polynomial

Bits 2:1 Reserved, must be kept at reset value.

Bit 0 **RESET**: RESET bit
This bit is set by software to reset the CRC calculation unit and set the data register to the value stored in the CRC_INIT register. This bit can only be set, it is automatically cleared by hardware

4.4.4 Initial CRC value (CRC_INIT)

Address offset: 0x10

Reset value: 0xFFFF FFFF

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CRC_INIT[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CRC_INIT[15:0]															
rw															

Bits 31:0 **CRC_INIT[31:0]**: *Programmable initial CRC value*
This register is used to write the CRC initial value.

4.4.5 CRC polynomial (CRC_POL)

Address offset: 0x14

Reset value: 0x04C1 1DB7

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
POL[31:16]															
rw															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
POL[15:0]															
rw															

Bits 31:0 **POL[31:0]**: Programmable polynomial
This register is used to write the coefficients of the polynomial to be used for CRC calculation.
If the polynomial size is less than 32 bits, the least significant bits have to be used to program the correct value.

4.4.6 CRC register map

Table 25. CRC register map and reset values

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**CRC_DR**	DR[31:0]																															
	Reset value	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0x04	**CRC_IDR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IDR[7:0]							
	Reset value																									0	0	0	0	0	0	0	0
0x08	**CRC_CR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	REV_OUT	REV_IN[1:0]		POLYSIZE[1:0]		Res.	Res.	RESET
	Reset value																									0	0	0	0	0			0
0x10	**CRC_INIT**	CRC_INIT[31:0]																															
	Reset value	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0x14	**CRC_POL**	Polynomial coefficients																															
	Reset value	0x04C11DB7																															

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

5 Firewall (FW)

5.1 Introduction

The Firewall is made to protect a specific part of code or data into the Non-Volatile Memory, and/or to protect the Volatile data into the SRAM from the rest of the code executed outside the protected area.

5.2 Firewall main features

- The code to protect by the Firewall (Code Segment) may be located in:
  - The Flash program memory map
  - The SRAM memory, if declared as an executable protected area during the Firewall configuration step.
- The data to protect can be located either
  - in the Flash program or the Data EEPROM memory (non-volatile data segment)
  - in the SRAM memory (volatile data segment)

The software can access these protected areas once the Firewall is opened. The Firewall can be opened or closed using a mechanism based on “call gate” (Refer to *Opening the Firewall*).

The start address of each segment and its respective length must be configured before enabling the Firewall (Refer to *Section 5.3.5: Firewall initialization*).

Each illegal access into these protected segments (if the Firewall is enabled) generates a reset which immediately kills the detected intrusion.

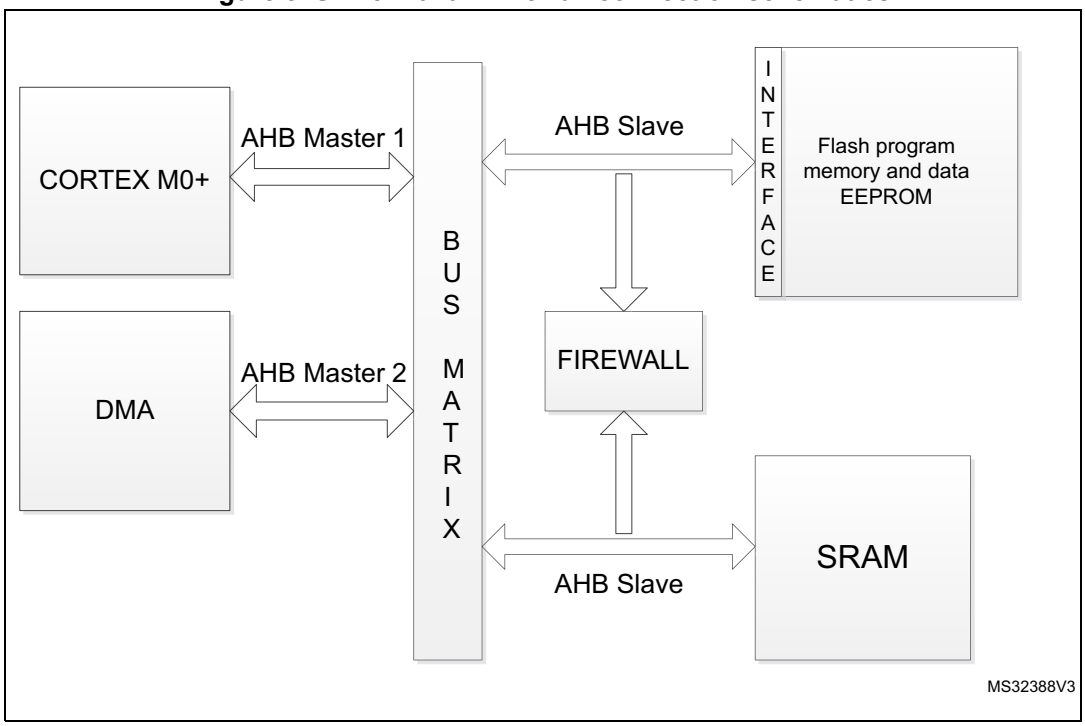
Any DMA access to protected segments is forbidden whatever the Firewall state (opened or closed). It is considered as an illegal access and generates a reset.

5.3 Firewall functional description

5.3.1 Firewall AMBA bus snoop

The Firewall peripheral is snooping the AMBA buses on which the memories (volatile and non-volatile) are connected. A global architecture view is illustrated in *Figure 8*.

Figure 8. STM32L010xx firewall connection schematics



5.3.2 Functional requirements

There are several requirements to guaranty the highest security level by the application code/data which needs to be protected by the Firewall and to avoid unwanted Firewall alarm (reset generation).

Debug consideration

In debug mode, if the Firewall is opened, the accesses by the debugger to the protected segments are not blocked. For this reason, the Read out level 2 protection must be active in conjunction with the Firewall implementation.

If the debug is needed, it is possible to proceed in the following way:

- A dummy code having the same API as the protected code may be developed during the development phase of the final user code. This dummy code may send back coherent answers (in terms of function and potentially timing if needed), as the protected code should do in production phase.
- In the development phase, the protected code can be given to the customer-end under NDA agreement and its software can be developed in level 0 protection. The customer-end code needs to embed an IAP located in a write protected segment in order to allow future code updates when the production parts will be Level 2 ROP.

Write protection

In order to offer a maximum security level, the following points need to be respected:

- It is mandatory to keep a write protection on the part of the code enabling the Firewall. This activation code should be located outside the segments protected by the Firewall.
- The write protection is also mandatory on the code segment protected by the Firewall.
- The page including the reset vector must be write-protected.

Interruptions management

The code protected by the Firewall must not be interruptible. It is up to the user code to disable any interrupt source before executing the code protected by the Firewall. If this constraint is not respected, if an interruption comes while the protected code is executed (Firewall opened), the Firewall will be closed as soon as the interrupt subroutine is executed. When the code returns back to the protected code area, a Firewall alarm will raise since the “call gate” sequence will not be applied and a reset will be generated.

Concerning the interrupt vectors and the first user page in the Flash program memory:

- If the first user page (including the reset vector) is protected by the Firewall, the NVIC vector should be reprogrammed outside the protected segment.
- If the first user page is not protected by the Firewall, the interrupt vectors may be kept at this location.

There is no interruption generated by the Firewall.

5.3.3 Firewall segments

The Firewall has been designed to protect three different segment areas:

Code segment

This segment is located into the Flash program memory. It should contain the code to execute which requires the Firewall protection. The segment must be reached using the “call gate” entry sequence to open the Firewall. A system reset is generated if the “call gate” entry sequence is not respected (refer to *Opening the Firewall*) and if the Firewall is enabled using the FWDIS bit in the system configuration register. The length of the segment and the segment base address must be configured before enabling the Firewall (refer to *Section 5.3.5: Firewall initialization*).

Non-volatile data segment

This segment contains non-volatile data used by the protected code which must be protected by the Firewall. The access to this segment is defined into *Section 5.3.4: Segment accesses and properties*. The Firewall must be opened before accessing the data in this area. The Non-Volatile data segment should be located into the Flash program or 512-byte Data EEPROM memory. The segment length and the base address of the segment must be configured before enabling the Firewall (refer to *Section 5.3.5: Firewall initialization*).

Volatile data segment

Volatile data used by the protected code located into the code segment must be defined into the SRAM memory. The access to this segment is defined into the *Section 5.3.4: Segment accesses and properties*. Depending on the Volatile data segment configuration, the Firewall must be opened or not before accessing this segment area. The segment length and the base address of the segment as well as the segment options must be configured before enabling the Firewall (refer to *Section 5.3.5: Firewall initialization*).

The Volatile data segment can also be defined as executable (for the code execution) or shared using two bit of the Firewall configuration register (bit VDS for the volatile data sharing option and bit VDE for the volatile data execution capability). For more details, refer to *Table 26*.

5.3.4 Segment accesses and properties

All DMA accesses to the protected segments are forbidden, whatever the Firewall state, and generate a system reset.

Segment access depending on the Firewall state

Each of the three segments has specific properties which are presented in *Table 26*.

Table 26. Segment accesses according to the Firewall state

Segment	Firewall opened access allowed	Firewall closed access allowed	Firewall disabled access allowed
Code segment	Read and execute	No access allowed. Any access to the segment (except the “call gate” entry) generates a system reset	All accesses are allowed (according to the EEPROM protection properties in which the code is located)
Non-volatile data segment	Read and write	No access allowed	All accesses are allowed (according to the EEPROM protection properties in which the code is located)
Volatile data segment	Read and Write Execute if VDE = 1 and VDS = 0 into the Firewall configuration register	No access allowed if VDS = 0 and VDE = 0 into the Firewall configuration register Read/write/execute accesses allowed if VDS = 1 (whatever VDE bit value) Execute if VDE = 1 and VDS = 0 but with a “call gate” entry to open the Firewall at first.	All accesses are allowed

The Volatile data segment is a bit different from the two others. The segment can be:

- Shared (VDS bit in the register)

  It means that the area and the data located into this segment can be shared between the protected code and the user code executed in a non-protected area. The access is allowed whether the Firewall is opened or closed or disabled.

  The VDS bit gets priority over the VDE bit, this last bit value being ignored in such a case. It means that the Volatile data segment can execute parts of code located there without any need to open the Firewall before executing the code.

- Execute

  The VDE bit is considered as soon as the VDS bit = 0 in the FW_CR register. If the VDS bit = 1, refer to the description above on the Volatile data segment sharing. If VDS = 0 and VDE = 1, the Volatile data segment is executable. To avoid a system reset generation from the Firewall, the “call gate” sequence should be applied on the Volatile data segment to open the Firewall as an entry point for the code execution.

Segments properties

Each segment has a specific length register to define the segment size to be protected by the Firewall: CSL register for the Code segment length register, NVDSL for the Non-volatile data segment length register, and VDSL register for the Volatile data segment length register. Granularity and area ranges for each of the segments are presented in *Table 27*.

Table 27. Segment granularity and area ranges

Segment	Granularity	Area range
Code segment	256 byte	up to 64 Kbytes - 256 bytes
Non-volatile data segment	256 byte	up to 64 Kbytes - 256 bytes
Volatile data segment	64 byte	8 Kbytes - 64 bytes

5.3.5 Firewall initialization

The initialization phase should take place at the beginning of the user code execution (refer to the *Write protection*).

The initialization phase consists of setting up the addresses and the lengths of each segment which needs to be protected by the Firewall. It must be done before enabling the Firewall, because the enabling bit can be written once. Thus, when the Firewall is enabled, it cannot be disabled anymore until the next system reset.

Once the Firewall is enabled, the accesses to the address and length segments are no longer possible. All write attempts are discarded.

A segment defined with a length equal to 0 is not considered as protected by the Firewall. As a consequence, there is no reset generation from the Firewall when an access to the base address of this segment is performed.

After a reset, the Firewall is disabled by default (FWDIS bit in the SYSCFG register is set). It has to be cleared to enable the Firewall feature.

Below is the initialization procedure to follow:

1. Configure the RCC to enable the clock to the Firewall module
2. Configure the RCC to enable the clock of the system configuration registers
3. Set the base address and length of each segment (CSSA, CSL, NVDSSA, NVDSL, VDSSA, VDSL registers)
4. Set the configuration register of the Firewall (FW_CR register)
5. Enable the Firewall clearing the FWDIS bit in the system configuration register.

The Firewall configuration register (FW_CR register) is the only one which can be managed in a dynamic way even if the Firewall is enabled:

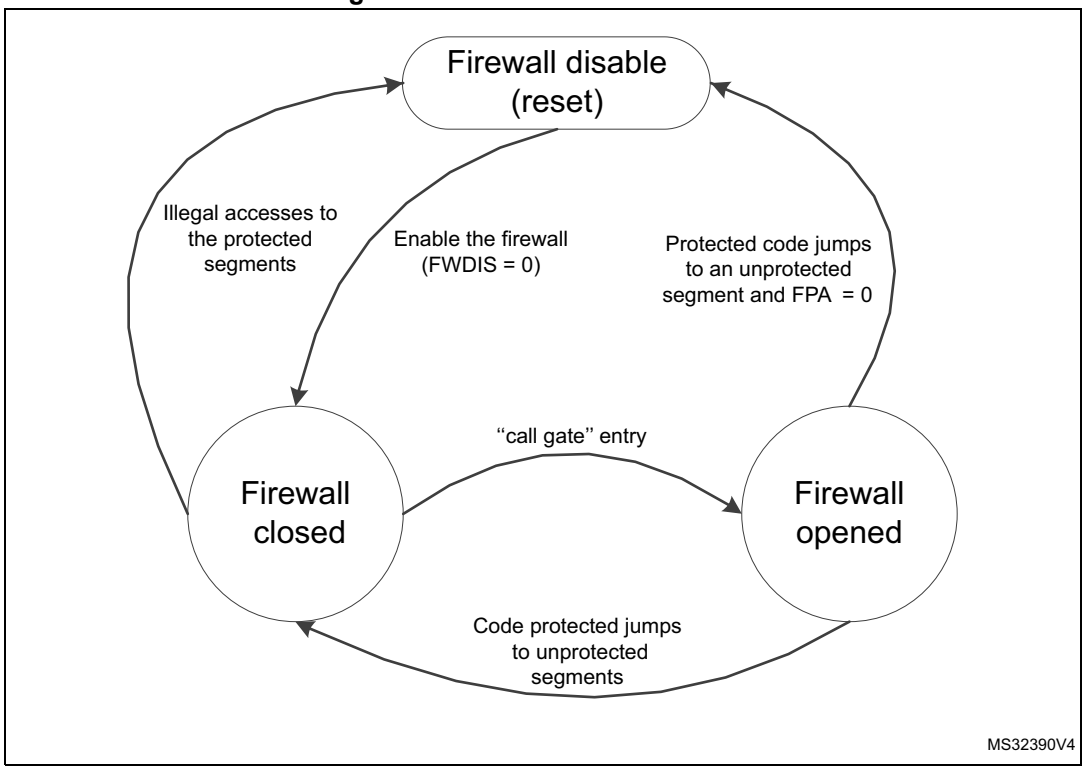
- when the Non-Volatile data segment is undefined (meaning the NVDSL register is equal to 0), the accesses to this register are possible whatever the Firewall state (opened or closed).
- when the Non-Volatile data segment is defined (meaning the NVDSL register is different from 0), the accesses to this register are only possible when the Firewall is opened.

5.3.6 Firewall states

The Firewall has three different states as shown in *Figure 9*:

- Disabled: The FWDIS bit is set by default after the reset. The Firewall is not active.
- Closed: The Firewall protects the accesses to the three segments (Code, Non-volatile data, and Volatile data segments).
- Opened: The Firewall allows access to the protected segments as defined in *Section 5.3.4: Segment accesses and properties*.

Figure 9. Firewall functional states



Opening the Firewall

As soon as the Firewall is enabled, it is closed. It means that most of the accesses to the protected segments are forbidden (refer to *Section 5.3.4: Segment accesses and properties*). In order to open the Firewall to interact with the protected segments, it is mandatory to apply the “call gate” sequence described hereafter.

“call gate” sequence

The “call gate” is composed of 3 words located on the first three 32-bit addresses of the base address of the code segment and of the Volatile data segment if it is declared as not shared (VDS = 0) and executable (VDE = 1).

– 1st word: Dummy 32-bit words always closed in order to protect the “call gate” opening from an access due to a prefetch buffer.

– 2nd and 3rd words: 2 specific 32-bit words called “call gate” and always opened.

To open the Firewall, the code currently executed must jump to the 2nd word of the “call gate” and execute the code from this point. The 2nd word and 3rd word execution must not be interrupted by any intermediate instruction fetch; otherwise, the Firewall is not considered open and comes back to a close state. Then, executing the 3rd word after receiving the intermediate instruction fetch would generate a system reset as a consequence.

As soon as the Firewall is opened, the protected segments can be accessed as described in *Section 5.3.4: Segment accesses and properties*.

Closing the Firewall

The Firewall is closed immediately after it is enabled (clearing the FWDIS bit in the system configuration register).

To close the Firewall, the protected code must:

- Write the correct value in the Firewall Pre Arm Flag into the FW_CR register.
- Jump to any executable location outside the Firewall segments.

If the Firewall Pre Arm Flag is not set when the protected code jumps to a non protected segment, a reset is generated. This control bit is an additional protection to avoid an undesired attempt to close the Firewall with the private information not yet cleaned (see the note below).

For security reasons, following the application for which the Firewall is used, it is advised to clean all private information from CPU registers and hardware cells.

5.4 Firewall registers

5.4.1 Code segment start address (FW_CSSA)

Address offset: 0x00

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADD[23:16]							
								rw							

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADD[15:8]								Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
rw															

Bits 31:24 Reserved, must be kept at reset value.

Bits 23:8 **ADD[23:8]:** code segment start address

The LSB bits of the start address (bit 7:0) are reserved and forced to 0 in order to allow a 256-byte granularity.

Note: These bits can be written only before enabling the Firewall. Refer to Section 5.3.5: Firewall initialization.

Bits 7:0 Reserved, must be kept at the reset value.

5.4.2 Code segment length (FW_CSL)

Address offset: 0x04

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LENG[21:16]					
										rw					

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LENG15:8]								Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
rw															

Bits 31:22 Reserved, must be kept at the reset value.

Bits 21:8 **LENG[21:8]**: code segment length

LENG[21:8] selects the size of the code segment expressed in bytes but is a multiple of 256 bytes.

The segment area is defined from {ADD[23:8],0x00} to {ADD[23:8]+LENG[21:8], 0x00} - 0x01

Note: If LENG[21:8] = 0 after enabling the Firewall, this segment is not defined, thus not protected by the Firewall.

These bits can only be written before enabling the Firewall. Refer to Section 5.3.5: Firewall initialization.

Bits 7:0 Reserved, must be kept at the reset value.

5.4.3 Non-volatile data segment start address (FW_NVDSSA)

Address offset: 0x08

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADD[23:16]							
								rw							

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADD[15:8]								Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
rw															

Bits 31:24 Reserved, must be kept at the reset value.

Bits 23:8 **ADD[23:8]:** Non-volatile data segment start address

The LSB bits of the start address (bit 7:0) are reserved and forced to 0 in order to allow a 256-byte granularity.

Note: These bits can only be written before enabling the Firewall. Refer to Section 5.3.5: Firewall initialization.

Bits 7:0 Reserved, must be kept at the reset value.

5.4.4 Non-volatile data segment length (FW_NVDSL)

Address offset: 0x0C

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LENG[21:16]					
										rw					

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LENG[15:8]								Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
rw															

Bits 31:22 Reserved, must be kept at the reset value.

Bits 21:8 **LENG[21:8]**: Non-volatile data segment length

LENG[21:8] selects the size of the Non-volatile data segment expressed in bytes but is a multiple of 256 bytes.

The segment area is defined from {ADD[23:8],0x00} to {ADD[23:8]+LENG[21:8], 0x00} - 0x01

Note: If LENG[21:8] = 0 after enabling the Firewall, this segment is not defined, thus not protected by the Firewall.

These bits can only be written before enabling the Firewall. Refer to Section 5.3.5: Firewall initialization.

Bits 7:0 Reserved, must be kept at the reset value.

5.4.5 Volatile data segment start address (FW_VDSSA)

Address offset: 0x10

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADD[15:6]										Res.	Res.	Res.	Res.	Res.	Res.
rw															

Bits 31:16 Reserved, must be kept at the reset value.

Bits 15:6 **ADD[15:6]:** Volatile data segment start address

The LSB bit of the start address (bits 5:0) are reserved and forced to 0 in order to allow a 64-byte granularity.

Note: These bits can only be written before enabling the Firewall. Refer to Section 5.3.5: Firewall initialization.

Bits 5:0 Reserved, must be kept at the reset value.

5.4.6 Volatile data segment length (FW_VDSL)

Address offset: 0x14

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LENG[15:6]										Res.	Res.	Res.	Res.	Res.	Res.
rw															

Bits 31:16 Reserved, must be kept at the reset value.

Bits 15:6 **LENG[15:6]**: Volatile data segment length

LENG[15:6] selects the size of the volatile data segment expressed in bytes but is a multiple of 64 bytes.

The segment area is defined from {ADD[15:6],0x00} to {ADD[15:6]+LENG[15:6], 0x00} - 0x01

Note: If LENG[15:6] = 0 after enabling the Firewall, this segment is not defined, thus not protected by the Firewall.

These bits can only be written before enabling the Firewall. Refer to Section 5.3.5: Firewall initialization.

Bits 5:0 Reserved, must be kept at the reset value.

5.4.7 Configuration register (FW_CR)

Address offset: 0x20

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	VDE	VDS	FPA
													rw	rw	rw

Bits 31:3 Reserved, must be kept at the reset value.

Bit 2 **VDE**: Volatile data execution

0: Volatile data segment cannot be executed if VDS = 0

1: Volatile data segment is declared executable whatever VDS bit value

When VDS = 1, this bit has no meaning. The Volatile data segment can be executed whatever the VDE bit value.

If VDS = 1, the code can be executed whatever the Firewall state (opened or closed)

If VDS = 0, the code can only be executed if the Firewall is opened or applying the “call gate” entry sequence if the Firewall is closed.

Refer to *Segment access depending on the Firewall state*.

Bit 1 **VDS**: Volatile data shared

0: Volatile data segment is not shared and cannot be hit by a non protected executable code when the Firewall is closed. If it is accessed in such a condition, a system reset will be generated by the Firewall.

1: Volatile data segment is shared with non protected application code. It can be accessed whatever the Firewall state (opened or closed).

Refer to *Segment access depending on the Firewall state*.

Bit 0 **FPA**: Firewall prearm

0: any code executed outside the protected segment when the Firewall is opened will generate a system reset.

1: any code executed outside the protected segment will close the Firewall.

Refer to *Closing the Firewall*.

This register is protected in the same way as the Non-volatile data segment (refer to *Section 5.3.5: Firewall initialization)*.

5.4.8 Firewall register map

The table below provides the Firewall register map and reset values.

Table 28. Firewall register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x0	FW_CSSA	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADD																Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
	Reset Value									0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								
0x4	FW_CSL	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LENG														Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
	Reset Value											0	0	0	0	0	0	0	0	0	0	0	0	0	0								
0x8	FW_NVDSSA	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADD																Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
	Reset Value									0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								
0xC	FW_NVDSL	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LENG														Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
	Reset Value											0	0	0	0	0	0	0	0	0	0	0	0	0	0								
0x10	FW_VDSSA	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADD										Res.	Res.	Res.	Res.	Res.	Res.
	Reset Value																	0	0	0	0	0	0	0	0	0	0						
0x14	FW_VDSL	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LENG										Res.	Res.	Res.	Res.	Res.	Res.
0x18		Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
	Reset Value																																
0x1C		Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
	Reset Value																																
0x20	FW_CR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	VDE	VDS	FPA
	Reset Value																														0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

6 Power control (PWR)

6.1 Power supplies

The device requires a 1.8-to-3.6 V V_{DD} operating voltage supply.

An embedded linear voltage regulator is used to supply the internal digital power, ranging from 1.2 to 1.8 V.

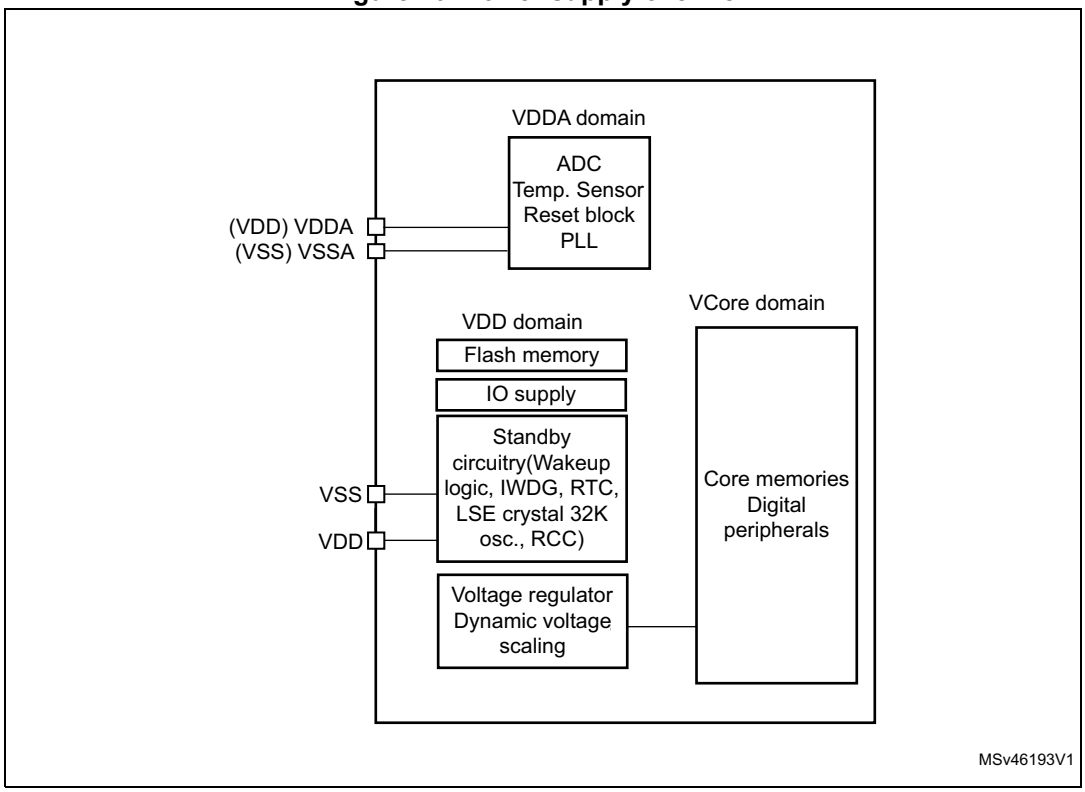
- V_{DD} = 1.8 to 3.6 V

  V_{DD} is the external power supply for I/Os and internal regulator. It is provided externally through V_{DD} pins
- V_{CORE} = 1.2 to 1.8 V

  V_{CORE} is the power supply for digital peripherals, SRAM and Flash memory. It is generated by a internal voltage regulator. Three V_{CORE} ranges can be selected by software depending on V_{DD} (refer *Figure 11*).
- V_{SSA}, V_{DDA} = 1.8 to 3.6 V

  V_{DDA} is the external analog power supply for ADC, reset blocks, RC oscillators and PLL. For category 1 devices in low-pin count packages, V_{DDA} is bonded to V_{DD} (refer to the corresponding datasheets for more details).

Figure 10. Power supply overview



1. V_{DDA} and V_{SSA} must be connected to V_{DD} and V_{SS}, respectively.
2. Depending on the operating power supply range used, some peripherals may be used with limited features or performance. For more details, please refer to section "General operating conditions" in STM32L010xx datasheets.

6.1.1 Independent A/D converter supply

To improve conversion accuracy, the ADC has an independent power supply that can be filtered separately, and shielded from noise on the PCB.

- The ADC voltage supply input is available on a separate V_{DDA} pin
- An isolated supply ground connection is provided on the V_{SSA} pin

Note: For category 1 devices in 14-pin package, V_{DDA} is internally connected to V_{DD}.

6.1.2 RTC and RTC backup registers

The real-time clock (RTC) is an independent BCD timer/counter. The RTC provides a time-of-day clock/calendar, two programmable alarm interrupts, and a periodic programmable wakeup flag with interrupt capability. The RTC contains 5 backup data registers (20 bytes). These backup registers are reset when a tamper detection event occurs. For more details refer to *Real-time clock (RTC)* section.

RTC registers access

After reset, the RTC Registers (RTC registers and RTC backup registers) are protected against possible stray write accesses. To enable access to the RTC Registers, proceed as follows:

1. Enable the power interface clock by setting the PWREN bits in the RCC_APB1ENR register.
2. Set the DBP bit in the PWR_CR register (see *Section 6.4.1*).
3. Select the RTC clock source through RTCSEL[1:0] bits in RCC_CSR register.
4. Enable the RTC clock by programming the RTCEN bit in the RCC_CSR register.

6.1.3 Voltage regulator

An embedded linear voltage regulator supplies all the digital circuitries except for the Standby circuitry. The regulator output voltage (V_{CORE}) can be programmed by software to three different ranges within 1.2 - 1.8 V (typical) (see *Section 6.1.4*).

The voltage regulator is always enabled after Reset. It works in three different modes: main (MR), low-power (LPR) and power-down, depending on the application modes.

- In Run mode, the regulator is main (MR) mode and supplies full power to the V_{CORE} domain (core, memories and digital peripherals).
- In Low-power run mode, the regulator is in low-power (LPR) mode and supplies low-power to the V_{CORE} domain, preserving the contents of the registers and internal SRAM.
- In Sleep mode, the regulator is main (MR) mode and supplies full power to the V_{CORE} domain, preserving the contents of the registers and internal SRAM.
- In Low-power sleep mode, the regulator is in low-power (LPR) mode and supplies low-power to the V_{CORE} domain, preserving the contents of the registers and internal SRAM.
- In Stop mode the regulator supplies low power to the V_{CORE} domain, preserving the content of registers and internal SRAM.
- In Standby mode, the regulator is powered off. The content of the registers and SRAM are lost except for the Standby circuitry.

6.1.4 Dynamic voltage scaling management

The dynamic voltage scaling is a power management technique which consists in increasing or decreasing the voltage used for the digital peripherals (V_{CORE}), according to the circumstances.

Dynamic voltage scaling to increase V_{CORE} is known as overvolting. It allows improving the device performance. Refer to *Figure 11* for a description of the device operating conditions versus CPU performance and to the datasheet electrical characteristics for ADC clock frequency versus dynamic range.

Dynamic voltage scaling to decrease V_{CORE} is known as undervolting. It is performed to save power, particularly in laptops and other mobile devices where the energy comes from a battery and is thus limited.

Range 1

Range 1 is the “high performance” range.

The voltage regulator outputs a 1.8 V voltage (typical). Flash program and erase operations can be performed in this range.

When V_{DD} is below 2.0 V, the CPU frequency changes from initial to final state must respect the following conditions:

- $f_{CPUfinal} < 4xf_{CPUinitial}$.
- In addition, a 5 µs delay must be respected between two changes. For example to switch from 4.2 to 32 MHz, switch from 4.2 to 16 MHz, wait for 5 µs, then switch from 16 to 32 MHz.

Range 2 and 3

The regulator can also be programmed to output a regulated 1.5 V (typical, range 2) or a 1.2 V (typical, range 3) without any limitations on V_{DD} (1.8 to 3.6 V).

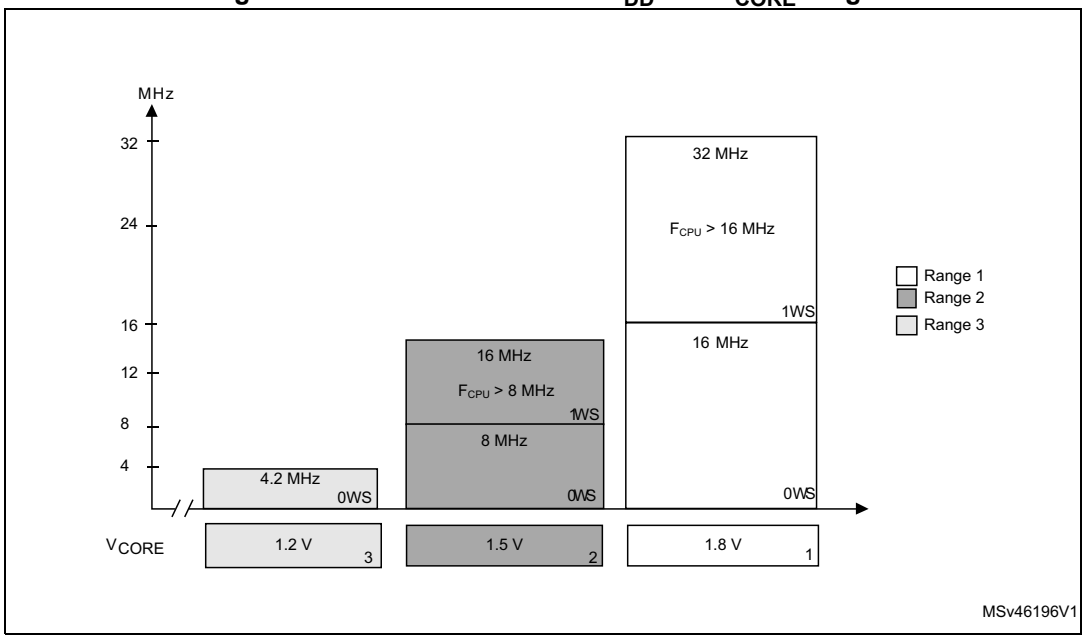
- At 1.5 V, the Flash memory is still functional but with medium read access time. This is the “medium performance” range. Program and erase operations on the Flash memory are still possible.
- At 1.2 V, the Flash memory is still functional but with slow read access time. This is the “low performance” range. Program and erase operations on the Flash memory are not possible under these conditions.

Refer to *Table 29* for details on the performance for each range.

Table 29. Performance versus V_{CORE} ranges

CPU performance	Power performance	V_{CORE} range	Typical Value (V)	Max frequency (MHz)		V_{DD} range
				1 WS	0 WS	
High	Low	1	1.8	32	16	1.8 - 3.6
Medium	Medium	2	1.5	16	8	
Low	High	3	1.2	4.2	4.2	

Figure 11. Performance versus V_{DD} and V_{CORE} range



6.1.5 Dynamic voltage scaling configuration

The following sequence is required to program the voltage regulator ranges:

1. Check V_{DD} to identify which ranges are allowed (see *Figure 11: Performance versus VDD and VCORE range*).
2. Poll VOSF bit of in PWR_CSR. Wait until it is reset to 0.
3. Configure the voltage scaling range by setting the VOS[1:0] bits in the PWR_CR register.
4. Poll VOSF bit of in PWR_CSR register. Wait until it is reset to 0.

Note: During voltage scaling configuration, the system clock is stopped until the regulator is stabilized (VOSF=0). This must be taken into account during application development, in case a critical reaction time to interrupt is needed, and depending on peripheral used (timer, communication,...).

6.1.6 Voltage regulator and clock management when modifying the V_{CORE} range

When V_{DD} is above 1.8 V, any of the 3 voltage ranges can be selected:

- When the voltage range is above the targeted voltage range (e.g. from range 1 to 2):
  a) Adapt the clock frequency to the lower voltage range that will be selected at next step.
  b) Select the required voltage range.
- When the voltage range is below the targeted voltage range (e.g. from range 3 to 1):
  a) Select the required voltage range.
  b) Tune the clock frequency if needed.

6.1.7 Voltage range and limitations when V_{DD} ranges from 1.8 V to 2.0 V

The STM32L010xx voltage regulator is based on an architecture designed for Ultra-low-power. It does not use any external capacitor. Such regulator is sensitive to fast changes of load. In this case, the output voltage is reduced for a short period of time. Considering that the core voltage must be higher than 1.8 V to ensure a 32 MHz operation, this phenomenon is critical for very low V_{DD} voltages (e.g. 1.8 V V_{DD} minimum value).

To guarantee 32 MHz operation at V_{DD} = 1.8 V±5%, with 1 wait state, and V_{CORE} range 1, the CPU frequency in run mode must be managed to prevent any changes exceeding a ratio of 4 in one shot. A delay of 5 µs must be respected between 2 changes. There is no limitation when waking up from low-power mode.

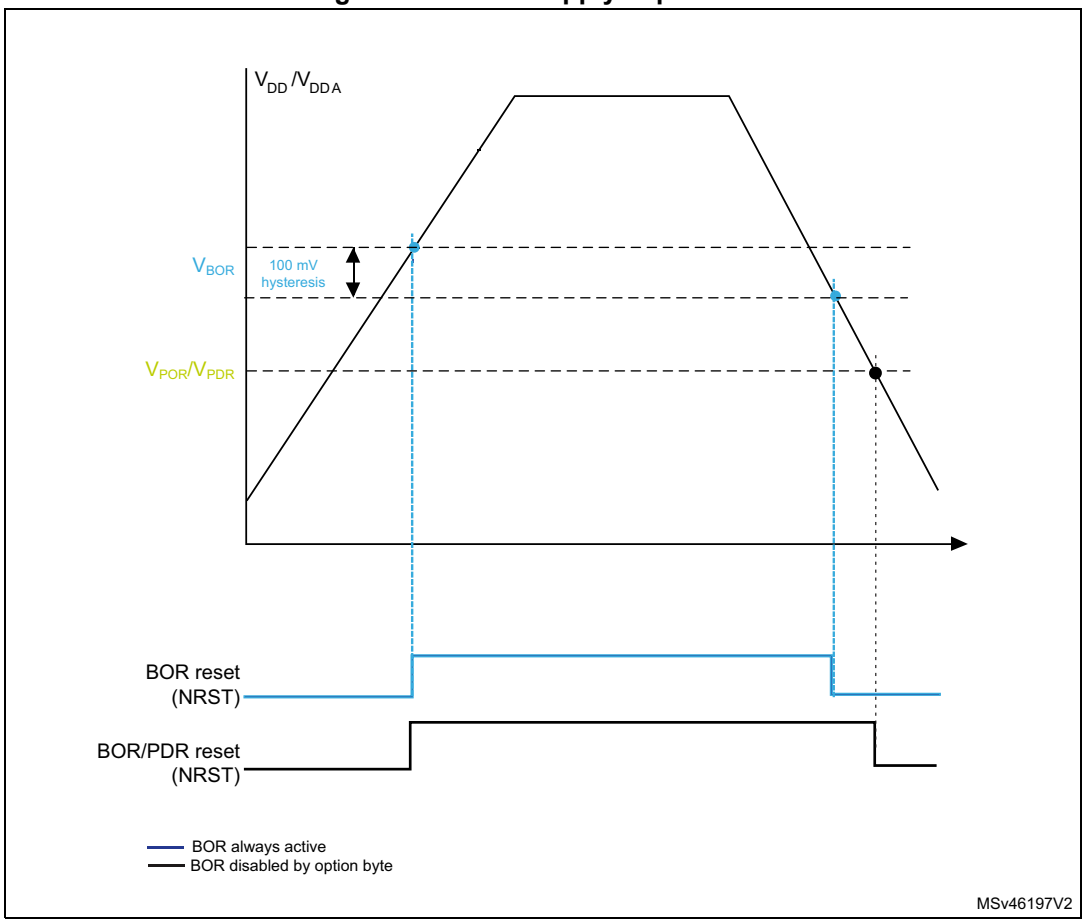
6.2 Power supply supervisor

The device has an integrated zeropower power-on reset (POR)/power-down reset (PDR), coupled with a brownout reset (BOR) circuitry. The BOR is always active at power-on and ensures proper operation starting from 1.8 V. After the 1.8 V BOR threshold is reached, the option byte loading process starts, either to confirm or modify default thresholds, or to disable BOR permanently (in which case, the V_{DD} min value at power-down is set to V_{PDR}).

Five BOR thresholds can be configured by option bytes, starting from 1.8 to 3 V. To reduce the power consumption in Stop mode, the internal voltage reference, V_{REFINT}, can be automatically switch off. The device remains in reset mode when V_{DD} is below a specified threshold, V_{POR}, V_{PDR} or V_{BOR}, without the need for any external reset circuit.

The different power supply supervisor (POR, PDR, BOR) are illustrated in *Figure 12*.

Figure 12. Power supply supervisors



1. When the BOR is disabled by option byte, the reset is asserted when V_{DD} goes below PDR level

6.2.1 Power-on reset (POR)/power-down reset (PDR)

The device has an integrated POR/PDR circuitry that allows operation down to 1.5 V.

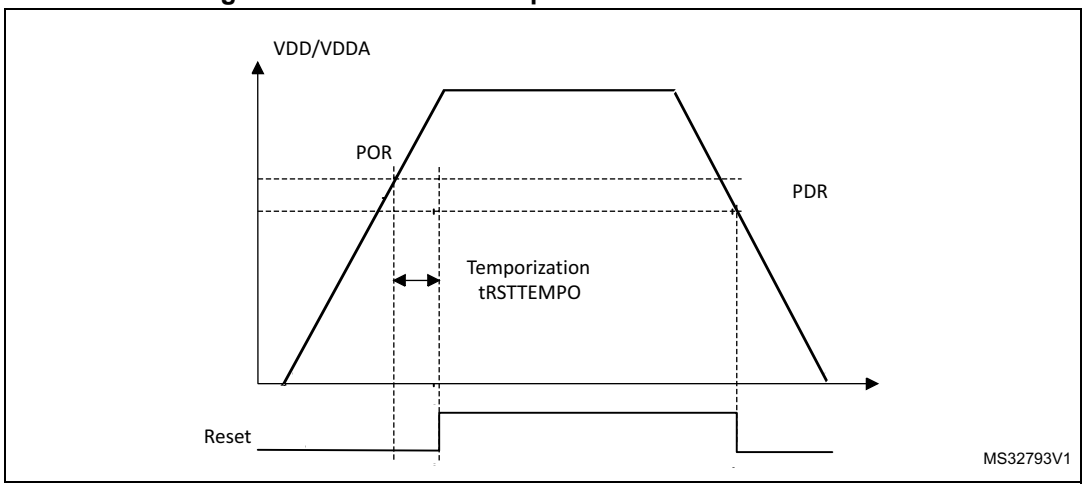
During power-on, the device remains in Reset mode when V_{DD}/V_{DDA} is below a specified threshold, V_{POR}, without the need for an external reset circuit. The POR feature is always enabled and the POR threshold is 1.5 V.

During power-down, the PDR keeps the device under reset when the supply voltage (V_{DD}) drops below the V_{PDR} threshold. The PDR feature is always enabled and the PDR threshold is 1.5 V.

The POR and PDR are used only when the BOR is disabled (see *Section 6.2.2: Brownout reset (BOR)*). To insure the minimum operating voltage (1.8 V), the BOR should be configured to BOR Level 1. When the BOR is disabled, a “gray zone” exist between the minimum operating voltage (1.8 V) and the V_{POR}/V_{PDR} threshold. This means that V_{DD} can be lower than 1.8 V without device reset until the V_{PDR} threshold is reached.

For more details concerning the power-on/power-down reset threshold, refer to the electrical characteristics of the datasheet.

Figure 13. Power-on reset/power-down reset waveform



6.2.2 Brownout reset (BOR)

During power-on, the Brownout reset (BOR) keeps the device under reset until the supply voltage reaches the specified V_{BOR} threshold.

The BOR is always active at power-on and it's threshold is 1.8 V.

Then when the system reset is released, the BOR level can be reconfigured or disabled by option byte loading.

If the BOR level is kept at the lowest level (1.8 V), the system reset is fully managed by the BOR and the product operating voltages are within safe ranges.

And when the BOR option is disabled by option byte, the power-down reset is controlled by the PDR and a “gray zone” exists between the 1.8 V and V_{PDR}.

V_{BOR} is configured through device option bytes. By default, the Level 4 threshold is activated. 5 programmable V_{BOR} thresholds can be selected.

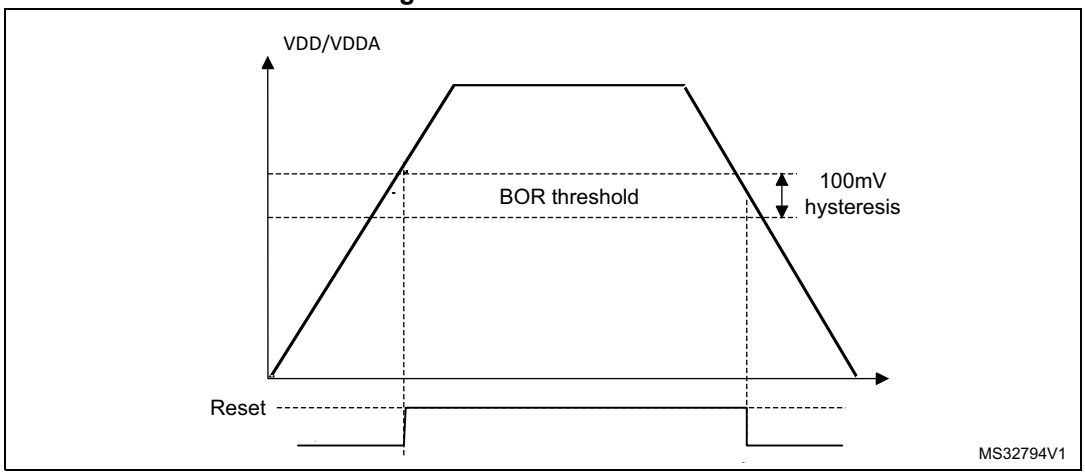
- BOR Level 1 (V_{BOR0}): reset threshold level for 1.69 to 1.80 V voltage range
- BOR Level 2 (V_{BOR1}): reset threshold level for 1.94 to 2.1 V voltage range
- BOR Level 3 (V_{BOR2}): reset threshold level for 2.3 to 2.49 V voltage range
- BOR Level 4 (V_{BOR3}): reset threshold level for 2.54 to 2.74 V voltage range
- BOR Level 5 (V_{BOR4}): reset threshold level for 2.77 to 3.0 V voltage range

When the supply voltage (V_{DD}) drops below the selected V_{BOR} threshold, a device reset is generated. When the V_{DD} is above the V_{BOR} upper limit the device reset is released and the system can start.

BOR can be disabled by programming the device option bytes. To disable the BOR function, V_{DD} must have been higher than V_{BOR0} to start the device option byte programming sequence. The power-on and power-down is then monitored by the POR and PDR (see *Section 6.2.1: Power-on reset (POR)/power-down reset (PDR)*)

The BOR threshold hysteresis is ~100 mV (between the rising and the falling edge of the supply voltage).

Figure 14. BOR thresholds



6.2.3 Internal voltage reference (V_{REFINT})

The internal reference (V_{REFINT}) provides stable voltage for analog peripherals. The functions managed through the internal voltage reference (V_{REFINT}) are BOR, ADC and comparators. The internal voltage reference (V_{REFINT}) is always enabled when one of these features is used.

The internal voltage reference consumption is not negligible, in particular in Stop and Standby mode. To reduce power consumption, the ULP bit (ultra-low-power) in the PWR_CR register can be set to disable the internal voltage reference. However, in this case, when exiting from the Stop/Standby mode, the functions managed through the internal voltage reference are not reliable during the internal voltage reference startup time (up to 3 ms).

To reduce the wakeup time, the device can exit from Stop/Standby mode without waiting for the internal voltage reference startup time. This is performed by setting the FWU bit (Fast wakeup) in the PWR_CR register before entering Stop/Standby mode.

If the ULP bit is set, the functions that were enabled before entering Stop/Standby mode will be disabled during these modes, and enabled again only after the end of the internal voltage reference startup time whatever FWU value. The VREFINTRDYF flag in the PWR_CSR register indicates that the internal voltage reference is ready.

When the device exits from low-power mode on an NRST pulse, it does not wait for internal voltage reference startup (even if ULP=1 and FWU=0). The application should check the VREFINTRDYF flag if necessary.

6.3 Low-power modes

By default, the microcontroller is in Run mode after a system or a power-on reset. In Run mode the CPU is clocked by HCLK and the program code is executed. Several low-power modes are available to save power when the CPU does not need to be kept running, for example when waiting for an external event. It is up to the user to select the mode that gives the best compromise between low-power consumption, performance, short startup time and available wakeup sources.

The devices feature five low-power modes:

- Low-power run mode: regulator in low-power mode, limited clock frequency, limited number of peripherals running (refer to *Section 6.3.4*)
- Sleep mode: Cortex®-M0+ core stopped, peripherals kept running (refer to *Section 6.3.7*)
- Low-power sleep mode: Cortex®-M0+core stopped, limited clock frequency, limited number of peripherals running, regulator in low-power mode, Flash stopped ((refer to *Section 6.3.8*))
- Stop mode (all clocks are stopped, regulator running, regulator in low-power mode (refer to *Section 6.3.9*)
- Standby mode: V_{CORE} domain powered off ((refer to *Section 6.3.10*))

In addition, the power consumption in Run mode can be reduced by one of the following means:

- Slowing down the system clocks
- Gating the clocks to the APBx and AHBx peripherals when they are unused.

Table 30. Summary of low-power modes

Mode name	Entry	Wakeup	Effect on V_{CORE} domain clocks	Effect on V_{DD} domain clocks	Voltage regulator
Low-power run	LPSDSR and LPRUN bits + Clock setting	The regulator is forced in Main regulator (1.8 V)	None	None	In low-power mode
Sleep (Sleep now or Sleep-on-exit)	WFI or Return from ISR	Any interrupt	CPU CLK OFF no effect on other clocks or analog clock sources	None	ON
	WFE	Wakeup event			
Low-power sleep (Sleep now or Sleep-on-exit)	LPSDSR bits + WFI or Return from ISR	Any interrupt	CPU CLK OFF no effect on other clocks or analog clock sources, Flash CLK OFF	None	In low-power mode
	LPSDSR bits + WFE	Wakeup event			

Table 30. Summary of low-power modes (continued)

Mode name	Entry	Wakeup	Effect on V_{CORE} domain clocks	Effect on V_{DD} domain clocks	Voltage regulator
Stop	PDDS, LPSDSR or LPDS bits + SLEEPDEEP bit + WFI, Return from ISR or WFE	Any EXTI line (configured in the EXTI registers, internal and external lines)	All V_{CORE} domain clocks OFF	HSI16(1), HSE and MSI oscillators OFF	In low-power mode
Standby	PDDS bit + SLEEPDEEP bit + WFI, Return from ISR or WFE	WKUP pin rising edge, RTC alarm (Alarm A or Alarm B), RTC Wakeup event, RTC tamper event, RTC timestamp event, external reset in NRST pin, IWDG reset			OFF
Stop	PDDS, LPSDS and LPDSR bits + SLEEPDEEP bit + WFI, Return from ISR or WFE	Any EXTI line (configured in the EXTI registers, internal and external lines)	All V_{CORE} domain clocks OFF	HSI16(1), HSE and MSI oscillators OFF	In low-power mode
Standby	PDDS bit + SLEEPDEEP bit + WFI, Return from ISR or WFE	WKUP pin rising edge, RTC alarm (Alarm A or Alarm B), RTC Wakeup event, RTC tamper event, RTC timestamp event, external reset in NRST pin, IWDG reset			OFF

1. HSI16 can run in Stop mode provided HSI16KERON is set in *Clock control register (RCC_CR)*.

6.3.1 Behavior of clocks in low-power modes

APB peripheral and DMA clocks can be disabled by software.

Sleep and Low-power sleep modes

The CPU clock is stopped in Sleep and Low-power sleep mode. The memory interface clocks (Flash memory and RAM interfaces) and all peripherals clocks can be stopped by software during Sleep. The memory interface clock is stopped and the RAM is in power-down when in Low-power sleep mode. The AHB to APB bridge clocks are disabled by hardware during Sleep/Low-power sleep mode when all the clocks of the peripherals connected to them are disabled.

Stop and Standby modes

The system clock and all high speed clocks are stopped in Stop and Standby modes:

- PLL is disabled
- Internal RC 16 MHz (HSI16) oscillator is disabled, except if HSI16KERON is set in Stop mode (see *Section 7.3.1: Clock control register (RCC_CR)*)
- External 1-24 MHz (HSE) oscillator is disabled
- Internal 65 kHz - 4.2 MHz (MSI) oscillator is disabled

When exiting this mode by an interrupt (Stop mode), the internal MSI or HSI16 can be selected as system clock. For both oscillators, their respective configuration (range and trimming) value is kept on Stop mode exit.

When exiting this mode by a reset (Standby mode), the internal MSI oscillator is selected as system clock. The range and the trimming value are reset to the default 2.1 MHz.

If a Flash program operation or an access to APB domain is ongoing, the Stop/Standby mode entry is delayed until the Flash memory or the APB access has completed.

6.3.2 Slowing down system clocks

In Run mode the speed of the system clocks (SYSCLK, HCLK, PCLK1, PCLK2) can be reduced by programming the prescaler registers. These prescalers can also be used to slow down peripherals before entering Sleep mode.

For more details refer to *Section 7.3.3: Clock configuration register (RCC_CFGR)*.

6.3.3 Peripheral clock gating

In Run mode, the HCLK and PCLKx for individual peripherals and memories can be stopped at any time to reduce power consumption.

To further reduce power consumption in Sleep mode the peripheral clocks can be disabled prior to executing the WFI or WFE instructions.

Peripheral clock gating is controlled by the AHB peripheral clock enable register (RCC_AHBENR), APB2 peripheral clock enable register (RCC_APB2ENR), APB1 peripheral clock enable register (RCC_APB1ENR) (see *Section 7.3.12: AHB peripheral clock enable register (RCC_AHBENR)*, *Section 7.3.14: APB1 peripheral clock enable register (RCC_APB1ENR)* and *Section 7.3.13: APB2 peripheral clock enable register (RCC_APB2ENR)*).

Disabling the peripherals clocks in Sleep mode can be performed automatically by resetting the corresponding bit in RCC_AHBLPENR and RCC_APBxLPENR registers (x can 1 or 2).

6.3.4 Low-power run mode (LP run)

To further reduce the consumption when the system is in Run mode, the regulator can be configured in low-power mode. In this mode, the system frequency should not exceed f_MSI range1.

Please refer to the product datasheet for more details on voltage regulator and peripherals operating conditions.

*Note: To be able to read the RTC calendar register when the APB1 clock frequency is less than seven times the RTC clock frequency (7*RTCLCK), the software must read the calendar time and date registers twice.*

If the second read of the RTC_TR gives the same result as the first read, this ensures that the data is correct. Otherwise a third read access must be done.

Low-power run mode can only be entered when V_{CORE} is in range 2. In addition, the dynamic voltage scaling must not be used when Low-power run mode is selected. Only Stop and Sleep modes with regulator configured in low-power mode is allowed when Low-power run mode is selected.

Note: In Low-power run mode, all I/O pins keep the same state as in Run mode.

Entering Low-power run mode

To enter Low-power run mode proceed as follows:

1. Each digital IP clock must be enabled or disabled by using the RCC_APBxENR and RCC_AHBENR registers.
2. The frequency of the system clock must be decreased to not exceed the frequency of f_MSI range1.
3. The regulator is forced in low-power mode by software (LPRUN and LPSDSR bits set)

Exiting Low-power run mode

To exit Low-power run mode proceed as follows:

1. The regulator is forced in Main regulator mode by software.
2. The Flash memory is switched on, if needed.
3. The frequency of the clock system can be increased.

6.3.5 Entering low-power mode

Low-power modes (except for Low-power run mode) are entered by executing the WFI (Wait For Interrupt) or WFE (Wait for Event) instructions, or when the SLEEPONEXIT bit in Cortex®-M0+ System Control register is set on Return from ISR.

Entering low-power mode through WFI or WFE will be executed only is no interrupt and no event is pending.

6.3.6 Exiting low-power mode

The microcontroller exists from Sleep and Stop mode depending on the way the mode was entered:

- If the WFI instruction or Return from ISR was used to enter the low-power mode, any peripheral interrupt acknowledged by the NVIC can wake up the device. This includes EXTI lines and any GPIO toggle.
- If the WFE instruction was used to enter low-power mode, the microcontroller exits the low-power mode as soon as an event occurs. The wakeup event can be generated either by:
  - An NVIC IRQ interrupt:

    This is done by enabling an interrupt in the peripheral control register but not in the NVIC, and by enabling the SEVONPEND bit in the Cortex®-M0+ System Control register. When the microcontroller resumes from WFE, the peripheral interrupt pending bit and the peripheral NVIC IRQ channel pending bit (in the NVIC interrupt clear pending register) have to be cleared.
  - An event:

    This is done by configuring an external or internal EXTI line in event mode. When the CPU resumes from WFE, it is not necessary to clear the peripheral interrupt pending bit or the NVIC IRQ channel pending bit as the pending bit corresponding to the event line is not set.

6.3.7 Sleep mode

I/O states in Sleep mode

In Sleep mode, all I/O pins keep the same state as in Run mode.

Entering Sleep mode

The Sleep mode is entered according to *Section 6.3.5: Entering low-power mode*.

Refer to *Table 31: Sleep-now* and *Table 32: Sleep-on-exit* for details on how to enter Sleep mode.

Exiting Sleep mode

The Sleep mode is exited according to *Section 6.3.6: Exiting low-power mode*.

Refer to *Table 31: Sleep-now* and *Table 32: Sleep-on-exit* for more details on how to exit Sleep mode.

Table 31. Sleep-now

Sleep-now mode	Description
Mode entry	WFI (Wait for Interrupt) or WFE (Wait for Event) while: – SLEEPDEEP = 0 and – No interrupt (for WFI) or event (for WFE) is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
	On return from ISR while: – SLEEPDEEP = 0 and – SLEEPONEXIT = 1 and – No interrupt is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
Mode exit	If WFI or return from ISR was used for entry: Interrupt: refer to *Table 48: List of vectors* If WFE was used for entry and SVONPEND = 0 Wakeup event: refer to *Section 12.3.2: Wakeup event management* If WFE was used for entry and SVONPEND = 1 Interrupt event when disabled in NVIC (refer to *Table 48: List of vectors)* or wakeup event (refer to *Section 12.3.2: Wakeup event management*)
Wakeup latency	None

Table 32. Sleep-on-exit

Sleep-on-exit	Description
Mode entry	WFI (wait for interrupt) while: – SLEEPDEEP = 0 and – No interrupt (for WFI) or event (for WFE) is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
	On return from ISR while: – SLEEPDEEP = 0 and – SLEEPONEXIT = 1 and – No interrupt is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
Mode exit	Interrupt: refer to *Table 48: List of vectors*
Wakeup latency	None

6.3.8 Low-power sleep mode (LP sleep)

I/O states in Low-power sleep mode

In Low-power sleep mode, all I/O pins keep the same state as in Run mode.

Entering Low-power sleep mode

To enter Low-power sleep mode, proceed as follows:

1. The Flash memory can be switched off by using the control bits (SLEEP_PD in the FLASH_ACR register. This reduces power consumption but increases the wake-up time.
2. Each digital IP clock must be enabled or disabled by using the RCC_APBxENR and RCC_AHBENR registers.
3. The frequency of the system clock must be decreased.
4. The regulator is forced in low-power mode by software (LPSDSR bits set).
5. Follow the steps described in *Section 6.3.5: Entering low-power mode*.

Refer to *Table 33: Sleep-now (Low-power sleep)* and *Table 34: Sleep-on-exit (Low-power sleep)* for details on how to enter Low-power sleep mode.

In Low-power sleep mode, the Flash memory can be switched off and the RAM memory remains available.

In this mode, the system frequency should not exceed f_MSI range1.

Please refer to product datasheet for more details on voltage regulator and peripherals operating conditions.

Low-power sleep mode can only be entered when V_{CORE} is in range 2.

*Note: To be able to read the RTC calendar register when the APB1 clock frequency is less than seven times the RTC clock frequency (7*RTCLCK), the software must read the calendar time and date registers twice.*

If the second read of the RTC_TR gives the same result as the first read, this ensures that the data is correct. Otherwise a third read access must be done.

Exiting Low-power sleep mode

The Low-power sleep mode is exited according to *Section 6.3.6: Exiting low-power mode*.

When exiting Low-power sleep mode by issuing an interrupt or a wakeup event, the regulator is configured in Main regulator mode, the Flash memory is switched on (if necessary), and the system clock can be increased.

When the voltage regulator operates in low-power mode, an additional startup delay is incurred when waking up from Low-power sleep mode.

Refer to *Table 33: Sleep-now (Low-power sleep)* and *Table 34: Sleep-on-exit (Low-power sleep)* for more details on how to exit Sleep low-power mode.

Table 33. Sleep-now (Low-power sleep)

Sleep-now mode	Description
Mode entry	Voltage regulator in low-power mode and the Flash memory switched off WFI (Wait for Interrupt) or WFE (wait for event) while: – SLEEPDEEP = 0 and – No interrupt (for WFI) or event (for WFE) is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
	On return from ISR while: – SLEEPDEEP = 0 and – SLEEPONEXIT = 1 and – No interrupt is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
Mode exit	Voltage regulator in Main regulator mode and the Flash memory switched on If WFI or Return from ISR was used for entry: Interrupt: Refer to *Table 48: List of vectors* If WFE was used for entry and SEVONPEND = 0 Wakeup event: Refer to *Section 12.3.2: Wakeup event management* If WFE was used for entry and SVONPEND = 1 Interrupt event when disabled in NVIC (refer to *Table 48: List of vectors)* or wakeup event (refer to *Section 12.3.2: Wakeup event management*)
Wakeup latency	Regulator wakeup time from low-power mode

Table 34. Sleep-on-exit (Low-power sleep)

Sleep-on-exit	Description
Mode entry	WFI (wait for interrupt) while: – SLEEPDEEP = 0 and – No interrupt (for WFI) or event (for WFE) is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
	On return from ISR while: – SLEEPDEEP = 0 and – SLEEPONEXIT = 1 and – No interrupt is pending Refer to the Cortex®-M0+ System Control register (see PM0223 programming manual).
Mode exit	Interrupt: refer to *Table 48: List of vectors*.
Wakeup latency	regulator wakeup time from low-power mode

6.3.9 Stop mode

The Stop mode is based on the Cortex®-M0+ Deepsleep mode combined with peripheral clock gating. The voltage regulator can be configured either in normal or low-power mode. In Stop mode, all clocks in the V_{CORE} domain are stopped, the PLL, the MSI, the HSI16 (except if HSI16KERON is set in Stop mode, see *Section 7.3.1: Clock control register (RCC_CR)*) and the HSE RC oscillators are disabled. Internal SRAM and register contents are preserved.

To get the lowest consumption in Stop mode, the internal Flash memory also enters low-power mode. When the Flash memory is in power-down mode, an additional startup delay is incurred when waking up from Stop mode.

To minimize the consumption In Stop mode, V_{REFINT} and BOR can be switched off before entering Stop mode. This functionality is controlled by the ULP bit in the PWR_CR register. If the ULP bit is set, the reference is switched off on Stop mode entry and enabled again on wakeup. .

I/O states in Low-power sleep mode

In Stop mode, all I/O pins keep the same state as in Run mode.

Entering Stop mode

Refer to *Section 6.3.5: Entering low-power mode* and to *Table 35* for details on how to enter the Stop mode.

If the application needs to disable the external clock before entering Stop mode, the HSEON bit must be first disabled and the system clock switched to HSI16.

Otherwise, if the HSEON bit is kept enabled while external clock (external oscillator) can be removed before entering Stop mode, the clock security system (CSS) feature must be enabled to detect any external oscillator failure and avoid a malfunction behavior when entering Stop mode.

To further reduce power consumption in Stop mode, the internal voltage regulator can be put in low-power mode. This is configured by the LPSDSR or LPDS bit in the PWR_CR register (see *Section 6.4.1*). The internal voltage regulator can also be kept in Main mode but the consumption will be much higher. As a result, it is always implicitly assumed that the regulator is in low-power mode during Stop mode. The only advantage of keeping the regulator in Main mode is that the wakeup time from Stop mode is shorter.

If Flash memory programming or an access to the APB domain is ongoing, the Stop mode entry is delayed until the memory or APB access has completed.

In Stop mode, the following features can be selected by programming individual control bits:

- Independent watchdog (IWDG): the IWDG is started by writing to its Key register or by hardware option. Once started it cannot be stopped except by a Reset. Refer to *Section 17.3: IWDG functional description* in *Section 17: Independent watchdog (IWDG)*.
- Real-time clock (RTC): this is configured by the RTCEN bit in the RCC_CSR register (see *Section 7.3.20*).
- Internal RC oscillator (LSI RC): this is configured by the LSION bit in the RCC_CSR register.
- External 32.768 kHz oscillator (LSE OSC): this is configured by the LSEON bit in the RCC_CSR register.

The ADC can also consume power in Stop mode, unless they are disabled before entering it. To disable them, the ADDIS bit in the ADC_CR register must be set to 1.

Exiting Stop mode

Refer to *Section 6.3.6: Exiting low-power mode* and to *Table 35* for details on how to exit Stop mode.

When exiting Stop mode by issuing an interrupt or a wakeup event, the MSI or HSI16 RC oscillator is selected as system clock depending the bit STOPWUCK in the RCC_CFGR register.

When the voltage regulator operates in low-power mode, an additional startup delay is incurred when waking up from Stop mode. By keeping the internal regulator ON during Stop mode, the consumption is higher although the startup time is reduced.

Table 35. Stop mode

Stop mode	Description
Mode entry	WFI (Wait for Interrupt) or WFE (Wait for Event) while: – No interrupt (for WFI) or event (for WFE) is pending. – SLEEPDEEP bit is set in Cortex®-M0+ System Control register – PDDS bit = 0 in Power Control register (PWR_CR) – WUF bit = 0 in Power Control/Status register (PWR_CSR) – MSI or HSI16 RC oscillator are selected as system clock for Stop mode exit by configuring the STOPWUCK bit in the RCC_CFGR register. *Note: To enter the Stop mode, all EXTI Line pending bits (in Section 12.5.6: EXTI pending register (EXTI_PR)), all peripherals interrupt pending bits, the RTC Alarm (Alarm A and Alarm B), RTC wakeup, RTC tamper, and RTC time-stamp flags, must be reset. Otherwise, the Stop mode entry procedure is ignored and program execution continues.*
	On return from ISR while: – No interrupt is pending. – SLEEPDEEP bit is set in Cortex®-M0+ System Control register – SLEEPONEXIT = 1 – PDDS bit = 0 in Power Control register (PWR_CR) – WUF bit = 0 in Power Control/Status register (PWR_CSR) – MSI or HSI16 RC oscillator are selected as system clock for Stop mode exit by configuring the STOPWUCK bit in the RCC_CFGR register. *Note: To enter the Stop mode, all EXTI Line pending bits (in Section 12.5.6: EXTI pending register (EXTI_PR)), all peripherals interrupt pending bits, the RTC Alarm (Alarm A and Alarm B), RTC wakeup, RTC tamper, and RTC time-stamp flags, must be reset. Otherwise, the Stop mode entry procedure is ignored and program execution continues.*
Mode exit	If WFI or return from ISR was used for entry: Any EXTI Line configured in Interrupt mode (the corresponding EXTI Interrupt vector must be enabled in the NVIC). Refer to *Table 48: List of vectors.* If WFE was used for entry and SEVONPEND = 0 Any EXTI Line configured in event mode. Refer to *Section 12.3.2: Wakeup event management on page 237* If WFE was used for entry and SEVONPEND = 1 – Any EXTI Line configured in event mode (even if the corresponding EXTI interrupt is disabled in the NVIC). The interrupt source can be an external interrupt or a peripheral with wakeup capability (refer to *Table 48: List of vectors).* – A wakeup event (refer to *Section 12.3.2: Wakeup event management on page 237*)
Wakeup latency	MSI or HSI16 RC wakeup time + regulator wakeup time from Low-power mode + FLASH wakeup time

6.3.10 Standby mode

The Standby mode allows to achieve the lowest power consumption. It is based on the Cortex®-M0+ Deepsleep mode, with the voltage regulator disabled. The V_{CORE} domain is consequently powered off. The PLL, the MSI, the HSI16 oscillator and the HSE oscillator are also switched off. SRAM and register contents are lost except for the RTC registers, RTC backup registers and Standby circuitry (see *Figure 10*).

I/O states in Standby mode

In Standby mode, all I/O pins are high impedance except for:

- Reset pad
- Wakeup pins (WKUP1, WKUP2, WKUP3)
- RTC functions (tamper, time-stamp, RTC Alarm out, RTC clock calibration out) on the following I/Os:
  - Category 1: PA0, PA2
  - Category 2: PC13, PA0, PA2
  - Category 3: PC13, PA0
  - Category 5: PC13, PA0, PE6

Entering Standby mode

Refer to *Section 6.3.5: Entering low-power mode* and to *Table 36* for details on how to enter Standby mode.

In Standby mode, the following features can be selected by programming individual control bits:

- Independent watchdog (IWDG): the IWDG is started by writing to its Key register or by hardware option. Once started it cannot be stopped except by a reset. Refer to *Section 17.3: IWDG functional description on page 435*.
- Real-time clock (RTC): this is configured by the RTCEN bit in the RCC_CSR register (see *Section 7.3.20*).
- Internal RC oscillator (LSI RC): this is configured by the LSION bit in the RCC_CSR register.
- External 32.768 kHz oscillator (LSE OSC): this is configured by the LSEON bit in the RCC_CSR register.

Exiting Standby mode

The microcontroller exits Standby mode when an external Reset (NRST pin), an IWDG Reset, a rising edge on WKUP pins (WUKP1, WKUP2 or WKUP3), an RTC alarm, a tamper event, or a time-stamp event is detected.

After waking up from Standby mode, program execution restarts in the same way as after a Reset (boot pins sampling, vector reset is fetched, etc.). The SBF status flag in the PWR_CSR register (see *Section 6.4.2*) indicates that the MCU was in Standby mode. All registers are reset to their default value after a system reset except for the register bits in the RTC domain (see *Section 19.7: RTC registers*, SBF status flag in the *PWR power control/status register (PWR_CSR)*, *Control/status register (RCC_CSR)* and *Clock control register (RCC_CR)*).

Refer to *Section 6.3.6: Exiting low-power mode* and to *Table 36* for more details on how to exit Standby mode.

Table 36. Standby mode

Standby mode	Description
Mode entry	WFI (Wait for Interrupt) or WFE (Wait for Event) while: – SLEEPDEEP = 1 in Cortex®-M0+ System Control register – PDDS = 1 bit in Power Control register (PWR_CR) – No interrupt (for WFI) or event (for WFE) is pending. – WUF = 0 bit in Power Control/Status register (PWR_CSR) – the RTC flag corresponding to the chosen wakeup source (RTC Alarm A, RTC Alarm B, RTC wakeup, Tamper or Time-stamp flags) is cleared
	On return from ISR while: – SLEEPDEEP = 1 in Cortex®-M0+ System Control register – SLEEPONEXIT = 1 – PDDS bit = 1 in Power Control register (PWR_CR) – No interrupt is pending. – WUF bit = 0 in Power Control/Status register (PWR_CSR) – the RTC flag corresponding to the chosen wakeup source (RTC Alarm A, RTC Alarm B, RTC wakeup, Tamper or Time-stamp flags) is cleared.
Mode exit	WKUP pin rising edge, RTC alarm (Alarm A and Alarm B), RTC wakeup, tamper event, time-stamp event, external reset in NRST pin, IWDG reset.
Wakeup latency	Reset phase

Debug mode

By default, the debug connection is lost if the application puts the MCU in Stop or Standby mode while the debug features are used. This is due to the fact that the Cortex®-M0+ core is no longer clocked.

However, by setting some configuration bits in the DBG_CR register, the software can be debugged even when using the low-power modes extensively. For more details, refer to *Section 24.9.1: Debug support for low-power modes*.

6.3.11 Waking up the device from Stop and Standby modes using the RTC

The MCU can be woken up from low-power mode by an RTC Alarm event, an RTC Wakeup event, a tamper event or a time-stamp event, without depending on an external interrupt (Auto-wakeup mode).

These RTC alternate functions can wake up the system from Stop and Standby low-power modes.

The system can also wake up from low-power modes without depending on an external interrupt (Auto-wakeup mode) by using the RTC alarm or the RTC wakeup events.

The RTC provides a programmable time base for waking up from Stop or Standby mode at regular intervals. For this purpose, two of the three alternative RTC clock sources can be selected by programming the RTCSEL[1:0] bits in the RCC_CSR register (see *Section 7.3.20*):

- Low-power 32.768 kHz external crystal oscillator (LSE OSC).
  This clock source provides a precise time base with very low-power consumption (less than 1 µA added consumption in typical conditions)
- Low-power internal RC oscillator (LSI RC)

  This clock source has the advantage of saving the cost of the 32.768 kHz crystal. This internal RC Oscillator is designed to use minimum power consumption.

RTC auto-wakeup (AWU) from the Stop mode

- To wake up from the Stop mode with an RTC alarm event, it is necessary to:
  a) Configure the EXTI Line 17 to be sensitive to rising edges (Interrupt or Event modes)
  b) Enable the RTC Alarm interrupt in the RTC_CR register
  c) Configure the RTC to generate the RTC alarm
- To wake up from the Stop mode with an RTC Tamper or time stamp event, it is necessary to:
  a) Configure the EXTI Line 19 to be sensitive to rising edges (Interrupt or Event modes)
  b) Enable the RTC TimeStamp Interrupt in the RTC_CR register or the RTC Tamper Interrupt in the RTC_TCR register
  c) Configure the RTC to detect the tamper or time stamp event
- To wake up from the Stop mode with an RTC Wakeup event, it is necessary to:
  a) Configure the EXTI Line 20 to be sensitive to rising edges (Interrupt or Event modes)
  b) Enable the RTC Wakeup Interrupt in the RTC_CR register
  c) Configure the RTC to generate the RTC Wakeup event

RTC auto-wakeup (AWU) from the Standby mode

- To wake up from the Standby mode with an RTC alarm event, it is necessary to:
  a) Enable the RTC Alarm interrupt in the RTC_CR register
  b) Configure the RTC to generate the RTC alarm
- To wake up from the Stop mode with an RTC Tamper or time stamp event, it is necessary to:
  a) Enable the RTC TimeStamp Interrupt in the RTC_CR register or the RTC Tamper Interrupt in the RTC_TCR register
  b) Configure the RTC to detect the tamper or time stamp event
- To wake up from the Stop mode with an RTC Wakeup event, it is necessary to:
  a) Enable the RTC Wakeup Interrupt in the RTC_CR register
  b) Configure the RTC to generate the RTC Wakeup event

6.4 Power control registers

The peripheral registers have to be accessed by half-words (16-bit) or words (32-bit).

6.4.1 PWR power control register (PWR_CR)

Address offset: 0x00

Reset value: 0x0000 1000 (reset by wakeup from Standby mode)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LPDS
															rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	LPRUN	DS_EE_KOFF	VOS[1:0]		FWU	ULP	DBP	Res.	Res.	Res.	Res.	CSBF	CWUF	PDDS	LPSDSR
	rw	rw	rw	rw	rw	rw	rw					rc_w1	rc_w1	rw	rw

Bits 31:17 Reserved, always read as 0.

Bit 16 **LPDS**: Regulator in Low-power deepsleep mode

This bit allows switching the regulator to low-power mode when the CPU enters Stop mode. Its behavior depends on LPSDSR bit.

- if LPSDSR = 1: bit has no effect.
- if LPSDSR = 0:

0: Voltage regulator in Main mode during Deepsleep mode (Stop mode)

1: Voltage regulator switches to low-power mode when the CPU enters Deepsleep mode (Stop mode).

The regulator goes back to Main mode when the CPU exits from Deepsleep mode.

Note: The LPDS bit is available on category 1 devices only.

Bit 15 Reserved, always read as 0.

Bit 14 **LPRUN:** Low-power run mode

When LPRUN bit is set together with the LPSDSR bit, the regulator is switched from Main mode to low-power mode. Otherwise, it remains in Main mode. The regulator goes back to operate in Main mode when LPRUN is reset.

If this bit is set (with LPSDSR bit set) and the CPU enters sleep or Deepsleep mode (LP sleep or Stop mode), then, when the CPU wakes up from these modes, it enters Run mode but with LPRUN bit set. To enter again Low-power run mode, it is necessary to perform a reset and set LPRUN bit again.

It is forbidden to reset LPSDSR when the MCU is in Low-power run mode. LPSDSR is used as a prepositioning for the entry into low-power mode, indicating to the system which configuration of the regulator will be selected when entering low-power mode. The LPSDSR bit must be set before the LPRUN bit is set. LPSDSR can be reset only when LPRUN bit=0.

0: Voltage regulator in Main mode in Low-power run mode

1: Voltage regulator in low-power mode in Low-power run mode

Bit 13 **DS_EE_KOFF**: Deepsleep mode with non-volatile memory kept off

When entering low-power mode (Stop or Standby only), if DS_EE_KOFF and RUN_PD bits are both set in FLASH_ACR register (refer to *Section 3.7.1: Access control register (FLASH_ACR)*, the non-volatile memory (Flash program memory and data EEPROM) will not be woken up when exiting from Deepsleep mode.

0: NVM woken up when exiting from Deepsleep mode even if the bit RUN_PD is set

1: NVM not woken up when exiting from low-power mode (if the bit RUN_PD is set)

Bits 12:11 **VOS[1:0]:** Voltage scaling range selection

These bits are used to select the internal regulator voltage range.
Before resetting the power interface by resetting the PWRRST bit in the RCC_APB1RSTR register, these bits have to be set to '10' and the frequency of the system has to be configured accordingly.
00: forbidden (bits are unchanged and keep the previous value, no voltage change occurs)
01: 1.8 V (range 1)
10: 1.5 V (range 2)
11: 1.2 V (range 3)

Bit 10 **FWU**: Fast wakeup

This bit works in conjunction with ULP bit.
If ULP = 0, FWU is ignored
If ULP = 1 and FWU = 1: V_{REFINT} startup time is ignored when exiting from low-power mode. The VREFINTRDYF flag in the PWR_CSR register indicates when the V_{REFINT} is ready again.
If ULP=1 and FWU = 0: Exiting from low-power mode occurs only when the V_{REFINT} is ready (after its startup time). This bit is not reset by resetting the PWRRST bit in the RCC_APB1RSTR register.
0: Low-power modes exit occurs only when V_{REFINT} is ready
1: V_{REFINT} start up time is ignored when exiting low-power modes

Bit 9 **ULP**: Ultra-low-power mode

When set, the V_{REFINT} is switched off in low-power mode. The BOR also relies on the voltage reference. This bit is not reset by resetting the PWRRST bit in the RCC_APB1RSTR register.
0: V_{REFINT} is on in low-power mode
1: V_{REFINT} is off in low-power mode

Bit 8 **DBP**: Disable backup write protection

In reset state, the RTC, RTC backup registers and RCC CSR register are protected against parasitic write access. This bit must be set to enable write access to these registers.
0: Access to RTC, RTC Backup and RCC CSR registers disabled
1: Access to RTC, RTC Backup and RCC CSR registers enabled

Note: If the HSE divided by 2, 4, 8 or 16 is used as the RTC clock, this bit must remain set to 1.

Bits 7:4 Reserved, always read as 0.

Bit 3 **CSBF**: Clear standby flag

This bit is always read as 0.
0: No effect
1: Clear the SBF Standby flag (write).

Bit 2 **CWUF:** Clear wakeup flag

This bit is always read as 0.

0: No effect

1: Clear the WUF Wakeup flag after 2 system clock cycles

Bit 1 **PDDS**: Power-down deepsleep

This bit is set and cleared by software.

0: Enter Stop mode when the CPU enters Deepsleep.

1: Enter Standby mode when the CPU enters Deepsleep.

Bit 0 **LPSDSR:** Low-power deepsleep/Sleep/Low-power run

– DeepSleep/Sleep modes

When this bit is set, the regulator switches in low-power mode when the CPU enters sleep or Deepsleep mode. The regulator goes back to Main mode when the CPU exits from these modes.

– Low-power run mode

When this bit is set, the regulator switches in low-power mode when the bit LPRUN is set. The regulator goes back to Main mode when the bit LPRUN is reset.

This bit is set and cleared by software.

0: Voltage regulator on during Deepsleep/Sleep/Low-power run mode

1: Voltage regulator in low-power mode during Deepsleep/Sleep/Low-power run mode

Note: If the sequence below is executed:

1) Low-power run

2) Low-power sleep

3) Run

4) Low-power run

after returning from Low-power deepsleep/Sleep mode (step 2), the regulator goes back to Main mode (step 3). Then to switch to Low-power run mode (step 4), it is necessary to perform a reset and set LPSDSR bit again.

6.4.2 PWR power control/status register (PWR_CSR)

Address offset: 0x04

Reset value: 0x0000 0008 (not reset by wakeup from Standby mode)

Additional APB cycles are needed to read this register versus a standard APB read.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	EWUP 3	EWUP 2	EWUP 1	Res.	Res.	REG LPF	VOSF	VREFIN TRDYF	Res.	SBF	WUF
					rw	rw	rw			r	r	r		r	r

Bits 31:11 Reserved, must be kept at reset value.

Bit 10 **EWUP3**: Enable WKUP pin 3

This bit is set and cleared by software.

0: WKUP pin 3 is used for general purpose I/Os. An event on the WKUP pin 3 does not wakeup the device from Standby mode.

1: WKUP pin 3 is used for wakeup from Standby mode and forced in input pull down configuration (rising edge on WKUP pin 3wakes-up the system from Standby mode).

Note: This bit is reset by a system reset.

Bit 9 **EWUP2**: Enable WKUP pin 2

This bit is set and cleared by software.

0: WKUP pin 2 is used for general purpose I/Os. An event on the WKUP pin 2 does not wakeup the device from Standby mode.

1: WKUP pin 2 is used for wakeup from Standby mode and forced in input pull down configuration (rising edge on WKUP pin 2 wakes-up the system from Standby mode).

Note: This bit is reset by a system reset.

Bit 8 **EWUP1**: Enable WKUP pin 1

This bit is set and cleared by software.

0: WKUP pin 1 is used for general purpose I/Os. An event on the WKUP pin 1 does not wakeup the device from Standby mode.

1: WKUP pin 1 is used for wakeup from Standby mode and forced in input pull down configuration (rising edge on WKUP pin 1 wakes-up the system from Standby mode).

Note: This bit is reset by a system reset.

Bits 7:6 Reserved, must be kept at reset value.

Bit 5 **REGLPF**: Regulator LP flag

This bit is set by hardware when the MCU is in Low-power run mode.

When the MCU exits from Low-power run mode, this bit stays at 1 until the regulator is ready in Main mode. A polling on this bit is recommended to wait for the regulator Main mode. This bit is reset by hardware when the regulator is ready.

0: Regulator is ready in Main mode

1: Regulator voltage is in low-power mode

Bit 4 **VOSF**: Voltage Scaling select flag

A delay is required for the internal regulator to be ready after the voltage range is changed. The VOSF bit indicates that the regulator has reached the voltage level defined with bits VOS of PWR_CR register.

This bit is set when VOS[1:0] in PWR_CR register change.

It is reset once the regulator is ready.

0: Regulator is ready in the selected voltage range

1: Regulator voltage output is changing to the required VOS level.

Bit 3 **VREFINTRDYF**: Internal voltage reference (V_{REFINT}) ready flag

This bit indicates the state of the internal voltage reference, V_{REFINT}.

0: V_{REFINT} is OFF

1: V_{REFINT} is ready

Bit 2 Reserved, must be kept at reset value.

Bit 1 **SBF:** Standby flag

This bit is set by hardware and cleared only by a POR/PDR (power-on reset/power-down reset) or by setting the CSBF bit in the *PWR power control register (PWR_CR)*

0: Device has not been in Standby mode

1: Device has been in Standby mode

Bit 0 **WUF:** Wakeup flag

This bit is set by hardware and cleared by a system reset or by setting the CWUF bit in the *PWR power control register (PWR_CR)*

0: No wakeup event occurred

1: A wakeup event was received from the WKUP pin or from the RTC alarm (Alarm A or Alarm B), RTC Tamper event, RTC Timestamp event or RTC Wakeup).

Note: An additional wakeup event is detected if the WKUP pins are enabled (by setting the EWUPx (x=1, 2, 3) bits) when the WKUP pin levels are already high.

6.4.3 PWR register map

The following table summarizes the PWR registers.

Table 37. PWR - register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x000	**PWR_CR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LPDS	Res.	LPRUN	DS_EE_KOFF	VOS [1:0]		FWU	ULP	DBP	Res.	Res.	Res.	Res.	CSBF	CWUF	PDDS	LPSDSR
	Reset value																0		0		1	0	0	0	0					0	0	0	0
0x004	**PWR_CSR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EWUP3	EWUP2	EWUP1	Res.	Res.	REGLPF	VOSF	VREFINTRDYF	Res.	SBF	WUF
	Reset value																						0	0	0			0	0	1		0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

7 Reset and clock control (RCC)

7.1 Reset

There are three types of reset, defined as system reset, power reset and RTC domain reset.

7.1.1 System reset

A system reset sets all registers to their reset values except for the RTC, RTC backup registers and control/status registers (RCC_CR and RCC_CSR).

A system reset is generated when one of the following events occurs:

- A low level on the NRST pin (external reset)
- Window watchdog end-of-count condition (WWDG reset)
- Independent watchdog end-of-count condition (IWDG reset)
- A software reset (SW reset) (see *Software reset*)
- Low-power management reset (see *Low-power management reset*)
- Option byte loader reset (see *Option byte loader reset*)
- Exit from Standby mode
- Firewall protection (see *Section 5: Firewall (FW)*)

The reset source can be identified by checking the reset flags in the control/status register, RCC_CSR (see *Section 7.3.20*).

Software reset

The SYSRESETREQ bit in Cortex®-M0+ AIRCR register (Application Interrupt and Reset Control Register) must be set to force a software reset on the device. Refer to Arm® Cortex®-M0+ Technical Reference Manual for more details.

Low-power management reset

There are two ways to generate a low-power management reset:

- Reset generated when entering Standby mode:

  This type of reset is enabled by resetting nRST_STDBY bit in user option bytes. In this case, whenever a Standby mode entry sequence is successfully executed, the device is reset instead of entering Standby mode.
- Reset when entering Stop mode:

  This type of reset is enabled by resetting nRST_STOP bit in user option bytes. In this case, whenever a Stop mode entry sequence is successfully executed, the device is reset instead of entering Stop mode.

Option byte loader reset

The Option byte loader reset is generated when the OBL_LAUNCH bit (bit 18) is set in the FLASH_PECR register. This bit is used to launch by software the option byte loading.

For further information on the user option bytes, refer to *Section 3: Flash program memory and data EEPROM (FLASH)*.

7.1.2 Power reset

A power reset is generated when one of the following events occurs:

- Power-on/power-down reset (POR/PDR reset)
- BOR reset

A power reset sets all registers to their reset values including for the RTC domain (see *Figure 15*)

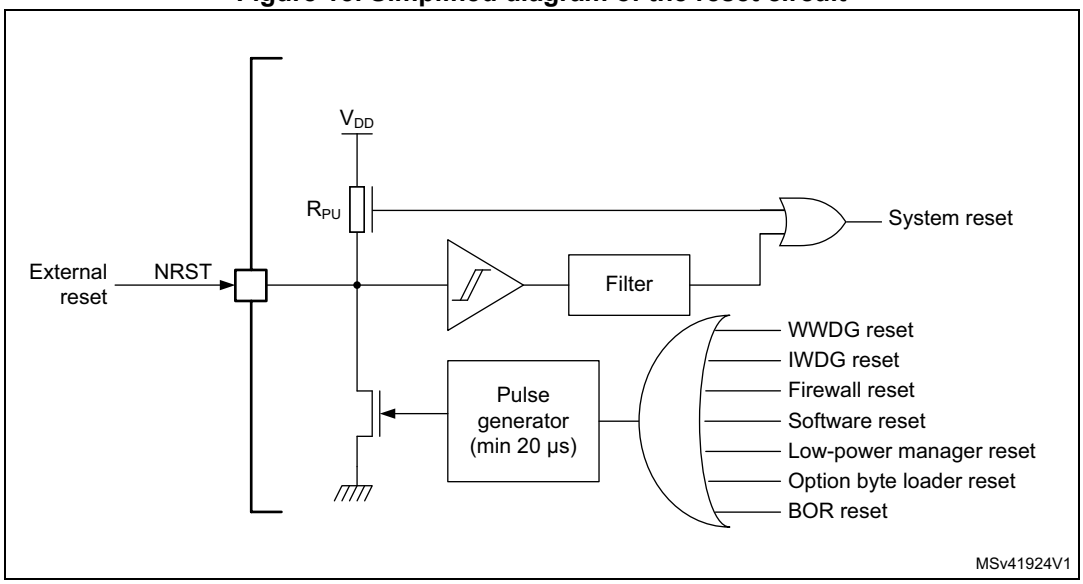
These sources act on the NRST pin and it is always kept low during the delay phase. The RESET service routine vector is fixed at address 0x0000_0004 in the memory map. For more details, refer to *Table 48: List of vectors*.

The system reset signal provided to the device is output on the NRST pin (except the Exit from Standby reset which is not output on the NRST pin but generates system reset).

The pulse generator guarantees a minimum reset pulse duration of 20 µs for each internal reset source. In case of an external reset, the reset pulse is generated while the NRST pin is asserted low.

When an internal reset occurs, the internal pull-up resistor (RPU) is deactivated in order to save the power consumption through the pull-up resistor.

Figure 15. Simplified diagram of the reset circuit



7.1.3 RTC and backup registers reset

The RTC peripheral, RTC clock source selection (in RCC_CSR) and the backup registers are reset only when one of the following events occurs:

- A software reset, triggered by setting the RTCRST bit in the RCC_CSR register (see *Section 7.3.20*)
- Power reset (BOR/POR/PDR).

7.2 Clocks

Four different clock sources can be used to drive the system clock (SYSCLK):

- HSI16 (high-speed internal) oscillator clock
- HSE (high-speed external) oscillator clock

  The HSE external quartz connexion is available only on cat. 2 devices in LQFP48 package.
- PLL clock
- MSI (multispeed internal) oscillator clock

  The MSI at 2.1MHz is used as system clock source after startup from power reset, system or RTC domain reset, and after wake-up from Standby mode.

  The HSI16, HSI16 divided by 4, or the MSI at any of its possible frequency can be used to wake up from Stop mode.

The devices have two secondary clock sources:

- 37 kHz low speed internal RC (LSI RC) which drives the independent watchdog and optionally the RTC used for Auto-wakeup from Stop/Standby mode and the LPTIMER.
- 32.768 kHz low speed external crystal (LSE crystal) which optionally drives the real-time clock (RTCCLK), the LPTIMER and USARTs.

Each clock source can be switched on or off independently when it is not used to optimize power consumption.

Several prescalers can be used to configure the AHB frequency and the two APBs (APB1 and APB2) domains. The maximum frequency of AHB, APB1 and the APB2 domains is 32 MHz. It depends on the device voltage range. For more details refer to *Section 6.1.5: Dynamic voltage scaling management*.

All the peripheral clocks are derived from the system clock (SYSCLK) except:

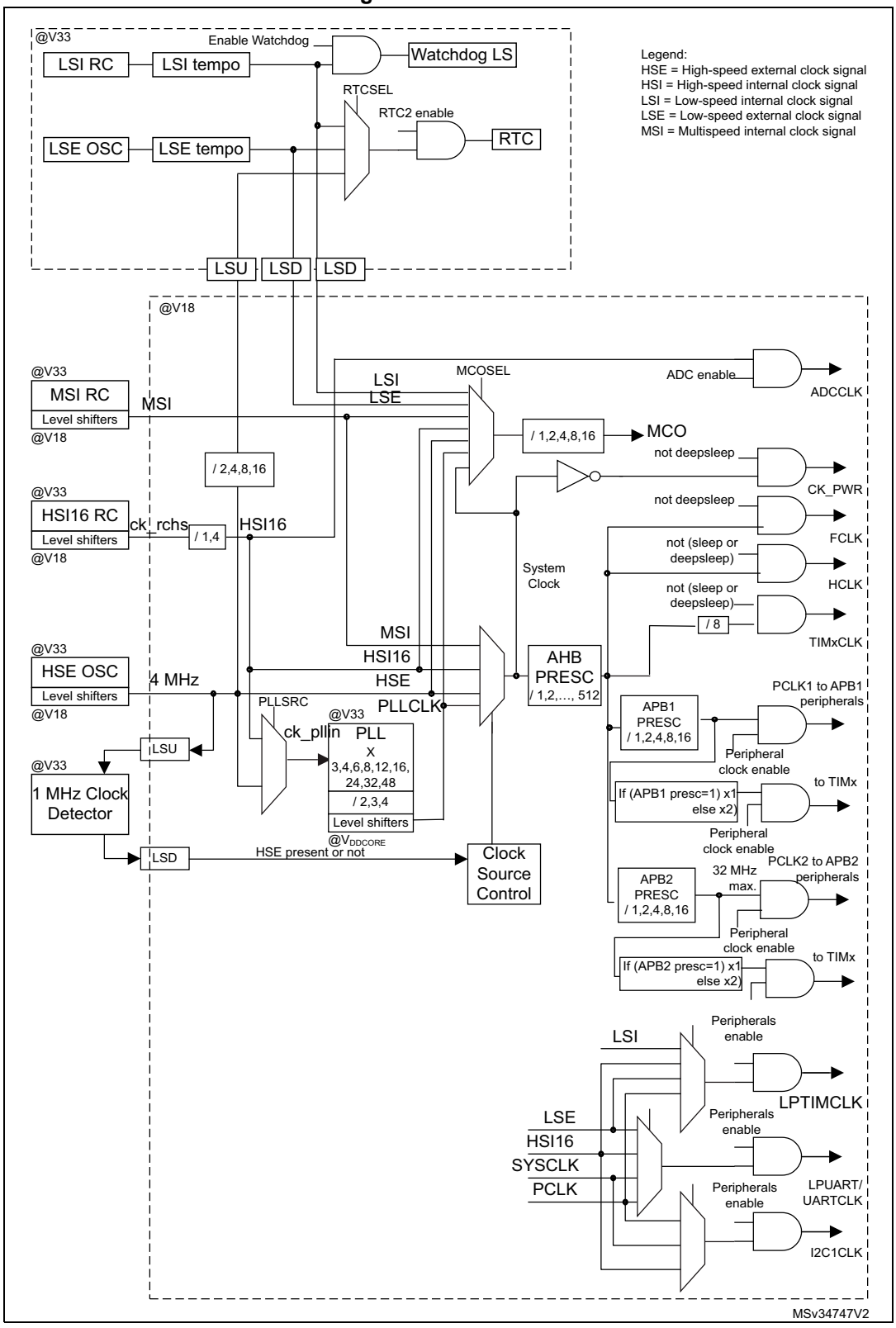
- The ADC can be derived either from the APB clock or the HSI16 clock.
- The LPUART1 and USART2 clock which is derived (selected by software) from one of the four following sources:
  - system clock
  - HSI16 clock
  - LSE clock
  - APB clock (PCLK)
- The I2C1 clock which is derived (selected by software) from one of the three following sources:
  - system clock
  - HSI16 clock
  - APB clock (PCLK)
- The LPTIMER clock which is derived (selected by software) from one of the four following sources:
  - HSI16 clock
  - LSE clock
  - LSI clock
  - APB clock (PCLK)

- The RTC clock which is derived from the following clock sources:
  - LSE clock,
  - LSI clock,
  - 4 MHz HSE_RTC (HSE divided by a programmable prescaler).
- IWDG clock which is always the LSI clock.

The system clock (SYSCLK) frequency must be higher or equal to the RTC clock frequency.

The RCC feeds the Cortex® System Timer (SysTick) external clock with the AHB clock (HCLK) divided by 8. The SysTick can work either with this clock or with the Cortex® clock (HCLK), configurable in the SysTick Control and Status Register.

Figure 16. Clock tree



1. For full details about the internal and external clock source characteristics, please refer to the “Electrical characteristics” section in your device datasheet.

The timer clock frequencies are automatically fixed by hardware. There are two cases:

1. If the APB prescaler is 1, the timer clock frequencies are set to the same frequency as that of the APB domain to which the timers are connected.
2. Otherwise, they are set to twice (×2) the frequency of the APB domain to which the timers are connected.

f_{CLK} acts as Cortex®-M0+ free running clock. For more details refer to the *Section 24: Debug support (DBG)*.

7.2.1 HSE clock

The high speed external clock signal (HSE) can be generated from two possible clock sources:

- HSE external crystal/ceramic resonator
- HSE user external clock

The resonator and the load capacitors have to be placed as close as possible to the oscillator pins in order to minimize output distortion and startup stabilization time. The loading capacitance values must be adjusted according to the selected oscillator.

Table 38. HSE/LSE clock sources

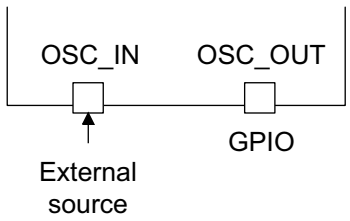
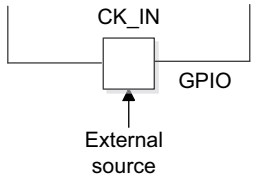
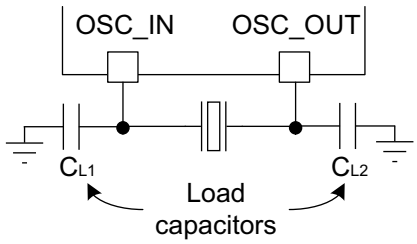
Clock source	Hardware configuration
External clock for category 2, category 3 (LQFP48 only) and category 5 devices	

Table 38. HSE/LSE clock sources (continued)

Clock source	Hardware configuration
External clock for category 1 devices	 MSv36151V1
Crystal/Ceramic resonators for category 2, category 3 (LQFP48 only) and category 5 devices	 MSv31916V1

External source (HSE bypass)

In this mode, an external clock source must be provided. It can have a frequency of up to 32 MHz. This mode is selected by setting the HSEBYP and HSEON bits in the RCC_CR register *(see Section 7.3.1: Clock control register (RCC_CR))*. The external clock signal with ~50% duty cycle has to drive the following pin (see *Figure 38*):

- On devices where OSC_IN and OSC_OUT pins are available: the OSC_IN pin must be driven while the OSC_OUT pin should be left hi-Z.
- Otherwise, the CK_IN pin must be driven.

Note: For details on pin availability, refers to the pinout section in your device datasheet.

The external clock signal can be square, sinus or triangle. To minimize the consumption, it is recommended to use the square signal.

External crystal/ceramic resonator (HSE crystal)

The 1 to 24 MHz external oscillator has the advantage of producing a very accurate rate on the main clock.

The associated hardware configuration is shown in *Figure 38*. Refer to the electrical characteristics section of the *datasheet* for more details.

The HSERDY flag of the RCC_CR register *(see Section 7.3.1)* indicates whether the HSE oscillator is stable or not. At startup, the HSE clock is not released until this bit is set by hardware. An interrupt can be generated if enabled in the *RCC_CR register*.

The HSE Crystal can be switched on and off using the HSEON bit in the *RCC_CR register*.

For code example, refer to *A.4.1: HSE start sequence code example*.

7.2.2 HSI16 clock

The HSI16 clock signal is generated from an internal 16 MHz RC oscillator. It can be used directly as a system clock or as PLL input.

The HSI16 clock can be used after wake-up from the Stop low-power mode, this ensure a smaller wake-up time than a wake-up using MSI clock.

The HSI16 RC oscillator has the advantage of providing a clock source at low cost (no external components). It also has a faster startup time than the HSE crystal oscillator however, even with calibration the frequency is less accurate than an external crystal oscillator or ceramic resonator.

The HSI16 clock can be kept running in Stop mode by setting HSI16KERON bit in RCC_CR register (see *Section 7.3.1: Clock control register (RCC_CR)*). In this case the HSI16 clock can be used for dedicated peripherals which can run in Stop mode.

Calibration

RC oscillator frequencies can vary from one chip to another due to manufacturing process variations, this is why each device is factory calibrated by ST for 1% accuracy at an ambient temperature, T_A, of 25 °C.

After reset, the factory calibration value is loaded in the HSI16CAL[7:0] bits in the Internal Clock Sources Calibration Register (RCC_ICSCR) *(see Section 7.3.2)*.

If the application is subject to voltage or temperature variations, this may affect the RC oscillator speed. You can trim the HSI16 frequency in the application by using the HSI16TRIM[4:0] bits in the RCC_ICSCR register. For more details on how to measure the HSI16 frequency variation please refer to *Section 7.2.14: Internal/external clock measurement using TIM21*.

The HSI16RDY flag in the RCC_CR register indicates whether the HSI16 oscillator is stable or not. At startup, the HSI16 RC output clock is not released until this bit is set by hardware.

The HSI16 RC oscillator can be switched on and off using the HSI16ON bit in the RCC_CR register.

7.2.3 MSI clock

The MSI clock signal is generated from an internal RC oscillator. Its frequency range can be adjusted by software by using the MSIRANGE[2:0] bits in the RCC_ICSCR register (see *Section 7.3.2: Internal clock sources calibration register (RCC_ICSCR)*). Seven frequency ranges are available: 65.536 kHz, 131.072 kHz, 262.144 kHz, 524.288 kHz, 1.048 MHz, 2.097 MHz (default value) and 4.194 MHz.

The MSI clock is always used as system clock after restart from Reset and wake-up from Standby. After wake-up from Stop mode, the MSI clock can be selected as system clock instead of HSI16 (or HSI16/4).

When the device restarts after a reset or a wake-up from Standby, the MSI frequency is set to its default value. The MSI frequency does not change after waking up from Stop.

The MSI RC oscillator has the advantage of providing a low-cost (no external components) low-power clock source. It is used as wake-up clock in low-power modes to reduce power consumption.

The MSIRDY flag in the RCC_CR register indicates whether the MSI RC is stable or not. At startup, the MSI RC output clock is not released until this bit is set by hardware.

The MSI RC can be switched on and off by using the MSION bit in the RCC_CR register *(see Section 7.3.1*).

It can also be used as a backup clock source (auxiliary clock) if the HSE crystal oscillator fails. Refer to *Section 7.2.9: HSE clock security system (CSS) on page 151*.

Calibration

The MSI RC oscillator frequency can vary from one chip to another due to manufacturing process variations, this is why each device is factory calibrated by ST for 1% accuracy at an ambient temperature, T_A, of 25 °C.

After reset, the factory calibration value is loaded in the MSICAL[7:0] bits in the RCC_ICSCR register. If the application is subject to voltage or temperature variations, this may affect the RC oscillator speed. You can trim the MSI frequency in the application by using the MSITRIM[7:0] bits in the RCC_ICSCR register. For more details on how to measure the MSI frequency variation please refer to *Section 7.2.14: Internal/external clock measurement using TIM21*.

7.2.4 PLL

The internal PLL can be clocked by the HSI16 RC or HSE clocks.

The PLL input clock frequency must range between 2 and 24 MHz.

The desired frequency is obtained by using the multiplication factor and output division embedded in the PLL:

- The system clock is derived from the PLL VCO divided by the output division factor.

Note: The application software must set correctly the PLL multiplication factor to avoid exceeding 96 MHz as PLLVCO when the product is in range 1,

48 MHz as PLLVCO when the product is in range 2,

24 MHz when the product is in range 3.

It must also set correctly the output division to avoid exceeding 32 MHz as SYSCLK.

The minimum input clock frequency for PLL is 2 MHz (when using HSE as PLL source).

The PLL configuration (selection of the source clock, multiplication factor and output division factor) must be performed before enabling the PLL. Once the PLL is enabled, these parameters cannot be changed.

To modify the PLL configuration, proceed as follows:

1. Disable the PLL by setting PLLON to 0.
2. Wait until PLLRDY is cleared. The PLL is now fully stopped.
3. Change the desired parameter.
4. Enable the PLL again by setting PLLON to 1.

An interrupt can be generated when the PLL is ready if enabled in the RCC_CIER register (see *Section 7.3.4*).

For code example, refer to *A.4.2: PLL configuration modification code example*.

7.2.5 LSE clock

The LSE crystal is a 32.768 kHz low speed external crystal or ceramic resonator. It has the advantage of providing a low-power but highly accurate clock source to the real-time clock peripheral (RTC) for clock/calendar or other timing functions.

The LSE crystal is switched on and off through the LSEON bit in the RCC_CSR register (see *Section 7.3.20*).

The crystal oscillator driving strength can be changed at runtime through the LSEDRV[1:0] bits of the RCC_CSR register to obtain the best compromise between robustness and short start-up time on one hand and low power consumption on the other hand. The driving capability should be changed dynamically to determine the driving level that best matches the used crystal. In the final application, it is then recommended to program this value in LSEDRV[1:0] bits.

The LSERDY flag in the RCC_CSR register indicates whether the LSE crystal is stable or not. At startup, the LSE crystal output clock signal is not released until this bit is set by hardware. An interrupt can be generated if enabled in the RCC_CIER register (see *Section 7.3.4*).

External source (LSE bypass)

In this mode, an external clock source must be provided. It can have a frequency of up to 1 MHz. This mode is selected by setting the LSEBYP and LSEON bits in the RCC_CSR (see *Section 7.3.1*). The external clock signal (square, sinus or triangle) with ~50% duty cycle has to drive the OSC32_IN pin while the OSC32_OUT pin should be left Hi-Z (see *Figure 38*).

7.2.6 LSI clock

The LSI RC acts as an low-power clock source that can be kept running in Stop and Standby mode for the independent watchdog (IWDG). The clock frequency is around 37 kHz.

The LSI RC oscillator can be switched on and off using the LSION bit in the RCC_CSR register (see *Section 7.3.20*).

The LSIRDY flag in RCC_CSR indicates whether the low-speed internal oscillator is stable or not. At startup, the clock is not released until this bit is set by hardware. An interrupt can be generated if enabled in the RCC_CIER (see *Section 7.3.4*).

Since the IWDG is activated, the LSI oscillator cannot be stopped by LSION=0. The LSI oscillator is stopped by system reset (except if IWDG is enabled by hardware option through WDG_SW option bit in FLASH_OPTR register). If the IWDG was enabled by software, then the LSI oscillator must be enabled again after system reset to ensure correct IWDG and/or RTC operation.

LSI measurement

The frequency dispersion of the LSI oscillator can be measured to have accurate RTC time base and/or IWDG timeout (when LSI is used as clock source for these peripherals) with an acceptable accuracy. For more details, refer to the electrical characteristics section of the datasheets. For more details on how to measure the LSI frequency, please refer to *Section 7.2.14: Internal/external clock measurement using TIM21*.

7.2.7 System clock (SYSCLK) selection

Four different clock sources can be used to drive the system clock (SYSCLK):

- The HSI16 oscillator
- The HSE oscillator
- The PLL
- The MSI oscillator clock (default after reset)

When a clock source is used directly or through the PLL as system clock, it is not possible to stop it.

A switch from one clock source to another occurs only if the target clock source is ready (clock stable after startup delay or PLL locked). If a clock source which is not yet ready is selected, the switch will occur when the clock source will be ready. Status bits in the RCC_CR register indicate which clock(s) is (are) ready and which clock is currently used as system clock.

7.2.8 System clock source frequency versus voltage range

The following table gives the different clock source maximum frequencies depending on the product voltage range.

Table 39. System clock source frequency

Product voltage range	Clock frequency			
	MSI	HSI16	HSE	PLL
Range 1 (1.8 V)	4.2 MHz	16 MHz	HSE 32 MHz (external clock) or 24 MHz (crystal)	32 MHz (PLLVCO max = 96 MHz)
Range 2 (1.5 V)	4.2 MHz	16 MHz	16 MHz	16 MHz (PLLVCO max = 48 MHz)
Range 3 (1.2 V)	4.2 MHz	NA	8 MHz	4 MHz (PLLVCO max = 24 MHz)

7.2.9 HSE clock security system (CSS)

The Clock security system can be activated on the HSE by software. In this case, the clock detector is enabled after the HSE oscillator startup delay, and disabled when this oscillator is stopped.

If an HSE clock failure is detected, this oscillator is automatically disabled and an CSSHSEI interrupt (Clock Security System Interrupt) is generated to inform the software of the failure, thus allowing the MCU to perform rescue operations. The CSSHSEI is linked to the Cortex®-M0+ NMI (Non-Maskable Interrupt) exception vector.

Note: Once the CSSHSE is enabled, if the HSE clock fails, the CSSHSE interrupt occurs and an NMI is automatically generated. The NMI is executed indefinitely unless the CSSHSE interrupt pending bit is cleared. As a consequence, the NMI interrupt service routine (ISR) must clear the CSSHSE interrupt by setting the CSSHSEC bit in the RCC_CICR register.

If the HSE oscillator is used directly or indirectly as the system clock (indirectly means: it is used as PLL input clock, and the PLL clock is used as system clock), a detected failure causes a switch of the system clock and the disabling of the HSE oscillator. If the HSE oscillator clock is the clock entry of the PLL used as system clock when the failure occurs, the PLL is disabled too.

When an HSE failure occurs, the system clock can be switched to the MSI or to the internal 16-MHz HSI clock depending on the value of STOPWUCK bit in the RCC_CFGR register.

Note: Category 1 devices do not feature HSE clock security system. The HSE clock is available only in bypass mode.

7.2.10 LSE Clock Security System

Clock Security System can be activated on the LSE by software. This is done by writing the CSSLSEON bit in the RCC_CSR register. This bit can be disabled by a hardware reset, an RTC software reset, or after an LSE clock failure detection. CSSLSEON bit must be written after the LSE and LSI clocks are enabled (LSEON and LSION set) and ready (LSERDY and LSIRDY bits set by hardware), and after the RTC clock has been selected through the RTCSEL bit.

The LSE CSS works in all modes: run, Sleep, Stop and Standby.

If a failure is detected on the external 32 kHz oscillator, the LSE clock is no longer supplied to the RTC but the content of the registers does not change.

A wakeup is generated in Standby mode. In any other modes, an interrupt can be sent to wake-up the software (see *Section 7.3.4*).

The software MUST then reset the CSSLSEON bit and stop the defective 32 kHz oscillator by resetting LSEON bit. It can change the RTC clock source (LSI, HSE or no clock) through the RTCSEL bit, or take any required action to secure the application.

The frequency of LSE oscillator must be higher than 30 kHz to avoid false positive CSS detection.

7.2.11 RTC clock

The RTC has the same clock source which can be either the LSE, the LSI, or the HSE 4 MHz clock (HSE divided by a programmable prescaler). It is selected by programming the RTCSEL[1:0] bits in the RCC_CSR register (see *Section 7.3.20*) and the RTCPRE[1:0] bits in the RCC_CR register (see *Section 7.3.1*).

Once the RTC clock source have been selected, the only possible way of modifying the selection is to set the RTCRST bit in the RCC_CSR register, or by a POR.

If the LSE or LSI is used as RTC clock source, the RTC continues to work in Stop and Standby low-power modes, and can be used as wakeup source. However, when the HSE is the RTC clock source, the RTC cannot be used in the Stop and Standby low-power modes.

When the RTC is clocked by the LSE, the RTC remains clocked and functional under system reset.

*Note: To be able to read the RTC calendar register when the APB1 clock frequency is less than seven times the RTC clock frequency (7*RTCLCK), the software must read the calendar time and date registers twice.*

If the second read of the RTC_TR gives the same result as the first read, this ensures that the data is correct. Otherwise a third read access must be done.

7.2.12 Watchdog clock

If the Independent watchdog (IWDG) is started by either hardware option or software access, the LSI oscillator is forced ON and cannot be disabled. After the LSI oscillator temporization, the clock is provided to the IWDG.

If the IWDG was enabled by software, the LSI clock is disabled after system reset. The LSI oscillator must then be enabled again to ensure correct IWDG operation.

7.2.13 Clock-out capability

The microcontroller clock output (MCO) capability allows the clock to be output onto the external MCO pin using a configurable prescaler (1, 2, 4, 8, or 16). The configuration registers of the corresponding GPIO port must be programmed in alternate function mode. One of 7 clock signals can be selected as the MCO clock:

- SYSCLK
- HSI16
- MSI
- HSE
- PLL
- LSI
- LSE

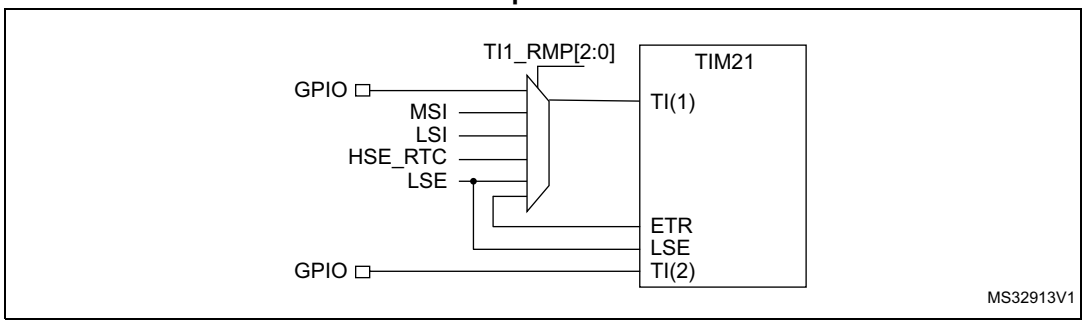
The selection is controlled by the MCOSEL[3:0] bits of the RCC_CFGR register (see *Section 7.3.19*).

For code example, refer to *A.4.3: MCO selection code example*.

7.2.14 Internal/external clock measurement using TIM21

It is possible to indirectly measure the frequency of all on-board clock source generators by means of the TIM21 channel 1 input capture, as represented on *Figure 17*.

Figure 17. Using TIM21 channel 1 input capture to measure frequencies



TIM21 has an input multiplexer that selects which of the I/O or the internal clock is to trigger the input capture. This selection is performed through the TI1_RMP [2:0] bits in the TIM21_OR register.

The primary purpose of connecting the LSE to the channel 1 input capture is to be able to accurately measure the HSI16 and MSI system clocks (for this, either the HSI16 or MSI should be used as the system clock source). The number of HSI16 (MSI, respectively) clock counts between consecutive edges of the LSE signal provides a measure of the internal clock period. Taking advantage of the high precision of LSE crystals (typically a few tens of ppm's), it is possible to determine the internal clock frequency with the same resolution, and trim the source to compensate for manufacturing-process- and/or temperature- and voltage-related frequency deviations.

The MSI and HSI16 oscillators both have dedicated user-accessible calibration bits for this purpose.

The basic concept consists in providing a relative measurement (e.g. the HSI16/LSE ratio): the precision is therefore closely related to the ratio between the two clock sources. The higher the ratio, the better the measurement.

It is however not possible to have a good enough resolution when the MSI clock is low (typically below 1 MHz). In this case, it is advised to:

- accumulate the results of several captures in a row
- use the timer's input capture prescaler (up to 1 capture every 8 periods)
- use the RTC_OUT signal at 512 Hz (when the RTC is clocked by the LSE) as the input for the channel1 input capture. This improves the measurement precision

TIM21 can also be used to measure the LSI, MSI, or HSE_RTC: this is useful for applications with no crystal. The ultra-low-power LSI oscillator has a wide manufacturing process deviation: by measuring it as a function of the HSI16 clock source, its frequency can be determined with the precision of the HSI16.The HSE_RTC frequency (HSE divided by a programmable prescaler) being relatively high (4 MHz), the relative frequency measurement is not very accurate. Its main purpose is consequently to obtain a rough indication of the external crystal frequency. This can be useful to meet the requirements of the IEC 60730/IEC 61335 standards, which require to be able to determine harmonic or subharmonic frequencies (–50/+100% deviations).

7.2.15 Clock-independent system clock sources for TIM2/TIM21/TIM22

In a number of applications using the 32.768 kHz clock as RTC timebase, timebases completely independently from the system clock are useful. This allows to schedule tasks without having to take into account the processor state (the processor may be stopped or executing at low, medium or full speed).

For this purpose, the LSE clock is internally redirected to the 3 timers' ETR inputs, which are used as additional clock sources. This gives up to three independent time bases (using the auto-reload feature) with 1 or 2 compare additional channels for fractional events. For instance, the TIM21 auto-reload interrupt can be programmed for a 1 second tick interrupt with an additional interrupt occurring 250 ms after the main tick.

Note: In this configuration, make sure that you have at least a ratio of 2 between the external clock (LSE) and the APB clock. If the application uses an APB clock frequency lower than twice the LSE clock frequency (typically LSE = 32.768 kHz, so twice LSE = 65.536 kHz), it is mandatory to use the external trigger prescaler feature of the timer: it can divide the ETR clock by up to 8.

7.3 RCC registers

Refer to *Section 1.1* for a list of abbreviations used in register descriptions.

7.3.1 Clock control register (RCC_CR)

Address offset: 0x00

System Reset value: 0b0000 0000 00XX 0X00 0000 0011 0000 0000 where X is undefined

Power-on reset value: 0x0000 0300

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	PLL RDY	PLLON	Res.	Res.	RTCPRE[1:0]		CSSHS EON.	HSE BYP	HSE RDY	HSE ON
						r	rw			rw	rw	rw	rw	r	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	MSI RDY	MSION	Res.	Res.	HSI16 OUTEN	HSI16 DIVF	HSI16 DIVEN	HSI16 RDYF	HSI16K ERON	HSI16 ON
						r	rw			rw	r	rw	r	rw	rw

Bits 31:26 Reserved, must be kept at reset value.

Bit 25 **PLLRDY:** PLL clock ready flag
This bit is set by hardware to indicate that the PLL is locked.
0: PLL unlocked
1: PLL locked

Bit 24 **PLLON:** PLL enable bit
This bit is set and cleared by software to enable PLL.
Cleared by hardware when entering Stop or Standby mode. This bit can not be reset if the PLL clock is used as system clock or is selected to become the system clock.
0: PLL OFF
1: PLL ON

Bits 23:22 Reserved, must be kept at reset value.

Bits 21:20 **RTCPRE[1:0]** RTC prescaler
These bits are set and reset by software to obtain a 4 MHz clock from HSE. This prescaler cannot be modified if HSE is enabled (HSEON = 1).These bits are reset by a power -on reset,. Their value is not modified by a system reset.
00: HSE is divided by 2 for RTC clock
01: HSE is divided by 4 for RTC clock
10: HSE is divided by 8 for RTC clock
11: HSE is divided by 16 for RTC clock

Bit 19 **CSSHSEON**: Clock security system on HSE enable bit
This bit is set by software to enable the clock security system (CSS) on HSE. This bit is "set only" (disabled by system reset). When CSSHSEON is set, the clock detector is enabled by hardware when the HSE oscillator is ready, and disabled by hardware if an oscillator failure is detected.
0: Clock security system OFF (clock detector OFF)
1: Clock security system ON (clock detector ON if HSE oscillator is stable, OFF otherwise)

Bit 18 **HSEBYP**: HSE clock bypass bit

This bit is set and cleared by software to bypass the oscillator with an external clock. The external clock must be enabled with the HSEON bit, to be used by the device.
The HSEBYP bit can be written only if the HSE oscillator is disabled. This bit is reset by power-on reset. Its value is not modified by system reset
0: HSE oscillator not bypassed
1: HSE oscillator bypassed with an external clock

Bit 17 **HSERDY**: HSE clock ready flag

This bit is set by hardware to indicate that the HSE oscillator is stable. After the HSEON bit is cleared, HSERDY goes low after 6 HSE oscillator clock cycles.
0: HSE oscillator not ready
1: HSE oscillator ready

Bit 16 **HSEON**: HSE clock enable bit

This bit is set and cleared by software.
Cleared by hardware to stop the HSE oscillator when entering Stop or Standby mode. This bit cannot be reset if the HSE oscillator is used directly or indirectly as the system clock.
0: HSE oscillator OFF
1: HSE oscillator ON

Bits 15:10 Reserved, must be kept at reset value.

Bit 9 **MSIRDY**: MSI clock ready flag

This bit is set by hardware to indicate that the MSI oscillator is stable.
0: MSI oscillator not ready
1: MSI oscillator ready

Note: Once the MSION bit is cleared, MSIRDY goes low after 6 MSI clock cycles.

Bit 8 **MSION**: MSI clock enable bit

This bit is set and cleared by software.
Set by hardware to force the MSI oscillator ON when exiting from Stop or Standby mode, or in case of a failure of the HSE oscillator used directly or indirectly as system clock. This bit cannot be cleared if the MSI is used as system clock.
0: MSI oscillator OFF
1: MSI oscillator ON

Bits 7:6 Reserved, must be kept at reset value.

Bit 5 **HSI16OUTEN**: 16 MHz high-speed internal clock output enable

This bit is set and cleared by software. When this bit is set, TIM2 ETR input is connected to the 16 MHz HSI output clock (HSI16) provided ETR_RMP is set to 011 in *TIM2 option register (TIM2_OR)*. This bit can be written anytime by the application.
0: HSI16 output clock disabled
1: HSI16 output clock enabled

Bit 4 **HSI16DIVF** HSI16 divider flag

This bit is set and reset by hardware. As a write in HSI16DIVEN has not an immediate effect on the frequency, this flag indicates the current status of the HSI16 divider.
0: 16 MHz HSI clock not divided
1: 16 MHz HSI clock divided by 4

Bit 3 **HSI16DIVEN** HSI16 divider enable bit

This bit is set and reset by software to enable/disable the 16 MHz HSI divider by 4. It can be written anytime.
0: no 16 MHz HSI division requested
1: 16 MHz HSI division by 4 requested

Bit 2 **HSI16RDYF**: Internal high-speed clock ready flag

This bit is set by hardware to indicate that the HSI 16 MHz oscillator is stable. After the HSI16ON bit is cleared, HSI16RDY goes low after 6 HSI16 clock cycles.

0: HSI 16 MHz oscillator not ready

1: HSI 16 MHz oscillator ready

Bit 1 **HSI16KERON**: High-speed internal clock enable bit for some IP kernels

This bit is set and reset by software to force the HSI 16 MHz oscillator ON, even in Stop mode, so that it can be quickly available as kernel clock for USARTs or I2C1. This bit has no effect on the value of HSI16ON.

0: HSI 16 MHz oscillator not forced ON

1: HSI 16 MHz oscillator forced ON even in Stop mode

Bit 0 **HSI16ON**: 16 MHz high-speed internal clock enable

This bit is set and cleared by software. It cannot be cleared if the 16 MHz HSI is used directly or indirectly as system clock.

0: HSI16 oscillator OFF

1: HSI16 oscillator ON

7.3.2 Internal clock sources calibration register (RCC_ICSCR)

Address offset: 0x04

Reset value: 0x00XX B0XX where X is undefined.

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
MSITRIM[7:0]								MSICAL[7:0]							
rw	rw	rw	rw	rw	rw	rw	rw	r	r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MSIRANGE[2:0]			HSI16TRIM[4:0]					HSI16CAL[7:0]							
rw	rw	rw	rw	rw	rw	rw	rw	r	r	r	r	r	r	r	r

Bits 31:24 **MSITRIM[7:0]**: MSI clock trimming

These bits are set by software to adjust MSI calibration.

These bits provide an additional user-programmable trimming value that is added to the MSICAL[7:0] bits. They can be programmed to compensate for the variations in voltage and temperature that influence the frequency of the internal MSI RC.

Bits 23:16 **MSICAL[7:0]**: MSI clock calibration

These bits are automatically initialized at startup.

Bits 15:13 **MSIRANGE[2:0]**: MSI clock ranges

These bits are set by software to choose the frequency range of MSI.7 frequency ranges are available:

000: range 0 around 65.536 kHz
001: range 1 around 131.072 kHz
010: range 2 around 262.144 kHz
011: range 3 around 524.288 kHz
100: range 4 around 1.048 MHz
101: range 5 around 2.097 MHz (reset value)
110: range 6 around 4.194 MHz
111: not allowed

Bits 12:8 **HSI16TRIM[4:0]**: High speed internal clock trimming

These bits provide an additional user-programmable trimming value that is added to the HSI16CAL[7:0] bits. They can be programmed to compensated for the variations in voltage and temperature that influence the frequency of the internal HSI16 RC.

Bits 7:0 **HSI16CAL[7:0]** Internal high speed clock calibration

These bits are initialized automatically at startup.

7.3.3 Clock configuration register (RCC_CFGR)

Address offset: 0x0C

Reset value: 0x0000 0000

Access: 0 ≤ wait state ≤ 2, word, half-word and byte access

1 or 2 wait states inserted only if the access occurs during clock source switch.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	MCOPRE[2:0]			MCOSEL[3:0]				PLLDIV[1:0]		PLLMUL[3:0]				Res.	PLL SRC
	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw		rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
STOP WUCK.	Res.	PPRE2[2:0]			PPRE1[2:0]			HPRE[3:0]				SWS[1:0]		SW[1:0]	
rw		rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	r	r	rw	rw

Bit 31 Reserved, must be kept at reset value.

Bits 30:28 **MCOPRE[2:0]:** Microcontroller clock output prescaler

These bits are set and cleared by software.
It is highly recommended to change this prescaler before MCO output is enabled.
000: MCO is divided by 1
001: MCO is divided by 2
010: MCO is divided by 4
011: MCO is divided by 8
100: MCO is divided by 16
Others: not allowed

Bits 27:24 **MCOSEL[3:0]:** Microcontroller clock output selection

These bits are set and cleared by software.
0000: MCO output disabled, no clock on MCO
0001: SYSCLK clock selected
0010: HSI16 oscillator clock selected
0011: MSI oscillator clock selected
0100: HSE oscillator clock selected
0101: PLL clock selected
0110: LSI oscillator clock selected
0111: LSE oscillator clock selected
1000: Reserved
Others: reserved

Note: This clock output may have some truncated cycles at startup or during MCO clock source switching.

Bits 23:22 **PLLDIV[1:0]**: PLL output division

These bits are set and cleared by software to control PLL output clock division from PLL VCO clock. These bits can be written only when the PLL is disabled.
00: not allowed
01: PLL clock output = PLLVCO / 2
10: PLL clock output = PLLVCO / 3
11: PLL clock output = PLLVCO / 4

Bits 21:18 **PLLMUL[3:0]:** PLL multiplication factor

These bits are written by software to define the PLL multiplication factor to generate the PLL VCO clock. These bits can be written only when the PLL is disabled.

0000: PLLVCO = PLL clock entry x 3
0001: PLLVCO = PLL clock entry x 4
0010: PLLVCO = PLL clock entry x 6
0011: PLLVCO = PLL clock entry x 8
0100: PLLVCO = PLL clock entry x 12
0101: PLLVCO = PLL clock entry x 16
0110: PLLVCO = PLL clock entry x 24
0111: PLLVCO = PLL clock entry x 32
1000: PLLVCO = PLL clock entry x 48
others: not allowed

Caution: The PLL VCO clock frequency must not exceed 96 MHz when the product is in Range 1, 48 MHz when the product is in Range 2 and 24 MHz when the product is in Range 3.

Bit 17 Reserved, must be kept at reset value.

Bit 16 **PLLSRC:** PLL entry clock source

This bit is set and cleared by software to select PLL clock source. This bit can be written only when PLL is disabled.

0: HSI16 oscillator clock selected as PLL input clock
1: HSE oscillator clock selected as PLL input clock

Note: The PLL minimum input clock frequency is 2 MHz.

Bit 15 **STOPWUCK**: Wake-up from Stop clock selection

This bit is set and cleared by software to select the wake-up from Stop clock.

0: internal 64 KHz to 4 MHz (MSI) oscillator selected as wake-up from Stop clock
1: internal 16 MHz (HSI16) oscillator selected as wake-up from Stop clock (or HSI16/4 if HSI16DIVEN=1)

Bit 14 Reserved, must be kept at reset value.

Bits 13:11 **PPRE2[2:0]**: APB high-speed prescaler (APB2)

These bits are set and cleared by software to control the division factor of the APB high-speed clock (PCLK2).

0xx: HCLK not divided
100: HCLK divided by 2
101: HCLK divided by 4
110: HCLK divided by 8
111: HCLK divided by 16

Bits 10:8 **PPRE1[2:0]**: APB low-speed prescaler (APB1)

These bits are set and cleared by software to control the division factor of the APB low-speed clock (PCLK1).

0xx: HCLK not divided
100: HCLK divided by 2
101: HCLK divided by 4
110: HCLK divided by 8
111: HCLK divided by 16

Bits 7:4 **HPRE[3:0]:** AHB prescaler

These bits are set and cleared by software to control the division factor of the AHB clock.

Caution: Depending on the device voltage range, the software has to set correctly these bits to ensure that the system frequency does not exceed the maximum allowed frequency (for more details please refer to the Dynamic voltage scaling management section in the PWR chapter.) After a write operation to these bits and before decreasing the voltage range, this register must be read to be sure that the new value has been taken into account.

0xxx: SYSCLK not divided
1000: SYSCLK divided by 2
1001: SYSCLK divided by 4
1010: SYSCLK divided by 8
1011: SYSCLK divided by 16
1100: SYSCLK divided by 64
1101: SYSCLK divided by 128
1110: SYSCLK divided by 256
1111: SYSCLK divided by 512

Bits 3:2 **SWS[1:0]**: System clock switch status

These bits are set and cleared by hardware to indicate which clock source is used as system clock.
00: MSI oscillator used as system clock
01: HSI16 oscillator used as system clock
10: HSE oscillator used as system clock
11: PLL used as system clock

Bits 1:0 **SW[1:0]**: System clock switch

These bits are set and cleared by software to select SYSCLK source.
Set by hardware to force MSI selection when leaving Standby mode or in case of failure of the HSE oscillator used directly or indirectly as system clock (if the Clock Security System is enabled).
00: MSI oscillator used as system clock
01: HSI16 oscillator used as system clock
10: HSE oscillator used as system clock
11: PLL used as system clock

7.3.4 Clock interrupt enable register (RCC_CIER)

Address: 0x10

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CSS LSE	Res.	MSI RDYIE	PLL RDYIE	HSE RDYIE	HSI16 RDYIE	LSE RDYIE	LSI RDYIE
								r	r	r	r	r	r	r	r

Bits 31:8 Reserved, must be kept at reset value.

Bit 7 **CSSLSE:** LSE CSS interrupt flag
This bit is set and reset by software to enable/disable the interrupt caused by the Clock Security System on external 32 kHz oscillator.
0: LSE CSS interrupt disabled
1: LSE CSS interrupt enabled

Bit 6 Reserved, must be kept at reset value.

Bit 5 **MSIRDYIE:** MSI ready interrupt flag
This bit is set and reset by software to enable/disable the interrupt caused by the MSI oscillator stabilization.
0: MSI ready interrupt disabled
1: MSI ready interrupt enabled

Bit 4 **PLLRDYIE:** PLL ready interrupt flag
This bit is set and reset by software to enable/disable the interrupt caused by the PLL lock.
0: PLL lock interrupt disabled
1: PLL lock interrupt enabled

Bit 3 **HSERDYIE:** HSE ready interrupt flag
This bit is set and reset by software to enable/disable the interrupt caused by the HSE oscillator stabilization.
0: HSE ready interrupt disabled
1: HSE ready interrupt enabled

Bit 2 **HSI16RDYIE:** HSI16 ready interrupt flag
This bit is set and reset by software to enable/disable the interrupt caused by the HSI16 oscillator stabilization.
0: HSI16 ready interrupt disabled
1: HSI16 ready interrupt enabled

Bit 1 **LSERDYIE:** LSE ready interrupt flag
This bit is set and reset by software to enable/disable the interrupt caused by the LSE oscillator stabilization.
0: LSE ready interrupt disabled
1: LSE ready interrupt enabled

Bit 0 **LSIRDYIE:** LSI ready interrupt flag
This bit is set and reset by software to enable/disable the interrupt caused by the LSI oscillator stabilization.
0: LSI ready interrupt disabled
1: LSI ready interrupt enabled

7.3.5 Clock interrupt flag register (RCC_CIFR)

Address: 0x14

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	CSS HSEF	CSS LSEF	Res.	MSI RDYF	PLL RDYF	HSE RDYF	HSI16 RDYF	LSE RDYF	LSI RDYF
							r	r	r	r	r	r	r	r	r

Bits 31:9 Reserved, must be kept at reset value.

Bit 8 **CSSHSEF:** Clock Security System Interrupt flag

This bit is reset by software by writing the CSSHSEC bit. It is set by hardware in case of HSE clock failure.

0: No clock security interrupt caused by HSE clock failure

1: Clock security interrupt caused by HSE clock failure

Bit 7 **CSSLSEF:** LSE Clock Security System Interrupt flag

This bit is reset by software by writing the CSSLSEC bit. It is set by hardware in case of LSE clock failure and the CSSLSE is set.

0: No failure detected on LSE clock failure

1: Failure detected on LSE clock failure

Bit:6 Reserved, must be kept at reset value.

Bit 5 **MSIRDYF:** MSI ready interrupt flag

This bit is reset by software by writing the MSIRDYC bit. It is set by hardware when the MSI clock becomes stable and the MSIRDYIE is set.

0: No clock ready interrupt caused by MSI clock failure

1: Clock ready interrupt caused by MSI clock failure

Bit 4 **PLLRDYF:** PLL ready interrupt flag

This bit is reset by software by writing the PLLRDYC bit. It is set by hardware when the PLL clock becomes stable and the PLLRDYIE is set.

0: No clock ready interrupt caused by PLL clock failure

1: Clock ready interrupt caused by PLL clock failure

Bit 3 **HSERDYF:** HSE ready interrupt flag

This bit is reset by software by writing the HSERDYC bit. It is set by hardware when the HSE clock becomes stable and the HSERDYIE is set.

0: No clock ready interrupt caused by HSE clock failure

1: Clock ready interrupt caused by HSE clock failure

Bit 2 **HSI16RDYF:** HSI16 ready interrupt flag
This bit is reset by software by writing the HSI16RDYC bit. It is set by hardware when the HSE clock becomes stable and the HSI16RDYIE is set.
0: No clock ready interrupt caused by HSI16 clock failure
1: Clock ready interrupt caused by HSI16 clock failure

Bit 1 **LSERDYF:** LSE ready interrupt flag
This bit is reset by software by writing the LSERDYC bit. It is set by hardware when the LSE clock becomes stable and the LSERDYIE is set.
0: No clock ready interrupt caused by LSE clock failure
1: Clock ready interrupt caused by LSE clock failure

Bit 0 **LSIRDYF:** LSI ready interrupt flag
This bit is reset by software by writing the LSIRDYC bit. It is set by hardware when the LSI clock becomes stable and the LSIRDYIE is set.
0: No clock ready interrupt caused by LSI clock failure
1: Clock ready interrupt caused by LSI clock failure

7.3.6 Clock interrupt clear register (RCC_CICR)

Address: 0x18

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	CSS HSEC	CSS LSEC	Res.	MSI RDYC	PLL RDYC	HSE RDYC	HSI16 RDYC	LSE RDYIC	LSI RDYC
							w	w		w	w	w	w	w	w

Bits 31:9 Reserved, must be kept at reset value.

Bit 8 **CSSHSEC:** Clock Security System Interrupt clear
This bit is set by software to clear the CSSHSEF flag. It is reset by hardware.
0: No effect
1: CSSHSEF flag cleared

Bit 7 **CSSLSEC:** LSE Clock Security System Interrupt clear
This bit is set by software to clear the CSSLSEF flag. It is reset by hardware.
0: No effect
1: CSSLSEF flag cleared

Bit:6 Reserved, must be kept at reset value.

Bit 5 **MSIRDYC:** MSI ready Interrupt clear
This bit is set by software to clear the MSIRDYF flag. It is reset by hardware.
0: No effect
1: MSIRDYF flag cleared

Bit 4 **PLLRDYC:** PLL ready Interrupt clear
This bit is set by software to clear the PLLRDYF flag. It is reset by hardware.
0: No effect
1: PLLRDYF flag cleared

Bit 3 **HSERDYC:** HSE ready Interrupt clear
This bit is set by software to clear the HSERDYF flag. It is reset by hardware.
0: No effect
1: HSERDYF flag cleared

Bit 2 **HSI16RDYC:** HSI16 ready Interrupt clear
This bit is set by software to clear the HSI16RDYF flag. It is reset by hardware.
0: No effect
1: HSI16RDYF flag cleared

Bit 1 **LSERDYC:** LSE ready Interrupt clear
This bit is set by software to clear the LSERDYF flag. It is reset by hardware.
0: No effect
1: LSERDYF flag cleared

Bit 0 **LSIRDYC:** LSI ready Interrupt clear
This bit is set by software to clear the LSIRDYF flag. It is reset by hardware.
0: No effect
1: LSIRDYF flag cleared

7.3.7 GPIO reset register (RCC_IOPRSTR)

Address: 0x1C

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IOPHRST	Res.	Res.	IOPERST	IOPDRST	IOPCRST	IOPBRST	IOPARST
								rw			rw	rw	rw	rw	rw

Bits 31:8 Reserved, must be kept at reset value.

Bit 7 **IOPHRST:** I/O port H reset
This bit is set and cleared by software.
0: no effect
1: resets I/O port H

Bits 6:5 Reserved, must be kept at reset value.

Bit 4 **IOPERST:** I/O port E reset
This bit is set and cleared by software.
0: no effect
1: resets I/O port E

Bit 3 **IOPDRST:** I/O port D reset
This bit is set and cleared by software.
0: no effect
1: resets I/O port D

Bit 2 **IOPCRST:** I/O port C reset
This bit is set and cleared by software.
0: no effect
1: resets I/O port C

Bit 1 **IOPBRST:** I/O port B reset
This bit is set and cleared by software.
0: no effect
1: resets I/O port B

Bit 0 **IOPARST:** I/O port A reset
This bit is set and cleared by software.
0: no effect
1: resets I/O port A

7.3.8 AHB peripheral reset register (RCC_AHBRSTR)

Address offset: 0x20

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
											rw				rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	CRC RST	Res.	Res.	Res.	MIF RST	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DMA RST
			rw				rw								rw

Bits 31:25 Reserved, must be kept at reset value.

Bits 24:20 Reserved, must be kept at reset value.

Bits 19:16 Reserved, must be kept at reset value.

Bits 15: 13 Reserved, must be kept at reset value.

Bit 12 **CRCRST:** Test integration module reset
This bit is set and reset by software.
0: no effect
1: resets test integration module

Bits 11:9 Reserved, must be kept at reset value.

Bit 8 **MIFRST:** Memory interface reset
This bit is set and reset by software.
This reset can be activated only when the E2 is in I_{DDQ} mode.
0: no effect
1: resets memory interface

Bits 7:1 Reserved, must be kept at reset value.

Bit 0 **DMARST:** DMA reset
This bit is set and reset by software.
0: no effect
1: resets DMA

7.3.9 APB2 peripheral reset register (RCC_APB2RSTR)

Address offset: 0x24

Reset value: 0x00000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG RST	Res.	Res.	Res.	Res.	Res.	Res.
									rw						

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	SPI1 RST	Res.	Res.	ADC RST	Res.	Res.	Res.	TIM22 RST	Res.	Res.	TIM21 RST	Res.	SYSCF GRST
			rw			rw				rw			rw		rw

Bits 31:23 Reserved, must be kept at reset value.

Bit 22 **DBGRST:** DBG reset
This bit is set and cleared by software.
0: No effect
1: Resets DBG

Bits 21:14 Reserved, must be kept at reset value.

Bit 13 Reserved, must be kept at reset value.

Bit 12 **SPI1RST:** SPI 1 reset
This bit is set and cleared by software.
0: No effect
1: Reset SPI 1

Bits 11:10 Reserved, must be kept at reset value.

Bit 9 **ADCRST:** ADC interface reset
This bit is set and cleared by software.
0: No effect
1: Reset ADC interface

Bits 8:6 Reserved, must be kept at reset value.

Bit 5 **TIM22RST:** TIM22 timer reset
This bit is set and cleared by software.
0: No effect
1: Reset TIM22 timer

Bits 4:3 Reserved, must be kept at reset value.

Bit 2 **TIM21RST:** TIM21 timer reset
This bit is set and cleared by software.
0: No effect
1: Reset TIM21 timer

Bit 1 Reserved, must be kept at reset value.

Bit 0 **SYSCFGRST:** System configuration controller reset
This bit is set and cleared by software.
0: No effect
1: Reset System configuration controller

7.3.10 APB1 peripheral reset register (RCC_APB1RSTR)

Address offset: 0x28

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
LPTIM1 RST	Res.	Res.	PWR RST	Res.	Res.	Res.	Res.	Res.	Res.	I2C1R ST	Res.	Res.	LPUART1 RST	USART2 RST	Res.
rw			rw							rw			rw	rw	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	WWDG RST	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TIM2 RST
				rw											rw

Bit 31 **LPTIM1RST:** Low-power timer reset
This bit is set and cleared by software.
0: No effect
1: Resets low-power timer

Bit 30 Reserved, must be kept at reset value.

Bit 29 Reserved, must be kept at reset value.

Bit 28 **PWRRST:** Power interface reset
This bit is set and cleared by software.
0: No effect
1: Reset power interface

Bit 27 Reserved, must be kept at reset value.

Bits 26:23 Reserved, must be kept at reset value.

Bit 22 Reserved, must be kept at reset value.

Bit 21 **I2C1RST:** I2C1 reset
This bit is set and cleared by software.
0: No effect
1: Resets I2C1

Bits 20:19 Reserved, must be kept at reset value.

Bit 18 **LPUART1RST:** LPUART1 reset
This bit is set and cleared by software.
0: No effect
1: Resets LPUART1

Bit 17 **USART2RST:** USART2 reset
This bit is set and cleared by software.
0: No effect
1: Resets USART2

Bits 16:14 Reserved, must be kept at reset value.

Bits 13:12 Reserved, must be kept at reset value.

Bit 11 **WWDGRST:** Window watchdog reset
This bit is set and cleared by software.
0: No effect
1: Resets window watchdog

Bits 10:9 Reserved, must be kept at reset value.

Bits 8:4 Reserved, must be kept at reset value.

Bits 3:1 Reserved, must be kept at reset value.

Bit 0 **TIM2RST:** Timer2 reset
Set and cleared by software.
0: No effect
1: Resets timer2

7.3.11 GPIO clock enable register (RCC_IOPENR)

Address: 0x2C

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IOPHEN	Res.	Res.	IOPEEN	IOPDEN	IOPCEN	IOPBEN	IOPAEN
								rw			rw	rw	rw	rw	rw

Bits 31:8 Reserved, must be kept at reset value.

Bit 7 **IOPHEN:** I/O port H clock enable bit
This bit is set and cleared by software.
0: port H clock disabled
1: port H clock enabled

Bits 6:45 Reserved, must be kept at reset value.

Bit 4 **IOPEEN:** I/O port E clock enable bit
This bit is set and cleared by software.
0: port E clock disabled
1: port E clock enabled

Bit 3 **IOPDEN:** I/O port D clock enable bit
This bit is set and cleared by software.
0: port D clock disabled
1: port D clock enabled

Bit 2 **IOPCEN:** IO port C clock enable bit
This bit is set and cleared by software.
0: port C clock disabled
1: port C clock enabled

Bit 1 **IOPBEN:** IO port B clock enable bit
This bit is set and cleared by software.
0: port B clock disabled
1: port B clock enabled

Bit 0 **IOPAEN:** IO port A clock enable bit
This bit is set and cleared by software.
0: port A clock disabled
1: port A clock enabled

7.3.12 AHB peripheral clock enable register (RCC_AHBENR)

Address offset: 0x30

Reset value: 0x0000 0100

Access: no wait state, word, half-word and byte access

When the peripheral clock is not active, the peripheral register values may not be readable by software and the returned value is always 0x0.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	CRC EN	Res.	Res.	Res.	MIF EN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DMA EN
			rw				rw								rw

Bits 31:25 Reserved, must be kept at reset value.

Bits 24:20 Reserved, must be kept at reset value.

Bits 19:16 Reserved, must be kept at reset value.

Bits 15:13 Reserved, must be kept at reset value.

Bit 12 **CRCEN:** CRC clock enable bit
This bit is set and reset by software.
0: Test integration module clock disabled
1: Test integration module clock enabled

Bits 11:9 Reserved, must be kept at reset value.

Bit 8 **MIFEN:** NVM interface clock enable bit
This bit is set and reset by software.
This reset can be activated only when the NVM is in power-down mode.
0: NVM interface clock disabled
1: NVM interface clock enabled

Bits 7:1 Reserved, must be kept at reset value.

Bit 0 **DMAEN:** DMA clock enable bit
This bit is set and reset by software.
0: DMA clock disabled
1: DMA clock enabled

7.3.13 APB2 peripheral clock enable register (RCC_APB2ENR)

Address: 0x34

Reset value: 0x0000 0000

Access: word, half-word and byte access

No wait states, except if the access occurs while an access to a peripheral in the APB2 domain is on going. In this case, wait states are inserted until the access to APB2 peripheral is finished.

Note: When the peripheral clock is not active, the peripheral register values may not be readable by software and the returned value is always 0x0.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG EN	Res.	Res.	Res.	Res.	Res.	Res.
									rw						

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	SPI1 EN	Res.	Res.	ADC EN	Res.	FWEN	Res.	TIM22 EN	Res.	Res.	TIM21 EN	Res.	SYSCF EN
			rw			rw		rs		rw			rw		rw

Bits 31:23 Reserved, must be kept at reset value.

Bit 22 **DBGEN:** DBG clock enable bit
This bit is set and cleared by software.
0: DBG clock disabled
1: DBG clock enabled

Bits 21:14 Reserved, must be kept at reset value.

Bit 13 Reserved, must be kept at reset value.

Bit 12 **SPI1EN:** SPI1 clock enable bit
This bit is set and cleared by software.
0: SPI1 clock disabled
1: SPI1 clock enabled

Bits 11:10 Reserved, must be kept at reset value.

Bit 9 **ADCEN:** ADC clock enable bit
This bit is set and cleared by software.
0: ADC clock disabled
1: ADC clock enabled

Bit 8 Reserved, must be kept at reset value.

Bit 7 **FWEN:** Firewall clock enable bit
This bit is set by software and reset by hardware. Software can only program this bit to 1. Writing 0 has not effect.
0: Firewall disabled
1: Firewall clock enabled

Bit 6 Reserved, must be kept at reset value.

Bit 5 **TIM22EN:** TIM22 timer clock enable bit
This bit is set and cleared by software.
0:TIM22 clock disabled
1: TIM22 clock enabled

Bits 4:3 Reserved, must be kept at reset value.

Bit 2 **TIM21EN:** TIM21 timer clock enable bit
This bit is set and cleared by software.
0: TIM21 clock disabled
1: TIM21 clock enabled

Bit 1 Reserved, must be kept at reset value.

Bit 0 **SYSCFGEN:** System configuration controller clock enable bit
This bit is set and cleared by software.
0: System configuration controller clock disabled
1: System configuration controller clock enabled

7.3.14 APB1 peripheral clock enable register (RCC_APB1ENR)

Address: 0x38

Reset value: 0x0000 0000

Access: word, half-word and byte access

No wait state, except if the access occurs while an access to a peripheral on APB1 domain is on going. In this case, wait states are inserted until this access to APB1 peripheral is finished.

Note: When the peripheral clock is not active, the peripheral register values may not be readable by software and the returned value is always 0x0.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
LPTIM1EN	Res.	Res.	PWREN	Res	Res.	Res.	Res.	Res.	Res.	I2C1EN	Res.	Res.	LPUART1EN	USART2EN	Res.
rw			rw							rw			rw	rw	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	WWDGEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TIM2EN
				rw											rw

Bit 31 **LPTIM1EN:** Low-power timer clock enable bit
This bit is set and cleared by software.
0: Low-power timer clock disabled
1: Low-power timer clock enabled

Bit 30 Reserved, must be kept at reset value.

Bit 28 **PWREN:** Power interface clock enable bit
This bit is set and cleared by software.
0: Power interface clock disabled
1: Power interface clock enabled

Bit 27 Reserved, must be kept at reset value.

Bits 26:23 Reserved, must be kept at reset value.

Bit 22 Reserved, must be kept at reset value.

Bit 21 **I2C1EN:** I2C1 clock enable bit
This bit is set and cleared by software.
0: I2C1 clock disabled
1: I2C1 clock enabled

Bits 20:19 Reserved, must be kept at reset value.

Bit 18 **LPUART1EN:** LPUART1 clock enable bit
This bit is set and cleared by software.
0: LPUART1 clock disabled
1: LPUART1 clock enabled

Bit 17 **USART2EN:** USART2 clock enable bit
This bit is set and cleared by software.
0: USART2 clock disabled
1: USART2 clock enabled

Bits 16:14 Reserved, must be kept at reset value.

Bits 13:12 Reserved, must be kept at reset value.

Bit 11 **WWDGEN:** Window watchdog clock enable bit
This bit is set and cleared by software.
0: Window watchdog clock disabled
1: Window watchdog clock enabled

Bits 10:9 Reserved, must be kept at reset value.

Bits 8:6 Reserved, must be kept at reset value.

Bits 5:1 Reserved, must be kept at reset value.

Bit 0 **TIM2EN:** Timer2 clock enable bit
Set and cleared by software.
0: Timer2 clock disabled
1: Timer2 clock enabled

7.3.15 GPIO clock enable in Sleep mode register (RCC_IOPSMENR)

Address: 0x3C

Reset value: the bits corresponding to the available GPIO ports are set

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IOPHSMEN	Res.	Res.	IOPESMEN	IOPDSMEN	IOPCSMEN	IOPBSMEN	IOPASMEN
								rw			rw	rw	rw	rw	rw

Bits 31: 8 Reserved, must be kept at reset value.

Bit 7 **IOPHSMEN:** Port H clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Port H clock is disabled in Sleep mode
1: Port H clock is enabled in Sleep mode (if enabled by IOPHEN)

Bits 6:5 Reserved, must be kept at reset value.

Bit 4 **IOPESMEN:** Port E clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Port E clock is disabled in Sleep mode
1: Port E clock is enabled in Sleep mode (if enabled by IOPDEN)

Bit 3 **IOPDSMEN:** Port D clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Port D clock is disabled in Sleep mode
1: Port D clock is enabled in Sleep mode (if enabled by IOPDEN)

Bit 2 **IOPCSMEN:** Port C clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Port C clock is disabled in Sleep mode
1: Port C clock is enabled in Sleep mode (if enabled by IOPCEN)

Bit 1 **IOPBSMEN:** Port B clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Port B clock is disabled in Sleep mode
1: Port B clock is enabled in Sleep mode (if enabled by IOPBEN)

Bit 0 **IOPASMEN:** Port A clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Port A clock is disabled in Sleep mode
1: Port A clock is enabled in Sleep mode (if enabled by IOPAEN)

7.3.16 AHB peripheral clock enable in Sleep mode register (RCC_AHBSMENR)

Address: 0x40

Reset value: the bits corresponding to the available peripherals are set

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	CRC SMEN	Res.	Res.	SRAM SMEN	MIF SMEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DMA SMEN
			rw			rw	rw								rw

Bits 31:25 Reserved, must be kept at reset value.

Bits 24:20 Reserved, must be kept at reset value.

Bits 19:16 Reserved, must be kept at reset value.

Bits 15: 13 Reserved, must be kept at reset value.

Bit 12 **CRCSMEN:** CRC clock enable during Sleep mode bit
This bit is set and reset by software.
0: Test integration module clock disabled in Sleep mode
1: Test integration module clock enabled in Sleep mode (if enabled by CRCEN)

Bits 11:10 Reserved, must be kept at reset value.

Bit 9 **SRAMSMEN:** SRAM interface clock enable during Sleep mode bit
This bit is set and reset by software.
0: NVM interface clock disabled in Sleep mode
1: NVM interface clock enabled in Sleep mode

Bit 8 **MIFSMEN:** NVM interface clock enable during Sleep mode bit
This bit is set and reset by software.
0: NVM interface clock disabled in Sleep mode
1: NVM interface clock enabled in Sleep mode

Bits 7:1 Reserved, must be kept at reset value.

Bit 0 **DMASMEN:** DMA clock enable during Sleep mode bit
This bit is set and reset by software.
0: DMA clock disabled in Sleep mode
1: DMA clock enabled in Sleep mode

7.3.17 APB2 peripheral clock enable in Sleep mode register (RCC_APB2SMENR)

Address: 0x44

Reset value: the bits corresponding to the available peripherals are set.

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG SMEN	Res.	Res.	Res.	Res.	Res.	Res.
									rw						
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	SPI1 SMEN	Res.	Res.	ADC SMEN	Res.	Res.	Res.	TIM22 SMEN	Res.	Res.	TIM21 SMEN	Res.	SYSCF SMEN
			rw			rw				rw			rw		rw

Bits 31:23 Reserved, must be kept at reset value.

Bit 22 **DBGSMEN:** DBG clock enable during Sleep mode bit
This bit is set and cleared by software.
0: DBG clock disabled in Sleep mode
1: DBG clock enabled in Sleep mode (if enabled by DBGEN)

Bits 21:14 Reserved, must be kept at reset value.

Bit 13 Reserved, must be kept at reset value.

Bit 12 **SPI1SMEN:** SPI1 clock enable during Sleep mode bit
This bit is set and cleared by software.
0: SPI1 clock disabled in Sleep mode
1: SPI1 clock enabled in Sleep mode (if enabled by SPI1EN)

Bits 11:10 Reserved, must be kept at reset value.

Bit 9 **ADCSMEN:** ADC clock enable during Sleep mode bit
This bit is set and cleared by software.
0: ADC clock disabled in Sleep mode
1: ADC clock enabled in Sleep mode (if enabled by ADCEN)

Bits 8:6 Reserved, must be kept at reset value.

Bit 5 **TIM22SMEN:** TIM22 timer clock enable during Sleep mode bit
This bit is set and cleared by software.
0:TIM22 clock disabled in Sleep mode
1: TIM22 clock enabled in Sleep mode (if enabled by TIM22EN)

Bits 4:3 Reserved, must be kept at reset value.

Bit 2 **TIM21SMEN:** TIM21 timer clock enable during Sleep mode bit
This bit is set and cleared by software.
0: TIM21 clock disabled in Sleep mode
1: TIM21 clock enabled in Sleep mode (if enabled by TIM21EN)

Bit 1 Reserved, must be kept at reset value.

Bit 0 **SYSCFGSMEN:** System configuration controller clock enable during Sleep mode bit
This bit is set and cleared by software.
0: System configuration controller clock disabled in Sleep mode
1: System configuration controller clock enabled in Sleep mode

7.3.18 APB1 peripheral clock enable in Sleep mode register (RCC_APB1SMENR)

Address: 0x48

Reset value: the bits corresponding to the available peripherals are set

Note: Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
LPTIM1 SMEN	Res.	Res.	PWRS MEN	Res.	Res.	Res.	Res.	Res.	Res.	I2C1S MEN	Res.	Res.	LPUART1 SMEN	USART2 SMEN	Res.
rw			rw							rw			rw	rw	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	WWDG SMEN	Res.	Res.	Res.	Res.		Res.	Res.	Res.	Res.	Res.	TIM2S MEN
				rw											rw

Bit 31 **LPTIM1SMEN:** Low-power timer clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Low-power timer clock disabled in Sleep mode
1: Low-power timer clock enabled in Sleep mode (if enabled by LPTIM1EN)

Bit 30 Reserved, must be kept at reset value.

Bit 29 Reserved, must be kept at reset value.

Bit 28 **PWRSMEN:** Power interface clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Power interface clock disabled in Sleep mode
1: Power interface clock enabled in Sleep mode (if enabled by PWREN)

Bit 27 Reserved, must be kept at reset value.

Bits 26:22 Reserved, must be kept at reset value.

Bit 21 **I2C1SMEN:** I2C1 clock enable during Sleep mode bit
This bit is set and cleared by software.
0: I2C1 clock disabled in Sleep mode
1: I2C1 clock enabled in Sleep mode (if enabled by I2C1EN)

Bits 20:19 Reserved, must be kept at reset value.

Bit 18 **LPUART1SMEN:** LPUART1 clock enable during Sleep mode bit
This bit is set and cleared by software.
0: LPUART1 clock disabled in Sleep mode
1: LPUART1 clock enabled in Sleep mode (if enabled by LPUART1EN)

Bit 17 **USART2SMEN:** USART2 clock enable during Sleep mode bit
This bit is set and cleared by software.
0: USART2 clock disabled in Sleep mode
1: USART2 clock enabled in Sleep mode (if enabled by USART2EN)

Bits 16:14 Reserved, must be kept at reset value.

Bits 13:12 Reserved, must be kept at reset value.

Bit 11 **WWDGSMEN:** Window watchdog clock enable during Sleep mode bit
This bit is set and cleared by software.
0: Window watchdog clock disabled in Sleep mode
1: Window watchdog clock enabled in Sleep mode (if enabled by WWDGEN)

Bits 10:9 Reserved, must be kept at reset value.

Bits 8:4 Reserved, must be kept at reset value.

Bits 3:1 Reserved, must be kept at reset value.

Bit 0 **TIM2SMEN:** Timer2 clock enable during Sleep mode bit
Set and cleared by software.
0: Timer2 clock disabled in Sleep mode
1: Timer2 clock enabled in Sleep mode (if enabled by TIM2EN)

7.3.19 Clock configuration register (RCC_CCIPR)

Address: 0x4C

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LPTIM1 SEL1	LPTIM1S EL0	Res.	Res.
												rw	rw		

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	I2C1 SEL1	I2C1 SEL0	LPUART1 SEL1	LPUART1 SEL0	Res.	Res.	Res.	Res.	Res.	Res.	USART2 SEL1	USART2 SEL0	Res.	Res.
		rw	rw	rw	rw							rw	rw		

Bits 31:26 Reserved, must be kept at reset value.

Bits 25:20 Reserved, must be kept at reset value.

Bits 19:18 **LPTIM1SEL:** Low-power Timer clock source selection bits
This bit is set and cleared by software.
00: APB clock selected as LP Timer clock
01: LSI clock selected as LP Timer clock
10: HSI16 clock selected as LP Timer clock
11: LSE clock selected as LP Timer clock

Bits 17:14 Reserved, must be kept at reset value.

Bits 13:12 **I2C1SEL:** I2C1 clock source selection bits
This bit is set and cleared by software.
00: APB clock selected as I2C1 clock
01: System clock selected as I2C1 clock
10: HSI16 clock selected as I2C1 clock
11: not used

Bits 11:10 **LPUART1SEL:** LPUART1 clock source selection bits
This bit is set and cleared by software.
00: APB clock selected as LPUART1 clock
01: System clock selected as LPUART1 clock
10: HSI16 clock selected as LPUART1 clock
11: LSE clock selected as LPUART1 clock

Bits 9:4 Reserved, must be kept at reset value.

Bits 3:2 **USART2SEL:** USART2 clock source selection bits
This bit is set and cleared by software.
00: APB clock selected as USART2 clock
01: System clock selected as USART2 clock
10: HSI16 clock selected as USART2 clock
11: LSE clock selected as USART2 clock

Bits 1:0 Reserved, must be kept at reset value.

7.3.20 Control/status register (RCC_CSR)

Address: 0x50

Power-on reset value: 0x0C00 0004

Access: 0 ≤ wait state ≤ 3, word, half-word and byte access

Wait states are inserted in case of successive accesses to this register.

Note: The LSEON, LSEBYP, RTCSEL,LSEDRV and RTCEN bits in the RCC control and status register (RCC_CSR) are in the RTC domain. As these bits are write protected after reset, the DBP bit in the Power control register (PWR_CR) has to be set to be able to modify them. Refer to Section 6.1.3: RTC and RTC backup registers for further information. These bits are only reset after a RTC domain reset (see Section 6.1.3). Any internal or external reset does not have any effect on them.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
LPWR RSTF	WWDG RSTF	IWDG RSTF	SFT RSTF	POR RSTF	PIN RSTF	OBL RS TF	FW RSTF	RMVF	Res.	Res.	Res.	RTC RST	RTC EN	RTCSEL[1:0]	
r	r	r	r	r	r	r	r	rt_w				rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	CSSLS ED	CSSLS EON	LSEDRV[1:0]		LSE BYP	LSERDY	LSEON	Res.	Res.	Res.	Res.	Res.	Res.	LSI RDY	LSION
	r	rw	rw		rw	r	rw							r	rw

Bit 31 **LPWRRSTF:** Low-power reset flag
This bit is set by hardware when a Low-power management reset occurs.
It is cleared by writing to the RMVF bit, or by a POR.
0: No Low-power management reset occurred
1: Low-power management reset occurred
For further information on Low-power management reset, refer to *Section : Low-power management reset*.

Bit 30 **WWDGRSTF:** Window watchdog reset flag
This bit is set by hardware when a window watchdog reset occurs.
It is cleared by writing to the RMVF bit, or by a POR.
0: No window watchdog reset occurred
1: Window watchdog reset occurred

Bit 29 **IWDGRSTF**: Independent watchdog reset flag
This bit is set by hardware when an independent watchdog reset from V_{DD} domain occurs.
It is cleared by writing to the RMVF bit, or by a POR.
0: No watchdog reset occurred
1: Watchdog reset occurred

Bit 28 **SFTRSTF:** Software reset flag
This bit is set by hardware when a software reset occurs.
It is cleared by writing to the RMVF bit, or by a POR.
0: No software reset occurred
1: Software reset occurred

Bit 27 **PORRSTF:** POR/PDR reset flag
This bit is set by hardware when a POR/PDR reset occurs.
It is cleared by writing to the RMVF bit.
0: No POR/PDR reset occurred
1: POR/PDR reset occurred

Bit 26 **PINRSTF:** PIN reset flag
This bit is set by hardware when a reset from the NRST pin occurs.
It is cleared by writing to the RMVF bit, or by a POR.
0: No reset from NRST pin occurred
1: Reset from NRST pin occurred

Bit 25 **OBLRSTF** Options bytes loading reset flag
This bit is set by hardware when an OBL reset occurs.
It is cleared by writing to the RMVF bit, or by a POR.
0: No OBL reset occurred
1: OBL reset occurred

Bit 24 **FWRSTF**: Firewall reset flag
This bit is set by hardware when the firewall has generated a reset. It is cleared by writing to the RMVF bit, or by a power-on reset.
0: No firewall reset occurred
1: firewall reset occurred

Bit 23 **RMVF:** Remove reset flag
This bit is set by software to clear the reset flags.
0: No effect
1: Clear the reset flags

Bits 22:20 Reserved, must be kept at reset value.

Bit 19 **RTCRST:** RTC software reset bit
This bit is set and cleared by software.
0: Reset not activated
1: Resets the RTC peripheral, its clock source selection and the backup registers.

Bit 18 **RTCEN:** RTC clock enable bit
This bit is set and cleared by software.
It is reset by setting the RTCRST bit or by a POR.
0: RTC clock disabled
1: RTC clock enabled

Bits 17:16 **RTCSEL[1:0]:** RTC clock source selection bits
These bits are set by software to select the clock source for the RTC.
Once the RTC clock source has been selected it cannot be switched until RTCRST is set or a Power On Reset occurred. The only exception is if the LSE oscillator clock was selected, if the LSE clock stops and it is detected by the CSSHSE, in that case the clock can be switched.
00: No clock
01: LSE oscillator clock used as RTC clock
10: LSI oscillator clock used as RTC clock
11: HSE oscillator clock divided by a programmable prescaler (selection through the RTCPRE[1:0] bits in the RCC clock control register (RCC_CR)) used as the RTC clock

If the LSE or LSI is used as RTC clock source, the RTC continues to work in Stop and Standby low-power modes, and can be used as wake-up source. However, when the HSE clock is used as RTC clock source, the RTC cannot be used in Stop and Standby low-power modes.

Bit 15 Reserved, must be kept at reset value.

Bit 14 **CSSLSED:** CSS on LSE failure detection flag
This bit is set by hardware to indicate when a failure has been detected by the clock security system on the external 32 kHz oscillator (LSE).
It is cleared by a power-on reset or by an RTC software reset (RTCRST bit).
0: No failure detected on LSE (32 kHz oscillator)
1: Failure detected on LSE (32 kHz oscillator)

Bit 13 **CSSLSEON** CSS on LSE enable bit
This bit is set by software to enable the Clock Security System on LSE (32 kHz oscillator). CSSLSEON must be enabled after the LSE and LSI oscillators are enabled (LSEON and LSION bits enabled) and ready (LSERDY and LSIRDY flags set by hardware), and after the RTCSEL bit is selected.
Once enabled this bit cannot be disabled, except after an LSE failure detection (CSSLSED =1). In that case the software MUST disable the CSSLSEON bit.
Reset by power on reset and RTC software reset (RTCRST bit).
0: CSS on LSE (32 kHz oscillator) OFF
1: CSS on LSE (32 kHz oscillator) ON

Bits 12-11 **LSEDRV;** LSE oscillator Driving capability bits
These bits are set by software to select the driving capability of the LSE oscillator.
They are cleared by a power-on reset or an RTC reset. Once “00” has been written, the content of LSEDRV cannot be changed by software.
00: Lowest drive
01: Medium low drive
10: Medium high drive
11: Highest drive

Bit 10 **LSEBYP:** External low-speed oscillator bypass bit

This bit is set and cleared by software to bypass oscillator in debug mode. This bit can be written only when the LSE oscillator is disabled.

It is reset by setting the RTCRST bit or by a POR.

0: LSE oscillator not bypassed

1: LSE oscillator bypassed

Bit 9 **LSERDY:** External low-speed oscillator ready bit

This bit is set and cleared by hardware to indicate when the LSE oscillator is stable. After the LSEON bit is cleared, LSERDY goes low after 6 LSE oscillator clock cycles.

It is reset by setting the RTCRST bit or by a POR.

0: External 32 kHz oscillator not ready

1: External 32 kHz oscillator ready

Bit 8 **LSEON:** External low-speed oscillator enable bit

This bit is set and cleared by software.

It is reset by setting the RTCRST bit or by a POR.

0: LSE oscillator OFF

1:LSE oscillator ON

Bits 7:3 Reserved, must be kept at reset value.

Bit 1 **LSIRDY:** Internal low-speed oscillator ready bit

This bit is set and cleared by hardware to indicate when the LSI oscillator is stable. After the LSION bit is cleared, LSIRDY goes low after 3 LSI oscillator clock cycles.

This bit is reset by system reset.

0: LSI oscillator not ready

1: LSI oscillator ready

Bit 0 **LSION:** Internal low-speed oscillator enable bit

This bit is set and cleared by software.

It is reset by system reset.

0: LSI oscillator OFF

1: LSI oscillator ON

7.3.21 RCC register map

The following table gives the RCC register map and the reset values.

Table 40. RCC register map and reset values

Off-set	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	RCC_CR	Res.	Res.	Res.	Res.	Res.	Res.	PLL RDY	PLL ON	Res.	Res.	RTC PRE [1:0]		CSSLSEON	HSEBYP	HSERDY	HSEON	Res.	Res.	Res.	Res.	Res.	Res.	MSIRDY	MSION	Res.	Res.	HSI16OUTEN	HSI16DIVF	HSI16DIVEN	HSI16RDYF	HSI16KERON	HSI16ON
	Reset value							0	0			X	X	0	X	0	0							1	1			0	0	0	0	0	0
0x04	RCC_ICSCR	MSITRIM[7:0]								MSICAL[7:0]								MSIRANGE[2:0]			HSI16TRIM[4:0]					HSI16CAL[7:0]								
	Reset value	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	1	0	1	1	0	0	0	0	x	x	x	x	x	x	x	x
0x08	Reserved																																
0x0C	RCC_CFGR	Res.	MCOPRE [2:0]			Res.	MCOSEL [3:0]			PLL DIV [1:0]		PLLMUL[3:0]				Res.	PLLSRC	STOPWUCK	Res.	PPRE2 [2:0]			PPRE1 [2:0]			HPRE[3:0]				SWS [1:0]		SW [1:0]	
	Reset value		0	0	0		0	0	0	0	0	0	0	0	0		0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10	RCC_CIER	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CSSLSE	Res.	MSIRDYIE	PLLRDYIE	HSERDYIE	HSI16RDYIE	LSERDYIE	LSIRDYIE
	Reset value																									0	0	0	0	0	0	0	0
0x14	RCC_CIFR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CSSHSEF	CSSLSEF	Res.	MSIRDYF	PLLRDYF	HSERDYF	HSI16RDYF	LSERDYF	LSIRDYF
	Reset value																								0	0	0	0	0	0	0	0	0
0x18	RCC_CICR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CSSHSEC	CSSLSEC	Res.	MSIRDYC	PLLRDYC	HSERDYC	HSI16RDYC	LSERDYC	LSIRDYC
	Reset value																								0	0	0	0	0	0	0	0	0
0x1C	RCC_IOPRSTR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IOPHRS	Res.	Res.	IOPERST	IOPDRS	IOPCRS	IOPBRST	IOPARST
	Reset value																									0			0	0	0	0	0
0x20	RCC_AHBRSTR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CRCRST	Res.	Res.	Res.	MIFRST	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DMARST
	Reset value												0				0				0				0								0
0x24	RCC_APB2RSTR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBGRST	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SPI1RST	Res.	Res.	ADCRST	Res.	Res.	Res.	TM12RST	Res.	Res.	TIM21RST	Res.	SYSCFGRST
	Reset value										0										0			0				0			0		0

Table 40. RCC register map and reset values (continued)

Off-set	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x28	RCC_APB1RSTR	LPTIM1RST	Res.	Res.	PWRRST	Res.	Res.	Res.	Res.	Res.	Res.	I2C1RST	Res.	Res.	LPUART1RST	USART2RST	Res.	Res.	Res.	Res.	Res.	WWDRST	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TIM2RST
	Reset value	0			0							0			0	0						0											0
0x2C	RCC_IOPENR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IOPHEN	Res.	Res.	IOPEEN	IOPDEN	IOPCEN	IOPBEN	IOPAEN
	Reset value																									0			0	0	0	0	0
0x30	RCC_AHBENR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CRCEN	Res.	Res.	Res.	MIFEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DMAEN
	Reset value												0				0				0				1								0
0x34	RCC_APB2ENR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBGEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SPI1EN	Res.	Res.	ADCEN	Res.	FWEN	Res.	TIM22EN	Res.	Res.	TIM21EN	Res.	SYSCFGEN
	Reset value										0										0			0		0		0			0		0
0x38	RCC_APB1ENR	LPTIM1EN	Res.	Res.	PWREN	Res.	Res.	Res.	Res.	Res.	Res.	I2C1EN	Res.	Res.	LPUART1EN	USART2EN	Res.	Res.	Res.	Res.	Res.	WWDGEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TIM2EN
	Reset value	0			0							0			0	0						0											0
0x3C	RCC_IOPSMEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	IOPHSMEN	Res.	Res.	IOPESMEN	IOPDSMEN	IOPCSMEN	IOPBSMEN	IOPASMEN
	Reset value																									1			1	1	1	1	1
0x40	RCC_AHBSMENR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CRCSMEN	Res.	Res.	SRAMSMEN	MIFSMEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DMASMEN
	Reset value																				1			1	1								1
0x44	RCC_APB2SMENR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBGSMEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SPI1SMEN	Res.	Res.	ADCSMEN	Res.	Res.	Res.	TIM22SMEN	Res.	Res.	TIM21SMEN	Res.	SYSCFGSMEN
	Reset value										1										1			1				1			1		1
0x48	RCC_APB1SMENR	LPTIM1SMEN	Res.	Res.	PWRSMEN	Res.	Res.	Res.	Res.	Res.	Res.	I2C1SMEN	Res.	Res.	LPUART1SMEN	USART2SMEN	Res.	Res.	Res.	Res.	Res.	WWDGSMEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TIM2SMEN
	Reset value	1			1							1			1	1						1											1

Table 40. RCC register map and reset values (continued)

Off-set	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x4C	RCC_CCIPR	Res.	Res.	Res.	Res.	Res.	Res	Res.	Res.	Res.	Res.	Res.	Res.	LPTIM1SEL1	LPTIM1SEL0	Res.	Res.	Res.	Res.	I2C1SEL1	I2C1SEL0	LPUART1SEL1	LPUART1SEL0	Res.	Res.	Res.	Res.	Res.	Res.	USART2SEL1	USART2SEL0	Res.	Res.
	Reset value													0	0					0	0	0	0							0	0		
0x50	RCC_CSR	LPWRSTF	WWDGRSTF	IWDGRSTF	SFTRSTF	PORRSTF	PINRSTF	OBLRSTF	FWRSTF	RMVF	Res.	Res.	Res.	RTCRST	RTCEN	RTC SEL [1:0]		Res.	CSSLSED	CSSLSEON	LSE DRV [1:0]		LSEBYP	LSERDY	LSEON	Res.	Res.	Res.	Res.	Res.	Res.	LSIRDY	LSION
	Reset value	0	0	0	0	1	1	0	0	0				0	0	0	0		0	0	0	0	0	0	0							0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

8 General-purpose I/Os (GPIO)

8.1 Introduction

Each general-purpose I/O port has four 32-bit configuration registers (GPIOx_MODER, GPIOx_OTYPER, GPIOx_OSPEEDR and GPIOx_PUPDR), two 32-bit data registers (GPIOx_IDR and GPIOx_ODR) and a 32-bit set/reset register (GPIOx_BSRR). In addition all GPIOs have a 32-bit locking register (GPIOx_LCKR) and two 32-bit alternate function selection registers (GPIOx_AFRH and GPIOx_AFRL).

8.2 GPIO main features

- Output states: push-pull or open drain + pull-up/down
- Output data from output data register (GPIOx_ODR) or peripheral (alternate function output)
- Speed selection for each I/O
- Input states: floating, pull-up/down, analog
- Input data to input data register (GPIOx_IDR) or peripheral (alternate function input)
- Bit set and reset register (GPIOx_ BSRR) for bitwise write access to GPIOx_ODR
- Locking mechanism (GPIOx_LCKR) provided to freeze the I/O port configurations
- Analog function
- Alternate function selection registers
- Fast toggle capable of changing every two clock cycles
- Highly flexible pin multiplexing allows the use of I/O pins as GPIOs or as one of several peripheral functions

8.3 GPIO functional description

Subject to the specific hardware characteristics of each I/O port listed in the datasheet, each port bit of the general-purpose I/O (GPIO) ports can be individually configured by software in several modes:

- Input floating
- Input pull-up
- Input-pull-down
- Analog
- Output open-drain with pull-up or pull-down capability
- Output push-pull with pull-up or pull-down capability
- Alternate function push-pull with pull-up or pull-down capability
- Alternate function open-drain with pull-up or pull-down capability

Each I/O port bit is freely programmable, however the I/O port registers have to be accessed as 32-bit words, half-words or bytes. The purpose of the GPIOx_BSRR and GPIOx_BRR registers is to allow atomic read/modify accesses to any of the GPIOx_ODR registers. In this way, there is no risk of an IRQ occurring between the read and the modify access.

Figure 18 and *Figure 19* show the basic structures of a standard and a 5 V tolerant I/O port bit, respectively. *Table 41* gives the possible port bit configurations.

Figure 18. Basic structure of an I/O port bit

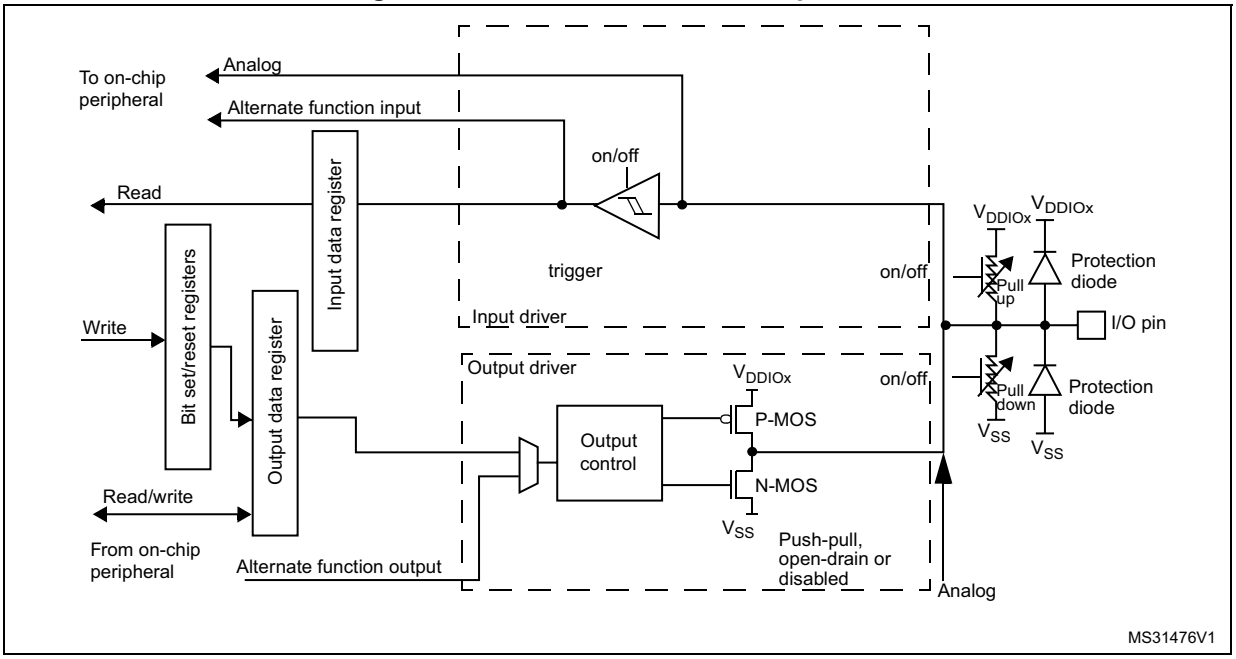
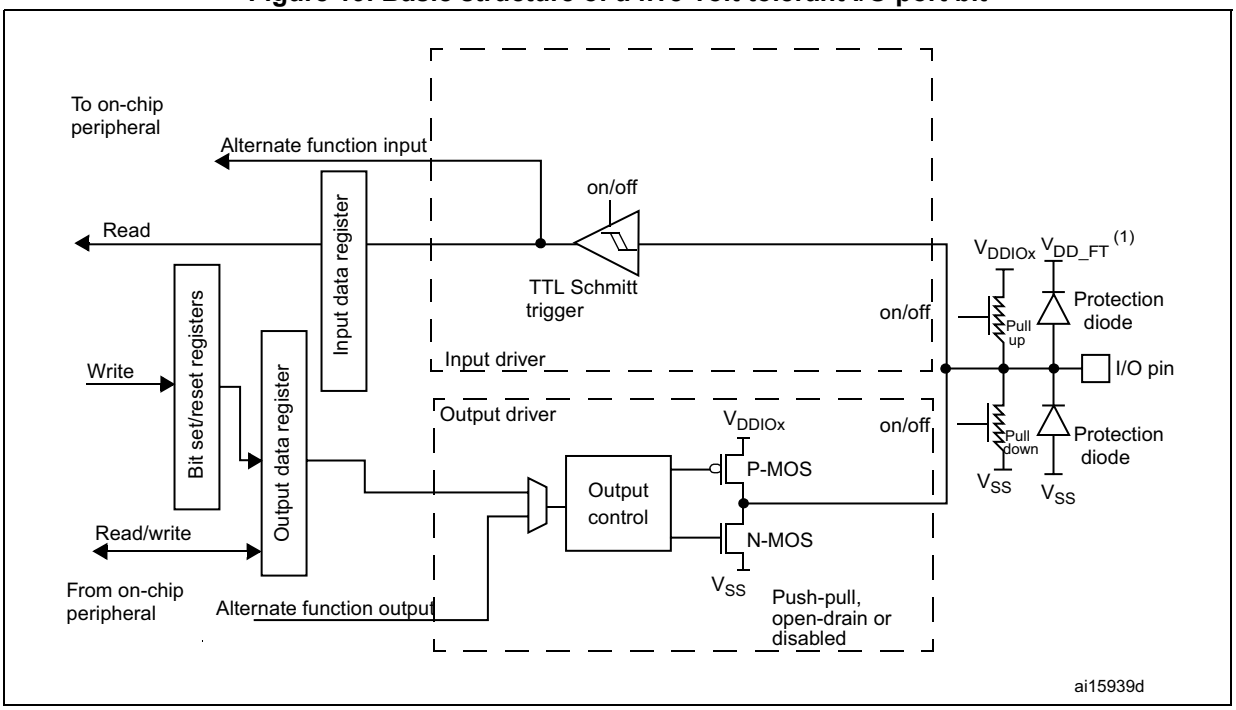


Figure 19. Basic structure of a five-volt tolerant I/O port bit



1. V_{DD_FT} is a potential specific to five-volt tolerant I/Os and different from V_{DD}.

Table 41. Port bit configuration table(1)

MODE(i) [1:0]	OTYPER(i)	OSPEED(i) [1:0]		PUPD(i) [1:0]		I/O configuration	
01	0	SPEED [1:0]		0	0	GP output	PP
	0			0	1	GP output	PP + PU
	0			1	0	GP output	PP + PD
	0			1	1	Reserved	
	1			0	0	GP output	OD
	1			0	1	GP output	OD + PU
	1			1	0	GP output	OD + PD
	1			1	1	Reserved (GP output OD)	
10	0	SPEED [1:0]		0	0	AF	PP
	0			0	1	AF	PP + PU
	0			1	0	AF	PP + PD
	0			1	1	Reserved	
	1			0	0	AF	OD
	1			0	1	AF	OD + PU
	1			1	0	AF	OD + PD
	1			1	1	Reserved	
00	x	x	x	0	0	Input	Floating
	x	x	x	0	1	Input	PU
	x	x	x	1	0	Input	PD
	x	x	x	1	1	Reserved (input floating)	
11	x	x	x	0	0	Input/output	Analog
	x	x	x	0	1	Reserved	
	x	x	x	1	0		
	x	x	x	1	1		

1. GP = general-purpose, PP = push-pull, PU = pull-up, PD = pull-down, OD = open-drain, AF = alternate function.

8.3.1 General-purpose I/O (GPIO)

During and just after reset, the alternate functions are not active and most of the I/O ports are configured in analog mode.

The debug pins are in AF pull-up/pull-down after reset:

- PA14: SWCLK in pull-down
- PA13: SWDIO in pull-up

When the pin is configured as output, the value written to the output data register (GPIOx_ODR) is output on the I/O pin. It is possible to use the output driver in push-pull mode or open-drain mode (only the low level is driven, high level is HI-Z).

The input data register (GPIOx_IDR) captures the data present on the I/O pin at every AHB clock cycle.

All GPIO pins have weak internal pull-up and pull-down resistors, which can be activated or not depending on the value in the GPIOx_PUPDR register.

8.3.2 I/O pin alternate function multiplexer and mapping

The device I/O pins are connected to on-board peripherals/modules through a multiplexer that allows only one peripheral alternate function (AF) connected to an I/O pin at a time. In this way, there can be no conflict between peripherals available on the same I/O pin.

Each I/O pin has a multiplexer with up to sixteen alternate function inputs (AF0 to AF15) that can be configured through the GPIOx_AFRL (for pin 0 to 7) and GPIOx_AFRH (for pin 8 to 15) registers:

- After reset the multiplexer selection is alternate function 0 (AF0). The I/Os are configured in alternate function mode through GPIOx_MODER register.
- The specific alternate function assignments for each pin are detailed in the device datasheet.

In addition to this flexible I/O multiplexing architecture, each peripheral has alternate functions mapped onto different I/O pins to optimize the number of peripherals available in smaller packages.

To use an I/O in a given configuration, the user has to proceed as follows:

- **Debug function:** after each device reset these pins are assigned as alternate function pins immediately usable by the debugger host
- **GPIO:** configure the desired I/O as output, input or analog in the GPIOx_MODER register.
- **Peripheral alternate function:**
  - Connect the I/O to the desired AFx in one of the GPIOx_AFRL or GPIOx_AFRH register.
  - Select the type, pull-up/pull-down and output speed via the GPIOx_OTYPER, GPIOx_PUPDR and GPIOx_OSPEEDER registers, respectively.
  - Configure the desired I/O as an alternate function in the GPIOx_MODER register.
- **Additional functions:**
  - For the ADC configure the desired I/O in analog mode in the GPIOx_MODER register and configure the required function in the ADC registers.
  - For the additional functions like RTC, WKUPx and oscillators, configure the required function in the related RTC, PWR and RCC registers. These functions have priority over the configuration in the standard GPIO registers.

Refer to the “Alternate function mapping” table in the device datasheet for the detailed mapping of the alternate function I/O pins.

8.3.3 I/O port control registers

Each of the GPIO ports has four 32-bit memory-mapped control registers (GPIOx_MODER, GPIOx_OTYPER, GPIOx_OSPEEDR, GPIOx_PUPDR) to configure up to 16 I/Os. The GPIOx_MODER register is used to select the I/O mode (input, output, AF, analog). The GPIOx_OTYPER and GPIOx_OSPEEDR registers are used to select the output type (push-pull or open-drain) and speed. The GPIOx_PUPDR register is used to select the pull-up/pull-down whatever the I/O direction.

8.3.4 I/O port data registers

Each GPIO has two 16-bit memory-mapped data registers: input and output data registers (GPIOx_IDR and GPIOx_ODR). GPIOx_ODR stores the data to be output, it is read/write accessible. The data input through the I/O are stored into the input data register (GPIOx_IDR), a read-only register.

See *Section 8.4.5: GPIO port input data register (GPIOx_IDR) (x = A..E and H)* and *Section 8.4.6: GPIO port output data register (GPIOx_ODR) (x = A..E and H)* for the register descriptions.

8.3.5 I/O data bitwise handling

The bit set reset register (GPIOx_BSRR) is a 32-bit register which allows the application to set and reset each individual bit in the output data register (GPIOx_ODR). The bit set reset register has twice the size of GPIOx_ODR.

To each bit in GPIOx_ODR, correspond two control bits in GPIOx_BSRR: BS(i) and BR(i). When written to 1, bit BS(i) **sets** the corresponding ODR(i) bit. When written to 1, bit BR(i) **resets** the ODR(i) corresponding bit.

Writing any bit to 0 in GPIOx_BSRR does not have any effect on the corresponding bit in GPIOx_ODR. If there is an attempt to both set and reset a bit in GPIOx_BSRR, the set action takes priority.

Using the GPIOx_BSRR register to change the values of individual bits in GPIOx_ODR is a “one-shot” effect that does not lock the GPIOx_ODR bits. The GPIOx_ODR bits can always be accessed directly. The GPIOx_BSRR register provides a way of performing atomic bitwise handling.

There is no need for the software to disable interrupts when programming the GPIOx_ODR at bit level: it is possible to modify one or more bits in a single atomic AHB write access.

8.3.6 GPIO locking mechanism

It is possible to freeze the GPIO control registers by applying a specific write sequence to the GPIOx_LCKR register. The frozen registers are GPIOx_MODER, GPIOx_OTYPER, GPIOx_OSPEEDR, GPIOx_PUPDR, GPIOx_AFRL and GPIOx_AFRH.

To write the GPIOx_LCKR register, a specific write / read sequence has to be applied. When the right LOCK sequence is applied to bit 16 in this register, the value of LCKR[15:0] is used to lock the configuration of the I/Os (during the write sequence the LCKR[15:0] value must be the same). When the LOCK sequence has been applied to a port bit, the value of the port bit can no longer be modified until the next MCU reset or peripheral reset. Each GPIOx_LCKR bit freezes the corresponding bit in the control registers (GPIOx_MODER, GPIOx_OTYPER, GPIOx_OSPEEDR, GPIOx_PUPDR, GPIOx_AFRL and GPIOx_AFRH.

The LOCK sequence (refer to *Section 8.4.8: GPIO port configuration lock register (GPIOx_LCKR) (x = A..E and H)*) can only be performed using a word (32-bit long) access to the GPIOx_LCKR register due to the fact that GPIOx_LCKR bit 16 has to be set at the same time as the [15:0] bits.

For code example, refer to *A.5.1: Locking mechanism code example*.

For more details refer to LCKR register description in *Section 8.4.8: GPIO port configuration lock register (GPIOx_LCKR) (x = A..E and H)*.

8.3.7 I/O alternate function input/output

Two registers are provided to select one of the alternate function inputs/outputs available for each I/O. With these registers, the user can connect an alternate function to some other pin as required by the application.

This means that a number of possible peripheral functions are multiplexed on each GPIO using the GPIOx_AFRL and GPIOx_AFRH alternate function registers. The application can thus select any one of the possible functions for each I/O. The AF selection signal being common to the alternate function input and alternate function output, a single channel is selected for the alternate function input/output of a given I/O.

To know which functions are multiplexed on each GPIO pin, refer to the device datasheet.

For code example, refer to *A.5.2: Alternate function selection sequence code example*.

8.3.8 External interrupt/wakeup lines

All ports have external interrupt capability. To use external interrupt lines, the port must be configured in input mode.Refer to *Section 12: Extended interrupt and event controller (EXTI)* and to *Section 12.3.2: Wakeup event management*.

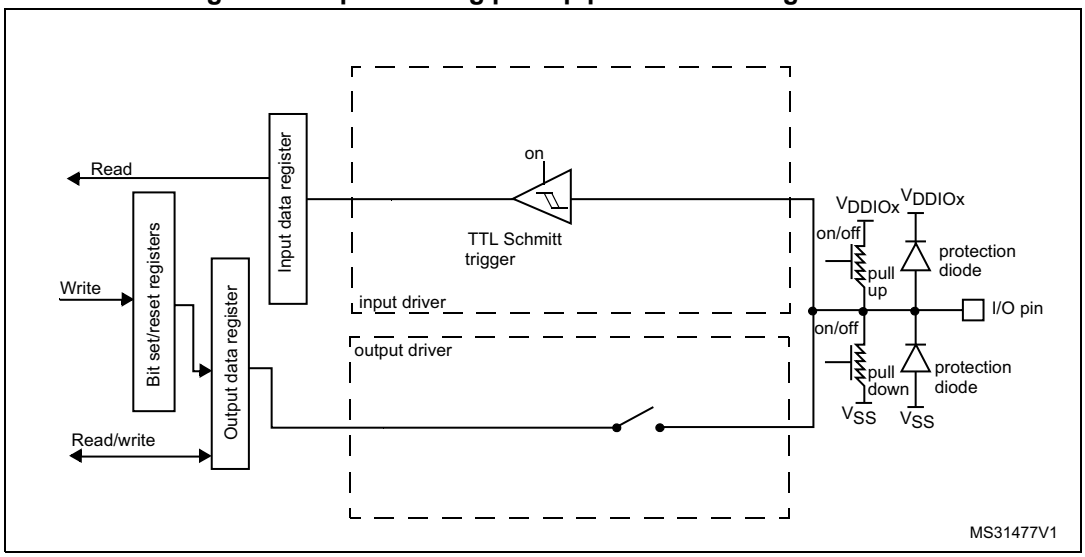
8.3.9 Input configuration

When the I/O port is programmed as input:

- The output buffer is disabled
- The Schmitt trigger input is activated
- The pull-up and pull-down resistors are activated depending on the value in the GPIOx_PUPDR register
- The data present on the I/O pin are sampled into the input data register every AHB clock cycle
- A read access to the input data register provides the I/O state

Figure 20 shows the input configuration of the I/O port bit.

Figure 20. Input floating/pull up/pull down configurations



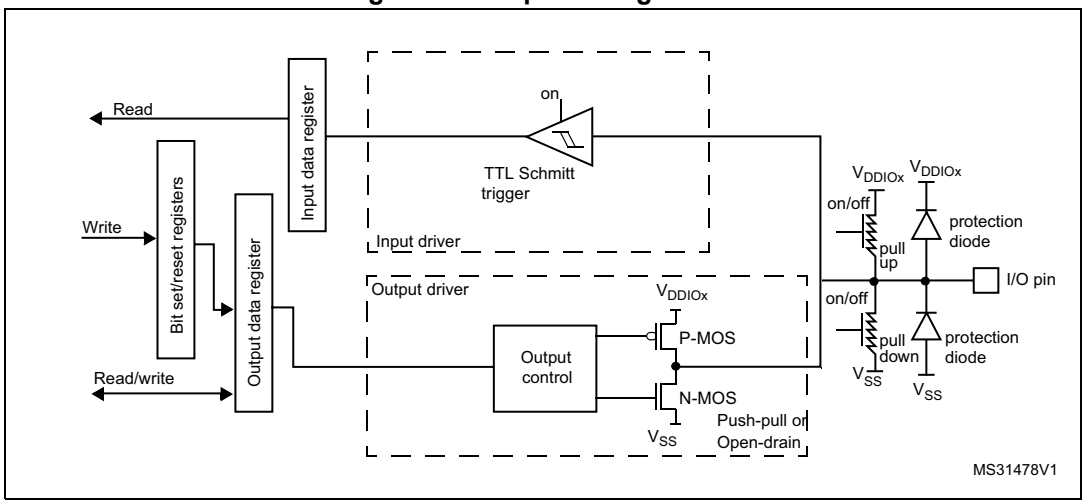
8.3.10 Output configuration

When the I/O port is programmed as output:

- The output buffer is enabled:
  - Open drain mode: A “0” in the Output register activates the N-MOS whereas a “1” in the Output register leaves the port in Hi-Z (the P-MOS is never activated)
  - Push-pull mode: A “0” in the Output register activates the N-MOS whereas a “1” in the Output register activates the P-MOS
- The Schmitt trigger input is activated
- The pull-up and pull-down resistors are activated depending on the value in the GPIOx_PUPDR register
- The data present on the I/O pin are sampled into the input data register every AHB clock cycle
- A read access to the input data register gets the I/O state
- A read access to the output data register gets the last written value

Figure 21 shows the output configuration of the I/O port bit.

Figure 21. Output configuration



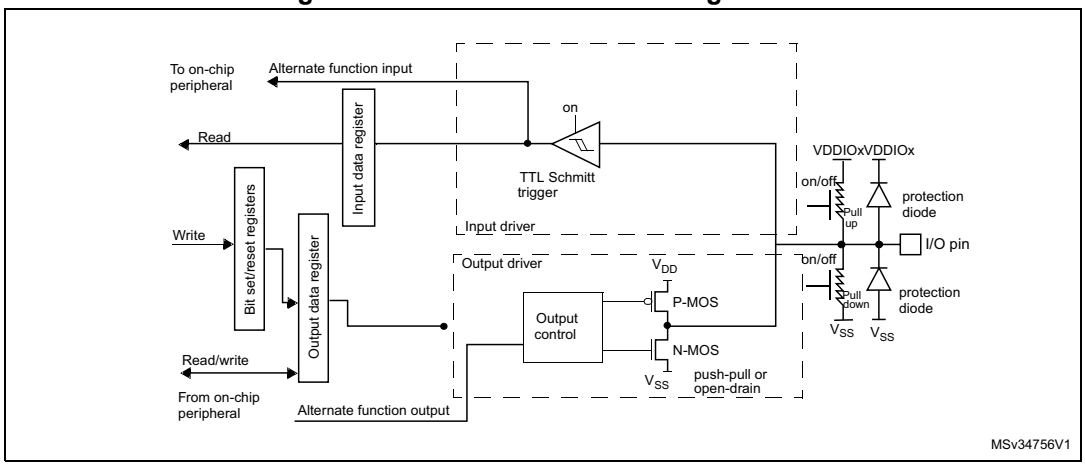
8.3.11 Alternate function configuration

When the I/O port is programmed as alternate function:

- The output buffer can be configured in open-drain or push-pull mode
- The output buffer is driven by the signals coming from the peripheral (transmitter enable and data)
- The Schmitt trigger input is activated
- The weak pull-up and pull-down resistors are activated or not depending on the value in the GPIOx_PUPDR register
- The data present on the I/O pin are sampled into the input data register every AHB clock cycle
- A read access to the input data register gets the I/O state

Figure 22 shows the Alternate function configuration of the I/O port bit.

Figure 22. Alternate function configuration



8.3.12 Analog configuration

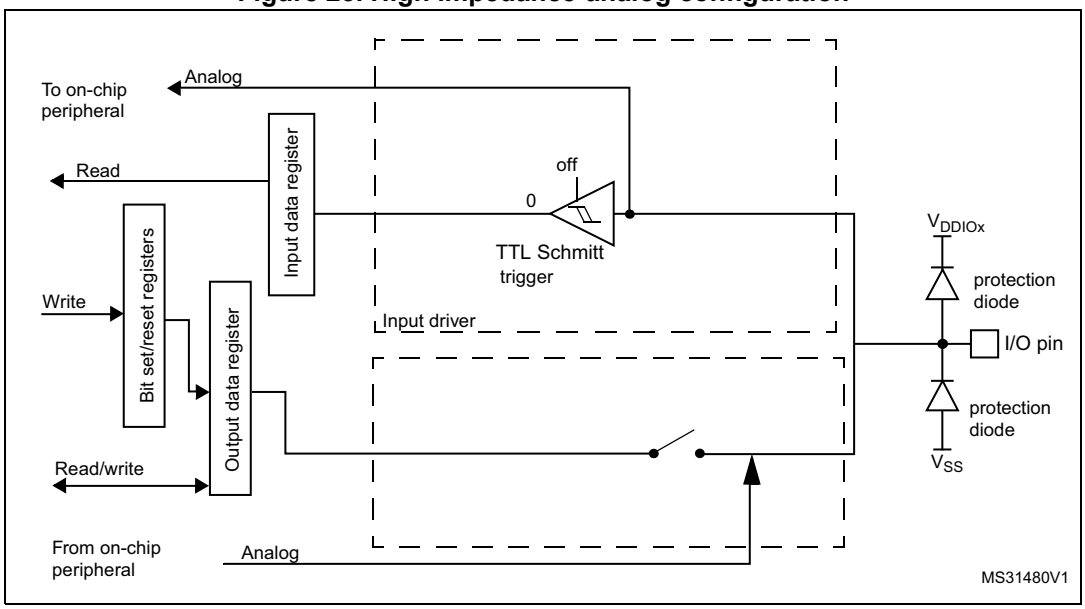
When the I/O port is programmed as analog configuration:

- The output buffer is disabled
- The Schmitt trigger input is deactivated, providing zero consumption for every analog value of the I/O pin. The output of the Schmitt trigger is forced to a constant value (0).
- The weak pull-up and pull-down resistors are disabled by hardware
- Read access to the input data register gets the value “0”

For code example, refer to *A.5.3: Analog GPIO configuration code example*.

Figure 23 shows the high-impedance, analog-input configuration of the I/O port bits.

Figure 23. High impedance-analog configuration



8.3.13 Using the HSE or LSE oscillator pins as GPIOs

When the HSE or LSE oscillator is switched OFF (default state after reset), the related oscillator pins can be used as normal GPIOs.

When the HSE or LSE oscillator is switched ON (by setting the HSEON or LSEON bit in the RCC_CSR register) the oscillator takes control of its associated pins and the GPIO configuration of these pins has no effect.

When the oscillator is configured in a user external clock mode, only the OSC_IN, CK_IN or OSC32_IN pin is reserved for clock input and the OSC_OUT or OSC32_OUT pin can still be used as normal GPIO.

8.3.14 Using the GPIO pins in the RTC supply domain

The PC13/PC14/PC15/PA0/PA2 GPIO functionality is lost when the core supply domain is powered off (when the device enters Standby mode). In this case, if their GPIO configuration is not bypassed by the RTC configuration, these pins are set in an analog input mode.

For details about I/O control by the RTC, refer to *Section 19.4: RTC functional description*.

8.3.15 BOOT0/GPIO pin sharing

On category 1 devices, the BOOT0 pin is shared with a GPIO pin. The BOOT0 pin input level can be read as an input value on the shared GPIO pin. This pin features specific input voltage characteristics (refer to the corresponding datasheet for more details).

8.4 GPIO registers

This section gives a detailed description of the GPIO registers.

For a summary of register bits, register address offsets and reset values, refer to *Table 42*.

The peripheral registers can be written in word, half word or byte mode.

8.4.1 GPIO port mode register (GPIOx_MODER) (x =A..E and H)

Address offset:0x00

Reset values:

- 0xEBFF FCFF for port A
- 0xFFFF FFFF for the other ports

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
MODE15[1:0]		MODE14[1:0]		MODE13[1:0]		MODE12[1:0]		MODE11[1:0]		MODE10[1:0]		MODE9[1:0]		MODE8[1:0]	
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MODE7[1:0]		MODE6[1:0]		MODE5[1:0]		MODE4[1:0]		MODE3[1:0]		MODE2[1:0]		MODE1[1:0]		MODE0[1:0]	
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 2y+1:2y **MODEy[1:0]:** Port x configuration bits (y = 0..15)
These bits are written by software to configure the I/O mode.
00: Input mode
01: General purpose output mode
10: Alternate function mode
11: Analog mode (reset state)

8.4.2 GPIO port output type register (GPIOx_OTYPER) (x = A..E and H)

Address offset: 0x04

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OT15	OT14	OT13	OT12	OT11	OT10	OT9	OT8	OT7	OT6	OT5	OT4	OT3	OT2	OT1	OT0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **OTy:** Port x configuration bits (y = 0..15)
These bits are written by software to configure the I/O output type.
0: Output push-pull (reset state)
1: Output open-drain

8.4.3 GPIO port output speed register (GPIOx_OSPEEDR) (x = A..E and H)

Address offset: 0x08

Reset value:

- 0x0C00 0000 for port A
- 0x0000 0000 for the other ports

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
OSPEED15 [1:0]		OSPEED14 [1:0]		OSPEED13 [1:0]		OSPEED12 [1:0]		OSPEED11 [1:0]		OSPEED10 [1:0]		OSPEED9 [1:0]		OSPEED8 [1:0]	
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OSPEED7 [1:0]		OSPEED6 [1:0]		OSPEED5 [1:0]		OSPEED4 [1:0]		OSPEED3 [1:0]		OSPEED2 [1:0]		OSPEED1 [1:0]		OSPEED0 [1:0]	
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 2y+1:2y **OSPEEDy[1:0]**: Port x configuration bits (y = 0..15)

These bits are written by software to configure the I/O output speed.

00: Low speed
01: Medium speed
10: High speed
11: Very high speed

Note: Refer to the device datasheet for the frequency specifications and the power supply and load conditions for each speed.

8.4.4 GPIO port pull-up/pull-down register (GPIOx_PUPDR) (x = A..E and H)

Address offset: 0x0C

Reset values:

- 0x2400 0000 for port A
- 0x0000 0000 for the other ports

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
PUPD15[1:0]		PUPD14[1:0]		PUPD13[1:0]		PUPD12[1:0]		PUPD11[1:0]		PUPD10[1:0]		PUPD9[1:0]		PUPD8[1:0]	
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PUPD7[1:0]		PUPD6[1:0]		PUPD5[1:0]		PUPD4[1:0]		PUPD3[1:0]		PUPD2[1:0]		PUPD1[1:0]		PUPD0[1:0]	
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 2y+1:2y **PUPDy[1:0]:** Port x configuration bits (y = 0..15)

These bits are written by software to configure the I/O pull-up or pull-down

00: No pull-up, pull-down
01: Pull-up
10: Pull-down
11: Reserved

8.4.5 GPIO port input data register (GPIOx_IDR) (x = A..E and H)

Address offset: 0x10

Reset value: 0x0000 XXXX

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ID15	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3	ID2	ID1	ID0
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **IDy:** Port input data bit (y = 0..15)
These bits are read-only. They contain the input value of the corresponding I/O port.

8.4.6 GPIO port output data register (GPIOx_ODR) (x = A..E and H)

Address offset: 0x14

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OD15	OD14	OD13	OD12	OD11	OD10	OD9	OD8	OD7	OD6	OD5	OD4	OD3	OD2	OD1	OD0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **ODy:** Port output data bit (y = 0..15)
These bits can be read and written by software.
Note: For atomic bit set/reset, the OD bits can be individually set and/or reset by writing to the GPIOx_BSRR or GPIOx_BRR registers (x = A..E and H).

8.4.7 GPIO port bit set/reset register (GPIOx_BSRR) (x = A..E and H)

Address offset: 0x18

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
BR15	BR14	BR13	BR12	BR11	BR10	BR9	BR8	BR7	BR6	BR5	BR4	BR3	BR2	BR1	BR0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BS15	BS14	BS13	BS12	BS11	BS10	BS9	BS8	BS7	BS6	BS5	BS4	BS3	BS2	BS1	BS0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:16 **BRy:** Port x reset bit y (y = 0..15)

These bits are write-only. A read to these bits returns the value 0x0000.

0: No action on the corresponding ODx bit

1: Resets the corresponding ODx bit

Note: If both BSx and BRx are set, BSx has priority.

Bits 15:0 **BSy:** Port x set bit y (y= 0..15)

These bits are write-only. A read to these bits returns the value 0x0000.

0: No action on the corresponding ODx bit

1: Sets the corresponding ODx bit

8.4.8 GPIO port configuration lock register (GPIOx_LCKR) (x = A..E and H)

This register is used to lock the configuration of the port bits when a correct write sequence is applied to bit 16 (LCKK). The value of bits [15:0] is used to lock the configuration of the GPIO. During the write sequence, the value of LCKR[15:0] must not change. When the LOCK sequence has been applied on a port bit, the value of this port bit can no longer be modified until the next MCU reset or peripheral reset.

Note: A specific write sequence is used to write to the GPIOx_LCKR register. Only word access (32-bit long) is allowed during this locking sequence.

Each lock bit freezes a specific configuration register (control and alternate function registers).

Address offset: 0x1C

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LCKK
															rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LCK15	LCK14	LCK13	LCK12	LCK11	LCK10	LCK9	LCK8	LCK7	LCK6	LCK5	LCK4	LCK3	LCK2	LCK1	LCK0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:17 Reserved, must be kept at reset value.

Bit 16 **LCKK:** Lock key

This bit can be read any time. It can only be modified using the lock key write sequence.

0: Port configuration lock key not active

1: Port configuration lock key active. The GPIOx_LCKR register is locked until the next MCU reset or peripheral reset.

LOCK key write sequence:

WR LCKR[16] = '1' + LCKR[15:0]

WR LCKR[16] = '0' + LCKR[15:0]

WR LCKR[16] = '1' + LCKR[15:0]

RD LCKR

RD LCKR[16] = '1' (this read operation is optional but it confirms that the lock is active)

Note: During the LOCK key write sequence, the value of LCK[15:0] must not change.

Any error in the lock sequence aborts the lock.

After the first lock sequence on any bit of the port, any read access on the LCKK bit will return '1' until the next MCU reset or peripheral reset.

Bits 15:0 **LCKy:** Port x lock bit y (y= 0..15)

These bits are read/write but can only be written when the LCKK bit is '0.

0: Port configuration not locked

1: Port configuration locked

8.4.9 GPIO alternate function low register (GPIOx_AFRL) (x = A..E and H)

Address offset: 0x20

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
AFSEL7[3:0]				AFSEL6[3:0]				AFSEL5[3:0]				AFSEL4[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
AFSEL3[3:0]				AFSEL2[3:0]				AFSEL1[3:0]				AFSEL0[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:0 **AFSELy[3:0]:** Alternate function selection for port x pin y (y = 0..7)

These bits are written by software to configure alternate function I/Os

AFSELy selection:

0000: AF0
0001: AF1
0010: AF2
0011: AF3
0100: AF4
0101: AF5
0110: AF6
0111: AF7
1000: Reserved
1001: Reserved
1010: Reserved
1011: Reserved
1100: Reserved
1101: Reserved
1110: Reserved
1111: Reserved

8.4.10 GPIO alternate function high register (GPIOx_AFRH) (x = A..E and H)

Address offset: 0x24

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
AFSEL15[3:0]				AFSEL14[3:0]				AFSEL13[3:0]				AFSEL12[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
AFSEL11[3:0]				AFSEL10[3:0]				AFSEL9[3:0]				AFSEL8[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:0 **AFSELy[3:0]:** Alternate function selection for port x pin y (y = 8..15)
These bits are written by software to configure alternate function I/Os

AFSELy selection:

0000: AF0
0001: AF1
0010: AF2
0011: AF3
0100: AF4
0101: AF5
0110: AF6
0111: AF7
1000: Reserved
1001: Reserved
1010: Reserved
1011: Reserved
1100: Reserved
1101: Reserved
1110: Reserved
1111: Reserved

8.4.11 GPIO port bit reset register (GPIOx_BRR) (x = A..E and H)

Address offset: 0x28
Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BR15	BR14	BR13	BR12	BR11	BR10	BR9	BR8	BR7	BR6	BR5	BR4	BR3	BR2	BR1	BR0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:16 Reserved

Bits 15:0 **BRy:** Port x Reset bit y (y= 0..15)
These bits are write-only. A read to these bits returns the value 0x0000
0: No action on the corresponding ODx bit
1: Reset the corresponding ODx bit

8.4.12 GPIO register map

The following table gives the GPIO register map and reset values.

Table 42. GPIO register map and reset values

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**GPIOA_MODER**	MODE15[1:0]		MODE14[1:0]		MODE13[1:0]		MODE12[1:0]		MODE11[1:0]		MODE10[1:0]		MODE9[1:0]		MODE8[1:0]		MODE7[1:0]		MODE6[1:0]		MODE5[1:0]		MODE4[1:0]		MODE3[1:0]		MODE2[1:0]		MODE1[1:0]		MODE0[1:0]	
	Reset value	1	1	1	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	1	1	1	1	1	1	1	1
0x00	**GPIOx_MODER** (where x = **B..E, H**)	MODE15[1:0]		MODE14[1:0]		MODE13[1:0]		MODE12[1:0]		MODE11[1:0]		MODE10[1:0]		MODE9[1:0]		MODE8[1:0]		MODE7[1:0]		MODE6[1:0]		MODE5[1:0]		MODE4[1:0]		MODE3[1:0]		MODE2[1:0]		MODE1[1:0]		MODE0[1:0]	
	Reset value	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0x00	**GPIOx_MODER** (where x = **C..K**)	MODER15[1:0]		MODER14[1:0]		MODER13[1:0]		MODER12[1:0]		MODER11[1:0]		MODER10[1:0]		MODER9[1:0]		MODER8[1:0]		MODER7[1:0]		MODER6[1:0]		MODER5[1:0]		MODER4[1:0]		MODER3[1:0]		MODER2[1:0]		MODEv1[1:0]		MODER0[1:0]	
	Reset value	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0x04	**GPIOx_OTYPER** (where x = **A..E,H**)	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	OT15	OT14	OT13	OT12	OT11	OT10	OT9	OT8	OT7	OT6	OT5	OT4	OT3	OT2	OT1	OT0
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x08	**GPIOA_OSPEEDR**	OSPEED15[1:0]		OSPEED14[1:0]		OSPEED13[1:0]		OSPEED12[1:0]		OSPEED11[1:0]		OSPEED10[1:0]		OSPEED9[1:0]		OSPEED8[1:0]		OSPEED7[1:0]		OSPEED6[1:0]		OSPEED5[1:0]		OSPEED4[1:0]		OSPEED3[1:0]		OSPEED2[1:0]		OSPEED1[1:0]		OSPEED0[1:0]	
	Reset value	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x08	**GPIOx_OSPEEDR** (where x = **B..E,H**)	OSPEED15[1:0]		OSPEED14[1:0]		OSPEED13[1:0]		OSPEED12[1:0]		OSPEED11[1:0]		OSPEED10[1:0]		OSPEED9[1:0]		OSPEED8[1:0]		OSPEED7[1:0]		OSPEED6[1:0]		OSPEED5[1:0]		OSPEED4[1:0]		OSPEED3[1:0]		OSPEED2[1:0]		OSPEED1[1:0]		OSPEED0[1:0]	
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x0C	**GPIOA_PUPDR**	PUPD15[1:0]		PUPD14[1:0]		PUPD13[1:0]		PUPD12[1:0]		PUPD11[1:0]		PUPD10[1:0]		PUPD9[1:0]		PUPD8[1:0]		PUPD7[1:0]		PUPD6[1:0]		PUPD5[1:0]		PUPD4[1:0]		PUPD3[1:0]		PUPD2[1:0]		PUPD1[1:0]		PUPD0[1:0]	
	Reset value	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10	**GPIOx_IDR** (where x = **A..E,H**)	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ID15	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3	ID2	ID1	ID0
	Reset value																	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
0x14	**GPIOx_ODR** (where x = **A..E,H**)	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	OD15	OD14	OD13	OD12	OD11	OD10	OD9	OD8	OD7	OD6	OD5	OD4	OD3	OD2	OD1	OD0
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x18	**GPIOx_BSRR** (where x = **A..E,H**)	BR15	BR14	BR13	BR12	BR11	BR10	BR9	BR8	BR7	BR6	BR5	BR4	BR3	BR2	BR1	BR0	BS15	BS14	BS13	BS12	BS11	BS10	BS9	BS8	BS7	BS6	BS5	BS4	BS3	BS2	BS1	BS0
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x1C	**GPIOx_LCKR** (where x = **A..E,H**)	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	LCKK	LCK15	LCK14	LCK13	LCK12	LCK11	LCK10	LCK9	LCK8	LCK7	LCK6	LCK5	LCK4	LCK3	LCK2	LCK1	LCK0
	Reset value																0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Table 42. GPIO register map and reset values (continued)

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x20	**GPIOx_AFRL** (where x = **A..E,H**)	AFSEL7[3:0]				AFSEL6[3:0]				AFSEL5[3:0]				AFSEL4[3:0]				AFSEL3[3:0]				AFSEL2[3:0]				AFSEL1[3:0]				AFSEL0[3:0]			
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x24	**GPIOx_AFRH** (where x = **A..E,H**)	15[3:0]				AFSEL14[3:0]				AFSEL13[3:0]				AFSEL12[3:0]				AFSEL11[3:0]				AFSEL10[3:0]				AFSEL9[3:0]				AFSEL8[3:0]			
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x28	**GPIOx_BRR** (where x = **A..E,H**)	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	BR15	BR14	BR13	BR12	BR11	BR10	BR9	BR8	BR7	BR6	BR5	BR4	BR3	BR2	BR1	BR0
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Refer to *Section 2.2* for the register boundary addresses.

9 System configuration controller (SYSCFG)

9.1 Introduction

The devices feature a set of configuration registers. The main purposes of the system configuration controller are the following:

- Remapping memories
- Remapping some trigger sources to timer input capture channels
- Managing external interrupts line multiplexing to the internal edge detector
- Enabling dedicated functions such as input capture multiplexing or oscillator pin remapping
- Firewall management
- Internal voltage reference management for ADC

The Cortex®-M0+ can wake up from WFE (Wait For Event) when a transition occurs on the *eventin* input signal. To support semaphore management in multiprocessor environment, the core can also output events on the signal output EVENTOUT, during SEV instruction execution.

In STM32L010xx devices, an event input can be generated by an external interrupt line or by an RTC alarm interrupt. It is also possible to select which output pin is connected to the EVENTOUT signal of the Cortex®-M0+. The EVENTOUT multiplexing is managed by the GPIO alternate function capability (see *Section 8.4.9: GPIO alternate function low register (GPIOx_AFRL) (x = A..E and H)* and *Section 8.4.10: GPIO alternate function high register (GPIOx_AFRH) (x = A..E and H)*).

Note: EVENTOUT is not mapped on all GPIOs (for example PC13, PC14, PC15).

9.2 SYSCFG registers

The peripheral registers have to be accessed by words (32-bit).

9.2.1 SYSCFG memory remap register (SYSCFG_CFGR1)

This register is used for specific configurations related to memory remap.

It is not reset through the SYSCFGRST bit in the RCC_APB2RSTR register.

Address offset: 0x00

Reset value: 0x000x 000x (X is the memory mode selected by the boot configuration).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	BOOT_MODE		Res.	Res.	Res.	Res.	Res.	Res.	MEM_MODE	
						r	r							rw	rw

Bits 31:10 Reserved, must be kept at reset value

Bits 9:8 **BOOT_MODE:** Boot mode selected by the boot pins status bits

These bits are read-only. They indicate the boot mode selected by the boot configuration (see *Section 2.4: Boot configuration on page 42*).

00: Main Flash memory boot mode

01: System Flash memory boot mode

10: Reserved

11: Embedded SRAM boot mode

Bits 7:3 Reserved, must be kept at reset value

Bit 2 Reserved, must be kept at reset value

Bits 1:0 **MEM_MODE:** Memory mapping selection bits

These bits are set and cleared by software. This bit controls the memory's internal mapping at address 0x0000 0000. After reset these bits take on the memory mapping selected by the boot configuration (see *Section 2.4: Boot configuration on page 42*).

00: Main Flash memory mapped at 0x0000 0000

01: System Flash memory mapped at 0x0000 0000

10: reserved

11: SRAM mapped at 0x0000 0000.

9.2.2 SYSCFG peripheral mode configuration register (SYSCFG_CFGR2)

Address offset: 0x04

Reset value: 0x0000 0001

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	FWDIS
															rw

Bits 31:1 Reserved, must be kept at reset value

Bit 0 **FWDIS:** Firewall disable bit

This bit is set by default (after reset). It is cleared by software to protect the access to the memory segments according to the Firewall configuration.Once cleared it cannot be set by software. Only a system reset set the bit.

0: Firewall access enabled

1: Firewall access disabled

Note: This bit cannot be set by an APB reset. A system reset is required to set it.

9.2.3 Reference control and status register (SYSCFG_CFGR3)

The SYSCFG_CFGR3 register is the reference control/status register. It contains all the bits/flags related to VREFINT.

Address offset: 0x20

System reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
REF_ LOCK	VREFINT _RDYF	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
rs	r														
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	ENBUF_ VREFINT _ADC	Res.	Res.	SEL_VREF _OUT		Res.	Res.	Res.	EN_VR EFINT
							rw			rw	rw				rw

Bit 31 **REF_LOCK:** SYSCFG_CFGR3 lock bit

This bit is set by software and cleared by a hardware system reset. It locks the whole content of the reference control/Status register, SYSCFG_CFGR3[31:0].

0: SYSCFG_CFGR3[31:0] bits are read/write

1: SYSCFG_CFGR3[31:0] bits are read-only

Bit 30 **VREFINT_RDYF:** VREFINT ready flag

This bit is read-only. It shows the state of the internal voltage reference, VREFINT. When set, it indicates that VREFINT is available for BOR.

0: VREFINT OFF

1: VREFINT ready

Bits 29:9 Reserved, must be kept at reset value

Bit 8 **ENBUF_VREFINT_ADC**: VREFINT reference for ADC enable bit

This bit is set and cleared by software (only if REF_LOCK not set).

0: Disables the buffer used to generate VREFINT reference for the ADC.

1: Enables the buffer used to generate VREFINT reference for the ADC.

Bits 7:6 Reserved, must be kept at reset value

Bits 5:4 **SEL_VREF_OUT**: VREFINT_ADC connection bit

These bits are set and cleared by software (only if REF_LOCK not set). These bits select which pad is connected to VREFINT_ADC when ENBUF_VREFINT_ADC is set.

00: no pad connected

01: PB0 connected

10: PB1 connected

11: PB0 and PB1 connected

Bits 3:1 Reserved, must be kept at reset value

Bit 0 **EN_VREFINT**: VREFINT enable

This bit is set and cleared by software (only if REF_LOCK not set). It switches on VREFINT internal reference voltage.

0: VREFINT voltage disabled in low-power mode (if ULP=1)

1: VREFINT voltage enabled in low-power mode

Note: It is forbidden to configure both EN_VREFINT=1 and ULP=1 if the device is in Stop mode or in Sleep/Low-power sleep mode (refer to Section 6.4.1: PWR power control register (PWR_CR) for a description of the ULP bit). If the device is not in low-power mode, VREFINT is always enabled whatever the state of EN_VREFINT and ULP.

9.2.4 SYSCFG external interrupt configuration register 1 (SYSCFG_EXTICR1)

Address offset: 0x08

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EXTI3[3:0]				EXTI2[3:0]				EXTI1[3:0]				EXTI0[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved

Bits 15:0 **EXTIx[3:0]**: EXTI x configuration (x = 0 to 3)

These bits are written by software to select the source input for the EXTIx external interrupt.
0000: PA[x] pin
0001: PB[x] pin
0010: PC[x] pin
0011: PD[x] pin
0100: PE[x] pin
0101: PH[x] (only PH[1:0] and PH[10:9])
Other configurations are reserved

9.2.5 SYSCFG external interrupt configuration register 2 (SYSCFG_EXTICR2)

Address offset: 0x0C

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EXTI7[3:0]				EXTI6[3:0]				EXTI5[3:0]				EXTI4[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved

Bits 15:0 **EXTIx[3:0]**: EXTI x configuration (x = 4 to 7)

These bits are written by software to select the source input for the EXTIx external interrupt.
0000: PA[x] pin
0001: PB[x] pin
0010: PC[x] pin
0011: PD[x] pin
0100: PE[x] pin
Other configurations are reserved

9.2.6 SYSCFG external interrupt configuration register 3 (SYSCFG_EXTICR3)

Address offset: 0x10

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EXTI11[3:0]				EXTI10[3:0]				EXTI9[3:0]				EXTI8[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved

Bits 15:0 **EXTIx[3:0]**: EXTI x configuration (x = 8 to 11)

These bits are written by software to select the source input for the EXTIx external interrupt.
0000: PA[x] pin
0001: PB[x] pin
0010: PC[x] pin
0011: PD[x] pin
0100: PE[x] pin
0101: PH[x] (only PH[1:0] and PH[10:9])
Other configurations are reserved.

9.2.7 SYSCFG external interrupt configuration register 4 (SYSCFG_EXTICR4)

Address offset: 0x14

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EXTI15[3:0]				EXTI14[3:0]				EXTI13[3:0]				EXTI12[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved

Bits 15:0 **EXTIx[3:0]**: EXTI x configuration (x = 12 to 15)

These bits are written by software to select the source input for the EXTIx external interrupt.

0000: PA[x] pin

0001: PB[x] pin

0010: PC[x] pin

0011: PD[x] pin

0100: PE[x] pin

Other configurations are reserved.

9.2.8 SYSCFG register map

The following table gives the SYSCFG register map and the reset values.

Table 43. SYSCFG register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**SYSCFG_CFGR1**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	BOOT_MODE		Res.	Res.	Res.	Res.	Res.	Res.	MEM_MODE	
	Reset value																							x	x							x	x
0x04	**SYSCFG_CFGR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	FWDISEN
	Reset value																																1
0x08	**SYSCFG_ EXTICR1**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EXTI3[3:0]				EXTI2[3:0]				EXTI1[3:0]				EXTI0[3:0]			
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x0C	**SYSCFG_ EXTICR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EXTI7[3:0]				EXTI6[3:0]				EXTI5[3:0]				EXTI4[3:0]			
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10	**SYSCFG_ EXTICR3**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EXTI11[3:0]				EXTI10[3:0]				EXTI9[3:0]				EXTI8[3:0]			
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x14	**SYSCFG_ EXTICR4**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EXTI15[3:0]				EXTI14[3:0]				EXTI13[3:0]				EXTI12[3:0]			
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x20	**SYSCFG_CFGR3**	REF_LOCK	VREFINT_RDYF	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ENBUF_VREFINT_ADC	Res.	Res.	SEL_VREF_OUT		Res.	Res.	Res.	EN_VREFINT
	Reset value	0	0																						0			0	0				0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

10 Direct memory access controller (DMA)

10.1 Introduction

Direct memory access (DMA) is used in order to provide high-speed data transfer between peripherals and memory as well as memory to memory. Data can be quickly moved by DMA without any CPU actions. This keeps CPU resources free for other operations.

The DMA controller has up to 7 channels (except for category 1 devices which feature up to 5 channels), each dedicated to managing memory access requests from one or more peripherals. It has an arbiter for handling the priority between DMA requests.

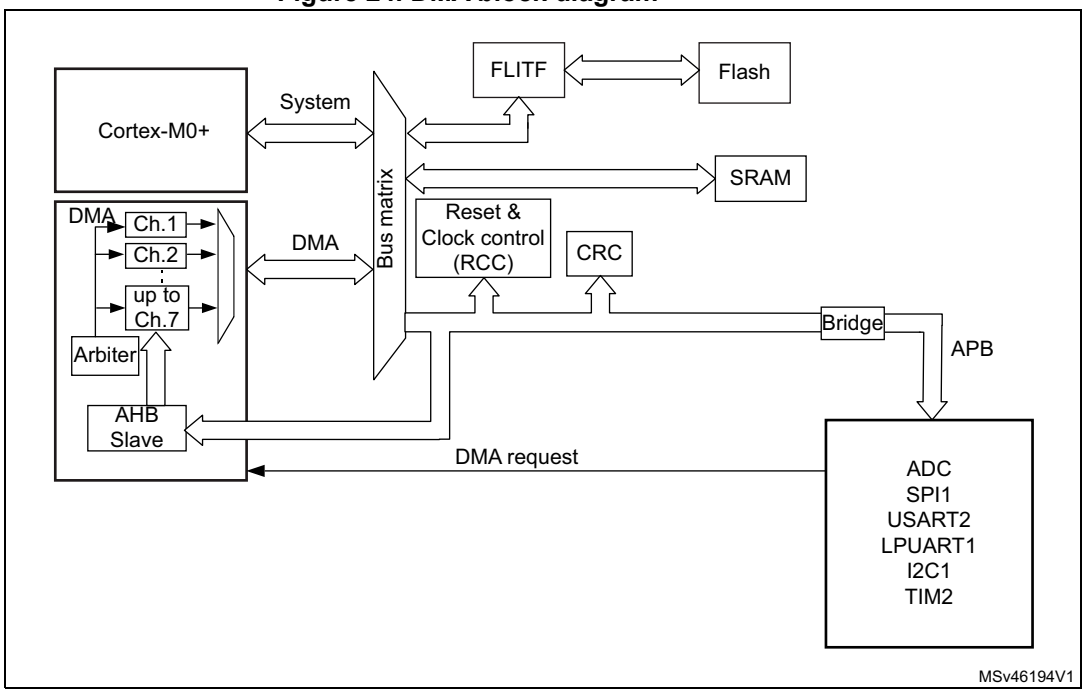
10.2 DMA main features

- Up to 7 or 5 (category 1 devices) independently configurable channels (requests)
- Each channel is connected to dedicated hardware DMA requests, software trigger is also supported on each channel. This configuration is done by software.
- Priorities between requests from the DMA channels are software programmable (4 levels consisting of very high, high, medium, low) or hardware in case of equality (request 1 has priority over request 2, etc.)
- Independent source and destination transfer size (byte, half word, word), emulating packing and unpacking. Source/destination addresses must be aligned on the data size.
- Support for circular buffer management
- 3 event flags (DMA Half Transfer, DMA Transfer complete and DMA Transfer Error) logically ORed together in a single interrupt request for each channel
- Memory-to-memory transfer
- Peripheral-to-memory and memory-to-peripheral, and peripheral-to-peripheral transfers
- Access to Flash, SRAM, APB and AHB peripherals as source and destination
- Programmable number of data to be transferred: up to 65535

10.3 DMA functional description

The block diagram is shown in the following figure.

Figure 24. DMA block diagram



The DMA controller performs direct memory transfer by sharing the system bus with the Cortex®-M0+ core. The DMA request may stop the CPU access to the system bus for some bus cycles, when the CPU and DMA are targeting the same destination (memory or peripheral). The bus matrix implements round-robin scheduling, thus ensuring at least half of the system bus bandwidth (both to memory and peripheral) for the CPU.

10.3.1 DMA transactions

After an event, the peripheral sends a request signal to the DMA Controller. The DMA controller serves the request depending on the channel priorities. As soon as the DMA Controller accesses the peripheral, an Acknowledge is sent to the peripheral by the DMA Controller. The peripheral releases its request as soon as it gets the Acknowledge from the DMA Controller. Once the request is de-asserted by the peripheral, the DMA Controller release the Acknowledge. If there are more requests, the peripheral can initiate the next transaction.

In summary, each DMA transfer consists of three operations:

- The loading of data from the peripheral data register or a location in memory addressed through an internal current peripheral/memory address register. The start address used for the first transfer is the base peripheral/memory address programmed in the DMA_CPARx or DMA_CMARx register.

- The storage of the data loaded to the peripheral data register or a location in memory addressed through an internal current peripheral/memory address register. The start address used for the first transfer is the base peripheral/memory address programmed in the DMA_CPARx or DMA_CMARx register.
- The post-decrementing of the DMA_CNDTRx register, which contains the number of transactions that have still to be performed.

10.3.2 Arbiter

The arbiter manages the channel requests based on their priority and launches the peripheral/memory access sequences.

The priorities are managed in two stages:

- Software: each channel priority can be configured in the DMA_CCRx register. There are four levels:
  - Very high priority
  - High priority
  - Medium priority
  - Low priority
- Hardware: if 2 requests have the same software priority level, the channel with the lowest number will get priority versus the channel with the highest number. For example, channel 2 gets priority over channel 4.

10.3.3 DMA channels

Each channel can handle DMA transfer between a peripheral register located at a fixed address and a memory address. The amount of data to be transferred (up to 65535) is programmable. The register which contains the amount of data items to be transferred is decremented after each transaction.

Programmable data sizes

Transfer data sizes of the peripheral and memory are fully programmable through the PSIZE and MSIZE bits in the DMA_CCRx register.

Pointer incrementation

Peripheral and memory pointers can optionally be automatically post-incremented after each transaction depending on the PINC and MINC bits in the DMA_CCRx register. If incremented mode is enabled, the address of the next transfer will be the address of the previous one incremented by 1, 2 or 4 depending on the chosen data size. The first transfer address is the one programmed in the DMA_CPARx/DMA_CMARx registers. During transfer operations, these registers keep the initially programmed value. The current transfer addresses (in the current internal peripheral/memory address register) are not accessible by software.

If the channel is configured in non-circular mode, no DMA request is served after the last transfer (that is once the number of data items to be transferred has reached zero). In order to reload a new number of data items to be transferred into the DMA_CNDTRx register, the DMA channel must be disabled.

Note: If a DMA channel is disabled, the DMA registers are not reset. The DMA channel registers (DMA_CCRx, DMA_CPARx and DMA_CMARx) retain the initial values programmed during the channel configuration phase.

In circular mode, after the last transfer, the DMA_CNDTRx register is automatically reloaded with the initially programmed value. The current internal address registers are reloaded with the base address values from the DMA_CPARx/DMA_CMARx registers.

Channel configuration procedure

The following sequence should be followed to configure a DMA channel x (where x is the channel number).

1. Set the peripheral register address in the DMA_CPARx register. The data will be moved from/ to this address to/ from the memory after the peripheral event.
2. Set the memory address in the DMA_CMARx register. The data will be written to or read from this memory after the peripheral event.
3. Configure the total number of data to be transferred in the DMA_CNDTRx register. After each peripheral event, this value will be decremented.
4. Configure the channel priority using the PL[1:0] bits in the DMA_CCRx register
5. Configure data transfer direction, circular mode, peripheral & memory incremented mode, peripheral & memory data size, and interrupt after half and/or full transfer in the DMA_CCRx register
6. Activate the channel by setting the ENABLE bit in the DMA_CCRx register.

For code example, refer to *A.6.1: DMA Channel Configuration sequence code example*.

As soon as the channel is enabled, it can serve any DMA request from the peripheral connected on the channel.

Once half of the bytes are transferred, the half-transfer flag (HTIF) is set and an interrupt is generated if the Half-Transfer Interrupt Enable bit (HTIE) is set. At the end of the transfer, the Transfer Complete Flag (TCIF) is set and an interrupt is generated if the Transfer Complete Interrupt Enable bit (TCIE) is set.

Circular mode

Circular mode is available to handle circular buffers and continuous data flows (e.g. ADC scan mode). This feature can be enabled using the CIRC bit in the DMA_CCRx register. When circular mode is activated, the number of data to be transferred is automatically reloaded with the initial value programmed during the channel configuration phase, and the DMA requests continue to be served.

Memory-to-memory mode

The DMA channels can also work without being triggered by a request from a peripheral. This mode is called Memory to Memory mode.

If the MEM2MEM bit in the DMA_CCRx register is set, then the channel initiates transfers as soon as it is enabled by software by setting the Enable bit (EN) in the DMA_CCRx register. The transfer stops once the DMA_CNDTRx register reaches zero. Memory to Memory mode may not be used at the same time as Circular mode.

10.3.4 Programmable data width, data alignment and endianness

When PSIZE and MSIZE are not equal, the DMA performs some data alignments as described in *Table 44: Programmable data width & endianness (when bits PINC = MINC = 1)*.

Table 44. Programmable data width & endianness (when bits PINC = MINC = 1)

Source port width	Destination port width	Number of data items to transfer (NDT)	Source content: address / data	Transfer operations	Destination content: address / data
8	8	4	@0x0 / B0 @0x1 / B1 @0x2 / B2 @0x3 / B3	1: READ B0[7:0] @0x0 then WRITE B0[7:0] @0x0 2: READ B1[7:0] @0x1 then WRITE B1[7:0] @0x1 3: READ B2[7:0] @0x2 then WRITE B2[7:0] @0x2 4: READ B3[7:0] @0x3 then WRITE B3[7:0] @0x3	@0x0 / B0 @0x1 / B1 @0x2 / B2 @0x3 / B3
8	16	4	@0x0 / B0 @0x1 / B1 @0x2 / B2 @0x3 / B3	1: READ B0[7:0] @0x0 then WRITE 00B0[15:0] @0x0 2: READ B1[7:0] @0x1 then WRITE 00B1[15:0] @0x2 3: READ B2[7:0] @0x2 then WRITE 00B2[15:0] @0x4 4: READ B3[7:0] @0x3 then WRITE 00B3[15:0] @0x6	@0x0 / 00B0 @0x2 / 00B1 @0x4 / 00B2 @0x6 / 00B3
8	32	4	@0x0 / B0 @0x1 / B1 @0x2 / B2 @0x3 / B3	1: READ B0[7:0] @0x0 then WRITE 000000B0[31:0] @0x0 2: READ B1[7:0] @0x1 then WRITE 000000B1[31:0] @0x4 3: READ B2[7:0] @0x2 then WRITE 000000B2[31:0] @0x8 4: READ B3[7:0] @0x3 then WRITE 000000B3[31:0] @0xC	@0x0 / 000000B0 @0x4 / 000000B1 @0x8 / 000000B2 @0xC / 000000B3
16	8	4	@0x0 / B1B0 @0x2 / B3B2 @0x4 / B5B4 @0x6 / B7B6	1: READ B1B0[15:0] @0x0 then WRITE B0[7:0] @0x0 2: READ B3B2[15:0] @0x2 then WRITE B2[7:0] @0x1 3: READ B5B4[15:0] @0x4 then WRITE B4[7:0] @0x2 4: READ B7B6[15:0] @0x6 then WRITE B6[7:0] @0x3	@0x0 / B0 @0x1 / B2 @0x2 / B4 @0x3 / B6
16	16	4	@0x0 / B1B0 @0x2 / B3B2 @0x4 / B5B4 @0x6 / B7B6	1: READ B1B0[15:0] @0x0 then WRITE B1B0[15:0] @0x0 2: READ B3B2[15:0] @0x2 then WRITE B3B2[15:0] @0x2 3: READ B5B4[15:0] @0x4 then WRITE B5B4[15:0] @0x4 4: READ B7B6[15:0] @0x6 then WRITE B7B6[15:0] @0x6	@0x0 / B1B0 @0x2 / B3B2 @0x4 / B5B4 @0x6 / B7B6
16	32	4	@0x0 / B1B0 @0x2 / B3B2 @0x4 / B5B4 @0x6 / B7B6	1: READ B1B0[15:0] @0x0 then WRITE 0000B1B0[31:0] @0x0 2: READ B3B2[15:0] @0x2 then WRITE 0000B3B2[31:0] @0x4 3: READ B5B4[15:0] @0x4 then WRITE 0000B5B4[31:0] @0x8 4: READ B7B6[15:0] @0x6 then WRITE 0000B7B6[31:0] @0xC	@0x0 / 0000B1B0 @0x4 / 0000B3B2 @0x8 / 0000B5B4 @0xC / 0000B7B6
32	8	4	@0x0 / B3B2B1B0 @0x4 / B7B6B5B4 @0x8 / BBBAB9B8 @0xC / BFBEBDBC	1: READ B3B2B1B0[31:0] @0x0 then WRITE B0[7:0] @0x0 2: READ B7B6B5B4[31:0] @0x4 then WRITE B4[7:0] @0x1 3: READ BBBAB9B8[31:0] @0x8 then WRITE B8[7:0] @0x2 4: READ BFBEBDBC[31:0] @0xC then WRITE BC[7:0] @0x3	@0x0 / B0 @0x1 / B4 @0x2 / B8 @0x3 / BC
32	16	4	@0x0 / B3B2B1B0 @0x4 / B7B6B5B4 @0x8 / BBBAB9B8 @0xC / BFBEBDBC	1: READ B3B2B1B0[31:0] @0x0 then WRITE B1B0[15:0] @0x0 2: READ B7B6B5B4[31:0] @0x4 then WRITE B5B4[15:0] @0x2 3: READ BBBAB9B8[31:0] @0x8 then WRITE B9B8[15:0] @0x4 4: READ BFBEBDBC[31:0] @0xC then WRITE BDBC[15:0] @0x6	@0x0 / B1B0 @0x2 / B5B4 @0x4 / B9B8 @0x6 / BDBC
32	32	4	@0x0 / B3B2B1B0 @0x4 / B7B6B5B4 @0x8 / BBBAB9B8 @0xC / BFBEBDBC	1: READ B3B2B1B0[31:0] @0x0 then WRITE B3B2B1B0[31:0] @0x0 2: READ B7B6B5B4[31:0] @0x4 then WRITE B7B6B5B4[31:0] @0x4 3: READ BBBAB9B8[31:0] @0x8 then WRITE BBBAB9B8[31:0] @0x8 4: READ BFBEBDBC[31:0] @0xC then WRITE BFBEBDBC[31:0] @0xC	@0x0 / B3B2B1B0 @0x4 / B7B6B5B4 @0x8 / BBBAB9B8 @0xC / BFBEBDBC

Addressing an AHB peripheral that does not support byte or halfword write operations

When the DMA initiates an AHB byte or halfword write operation, the data are duplicated on the unused lanes of the HWDATA[31:0] bus. So when the used AHB slave peripheral does not support byte or halfword write operations (when HSIZE is not used by the peripheral) *and* does not generate any error, the DMA writes the 32 HWDATA bits as shown in the two examples below:

- To write the halfword “0xABCD”, the DMA sets the HWDATA bus to “0xABCDABCD” with HSIZE = HalfWord
- To write the byte “0xAB”, the DMA sets the HWDATA bus to “0xABABABAB” with HSIZE = Byte

Assuming that the AHB/APB bridge is an AHB 32-bit slave peripheral that does not take the HSIZE data into account, it will transform any AHB byte or halfword operation into a 32-bit APB operation in the following manner:

- An AHB byte write operation of the data “0xB0” to 0x0 (or to 0x1, 0x2 or 0x3) will be converted to an APB word write operation of the data “0xB0B0B0B0” to 0x0
- An AHB halfword write operation of the data “0xB1B0” to 0x0 (or to 0x2) will be converted to an APB word write operation of the data “0xB1B0B1B0” to 0x0

For instance, to write the APB backup registers (16-bit registers aligned to a 32-bit address boundary), the software must configure the memory source size (MSIZE) to “16-bit” and the peripheral destination size (PSIZE) to “32-bit”.

10.3.5 Error management

A DMA transfer error can be generated by reading from or writing to a reserved address space. When a DMA transfer error occurs during a DMA read or a write access, the faulty channel is automatically disabled through a hardware clear of its EN bit in the corresponding Channel configuration register (DMA_CCRx). The channel's transfer error interrupt flag (TEIF) in the DMA_IFR register is set and an interrupt is generated if the transfer error interrupt enable bit (TEIE) in the DMA_CCRx register is set.

10.3.6 DMA interrupts

An interrupt can be produced on a Half-transfer, Transfer complete or Transfer error for each DMA channel. Separate interrupt enable bits are available for flexibility.

Table 45. DMA interrupt requests

Interrupt event	Event flag	Enable control bit
Half-transfer	HTIF	HTIE
Transfer complete	TCIF	TCIE
Transfer error	TEIF	TEIE

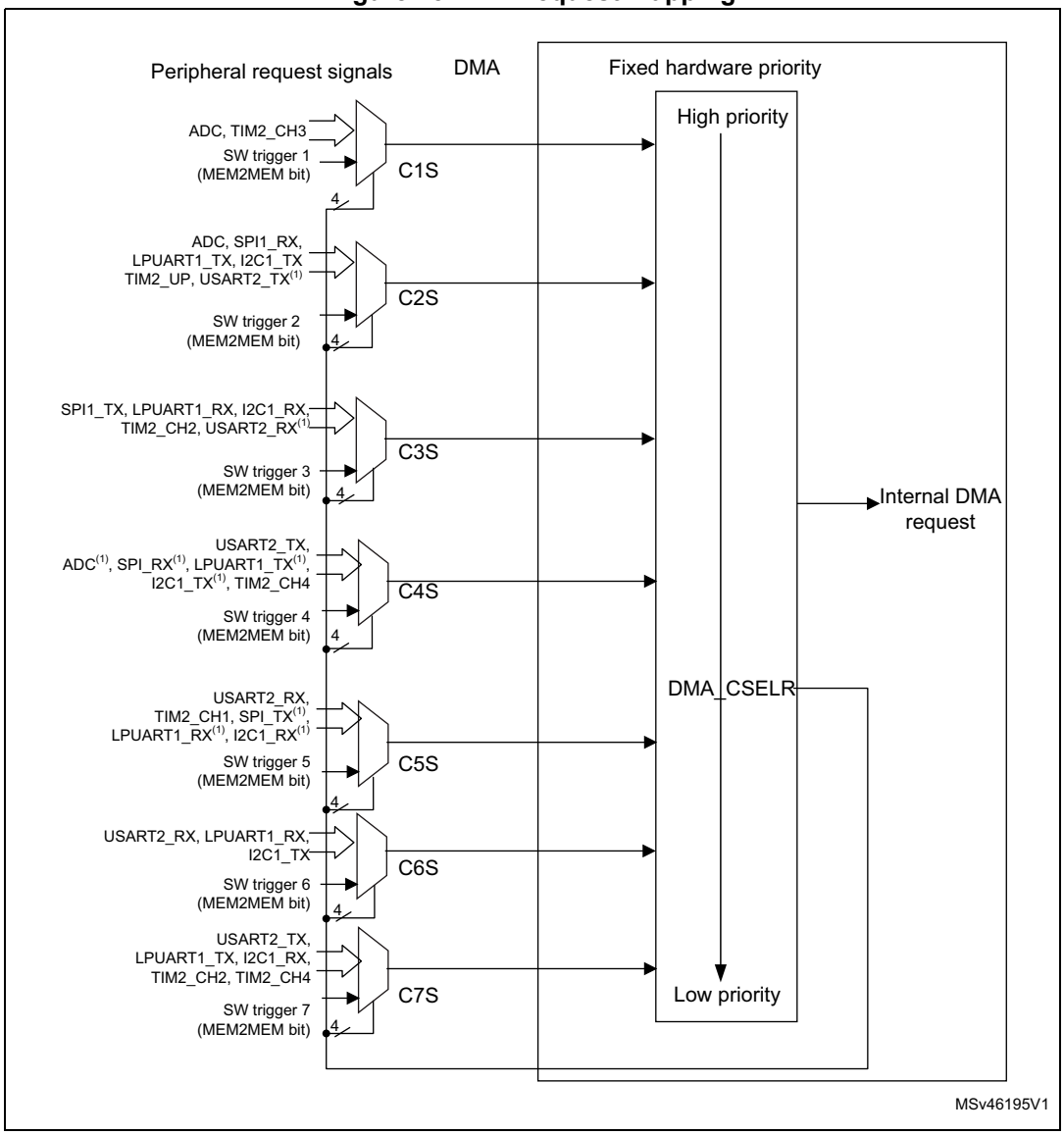
10.3.7 DMA request mapping

DMA controller

The hardware requests from the peripherals (TIM2, ADC, SPI1, I2C1, USART2 and LPUART1) are mapped to the DMA channels (1 to 7) through the DMA channel selection register (s). On one channel, only one request must be enabled at a time. A peripheral request, including channel disabling, should not be selected more than once across channels. Refer to *Figure 25: DMA request mapping*.

The peripheral DMA requests can be independently activated/de-activated by programming the DMA control bit in the registers of the corresponding peripheral.

Figure 25. DMA request mapping



1. Available only on category 1 devices.

Table 46 lists the DMA requests for each channel.

Table 46. Summary of the DMA requests for each channel

Request number	Peripherals	Channel 1	Channel 2	Channel 3	Channel 4	Channel 5	Channel 6(1)	Channel 7(1)
0	**ADC**	ADC	ADC	-	ADC(2)-		-	-
1	**SPI1**	-	SPI1_RX	SPI1_TX	SPI1_RX(2)	SPI1_TX(2)	-	-
4	**USART2**	-	USART2_ TX(2)-	USART2_ RX(2)-	USART2_ TX	USART2_ RX	USART2_ RX	USART2_ TX
5	**LPUART1**	-	LPUART1_ TX	LPUART1_ RX	LPUART1_ TX(2)-	LPUART1_ RX(2)-	LPUART1 _RX	LPUART1_ TX
6	**I2C1**	-	I2C1_TX	I2C1_RX	I2C1_TX(2)-	I2C1_RX(2)	I2C1_TX	I2C1_RX
8	**TIM2**	TIM2_ CH3	TIM2_UP	TIM2_CH2	TIM2_CH4	TIM2_CH1		TIM2_CH2 TIM2_CH4

1. Not available on category 1 devices.
2. Available only on category 1 devices.

10.4 DMA registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

The peripheral registers can be accessed by bytes (8-bit), half-words (16-bit) or words (32-bit).

10.4.1 DMA interrupt status register (DMA_ISR)

Address offset: 0x00

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	TEIF7	HTIF7	TCIF7	GIF7	TEIF6	HTIF6	TCIF6	GIF6	TEIF5	HTIF5	TCIF5	GIF5
				r	r	r	r	r	r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TEIF4	HTIF4	TCIF4	GIF4	TEIF3	HTIF3	TCIF3	GIF3	TEIF2	HTIF2	TCIF2	GIF2	TEIF1	HTIF1	TCIF1	GIF1
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:28 Reserved, must be kept at reset value.

Bits 27, 23, 19, 15, 11, 7, 3 **TEIFx:** Channel x transfer error flag (x = 1..7)
This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_IFCR register.
0: No transfer error (TE) on channel x
1: A transfer error (TE) occurred on channel x

Bits 26, 22, 18, 14, 10, 6, 2 **HTIFx:** Channel x half transfer flag (x = 1..7)
This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_IFCR register.
0: No half transfer (HT) event on channel x
1: A half transfer (HT) event occurred on channel x

Bits 25, 21, 17, 13, 9, 5, 1 **TCIFx:** Channel x transfer complete flag (x = 1..7)
This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_IFCR register.
0: No transfer complete (TC) event on channel x
1: A transfer complete (TC) event occurred on channel x

Bits 24, 20, 16, 12, 8, 4, 0 **GIFx:** Channel x global interrupt flag (x = 1..7)
This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_IFCR register.
0: No TE, HT or TC event on channel x
1: A TE, HT or TC event occurred on channel x

10.4.2 DMA interrupt flag clear register (DMA_IFCR)

Address offset: 0x04

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	CTEIF7	CHTIF7	CTCIF7	CGIF7	CTEIF6	CHTIF6	CTCIF6	CGIF6	CTEIF5	CHTIF5	CTCIF5	CGIF5
				w	w	w	w	w	w	w	w	w	w	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CTEIF4	CHTIF4	CTCIF4	CGIF4	CTEIF3	CHTIF3	CTCIF3	CGIF3	CTEIF2	CHTIF2	CTCIF2	CGIF2	CTEIF1	CHTIF1	CTCIF1	CGIF1
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:28 Reserved, must be kept at reset value.

Bits 27, 23, 19, 15, 11, 7, 3 **CTEIFx:** Channel x transfer error clear (x = 1..7)
This bit is set by software.
0: No effect
1: Clears the corresponding TEIF flag in the DMA_ISR register

Bits 26, 22, 18, 14, 10, 6, 2 **CHTIFx:** Channel x half transfer clear (x = 1..7)
This bit is set by software.
0: No effect
1: Clears the corresponding HTIF flag in the DMA_ISR register

Bits 25, 21, 17, 13, 9, 5, 1 **CTCIFx:** Channel x transfer complete clear (x = 1..7)
This bit is set by software.
0: No effect
1: Clears the corresponding TCIF flag in the DMA_ISR register

Bits 24, 20, 16, 12, 8, 4, 0 **CGIFx:** Channel x global interrupt clear (x = 1..7)
This bit is set by software.
0: No effect
1: Clears the GIF, TEIF, HTIF and TCIF flags in the DMA_ISR register

10.4.3 DMA channel x configuration register (DMA_CCRx) (x = 1..7 , where x = channel number)

Address offset: 0x08 + 0d20 × (channel number – 1)

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	MEM2MEM	PL[1:0]		MSIZE[1:0]		PSIZE[1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:15 Reserved, must be kept at reset value.

Bit 14 **MEM2MEM:** Memory to memory mode
This bit is set and cleared by software.
0: Memory to memory mode disabled
1: Memory to memory mode enabled

Bits 13:12 **PL[1:0]:** Channel priority level
These bits are set and cleared by software.
00: Low
01: Medium
10: High
11: Very high

Bits 11:10 **MSIZE[1:0]:** Memory size
These bits are set and cleared by software.
00: 8-bits
01: 16-bits
10: 32-bits
11: Reserved

Bits 9:8 **PSIZE[1:0]:** Peripheral size
These bits are set and cleared by software.
00: 8-bits
01: 16-bits
10: 32-bits
11: Reserved

Bit 7 **MINC:** Memory increment mode
This bit is set and cleared by software.
0: Memory increment mode disabled
1: Memory increment mode enabled

Bit 6 **PINC:** Peripheral increment mode
This bit is set and cleared by software.
0: Peripheral increment mode disabled
1: Peripheral increment mode enabled

Bit 5 **CIRC:** Circular mode
This bit is set and cleared by software.
0: Circular mode disabled
1: Circular mode enabled

Bit 4 **DIR:** Data transfer direction
This bit is set and cleared by software.
0: Read from peripheral
1: Read from memory

Bit 3 **TEIE:** Transfer error interrupt enable
This bit is set and cleared by software.
0: TE interrupt disabled
1: TE interrupt enabled

Bit 2 **HTIE:** Half transfer interrupt enable
This bit is set and cleared by software.
0: HT interrupt disabled
1: HT interrupt enabled

Bit 1 **TCIE:** Transfer complete interrupt enable
This bit is set and cleared by software.
0: TC interrupt disabled
1: TC interrupt enabled

Bit 0 **EN:** Channel enable
This bit is set and cleared by software.
0: Channel disabled
1: Channel enabled

10.4.4 DMA channel x number of data register (DMA_CNDTRx) (x = 1..7, where x = channel number)

Address offset: 0x0C + 0d20 × (channel number – 1)

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
NDT[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **NDT[15:0]:** Number of data to transfer

Number of data to be transferred (0 up to 65535). This register can only be written when the channel is disabled. Once the channel is enabled, this register is read-only, indicating the remaining bytes to be transmitted. This register decrements after each DMA transfer.

Once the transfer is completed, this register can either stay at zero or be reloaded automatically by the value previously programmed if the channel is configured in circular mode.

If this register is zero, no transaction can be served whether the channel is enabled or not.

10.4.5 DMA channel x peripheral address register (DMA_CPARx) (x = 1..7, where x = channel number)

Address offset: 0x10 + 0d20 × (channel number – 1)

Reset value: 0x0000 0000

This register must *not* be written when the channel is enabled.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
PA [31:16]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PA [15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:0 **PA[31:0]:** Peripheral address

Base address of the peripheral data register from/to which the data will be read/written.

When PSIZE is 01 (16-bit), the PA[0] bit is ignored. Access is automatically aligned to a half-word address.

When PSIZE is 10 (32-bit), PA[1:0] are ignored. Access is automatically aligned to a word address.

10.4.6 DMA channel x memory address register (DMA_CMARx) (x = 1..7, where x = channel number)

Address offset: 0x14 + 0d20 × (channel number – 1)

Reset value: 0x0000 0000

This register must *not* be written when the channel is enabled.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
MA [31:16]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MA [15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:0 **MA[31:0]:** Memory address

Base address of the memory area from/to which the data will be read/written.

When MSIZE is 01 (16-bit), the MA[0] bit is ignored. Access is automatically aligned to a half-word address.

When MSIZE is 10 (32-bit), MA[1:0] are ignored. Access is automatically aligned to a word address.

10.4.7 DMA channel selection register (DMA_CSELR)

Address offset: 0xA8

Reset value: 0x0000 0000

This register is used to manage the remapping of DMA channels (see *Figure 25*).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	C7S [3:0]				C6S [3:0]				C5S [3:0]			
				rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
C4S [3:0]				C3S [3:0]				C2S [3:0]				C1S [3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:28 Reserved, must be kept at reset value.

Bits 27:24 **C7S[3:0]**: DMA channel 7 selection
0100: DMA channel 7 remapped to USART2_TX
0101: DMA channel 7 remapped to LPUART1_TX
0110: DMA channel 7 remapped to I2C1_RX
1000: DMA channel 7 remapped to TIM2_CH2/TIM2_CH4
Other configurations: DMA channel 7 not remapped

Bits 23:20 **C6S[3:0]**: DMA channel 6 selection
0100: DMA channel 6 remapped to USART2_RX
0101: DMA channel 6 remapped to LPUART1_RX
0110: DMA channel 6 remapped to I2C1_TX
Other configurations: DMA channel 6 not remapped

Bits 19:16 **C5S[3:0]**: DMA channel 5 selection
0100: DMA channel 5 remapped to USART2_RX
1000: DMA channel 5 remapped to TIM2_CH1
Other configurations: DMA channel 5 not remapped

Bits 15:12 **C4S[3:0]**: DMA channel 4 selection
0100: DMA channel 4 remapped to USART2_TX
1000: DMA channel 4 remapped to TIM2_CH4
Other configurations: DMA channel 4 not remapped

Bits 11:8 **C3S[3:0]**: DMA channel 3 selection
0001: DMA channel 3 remapped to SPI1_TX
0101: DMA channel 3 remapped to LPUART1_RX
0110: DMA channel 3 remapped to I2C1_RX
1000: DMA channel 3 remapped to TIM2_CH2
Other configurations: DMA channel 3 not remapped

Bits 7:4 **C2S[3:0]**: DMA channel 2 selection
0000: DMA channel 2 remapped to ADC
0001: DMA channel 2 remapped to SPI1_RX
0101: DMA channel 2 remapped to LPUART1_TX
0110: DMA channel 2 remapped to I2C1_TX
1000: DMA channel 2 remapped to TIM2_UP
Other configurations: DMA channel 2 not remapped

Bits 3:0 **C1S[3:0]**: DMA channel 1 selection
0000: DMA channel 1 remapped to ADC
1000: DMA channel 1 remapped to TIM2_CH3
Other configurations: DMA channel 1 not remapped

10.4.8 DMA register map

The following table gives the DMA register map and the reset values.

Table 47. DMA register map and reset values

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**DMA_ISR**	Res.	Res.	Res.	Res.	TEIF7	HTIF7	TCIF7	GIF7	TEIF6	HTIF6	TCIF6	GIF6	TEIF5	HTIF5	TCIF5	GIF5	TEIF4	HTIF4	TCIF4	GIF4	TEIF3	HTIF3	TCIF3	GIF3	TEIF2	HTIF2	TCIF2	GIF2	TEIF1	HTIF1	TCIF1	GIF1
	Reset value					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x04	**DMA_IFCR**	Res.	Res.	Res.	Res.	CTEIF7	CHTIF7	CTCIF7	CGIF7	CTEIF6	CHTIF6	CTCIF6	CGIF6	CTEIF5	CHTIF5	CTCIF5	CGIF5	CTEIF4	CHTIF4	CTCIF4	CGIF4	CTEIF3	CHTIF3	CTCIF3	CGIF3	CTEIF2	CHTIF2	CTCIF2	CGIF2	CTEIF1	CHTIF1	CTCIF1	CGIF1
	Reset value					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x08	**DMA_CCR1**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MEM2MEM	PL [1:0]		MSIZE [1:0]		PSIZE [1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x0C	**DMA_CNDTR1**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NDT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10	**DMA_CPAR1**	PA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x14	**DMA_CMAR1**	MA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x18	Reserved	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
0x1C	**DMA_CCR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MEM2MEM	PL [1:0]		MSIZE [1:0]		PSIZE [1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x20	**DMA_CNDTR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NDT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x24	**DMA_CPAR2**	PA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x28	**DMA_CMAR2**	MA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x2C	Reserved	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
0x30	**DMA_CCR3**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MEM2MEM	PL [1:0]		MSIZE [1:0]		PSIZE [1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x34	**DMA_CNDTR3**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NDT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x38	**DMA_CPAR3**	PA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x3C	**DMA_CMAR3**	MA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Table 47. DMA register map and reset values (continued)

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x40	Reserved	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
0x44	**DMA_CCR4**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MEM2MEM	PL [1:0]		MSIZE [1:0]		PSIZE [1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x48	**DMA_CNDTR4**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NDT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x4C	**DMA_CPAR4**	PA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x50	**DMA_CMAR4**	MA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x54	Reserved	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
0x58	**DMA_CCR5**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MEM2MEM	PL [1:0]		MSIZE [1:0]		PSIZE [1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x5C	**DMA_CNDTR5**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NDT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x60	**DMA_CPAR5**	PA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x64	**DMA_CMAR5**	MA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x68	Reserved	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
0x6C	**DMA_CCR6**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MEM2MEM	PL [1:0]		MSIZE [1:0]		PSIZE [1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x70	**DMA_CNDTR6**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NDT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x74	**DMA_CPAR6**	PA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x78	**DMA_CMAR6**	MA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x7C	Reserved	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
0x80	**DMA_CCR7**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MEM2MEM	PL [1:0]		MSIZE [1:0]		PSIZE [1:0]		MINC	PINC	CIRC	DIR	TEIE	HTIE	TCIE	EN
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x84	**DMA_CNDTR7**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	NDT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Table 47. DMA register map and reset values (continued)

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x88	**DMA_CPAR7**	PA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x8C	**DMA_CMAR7**	MA[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x90 - 0xA7	Reserved	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res	Res
0xA8	**DMA_CSELR**	Res	Res	Res	Res	C7S[3:0]				C6S[3:0]				C5S[3:0]				C4S[3:0]				C3S[3:0]				C2S[3:0]				C1S[3:0]			
	Reset value					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

11 Nested vectored interrupt controller (NVIC)

11.1 Main features

- Up to 39 maskable interrupt channels (see *Table 48*), These do not include the 16 interrupt lines of Cortex®-M0+.
- 4 programmable priority levels (2 bits of interrupt priority are used)
- Low-latency exception and interrupt handling
- Power management control
- Implementation of system control registers

The NVIC and the processor core interface are closely coupled, which enables low-latency interrupt processing and efficient processing of late arriving interrupts.

All interrupts including the core exceptions are managed by the NVIC. For more information on exceptions and NVIC programming, refer to the STM32L0 Series Cortex®-M0+ programming manual (PM0223).

For code example, refer to *A.7.1: NVIC initialization example*.

11.2 SysTick calibration value register

The SysTick calibration value is fixed to 4000, which gives a reference time base of 1 ms with the SysTick clock set to 4 MHz (max HCLK/8).

11.3 Interrupt and exception vectors

Table 48 is the vector table for STM32L010xx devices.

Table 48. List of vectors(1)(2)

Position	Priority	Type of priority	Acronym	Description	Address
	-	-	-	Reserved	0x0000_0000
	-3	fixed	Reset	Reset	0x0000_0004
	-2	fixed	NMI_Handler	Non maskable interrupt. The RCC Clock Security System (CSS) is linked to the NMI vector.	0x0000_0008
	-1	fixed	HardFault_Handler	All class of fault	0x0000_000C
	-	-	-	Reserved	0x0000_0010 - 0x0000_002B
	3	settable	SVC_Handler	System service call via SWI instruction	0x0000_002C
	-	-	-	Reserved	0x0000_0030 - 0x0000_0037
	5	settable	PendSV_Handler	Pendable request for system service	0x0000_0038
	6	settable	SysTick_Handler	System tick timer	0x0000_003C

Table 48. List of vectors[1][2] (continued)

Position	Priority	Type of priority	Acronym	Description	Address
0	7	settable	WWDG	Window Watchdog interrupt	0x0000_0040
1	8	settable	-	Reserved	0x0000_0044
2	9	settable	RTC	RTC global interrupt through EXTI17/19/20 line and LSE CSS interrupt through EXTI 19 line	0x0000_0048
3	10	settable	FLASH	Flash memory and data EEPROM global interrupt	0x0000_004C
4	11	settable	RCC_CRS	RCC global interrupt	0x0000_0050
5	12	settable	EXTI[1:0]	EXTI Line0 and 1 interrupts	0x0000_0054
6	13	settable	EXTI[3:2]	EXTI Line2 and 3 interrupts	0x0000_0058
7	14	settable	EXTI[15:4]	EXTI Line4 to 15 interrupts	0x0000_005C
8	15	settable	-	Reserved	0x0000_0060
9	16	settable	DMA1_Channel1	DMA1 Channel1 global interrupt	0x0000_0064
10	17	settable	DMA1_Channel[3:2]	DMA1 Channel2 and 3 interrupts	0x0000_0068
11	18	settable	DMA1_Channel[7:4]	DMA1 Channel4 to 7 interrupts	0x0000_006C
12	19	settable	ADC	ADC interrupt through EXTI21	0x0000_0070
13	20	settable	LPTIM1	LPTIMER1 interrupt through EXTI29	0x0000_0074
14	21	settable	-	Reserved	0x0000_0078
15	22	settable	TIM2	TIMER2 global interrupt	0x0000_007C
16	23	settable	-	Reserved	0x0000_0080
17	24	settable	-	Reserved	0x0000_0084
18	25	settable	-	Reserved	0x0000_0088
19	26	settable	-	reserved	0x0000_008C
20	27	settable	TIM21	TIMER21 global interrupt	0x0000_0090
21	28	settable	-	Reserved	0x0000_0094
22	29	settable	TIM22	TIMER22 global interrupt	0x0000_0098
23	30	settable	I2C1	I2C1 global interrupt through EXTI23	0x0000_009C
24	31	settable	-	Reserved	0x0000_00A0
25	32	settable	SPI1	SPI1 global interrupt	0x0000_00A4
26	33	settable	-	Reserved	0x0000_00A8
27	34	settable	-	Reserved	0x0000_00AC
28	35	settable	USART2	USART2 global interrupt through EXTI26	0x0000_00B0
29	36	settable	LPUART1	LPUART1 global interrupt through EXTI28	0x0000_00B4

1. The grayed cells correspond to the Cortex®-M0+ interrupts.

2. Refer to *Table 1: STM32L010 memory density*, to *Table 2: Overview of features per category* and to the device datasheets for the GPIO ports and peripherals available on your device. The memory area corresponding to unavailable GPIO ports or peripherals are reserved.

12 Extended interrupt and event controller (EXTI)

12.1 Introduction

The extended interrupts and events controller (EXTI) manages the external and internal asynchronous events/interrupts and generates the event request to the CPU/interrupt controller plus a wake-up request to the power controller.

The EXTI allows the management of up to 30 event lines which can wake up the device from Stop mode.

Some of the lines are configurable: in this case the active edge can be chosen independently, and a status flag indicates the source of the interrupt. The configurable lines are used by the I/Os external interrupts, and by few peripherals. Some of the lines are direct: they are used by some peripherals to generate a wakeup from Stop event or interrupt. In this case the status flag is provided by the peripheral.

Each line can be masked independently for interrupt or event generation.

Te EXTI controller also allows to emulate, by programming to a dedicated register, events or interrupts by software multiplexed with the corresponding hardware event line.

12.2 EXTI main features

The EXTI main features are the following:

- Generation of up to 30 event/interrupt requests (configurable and direct lines).
- Independent mask on each event/interrupt line
- Configurable rising or falling edge (configurable lines only)
- Dedicated status bit (configurable lines only)
- Emulation of event/interrupt requests (configurable lines only)

12.3 EXTI functional description

For the configurable interrupt lines, the interrupt line should be configured and enabled in order to generate an interrupt. This is done by programming the two trigger registers with the desired edge detection and by enabling the interrupt request by writing a ‘1’ to the corresponding bit in the interrupt mask register. When the selected edge occurs on the interrupt line, an interrupt request is generated. The pending bit corresponding to the interrupt line is also set. This request is cleared by writing a ‘1’ in the pending register.

For the direct interrupt lines: the interrupt is enabled by default in the interrupt mask register and there is no corresponding pending bit in the pending register.

To generate an event, the event line should be configured and enabled. This is done by programming the two trigger registers with the desired edge detection and by enabling the event request by writing a ‘1’ to the corresponding bit in the event mask register. When the selected edge occurs on the event line, an event pulse is generated. The pending bit corresponding to the event line is not set.

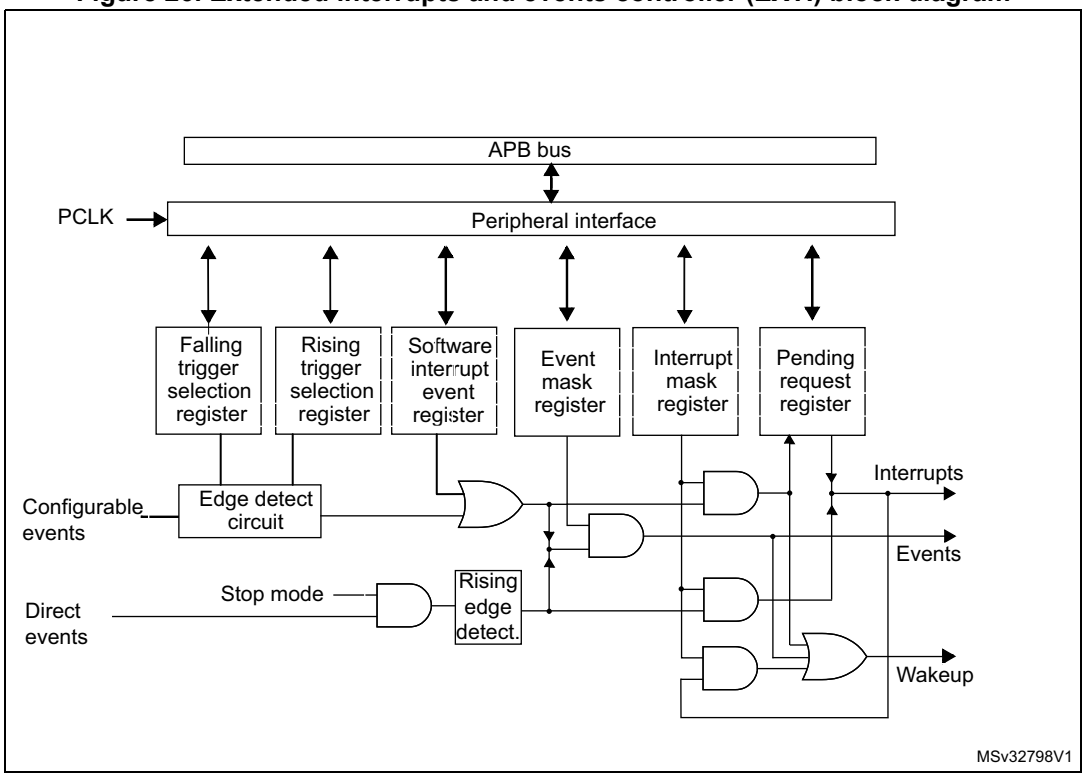
For the configurable lines, an interrupt/event request can also be generated by software by writing a ‘1’ in the software interrupt/event register.

Note: The interrupts or events associated to the direct lines are triggered only when the system is in Stop mode. If the system is still running, no interrupt/event is generated by the EXTI.

12.3.1 EXTI block diagram

The block diagram is shown in *Figure 26*.

Figure 26. Extended interrupts and events controller (EXTI) block diagram



12.3.2 Wakeup event management

The STM32L010xx microcontrollers are able to handle external or internal events in order to wake up the core (WFE). The wakeup event can be generated by either:

- enabling an interrupt in the peripheral control register but not in the NVIC, and enabling the SEVONPEND bit in the Cortex®-M0+ system control register (see STM32L0 Series Cortex®-M0+ programming manual (PM0223)). When the MCU resumes from WFE, the peripheral interrupt pending bit and the peripheral NVIC IRQ channel pending bit (in the NVIC interrupt clear pending register) have to be cleared.
- or configuring an EXTI line in event mode. When the CPU resumes from WFE, it is not necessary to clear the peripheral interrupt pending bit or the NVIC IRQ channel pending bit as the pending bit corresponding to the event line is not set.

12.3.3 Peripherals asynchronous interrupts

Some peripherals can generate events when the system is in Run mode or in Stop mode, thus allowing to wake up the system from Stop mode.

To accomplish this, the peripheral generates both a synchronized (to the system clock, e.g. APB clock) and an asynchronous version of the event. This asynchronous event is connected to an EXTI direct line.

Note: Few peripherals with wakeup from Stop capability are connected to an EXTI configurable line. In this case the EXTI configuration is required to allow the wakeup from Stop mode.

12.3.4 Hardware interrupt selection

To configure a line as an interrupt source, use the following procedure:

1. Configure the mask bits of the Interrupt lines (EXTI_IMR)
2. Configure the Trigger Selection bits of the Interrupt lines (EXTI_RTSR and EXTI_FTSR)
3. Configure the enable and mask bits that control the NVIC IRQ channel mapped to the extended interrupt controller (EXTI) so that an interrupt coming from any one of the lines can be correctly acknowledged.

The direct lines do not require any EXTI configuration.

For code example, refer to *A.7.2: Extended interrupt selection code example*.

12.3.5 Hardware event selection

To configure a line as an event source, use the following procedure:

1. Configure the mask bits of the Event lines (EXTI_EMR)
2. Configure the Trigger Selection bits of the Event lines (EXTI_RTSR and EXTI_FTSR).

12.3.6 Software interrupt/event selection

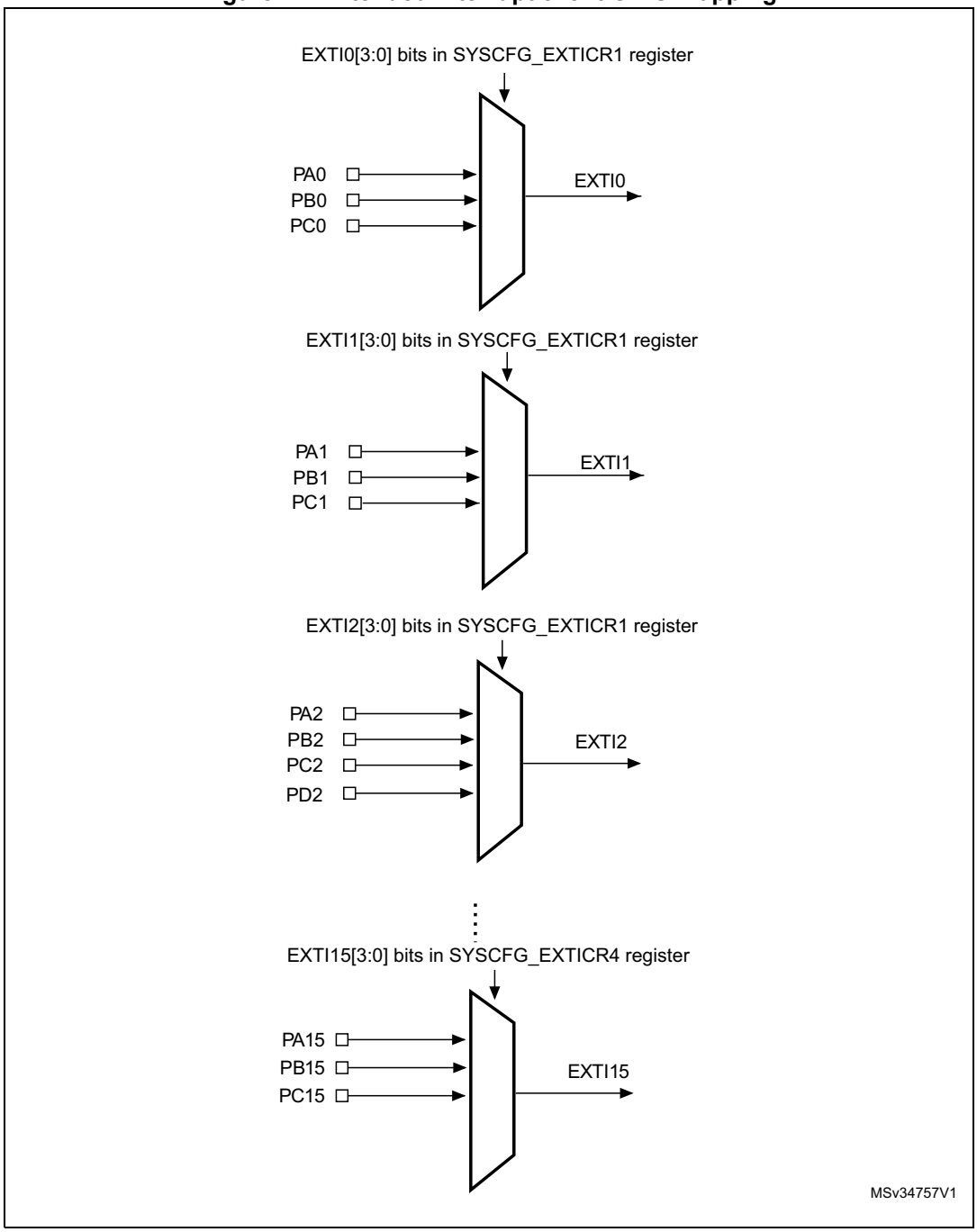
Any of the configurable lines can be configured as software interrupt/event lines. The procedure below must be followed to generate a software interrupt.

1. Configure the mask bits of the Interrupt/Event lines (EXTI_IMR, EXTI_EMR)
2. Set the required bit in the software interrupt register (EXTI_SWIER).

12.4 EXTI interrupt/event line mapping

In the STM32L010xx, 30 interrupt/event lines are available.The GPIOs are connected to 16 configurable interrupt/event lines as shown in *Figure 27*.

Figure 27. Extended interrupt/event GPIO mapping



Note: Refer to the datasheet for the list of available I/O ports.

The 30 lines are connected as shown in *Table 49: EXTI lines connections*:

Table 49. EXTI lines connections

EXTI line	Line source	Line type
0-15	GPIO	configurable
16	Reserved	
17	RTC alarm	configurable
18	Reserved	
19	RTC tamper or timestamp or CSS_LSE	configurable
20	RTC wakeup timer	configurable
21	Reserved	
22	Reserved	
23	I2C1 wakeup	direct
24	Reserved	
25	Reserved	
26	USART2 wakeup	direct
27	Reserved	
28	LPUART1 wakeup	direct
29	LPTIM1 wakeup	direct

12.5 EXTI registers

Refer to *Section 1.1* for a list of abbreviations used in register descriptions.

The peripheral registers have to be accessed by words (32-bit).

12.5.1 EXTI interrupt mask register (EXTI_IMR)

Address offset: 0x00
Reset value: 0x3F84 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	IM29	IM28	Res.	IM26	IM25	IM24	IM23	IM22	IM21	IM20	IM19	IM18	IM17	IM16
		rw	rw		rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
IM15	IM14	IM13	IM12	IM11	IM10	IM9	IM8	IM7	IM6	IM5	IM4	IM3	IM2	IM1	IM0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:30 Reserved, must be kept at reset value.

Bits 29:28 **IMx:** Interrupt mask on line x (x = 29 to 28)
0: Interrupt request from Line x is masked
1: Interrupt request from Line x is not masked

Bit 27 Reserved, must be kept at reset value.

Bits 26:0 **IMx:** Interrupt mask on line x (x = 26 to 0)
0: Interrupt request from Line x is masked
1: Interrupt request from Line x is not masked

12.5.2 EXTI event mask register (EXTI_EMR)

Address offset: 0x04
Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	EM29	EM28	Res.	EM26	EM25	EM24	EM23	EM22	EM21	EM20	EM19	EM18	EM17	EM16
		rw	rw		rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EM15	EM14	EM13	EM12	EM11	EM10	EM9	EM8	EM7	EM6	EM5	EM4	EM3	EM2	EM1	EM0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:30 Reserved, must be kept at reset value.

Bits 29:28 **EMx:** Event mask on line x (x = 29 to 28)
0: Event request from Line x is masked
1: Event request from Line x is not masked

Bit 27 Reserved, must be kept at reset value.

Bits 26:0 **EMx:** Event mask on line x (x = 26 to 0)
0: Event request from Line x is masked
1: Event request from Line x is not masked

12.5.3 EXTI rising edge trigger selection register (EXTI_RTSR)

Address offset: 0x08
Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RT22	RT21	RT20	RT19	Res.	RT17	RT16
									rw	rw	rw	rw		rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	RT16	2	1	0
RT15	RT14	RT13	RT12	RT11	RT10	RT9	RT8	RT7	RT6	RT5	RT4	RT3	RT2	RT1	RT0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:23 Reserved, must be kept at reset value.

Bits 22:19 **RTx:** Rising trigger event configuration bit of line x (x = 22 to 19)
0: Rising trigger disabled (for Event and Interrupt) for input line x
1: Rising trigger enabled (for Event and Interrupt) for input line x

Bit 18 Reserved, must be kept at reset value.

Bits 17:0 **RTx:** Rising trigger event configuration bit of line x (x = 17 to 0)
0: Rising trigger disabled (for Event and Interrupt) for input line x
1: Rising trigger enabled (for Event and Interrupt) for input line x

Note: The configurable wakeup lines are edge triggered, no glitch must be generated on these lines.

If a rising edge on the configurable interrupt line occurs while writing to the EXTI_RTSR register, the pending bit will not be set.

Rising and falling edge triggers can be set for the same interrupt line. In this configuration, both generate a trigger condition.

12.5.4 Falling edge trigger selection register (EXTI_FTSR)

Address offset: 0x0C
Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	FT22	FT21	FT20	FT19	Res.	FT17	FT16
									rw	rw	rw	rw		rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FT15	FT14	FT13	FT12	FT11	FT10	FT9	FT8	FT7	FT6	FT5	FT4	FT3	FT2	FT1	FT0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:23 Reserved, must be kept at reset value.

Bits 22:19 **FTx:** Falling trigger event configuration bit of line x (x = 22 to 19)
0: Falling trigger disabled (for Event and Interrupt) for input line x
1: Falling trigger enabled (for Event and Interrupt) for input line x

Bit 18 Reserved, must be kept at reset value.

Bits 17:0 **FTx:** Falling trigger event configuration bit of line x (x = 17 to 0)
0: Falling trigger disabled (for Event and Interrupt) for input line x
1: Falling trigger enabled (for Event and Interrupt) for input line x

Note: The configurable wakeup lines are edge triggered, no glitch must be generated on these lines.

If a falling edge on the configurable interrupt line occurs while writing to the EXTI_FTSR register, the pending bit will not be set.

Rising and falling edge triggers can be set for the same interrupt line. In this configuration, both generate a trigger condition.

12.5.5 EXTI software interrupt event register (EXTI_SWIER)

Address offset: 0x10

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SWI22	SWI21	SWI20	SWI19	Res.	SWI17	SWI16
									rw	rw	rw	rw		rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SWI15	SWI14	SWI13	SWI12	SWI11	SWI10	SWI9	SWI8	SWI7	SWI6	SWI5	SWI4	SWI3	SWI2	SWI1	SWI0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:23 Reserved, must be kept at reset value.

Bits 22:19 **SWIx:** Software interrupt on line x (x = 22 to 19)
Writing a 1 to this bit when it is at 0 sets the corresponding pending bit in EXTI_PR. If the interrupt is enabled on this line in EXTI_IMR and EXTI_EMR, an interrupt request is generated.
This bit is cleared by clearing the corresponding bit in EXTI_PR (by writing a 1 to this bit).

Bit 18 Reserved, must be kept at reset value.

Bits 17:0 **SWIx:** Software interrupt on line x (x = 17 to 0)
Writing a 1 to this bit when it is at 0 sets the corresponding pending bit in EXTI_PR. If the interrupt is enabled on this line in EXTI_IMR and EXTI_EMR, an interrupt request is generated.
This bit is cleared by clearing the corresponding bit in EXTI_PR (by writing a 1 to this bit).

12.5.6 EXTI pending register (EXTI_PR)

Address offset: 0x14

Reset value: undefined

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PIF22	PIF21	PIF20	PIF19	Res.	PIF17	PIF16
									rc_w1	rc_w1	rc_w1	rc_w1		rc_w1	rc_w1
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PIF15	PIF14	PIF13	PIF12	PIF11	PIF10	PIF9	PIF8	PIF7	PIF6	PIF5	PIF4	PIF3	PIF2	PIF1	PIF0
rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1

Bits 31:23 Reserved, must be kept at reset value.

Bits 22:19 **PIFx:** Pending interrupt flag on line x (x = 22 to 19)

0: No trigger request occurred
1: The selected trigger request occurred
This bit is set when the selected edge event arrives on the interrupt line. This bit is cleared by writing it to 1 or by changing the sensitivity of the edge detector.

Bit 18 Reserved, must be kept at reset value.

Bits 17:0 **PIFx:** Pending interrupt flag on line x (x = 17 to 0)

0: No trigger request occurred
1: The selected trigger request occurred
This bit is set when the selected edge event arrives on the interrupt line. This bit is cleared by writing it to 1 or by changing the sensitivity of the edge detector.

12.5.7 EXTI register map

The following table gives the EXTI register map and the reset values.

Table 50. Extended interrupt/event controller register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**EXTI_IMR**	Res.	Res.	IM[29:28]		Res.	IM[26:24]			IM[23:0]																							
	Reset value			1	1		1	1	1	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x04	**EXTI_EMR**	Res.	Res.	EM[29:28]		Res.	EM[26:24]			EM[23:0]																							
	Reset value			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x08	**EXTI_RTSR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RT[22:19]				Res.	RT[17:0]																	
	Reset value										0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x0C	**EXTI_FTSR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	FT[22:19]				Res.	FT[17:0]																	
	Reset value										0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10	**EXTI_SWIER**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SWI [22:19]				Res.	SWI[17:0]																	
	Reset value										0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x14	**EXTI_PR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PIF [22:19]				Res.	PIF[17:0]																	
	Reset value										0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Refer to *Section 2.2.2* for the register boundary addresses.

13 Analog-to-digital converter (ADC)

13.1 Introduction

The 12-bit ADC is a successive approximation analog-to-digital converter. It has up to 18 multiplexed channels allowing it to measure signals from 16 external and 2 internal sources. A/D conversion of the various channels can be performed in single, continuous, scan or discontinuous mode. The result of the ADC is stored in a left-aligned or right-aligned 16-bit data register.

The analog watchdog feature allows the application to detect if the input voltage goes outside the user-defined higher or lower thresholds.

An efficient low-power mode is implemented to allow very low consumption at low frequency.

A built-in hardware oversampler allows to improve analog performances while off-loading the related computational burden from the CPU.

13.2 ADC main features

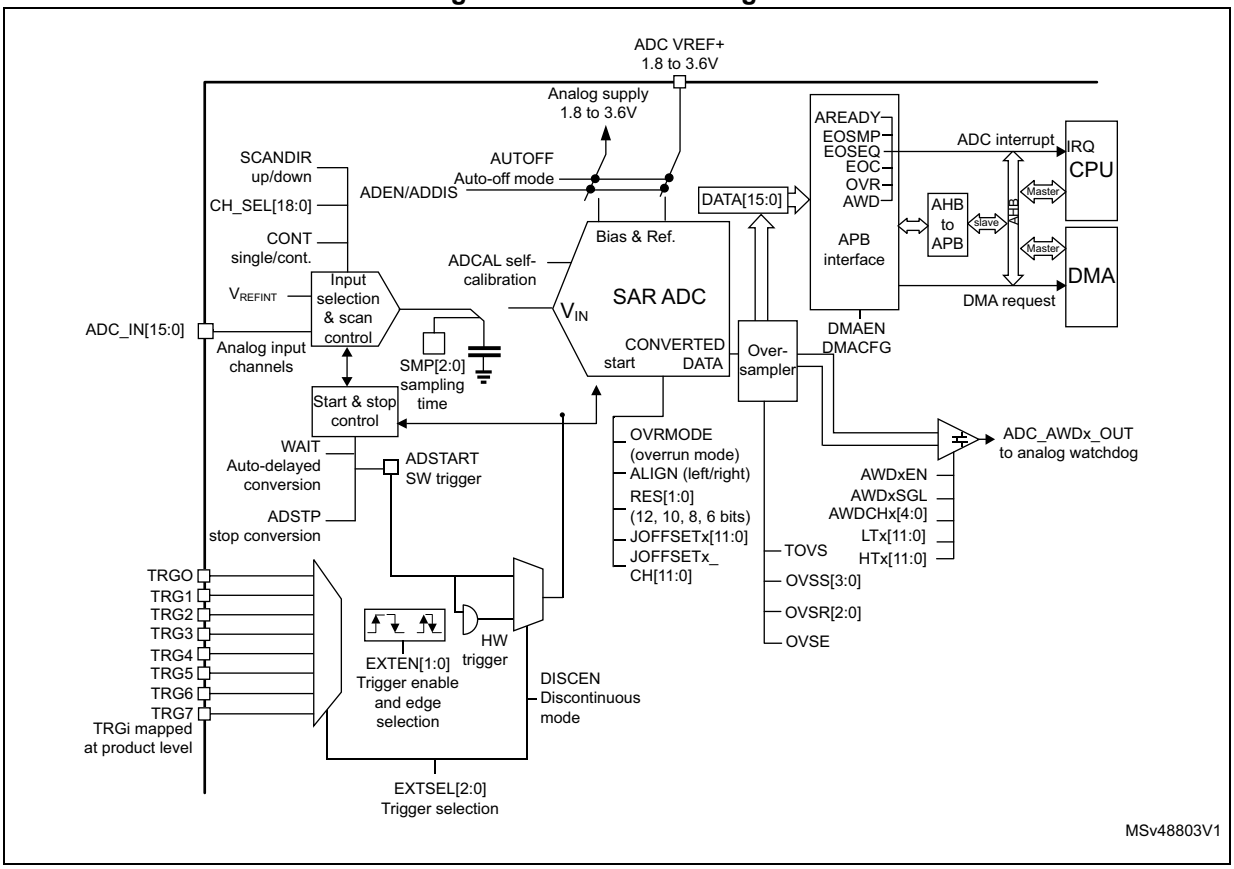
- High performance
  - 12-bit, 10-bit, 8-bit or 6-bit configurable resolution
  - ADC conversion time: 0.87 µs for 12-bit resolution (1.14 MHz), 0.81 µs conversion time for 10-bit resolution, faster conversion times can be obtained by lowering resolution.
  - Self-calibration
  - Programmable sampling time
  - Data alignment with built-in data coherency
  - DMA support
- Low-power
  - Application can reduce PCLK frequency for low-power operation while still keeping optimum ADC performance. For example, 0.87 µs conversion time is kept, whatever the frequency of PCLK)
  - Wait mode: prevents ADC overrun in applications with low frequency PCLK
  - Auto off mode: ADC is automatically powered off except during the active conversion phase. This dramatically reduces the power consumption of the ADC.
- Analog input channels
  - up to 16 external analog inputs
  - Three fast channels connected to PA0, PA4 and PA5, and up to 13 standard channels (refer to the device datasheet for details on the corresponding GPIOs)
  - 1 channel for internal reference voltage (V_{REFINT})
- Start-of-conversion can be initiated:
  - By software
  - By hardware triggers with configurable polarity (internal timer events or GPIO input events)
- Conversion modes
  - Can convert a single channel or can scan a sequence of channels.
  - Single mode converts selected inputs once per trigger
  - Continuous mode converts selected inputs continuously
  - Discontinuous mode
- Interrupt generation at the end of sampling, end of conversion, end of sequence conversion, and in case of analog watchdog or overrun events
- Analog watchdog
- Oversampler
  - 16-bit data register
  - Oversampling ratio adjustable from 2 to 256x
  - Programmable data shift up to 8-bits
- ADC supply requirements: 1.8 to 3.6 V
- ADC input range: $V_{SSA} \leq V_{IN} \leq V_{DDA}$

Figure 28 shows the block diagram of the ADC.

13.3 ADC functional description

Figure 28 shows the ADC block diagram and *Table 52* gives the ADC pin description.

Figure 28. ADC block diagram



1. Refer to *Table 55: External triggers* for TRGi mapping.

13.3.1 ADC pins and internal signals

Table 51. ADC internal signals

Internal signal name	Signal type	Description
TRGx	Input	ADC conversion triggers
V_{REFINT}	Input	Internal voltage reference output voltage
ADC_AWDx_OUT	Output	Internal analog watchdog output signal connected to on-chip timers (x = Analog watchdog number = 1)

Table 52. ADC pins

Name	Signal type	Remarks
V_{DDA}	Input, analog power supply	Analog power supply and positive reference voltage for the ADC, $V_{DDA} \geq V_{DD}$
V_{SSA}	Input, analog supply ground	Ground for analog power supply. Must be at V_{SS} potential
ADC_INx	Analog input signals	Up to 16 analog input channels

13.3.2 ADC voltage regulator (ADVREGEN)

The ADC has a specific internal voltage regulator which must be enabled and stable before using the ADC.

The ADC voltage regulator stabilization time is entirely managed by the hardware and software does not need to care about it.

After ADC operations are complete, the ADC can be disabled (ADEN=0). It is then possible to save additional power by disabling the ADC voltage regulator (refer to the ADC voltage regulator disable sequence).

Note: When the internal voltage regulator is disabled, the internal analog calibration is kept.

Analog reference for the ADC internal voltage regulator

The internal ADC voltage regulator uses a buffered copy of the internal voltage reference. This buffer is always enabled when the main voltage regulator is in normal Run mode (MR mode, with the device operating either in Run or Sleep mode). When the main voltage regulator is in Low-power run mode (LPR mode, with the device operating in Low-power run, Low-power sleep or Stop mode), the voltage reference is disabled and the ADC cannot be used anymore.

The software must follow the procedure described below to manage the ADC in Low power-run mode:

1. Make sure that the ADC is disabled (ADEN = 0).
2. Write ADVREGEN = 0.
3. Enter Low-power run mode
4. Resume from Low-power run mode.
5. Check that REGLPF = 0.
6. Enable the ADC voltage regulator by using the sequence described in *Section : ADVREG enable sequence* (ADVREGEN= 1 in ADC_CR).
7. Write ADC_CR ADEN = 1 and wait until ADC_CR ADRDY = 1.
8. Write ADRDY = 1 to clear it.

ADVREG enable sequence

There are three ways to enable the voltage regulator:

- by writing ADVREGEN=1.
- by launching the calibration by writing by ADCAL=1 (the ADVREGEN bit will be automatically set to 1)
- by enabling the ADC by writing ADEN=1

ADVREG disable sequence

To disable the ADC voltage regulator, perform the sequence below:

1. Ensure that the ADC is disabled (ADEN=0)
2. Write ADVREGEN=0

13.3.3 Calibration (ADCAL)

The ADC has a calibration feature. During the procedure, the ADC calculates a calibration factor which is internally applied to the ADC until the next ADC power-off. The application must not use the ADC during calibration and must wait until it is complete.

Calibration should be performed before starting A/D conversion. It removes the offset error which may vary from chip to chip due to process variation.

The calibration is initiated by software by setting bit ADCAL=1. Calibration can only be initiated when the ADC is disabled (when ADEN=0). ADCAL bit stays at 1 during all the calibration sequence. It is then cleared by hardware as soon the calibration completes. After this, the calibration factor can be read from the ADC_DR register (from bits 6 to 0).

The internal analog calibration is kept if the ADC is disabled (ADEN=0) or if the ADC voltage reference is disabled (ADVREGEN = 0). When the ADC operating conditions change (V_{DDA} changes are the main contributor to ADC offset variations change to a lesser extend), it is recommended to re-run a calibration cycle.

The calibration factor is lost in the following cases:

- The product is in Standby mode (power supply removed from the ADC)
- The ADC peripheral is reset.

The calibration factor is maintained in the following low-power modes: Low-power run, Low-power sleep and Stop.

It is still possible to save and restore the calibration factor by software to save time when re-starting the ADC (as long as temperature and voltage are stable during the ADC power down).

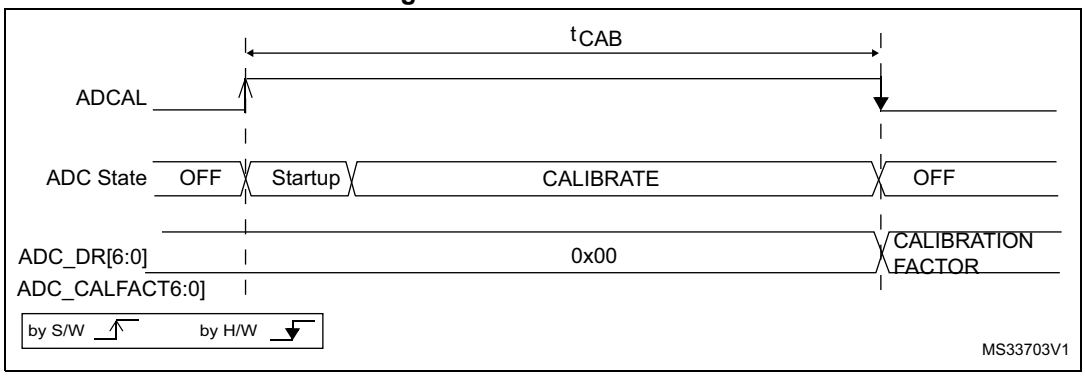
The calibration factor can be written if the ADC is enabled but not converting (ADEN=1 and ADSTART=0). Then, at the next start of conversion, the calibration factor is automatically injected into the analog ADC. This loading is transparent and does not add any cycle latency to the start of the conversion.

Software calibration procedure

1. Ensure that ADEN=0 and DMAEN=0.
2. Set ADCAL=1.
3. Wait until ADCAL=0 (or until EOCAL=1). This can be handled by interrupt if the interrupt is enabled by setting the EOCALIE bit in the ADC_IER register. The ADCAL bit can remain set for some time even after EOCAL has been set. As a result, the software must wait for ADCAL=0 after EOCAL=1 to be able to set ADEN=1 for next ADC conversions.
4. The calibration factor can be read from bits 6:0 of ADC_DR or ADC_CALFACT registers.

For code example, refer to *A.8.1: Calibration code example*.

Figure 29. ADC calibration



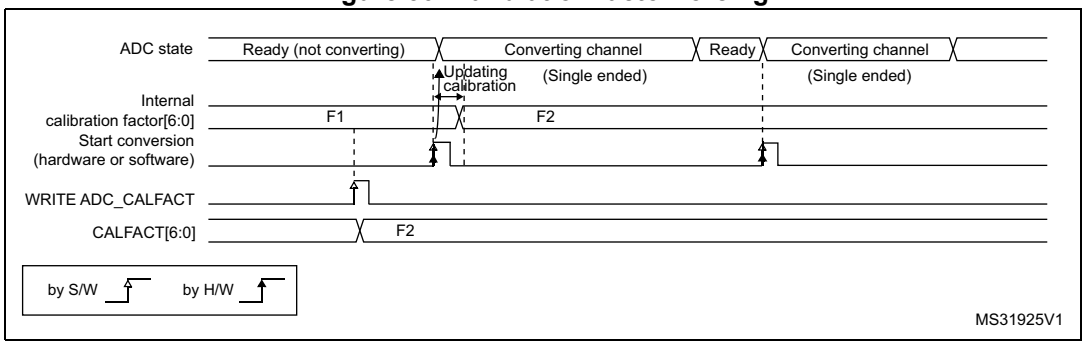
If the ADC voltage regulator was not previously set, it will be automatically enabled when setting ADCAL=1 (bit ADVREGEN is automatically set by hardware). In this case, the ADC calibration time is longer to take into account the stabilization time of the ADC voltage regulator.

At the end of the calibration, the ADC voltage regulator remains enabled.

Calibration factor forcing Software Procedure

1. Ensure that ADEN= 1 and ADSTART =0 (ADC started with no conversion ongoing)
2. Write ADC_CALFACT with the saved calibration factor
3. The calibration factor will be used as soon as a new conversion will be launched.

Figure 30. Calibration factor forcing



13.3.4 ADC on-off control (ADEN, ADDIS, ADRDY)

At power-up, the ADC is disabled and put in power-down mode (ADEN=0).

As shown in *Figure 31*, the ADC needs a stabilization time of t_{STAB} before it starts converting accurately.

Two control bits are used to enable or disable the ADC:

- Set ADEN=1 to enable the ADC. The ADRDY flag is set as soon as the ADC is ready for operation.
- Set ADDIS=1 to disable the ADC and put the ADC in power down mode. The ADEN and ADDIS bits are then automatically cleared by hardware as soon as the ADC is fully disabled.

If the ADC voltage regulator was not previously set, it will be automatically enabled when setting ADEN=1 (bit ADVREGEN is automatically set by hardware). In this case, the ADC

stabilization time t_{STAB} is longer to take into account the stabilization time of the ADC voltage regulator.

Conversion can then start either by setting ADSTART to 1 (refer to *Section 13.4: Conversion on external trigger and trigger polarity (EXTSEL, EXTEN) on page 259*) or when an external trigger event occurs if triggers are enabled.

Follow this procedure to enable the ADC:

1. Clear the ADRDY bit in ADC_ISR register by programming this bit to 1.
2. Set ADEN=1 in the ADC_CR register.
3. Wait until ADRDY=1 in the ADC_ISR register (ADRDY is set after the ADC startup time). This can be handled by interrupt if the interrupt is enabled by setting the ADRDYIE bit in the ADC_IER register.

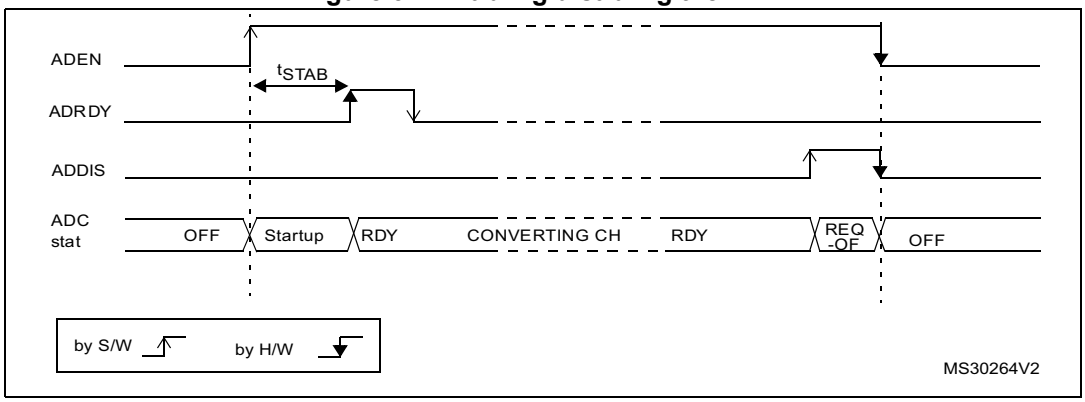
For code example, refer to *A.8.2: ADC enable sequence code example*.

Follow this procedure to disable the ADC:

1. Check that ADSTART=0 in the ADC_CR register to ensure that no conversion is ongoing. If required, stop any ongoing conversion by writing 1 to the ADSTP bit in the ADC_CR register and waiting until this bit is read at 0.
2. Set ADDIS=1 in the ADC_CR register.
3. If required by the application, wait until ADEN=0 in the ADC_CR register, indicating that the ADC is fully disabled (ADDIS is automatically reset once ADEN=0).
4. Clear the ADRDY bit in ADC_ISR register by programming this bit to 1 (optional).

For code example, refer to *A.8.3: ADC disable sequence code example*.

Figure 31. Enabling/disabling the ADC

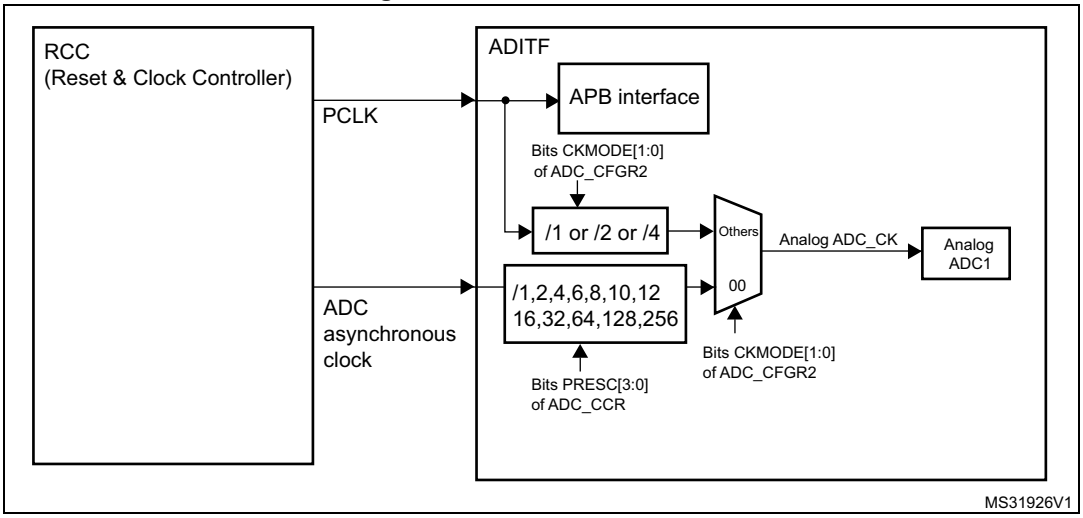


Note: In Auto-off mode (AUTOFF=1) the power-on/off phases are performed automatically, by hardware and the ADRDY flag is not set.

13.3.5 ADC clock (CKMODE, PRESC[3:0], LFMEN)

The ADC has a dual clock-domain architecture, so that the ADC can be fed with a clock (ADC asynchronous clock) independent from the APB clock (PCLK).

Figure 32. ADC clock scheme



1. Refer to *Section Reset and clock control (RCC)* for how PCLK and ADC asynchronous clock are enabled.

The input clock of the analog ADC can be selected between two different clock sources (see *Figure 32: ADC clock scheme* to see how PCLK and the ADC asynchronous clock are enabled):

a) The ADC clock can be a specific clock source, named “ADC asynchronous clock“ which is independent and asynchronous with the APB clock.

Refer to RCC Section for more information on generating this clock source.

To select this scheme, bits CKMODE[1:0] of the ADC_CFGR2 register must be reset.

b) The ADC clock can be derived from the APB clock of the ADC bus interface, divided by a programmable factor (2 or 4) according to bits CKMODE[1:0].

To select this scheme, bits CKMODE[1:0] of the ADC_CFGR2 register must be different from “00”.

For code example, refer to *A.8.4: ADC clock selection code example*.

In option a), the generated ADC clock can eventually be divided by a prescaler (1, 2, 4, 6, 8, 10, 12, 16, 32, 64, 128, 256) when programming the bits PRESC[3:0] in the ADC_CCR register).

Option a) has the advantage of reaching the maximum ADC clock frequency whatever the APB clock scheme selected.

Option b) has the advantage of bypassing the clock domain resynchronizations. This can be useful when the ADC is triggered by a timer and if the application requires that the ADC is precisely triggered without any uncertainty (otherwise, an uncertainty of the trigger instant is added by the resynchronizations between the two clock domains).

Table 53. Latency between trigger and start of conversion

ADC clock source	CKMODE[1:0]	Latency between the trigger event and the start of conversion
HSI16 MHz clock	00	Latency is not deterministic (jitter)
PCLK divided by 2	01	Latency is deterministic (no jitter) and equal to 4.25 ADC clock cycles
PCLK divided by 4	10	Latency is deterministic (no jitter) and equal to 4.125 ADC clock cycles
PCLK divided by 1	11	Latency is deterministic (no jitter) and equal to 4.5 ADC clock cycles

Caution: When selecting CKMODE[1:0]=11 (PCLK divided by 1), the user must ensure that PCLK has a 50% duty cycle. This is done by selecting a system clock with a 50% duty cycle and configuring the APB prescaler in bypass modes in the RCC (refer to there Reset and clock controller section). In case of an internal source clock, this implies only that the AHB and APB prescalers do not divide the clock.

Low frequency

When selecting an analog ADC clock frequency lower than 3.5 MHz, it is mandatory to first enable the Low Frequency Mode by setting bit LFMEN=1 into the ADC_CCR register

13.3.6 Configuring the ADC

Software must write to the ADCAL and ADEN bits in the ADC_CR register if the ADC is disabled (ADEN must be 0).

Software must only write to the ADSTART and ADDIS bits in the ADC_CR register only if the ADC is enabled and there is no pending request to disable the ADC (ADEN = 1 and ADDIS = 0).

For all the other control bits in the ADC_IER, ADC_CFGRi, ADC_SMPR, ADC_TR, ADC_CHSELR and ADC_CCR registers, refer to the description of the corresponding control bit in *Section 13.11: ADC registers*.

Software must only write to the ADSTP bit in the ADC_CR register if the ADC is enabled (and possibly converting) and there is no pending request to disable the ADC (ADSTART = 1 and ADDIS = 0).

Note: There is no hardware protection preventing software from making write operations forbidden by the above rules. If such a forbidden write access occurs, the ADC may enter an undefined state. To recover correct operation in this case, the ADC must be disabled (clear ADEN=0 and all the bits in the ADC_CR register).

13.3.7 Channel selection (CHSEL, SCANDIR)

There are up to 18 multiplexed channels:

- 16 analog inputs from GPIO pins (ADC_INx)
- 2 internal analog inputs (Internal Reference Voltage)

It is possible to convert a single channel or a sequence of channels.

The sequence of the channels to be converted can be programmed in the ADC_CHSELR channel selection register: each analog input channel has a dedicated selection bit (CHSELx).

The order in which the channels will be scanned can be configured by programming the bit SCANDIR bit in the ADC_CFGR1 register:

- SCANDIR=0: forward scan Channel 0 to Channel 17
- SCANDIR=1: backward scan Channel 17 to Channel 0

V_{REFINT} internal channels

The internal voltage reference V_{REFINT} is connected to channel ADC_IN17.

13.3.8 Programmable sampling time (SMP)

Before starting a conversion, the ADC needs to establish a direct connection between the voltage source to be measured and the embedded sampling capacitor of the ADC. This sampling time must be enough for the input voltage source to charge the sample and hold capacitor to the input voltage level.

Having a programmable sampling time allows to trim the conversion speed according to the input resistance of the input voltage source.

Refer to the device datasheet to select the correct sampling time depending on the type of channel you are using (fast or standard).

The ADC samples the input voltage for a number of ADC clock cycles that can be modified using the SMP[2:0] bits in the ADC_SMPR register.

This programmable sampling time is common to all channels. If required by the application, the software can change and adapt this sampling time between each conversions.

The total conversion time is calculated as follows:

t_{CONV} = Sampling time + 12.5 x ADC clock cycles

Example:

With ADC_CLK = 16 MHz and a sampling time of 1.5 ADC clock cycles:

t_{CONV} = 1.5 + 12.5 = 14 ADC clock cycles = 0.875 µs

The ADC indicates the end of the sampling phase by setting the EOSMP flag.

13.3.9 Single conversion mode (CONT=0)

In Single conversion mode, the ADC performs a single sequence of conversions, converting all the channels once. This mode is selected when CONT=0 in the ADC_CFGR1 register. Conversion is started by either:

- Setting the ADSTART bit in the ADC_CR register
- Hardware trigger event

Inside the sequence, after each conversion is complete:

- The converted data are stored in the 16-bit ADC_DR register
- The EOC (end of conversion) flag is set
- An interrupt is generated if the EOCIE bit is set

After the sequence of conversions is complete:

- The EOS (end of sequence) flag is set
- An interrupt is generated if the EOSIE bit is set

Then the ADC stops until a new external trigger event occurs or the ADSTART bit is set again.

Note: To convert a single channel, program a sequence with a length of 1.

13.3.10 Continuous conversion mode (CONT=1)

In continuous conversion mode, when a software or hardware trigger event occurs, the ADC performs a sequence of conversions, converting all the channels once and then automatically re-starts and continuously performs the same sequence of conversions. This mode is selected when CONT=1 in the ADC_CFGR1 register. Conversion is started by either:

- Setting the ADSTART bit in the ADC_CR register
- Hardware trigger event

Inside the sequence, after each conversion is complete:

- The converted data are stored in the 16-bit ADC_DR register
- The EOC (end of conversion) flag is set
- An interrupt is generated if the EOCIE bit is set

After the sequence of conversions is complete:

- The EOS (end of sequence) flag is set
- An interrupt is generated if the EOSIE bit is set

Then, a new sequence restarts immediately and the ADC continuously repeats the conversion sequence.

Note: To convert a single channel, program a sequence with a length of 1.

It is not possible to have both discontinuous mode and continuous mode enabled: it is forbidden to set both bits DISCEN=1 and CONT=1.

13.3.11 Starting conversions (ADSTART)

Software starts ADC conversions by setting ADSTART=1.

When ADSTART is set, the conversion:

- Starts immediately if EXTEN = 00 (software trigger)
- At the next active edge of the selected hardware trigger if EXTEN ≠ 00

The ADSTART bit is also used to indicate whether an ADC operation is currently ongoing. It is possible to re-configure the ADC while ADSTART=0, indicating that the ADC is idle.

The ADSTART bit is cleared by hardware:

- In single mode with software trigger (CONT=0, EXTEN=00)
  - At any end of conversion sequence (EOS=1)
- In discontinuous mode with software trigger (CONT=0, DISCEN=1, EXTEN=00)
  - At end of conversion (EOC=1)
- In all cases (CONT=x, EXTEN=XX)
  - After execution of the ADSTP procedure invoked by software (see *Section 13.3.13: Stopping an ongoing conversion (ADSTP) on page 258*)

Note: In continuous mode (CONT=1), the ADSTART bit is not cleared by hardware when the EOS flag is set because the sequence is automatically relaunched.

When hardware trigger is selected in single mode (CONT=0 and EXTEN = 01), ADSTART is not cleared by hardware when the EOS flag is set. This avoids the need for software having to set the ADSTART bit again and ensures the next trigger event is not missed.

13.3.12 Timings

The elapsed time between the start of a conversion and the end of conversion is the sum of the configured sampling time plus the successive approximation time depending on data resolution:

$$t_{CONV} = t_{SMPL} + t_{SAR} = [\ 1.5\ _{|min} + 12.5\ _{|12bit}\ ] \times t_{ADC\_CLK}$$

$$t_{CONV} = t_{SMPL} + t_{SAR} = 93.8\ ns\ _{|min} + 781.3\ ns\ _{|12bit} = 0.875\ \mu s\ _{|min}\ (for\ f_{ADC\_CLK} = 16\ MHz)$$

Figure 33. Analog to digital conversion time

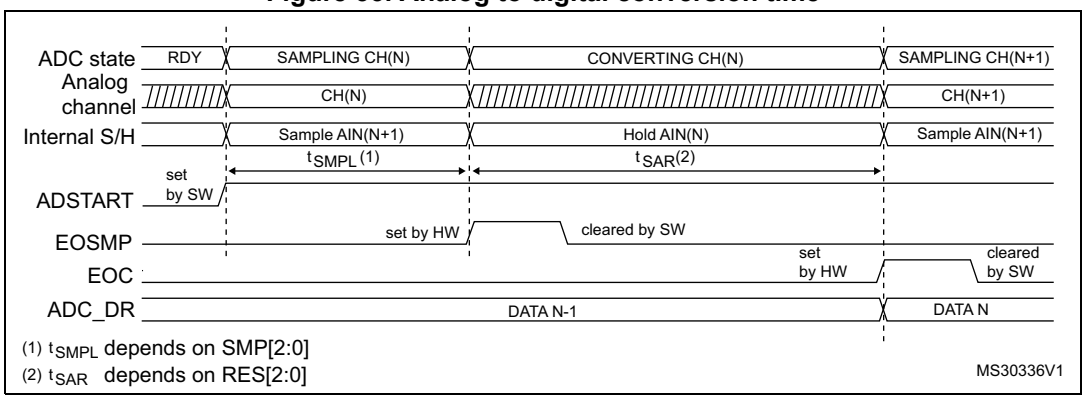
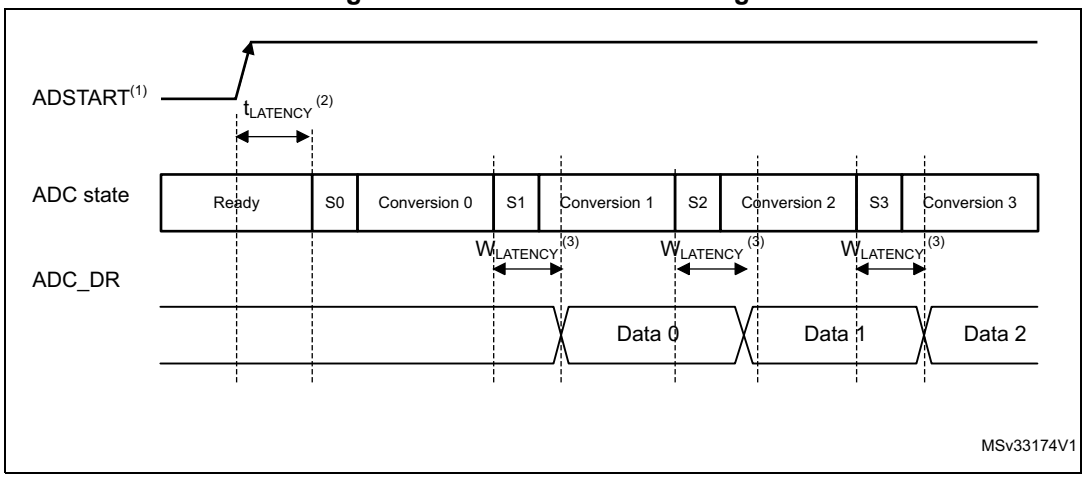


Figure 34. ADC conversion timings



1. EXTEN =00 or EXTEN ≠ 00
2. Trigger latency (refer to datasheet for more details)
3. ADC_DR register write latency (refer to datasheet for more details)

13.3.13 Stopping an ongoing conversion (ADSTP)

The software can decide to stop any ongoing conversions by setting ADSTP=1 in the ADC_CR register.

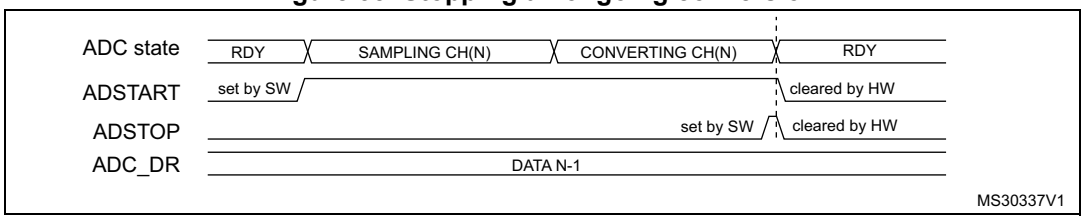
This will reset the ADC operation and the ADC will be idle, ready for a new operation.

When the ADSTP bit is set by software, any ongoing conversion is aborted and the result is discarded (ADC_DR register is not updated with the current conversion).

The scan sequence is also aborted and reset (meaning that restarting the ADC would re-start a new sequence).

Once this procedure is complete, the ADSTP and ADSTART bits are both cleared by hardware and the software must wait until ADSTART=0 before starting new conversions.

Figure 35. Stopping an ongoing conversion



13.4 Conversion on external trigger and trigger polarity (EXTSEL, EXTEN)

A conversion or a sequence of conversion can be triggered either by software or by an external event (for example timer capture). If the EXTEN[1:0] control bits are not equal to “0b00”, then external events are able to trigger a conversion with the selected polarity. The trigger selection is effective once software has set bit ADSTART=1.

Any hardware triggers which occur while a conversion is ongoing are ignored.

If bit ADSTART=0, any hardware triggers which occur are ignored.

Table 54 provides the correspondence between the EXTEN[1:0] values and the trigger polarity.

Table 54. Configuring the trigger polarity

Source	EXTEN[1:0]
Trigger detection disabled	00
Detection on rising edge	01
Detection on falling edge	10
Detection on both rising and falling edges	11

Note: The polarity of the external trigger can be changed only when the ADC is not converting (ADSTART= 0).

The EXTSEL[2:0] control bits are used to select which of 8 possible events can trigger conversions.

Table 55 gives the possible external trigger for regular conversion.

Software source trigger events can be generated by setting the ADSTART bit in the ADC_CR register.

Table 55. External triggers

Name	Source	EXTSEL[2:0]
TRG0	Reserved	000
TRG1	TIM21_CH2	001
TRG2	TIM2_TRGO	010
TRG3	TIM2_CH4	011
TRG4	TIM21_TRGO(1)	100
TRG5	TIM2_CH3	101
TRG6	Reserved	110
TRG7	EXTI line 11	111

1. TIM21_TRGO is not available on category 1 devices.

Note: The trigger selection can be changed only when the ADC is not converting (ADSTART= 0).

13.4.1 Discontinuous mode (DISCEN)

This mode is enabled by setting the DISCEN bit in the ADC_CFGR1 register.

In this mode (DISCEN=1), a hardware or software trigger event is required to start each conversion defined in the sequence. On the contrary, if DISCEN=0, a single hardware or software trigger event successively starts all the conversions defined in the sequence.

Example:

- DISCEN=1, channels to be converted = 0, 3, 7, 10
  - 1st trigger: channel 0 is converted and an EOC event is generated
  - 2nd trigger: channel 3 is converted and an EOC event is generated
  - 3rd trigger: channel 7 is converted and an EOC event is generated
  - 4th trigger: channel 10 is converted and both EOC and EOS events are generated.
  - 5th trigger: channel 0 is converted an EOC event is generated
  - 6th trigger: channel 3 is converted and an EOC event is generated
  - ...
- DISCEN=0, channels to be converted = 0, 3, 7, 10
  - 1st trigger: the complete sequence is converted: channel 0, then 3, 7 and 10. Each conversion generates an EOC event and the last one also generates an EOS event.
  - Any subsequent trigger events will restart the complete sequence.

Note: It is not possible to have both discontinuous mode and continuous mode enabled: it is forbidden to set both bits DISCEN=1 and CONT=1.

13.4.2 Programmable resolution (RES) - fast conversion mode

It is possible to obtain faster conversion times (t_{SAR}) by reducing the ADC resolution.

The resolution can be configured to be either 12, 10, 8, or 6 bits by programming the RES[1:0] bits in the ADC_CFGR1 register. Lower resolution allows faster conversion times for applications where high data precision is not required.

Note: The RES[1:0] bit must only be changed when the ADEN bit is reset.

The result of the conversion is always 12 bits wide and any unused LSB bits are read as zeros.

Lower resolution reduces the conversion time needed for the successive approximation steps as shown in *Table 56*.

Table 56. t_{SAR} timings depending on resolution

RES[1:0] bits	t_{SAR} (ADC clock cycles)	t_{SAR} (ns) at f_{ADC} = 16 MHz	$t_{SMPL\ (min)}$ (ADC clock cycles)	t_{CONV} (ADC clock cycles) (with min. $t_{SMPL)}$	t_{CONV} (ns) at f_{ADC} = 16 MHz
12	12.5	781 ns	1.5	14	875 ns
10	11.5	719 ns	1.5	13	812 ns
8	9.5	594 ns	1.5	11	688 ns
6	7.5	469 ns	1.5	9	562 ns

13.4.3 End of conversion, end of sampling phase (EOC, EOSMP flags)

The ADC indicates each end of conversion (EOC) event.

The ADC sets the EOC flag in the ADC_ISR register as soon as a new conversion data result is available in the ADC_DR register. An interrupt can be generated if the EOCIE bit is set in the ADC_IER register. The EOC flag is cleared by software either by writing 1 to it, or by reading the ADC_DR register.

The ADC also indicates the end of sampling phase by setting the EOSMP flag in the ADC_ISR register. The EOSMP flag is cleared by software by writing1 to it. An interrupt can be generated if the EOSMPIE bit is set in the ADC_IER register.

The aim of this interrupt is to allow the processing to be synchronized with the conversions. Typically, an analog multiplexer can be accessed in hidden time during the conversion phase, so that the multiplexer is positioned when the next sampling starts.

Note: As there is only a very short time left between the end of the sampling and the end of the conversion, it is recommenced to use polling or a WFE instruction rather than an interrupt and a WFI instruction.

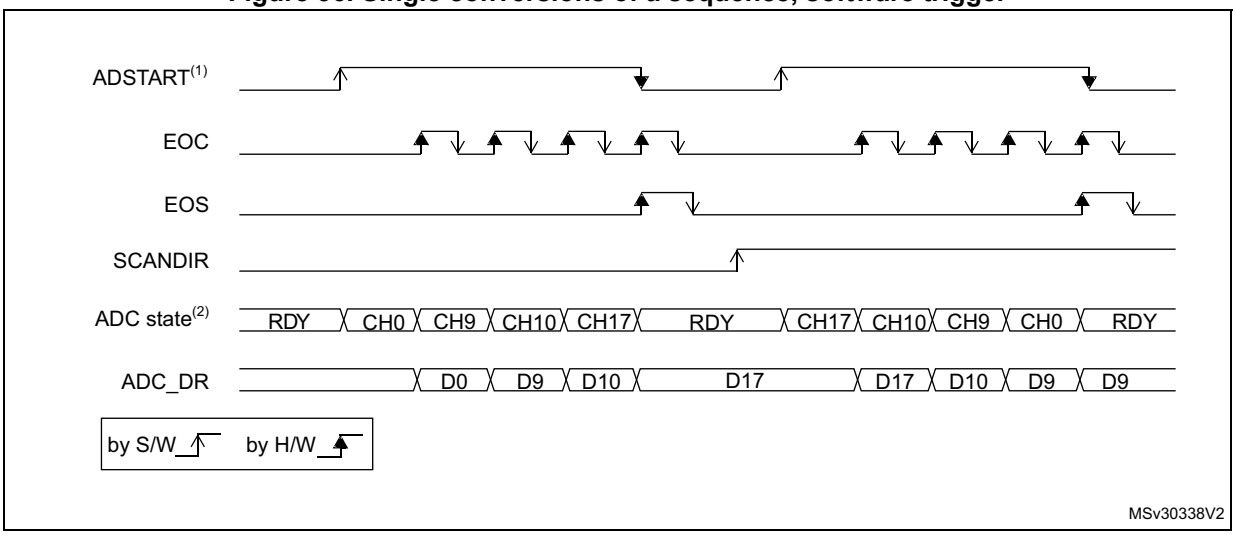
13.4.4 End of conversion sequence (EOS flag)

The ADC notifies the application of each end of sequence (EOS) event.

The ADC sets the EOS flag in the ADC_ISR register as soon as the last data result of a conversion sequence is available in the ADC_DR register. An interrupt can be generated if the EOSIE bit is set in the ADC_IER register. The EOS flag is cleared by software by writing 1 to it.

13.4.5 Example timing diagrams (single/continuous modes hardware/software triggers)

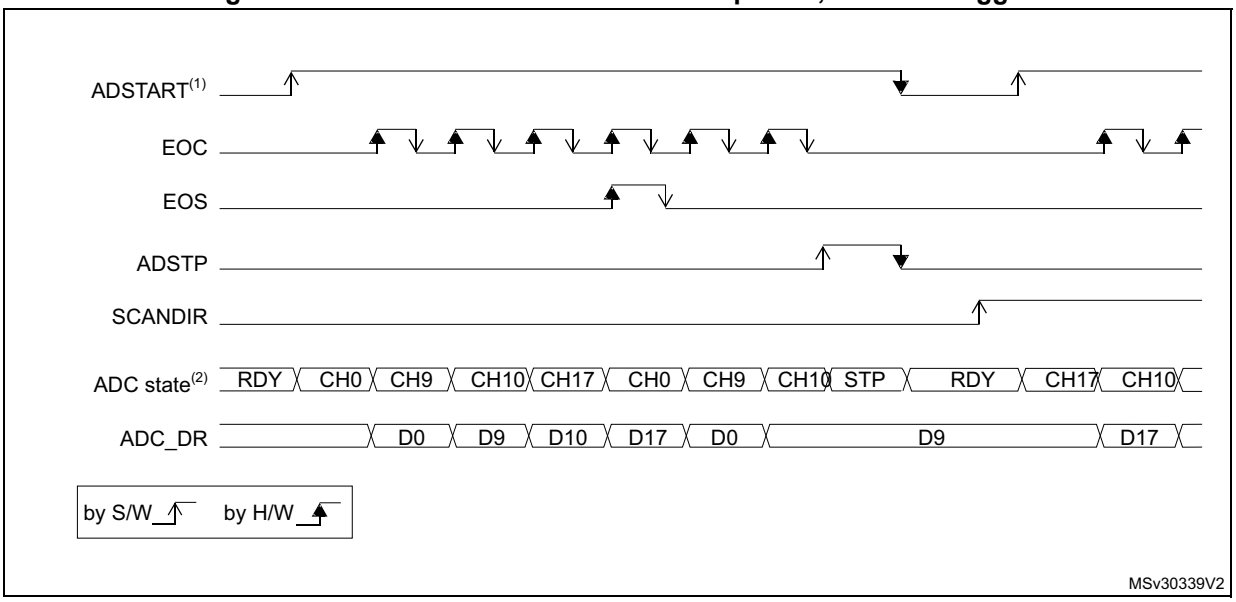
Figure 36. Single conversions of a sequence, software trigger



1. EXTEN=00, CONT=0
2. CHSEL=0x20601, WAIT=0, AUTOFF=0

For code example, refer to *A.8.5: Single conversion sequence code example - Software trigger*.

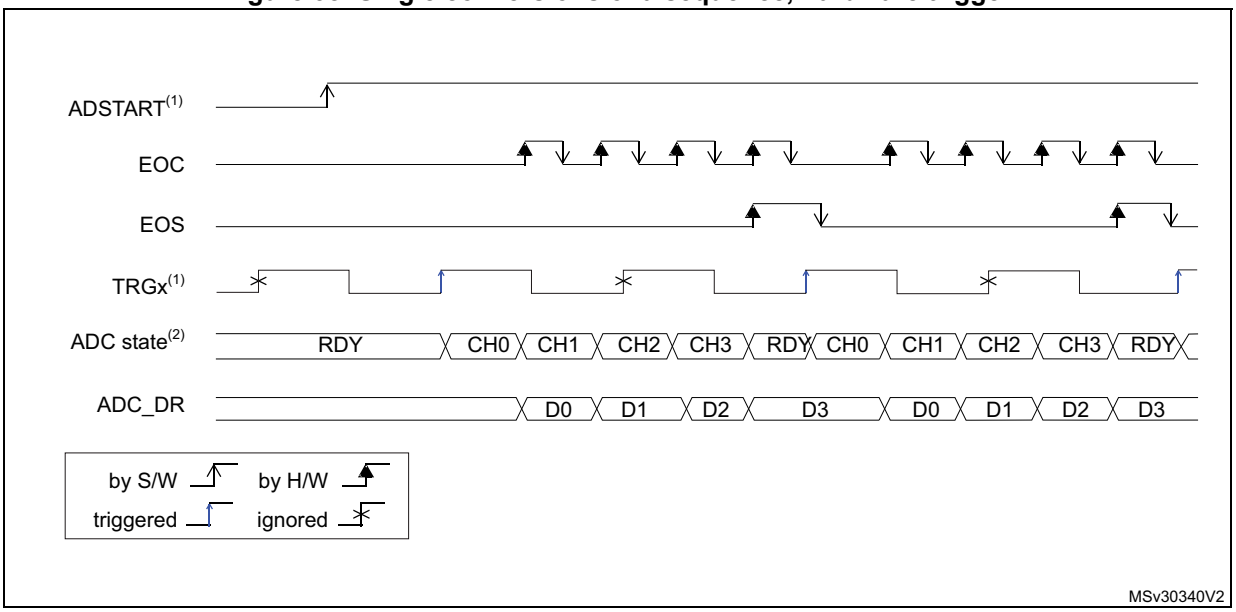
Figure 37. Continuous conversion of a sequence, software trigger



1. EXTEN=00, CONT=1,
2. CHSEL=0x20601, WAIT=0, AUTOFF=0

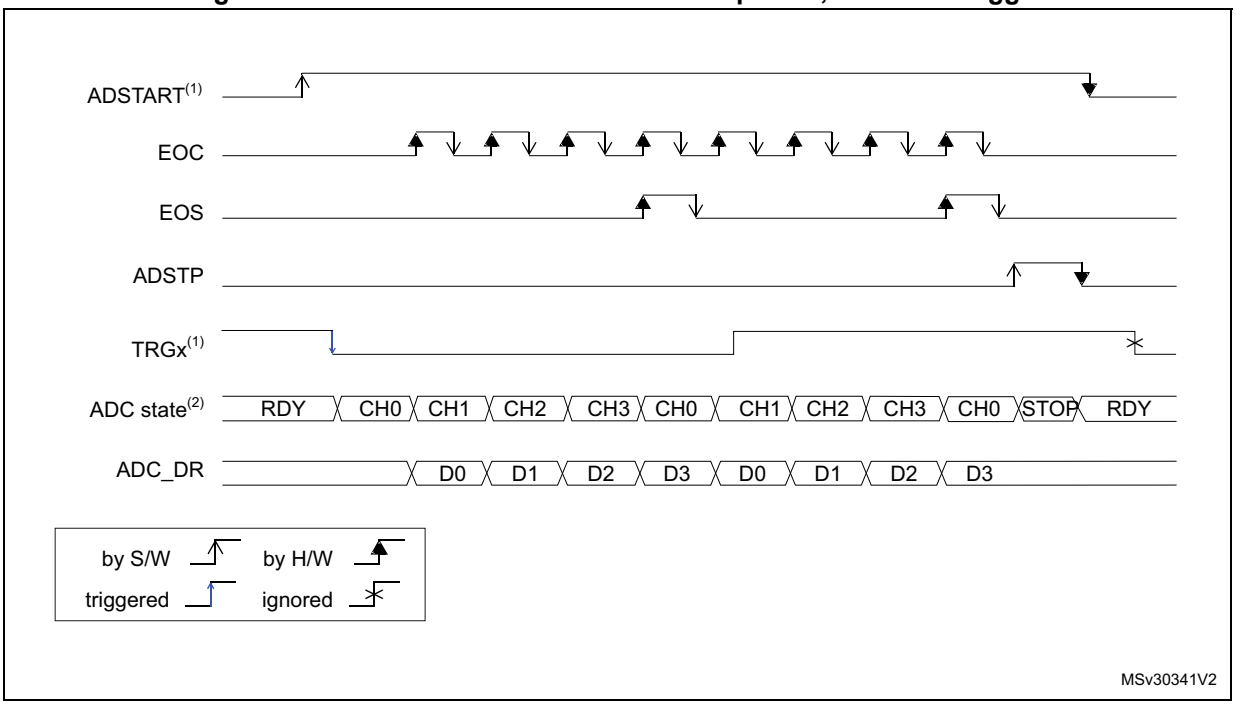
For code example, refer to *A.8.6: Continuous conversion sequence code example - Software trigger*.

Figure 38. Single conversions of a sequence, hardware trigger



1. EXTSEL=TRGx (over-frequency), EXTEN=01 (rising edge), CONT=0
2. CHSEL=0xF, SCANDIR=0, WAIT=0, AUTOFF=0

Figure 39. Continuous conversions of a sequence, hardware trigger



1. EXTSEL=TRGx, EXTEN=10 (falling edge), CONT=1
2. CHSEL=0xF, SCANDIR=0, WAIT=0, AUTOFF=0

13.5 Data management

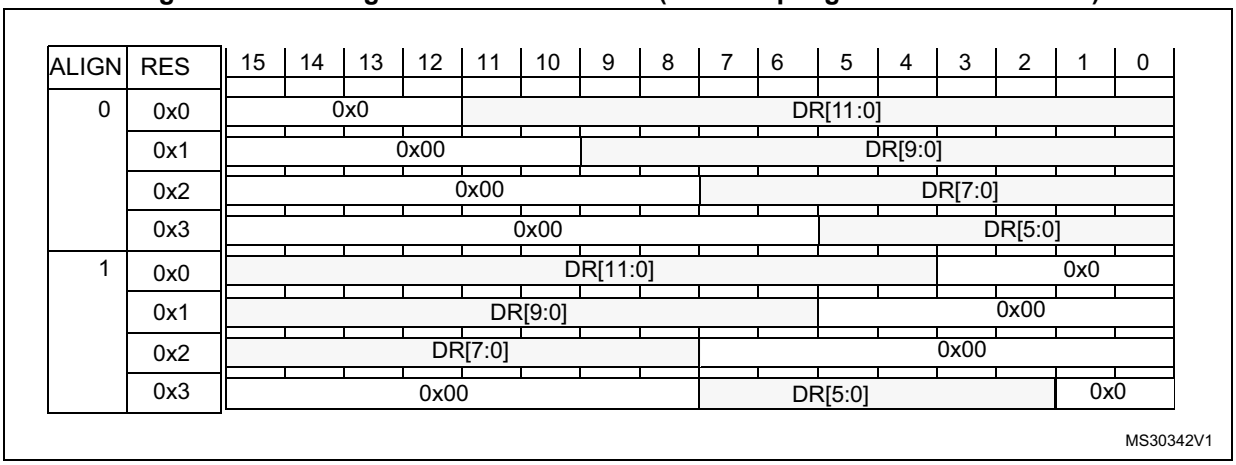
13.5.1 Data register and data alignment (ADC_DR, ALIGN)

At the end of each conversion (when an EOC event occurs), the result of the converted data is stored in the ADC_DR data register which is 16-bit wide.

The format of the ADC_DR depends on the configured data alignment and resolution.

The ALIGN bit in the ADC_CFGR1 register selects the alignment of the data stored after conversion. Data can be right-aligned (ALIGN=0) or left-aligned (ALIGN=1) as shown in *Figure 40*.

Figure 40. Data alignment and resolution (oversampling disabled: OVSE = 0)



13.5.2 ADC overrun (OVR, OVRMOD)

The overrun flag (OVR) indicates a data overrun event, when the converted data was not read in time by the CPU or the DMA, before the data from a new conversion is available.

The OVR flag is set in the ADC_ISR register if the EOC flag is still at ‘1’ at the time when a new conversion completes. An interrupt can be generated if the OVRIE bit is set in the ADC_IER register.

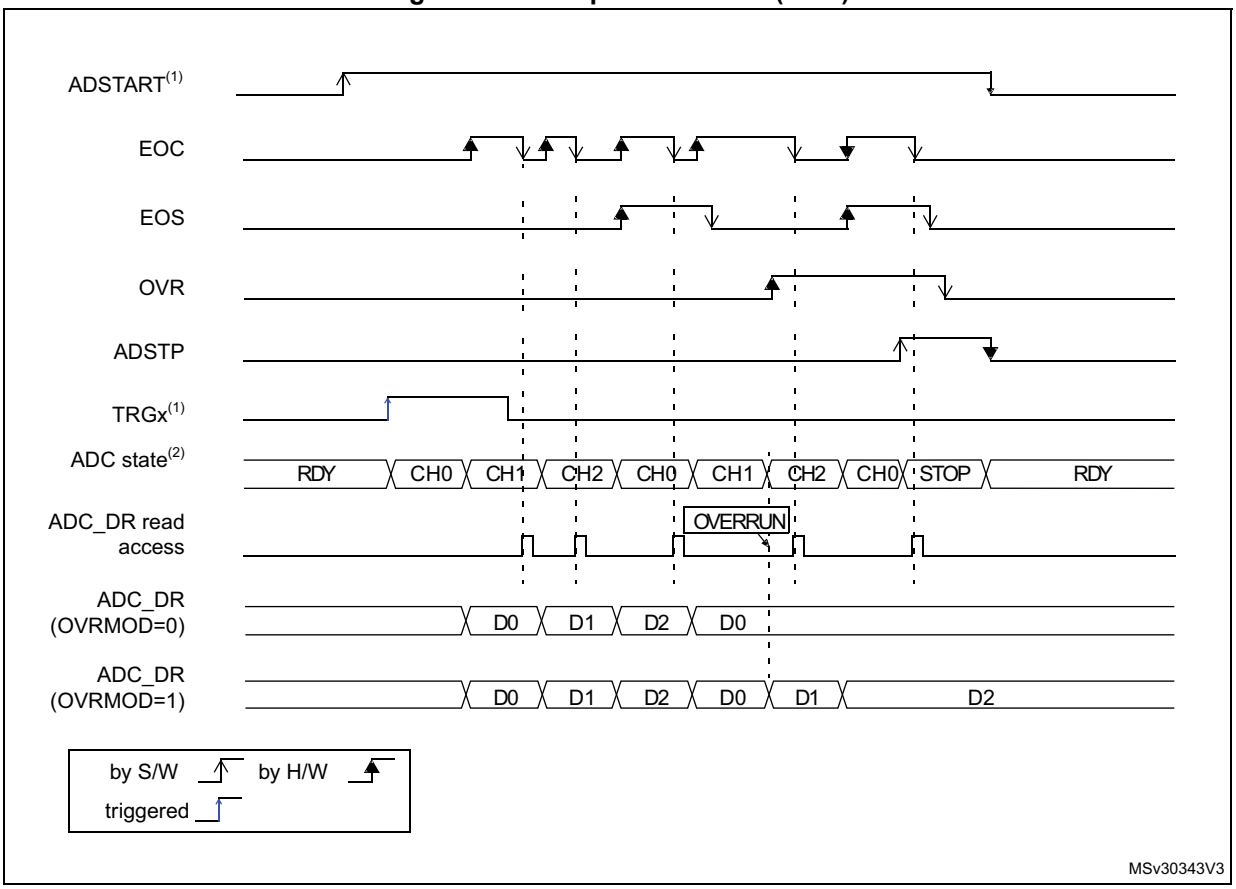
When an overrun condition occurs, the ADC keeps operating and can continue to convert unless the software decides to stop and reset the sequence by setting the ADSTP bit in the ADC_CR register.

The OVR flag is cleared by software by writing 1 to it.

It is possible to configure if the data is preserved or overwritten when an overrun event occurs by programming the OVRMOD bit in the ADC_CFGR1 register:

- OVRMOD=0
  - An overrun event preserves the data register from being overwritten: the old data is maintained and the new conversion is discarded. If OVR remains at 1, further conversions can be performed but the resulting data is discarded.
- OVRMOD=1
  - The data register is overwritten with the last conversion result and the previous unread data is lost. If OVR remains at 1, further conversions can be performed and the ADC_DR register always contains the data from the latest conversion.

Figure 41. Example of overrun (OVR)



13.5.3 Managing a sequence of data converted without using the DMA

If the conversions are slow enough, the conversion sequence can be handled by software. In this case the software must use the EOC flag and its associated interrupt to handle each data result. Each time a conversion is complete, the EOC bit is set in the ADC_ISR register and the ADC_DR register can be read. The OVRMOD bit in the ADC_CFGR1 register should be configured to 0 to manage overrun events as an error.

13.5.4 Managing converted data without using the DMA without overrun

It may be useful to let the ADC convert one or more channels without reading the data after each conversion. In this case, the OVRMOD bit must be configured at 1 and the OVR flag should be ignored by the software. When OVRMOD=1, an overrun event does not prevent the ADC from continuing to convert and the ADC_DR register always contains the latest conversion data.

13.5.5 Managing converted data using the DMA

Since all converted channel values are stored in a single data register, it is efficient to use DMA when converting more than one channel. This avoids losing the conversion data results stored in the ADC_DR register.

When DMA mode is enabled (DMAEN bit set to 1 in the ADC_CFGR1 register), a DMA request is generated after the conversion of each channel. This allows the transfer of the

converted data from the ADC_DR register to the destination location selected by the software.

Note: The DMAEN bit in the ADC_CFGR1 register must be set after the ADC calibration phase.

Despite this, if an overrun occurs (OVR=1) because the DMA could not serve the DMA transfer request in time, the ADC stops generating DMA requests and the data corresponding to the new conversion is not transferred by the DMA. Which means that all the data transferred to the RAM can be considered as valid.

Depending on the configuration of OVRMOD bit, the data is either preserved or overwritten (refer to *Section 13.5.2: ADC overrun (OVR, OVRMOD) on page 265*).

The DMA transfer requests are blocked until the software clears the OVR bit.

Two different DMA modes are proposed depending on the application use and are configured with bit DMACFG in the ADC_CFGR1 register:

- DMA one shot mode (DMACFG=0).
  This mode should be selected when the DMA is programmed to transfer a fixed number of data words.
- DMA circular mode (DMACFG=1)
  This mode should be selected when programming the DMA in circular mode.

DMA one shot mode (DMACFG=0)

In this mode, the ADC generates a DMA transfer request each time a new conversion data word is available and stops generating DMA requests once the DMA has reached the last DMA transfer (when a DMA_EOT interrupt occurs, see *Section 10: Direct memory access controller (DMA) on page 214*) even if a conversion has been started again.

For code example, refer to *A.8.9: DMA one shot mode sequence code example*.

When the DMA transfer is complete (all the transfers configured in the DMA controller have been done):

- The content of the ADC data register is frozen.
- Any ongoing conversion is aborted and its partial result discarded
- No new DMA request is issued to the DMA controller. This avoids generating an overrun error if there are still conversions which are started.
- The scan sequence is stopped and reset
- The DMA is stopped

DMA circular mode (DMACFG=1)

In this mode, the ADC generates a DMA transfer request each time a new conversion data word is available in the data register, even if the DMA has reached the last DMA transfer. This allows the DMA to be configured in circular mode to handle a continuous analog input data stream.

For code example, refer to *A.8.10: DMA circular mode sequence code example*.

13.6 Low-power features

13.6.1 Wait mode conversion

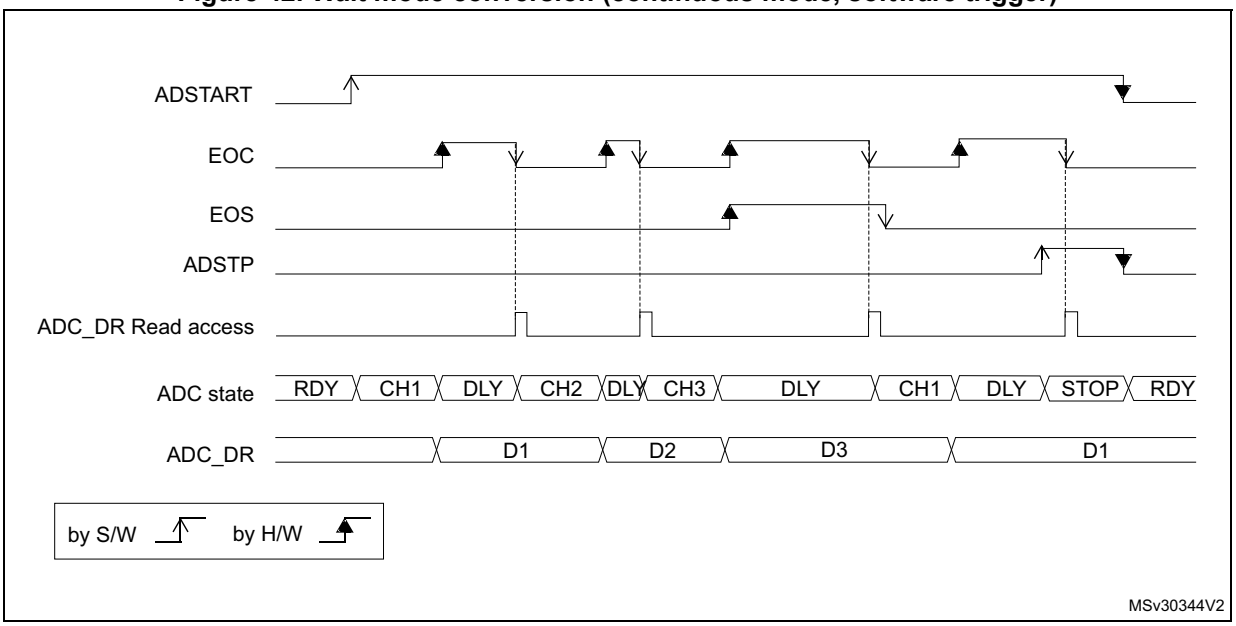
Wait mode conversion can be used to simplify the software as well as optimizing the performance of applications clocked at low frequency where there might be a risk of ADC overrun occurring.

When the WAIT bit is set to 1 in the ADC_CFGR1 register, a new conversion can start only if the previous data has been treated, once the ADC_DR register has been read or if the EOC bit has been cleared.

This is a way to automatically adapt the speed of the ADC to the speed of the system that reads the data.

Note: Any hardware triggers which occur while a conversion is ongoing or during the wait time preceding the read access are ignored.

Figure 42. Wait mode conversion (continuous mode, software trigger)



1. EXTEN=00, CONT=1
2. CHSEL=0x3, SCANDIR=0, WAIT=1, AUTOFF=0

For code example, refer to *A.8.11: Wait mode sequence code example*.

13.6.2 Auto-off mode (AUTOFF)

The ADC has an automatic power management feature which is called auto-off mode, and is enabled by setting AUTOFF=1 in the ADC_CFGR1 register.

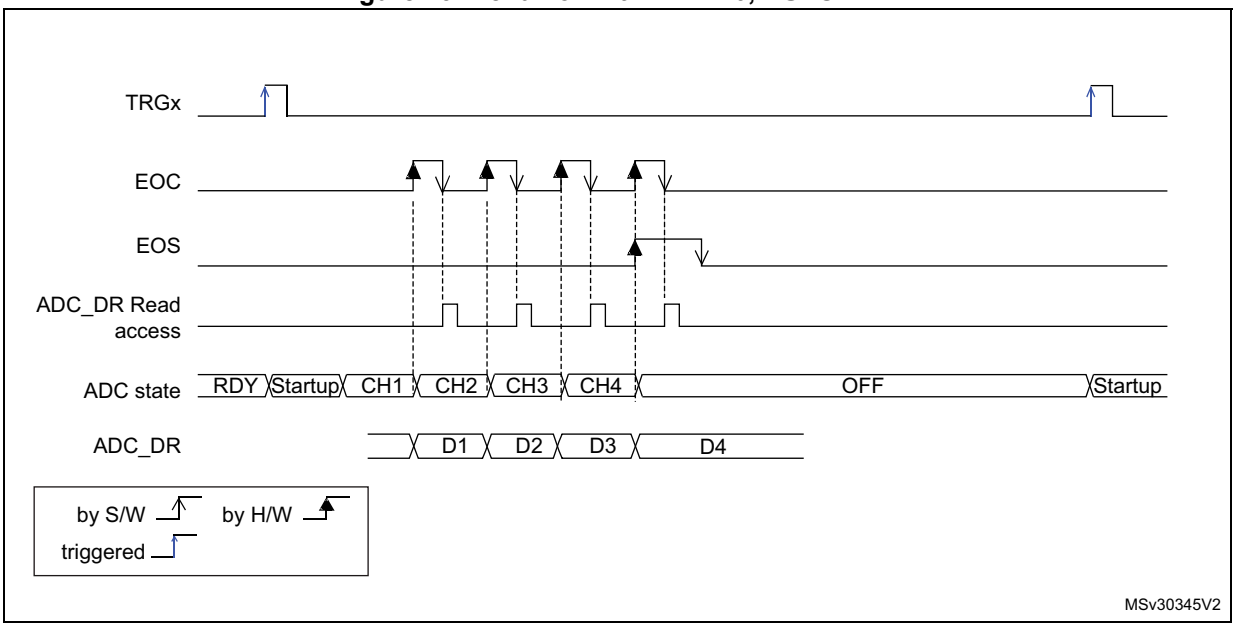
When AUTOFF=1, the ADC is always powered off when not converting and automatically wakes-up when a conversion is started (by software or hardware trigger). A startup-time is automatically inserted between the trigger event which starts the conversion and the sampling time of the ADC. The ADC is then automatically disabled once the sequence of conversions is complete.

Auto-off mode can cause a dramatic reduction in the power consumption of applications which need relatively few conversions or when conversion requests are timed far enough apart (for example with a low frequency hardware trigger) to justify the extra power and extra time used for switching the ADC on and off.

Auto-off mode can be combined with the wait mode conversion (WAIT=1) for applications clocked at low frequency. This combination can provide significant power savings if the ADC is automatically powered-off during the wait phase and restarted as soon as the ADC_DR register is read by the application (see *Figure 44: Behavior with WAIT=1, AUTOFF=1*).

Note: Please refer to the Section Reset and clock control (RCC) for the description of how to manage the dedicated 14 MHz internal oscillator. The ADC interface can automatically switch ON/OFF the 14 MHz internal oscillator to save power.

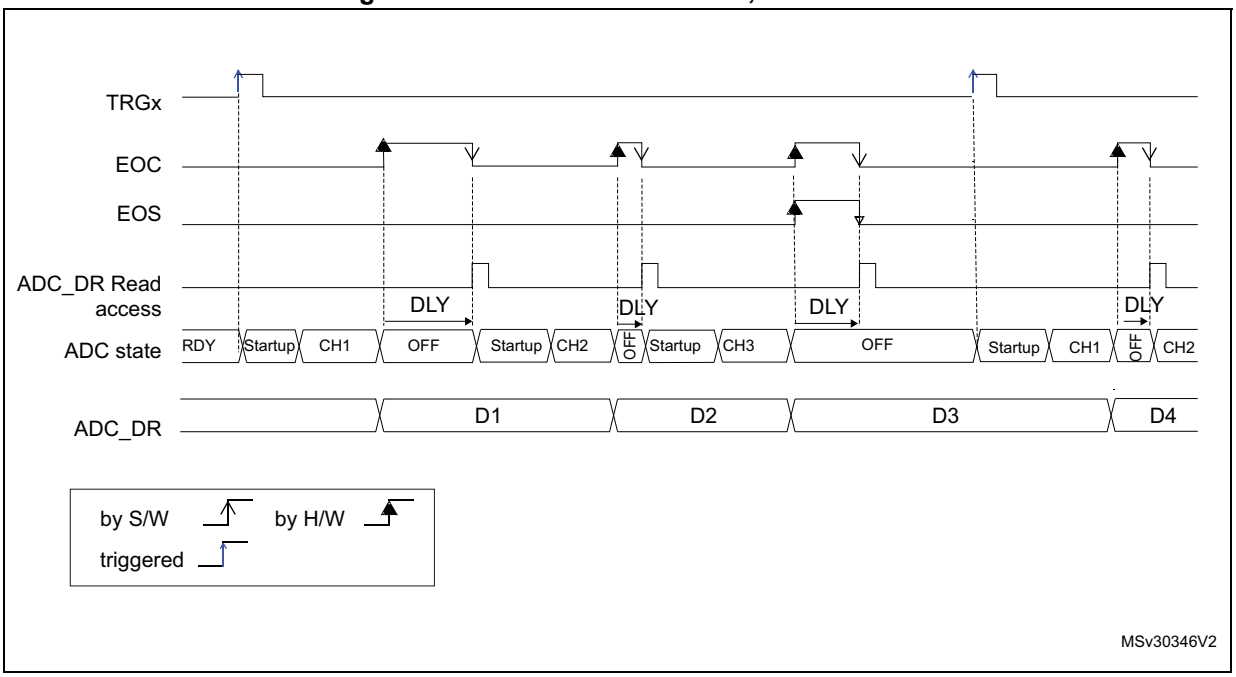
Figure 43. Behavior with WAIT=0, AUTOFF=1



1. EXTSEL=TRGx, EXTEN=01 (rising edge), CONT=x, ADSTART=1, CHSEL=0xF, SCANDIR=0, WAIT=1, AUTOFF=1

For code example, refer to *A.8.12: Auto off and no wait mode sequence code example*.

Figure 44. Behavior with WAIT=1, AUTOFF=1



1. EXTSEL=TRGx, EXTEN=01 (rising edge), CONT=x, ADSTART=1, CHSEL=0xF, SCANDIR=0, WAIT=1, AUTOFF=1

For code example, refer to *A.8.13: Auto off and wait mode sequence code example*.

13.7 Analog window watchdog (AWDEN, AWDSGL, AWDCH, ADC_TR, AWD)

AWD analog watchdog is enabled by setting the AWDEN bit in the ADC_CFGR1 register. It is used to monitor that either one selected channel or all enabled channels (see *Table 58: Analog watchdog channel selection*) remain within a configured voltage range (window) as shown in *Figure 45*.

The AWD analog watchdog status bit is set if the analog voltage converted by the ADC is below a lower threshold or above a higher threshold. These thresholds are programmed in HT[11:0] and LT[11:0] bit of ADC_TR regsiter. An interrupt can be enabled by setting the AWDIE bit in the ADC_IER register.

The AWD flag is cleared by software by programming it to it.

When converting data with a resolution of less than 12-bit (according to bits DRES[1:0]), the LSB of the programmed thresholds must be kept cleared because the internal comparison is always performed on the full 12-bit raw converted data (left aligned).

For code example, refer to *A.8.14: Analog watchdog code example*.

Table 57 describes how the comparison is performed for all the possible resolutions.

Table 57. Analog watchdog comparison

Resolution bits RES[1:0]	Analog Watchdog comparison between:		Comments
	Raw converted data, left aligned(1)	Thresholds	
00: 12-bit	DATA[11:0]	LT[11:0] and HT[11:0]	-
01: 10-bit	DATA[11:2],00	LT[11:0] and HT[11:0]	The user must configure LT1[1:0] and HT1[1:0] to “00”
10: 8-bit	DATA[11:4],0000	LT[11:0] and HT[11:0]	The user must configure LT1[3:0] and HT1[3:0] to “0000”
11: 6-bit	DATA[11:6],000000	LT[11:0] and HT[11:0]	The user must configure LT1[5:0] and HT1[5:0] to “000000”

1. The watchdog comparison is performed on the raw converted data before any alignment calculation.

Table 58 shows how to configure the AWDSGL and AWDEN bits in the ADC_CFGR1 register to enable the analog watchdog on one or more channels.

Figure 45. Analog watchdog guarded area

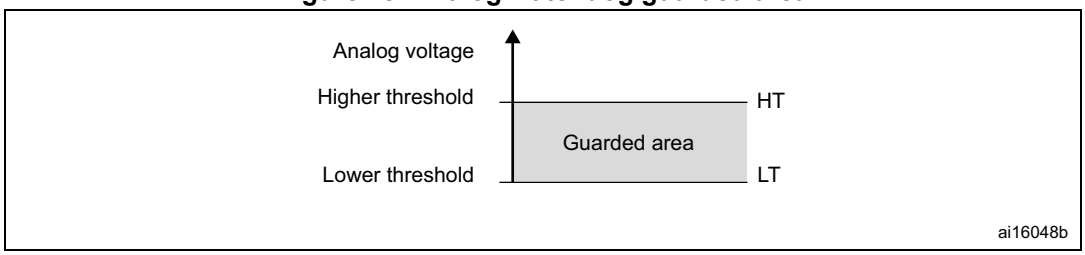


Table 58. Analog watchdog channel selection

Channels guarded by the analog watchdog	AWDSGL bit	AWDEN bit
None	x	0
All channels	0	1
Single(1) channel	1	1

1. Selected by the AWDCH[4:0] bits

13.8 Oversampler

The oversampling unit performs data preprocessing to offload the CPU. It can handle multiple conversions and average them into a single data with increased data width, up to 16-bit.

It provides a result with the following form, where N and M can be adjusted:

$$\text{Result} = \frac{1}{M} \times \sum_{n=0}^{n=N-1} \text{Conversion}(t_n)$$

It allows to perform by hardware the following functions: averaging, data rate reduction, SNR improvement, basic filtering.

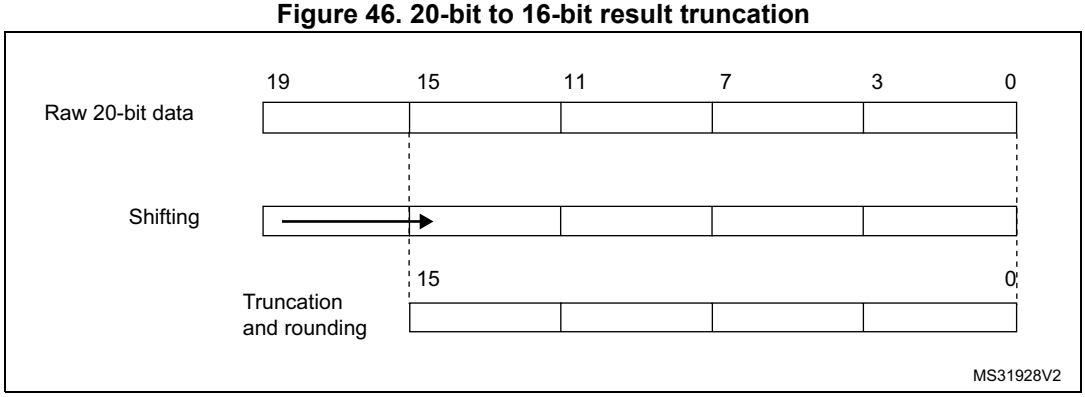
The oversampling ratio N is defined using the OVFS[2:0] bits in the ADC_CFGR2 register. It can range from 2x to 256x. The division coefficient M consists of a right bit shift up to 8 bits. It is configured through the OVSS[3:0] bits in the ADC_CFGR2 register.

For code example, refer to *A.8.15: Oversampling code example*.

The summation unit can yield a result up to 20 bits (256 x 12-bit), which is first shifted right. The upper bits of the result are then truncated, keeping only the 16 least significant bits rounded to the nearest value using the least significant bits left apart by the shifting, before being finally transferred into the ADC_DR data register.

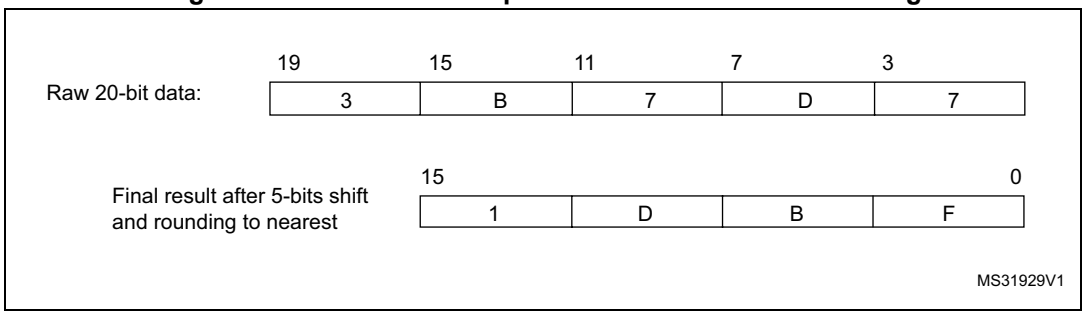
Note: If the intermediate result after the shifting exceeds 16 bits, the upper bits of the result are simply truncated.

Figure 46. 20-bit to 16-bit result truncation



The *Figure 47* gives a numerical example of the processing, from a raw 20-bit accumulated data to the final 16-bit result.

Figure 47. Numerical example with 5-bits shift and rounding



The *Table 59* below gives the data format for the various N and M combination, for a raw conversion data equal to 0xFFF.

Table 59. Maximum output results vs N and M. Grayed values indicates truncation

Oversampling ratio	Max Raw data	No-shift OVSS = 0000	1-bit shift OVSS = 0001	2-bit shift OVSS = 0010	3-bit shift OVSS = 0011	4-bit shift OVSS = 0100	5-bit shift OVSS = 0101	6-bit shift OVSS = 0110	7-bit shift OVSS = 0111	8-bit shift OVSS = 1000
2x	0x1FFE	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100	0x0080	0x0040	0x0020
4x	0x3FFC	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100	0x0080	0x0040
8x	0x7FF8	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100	0x0080
16x	0xFFF0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100
32x	0x1FFE0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200
64x	0x3FFC0	0xFFC0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400
128x	0x7FF80	0xFF80	0xFFC0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800
256x	0xFFF00	0xFF00	0xFF80	0xFFC0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF

The conversion timings in oversampled mode do not change compared to standard conversion mode: the sample time is maintained equal during the whole oversampling sequence. New data are provided every N conversion, with an equivalent delay equal to N x t_{CONV} = N x (t_{SMPL} + t_{SAR}). The flags features are raised as following:

- the end of the sampling phase (EOSMP) is set after each sampling phase
- the end of conversion (EOC) occurs once every N conversions, when the oversampled result is available
- the end of sequence (EOCSEQ) occurs once the sequence of oversampled data is completed (i.e. after N x sequence length conversions total)

13.8.1 ADC operating modes supported when oversampling

In oversampling mode, most of the ADC operating modes are available:

- Single or continuous mode conversions, forward or backward scanned sequences
- ADC conversions start either by software or with triggers
- ADC stop during a conversion (abort)
- Data read via CPU or DMA with overrun detection
- Low-power modes (WAIT, AUTOFF)
- Programmable resolution: in this case, the reduced conversion values (as per RES[1:0] bits in ADC_CFGR1 register) are accumulated, truncated, rounded and shifted in the same way as 12-bit conversions are

Note: The alignment mode is not available when working with oversampled data. The ALIGN bit in ADC_CFGR1 is ignored and the data are always provided right-aligned.

13.8.2 Analog watchdog

The analog watchdog functionality is available (AWDSGL, AWDEN bits), with the following differences:

- the RES[1:0] bits are ignored, comparison is always done on using the full 12-bits values HT[11:0] and LT[11:0]
- the comparison is performed on the most significant 12 bits of the 16 bits oversampled results ADC_DR[15:4]

Note: Care must be taken when using high shifting values. This reduces the comparison range. For instance, if the oversampled result is shifted by 4 bits thus yielding a 12-bit data right-aligned, the affective analog watchdog comparison can only be performed on 8 bits. The comparison is done between ADC_DR[11:4] and HT[7:0] / LT[[7:0], and HT[11:8] / LT[11:8] must be kept reset.

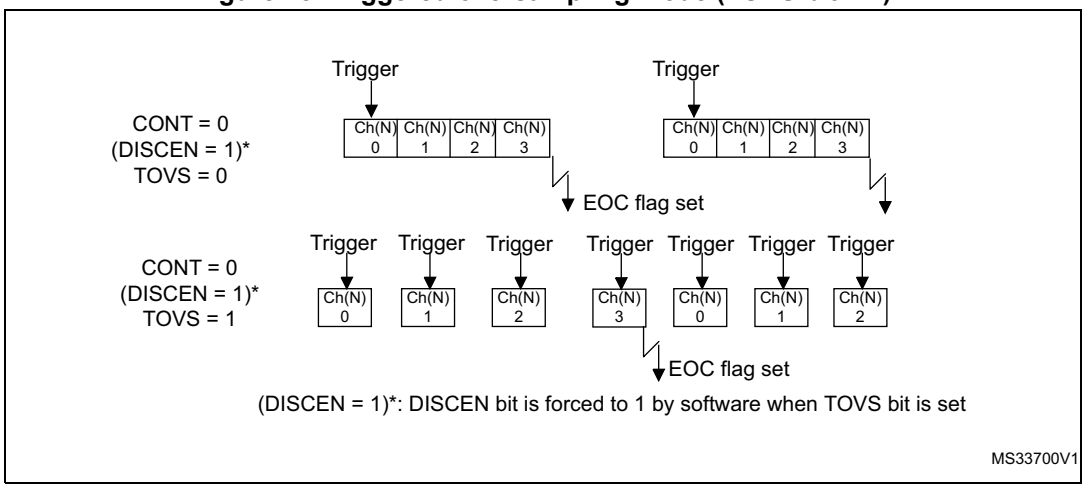
13.8.3 Triggered mode

The averager can also be used for basic filtering purposes. Although not a very efficient filter (slow roll-off and limited stop band attenuation), it can be used as a notch filter to reject constant parasitic frequencies (typically coming from the mains or from a switched mode power supply). For this purpose, a specific discontinuous mode can be enabled with TOVS bit in ADC_CFGR2, to be able to have an oversampling frequency defined by a user and independent from the conversion time itself.

Figure 48 below shows how conversions are started in response to triggers in discontinuous mode.

If the TOVS bit is set, the content of the DISCEN bit is ignored and considered as 1.

Figure 48. Triggered oversampling mode (TOVS bit = 1)



13.9 Internal reference voltage

The internal voltage reference (V_{REFINT}) provides a stable (bandgap) voltage output for the ADC. V_{REFINT} is internally connected to the ADC_IN17 input channel. The precise voltage of V_{REFINT} is individually measured for each part by ST during production test and stored in the system memory area. It is accessible in read-only mode.

Figure 49 shows the block diagram of connection between the internal voltage reference and the ADC.

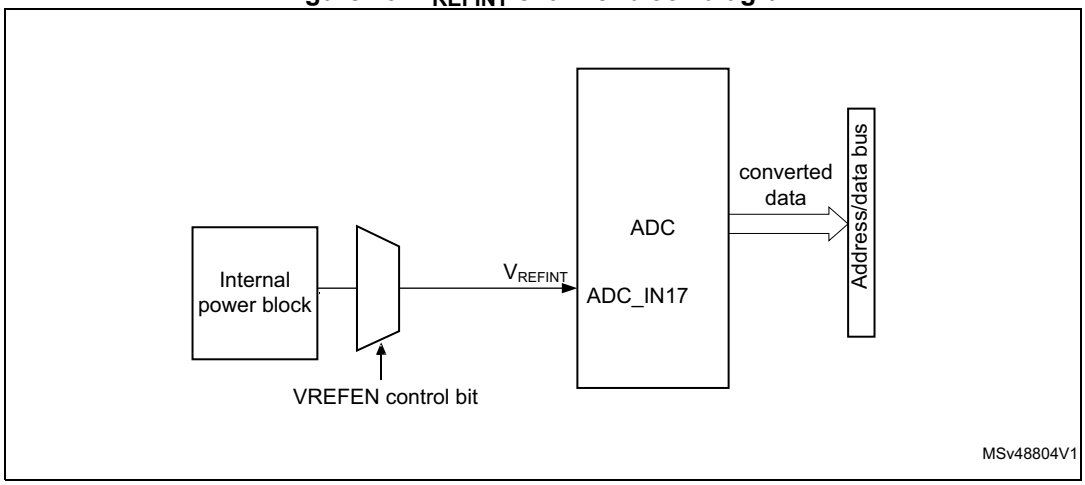
VREFEN bit must be set to enable the conversion of ADC_IN17 (V_{REFINT}).

During the manufacturing process, the calibration data of the internal voltage reference are stored in the system memory area. The user application can then read them and use them to improve the accuracy of the internal reference. Refer to the datasheet for additional information.

Main features

- Supported temperature range: –40 to 85 °C
- Linearity: ±2 °C max., precision depending on calibration

Figure 49. V_{REFINT} channel block diagram



Calculating the actual V_{DDA} voltage using the internal reference voltage

The V_{DDA} power supply voltage applied to the microcontroller may be subject to variation or not precisely known. The embedded internal voltage reference (VREFINT) and its calibration data acquired by the ADC during the manufacturing process at V_{DDA} = 3.3 V can be used to evaluate the actual V_{DDA} voltage level.

The following formula gives the actual V_{DDA} voltage supplying the device:

$$V_{DDA} = 3\ V \times VREFINT\_CAL / VREFINT\_DATA$$

Where:

- VREFINT_CAL is the VREFINT calibration value
- VREFINT_DATA is the actual VREFINT output value converted by ADC

Converting a supply-relative ADC measurement to an absolute voltage value

The ADC is designed to deliver a digital value corresponding to the ratio between the analog power supply and the voltage applied on the converted channel. For most application use cases, it is necessary to convert this ratio into a voltage independent of V_{DDA}. For applications where V_{DDA} is known and ADC converted values are right-aligned you can use the following formula to get this absolute value:

$$V_{CHANNELx} = \frac{V_{DDA}}{FULL\_SCALE} \times ADC\_DATA_x$$

For applications where V_{DDA} value is not known, you must use the internal voltage reference and V_{DDA} can be replaced by the expression provided in the section *Calculating the actual V_{DDA} voltage using the internal reference voltage*, resulting in the following formula: Where:

$$V_{CHANNELx} = \frac{3\ V \times VREFINT\_CAL \times ADC\_DATA_x}{VREFINT\_DATA \times FULL\_SCALE}$$

- VREFINT_CAL is the VREFINT calibration value
- ADC_DATA_x is the value measured by the ADC on channel x (right-aligned)
- VREFINT_DATA is the actual VREFINT output value converted by the ADC
- full_SCALE is the maximum digital value of the ADC output. For example with 12-bit resolution, it will be 2^{12} - 1 = 4095 or with 8-bit resolution, 2^8 - 1 = 255.

Note: If ADC measurements are done using an output format other than 12 bit right-aligned, all the parameters must first be converted to a compatible format before the calculation is done.

13.10 ADC interrupts

An interrupt can be generated by any of the following events:

- End Of Calibration (EOCAL flag)
- ADC power-up, when the ADC is ready (ADRDY flag)
- End of any conversion (EOC flag)
- End of a sequence of conversions (EOS flag)
- When an analog watchdog detection occurs (AWD flag)
- When the end of sampling phase occurs (EOSMP flag)
- when a data overrun occurs (OVR flag)

Separate interrupt enable bits are available for flexibility.

Table 60. ADC interrupts

Interrupt event	Event flag	Enable control bit
End Of Calibration	EOCAL	EOCALIE
ADC ready	ADRDY	ADRDYIE
End of conversion	EOC	EOCIE
End of sequence of conversions	EOS	EOSIE
Analog watchdog status bit is set	AWD	AWDIE
End of sampling phase	EOSMP	EOSMPIE
Overrun	OVR	OVRIE

13.11 ADC registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

13.11.1 ADC interrupt and status register (ADC_ISR)

Address offset: 0x00

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	EOCAL	Res.	Res.	Res.	AWD	Res.	Res.	OVR	EOS	EOC	EOSMP	ADRDY
				rc_w1				rc_w1			rc_w1	rc_w1	rc_w1	rc_w1	rc_w1

Bits 31:13 Reserved, must be kept at reset value.

Bit 12 Reserved, must be kept at reset value.

Bit 11 **EOCAL**: End Of Calibration flag

This bit is set by hardware when calibration is complete. It is cleared by software writing 1 to it.

0: Calibration is not complete

1: Calibration is complete

Bit 10 Reserved, must be kept at reset value.

Bits 9:8 Reserved, must be kept at reset value.

Bit 7 **AWD**: Analog watchdog flag

This bit is set by hardware when the converted voltage crosses the values programmed in ADC_TR register. It is cleared by software by programming it to 1.

0: No analog watchdog event occurred (or the flag event was already acknowledged and cleared by software)

1: Analog watchdog event occurred

Bits 6:5 Reserved, must be kept at reset value.

Bit 4 **OVR**: ADC overrun

This bit is set by hardware when an overrun occurs, meaning that a new conversion has complete while the EOC flag was already set. It is cleared by software writing 1 to it.

0: No overrun occurred (or the flag event was already acknowledged and cleared by software)

1: Overrun has occurred

Bit 3 **EOS**: End of sequence flag

This bit is set by hardware at the end of the conversion of a sequence of channels selected by the CHSEL bits. It is cleared by software writing 1 to it.

0: Conversion sequence not complete (or the flag event was already acknowledged and cleared by software)

1: Conversion sequence complete

Bit 2 **EOC**: End of conversion flag

This bit is set by hardware at the end of each conversion of a channel when a new data result is available in the ADC_DR register. It is cleared by software writing 1 to it or by reading the ADC_DR register.

0: Channel conversion not complete (or the flag event was already acknowledged and cleared by software)

1: Channel conversion complete

Bit 1 **EOSMP**: End of sampling flag

This bit is set by hardware during the conversion, at the end of the sampling phase.It is cleared by software by programming it to ‘1’.

0: Not at the end of the sampling phase (or the flag event was already acknowledged and cleared by software)

1: End of sampling phase reached

Bit 0 **ADRDY**: ADC ready

This bit is set by hardware after the ADC has been enabled (bit ADEN=1) and when the ADC reaches a state where it is ready to accept conversion requests.

It is cleared by software writing 1 to it.

0: ADC not yet ready to start conversion (or the flag event was already acknowledged and cleared by software)

1: ADC is ready to start conversion

13.11.2 ADC interrupt enable register (ADC_IER)

Address offset: 0x04

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	EOCALIE	Res.			AWDIE	Res.	Res.	OVRIE	EOSIE	EOCIE	EOSMPIE	ADRDYIE
				rw				rw			rw	rw	rw	rw	rw

Bits 31:13 Reserved, must be kept at reset value.

Bit 12 Reserved, must be kept at reset value.

Bit 11 **EOCALIE**: End of calibration interrupt enable

This bit is set and cleared by software to enable/disable the end of calibration interrupt.

0: End of calibration interrupt disabled

1: End of calibration interrupt enabled

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 10 Reserved, must be kept at reset value.

Bits 9:8 Reserved, must be kept at reset value.

Bit 7 **AWDIE**: Analog watchdog interrupt enable

This bit is set and cleared by software to enable/disable the analog watchdog interrupt.

0: Analog watchdog interrupt disabled

1: Analog watchdog interrupt enabled

Note: The Software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bits 6:5 Reserved, must be kept at reset value.

Bit 4 **OVRIE**: Overrun interrupt enable

This bit is set and cleared by software to enable/disable the overrun interrupt.

0: Overrun interrupt disabled

1: Overrun interrupt enabled. An interrupt is generated when the OVR bit is set.

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 3 **EOSIE**: End of conversion sequence interrupt enable

This bit is set and cleared by software to enable/disable the end of sequence of conversions interrupt.

0: EOS interrupt disabled

1: EOS interrupt enabled. An interrupt is generated when the EOS bit is set.

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 2 **EOCIE**: End of conversion interrupt enable

This bit is set and cleared by software to enable/disable the end of conversion interrupt.

0: EOC interrupt disabled

1: EOC interrupt enabled. An interrupt is generated when the EOC bit is set.

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 1 **EOSMPIE**: End of sampling flag interrupt enable

This bit is set and cleared by software to enable/disable the end of the sampling phase interrupt.

0: EOSMP interrupt disabled.

1: EOSMP interrupt enabled. An interrupt is generated when the EOSMP bit is set.

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 0 **ADRDYIE**: ADC ready interrupt enable

This bit is set and cleared by software to enable/disable the ADC Ready interrupt.

0: ADRDY interrupt disabled.

1: ADRDY interrupt enabled. An interrupt is generated when the ADRDY bit is set.

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

13.11.3 ADC control register (ADC_CR)

Address offset: 0x08

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADCAL	Res.	Res.	ADVREGEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
rs			rw												
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADSTP	Res.	ADSTART	ADDIS	ADEN
											rs		rs	rs	rs

Bit 31 **ADCAL**: ADC calibration

This bit is set by software to start the calibration of the ADC.

It is cleared by hardware after calibration is complete.

0: Calibration complete

1: Write 1 to calibrate the ADC. Read at 1 means that a calibration is in progress.

Note: The software is allowed to set ADCAL only when the ADC is disabled (ADCAL=0, ADSTART=0, ADSTP=0, ADDIS=0 and ADEN=0).

The software is allowed to update the calibration factor by writing ADC_CALFACT only when ADEN=1 and ADSTART=0 (ADC enabled and no conversion is ongoing).

Bits 30:29 Reserved, must be kept at reset value.

Bit 28 **ADVREGEN**: ADC Voltage Regulator Enable

This bit can be set:

– by software, to enable the ADC internal voltage regulator.

– by hardware, when launching the calibration (setting ADCAL=1) or when enabling the ADC (setting ADEN=1)

It is cleared by software to disable the voltage regulator. It can be cleared only if ADEN is set to 0.

0: ADC voltage regulator disabled

1: ADC voltage regulator enabled

Note: The software can program this bit field only when the ADC is disabled (ADCAL=0, ADSTART=0, ADSTP=0, ADDIS=0 and ADEN=0).

Bits 27:5 Reserved, must be kept at reset value.

Bit 4 **ADSTP**: ADC stop conversion command

This bit is set by software to stop and discard an ongoing conversion (ADSTP Command).

It is cleared by hardware when the conversion is effectively discarded and the ADC is ready to accept a new start conversion command.

0: No ADC stop conversion command ongoing

1: Write 1 to stop the ADC. Read 1 means that an ADSTP command is in progress.

Note: Setting ADSTP to '1' is only effective when ADSTART=1 and ADDIS=0 (ADC is enabled and may be converting and there is no pending request to disable the ADC)

Bit 3 Reserved, must be kept at reset value.

Bit 2 **ADSTART**: ADC start conversion command

This bit is set by software to start ADC conversion. Depending on the EXTEN [1:0] configuration bits, a conversion either starts immediately (software trigger configuration) or once a hardware trigger event occurs (hardware trigger configuration).

It is cleared by hardware:

– In single conversion mode (CONT=0, DISCEN=0), when software trigger is selected (EXTEN=00): at the assertion of the end of Conversion Sequence (EOS) flag.

– In discontinuous conversion mode(CONT=0, DISCEN=1), when the software trigger is selected (EXTEN=00): at the assertion of the end of Conversion (EOC) flag.

– In all other cases: after the execution of the ADSTP command, at the same time as the ADSTP bit is cleared by hardware.

0: No ADC conversion is ongoing.

1: Write 1 to start the ADC. Read 1 means that the ADC is operating and may be converting.

Note: The software is allowed to set ADSTART only when ADEN=1 and ADDIS=0 (ADC is enabled and there is no pending request to disable the ADC).

Bit 1 **ADDIS**: ADC disable command

This bit is set by software to disable the ADC (ADDIS command) and put it into power-down state (OFF state).

It is cleared by hardware once the ADC is effectively disabled (ADEN is also cleared by hardware at this time).

0: No ADDIS command ongoing

1: Write 1 to disable the ADC. Read 1 means that an ADDIS command is in progress.

Note: Setting ADDIS to ‘1’ is only effective when ADEN=1 and ADSTART=0 (which ensures that no conversion is ongoing)

Bit 0 **ADEN**: ADC enable command

This bit is set by software to enable the ADC. The ADC will be effectively ready to operate once the ADRDY flag has been set.

It is cleared by hardware when the ADC is disabled, after the execution of the ADDIS command.

0: ADC is disabled (OFF state)

1: Write 1 to enable the ADC.

Note: The software is allowed to set ADEN only when all bits of ADC_CR registers are 0 (ADCAL=0, ADSTP=0, ADSTART=0, ADDIS=0 and ADEN=0)

13.11.4 ADC configuration register 1 (ADC_CFGR1)

Address offset: 0x0C

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	AWDCH[4:0]					Res.	Res.	AWDEN	AWDSGL	Res.	Res.	Res.	Res.	Res.	DISCEN
	rw	rw	rw	rw	rw			rw	rw						rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
AUTOFF	WAIT	CONT	OVRMOD	EXTEN[1:0]		Res.	EXTSEL[2:0]			ALIGN	RES[1:0]		SCANDIR	DMACFG	DMAEN
rw	rw	rw	rw	rw			rw			rw	rw		rw	rw	rw

Bit 31 Reserved, must be kept at reset value.

Bits 30:26 **AWDCH[4:0]**: Analog watchdog channel selection

These bits are set and cleared by software. They select the input channel to be guarded by the analog watchdog.

00000: ADC analog input Channel 0 monitored by AWD

00001: ADC analog input Channel 1 monitored by AWD

.....

10001: ADC analog input Channel 17 monitored by AWD

Others: Reserved

Note: The channel selected by the AWDCH[4:0] bits must be also set into the CHSELR register

The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bits 25:24 Reserved, must be kept at reset value.

Bit 23 **AWDEN**: Analog watchdog enable

This bit is set and cleared by software.

0: Analog watchdog disabled

1: Analog watchdog enabled

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 22 **AWDSGL**: Enable the watchdog on a single channel or on all channels

This bit is set and cleared by software to enable the analog watchdog on the channel identified by the AWDCH[4:0] bits or on all the channels

0: Analog watchdog enabled on all channels

1: Analog watchdog enabled on a single channel

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bits 21:17 Reserved, must be kept at reset value.

Bit 16 **DISCEN**: Discontinuous mode

This bit is set and cleared by software to enable/disable discontinuous mode.

0: Discontinuous mode disabled

1: Discontinuous mode enabled

Note: It is not possible to have both discontinuous mode and continuous mode enabled: it is forbidden to set both bits DISCEN=1 and CONT=1.

The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 15 **AUTOFF**: Auto-off mode

This bit is set and cleared by software to enable/disable auto-off mode.

0: Auto-off mode disabled

1: Auto-off mode enabled

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 14 **WAIT**: Wait conversion mode

This bit is set and cleared by software to enable/disable wait conversion mode.

0: Wait conversion mode off

1: Wait conversion mode on

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 13 **CONT**: Single / continuous conversion mode

This bit is set and cleared by software. If it is set, conversion takes place continuously until it is cleared.

0: Single conversion mode

1: Continuous conversion mode

Note: It is not possible to have both discontinuous mode and continuous mode enabled: it is forbidden to set both bits DISCEN=1 and CONT=1.

The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 12 **OVRMOD**: Overrun management mode

This bit is set and cleared by software and configure the way data overruns are managed.

0: ADC_DR register is preserved with the old data when an overrun is detected.

1: ADC_DR register is overwritten with the last conversion result when an overrun is detected.

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bits 11:10 **EXTEN[1:0]**: External trigger enable and polarity selection

These bits are set and cleared by software to select the external trigger polarity and enable the trigger.

00: Hardware trigger detection disabled (conversions can be started by software)

01: Hardware trigger detection on the rising edge

10: Hardware trigger detection on the falling edge

11: Hardware trigger detection on both the rising and falling edges

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 9 Reserved, must be kept at reset value.

Bits 8:6 **EXTSEL[2:0]**: External trigger selection

These bits select the external event used to trigger the start of conversion (refer to *Table 55: External triggers* for details):

000: TRG0
001: TRG1
010: TRG2
011: TRG3
100: TRG4
101: TRG5
110: TRG6
111: TRG7

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 5 **ALIGN**: Data alignment

This bit is set and cleared by software to select right or left alignment. Refer to *Figure 40: Data alignment and resolution (oversampling disabled: OVSE = 0) on page 265*

0: Right alignment
1: Left alignment

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bits 4:3 **RES[1:0]**: Data resolution

These bits are written by software to select the resolution of the conversion.

00: 12 bits
01: 10 bits
10: 8 bits
11: 6 bits

Note: The software is allowed to write these bits only when ADEN=0.

Bit 2 **SCANDIR**: Scan sequence direction

This bit is set and cleared by software to select the direction in which the channels will be scanned in the sequence.

0: Upward scan (from CHSEL0 to CHSEL17)

1: Backward scan (from CHSEL17 to CHSEL0)

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 1 **DMACFG**: Direct memory access configuration

This bit is set and cleared by software to select between two DMA modes of operation and is effective only when DMAEN=1.

0: DMA one shot mode selected

1: DMA circular mode selected

For more details, refer to *Section 13.5.5: Managing converted data using the DMA on page 266*

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

Bit 0 **DMAEN**: Direct memory access enable

This bit is set and cleared by software to enable the generation of DMA requests. This allows to use the DMA controller to manage automatically the converted data. For more details, refer to *Section 13.5.5: Managing converted data using the DMA on page 266*.

0: DMA disabled

1: DMA enabled

Note: The software is allowed to write this bit only when ADSTART bit is cleared to 0 (this ensures that no conversion is ongoing).

13.11.5 ADC configuration register 2 (ADC_CFGR2)

Address offset: 0x10

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CKMODE[1:0]		Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
rw	rw														

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	TOVS	OVSS[3:0]				OVSR[2:0]			Res.	OVSE
						rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:30 **CKMODE[1:0]:** ADC clock mode

These bits are set and cleared by software to define how the analog ADC is clocked:
00: ADCCLK (Asynchronous clock mode), generated at product level (refer to RCC section)
01: PCLK/2 (Synchronous clock mode)
10: PCLK/4 (Synchronous clock mode)
In all synchronous clock modes, there is no jitter in the delay from a timer trigger to the start of a conversion.

Note: The software is allowed to write these bits only when the ADC is disabled (ADCAL=0, ADSTART=0, ADSTP=0, ADDIS=0 and ADEN=0).

Bits 29:10 Reserved, must be kept at reset value.

Bit 9 **TOVS**: Triggered *Oversampling*

This bit is set and cleared by software.
0: All oversampled conversions for a channel are done consecutively after a trigger
1: Each oversampled conversion for a channel needs a trigger

Note: The software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

Bits 8:5 **OVSS[3:0]**: *Oversampling shift*

This bit is set and cleared by software.
0000: No shift
0001: Shift 1-bit
0010: Shift 2-bits
0011: Shift 3-bits
0100: Shift 4-bits
0101: Shift 5-bits
0110: Shift 6-bits
0111: Shift 7-bits
1000: Shift 8-bits
Others: Reserved

Note: The software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

Bits 4:2 **OVSR[2:0]**: *Oversampling ratio*

This bit filed defines the number of oversampling ratio.

000: 2x

001: 4x

010: 8x

011: 16x

100: 32x

101: 64x

110: 128x

111: 256x

Note: The software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

Bit 1 Reserved, must be kept at reset value.

Bit 0 **OVSE**: *Oversampler Enable*

This bit is set and cleared by software.

0: Oversampler disabled

1: Oversampler enabled

Note: Software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

13.11.6 ADC sampling time register (ADC_SMPR)

Address offset: 0x14

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SMP[2:0]		
													rw		

Bits 31:3 Reserved, must be kept at reset value.

13.11.7 ADC watchdog threshold register (ADC_TR)

Address offset: 0x20

Reset value: 0x0FFF 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	HT[11:0]											
				rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	LT[11:0]											
				rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:28 Reserved, must be kept at reset value.

Bits 27:16 **HT[11:0]**: *Analog watchdog higher threshold*

These bits are written by software to define the higher threshold for the analog watchdog. Refer to *Section 13.7: Analog window watchdog (AWDEN, AWDSGL, AWDCH, ADC_TR, AWD) on page 270*

Note: The software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

Bits 15:12 Reserved, must be kept at reset value.

Bits 11:0 **LT[11:0]**: Analog watchdog lower threshold

These bits are written by software to define the lower threshold for the analog watchdog.
Refer to *Section 13.7: Analog window watchdog (AWDEN, AWDSGL, AWDCH, ADC_TR, AWD) on page 270*

Note: The software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

13.11.8 ADC channel selection register (ADC_CHSELR)

Address offset: 0x28

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res	CHSEL 17	CHSEL 16
														rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CHSEL 15	CHSEL 14	CHSEL 13	CHSEL 12	CHSEL 11	CHSEL 10	CHSEL 9	CHSEL 8	CHSEL 7	CHSEL 6	CHSEL 5	CHSEL 4	CHSEL 3	CHSEL 2	CHSEL 1	CHSEL 0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:18 Reserved, must be kept at reset value.

Bits 17:0 **CHSELx**: Channel-x selection

These bits are written by software and define which channels are part of the sequence of channels to be converted.

0: Input Channel-x is not selected for conversion

1: Input Channel-x is selected for conversion

Note: The software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

13.11.9 ADC data register (ADC_DR)

Address offset: 0x40

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DATA[15:0]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **DATA[15:0]**: Converted data

These bits are read-only. They contain the conversion result from the last converted channel. The data are left- or right-aligned as shown in *Figure 40: Data alignment and resolution (oversampling disabled: OVSE = 0) on page 265*.

Just after a calibration is complete, DATA[6:0] contains the calibration factor.

13.11.10 ADC Calibration factor (ADC_CALFACT)

Address offset: 0xB4

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CALFACT[6:0]						
									rw	rw	rw	rw	rw	rw	rw

Bits 31:7 Reserved, must be kept at reset value.

Bits 6:0 **CALFACT[6:0]**: Calibration factor

These bits are written by hardware or by software.

– Once a single-ended inputs calibration is complete, they are updated by hardware with the calibration factors.

– Software can write these bits with a new calibration factor. If the new calibration factor is different from the current one stored into the analog ADC, it will then be applied once a new single-ended calibration is launched.

– Just after a calibration is complete, DATA[6:0] contains the calibration factor.

Note: Software is allowed to write these bits only when ADEN=1 and ADSTART=0 (ADC is enabled and no calibration is ongoing and no conversion is ongoing).

13.11.11 ADC common configuration register (ADC_CCR)

Address offset: 0x308

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	LFMEN	Res.	Res.	VREFEN	PRESC[3:0]				Res.	Res.
						rw			rw	rw	rw	rw	rw		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

Bits 31:26 Reserved, must be kept at reset value.

Bit 25 **LFMEN**: Low Frequency Mode enable

This bit is set and cleared by software to enable/disable the Low Frequency Mode.

It is mandatory to enable this mode the user selects an ADC clock frequency lower than 3.5 MHz

0: Low Frequency Mode disabled

1: Low Frequency Mode enabled

Note: The software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing.

Bit 24 Reserved, must be kept at reset value.

Bit 23 Reserved, must be kept at reset value.

Bit 22 **VREFEN**: V_{REFINT} enable

This bit is set and cleared by software to enable/disable the V_{REFINT}.

0: V_{REFINT} disabled

1: V_{REFINT} enabled

Note: Software is allowed to write this bit only when ADSTART=0 (which ensures that no conversion is ongoing).

Bits 21:18 **PRESC[3:0]:** ADC prescaler

Set and cleared by software to select the frequency of the clock to the ADC.

0000: input ADC clock not divided

0001: input ADC clock divided by 2

0010: input ADC clock divided by 4

0011: input ADC clock divided by 6

0100: input ADC clock divided by 8

0101: input ADC clock divided by 10

0110: input ADC clock divided by 12

0111: input ADC clock divided by 16

1000: input ADC clock divided by 32

1001: input ADC clock divided by 64

1010: input ADC clock divided by 128

1011: input ADC clock divided by 256

Other: Reserved

Note: Software is allowed to write these bits only when the ADC is disabled (ADCAL=0, ADSTART=0, ADSTP=0, ADDIS=0 and ADEN=0).

Bits 17:0 Reserved, must be kept at reset value.

13.11.12 ADC register map

The following table summarizes the ADC registers.

Table 61. ADC register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**ADC_ISR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EOCAL	Res.	Res.	Res.	AWD	Res.	Res.	OVR	EOS	EOC	EOSMP	ADRDY
	Reset value																					0				0			0	0	0	0	0
0x04	**ADC_IER**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EOCALIE	Res.	Res.	Res.	AWDIE	Res.	Res.	OVRIE	EOSIE	EOCIE	EOSMPIE	ADRDY1E
	Reset value																					0				0			0	0	0	0	0
0x08	**ADC_CR**	ADCAL	Res.	Res.	ADVREGEN	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADSTP	Res.	ADSTART	ADDIS	ADEN
	Reset value	0			0																								0		0	0	0
0x0C	**ADC_CFGR1**	Res.	AWDCH[4:0]					Res.	Res.	AWDEN	AWDSGL	Res.	Res.	Res.	Res.	Res.	DISCEN	AUTOFF	WAIT	CONT	OVRMOD	EXTEN[1:0]		Res.	EXTSEL [2:0]			ALIGN	RES [1:0]		SCANDIR	DMACFG	DMAEN
	Reset value		0	0	0	0	0			0	0						0	0	0	0	0	0	0		0	0	0	0	0	0	0	0	0
0x10	**ADC_CFGR2**	CKMODE[1:0]		Res	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TOVS	OVSS[3:0]				OVSR[2:0]			Res.	OVSE
	Reset value	0	0																					0	0	0	0	0	0	0	0	0	0
0x14	**ADC_SMPR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SMP [2:0]		
	Reset value																														0	0	0
0x18	Reserved	Reserved																															
0x1C	Reserved	Reserved																															
0x20	**ADC_TR**	Res.	Res.	Res.	Res.	HT[11:0]												Res.	Res.	Res.	Res.	LT[11:0]											
	Reset value					1	1	1	1	1	1	1	1	1	1	1	1					0	0	0	0	0	0	0	0	0	0	0	0
0x24	Reserved	Reserved																															
0x28	**ADC_CHSELR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res	CHSEL17	CHSEL16	CHSEL15	CHSEL14	CHSEL13	CHSEL12	CHSEL11	CHSEL10	CHSEL9	CHSEL8	CHSEL7	CHSEL6	CHSEL5	CHSEL4	CHSEL3	CHSEL2	CHSEL1	CHSEL0
	Reset value															0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x2C 0x30 0x34 0x38 0x3C	Reserved	Reserved																															
0x40	**ADC_DR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DATA[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
...	Reserved	Reserved																															
...	Reserved	Reserved																															
0xB4	**ADC_CALFACT**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CALFACT[6:0]						
	Reset value																										0	0	0	0	0	0	0
...	Reserved	Reserved																															

Table 61. ADC register map and reset values (continued)

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x308	**ADC_CCR**	Res.	Res.	Res.	Res.	Res.	Res.	LFMEN	Res.	Res.	VREFEN	PRESC3	PRESC2	PRESC1	PRESC0	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
	Reset value							0			0	0	0	0	0																		

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

14 General-purpose timer (TIM2)

14.1 TIM2 introduction

The general-purpose timer consists of a 16-bit auto-reload counter driven by a programmable prescaler.

It may be used for a variety of purposes, including measuring the pulse lengths of input signals (*input capture*) or generating output waveforms (*output compare and PWM*).

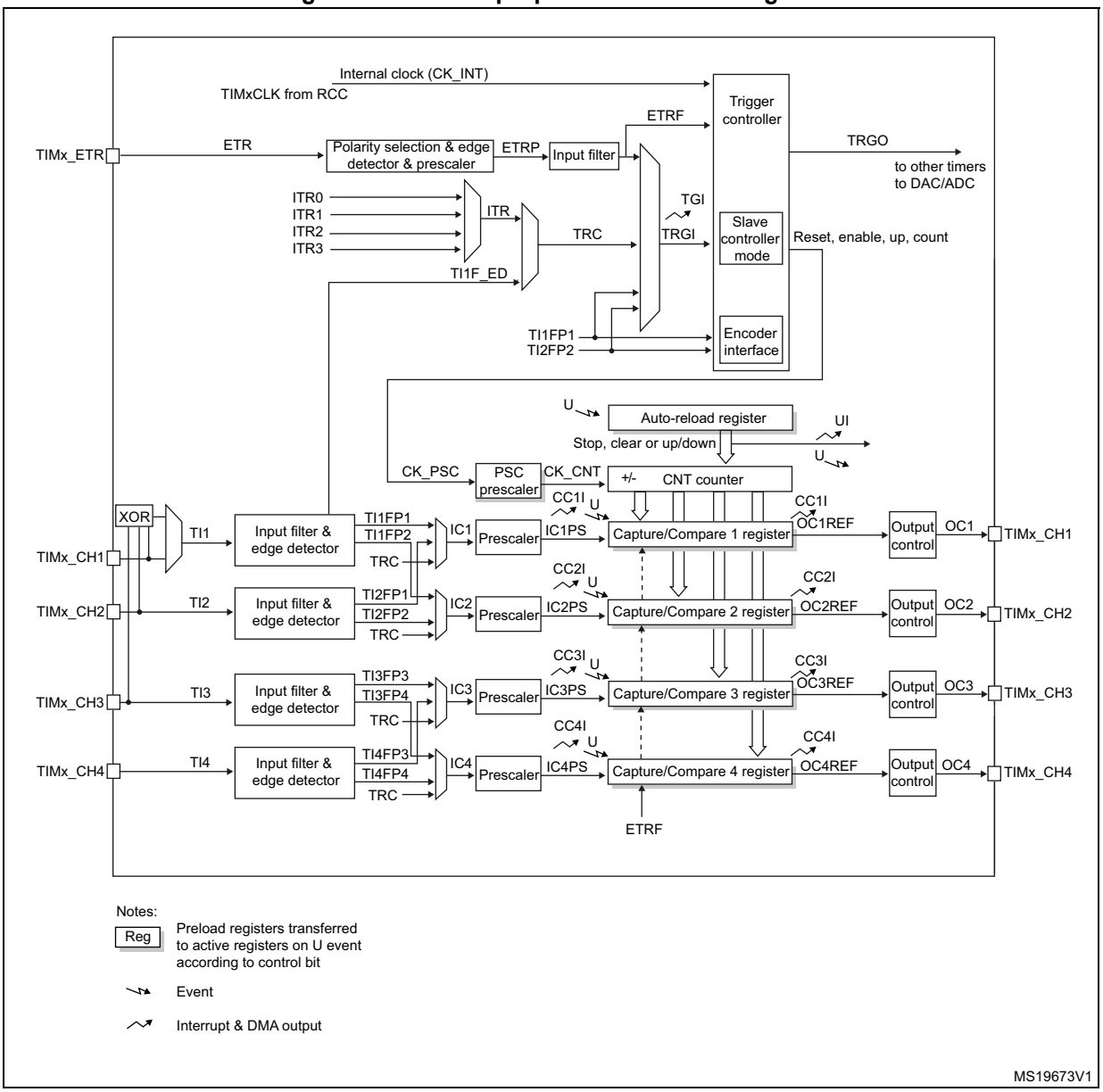
Pulse lengths and waveform periods can be modulated from a few microseconds to several milliseconds using the timer prescaler and the RCC clock controller prescalers.

14.2 TIM2 main features

General-purpose TIMx timer features include:

- 16-bit (TIM2) up, down, up/down auto-reload counter.
- 16-bit programmable prescaler used to divide (also “on the fly”) the counter clock frequency by any factor between 1 and 65535.
- Up to 4 independent channels for:
  - Input capture
  - Output compare
  - PWM generation (Edge- and Center-aligned modes)
  - One-pulse mode output
- Synchronization circuit to control the timer with external signals and to interconnect several timers.
- Interrupt/DMA generation on the following events:
  - Update: counter overflow/underflow, counter initialization (by software or internal/external trigger)
  - Trigger event (counter start, stop, initialization or count by internal/external trigger)
  - Input capture
  - Output compare
- Supports incremental (quadrature) encoder and hall-sensor circuitry for positioning purposes
- Trigger input for external clock or cycle-by-cycle current management

Figure 50. General-purpose timer block diagram



14.3 TIM2 functional description

14.3.1 Time-base unit

The main block of the programmable timer is a 16-bit with its related auto-reload register. The counter can count up, down or both up and down but also down or both up and down. The counter clock can be divided by a prescaler.

The counter, the auto-reload register and the prescaler register can be written or read by software. This is true even when the counter is running.

The time-base unit includes:

- Counter Register (TIMx_CNT)
- Prescaler Register (TIMx_PSC):
- Auto-Reload Register (TIMx_ARR)

The auto-reload register is preloaded. Writing to or reading from the auto-reload register accesses the preload register. The content of the preload register are transferred into the shadow register permanently or at each update event (UEV), depending on the auto-reload preload enable bit (ARPE) in TIMx_CR1 register. The update event is sent when the counter reaches the overflow (or underflow when downcounting) and if the UDIS bit equals 0 in the TIMx_CR1 register. It can also be generated by software. The generation of the update event is described in detail for each configuration.

The counter is clocked by the prescaler output CK_CNT, which is enabled only when the counter enable bit (CEN) in TIMx_CR1 register is set (refer also to the slave mode controller description to get more details on counter enabling).

Note that the actual counter enable signal CNT_EN is set 1 clock cycle after CEN.

Prescaler description

The prescaler can divide the counter clock frequency by any factor between 1 and 65536. It is based on a 16-bit counter controlled through a 16-bit/32-bit register (in the TIMx_PSC register). It can be changed on the fly as this control register is buffered. The new prescaler ratio is taken into account at the next update event.

Figure 51 and *Figure 14.3.2* give some examples of the counter behavior when the prescaler ratio is changed on the fly:

Figure 51. Counter timing diagram with prescaler division change from 1 to 2

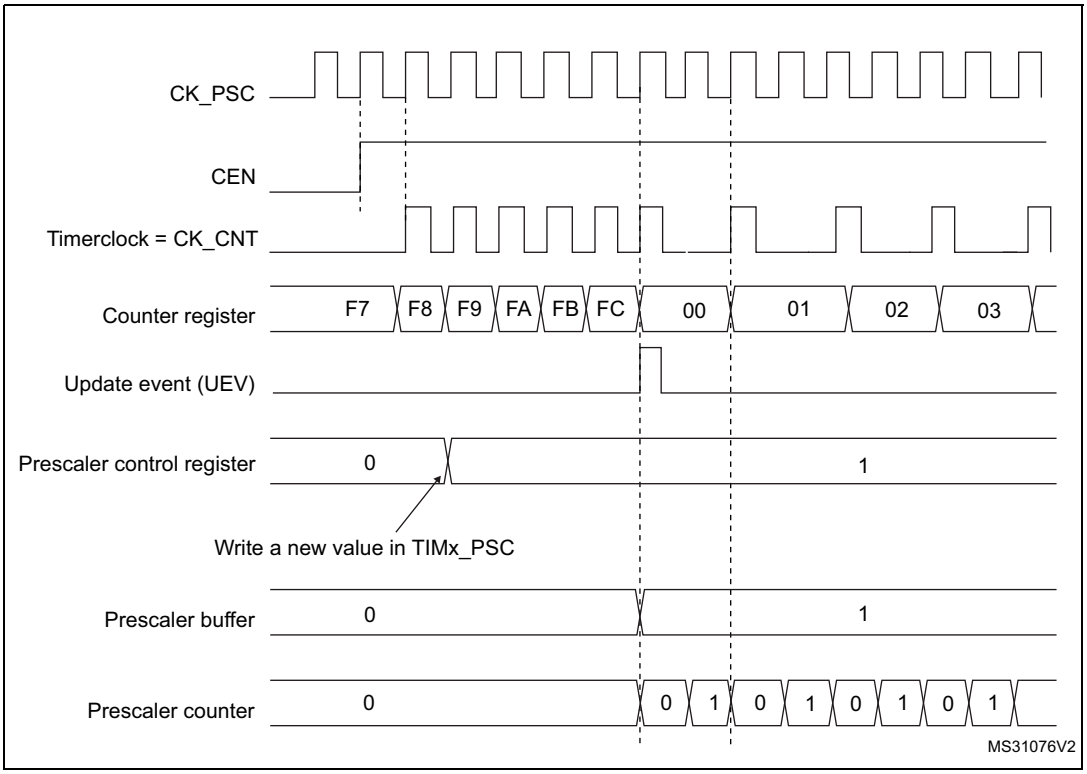
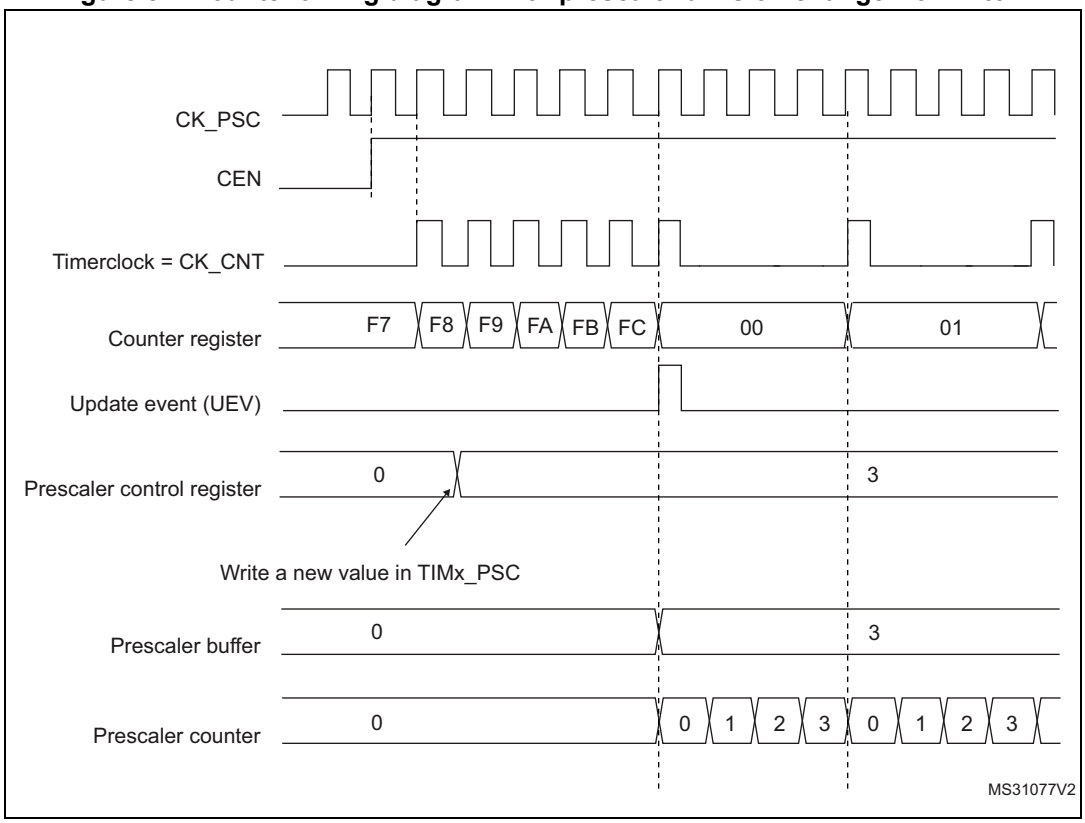


Figure 52. Counter timing diagram with prescaler division change from 1 to 4



14.3.2 Counter modes

Upcounting mode

In upcounting mode, the counter counts from 0 to the auto-reload value (content of the TIMx_ARR register), then restarts from 0 and generates a counter overflow event.

An Update event can be generated at each counter overflow or by setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller).

The UEV event can be disabled by software by setting the UDIS bit in TIMx_CR1 register. This is to avoid updating the shadow registers while writing new values in the preload registers. Then no update event occurs until the UDIS bit has been written to 0. However, the counter restarts from 0, as well as the counter of the prescaler (but the prescale rate does not change). In addition, if the URS bit (update request selection) in TIMx_CR1 register is set, setting the UG bit generates an update event UEV but without setting the UIF flag (thus no interrupt or DMA request is sent). This is to avoid generating both update and capture interrupts when clearing the counter on the capture event.

When an update event occurs, all the registers are updated and the update flag (UIF bit in TIMx_SR register) is set (depending on the URS bit):

- The buffer of the prescaler is reloaded with the preload value (content of the TIMx_PSC register)
- The auto-reload shadow register is updated with the preload value (TIMx_ARR)

The following figures show some examples of the counter behavior for different clock frequencies when TIMx_ARR=0x36.

Figure 53. Counter timing diagram, internal clock divided by 1

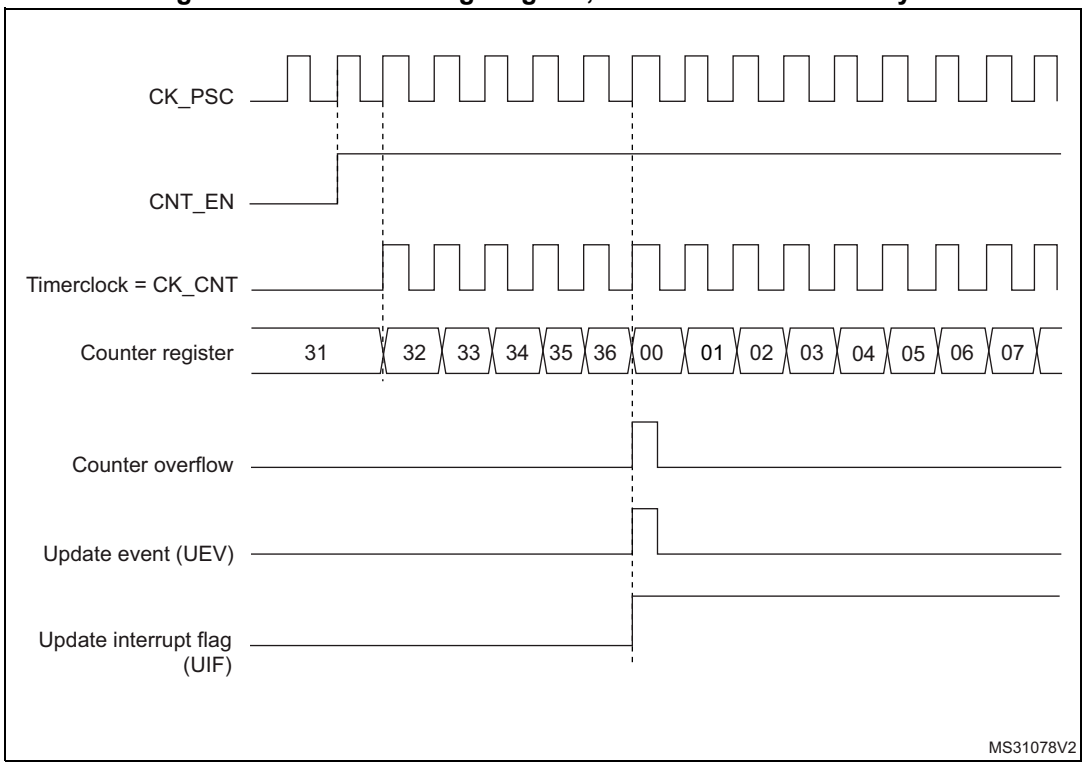


Figure 54. Counter timing diagram, internal clock divided by 2

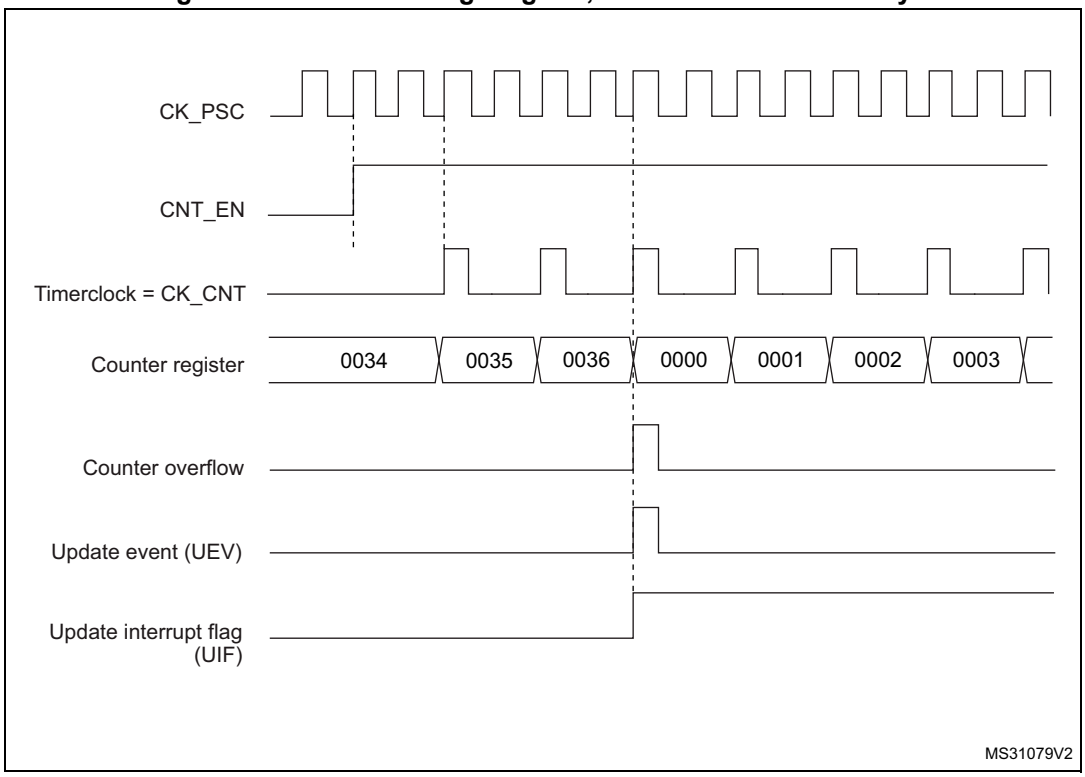


Figure 55. Counter timing diagram, internal clock divided by 4

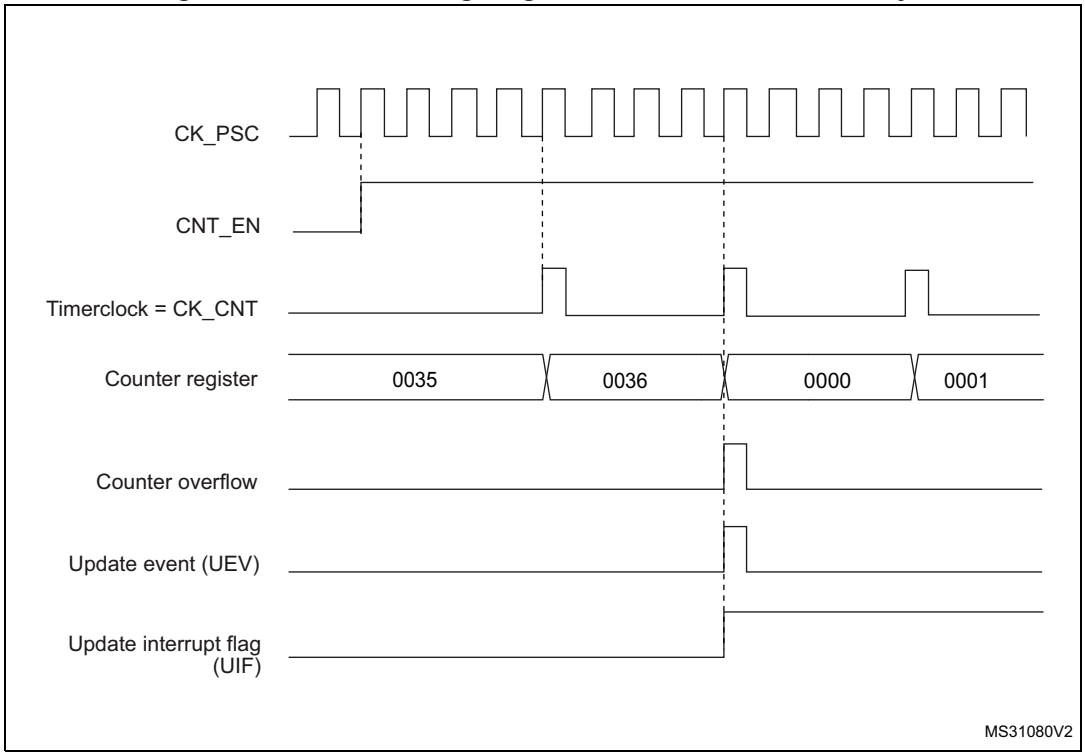


Figure 56. Counter timing diagram, internal clock divided by N

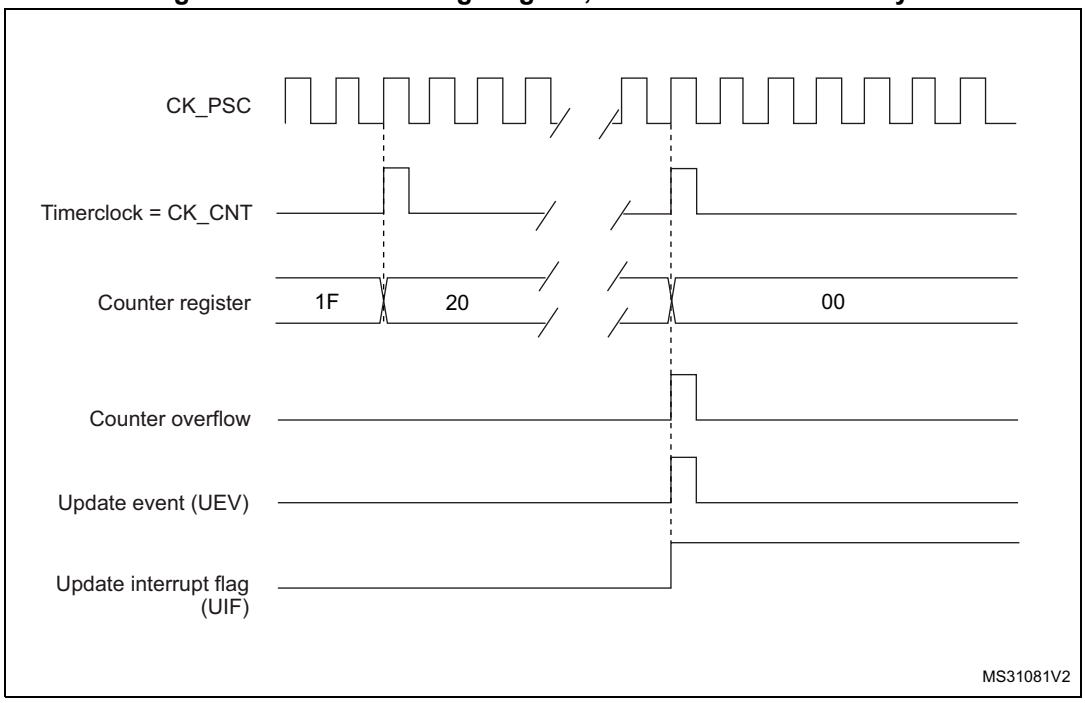


Figure 57. Counter timing diagram, Update event when ARPE=0 (TIMx_ARR not preloaded)

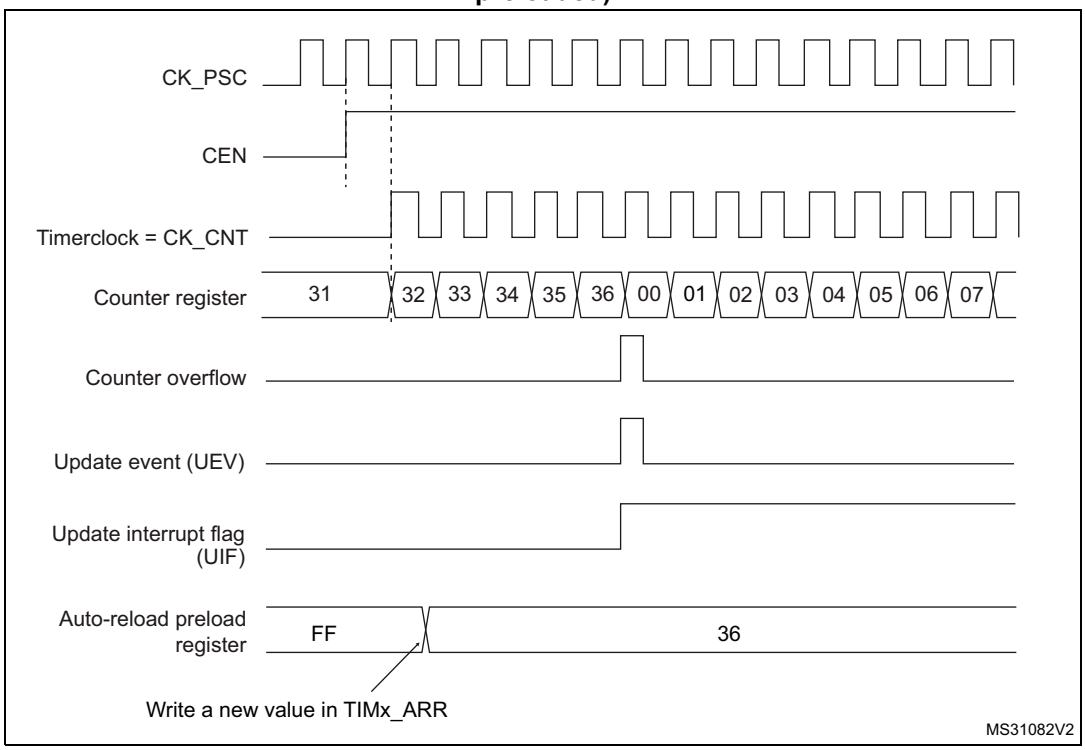
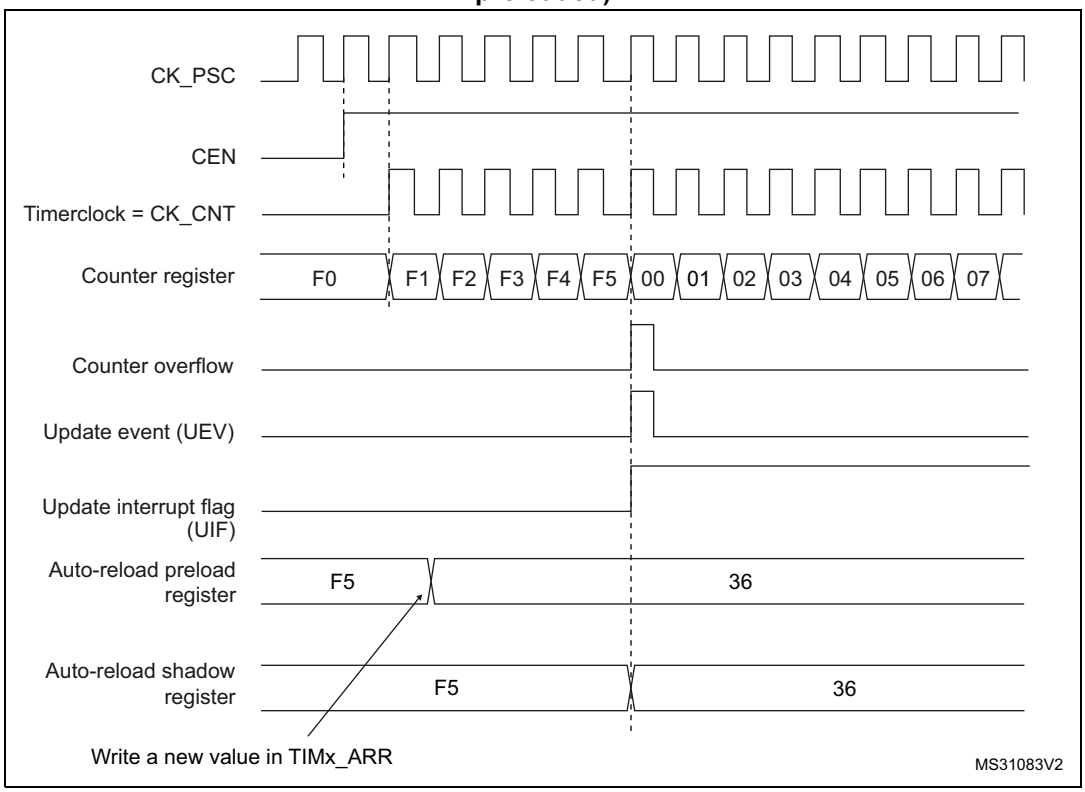


Figure 58. Counter timing diagram, Update event when ARPE=1 (TIMx_ARR preloaded)



Downcounting mode

In downcounting mode, the counter counts from the auto-reload value (content of the TIMx_ARR register) down to 0, then restarts from the auto-reload value and generates a counter underflow event.

An Update event can be generate at each counter underflow or by setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller)

The UEV update event can be disabled by software by setting the UDIS bit in TIMx_CR1 register. This is to avoid updating the shadow registers while writing new values in the preload registers. Then no update event occurs until UDIS bit has been written to 0. However, the counter restarts from the current auto-reload value, whereas the counter of the prescaler restarts from 0 (but the prescale rate doesn't change).

In addition, if the URS bit (update request selection) in TIMx_CR1 register is set, setting the UG bit generates an update event UEV but without setting the UIF flag (thus no interrupt or DMA request is sent). This is to avoid generating both update and capture interrupts when clearing the counter on the capture event.

When an update event occurs, all the registers are updated and the update flag (UIF bit in TIMx_SR register) is set (depending on the URS bit):

- The buffer of the prescaler is reloaded with the preload value (content of the TIMx_PSC register).
- The auto-reload active register is updated with the preload value (content of the TIMx_ARR register). Note that the auto-reload is updated before the counter is reloaded, so that the next period is the expected one.

The following figures show some examples of the counter behavior for different clock frequencies when TIMx_ARR=0x36.

Figure 59. Counter timing diagram, internal clock divided by 1

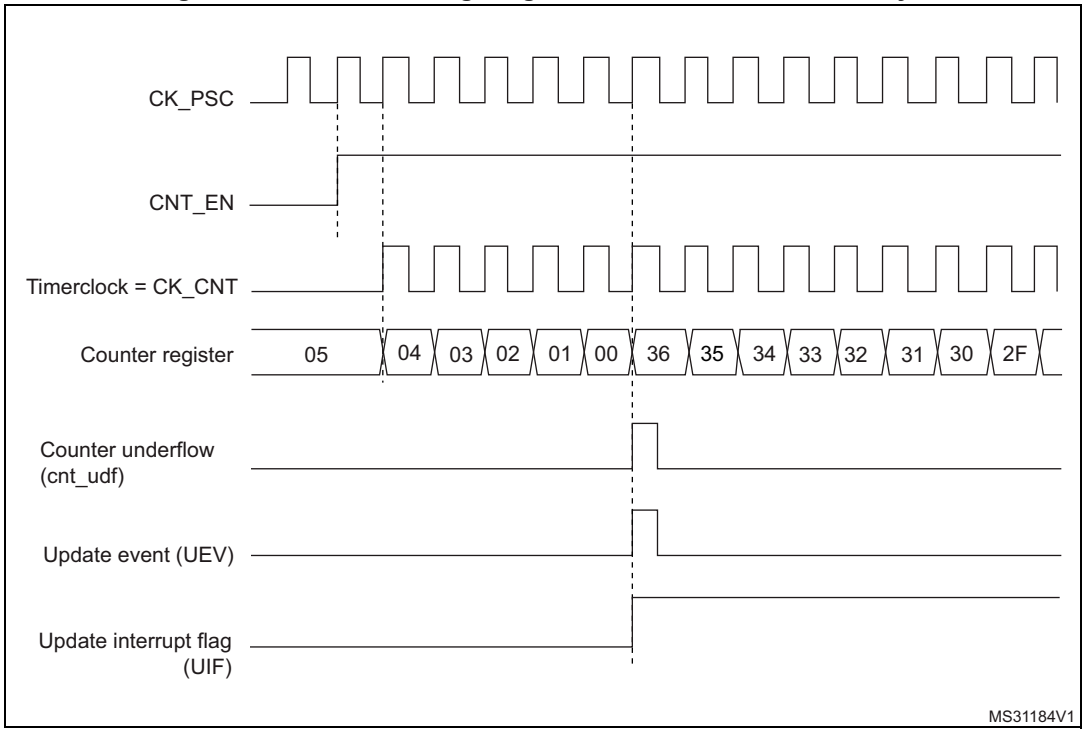


Figure 60. Counter timing diagram, internal clock divided by 2

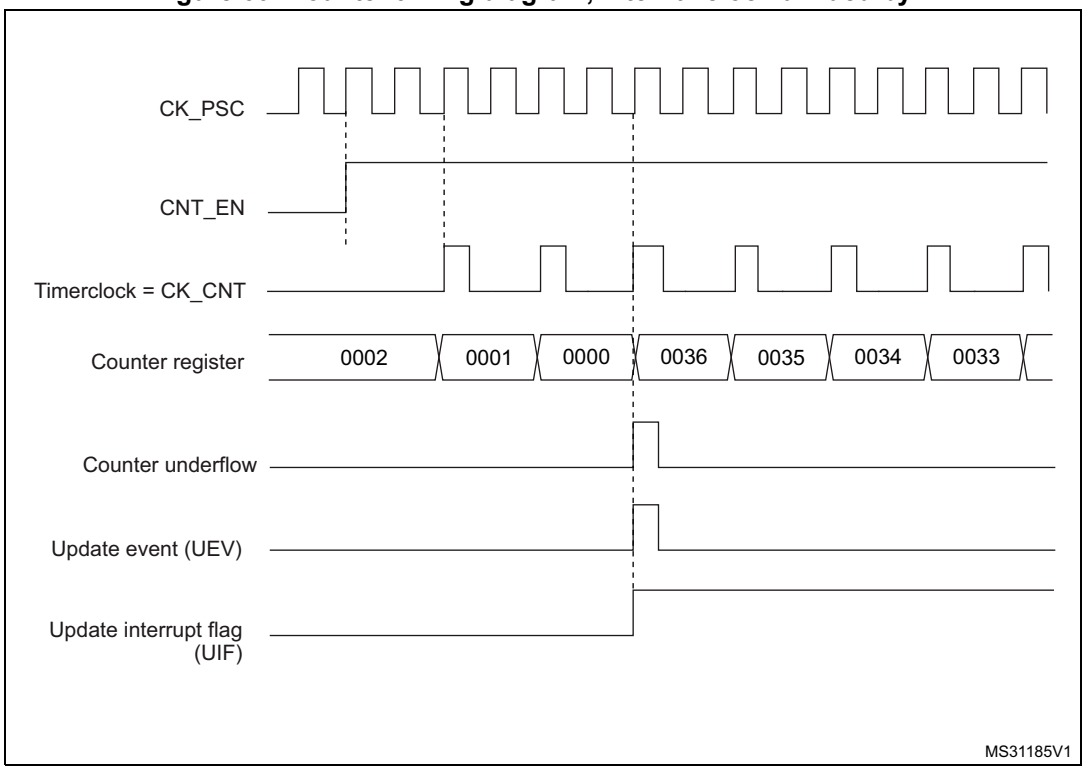


Figure 61. Counter timing diagram, internal clock divided by 4

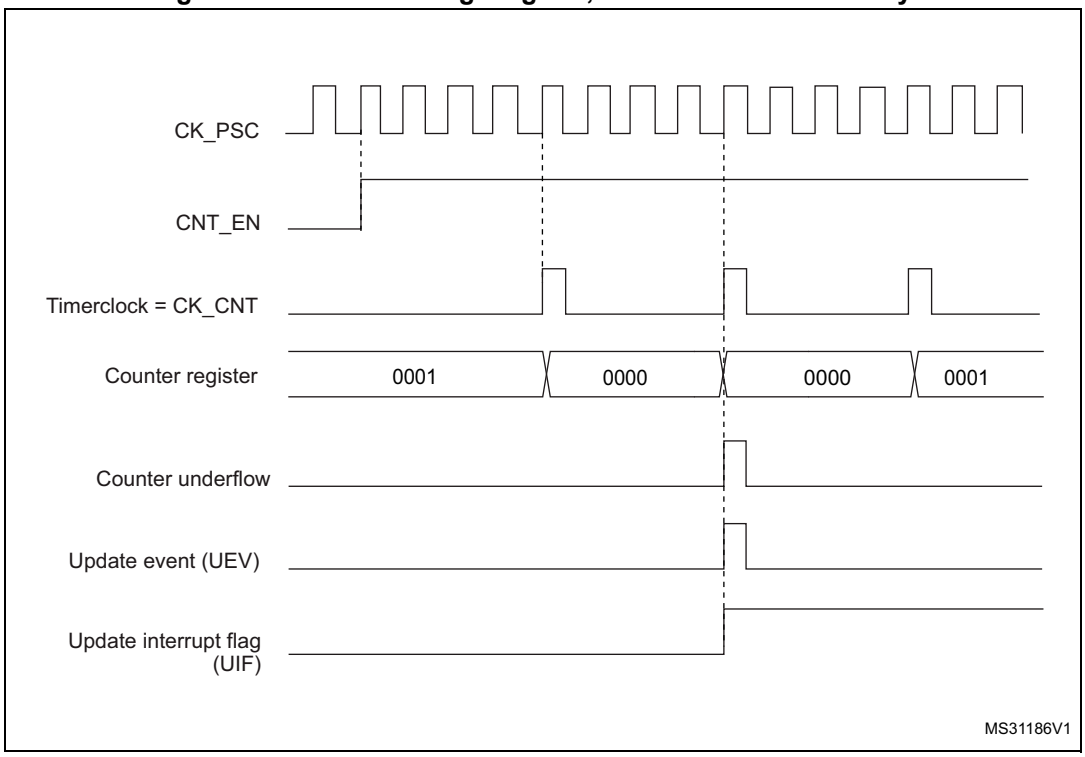


Figure 62. Counter timing diagram, internal clock divided by N

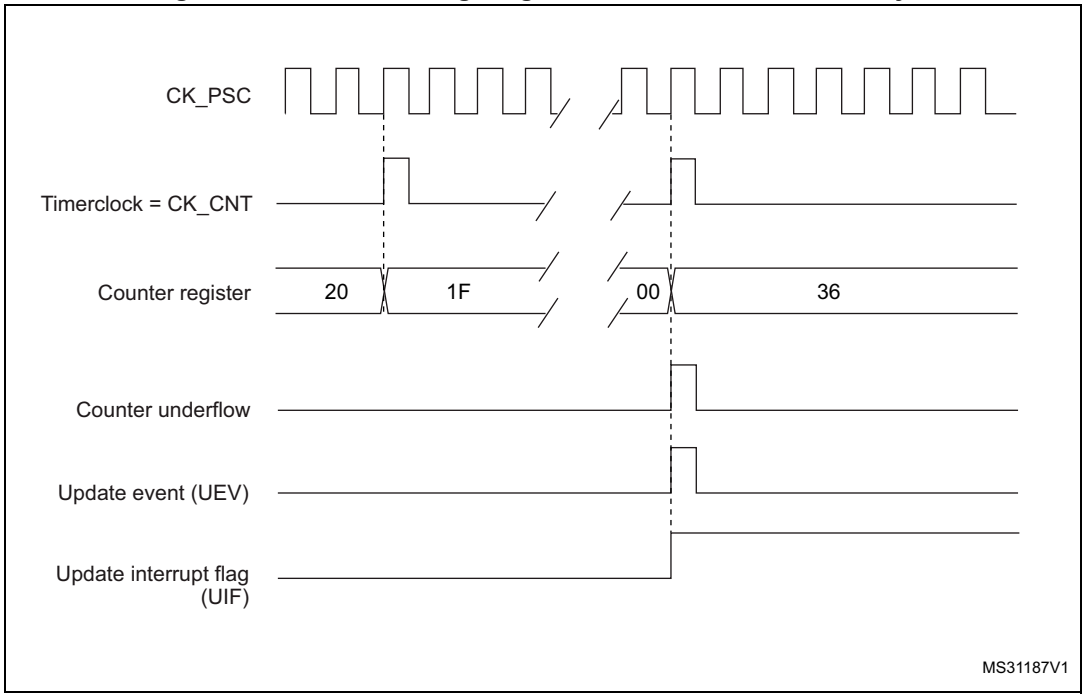
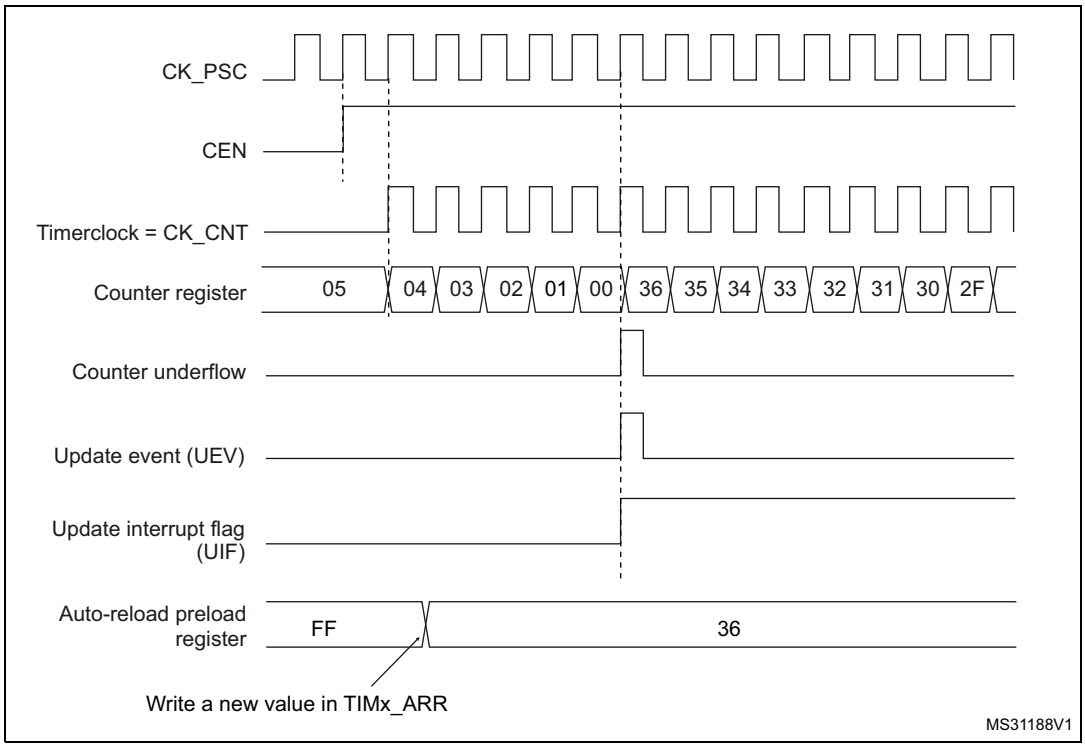


Figure 63. Counter timing diagram, Update event when repetition counter is not used



Center-aligned mode (up/down counting)

In center-aligned mode, the counter counts from 0 to the auto-reload value (content of the TIMx_ARR register) – 1, generates a counter overflow event, then counts from the auto-reload value down to 1 and generates a counter underflow event. Then it restarts counting from 0.

Center-aligned mode is active when the CMS bits in TIMx_CR1 register are not equal to '00'. The Output compare interrupt flag of channels configured in output is set when: the counter counts down (Center aligned mode 1, CMS = "01"), the counter counts up (Center aligned mode 2, CMS = "10") the counter counts up and down (Center aligned mode 3, CMS = "11").

In this mode, the direction bit (DIR from TIMx_CR1 register) cannot be written. It is updated by hardware and gives the current direction of the counter.

The update event can be generated at each counter overflow and at each counter underflow or by setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller) also generates an update event. In this case, the counter restarts counting from 0, as well as the counter of the prescaler.

The UEV update event can be disabled by software by setting the UDIS bit in TIMx_CR1 register. This is to avoid updating the shadow registers while writing new values in the preload registers. Then no update event occurs until the UDIS bit has been written to 0. However, the counter continues counting up and down, based on the current auto-reload value.

In addition, if the URS bit (update request selection) in TIMx_CR1 register is set, setting the UG bit generates an update event UEV but without setting the UIF flag (thus no interrupt or

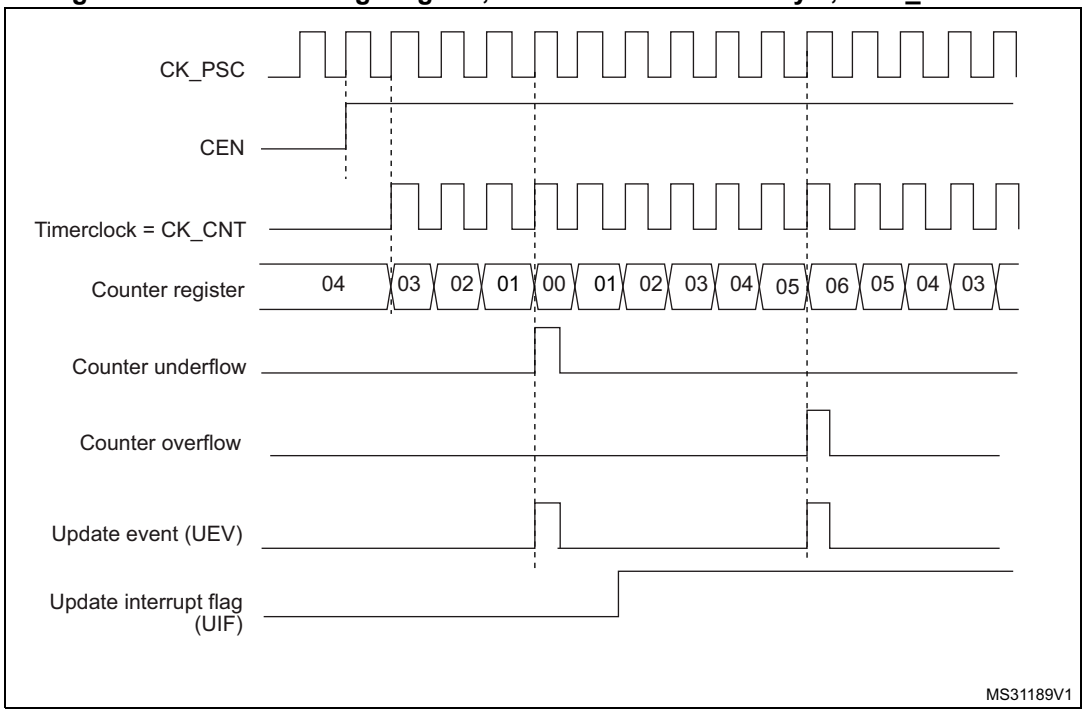
DMA request is sent). This is to avoid generating both update and capture interrupt when clearing the counter on the capture event.

When an update event occurs, all the registers are updated and the update flag (UIF bit in TIMx_SR register) is set (depending on the URS bit):

- The buffer of the prescaler is reloaded with the preload value (content of the TIMx_PSC register).
- The auto-reload active register is updated with the preload value (content of the TIMx_ARR register). Note that if the update source is a counter overflow, the auto-reload is updated before the counter is reloaded, so that the next period is the expected one (the counter is loaded with the new value).

The following figures show some examples of the counter behavior for different clock frequencies.

Figure 64. Counter timing diagram, internal clock divided by 1, TIMx_ARR=0x6



1. Here, center-aligned mode 1 is used (for more details refer to *Section 14.4.1: TIMx control register 1 (TIMx_CR1) on page 337*).

Figure 65. Counter timing diagram, internal clock divided by 2

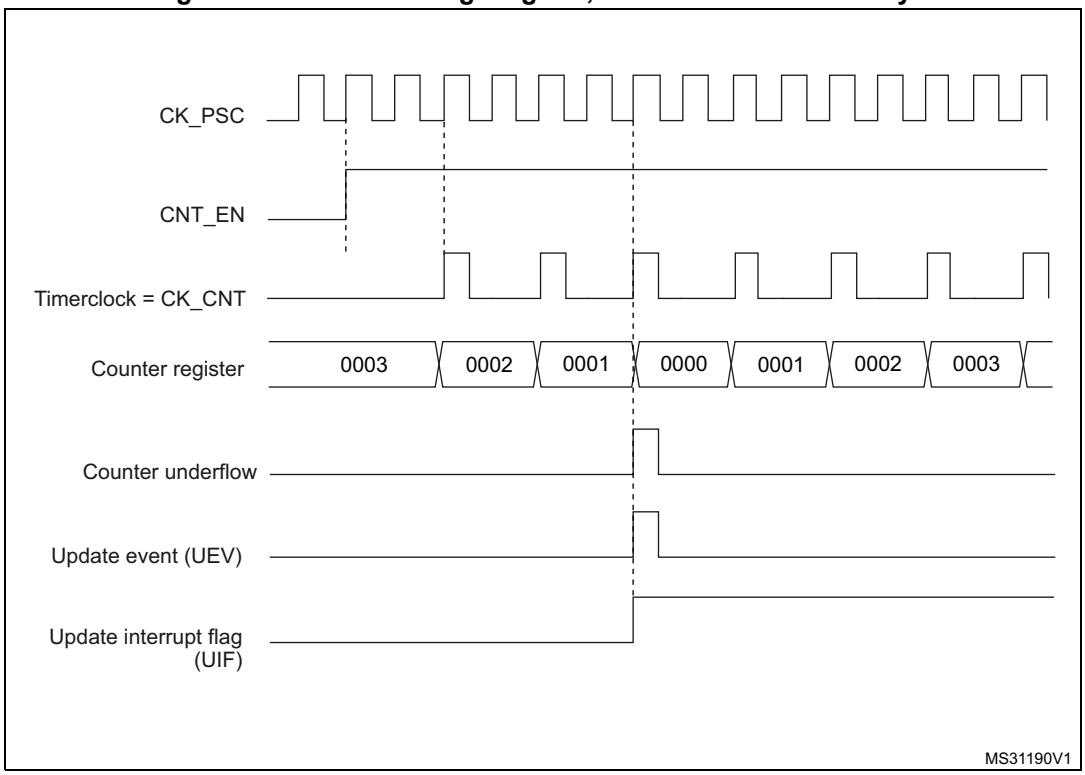
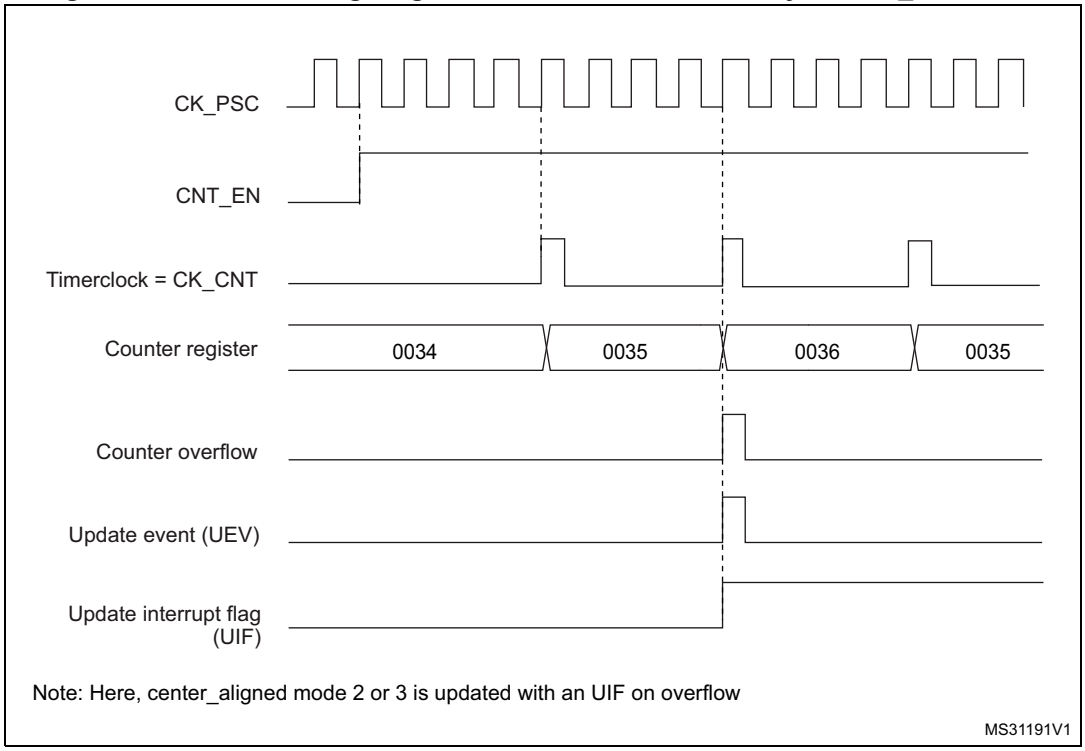


Figure 66. Counter timing diagram, internal clock divided by 4, TIMx_ARR=0x36



1. Center-aligned mode 2 or 3 is used with an UIF on overflow.

Figure 67. Counter timing diagram, internal clock divided by N

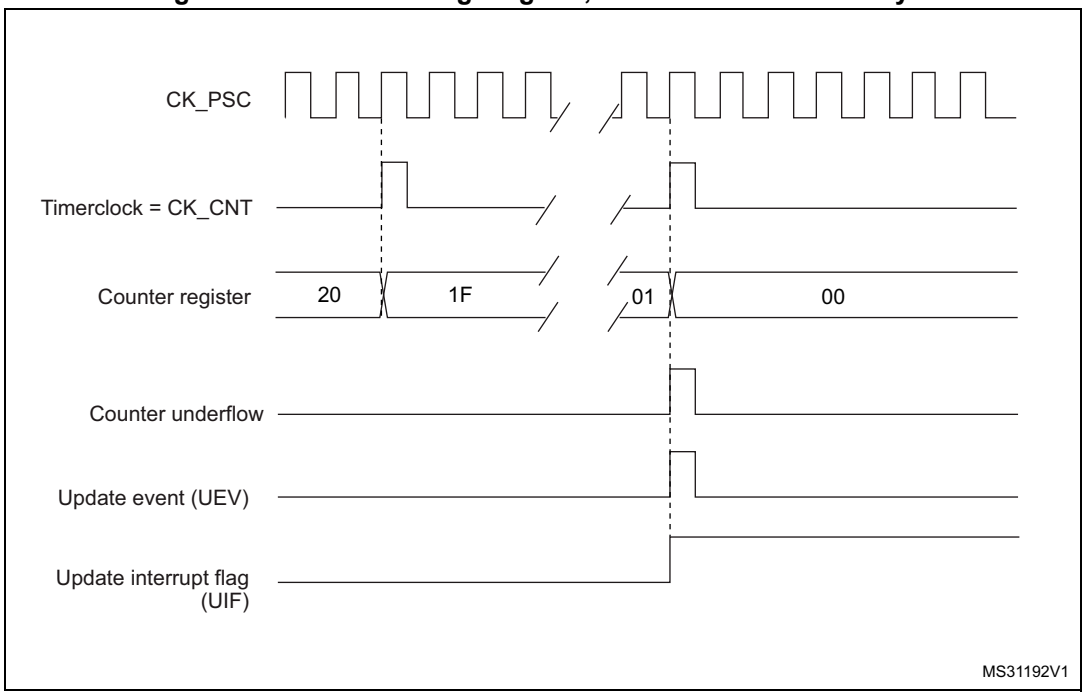


Figure 68. Counter timing diagram, Update event with ARPE=1 (counter underflow)

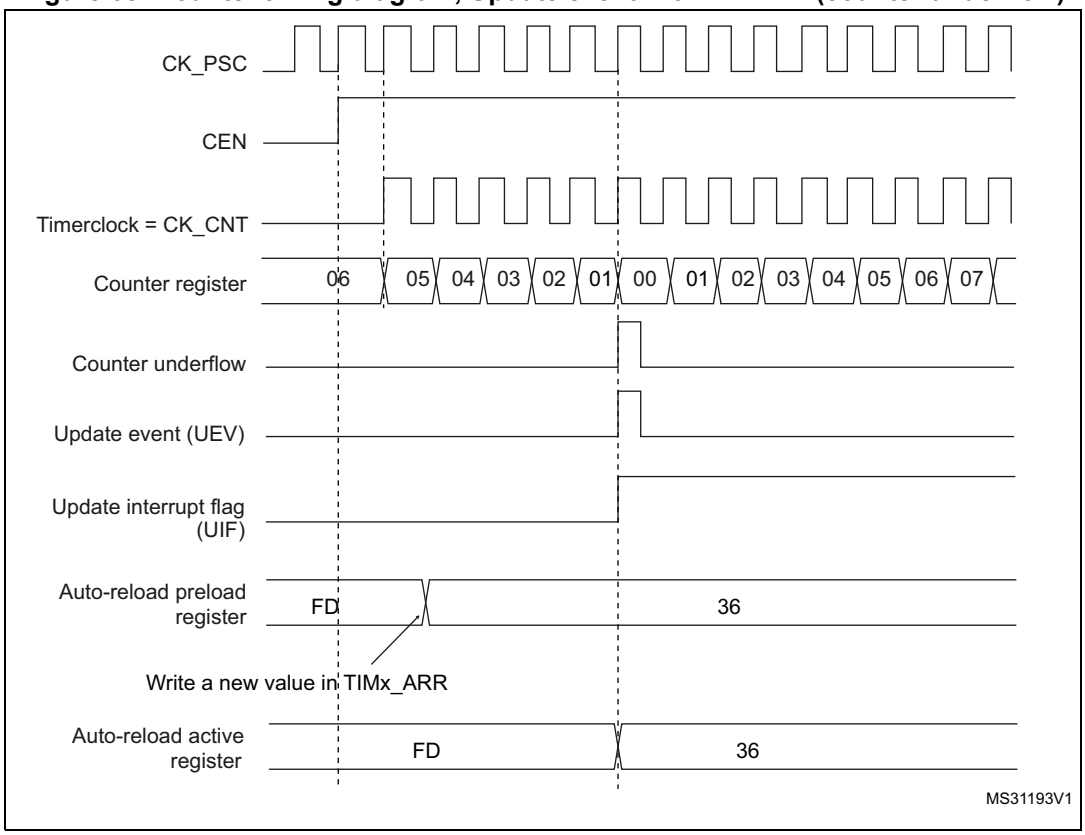
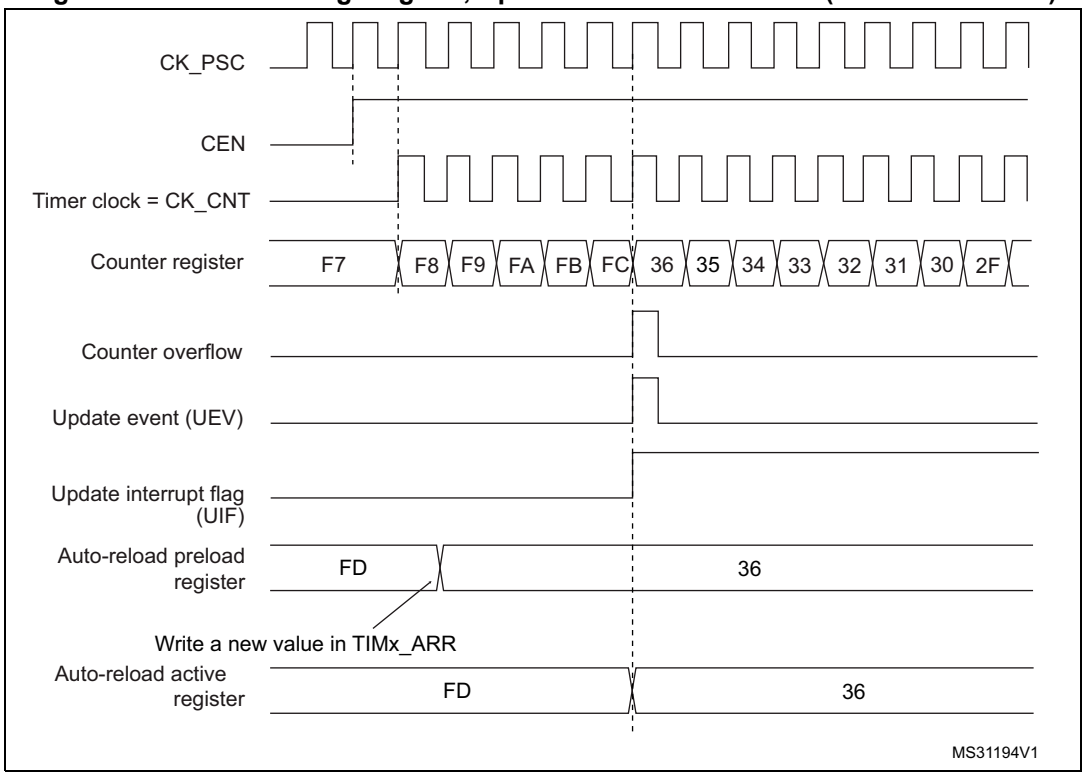


Figure 69. Counter timing diagram, Update event with ARPE=1 (counter overflow)



14.3.3 Clock selection

The counter clock can be provided by the following clock sources:

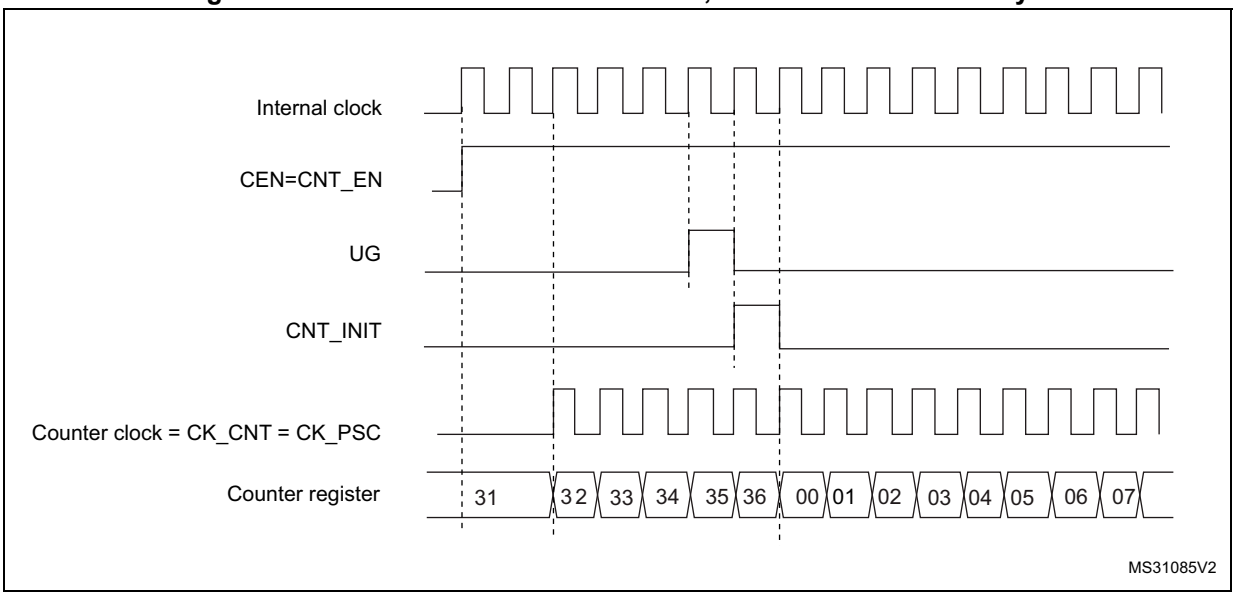
- Internal clock (CK_INT)
- External clock mode1: external input pin (TIx)
- External clock mode2: external trigger input (ETR)
- Internal trigger inputs (ITRx): using one timer as prescaler for another timer. Refer to *: Using one timer as prescaler for another timer on page 330* for more details.

Internal clock source (CK_INT)

If the slave mode controller is disabled (SMS=000 in the TIMx_SMCR register), then the CEN, DIR (in the TIMx_CR1 register) and UG bits (in the TIMx_EGR register) are actual control bits and can be changed only by software (except UG which remains cleared automatically). As soon as the CEN bit is written to 1, the prescaler is clocked by the internal clock CK_INT.

Figure 70 shows the behavior of the control circuit and the upcounter in normal mode, without prescaler.

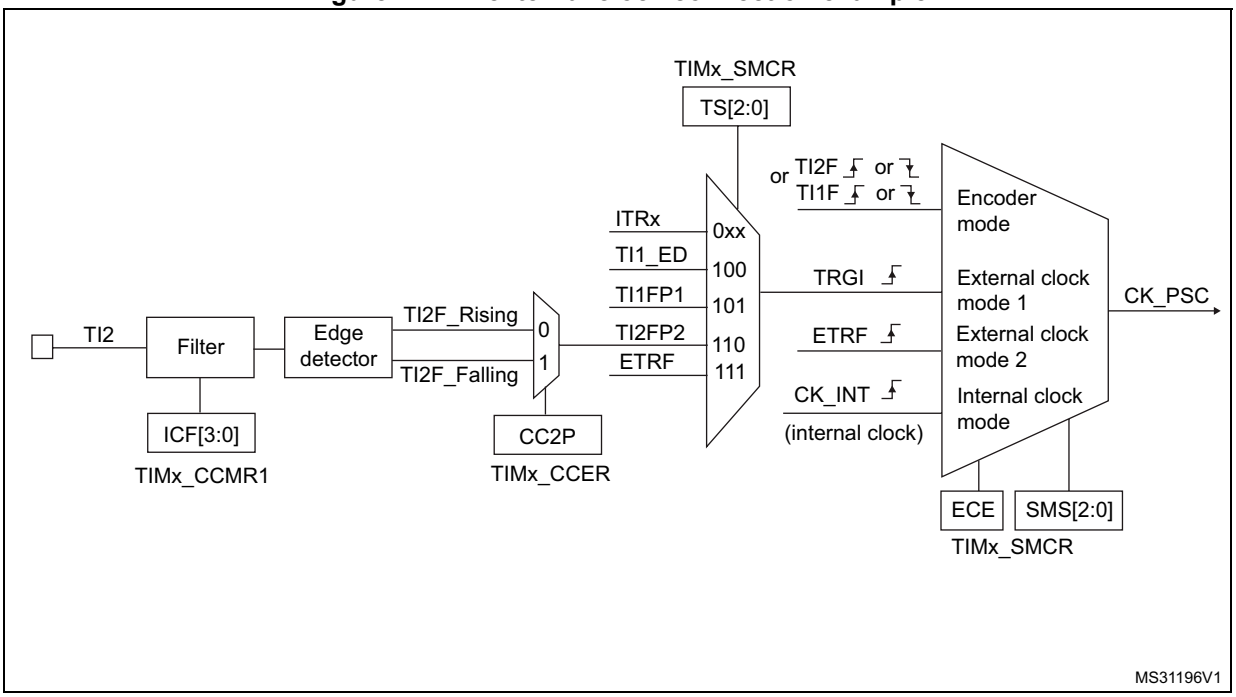
Figure 70. Control circuit in normal mode, internal clock divided by 1



External clock source mode 1

This mode is selected when SMS=111 in the TIMx_SMCR register. The counter can count at each rising or falling edge on a selected input.

Figure 71. TI2 external clock connection example



For example, to configure the upcounter to count in response to a rising edge on the TI2 input, use the following procedure:

1. Configure channel 2 to detect rising edges on the TI2 input by writing CC2S= ‘01 in the TIMx_CCMR1 register.
2. Configure the input filter duration by writing the IC2F[3:0] bits in the TIMx_CCMR1 register (if no filter is needed, keep IC2F=0000).

Note: The capture prescaler is not used for triggering, so you don’t need to configure it.

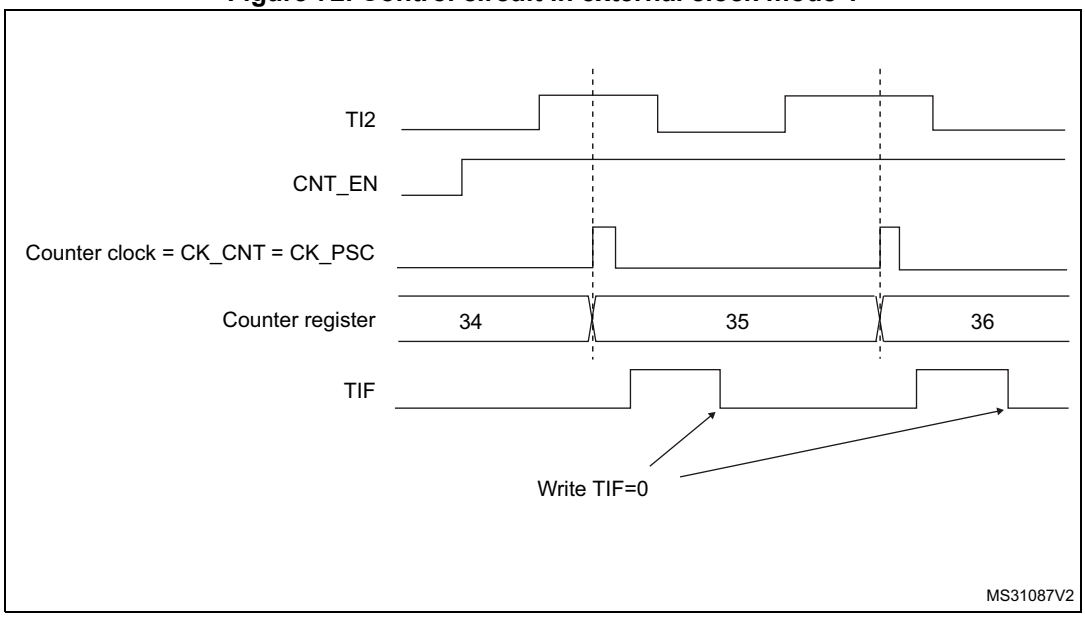
3. Select rising edge polarity by writing CC2P=0 and CC2NP=0 in the TIMx_CCER register.
4. Configure the timer in external clock mode 1 by writing SMS=111 in the TIMx_SMCR register.
5. Select TI2 as the input source by writing TS=110 in the TIMx_SMCR register.
6. Enable the counter by writing CEN=1 in the TIMx_CR1 register.

For code example, refer to *A.9.1: Upcounter on TI2 rising edge code example*.

When a rising edge occurs on TI2, the counter counts once and the TIF flag is set.

The delay between the rising edge on TI2 and the actual clock of the counter is due to the resynchronization circuit on TI2 input.

Figure 72. Control circuit in external clock mode 1



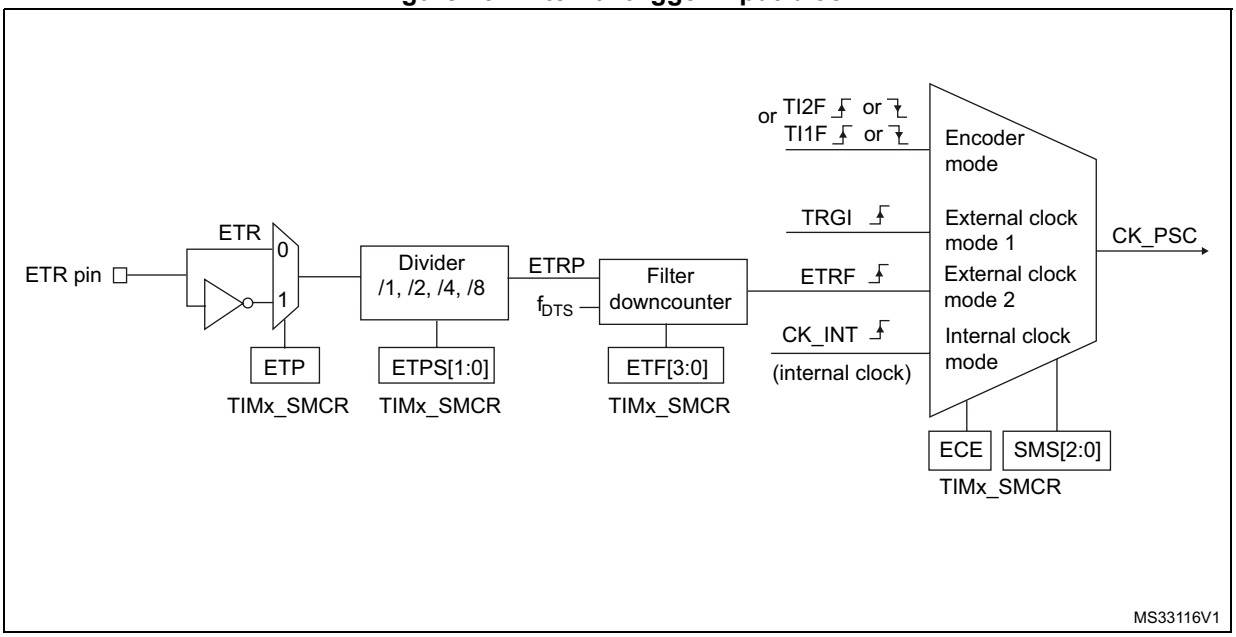
External clock source mode 2

This mode is selected by writing ECE=1 in the TIMx_SMCR register.

The counter can count at each rising or falling edge on the external trigger input ETR.

Figure 73 gives an overview of the external trigger input block.

Figure 73. External trigger input block



For example, to configure the upcounter to count each 2 rising edges on ETR, use the following procedure:

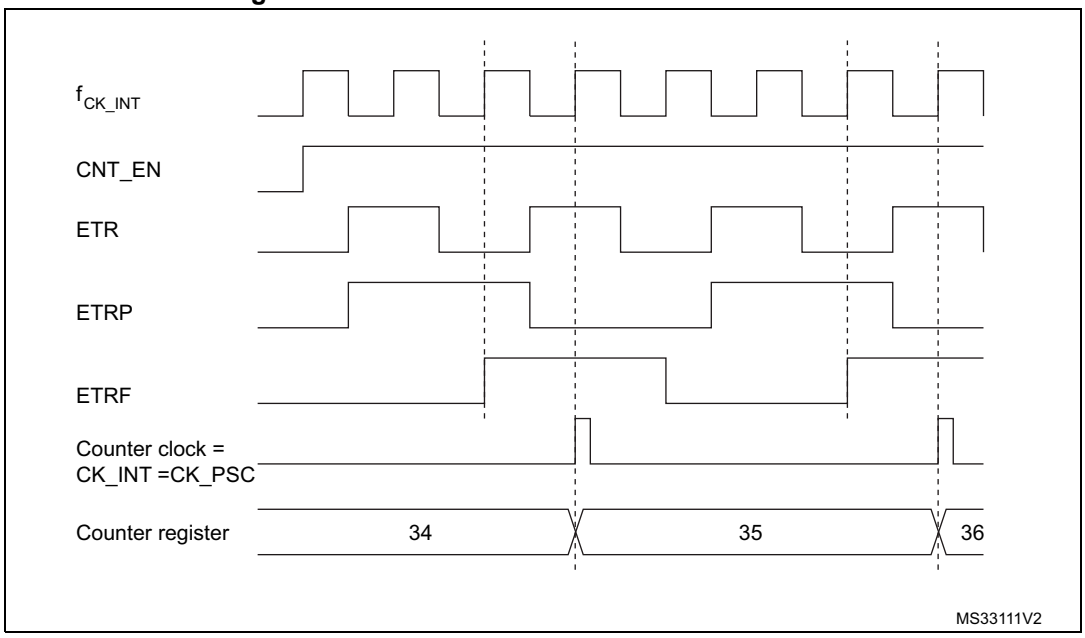
1. As no filter is needed in this example, write ETF[3:0]=0000 in the TIMx_SMCR register.
2. Set the prescaler by writing ETPS[1:0]=01 in the TIMx_SMCR register
3. Select rising edge detection on the ETR pin by writing ETP=0 in the TIMx_SMCR register
4. Enable external clock mode 2 by writing ECE=1 in the TIMx_SMCR register.
5. Enable the counter by writing CEN=1 in the TIMx_CR1 register.

For code example, refer to *A.9.2: Up counter on each 2 ETR rising edges code example*.

The counter counts once each 2 ETR rising edges.

The delay between the rising edge on ETR and the actual clock of the counter is due to the resynchronization circuit on the ETRP signal.

Figure 74. Control circuit in external clock mode 2



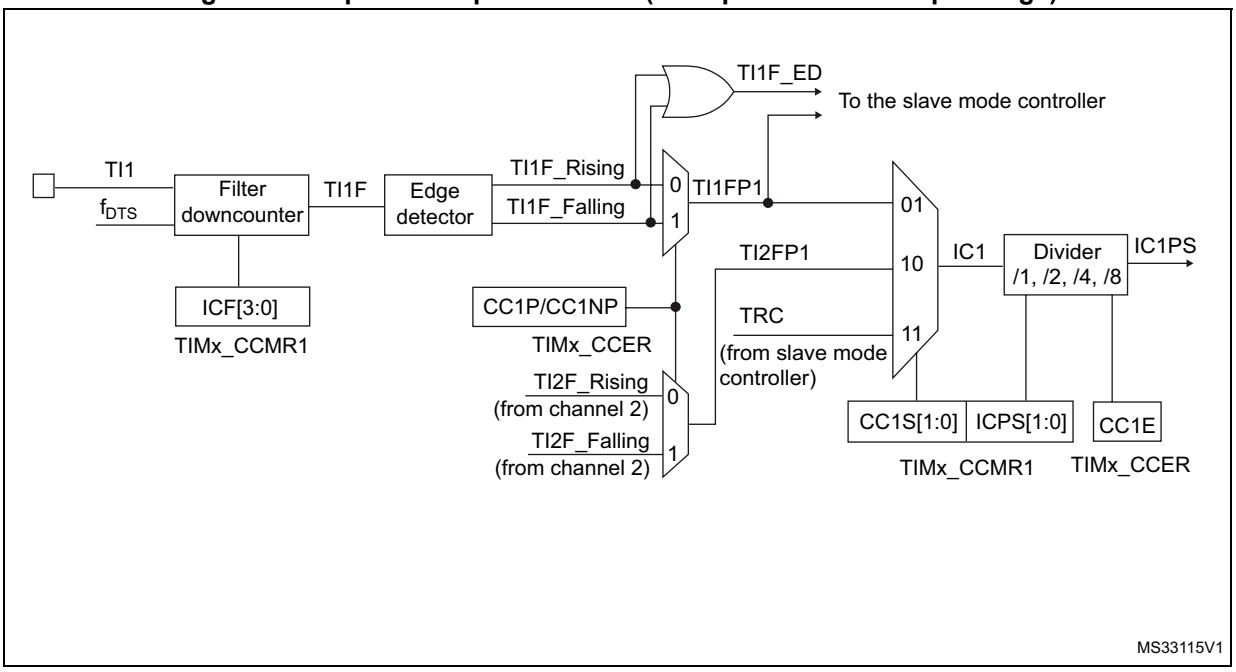
14.3.4 Capture/compare channels

Each Capture/Compare channel is built around a capture/compare register (including a shadow register), a input stage for capture (with digital filter, multiplexing and prescaler) and an output stage (with comparator and output control).

The following figure gives an overview of one Capture/Compare channel.

The input stage samples the corresponding TIx input to generate a filtered signal TIxF. Then, an edge detector with polarity selection generates a signal (TIxFPx) which can be used as trigger input by the slave mode controller or as the capture command. It is prescaled before the capture register (ICxPS).

Figure 75. Capture/compare channel (example: channel 1 input stage)



The output stage generates an intermediate waveform which is then used for reference: OCxRef (active high). The polarity acts at the end of the chain.

Figure 76. Capture/compare channel 1 main circuit

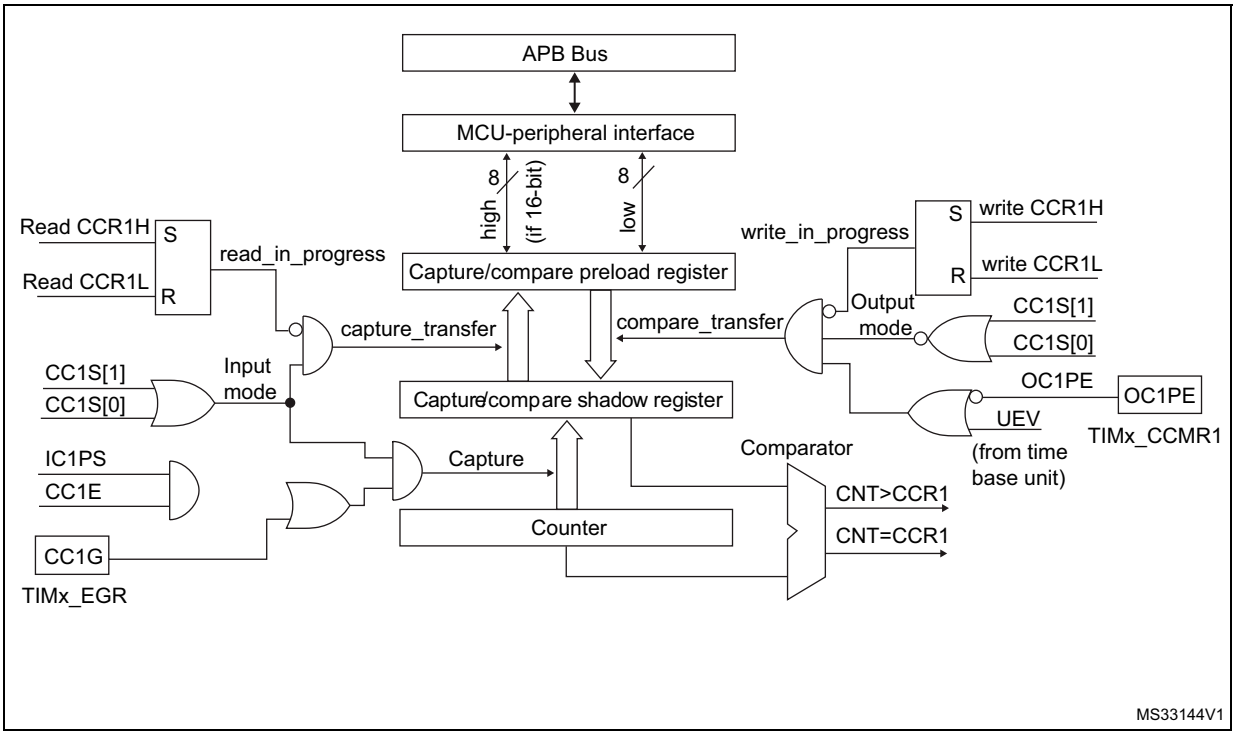
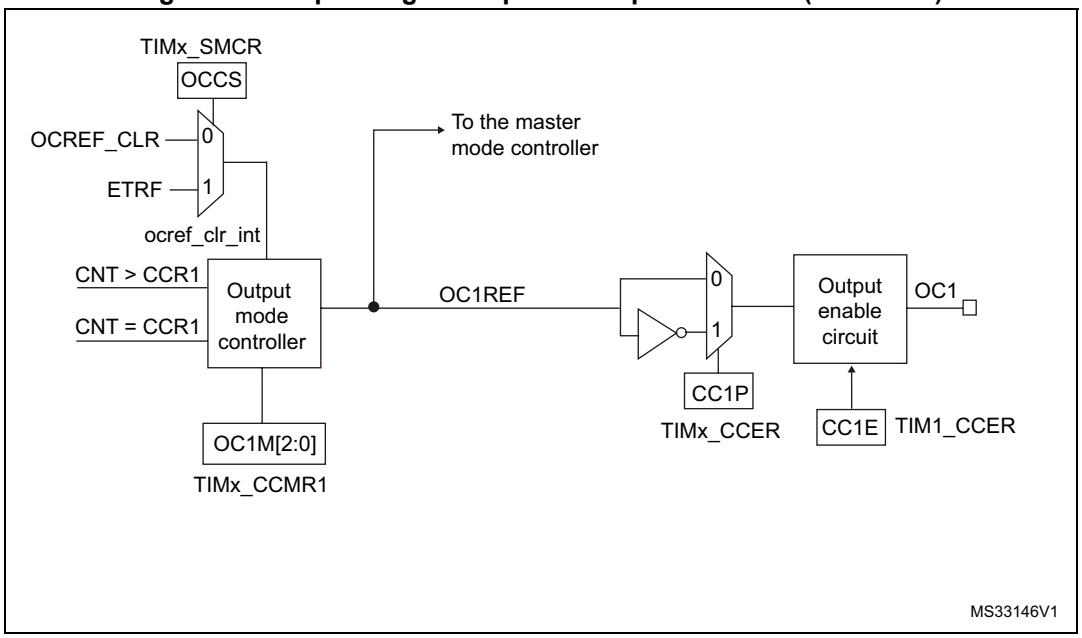


Figure 77. Output stage of capture/compare channel (channel 1)



The capture/compare block is made of one preload register and one shadow register. Write and read always access the preload register.

In capture mode, captures are actually done in the shadow register, which is copied into the preload register.

In compare mode, the content of the preload register is copied into the shadow register which is compared to the counter.

14.3.5 Input capture mode

In Input capture mode, the Capture/Compare Registers (TIMx_CCRx) are used to latch the value of the counter after a transition detected by the corresponding ICx signal. When a capture occurs, the corresponding CCXIF flag (TIMx_SR register) is set and an interrupt or a DMA request can be sent if they are enabled. If a capture occurs while the CCxIF flag was already high, then the over-capture flag CCxOF (TIMx_SR register) is set. CCxIF can be cleared by software by writing it to 0 or by reading the captured data stored in the TIMx_CCRx register. CCxOF is cleared when you write it to 0.

The following example shows how to capture the counter value in TIMx_CCR1 when TI1 input rises. To do this, use the following procedure:

1. Select the active input: TIMx_CCR1 must be linked to the TI1 input, so write the CC1S bits to 01 in the TIMx_CCMR1 register. As soon as CC1S becomes different from 00, the channel is configured in input and the TIMx_CCR1 register becomes read-only.
2. Program the input filter duration you need with respect to the signal you connect to the timer (when the input is one of the TIx (ICxF bits in the TIMx_CCMRx register). Let's imagine that, when toggling, the input signal is not stable during at must 5 internal clock cycles. We must program a filter duration longer than these 5 clock cycles. We can validate a transition on TI1 when 8 consecutive samples with the new level have been

detected (sampled at f_{DTS} frequency). Then write IC1F bits to 0011 in the TIMx_CCMR1 register.

3. Select the edge of the active transition on the TI1 channel by writing the CC1P and CC1NP bits to 00 in the TIMx_CCER register (rising edge in this case).
4. Program the input prescaler. In our example, we wish the capture to be performed at each valid transition, so the prescaler is disabled (write IC1PS bits to 00 in the TIMx_CCMR1 register).
5. Enable capture from the counter into the capture register by setting the CC1E bit in the TIMx_CCER register.
6. If needed, enable the related interrupt request by setting the CC1IE bit in the TIMx_DIER register, and/or the DMA request by setting the CC1DE bit in the TIMx_DIER register.

For code example, refer to *A.9.3: Input capture configuration code example*.

When an input capture occurs:

- The TIMx_CCR1 register gets the value of the counter on the active transition.
- CC1IF flag is set (interrupt flag). CC1OF is also set if at least two consecutive captures occurred whereas the flag was not cleared.
- An interrupt is generated depending on the CC1IE bit.
- A DMA request is generated depending on the CC1DE bit.

For code example, refer to *A.9.4: Input capture data management code example*.

In order to handle the overcapture, it is recommended to read the data before the overcapture flag. This is to avoid missing an overcapture which could happen after reading the flag and before reading the data.

Note: IC interrupt and/or DMA requests can be generated by software by setting the corresponding CCxG bit in the TIMx_EGR register.

14.3.6 PWM input mode

This mode is a particular case of input capture mode. The procedure is the same except:

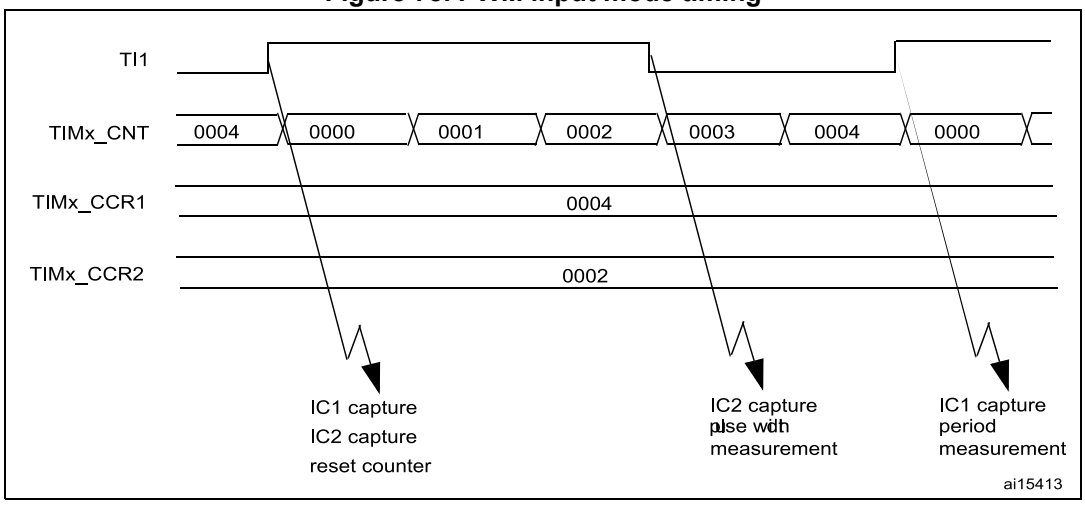
- Two ICx signals are mapped on the same TIx input.
- These 2 ICx signals are active on edges with opposite polarity.
- One of the two TIxFP signals is selected as trigger input and the slave mode controller is configured in reset mode.

For example, you can measure the period (in TIMx_CCR1 register) and the duty cycle (in TIMx_CCR2 register) of the PWM applied on TI1 using the following procedure (depending on CK_INT frequency and prescaler value):

1. Select the active input for TIMx_CCR1: write the CC1S bits to 01 in the TIMx_CCMR1 register (TI1 selected).
2. Select the active polarity for TI1FP1 (used both for capture in TIMx_CCR1 and counter clear): write the CC1P to ‘0’ and the CC1NP bit to ‘0’ (active on rising edge).
3. Select the active input for TIMx_CCR2: write the CC2S bits to 10 in the TIMx_CCMR1 register (TI1 selected).
4. Select the active polarity for TI1FP2 (used for capture in TIMx_CCR2): write the CC2P bit to ‘1’ and the CC2NP bit to ’0’(active on falling edge).
5. Select the valid trigger input: write the TS bits to 101 in the TIMx_SMCR register (TI1FP1 selected).
6. Configure the slave mode controller in reset mode: write the SMS bits to 100 in the TIMx_SMCR register.
7. Enable the captures: write the CC1E and CC2E bits to ‘1 in the TIMx_CCER register.

For code example, refer to *A.9.5: PWM input configuration code example*.

Figure 78. PWM input mode timing



14.3.7 Forced output mode

In output mode (CCxS bits = 00 in the TIMx_CCMRx register), each output compare signal (OCxREF and then OCx) can be forced to active or inactive level directly by software, independently of any comparison between the output compare register and the counter.

To force an output compare signal (OCxREF/OCx) to its active level, you just need to write 101 in the OCxM bits in the corresponding TIMx_CCMRx register. Thus OCxREF is forced high (OCxREF is always active high) and OCx get opposite value to CCxP polarity bit.

e.g.: CCxP=0 (OCx active high) => OCx is forced to high level.

OCxREF signal can be forced low by writing the OCxM bits to 100 in the TIMx_CCMRx register.

Anyway, the comparison between the TIMx_CCRx shadow register and the counter is still performed and allows the flag to be set. Interrupt and DMA requests can be sent accordingly. This is described in the Output Compare Mode section.

14.3.8 Output compare mode

This function is used to control an output waveform or indicating when a period of time has elapsed.

When a match is found between the capture/compare register and the counter, the output compare function:

- Assigns the corresponding output pin to a programmable value defined by the output compare mode (OCxM bits in the TIMx_CCMRx register) and the output polarity (CCxP bit in the TIMx_CCER register). The output pin can keep its level (OCXM=000), be set active (OCxM=001), be set inactive (OCxM=010) or can toggle (OCxM=011) on match.
- Sets a flag in the interrupt status register (CCxIF bit in the TIMx_SR register).
- Generates an interrupt if the corresponding interrupt mask is set (CCXIE bit in the TIMx_DIER register).
- Sends a DMA request if the corresponding enable bit is set (CCxDE bit in the TIMx_DIER register, CCDS bit in the TIMx_CR2 register for the DMA request selection).

The TIMx_CCRx registers can be programmed with or without preload registers using the OCxPE bit in the TIMx_CCMRx register.

In output compare mode, the update event UEV has no effect on OCxREF and OCx output. The timing resolution is one count of the counter. Output compare mode can also be used to output a single pulse (in One-pulse mode).

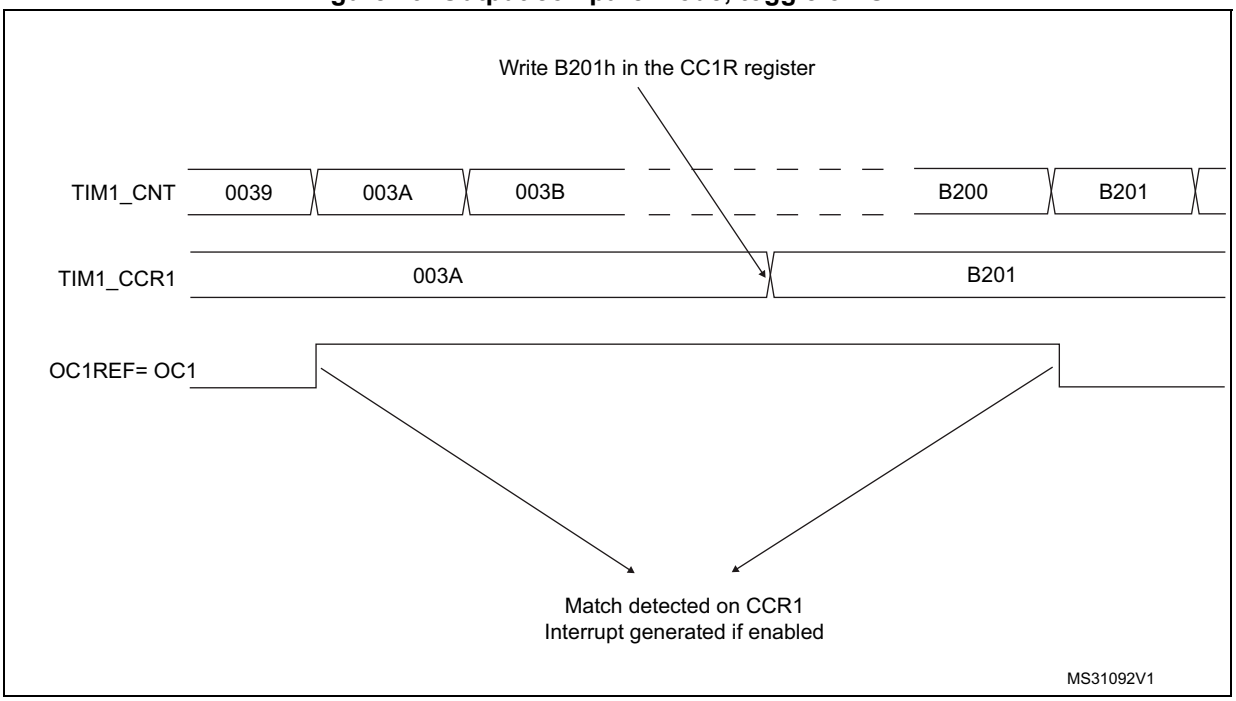
Procedure:

1. Select the counter clock (internal, external, prescaler).
2. Write the desired data in the TIMx_ARR and TIMx_CCRx registers.
3. Set the CCxIE and/or CCxDE bits if an interrupt and/or a DMA request is to be generated.
4. Select the output mode. For example, you must write OCxM=011, OCxPE=0, CCxP=0 and CCxE=1 to toggle OCx output pin when CNT matches CCRx, CCRx preload is not used, OCx is enabled and active high.
5. Enable the counter by setting the CEN bit in the TIMx_CR1 register.

For code example, refer to *A.9.7: Output compare configuration code example*.

The TIMx_CCRx register can be updated at any time by software to control the output waveform, provided that the preload register is not enabled (OCxPE=0, else TIMx_CCRx shadow register is updated only at the next update event UEV). An example is given in *Figure 79*.

Figure 79. Output compare mode, toggle on OC1.



14.3.9 PWM mode

Pulse width modulation mode allows you to generate a signal with a frequency determined by the value of the TIMx_ARR register and a duty cycle determined by the value of the TIMx_CCRx register.

The PWM mode can be selected independently on each channel (one PWM per OCx output) by writing 110 (PWM mode 1) or ‘111 (PWM mode 2) in the OCxM bits in the TIMx_CCMRx register. You must enable the corresponding preload register by setting the OCxPE bit in the TIMx_CCMRx register, and eventually the auto-reload preload register (in upcounting or center-aligned modes) by setting the ARPE bit in the TIMx_CR1 register.

As the preload registers are transferred to the shadow registers only when an update event occurs, before starting the counter, you have to initialize all the registers by setting the UG bit in the TIMx_EGR register.

OCx polarity is software programmable using the CCxP bit in the TIMx_CCER register. It can be programmed as active high or active low. OCx output is enabled by the CCxE bit in the TIMx_CCER register. Refer to the TIMx_CCERx register description for more details.

In PWM mode (1 or 2), TIMx_CNT and TIMx_CCRx are always compared to determine whether TIMx_CCRx ≤ TIMx_CNT or TIMx_CNT ≤ TIMx_CCRx (depending on the direction of the counter). However, to comply with the OCREF_CLR functionality (OCREF can be cleared by an external event through the ETR signal until the next PWM period), the OCREF signal is asserted only:

- When the result of the comparison changes, or
- When the output compare mode (OCxM bits in TIMx_CCMRx register) switches from the “frozen” configuration (no comparison, OCxM=‘000) to one of the PWM modes (OCxM=‘110 or ‘111).

This forces the PWM by software while the timer is running.

The timer is able to generate PWM in edge-aligned mode or center-aligned mode depending on the CMS bits in the TIMx_CR1 register.

PWM edge-aligned mode

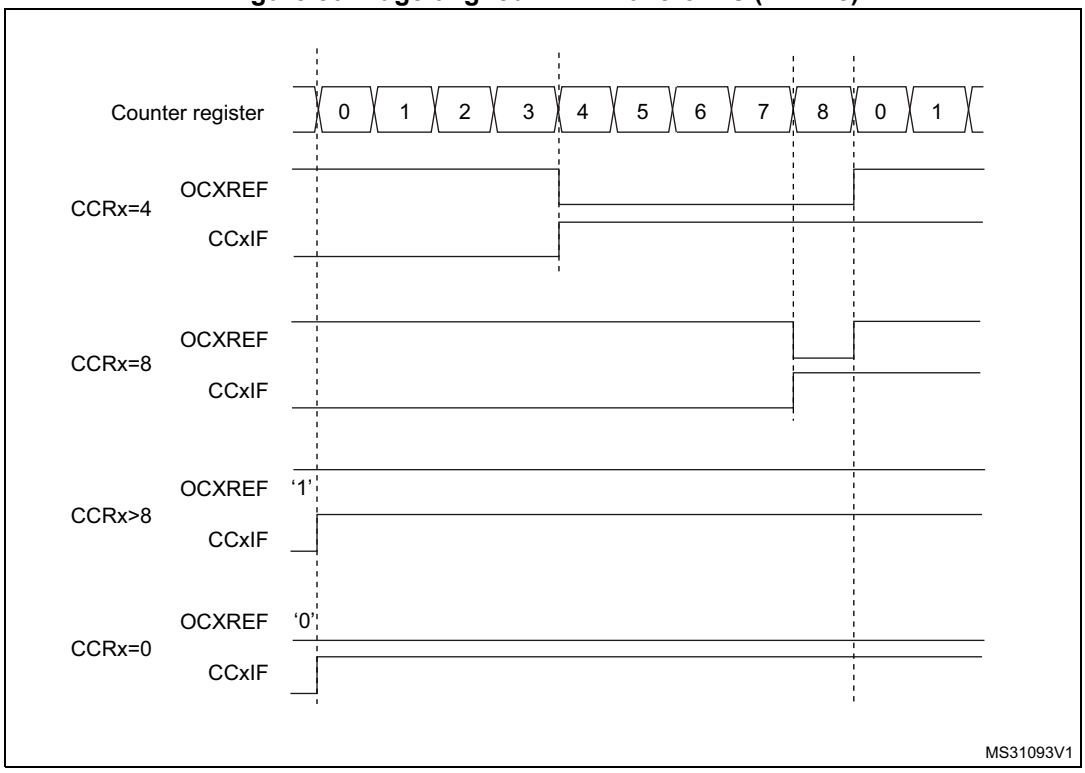
Upcounting configuration

Upcounting is active when the DIR bit in the TIMx_CR1 register is low. Refer to *Section : Upcounting mode on page 297*.

In the following example, we consider PWM mode 1. The reference PWM signal OCxREF is high as long as TIMx_CNT <TIMx_CCRx else it becomes low. If the compare value in TIMx_CCRx is greater than the auto-reload value (in TIMx_ARR) then OCxREF is held at ‘1. If the compare value is 0 then OCxREF is held at ‘0. *Figure 80* shows some edge-aligned PWM waveforms in an example where TIMx_ARR=8.

For code example, refer to *A.9.8: Edge-aligned PWM configuration example*.

Figure 80. Edge-aligned PWM waveforms (ARR=8)



Downcounting configuration

Downcounting is active when DIR bit in TIMx_CR1 register is high. Refer to *Section : Downcounting mode on page 300*.

In PWM mode 1, the reference signal OCxREF is low as long as TIMx_CNT>TIMx_CCRx else it becomes high. If the compare value in TIMx_CCRx is greater than the auto-reload value in TIMx_ARR, then OCxREF is held at ‘1. 0% PWM is not possible in this mode.

PWM center-aligned mode

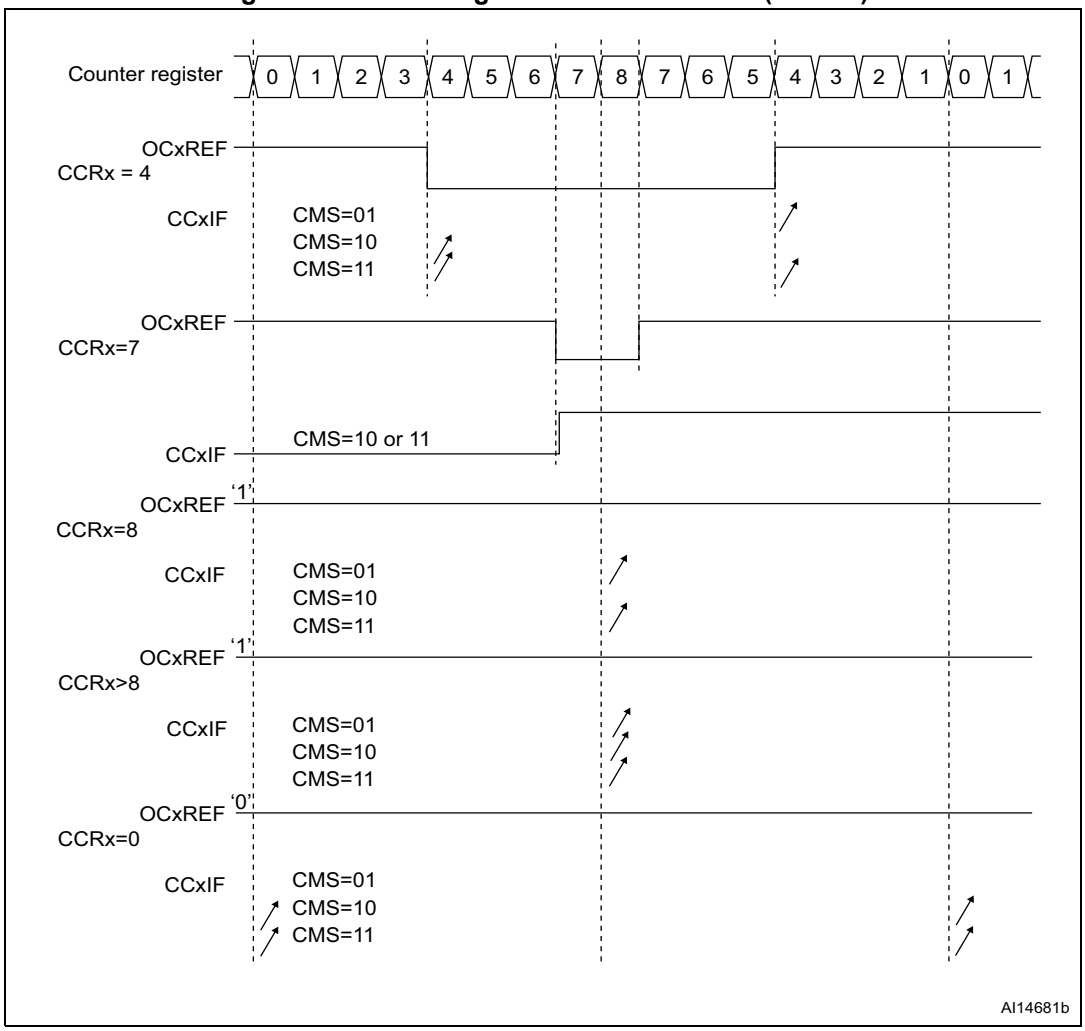
Center-aligned mode is active when the CMS bits in TIMx_CR1 register are different from ‘00 (all the remaining configurations having the same effect on the OCxREF/OCx signals). The compare flag is set when the counter counts up, when it counts down or both when it counts up and down depending on the CMS bits configuration. The direction bit (DIR) in the TIMx_CR1 register is updated by hardware and must not be changed by software. Refer to *Section : Center-aligned mode (up/down counting) on page 303*.

Figure 81 shows some center-aligned PWM waveforms in an example where:

- TIMx_ARR=8,
- PWM mode is the PWM mode 1,
- The flag is set when the counter counts down corresponding to the center-aligned mode 1 selected for CMS=01 in TIMx_CR1 register.

For code example, refer to *A.9.9: Center-aligned PWM configuration example*.

Figure 81. Center-aligned PWM waveforms (ARR=8)



Hints on using center-aligned mode:

- When starting in center-aligned mode, the current up-down configuration is used. It means that the counter counts up or down depending on the value written in the DIR bit in the TIMx_CR1 register. Moreover, the DIR and CMS bits must not be changed at the same time by the software.
- Writing to the counter while running in center-aligned mode is not recommended as it can lead to unexpected results. In particular:
  - The direction is not updated if you write a value in the counter that is greater than the auto-reload value (TIMx_CNT>TIMx_ARR). For example, if the counter was counting up, it continues to count up.
  - The direction is updated if you write 0 or write the TIMx_ARR value in the counter but no Update Event UEV is generated.
- The safest way to use center-aligned mode is to generate an update by software (setting the UG bit in the TIMx_EGR register) just before starting the counter and not to write the counter while it is running.

14.3.10 One-pulse mode

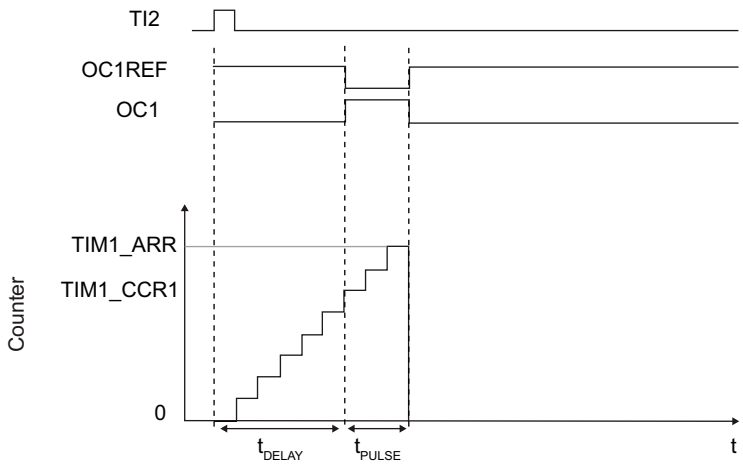
One-pulse mode (OPM) is a particular case of the previous modes. It allows the counter to be started in response to a stimulus and to generate a pulse with a programmable length after a programmable delay.

Starting the counter can be controlled through the slave mode controller. Generating the waveform can be done in output compare mode or PWM mode. You select One-pulse mode by setting the OPM bit in the TIMx_CR1 register. This makes the counter stop automatically at the next update event UEV.

A pulse can be correctly generated only if the compare value is different from the counter initial value. Before starting (when the timer is waiting for the trigger), the configuration must be:

- In upcounting: CNT<CCRx ≤ ARR (in particular, 0<CCRx),
- In downcounting: CNT>CCRx.

Figure 82. Example of one-pulse mode.



For example you may want to generate a positive pulse on OC1 with a length of t_{PULSE} and after a delay of t_{DELAY} as soon as a positive edge is detected on the TI2 input pin.

Let's use TI2FP2 as trigger 1:

1. Map TI2FP2 on TI2 by writing CC2S=01 in the TIMx_CCMR1 register.
2. TI2FP2 must detect a rising edge, write CC2P=0 and CC2NP='0' in the TIMx_CCER register.
3. Configure TI2FP2 as trigger for the slave mode controller (TRGI) by writing TS=110 in the TIMx_SMCR register.
4. TI2FP2 is used to start the counter by writing SMS to '110 in the TIMx_SMCR register (trigger mode).

For code example, refer to *A.9.16: One-Pulse mode code example*.

The OPM waveform is defined by writing the compare registers (taking into account the clock frequency and the counter prescaler).

- The t_{DELAY} is defined by the value written in the TIMx_CCR1 register.
- The t_{PULSE} is defined by the difference between the auto-reload value and the compare value (TIMx_ARR - TIMx_CCR1+1).
- Let's say you want to build a waveform with a transition from '0 to '1 when a compare match occurs and a transition from '1 to '0 when the counter reaches the auto-reload value. To do this you enable PWM mode 2 by writing OC1M=111 in the TIMx_CCMR1 register. You can optionally enable the preload registers by writing OC1PE=1 in the TIMx_CCMR1 register and ARPE in the TIMx_CR1 register. In this case you have to write the compare value in the TIMx_CCR1 register, the auto-reload value in the TIMx_ARR register, generate an update by setting the UG bit and wait for external trigger event on TI2. CC1P is written to '0 in this example.

In our example, the DIR and CMS bits in the TIMx_CR1 register should be low.

You only want 1 pulse (Single mode), so you write '1 in the OPM bit in the TIMx_CR1 register to stop the counter at the next update event (when the counter rolls over from the auto-reload value back to 0). When OPM bit in the TIMx_CR1 register is set to '0', so the Repetitive Mode is selected.

Particular case: OCx fast enable:

In One-pulse mode, the edge detection on TIx input set the CEN bit which enables the counter. Then the comparison between the counter and the compare value makes the output toggle. But several clock cycles are needed for these operations and it limits the minimum delay t_{DELAY} min we can get.

If you want to output a waveform with the minimum delay, you can set the OCxFE bit in the TIMx_CCMRx register. Then OCxRef (and OCx) is forced in response to the stimulus, without taking in account the comparison. Its new level is the same as if a compare match had occurred. OCxFE acts only if the channel is configured in PWM1 or PWM2 mode.

For code example, refer to *A.9.16: One-Pulse mode code example*.

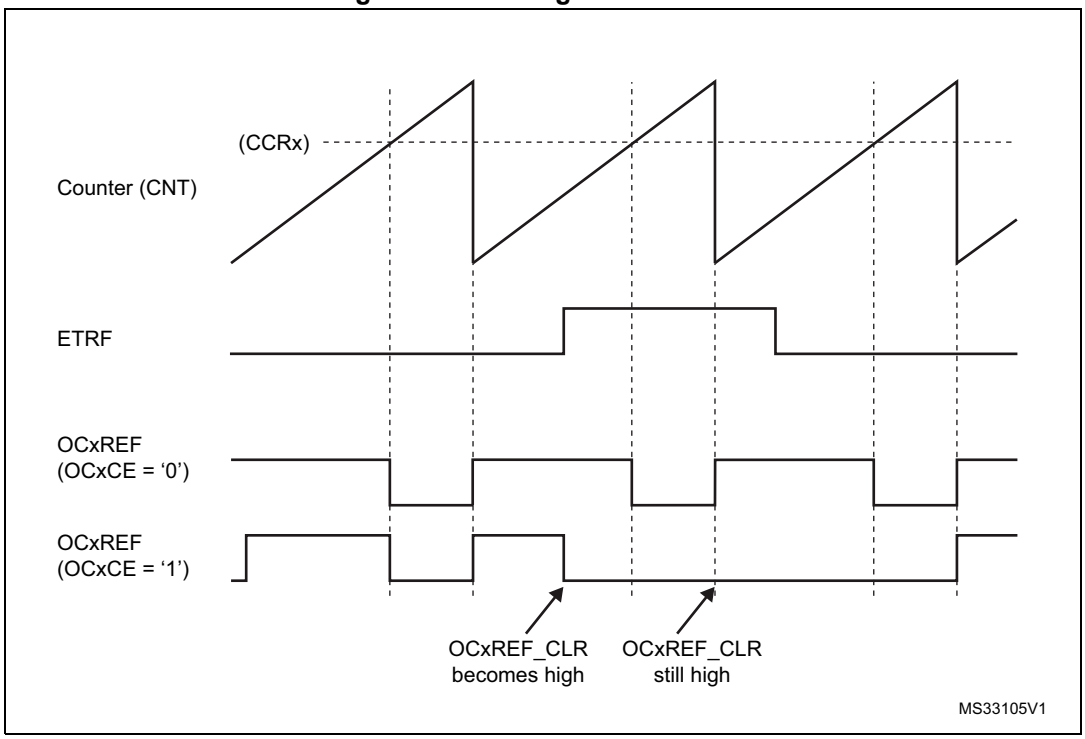
14.3.11 Clearing the OCxREF signal on an external event

1. The external trigger prescaler should be kept off: bits ETPS[1:0] in the TIMx_SMCR register are cleared to 00.
2. The external clock mode 2 must be disabled: bit ECE in the TIMx_SMCR register is cleared to 0.
3. The external trigger polarity (ETP) and the external trigger filter (ETF) can be configured according to the application's needs.

For code example, refer to *A.9.10: ETR configuration to clear OCxREF code example*.

Figure 83 shows the behavior of the OCxREF signal when the ETRF input becomes high, for both values of the OCxCE enable bit. In this example, the timer TIMx is programmed in PWM mode.

Figure 83. Clearing TIMx OCxREF



1. In case of a PWM with a 100% duty cycle (if CCRx>ARR), OCxREF is enabled again at the next counter overflow.

14.3.12 Encoder interface mode

To select Encoder Interface mode write SMS='001 in the TIMx_SMCR register if the counter is counting on TI2 edges only, SMS=010 if it is counting on TI1 edges only and SMS=011 if it is counting on both TI1 and TI2 edges.

Select the TI1 and TI2 polarity by programming the CC1P and CC2P bits in the TIMx_CCER register. CC1NP and CC2NP must be kept cleared. When needed, you can program the input filter as well.

The two inputs TI1 and TI2 are used to interface to an incremental encoder. Refer to *Table 62*. The counter is clocked by each valid transition on TI1FP1 or TI2FP2 (TI1 and TI2 after input filter and polarity selection, TI1FP1=TI1 if not filtered and not inverted, TI2FP2=TI2 if not filtered and not inverted) assuming that it is enabled (CEN bit in TIMx_CR1 register written to '1). The sequence of transitions of the two inputs is evaluated and generates count pulses as well as the direction signal. Depending on the sequence the counter counts up or down, the DIR bit in the TIMx_CR1 register is modified by hardware accordingly. The DIR bit is calculated at each transition on any input (TI1 or TI2), whatever the counter is counting on TI1 only, TI2 only or both TI1 and TI2.

Encoder interface mode acts simply as an external clock with direction selection. This means that the counter just counts continuously between 0 and the auto-reload value in the TIMx_ARR register (0 to ARR or ARR down to 0 depending on the direction). So you must configure TIMx_ARR before starting. In the same way, the capture, compare, prescaler, trigger output features continue to work as normal.

In this mode, the counter is modified automatically following the speed and the direction of the incremental encoder and its content, therefore, always represents the encoder's

position. The count direction correspond to the rotation direction of the connected sensor. The table summarizes the possible combinations, assuming TI1 and TI2 don't switch at the same time.

Table 62. Counting direction versus encoder signals

Active edge	Level on opposite signal (TI1FP1 for TI2, TI2FP2 for TI1)	TI1FP1 signal		TI2FP2 signal	
		Rising	Falling	Rising	Falling
Counting on TI1 only	High	Down	Up	No Count	No Count
	Low	Up	Down	No Count	No Count
Counting on TI2 only	High	No Count	No Count	Up	Down
	Low	No Count	No Count	Down	Up
Counting on TI1 and TI2	High	Down	Up	Up	Down
	Low	Up	Down	Down	Up

An external incremental encoder can be connected directly to the MCU without external interface logic. However, comparators are normally be used to convert the encoder's differential outputs to digital signals. This greatly increases noise immunity. The third encoder output which indicate the mechanical zero position, may be connected to an external interrupt input and trigger a counter reset.

Figure 84 gives an example of counter operation, showing count signal generation and direction control. It also shows how input jitter is compensated where both edges are selected. This might occur if the sensor is positioned near to one of the switching points. For this example we assume that the configuration is the following:

- CC1S= 01 (TIMx_CCMR1 register, TI1FP1 mapped on TI1)
- CC2S= 01 (TIMx_CCMR2 register, TI2FP2 mapped on TI2)
- CC1P=0, CC1NP = '0' (TIMx_CCER register, TI1FP1 noninverted, TI1FP1=TI1)
- CC2P=0, CC2NP = '0' (TIMx_CCER register, TI2FP2 noninverted, TI2FP2=TI2)
- SMS= 011 (TIMx_SMCR register, both inputs are active on both rising and falling edges)
- CEN= 1 (TIMx_CR1 register, Counter is enabled)

For code example, refer to *A.9.11: Encoder interface code example*.

Figure 84. Example of counter operation in encoder interface mode

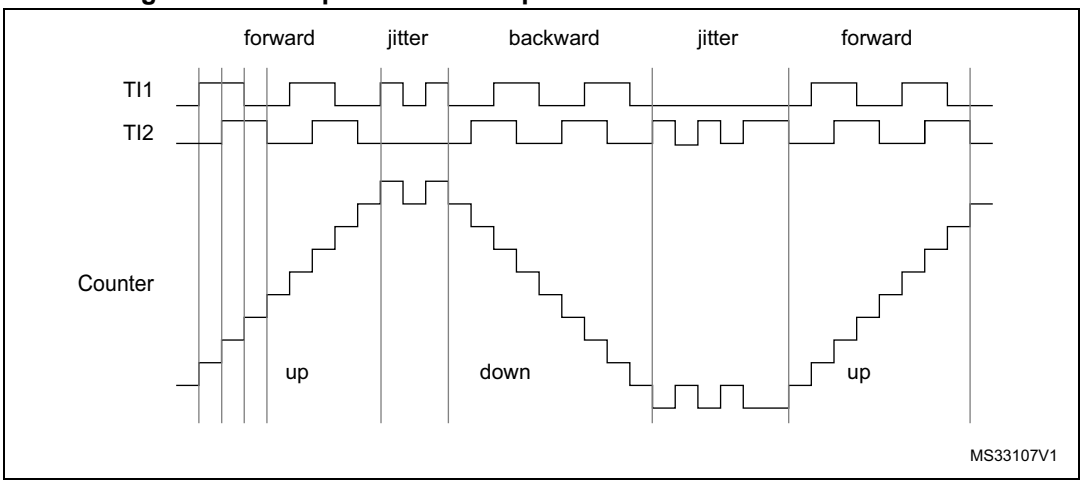
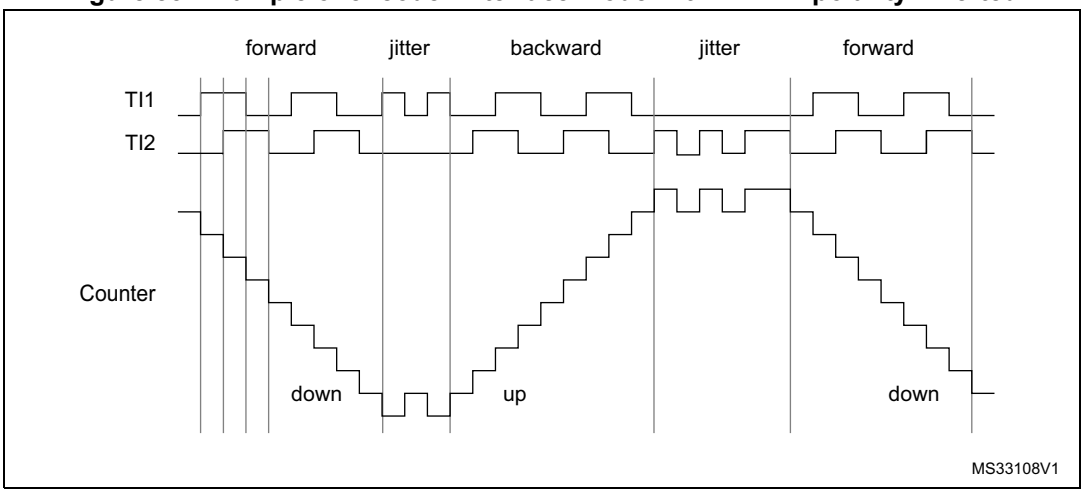


Figure 85 gives an example of counter behavior when TI1FP1 polarity is inverted (same configuration as above except CC1P=1).

Figure 85. Example of encoder interface mode with TI1FP1 polarity inverted



The timer, when configured in Encoder Interface mode provides information on the sensor's current position. You can obtain dynamic information (speed, acceleration, deceleration) by measuring the period between two encoder events using a second timer configured in capture mode. The output of the encoder which indicates the mechanical zero can be used for this purpose. Depending on the time between two events, the counter can also be read at regular times. You can do this by latching the counter value into a third input capture register if available (then the capture signal must be periodic and can be generated by another timer). when available, it is also possible to read its value through a DMA request generated by a Real-Time clock.

14.3.13 Timer input XOR function

The TI1S bit in the TIMx_CR2 register, allows the input filter of channel 1 to be connected to the output of a XOR gate, combining the three input pins TIMx_CH1 to TIMx_CH3.

The XOR output can be used with all the timer input functions such as trigger or input capture.

14.3.14 Timers and external trigger synchronization

The TIMx Timers can be synchronized with an external trigger in several modes: Reset mode, Gated mode and Trigger mode.

Slave mode: Reset mode

The counter and its prescaler can be reinitialized in response to an event on a trigger input. Moreover, if the URS bit from the TIMx_CR1 register is low, an update event UEV is generated. Then all the preloaded registers (TIMx_ARR, TIMx_CCRx) are updated.

In the following example, the upcounter is cleared in response to a rising edge on TI1 input:

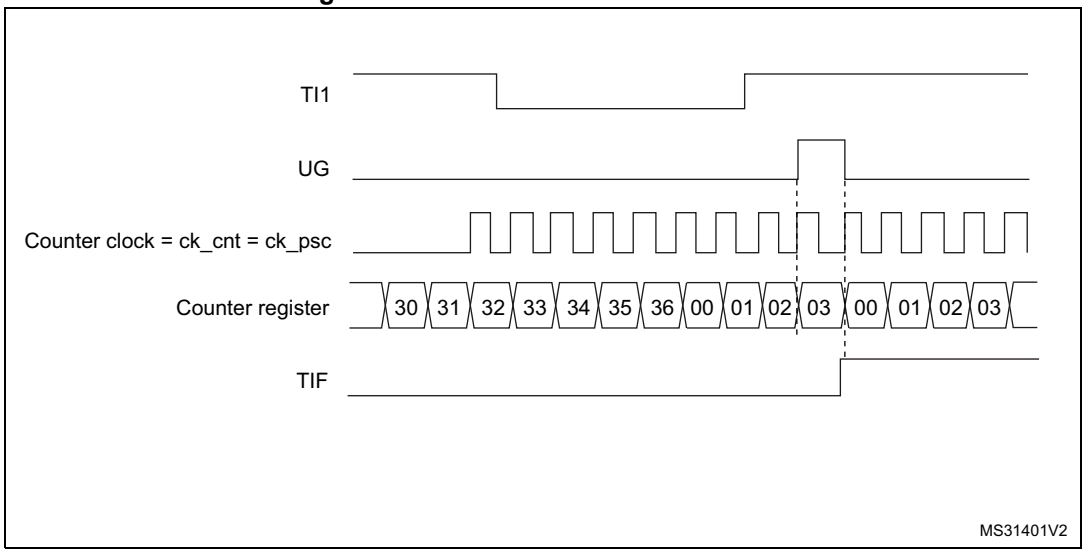
- Configure the channel 1 to detect rising edges on TI1. Configure the input filter duration (in this example, we don't need any filter, so we keep IC1F=0000). The capture prescaler is not used for triggering, so you don't need to configure it. The CC1S bits select the input capture source only, CC1S = 01 in the TIMx_CCMR1 register. Write CC1P=0 and CC1NP=0 in TIMx_CCER register to validate the polarity (and detect rising edges only).
- Configure the timer in reset mode by writing SMS=100 in TIMx_SMCR register. Select TI1 as the input source by writing TS=101 in TIMx_SMCR register.
- Start the counter by writing CEN=1 in the TIMx_CR1 register.

For code example, refer to *A.9.12: Reset mode code example*.

The counter starts counting on the internal clock, then behaves normally until TI1 rising edge. When TI1 rises, the counter is cleared and restarts from 0. In the meantime, the trigger flag is set (TIF bit in the TIMx_SR register) and an interrupt request, or a DMA request can be sent if enabled (depending on the TIE and TDE bits in TIMx_DIER register).

The following figure shows this behavior when the auto-reload register TIMx_ARR=0x36. The delay between the rising edge on TI1 and the actual reset of the counter is due to the resynchronization circuit on TI1 input.

Figure 86. Control circuit in reset mode



Slave mode: Gated mode

The counter can be enabled depending on the level of a selected input.

In the following example, the upcounter counts only when TI1 input is low:

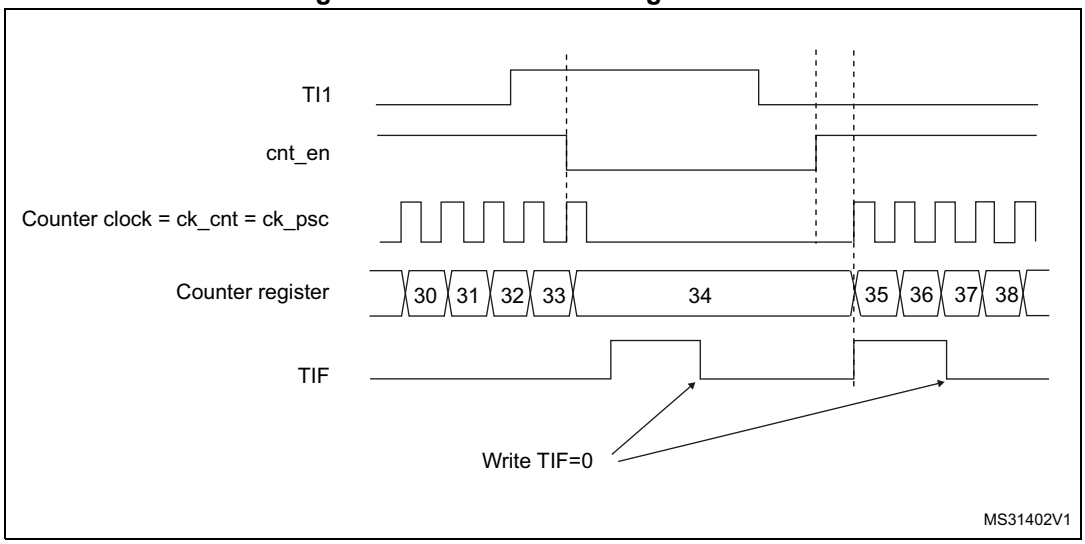
1. Configure the channel 1 to detect low levels on TI1. Configure the input filter duration (in this example, we don't need any filter, so we keep IC1F=0000). The capture prescaler is not used for triggering, so you don't need to configure it. The CC1S bits select the input capture source only, CC1S=01 in TIMx_CCMR1 register. Write CC1P=1 and CC1NP=0 in TIMx_CCER register to validate the polarity (and detect low level only).
2. Configure the timer in gated mode by writing SMS=101 in TIMx_SMCR register. Select TI1 as the input source by writing TS=101 in TIMx_SMCR register.
3. Enable the counter by writing CEN=1 in the TIMx_CR1 register (in gated mode, the counter doesn't start if CEN=0, whatever is the trigger input level).

For code example, refer to *A.9.13: Gated mode code example*.

The counter starts counting on the internal clock as long as TI1 is low and stops as soon as TI1 becomes high. The TIF flag in the TIMx_SR register is set both when the counter starts or stops.

The delay between the rising edge on TI1 and the actual stop of the counter is due to the resynchronization circuit on TI1 input.

Figure 87. Control circuit in gated mode



1. The configuration "CCxP=CCxNP=1" (detection of both rising and falling edges) does not have any effect in gated mode because gated mode acts on a level and not on an edge.

Slave mode: Trigger mode

The counter can start in response to an event on a selected input.

In the following example, the upcounter starts in response to a rising edge on TI2 input:

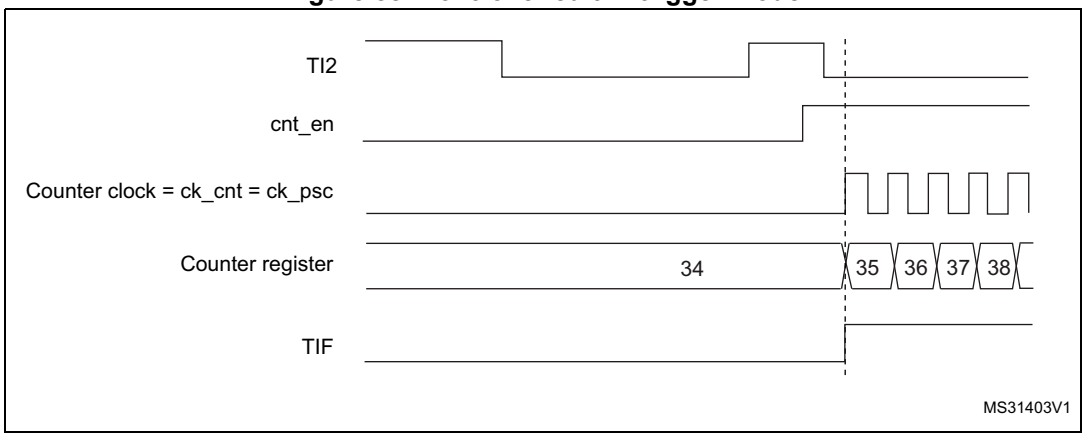
1. Configure the channel 2 to detect rising edges on TI2. Configure the input filter duration (in this example, we don't need any filter, so we keep IC2F=0000). The capture prescaler is not used for triggering, so you don't need to configure it. CC2S bits are selecting the input capture source only, CC2S=01 in TIMx_CCMR1 register. Write CC2P=1 and CC2NP=0 in TIMx_CCER register to validate the polarity (and detect low level only).
2. Configure the timer in trigger mode by writing SMS=110 in TIMx_SMCR register. Select TI2 as the input source by writing TS=110 in TIMx_SMCR register.

For code example, refer to *A.9.14: Trigger mode code example*.

When a rising edge occurs on TI2, the counter starts counting on the internal clock and the TIF flag is set.

The delay between the rising edge on TI2 and the actual start of the counter is due to the resynchronization circuit on TI2 input.

Figure 88. Control circuit in trigger mode



Slave mode: External Clock mode 2 + trigger mode

The external clock mode 2 can be used in addition to another slave mode (except external clock mode 1 and encoder mode). In this case, the ETR signal is used as external clock input, and another input can be selected as trigger input when operating in reset mode, gated mode or trigger mode. It is recommended not to select ETR as TRGI through the TS bits of TIMx_SMCR register.

In the following example, the upcounter is incremented at each rising edge of the ETR signal as soon as a rising edge of TI1 occurs:

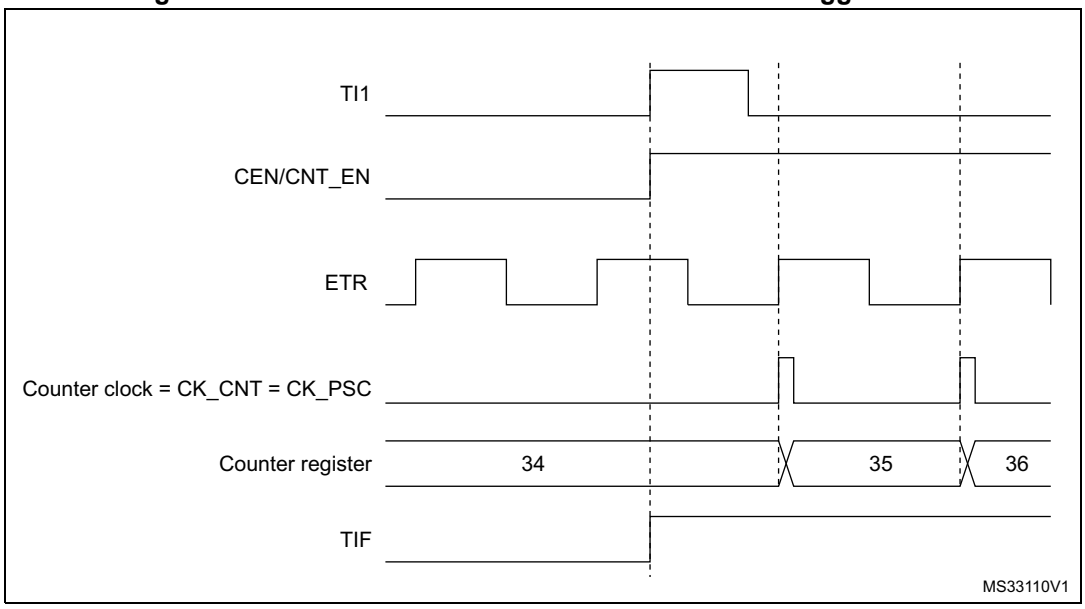
1. Configure the external trigger input circuit by programming the TIMx_SMCR register as follows:
   - ETF = 0000: no filter
   - ETPS=00: prescaler disabled
   - ETP=0: detection of rising edges on ETR and ECE=1 to enable the external clock mode 2.
2. Configure the channel 1 as follows, to detect rising edges on TI:
   - IC1F=0000: no filter.
   - The capture prescaler is not used for triggering and does not need to be configured.
   - CC1S=01in TIMx_CCMR1 register to select only the input capture source
   - CC1P=0 and CC1NP=0 in TIMx_CCER register to validate the polarity (and detect rising edge only).
3. Configure the timer in trigger mode by writing SMS=110 in TIMx_SMCR register. Select TI1 as the input source by writing TS=101 in TIMx_SMCR register.

For code example, refer to *A.9.15: External clock mode 2 + trigger mode code example*.

A rising edge on TI1 enables the counter and sets the TIF flag. The counter then counts on ETR rising edges.

The delay between the rising edge of the ETR signal and the actual reset of the counter is due to the resynchronization circuit on ETRP input.

Figure 89. Control circuit in external clock mode 2 + trigger mode



14.3.15 Timer synchronization

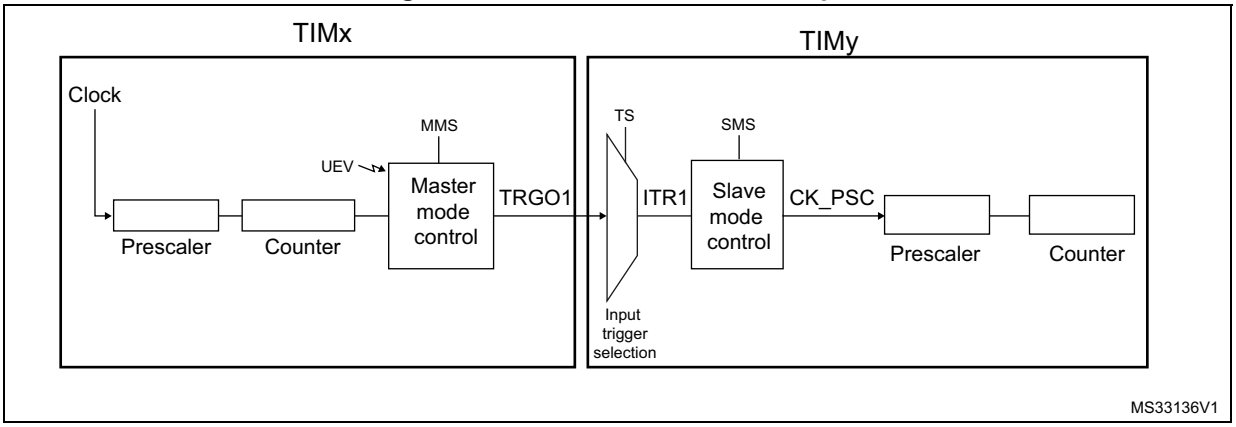
The TIMx timers are linked together internally for timer synchronization or chaining. When one Timer is configured in Master Mode, it can reset, start, stop or clock the counter of another Timer configured in Slave Mode.

Figure 90: Master/Slave timer example presents an overview of the trigger selection and the master mode selection blocks.

Note: The clock of the slave timer must be enabled prior to receive events from the master timer, and must not be changed on-the-fly while triggers are received from the master timer.

Using one timer as prescaler for another timer

Figure 90. Master/Slave timer example



For example, you can configure Timer x to act as a prescaler for Timer y. Refer to *Figure 90*. To do this, follow the sequence below:

1. Configure Timer x in master mode so that it outputs a periodic trigger signal on each update event UEV. If you write MMS=010 in the TIMx_CR2 register, a rising edge is output on TRGO1 each time an update event is generated.
2. To connect the TRGO1 output of Timer x to Timer y, Timer y must be configured in slave mode using ITR1 as internal trigger. You select this through the TS bits in the TIMy_SMCR register (writing TS=000).
3. Then you put the slave mode controller in external clock mode 1 (write SMS=111 in the TIMy_SMCR register). This causes Timer y to be clocked by the rising edge of the periodic Timer x trigger signal (which correspond to the timer x counter overflow).
4. Finally both timers must be enabled by setting their respective CEN bits (TIMx_CR1 register).

For code example, refer to *A.9.17: Timer prescaling another timer code example*.

Note: If OCx is selected on Timer x as trigger output (MMS=1xx), its rising edge is used to clock the counter of timer y.

Using one timer to enable another timer

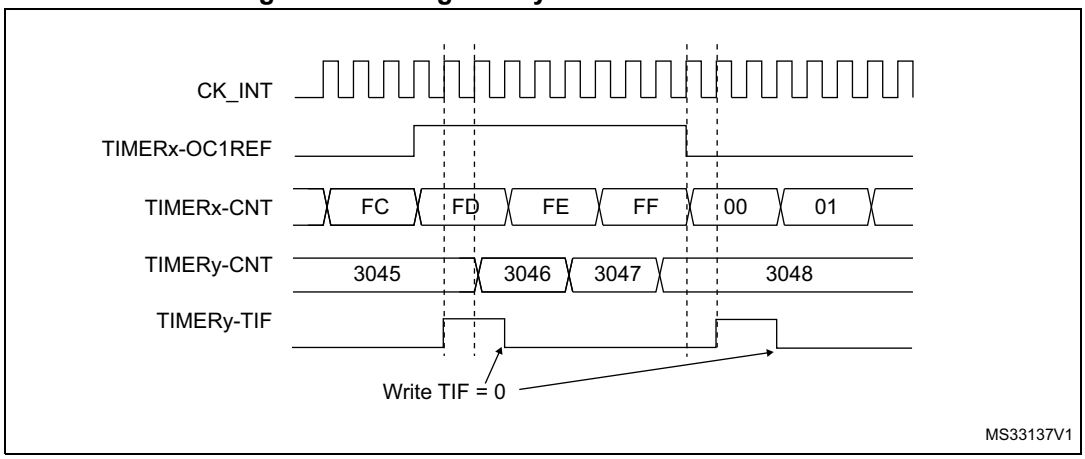
In this example, we control the enable of Timer y with the output compare 1 of Timer x. Refer to *Figure 90* for connections. Timer y counts on the divided internal clock only when OC1REF of Timer x is high. Both counter clock frequencies are divided by 3 by the prescaler compared to CK_INT ($f_{CK\_CNT} = f_{CK\_INT}/3$).

1. Configure Timer x master mode to send its Output Compare 1 Reference (OC1REF) signal as trigger output (MMS=100 in the TIMx_CR2 register).
2. Configure the Timer x OC1REF waveform (TIMx_CCMR1 register).
3. Configure Timer y to get the input trigger from Timer x (TS=000 in the TIMy_SMCR register).
4. Configure Timer y in gated mode (SMS=101 in TIMy_SMCR register).
5. Enable Timer y by writing ‘1 in the CEN bit (TIMy_CR1 register).
6. Start Timer x by writing ‘1 in the CEN bit (TIMx_CR1 register).

For code example, refer to *A.9.18: Timer enabling another timer code example*.

Note: The counter 2 clock is not synchronized with counter 1, this mode only affects the Timer y counter enable signal.

Figure 91. Gating timer y with OC1REF of timer x



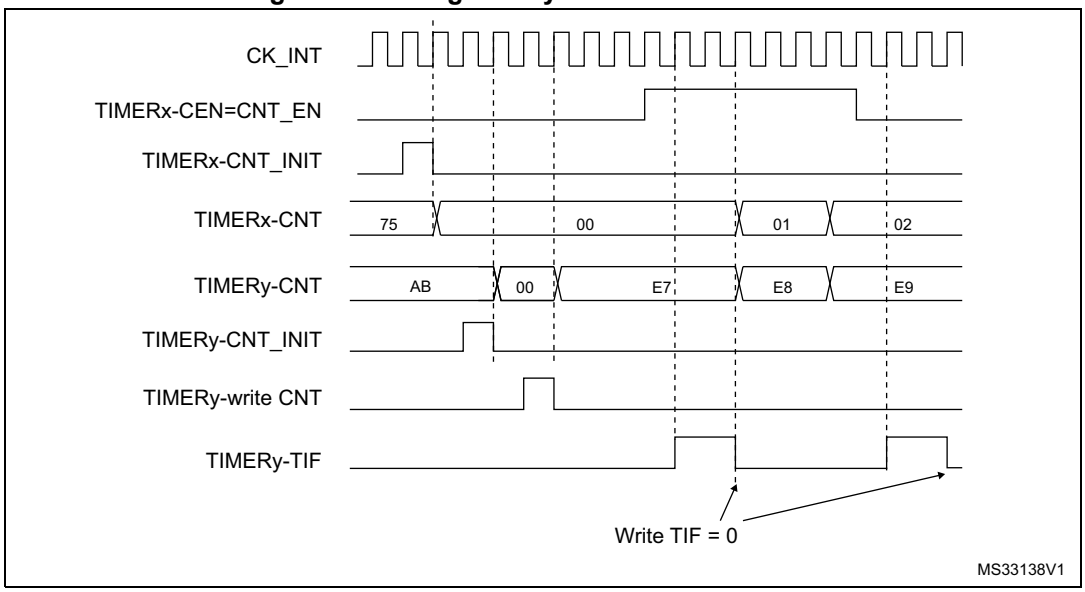
In the example in *Figure 91*, the Timer y counter and prescaler are not initialized before being started. So they start counting from their current value. It is possible to start from a given value by resetting both timers before starting Timer x. You can then write any value you want in the timer counters. The timers can easily be reset by software using the UG bit in the TIMx_EGR registers.

In the next example, we synchronize Timer x and Timer y. Timer x is the master and starts from 0. Timer y is the slave and starts from 0xE7. The prescaler ratio is the same for both timers. Timer y stops when Timer x is disabled by writing ‘0 to the CEN bit in the TIMy_CR1 register:

1. Configure Timer x master mode to send its Output Compare 1 Reference (OC1REF) signal as trigger output (MMS=100 in the TIMx_CR2 register).
2. Configure the Timer x OC1REF waveform (TIMx_CCMR1 register).
3. Configure Timer y to get the input trigger from Timer x (TS=000 in the TIMy_SMCR register).
4. Configure Timer y in gated mode (SMS=101 in TIMy_SMCR register).
5. Reset Timer x by writing ‘1 in UG bit (TIMx_EGR register).
6. Reset Timer y by writing ‘1 in UG bit (TIMy_EGR register).
7. Initialize Timer y to 0xE7 by writing ‘0xE7’ in the timer y counter (TIMy_CNTL).
8. Enable Timer y by writing ‘1 in the CEN bit (TIMy_CR1 register).
9. Start Timer x by writing ‘1 in the CEN bit (TIMx_CR1 register).
10. Stop Timer x by writing ‘0 in the CEN bit (TIMx_CR1 register).

For code example, refer to *A.9.19: Master and slave synchronization code example*.

Figure 92. Gating timer y with Enable of timer x

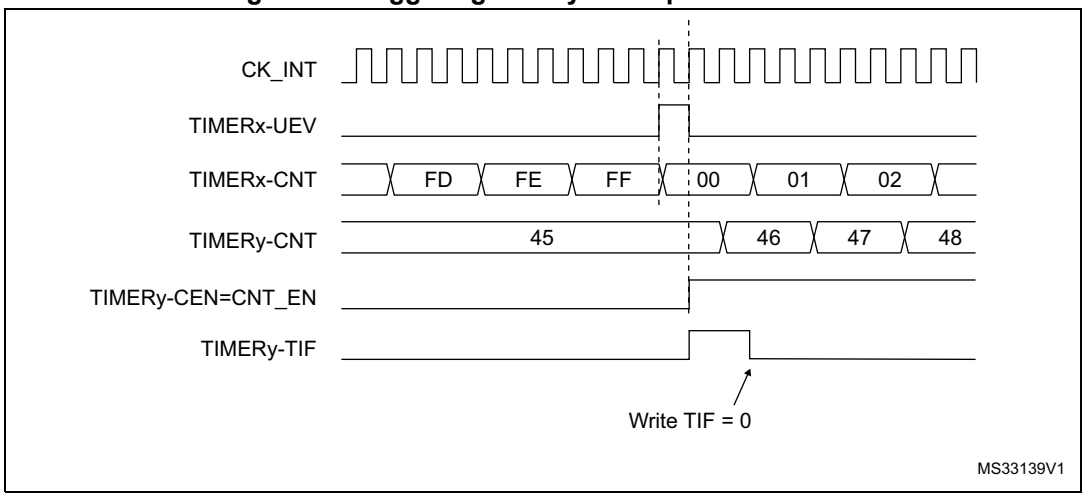


Using one timer to start another timer

In this example, we set the enable of Timer y with the update event of Timer x. Refer to *Figure 90* for connections. Timer y starts counting from its current value (which can be nonzero) on the divided internal clock as soon as the update event is generated by Timer x. When Timer y receives the trigger signal its CEN bit is automatically set and the counter counts until we write ‘0 to the CEN bit in the TIM2_CR1 register. Both counter clock frequencies are divided by 3 by the prescaler compared to CK_INT ($f_{CK\_CNT} = f_{CK\_INT}/3$).

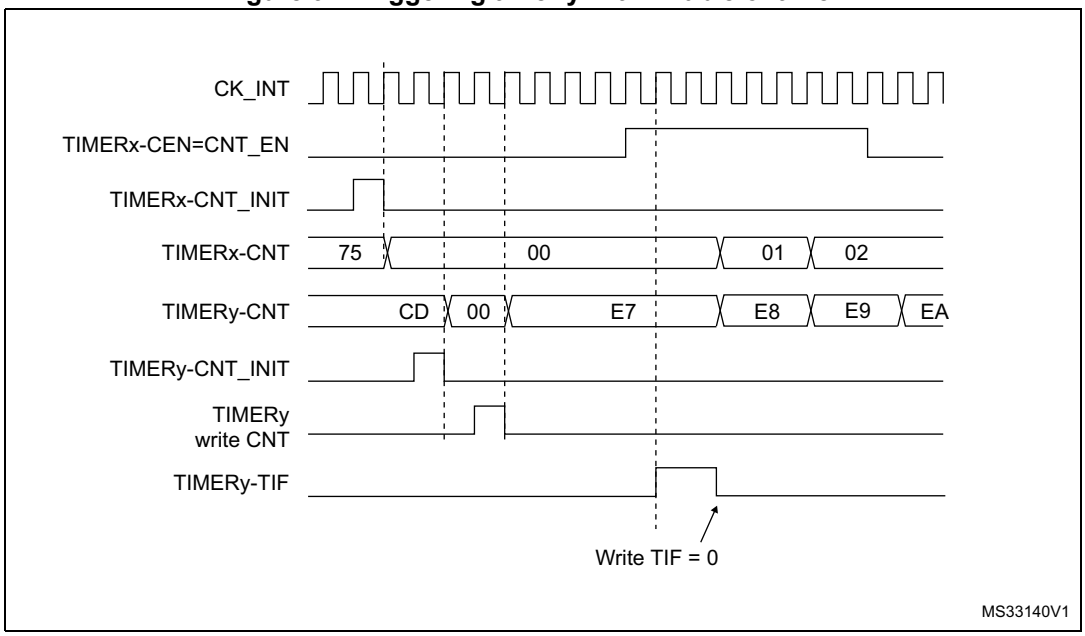
1. Configure Timer x master mode to send its Update Event (UEV) as trigger output (MMS=010 in the TIMx_CR2 register).
2. Configure the Timer x period (TIMx_ARR registers).
3. Configure Timer y to get the input trigger from Timer x (TS=000 in the TIMy_SMCR register).
4. Configure Timer y in trigger mode (SMS=110 in TIMy_SMCR register).
5. Start Timer x by writing ‘1 in the CEN bit (TIMx_CR1 register).

Figure 93. Triggering timer y with update of timer x



As in the previous example, you can initialize both counters before starting counting. *Figure 94* shows the behavior with the same configuration as in *Figure 93* but in trigger mode instead of gated mode (SMS=110 in the TIMy_SMCR register).

Figure 94. Triggering timer y with Enable of timer x



Starting 2 timers synchronously in response to an external trigger

In this example, we set the enable of timer x when its TI1 input rises, and the enable of Timer y with the enable of Timer x. Refer to *Figure 90* for connections. To ensure the counters are aligned, Timer x must be configured in Master/Slave mode (slave with respect to TI1, master with respect to Timer y):

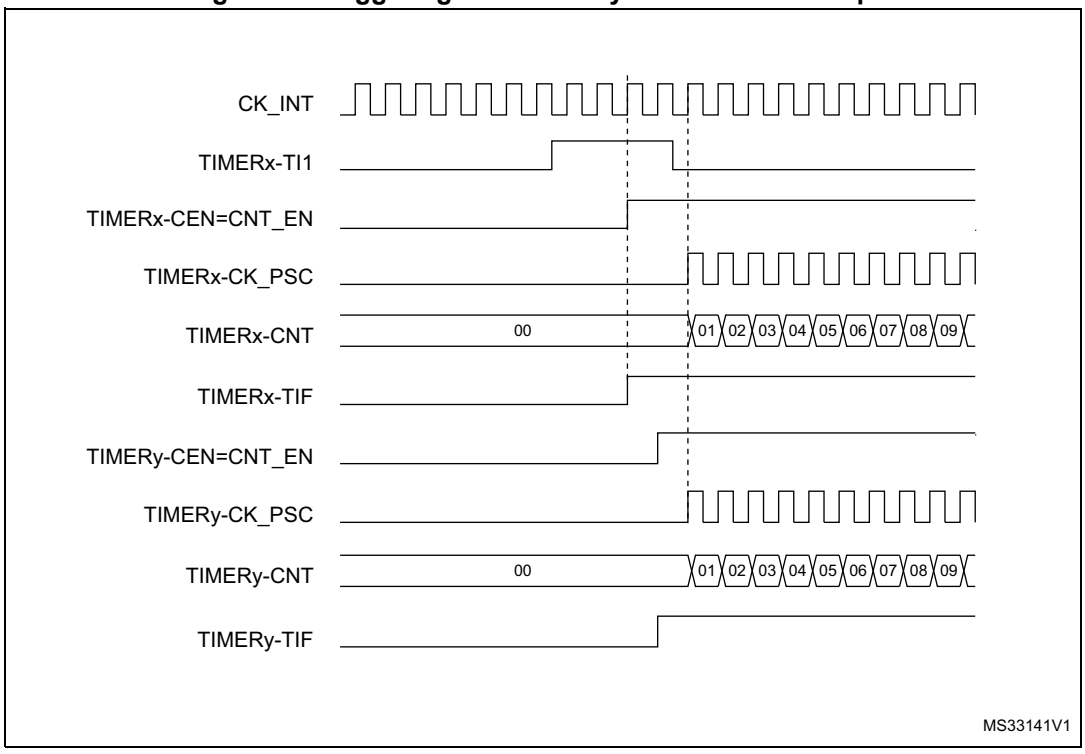
1. Configure Timer x master mode to send its Enable as trigger output (MMS=001 in the TIMx_CR2 register).
2. Configure Timer x slave mode to get the input trigger from TI1 (TS=100 in the TIMx_SMCR register).
3. Configure Timer x in trigger mode (SMS=110 in the TIMx_SMCR register).
4. Configure the Timer x in Master/Slave mode by writing MSM=1 (TIMx_SMCR register).
5. Configure Timer y to get the input trigger from Timer x (TS=000 in the TIMy_SMCR register).
6. Configure Timer y in trigger mode (SMS=110 in the TIMy_SMCR register).

For code example, refer to *A.9.20: Two timers synchronized by an external trigger code example*.

When a rising edge occurs on TI1 (Timer x), both counters starts counting synchronously on the internal clock and both TIF flags are set.

Note: In this example both timers are initialized before starting (by setting their respective UG bits). Both counters starts from 0, but you can easily insert an offset between them by writing any of the counter registers (TIMx_CNT). You can see that the master/slave mode insert a delay between CNT_EN and CK_PSC on timer x.

Figure 95. Triggering timer x and y with timer x TI1 input



14.3.16 Debug mode

When the microcontroller enters debug mode (Cortex®-M0+ core - halted), the TIMx counter either continues to work normally or stops, depending on DBG_TIMx_STOP configuration bit in DBG module. For more details, refer to *Section 31.16.2: Debug support for timers, watchdog, bxCAN and I2C*.

14.4 TIM2 registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

The 32-bit peripheral registers have to be written by words (32 bits). All other peripheral registers have to be written by half-words (16 bits) or words (32 bits). Read accesses can be done by bytes (8 bits), half-words (16 bits) or words (32 bits).

14.4.1 TIMx control register 1 (TIMx_CR1)

Address offset: 0x00

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	CKD[1:0]		ARPE	CMS		DIR	OPM	URS	UDIS	CEN
						rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:10 Reserved, must be kept at reset value.

Bits 9:8 **CKD**: Clock division

This bit-field indicates the division ratio between the timer clock (CK_INT) frequency and sampling clock used by the digital filters (ETR, TIx),

00: $t_{DTS} = t_{CK\_INT}$
01: $t_{DTS} = 2 \times t_{CK\_INT}$
10: $t_{DTS} = 4 \times t_{CK\_INT}$
11: Reserved

Bit 7 **ARPE**: Auto-reload preload enable

0: TIMx_ARR register is not buffered
1: TIMx_ARR register is buffered

Bits 6:5 **CMS**: Center-aligned mode selection

00: Edge-aligned mode. The counter counts up or down depending on the direction bit (DIR).
01: Center-aligned mode 1. The counter counts up and down alternatively. Output compare interrupt flags of channels configured in output (CCxS=00 in TIMx_CCMRx register) are set only when the counter is counting down.
10: Center-aligned mode 2. The counter counts up and down alternatively. Output compare interrupt flags of channels configured in output (CCxS=00 in TIMx_CCMRx register) are set only when the counter is counting up.
11: Center-aligned mode 3. The counter counts up and down alternatively. Output compare interrupt flags of channels configured in output (CCxS=00 in TIMx_CCMRx register) are set both when the counter is counting up or down.

Note: It is not allowed to switch from edge-aligned mode to center-aligned mode as long as the counter is enabled (CEN=1)

Bit 4 **DIR**: Direction

0: Counter used as upcounter
1: Counter used as downcounter

Note: This bit is read only when the timer is configured in Center-aligned mode or Encoder mode.

Bit 3 **OPM**: One-pulse mode

0: Counter is not stopped at update event
1: Counter stops counting at the next update event (clearing the bit CEN)

Bit 2 **URS**: Update request source

This bit is set and cleared by software to select the UEV event sources.

0: Any of the following events generate an update interrupt or DMA request if enabled. These events can be:

- Counter overflow/underflow
- Setting the UG bit
- Update generation through the slave mode controller

1: Only counter overflow/underflow generates an update interrupt or DMA request if enabled.

Bit 1 **UDIS**: Update disable

This bit is set and cleared by software to enable/disable UEV event generation.

0: UEV enabled. The Update (UEV) event is generated by one of the following events:

- Counter overflow/underflow
- Setting the UG bit
- Update generation through the slave mode controller

Buffered registers are then loaded with their preload values.

1: UEV disabled. The Update event is not generated, shadow registers keep their value (ARR, PSC, CCRx). However the counter and the prescaler are reinitialized if the UG bit is set or if a hardware reset is received from the slave mode controller.

Bit 0 **CEN**: Counter enable

0: Counter disabled

1: Counter enabled

Note: External clock, gated mode and encoder mode can work only if the CEN bit has been previously set by software. However trigger mode can set the CEN bit automatically by hardware.

CEN is cleared automatically in one-pulse mode, when an update event occurs.

14.4.2 TIMx control register 2 (TIMx_CR2)

Address offset: 0x04

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI1S	MMS[2:0]			CCDS	Res.	Res.	Res.
								rw	rw	rw	rw	rw			

Bits 15:8 Reserved, must be kept at reset value.

Bit 7 **TI1S**: TI1 selection

0: The TIMx_CH1 pin is connected to TI1 input
1: The TIMx_CH1, CH2 and CH3 pins are connected to the TI1 input (XOR combination)

Bits 6:4 **MMS**: Master mode selection

These bits allow to select the information to be sent in master mode to slave timers for synchronization (TRGO). The combination is as follows:
000: **Reset** - the UG bit from the TIMx_EGR register is used as trigger output (TRGO). If the reset is generated by the trigger input (slave mode controller configured in reset mode) then the signal on TRGO is delayed compared to the actual reset.
001: **Enable** - the Counter enable signal, CNT_EN, is used as trigger output (TRGO). It is useful to start several timers at the same time or to control a window in which a slave timer is enabled. The Counter Enable signal is generated by a logic OR between CEN control bit and the trigger input when configured in gated mode.
When the Counter Enable signal is controlled by the trigger input, there is a delay on TRGO, except if the master/slave mode is selected (see the MSM bit description in TIMx_SMCR register).
010: **Update** - The update event is selected as trigger output (TRGO). For instance a master timer can then be used as a prescaler for a slave timer.
011: **Compare Pulse** - The trigger output send a positive pulse when the CC1IF flag is to be set (even if it was already high), as soon as a capture or a compare match occurred. (TRGO)
100: **Compare** - OC1REF signal is used as trigger output (TRGO)
101: **Compare** - OC2REF signal is used as trigger output (TRGO)
110: **Compare** - OC3REF signal is used as trigger output (TRGO)
111: **Compare** - OC4REF signal is used as trigger output (TRGO)

Note: The clock of the slave timer or ADC must be enabled prior to receiving events from the master timer, and must not be changed on-the-fly while triggers are received from the master timer.

Bit 3 **CCDS**: Capture/compare DMA selection

0: CCx DMA request sent when CCx event occurs
1: CCx DMA requests sent when update event occurs

Bits 2:0 Reserved, must be kept at reset value.

14.4.3 TIMx slave mode control register (TIMx_SMCR)

Address offset: 0x08

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ETP	ECE	ETPS[1:0]		ETF[3:0]				MSM	TS[2:0]			Res.	SMS[2:0]		
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw		rw	rw	rw

Bit 15 **ETP**: External trigger polarity

This bit selects whether ETR or $\overline{ETR}$ is used for trigger operations
0: ETR is noninverted, active at high level or rising edge
1: ETR is inverted, active at low level or falling edge

Bit 14 **ECE**: External clock enable

This bit enables External clock mode 2.
0: External clock mode 2 disabled
1: External clock mode 2 enabled. The counter is clocked by any active edge on the ETRF signal.

1: Setting the ECE bit has the same effect as selecting external clock mode 1 with TRGI connected to ETRF (SMS=111 and TS=111).
2: It is possible to simultaneously use external clock mode 2 with the following slave modes: reset mode, gated mode and trigger mode. Nevertheless, TRGI must not be connected to ETRF in this case (TS bits must not be 111).
3: If external clock mode 1 and external clock mode 2 are enabled at the same time, the external clock input is ETRF.

Bits 13:12 **ETPS**: External trigger prescaler

External trigger signal ETRP frequency must be at most 1/4 of CK_INT frequency. A prescaler can be enabled to reduce ETRP frequency. It is useful when inputting fast external clocks.
00: Prescaler OFF
01: ETRP frequency divided by 2
10: ETRP frequency divided by 4
11: ETRP frequency divided by 8

Bits 11:8 **ETF[3:0]**: External trigger filter

This bit-field then defines the frequency used to sample ETRP signal and the length of the digital filter applied to ETRP. The digital filter is made of an event counter in which N consecutive events are needed to validate a transition on the output:
0000: No filter, sampling is done at f_{DTS}
0001: $f_{SAMPLING}=f_{CK\_INT}$, N=2
0010: $f_{SAMPLING}=f_{CK\_INT}$, N=4
0011: $f_{SAMPLING}=f_{CK\_INT}$, N=8
0100: $f_{SAMPLING}=f_{DTS}/2$, N=6
0101: $f_{SAMPLING}=f_{DTS}/2$, N=8
0110: $f_{SAMPLING}=f_{DTS}/4$, N=6
0111: $f_{SAMPLING}=f_{DTS}/4$, N=8
1000: $f_{SAMPLING}=f_{DTS}/8$, N=6
1001: $f_{SAMPLING}=f_{DTS}/8$, N=8
1010: $f_{SAMPLING}=f_{DTS}/16$, N=5
1011: $f_{SAMPLING}=f_{DTS}/16$, N=6
1100: $f_{SAMPLING}=f_{DTS}/16$, N=8
1101: $f_{SAMPLING}=f_{DTS}/32$, N=5
1110: $f_{SAMPLING}=f_{DTS}/32$, N=6
1111: $f_{SAMPLING}=f_{DTS}/32$, N=8

Bit 7 **MSM:** Master/Slave mode

0: No action

1: The effect of an event on the trigger input (TRGI) is delayed to allow a perfect synchronization between the current timer and its slaves (through TRGO). It is useful if we want to synchronize several timers on a single external event.

Bits 6:4 **TS:** Trigger selection

This bit-field selects the trigger input to be used to synchronize the counter.

000: Internal Trigger 0 (ITR0).

001: Internal Trigger 1 (ITR1).

010: Reserved

011: Reserved.

100: TI1 Edge Detector (TI1F_ED)

101: Filtered Timer Input 1 (TI1FP1)

110: Filtered Timer Input 2 (TI2FP2)

111: External Trigger input (ETRF)

See *Table 63: TIM2/TIM3 internal trigger connection on page 341* for more details on ITRx meaning for each Timer.

Note: These bits must be changed only when they are not used (e.g. when SMS=000) to avoid wrong edge detections at the transition.

Bit 3 Reserved, must be kept at ‘1’.

Bits 2:0 **SMS:** Slave mode selection

When external signals are selected the active edge of the trigger signal (TRGI) is linked to the polarity selected on the external input (see Input Control register and Control Register description.

000: Slave mode disabled - if CEN = ‘1 then the prescaler is clocked directly by the internal clock.

001: Encoder mode 1 - Counter counts up/down on TI2FP1 edge depending on TI1FP2 level.

010: Encoder mode 2 - Counter counts up/down on TI1FP2 edge depending on TI2FP1 level.

011: Encoder mode 3 - Counter counts up/down on both TI1FP1 and TI2FP2 edges depending on the level of the other input.

100: Reset Mode - Rising edge of the selected trigger input (TRGI) reinitializes the counter and generates an update of the registers.

101: Gated Mode - The counter clock is enabled when the trigger input (TRGI) is high. The counter stops (but is not reset) as soon as the trigger becomes low. Both start and stop of the counter are controlled.

110: Trigger Mode - The counter starts at a rising edge of the trigger TRGI (but it is not reset). Only the start of the counter is controlled.

111: External Clock Mode 1 - Rising edges of the selected trigger (TRGI) clock the counter.

Note: The gated mode must not be used if TI1F_ED is selected as the trigger input (TS=100). Indeed, TI1F_ED outputs 1 pulse for each transition on TI1F, whereas the gated mode checks the level of the trigger signal.

The clock of the slave timer must be enabled prior to receiving events from the master timer, and must not be changed on-the-fly while triggers are received from the master timer."

Table 63. TIM2/TIM3 internal trigger connection

Slave TIM	ITR0 (TS = 000)	ITR1 (TS = 001)
TIM2	TIM21	TIM22

14.4.4 TIMx DMA/Interrupt enable register (TIMx_DIER)

Address offset: 0x0C

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	TDE	Res.	CC4DE	CC3DE	CC2DE	CC1DE	UDE	Res.	TIE	Res.	CC4IE	CC3IE	CC2IE	CC1IE	UIE
	rw		rw	rw	rw	rw	rw		rw		rw	rw	rw	rw	rw

Bit 15 Reserved, must be kept at reset value.

Bit 14 **TDE**: Trigger DMA request enable
0: Trigger DMA request disabled.
1: Trigger DMA request enabled.

Bit 13 Reserved, always read as 0

Bit 12 **CC4DE**: Capture/Compare 4 DMA request enable
0: CC4 DMA request disabled.
1: CC4 DMA request enabled.

Bit 11 **CC3DE**: Capture/Compare 3 DMA request enable
0: CC3 DMA request disabled.
1: CC3 DMA request enabled.

Bit 10 **CC2DE**: Capture/Compare 2 DMA request enable
0: CC2 DMA request disabled.
1: CC2 DMA request enabled.

Bit 9 **CC1DE**: Capture/Compare 1 DMA request enable
0: CC1 DMA request disabled.
1: CC1 DMA request enabled.

Bit 8 **UDE**: Update DMA request enable
0: Update DMA request disabled.
1: Update DMA request enabled.

Bit 7 Reserved, must be kept at reset value.

Bit 6 **TIE**: Trigger interrupt enable
0: Trigger interrupt disabled.
1: Trigger interrupt enabled.

Bit 5 Reserved, must be kept at reset value.

Bit 4 **CC4IE**: Capture/Compare 4 interrupt enable
0: CC4 interrupt disabled.
1: CC4 interrupt enabled.

Bit 3 **CC3IE**: Capture/Compare 3 interrupt enable
0: CC3 interrupt disabled
1: CC3 interrupt enabled

Bit 2 **CC2IE**: Capture/Compare 2 interrupt enable
0: CC2 interrupt disabled
1: CC2 interrupt enabled

Bit 1 **CC1IE**: Capture/Compare 1 interrupt enable
0: CC1 interrupt disabled
1: CC1 interrupt enabled

Bit 0 **UIE**: Update interrupt enable
0: Update interrupt disabled
1: Update interrupt enabled

14.4.5 TIMx status register (TIMx_SR)

Address offset: 0x10

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	CC4OF	CC3OF	CC2OF	CC1OF	Res.	Res.	TIF	Res.	CC4IF	CC3IF	CC2IF	CC1IF	UIF
			rc_w0	rc_w0	rc_w0	rc_w0			rc_w0		rc_w0	rc_w0	rc_w0	rc_w0	rc_w0

Bits 15:13 Reserved, must be kept at reset value.

Bit 12 **CC4OF**: Capture/Compare 4 overcapture flag
refer to CC1OF description

Bit 11 **CC3OF**: Capture/Compare 3 overcapture flag
refer to CC1OF description

Bit 10 **CC2OF**: Capture/compare 2 overcapture flag
refer to CC1OF description

Bit 9 **CC1OF**: Capture/Compare 1 overcapture flag
This flag is set by hardware only when the corresponding channel is configured in input capture mode. It is cleared by software by writing it to ‘0.
0: No overcapture has been detected
1: The counter value has been captured in TIMx_CCR1 register while CC1IF flag was already set

Bits 8:7 Reserved, must be kept at reset value.

Bit 6 **TIF**: Trigger interrupt flag
This flag is set by hardware on trigger event (active edge detected on TRGI input when the slave mode controller is enabled in all modes but gated mode. It is set when the counter starts or stops when gated mode is selected. It is cleared by software.
0: No trigger event occurred
1: Trigger interrupt pending

Bit 5 Reserved, must be kept at reset value.

Bit 4 **CC4IF**: Capture/Compare 4 interrupt flag
refer to CC1IF description

Bit 3 **CC3IF**: Capture/Compare 3 interrupt flag
refer to CC1IF description

Bit 2 **CC2IF**: Capture/Compare 2 interrupt flag
refer to CC1IF description

Bit 1 **CC1IF**: Capture/compare 1 interrupt flag
If channel CC1 is configured as output:
This flag is set by hardware when the counter matches the compare value, with some exception in center-aligned mode (refer to the CMS bits in the TIMx_CR1 register description). It is cleared by software.
0: No match
1: The content of the counter TIMx_CNT matches the content of the TIMx_CCR1 register. When the contents of TIMx_CCR1 are greater than the contents of TIMx_ARR, the CC1IF bit goes high on the counter overflow (in upcounting and up/down-counting modes) or underflow (in downcounting mode)
If channel CC1 is configured as input:
This bit is set by hardware on a capture. It is cleared by software or by reading the TIMx_CCR1 register.
0: No input capture occurred
1: The counter value has been captured in TIMx_CCR1 register (An edge has been detected on IC1 which matches the selected polarity)

Bit 0 **UIF**: Update interrupt flag
- This bit is set by hardware on an update event. It is cleared by software.
  0: No update occurred.
  1: Update interrupt pending. This bit is set by hardware when the registers are updated:
- At overflow or underflow and if UDIS=0 in the TIMx_CR1 register.
- When CNT is reinitialized by software using the UG bit in TIMx_EGR register, if URS=0 and UDIS=0 in the TIMx_CR1 register.

When CNT is reinitialized by a trigger event (refer to the synchro control register description), if URS=0 and UDIS=0 in the TIMx_CR1 register.

14.4.6 TIMx event generation register (TIMx_EGR)

Address offset: 0x14

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TG	Res.	CC4G	CC3G	CC2G	CC1G	UG
									w		w	w	w	w	w

Bits 15:7 Reserved, must be kept at reset value.

Bit 6 **TG**: Trigger generation
This bit is set by software in order to generate an event, it is automatically cleared by hardware.
0: No action
1: The TIF flag is set in TIMx_SR register. Related interrupt or DMA transfer can occur if enabled.

Bit 5 Reserved, must be kept at reset value.

Bit 4 **CC4G**: Capture/compare 4 generation
refer to CC1G description

Bit 3 **CC3G**: Capture/compare 3 generation
refer to CC1G description

Bit 2 **CC2G**: Capture/compare 2 generation
refer to CC1G description

Bit 1 **CC1G**: Capture/compare 1 generation
This bit is set by software in order to generate an event, it is automatically cleared by hardware.
0: No action
1: A capture/compare event is generated on channel 1:
If channel CC1 is configured as output:
CC1IF flag is set, Corresponding interrupt or DMA request is sent if enabled.
If channel CC1 is configured as input:
The current value of the counter is captured in TIMx_CCR1 register. The CC1IF flag is set, the corresponding interrupt or DMA request is sent if enabled. The CC1OF flag is set if the CC1IF flag was already high.

Bit 0 **UG**: Update generation
This bit can be set by software, it is automatically cleared by hardware.
0: No action
1: Re-initialize the counter and generates an update of the registers. Note that the prescaler counter is cleared too (anyway the prescaler ratio is not affected). The counter is cleared if the center-aligned mode is selected or if DIR=0 (upcounting), else it takes the auto-reload value (TIMx_ARR) if DIR=1 (downcounting).

14.4.7 TIMx capture/compare mode register 1 (TIMx_CCMR1)

Address offset: 0x18

Reset value: 0x0000

The channels can be used in input (capture mode) or in output (compare mode). The direction of a channel is defined by configuring the corresponding CCxS bits. All the other bits of this register have a different function in input and in output mode. For a given bit, OCxx describes its function when the channel is configured in output, ICxx describes its function when the channel is configured in input. So you must take care that the same bit can have a different meaning for the input stage and for the output stage.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OC2CE	OC2M[2:0]			OC2PE	OC2FE	CC2S[1:0]		OC1CE	OC1M[2:0]			OC1PE	OC1FE	CC1S[1:0]	
IC2F[3:0]				IC2PSC[1:0]				IC1F[3:0]				IC1PSC[1:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Output compare mode

Bit 15 **OC2CE:** Output compare 2 clear enable

Bits 14:12 **OC2M[2:0]**: Output compare 2 mode

Bit 11 **OC2PE**: Output compare 2 preload enable

Bit 10 **OC2FE**: Output compare 2 fast enable

Bits 9:8 **CC2S[1:0]**: Capture/Compare 2 selection

This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC2 channel is configured as output
01: CC2 channel is configured as input, IC2 is mapped on TI2
10: CC2 channel is configured as input, IC2 is mapped on TI1
11: CC2 channel is configured as input, IC2 is mapped on TRC. This mode is working only if an internal trigger input is selected through the TS bit (TIMx_SMCR register)

Note: CC2S bits are writable only when the channel is OFF (CC2E = 0 in TIMx_CCER).

Bit 7 **OC1CE:** Output compare 1 clear enable

OC1CE: Output Compare 1 Clear Enable
0: OC1Ref is not affected by the ETRF input
1: OC1Ref is cleared as soon as a High level is detected on ETRF input

Bits 6:4 **OC1M**: Output compare 1 mode

These bits define the behavior of the output reference signal OC1REF from which OC1 and OC1N are derived. OC1REF is active high whereas OC1 and OC1N active level depends on CC1P and CC1NP bits.
000: Frozen - The comparison between the output compare register TIMx_CCR1 and the counter TIMx_CNT has no effect on the outputs.(this mode is used to generate a timing base).
001: Set channel 1 to active level on match. OC1REF signal is forced high when the counter TIMx_CNT matches the capture/compare register 1 (TIMx_CCR1).
010: Set channel 1 to inactive level on match. OC1REF signal is forced low when the counter TIMx_CNT matches the capture/compare register 1 (TIMx_CCR1).
011: Toggle - OC1REF toggles when TIMx_CNT=TIMx_CCR1.
100: Force inactive level - OC1REF is forced low.
101: Force active level - OC1REF is forced high.
110: PWM mode 1 - In upcounting, channel 1 is active as long as TIMx_CNT<TIMx_CCR1 else inactive. In downcounting, channel 1 is inactive (OC1REF=‘0) as long as TIMx_CNT>TIMx_CCR1 else active (OC1REF=1).
111: PWM mode 2 - In upcounting, channel 1 is inactive as long as TIMx_CNT<TIMx_CCR1 else active. In downcounting, channel 1 is active as long as TIMx_CNT>TIMx_CCR1 else inactive.

Note: In PWM mode 1 or 2, the OCREF level changes only when the result of the comparison changes or when the output compare mode switches from “frozen” mode to “PWM” mode.

Bit 3 **OC1PE**: Output compare 1 preload enable

0: Preload register on TIMx_CCR1 disabled. TIMx_CCR1 can be written at anytime, the new value is taken in account immediately.
1: Preload register on TIMx_CCR1 enabled. Read/Write operations access the preload register. TIMx_CCR1 preload value is loaded in the active register at each update event.

Note: The PWM mode can be used without validating the preload register only in one-pulse mode (OPM bit set in TIMx_CR1 register). Else the behavior is not guaranteed.

Bit 2 **OC1FE**: Output compare 1 fast enable

This bit is used to accelerate the effect of an event on the trigger in input on the CC output.
0: CC1 behaves normally depending on counter and CCR1 values even when the trigger is ON. The minimum delay to activate CC1 output when an edge occurs on the trigger input is 5 clock cycles.
1: An active edge on the trigger input acts like a compare match on CC1 output. Then, OC is set to the compare level independently from the result of the comparison. Delay to sample the trigger input and to activate CC1 output is reduced to 3 clock cycles. OCFE acts only if the channel is configured in PWM1 or PWM2 mode.

Bits 1:0 **CC1S**: Capture/Compare 1 selection

This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC1 channel is configured as output.
01: CC1 channel is configured as input, IC1 is mapped on TI1.
10: CC1 channel is configured as input, IC1 is mapped on TI2.
11: CC1 channel is configured as input, IC1 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)

Note: CC1S bits are writable only when the channel is OFF (CC1E = 0 in TIMx_CCER).

Input capture mode

Bits 15:12 **IC2F**: Input capture 2 filter

Bits 11:10 **IC2PSC[1:0]**: Input capture 2 prescaler

Bits 9:8 **CC2S**: Capture/compare 2 selection

This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC2 channel is configured as output.
01: CC2 channel is configured as input, IC2 is mapped on TI2.
10: CC2 channel is configured as input, IC2 is mapped on TI1.
11: CC2 channel is configured as input, IC2 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)

Note: CC2S bits are writable only when the channel is OFF (CC2E = 0 in TIMx_CCER).

Bits 7:4 **IC1F**: Input capture 1 filter

This bit-field defines the frequency used to sample TI1 input and the length of the digital filter applied to TI1. The digital filter is made of an event counter in which N consecutive events are needed to validate a transition on the output:

0000: No filter, sampling is done at f_{DTS}
0001: $f_{SAMPLING}=f_{CK\_INT}$, N=2
0010: $f_{SAMPLING}=f_{CK\_INT}$, N=4
0011: $f_{SAMPLING}=f_{CK\_INT}$, N=8
0100: $f_{SAMPLING}=f_{DTS}/2$, N=6
0101: $f_{SAMPLING}=f_{DTS}/2$, N=8
0110: $f_{SAMPLING}=f_{DTS}/4$, N=6
0111: $f_{SAMPLING}=f_{DTS}/4$, N=8
1000: $f_{SAMPLING}=f_{DTS}/8$, N=6
1001: $f_{SAMPLING}=f_{DTS}/8$, N=8
1010: $f_{SAMPLING}=f_{DTS}/16$, N=5
1011: $f_{SAMPLING}=f_{DTS}/16$, N=6
1100: $f_{SAMPLING}=f_{DTS}/16$, N=8
1101: $f_{SAMPLING}=f_{DTS}/32$, N=5
1110: $f_{SAMPLING}=f_{DTS}/32$, N=6
1111: $f_{SAMPLING}=f_{DTS}/32$, N=8

Bits 3:2 **IC1PSC**: Input capture 1 prescaler

This bit-field defines the ratio of the prescaler acting on CC1 input (IC1).
The prescaler is reset as soon as CC1E=0 (TIMx_CCER register).
00: no prescaler, capture is done each time an edge is detected on the capture input
01: capture is done once every 2 events
10: capture is done once every 4 events
11: capture is done once every 8 events

Bits 1:0 **CC1S**: Capture/Compare 1 selection

This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC1 channel is configured as output
01: CC1 channel is configured as input, IC1 is mapped on TI1
10: CC1 channel is configured as input, IC1 is mapped on TI2
11: CC1 channel is configured as input, IC1 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)

Note: CC1S bits are writable only when the channel is OFF (CC1E = 0 in TIMx_CCER).

14.4.8 TIMx capture/compare mode register 2 (TIMx_CCMR2)

Address offset: 0x1C

Reset value: 0x0000

Refer to the above CCMR1 register description.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OC4CE	OC4M[2:0]			OC4PE	OC4FE	CC4S[1:0]		OC3CE	OC3M[2:0]			OC3PE	OC3FE	CC3S[1:0]	
IC4F[3:0]				IC4PSC[1:0]				IC3F[3:0]				IC3PSC[1:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Output compare mode

Bit 15 OC4CE: Output compare 4 clear enable

Bits 14:12 **OC4M**: Output compare 4 mode

Bit 11 **OC4PE**: Output compare 4 preload enable

Bit 10 **OC4FE**: Output compare 4 fast enable

Bits 9:8 **CC4S**: Capture/Compare 4 selection

This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC4 channel is configured as output
01: CC4 channel is configured as input, IC4 is mapped on TI4
10: CC4 channel is configured as input, IC4 is mapped on TI3
11: CC4 channel is configured as input, IC4 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)

Note: CC4S bits are writable only when the channel is OFF (CC4E = 0 in TIMx_CCER).

Bit 7 **OC3CE:** Output compare 3 clear enable

Bits 6:4 **OC3M**: Output compare 3 mode

Bit 3 **OC3PE**: Output compare 3 preload enable

Bit 2 **OC3FE**: Output compare 3 fast enable

Bits 1:0 **CC3S**: Capture/Compare 3 selection

This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC3 channel is configured as output
01: CC3 channel is configured as input, IC3 is mapped on TI3
10: CC3 channel is configured as input, IC3 is mapped on TI4
11: CC3 channel is configured as input, IC3 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)

Note: CC3S bits are writable only when the channel is OFF (CC3E = 0 in TIMx_CCER).

Input capture mode

Bits 15:12 **IC4F**: Input capture 4 filter

Bits 11:10 **IC4PSC**: Input capture 4 prescaler

Bits 9:8 **CC4S**: Capture/Compare 4 selection
This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC4 channel is configured as output
01: CC4 channel is configured as input, IC4 is mapped on TI4
10: CC4 channel is configured as input, IC4 is mapped on TI3
11: CC4 channel is configured as input, IC4 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)
Note: CC4S bits are writable only when the channel is OFF (CC4E = 0 in TIMx_CCER).

Bits 7:4 **IC3F**: Input capture 3 filter

Bits 3:2 **IC3PSC**: Input capture 3 prescaler

Bits 1:0 **CC3S**: Capture/Compare 3 selection
This bit-field defines the direction of the channel (input/output) as well as the used input.
00: CC3 channel is configured as output
01: CC3 channel is configured as input, IC3 is mapped on TI3
10: CC3 channel is configured as input, IC3 is mapped on TI4
11: CC3 channel is configured as input, IC3 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)
Note: CC3S bits are writable only when the channel is OFF (CC3E = 0 in TIMx_CCER).

14.4.9 TIMx capture/compare enable register (TIMx_CCER)

Address offset: 0x20

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CC4NP	Res.	CC4P	CC4E	CC3NP	Res.	CC3P	CC3E	CC2NP	Res.	CC2P	CC2E	CC1NP	Res.	CC1P	CC1E
rw		rw	rw	rw		rw	rw	rw		rw	rw	rw		rw	rw

Bit 15 **CC4NP**: *Capture/Compare 4 output Polarity.*
Refer to CC1NP description

Bit 14 Reserved, must be kept at reset value.

Bit 13 **CC4P**: *Capture/Compare 4 output Polarity.*
refer to CC1P description

Bit 12 **CC4E**: *Capture/Compare 4 output enable.*
refer to CC1E description

Bit 11 **CC3NP**: *Capture/Compare 3 output Polarity.*
refer to CC1NP description

Bit 10 Reserved, must be kept at reset value.

Bit 9 **CC3P**: *Capture/Compare 3 output Polarity.*
refer to CC1P description

Bit 8 **CC3E**: *Capture/Compare 3 output enable.*
refer to CC1E description

Bit 7 **CC2NP**: *Capture/Compare 2 output Polarity.*
refer to CC1NP description

Bit 6 Reserved, must be kept at reset value.

Bit 5 **CC2P**: *Capture/Compare 2 output Polarity.*
refer to CC1P description

Bit 4 **CC2E**: *Capture/Compare 2 output enable.*
refer to CC1E description

Bit 3 **CC1NP**: *Capture/Compare 1 output Polarity.*
CC1 channel configured as output:
CC1NP must be kept cleared in this case.
CC1 channel configured as input:
This bit is used in conjunction with CC1P to define TI1FP1/TI2FP1 polarity. refer to CC1P description.

Bit 2 Reserved, must be kept at reset value.

Bit 1 **CC1P**: *Capture/Compare 1 output Polarity.*
CC1 channel configured as output:
0: OC1 active high
1: OC1 active low
CC1 channel configured as input:
CC1NP/CC1P bits select TI1FP1 and TI2FP1 polarity for trigger or capture operations.
00: noninverted/rising edge
Circuit is sensitive to TIxFP1 rising edge (capture, trigger in reset, external clock or trigger mode), TIxFP1 is not inverted (trigger in gated mode, encoder mode).
01: inverted/falling edge
Circuit is sensitive to TIxFP1 falling edge (capture, trigger in reset, external clock or trigger mode), TIxFP1 is inverted (trigger in gated mode, encoder mode).
10: reserved, do not use this configuration.
11: noninverted/both edges
Circuit is sensitive to both TIxFP1 rising and falling edges (capture, trigger in reset, external clock or trigger mode), TIxFP1 is not inverted (trigger in gated mode). This configuration must not be used for encoder mode.

Bit 0 **CC1E**: *Capture/Compare 1 output enable.*
CC1 channel configured as output:
0: Off - OC1 is not active
1: On - OC1 signal is output on the corresponding output pin
CC1 channel configured as input:
This bit determines if a capture of the counter value can actually be done into the input capture/compare register 1 (TIMx_CCR1) or not.
0: Capture disabled
1: Capture enabled

Table 64. Output control bit for standard OCx channels

CCxE bit	OCx output state
0	Output Disabled (OCx=0, OCx_EN=0)
1	OCx=OCxREF + Polarity, OCx_EN=1

Note: The state of the external I/O pins connected to the standard OCx channels depends on the OCx channel state and the GPIO registers.

14.4.10 TIMx counter (TIMx_CNT)

Address offset: 0x24

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **CNT[15:0]**: Low counter value

14.4.11 TIMx prescaler (TIMx_PSC)

Address offset: 0x28

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PSC[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **PSC[15:0]**: Prescaler value

The counter clock frequency (CK_CNT) is equal to f_{CK_PSC} / (PSC[15:0] + 1).
PSC contains the value to be loaded in the active prescaler register at each update event (including when the counter is cleared through UG bit of TIMx_EGR register or through trigger controller when configured in “reset mode”).

14.4.12 TIMx auto-reload register (TIMx_ARR)

Address offset: 0x2C

Reset value: 0xFFFF FFFF

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ARR[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **ARR[15:0]**: Low Auto-reload value

ARR is the value to be loaded in the actual auto-reload register.
Refer to the *Section 14.3.1: Time-base unit on page 295* for more details about ARR update and behavior.
The counter is blocked while the auto-reload value is null.

14.4.13 TIMx capture/compare register 1 (TIMx_CCR1)

Address offset: 0x34

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CCR1[15:0]															
rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r

Bits 15:0 **CCR1[15:0]**: Low Capture/Compare 1 value

If channel CC1 is configured as output:
CCR1 is the value to be loaded in the actual capture/compare 1 register (preload value).
It is loaded permanently if the preload feature is not selected in the TIMx_CCMR1 register (bit OC1PE). Else the preload value is copied in the active capture/compare 1 register when an update event occurs.
The active capture/compare register contains the value to be compared to the counter TIMx_CNT and signaled on OC1 output.

If channel CC1is configured as input:
CCR1 is the counter value transferred by the last input capture 1 event (IC1). The TIMx_CCR1 register is read-only and cannot be programmed.

14.4.14 TIMx capture/compare register 2 (TIMx_CCR2)

Address offset: 0x38

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CCR2[15:0]															
rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r

Bits 15:0 **CCR2[15:0]**: Low Capture/Compare 2 value

If channel CC2 is configured as output:
CCR2 is the value to be loaded in the actual capture/compare 2 register (preload value).
It is loaded permanently if the preload feature is not selected in the TIMx_CCMR2 register (bit OC2PE). Else the preload value is copied in the active capture/compare 2 register when an update event occurs.
The active capture/compare register contains the value to be compared to the counter TIMx_CNT and signalled on OC2 output.
If channel CC2 is configured as input:
CCR2 is the counter value transferred by the last input capture 2 event (IC2). The TIMx_CCR2 register is read-only and cannot be programmed.

14.4.15 TIMx capture/compare register 3 (TIMx_CCR3)

Address offset: 0x3C

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CCR3[15:0]															
rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r

Bits 15:0 **CCR3[15:0]**: Low Capture/Compare value

If channel CC3 is configured as output:

CCR3 is the value to be loaded in the actual capture/compare 3 register (preload value).

It is loaded permanently if the preload feature is not selected in the TIMx_CCMR3 register (bit OC3PE). Else the preload value is copied in the active capture/compare 3 register when an update event occurs.

The active capture/compare register contains the value to be compared to the counter TIMx_CNT and signalled on OC3 output.

If channel CC3is configured as input:

CCR3 is the counter value transferred by the last input capture 3 event (IC3). The TIMx_CCR3 register is read-only and cannot be programmed.

14.4.16 TIMx capture/compare register 4 (TIMx_CCR4)

Address offset: 0x40

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CCR4[15:0]															
rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r

Bits 15:0 **CCR4[15:0]**: Low Capture/Compare value

If CC4 channel is configured as output (CC4S bits):

CCR4 is the value to be loaded in the actual capture/compare 4 register (preload value).

It is loaded permanently if the preload feature is not selected in the TIMx_CCMR4 register (bit OC4PE). Else the preload value is copied in the active capture/compare 4 register when an update event occurs.

The active capture/compare register contains the value to be compared to the counter TIMx_CNT and signalled on OC4 output.

If CC4 channel is configured as input (CC4S bits in TIMx_CCMR4 register):

CCR4 is the counter value transferred by the last input capture 4 event (IC4). The TIMx_CCR4 register is read-only and cannot be programmed.

14.4.17 TIMx DMA control register (TIMx_DCR)

Address offset: 0x48

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	DBL[4:0]					Res.	Res.	Res.	DBA[4:0]				
			rw	rw	rw	rw	rw				rw	rw	rw	rw	rw

Bits 15:13 Reserved, must be kept at reset value.

Bits 12:8 **DBL[4:0]**: DMA burst length

This 5-bit vector defines the number of DMA transfers (the timer recognizes a burst transfer when a read or a write access is done to the TIMx_DMAR address).
00000: 1 transfer,
00001: 2 transfers,
00010: 3 transfers,
...
10001: 18 transfers.

Bits 7:5 Reserved, must be kept at reset value.

Bits 4:0 **DBA[4:0]**: DMA base address

This 5-bit vector defines the base-address for DMA transfers (when read/write access are done through the TIMx_DMAR address). DBA is defined as an offset starting from the address of the TIMx_CR1 register.
Example:
00000: TIMx_CR1,
00001: TIMx_CR2,
00010: TIMx_SMCR,
...

Example: Let us consider the following transfer: DBL = 7 transfers & DBA = TIMx_CR1. In this case the transfer is done to/from 7 registers starting from the TIMx_CR1 address.

14.4.18 TIMx DMA address for full transfer (TIMx_DMAR)

Address offset: 0x4C

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DMAB[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **DMAB[15:0]**: DMA register for burst accesses

A read or write operation to the DMAR register accesses the register located at the address

(TIMx_CR1 address) + (DBA + DMA index) x 4

where TIMx_CR1 address is the address of the control register 1, DBA is the DMA base address configured in TIMx_DCR register, DMA index is automatically controlled by the DMA transfer, and ranges from 0 to DBL (DBL configured in TIMx_DCR).

Example of how to use the DMA burst feature

In this example the timer DMA burst feature is used to update the contents of the CCRx registers (x = 2, 3, 4) with the DMA transferring half words into the CCRx registers.

This is done in the following steps:

1. Configure the corresponding DMA channel as follows:
   - DMA channel peripheral address is the DMAR register address
   - DMA channel memory address is the address of the buffer in the RAM containing the data to be transferred by DMA into CCRx registers.
   - Number of data to transfer = 3 (See note below).
   - Circular mode disabled.
2. Configure the DCR register by configuring the DBA and DBL bit fields as follows: DBL = 3 transfers, DBA = 0xE.
3. Enable the TIMx update DMA request (set the UDE bit in the DIER register).
4. Enable TIMx
5. Enable the DMA channel

For code example, refer to *A.9.21: DMA burst feature code example*.

Note: This example is for the case where every CCRx register to be updated once. If every CCRx register is to be updated twice for example, the number of data to transfer should be 6. Let's take the example of a buffer in the RAM containing data1, data2, data3, data4, data5 and data6. The data is transferred to the CCRx registers as follows: on the first update DMA request, data1 is transferred to CCR2, data2 is transferred to CCR3, data3 is transferred to CCR4 and on the second update DMA request, data4 is transferred to CCR2, data5 is transferred to CCR3 and data6 is transferred to CCR4.

14.4.19 TIM2 option register (TIM2_OR)

Address offset: 0x50

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI4_RMP		ETR_RMP		
											rw	rw	rw	rw	rw

Bits 15:5 Reserved, must be kept at reset value.

Bits 4:3 **TI4_RMP:** Internal trigger (TI4 connected to TIM2_CH4) remap
This bit is set and cleared by software.
01: Reserved
10: Reserved
others: TIM2 TI4 input connected to ORed GPIOs. Refer to the Alternate function mapping table in the device datasheets.

Bits 2:0 **ETR_RMP**: Timer2 ETR remap
This bit is set and cleared by software.
111: Reserved
110: Reserved
101: TIM2 ETR input is connected to LSE
011: TIM2 ETR input is connected to HSI16 when HSI16OUTEN bit is set in *Clock control register (RCC_CR)* (except for category 3 devices)
others: TIM2 ETR input is connected to ORed GPIOs. Refer to the Alternate function mapping table in the device datasheets

14.5 TIMx register map

TIMx registers are mapped as described in the table below:

Table 65. TIM2 register map and reset values

Offset	Register	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**TIMx_CR1**	Res.	Res.	Res.	Res.	Res.	Res.	CKD [1:0]		ARPE	CMS[1:0]		DIR	OPM	URS	UDIS	CEN
	Reset value							0	0	0	0	0	0	0	0	0	0
0x04	**TIMx_CR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI1S	MMS[2:0]			CCDS	Res.	Res.	Res.
	Reset value									0	0	0	0	0			
0x08	**TIMx_SMCR**	ETP	ECE	ETPS [1:0]		ETF[3:0]				MSM	TS[2:0]			Res.	SMS[2:0]		
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0
0x0C	**TIMx_DIER**	Res.	TDE	Res.	CC4DE	CC3DE	CC2DE	CC1DE	UDE	Res.	TIE	Res.	CC4IE	CC3IE	CC2IE	CC1IE	UIE
	Reset value		0		0	0	0	0	0		0		0	0	0	0	0
0x10	**TIMx_SR**	Res.	Res.	Res.	CC4OF	CC3OF	CC2OF	CC1OF	Res.	Res.	TIF	Res.	CC4IF	CC3IF	CC2IF	CC1IF	UIF
	Reset value				0	0	0	0			0		0	0	0	0	0
0x14	**TIMx_EGR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TG	Res.	CC4G	CC3G	CC2G	CC1G	UG
	Reset value										0		0	0	0	0	0
0x18	**TIMx_CCMR1 Output Compare mode**	OC2CE	OC2M [2:0]			OC2PE	OC2FE	CC2S [1:0]		OC1CE	OC1M [2:0]			OC1PE	OC1FE	CC1S [1:0]	
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	TIMx_CCMR1 Input Capture mode	IC2F[3:0]				IC2 PSC [1:0]		CC2S [1:0]		IC1F[3:0]				IC1 PSC [1:0]		CC1S [1:0]	
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x1C	**TIMx_CCMR2 Output Compare mode**	OC4CE	OC4M [2:0]			OC4PE	OC4FE	CC4S [1:0]		OC3CE	OC3M [2:0]			OC3PE	OC3FE	CC3S [1:0]	
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	TIMx_CCMR2 Input Capture mode	IC4F[3:0]				IC4 PSC [1:0]		CC4S [1:0]		IC3F[3:0]				IC3 PSC [1:0]		CC3S [1:0]	
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x20	**TIMx_CCER**	CC4NP	Res.	CC4P	CC4E	CC3NP	Res.	CC3P	CC3E	CC2NP	Res.	CC2P	CC2E	CC1NP	Res.	CC1P	CC1E
	Reset value	0		0	0	0		0	0	0		0	0	0		0	0
0x24	**TIMx_CNT**	CNT[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x28	**TIMx_PSC**	PSC[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Table 65. TIM2 register map and reset values (continued)

Offset	Register	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x2C	**TIMx_ARR**	ARR[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x30	Res.																
0x34	**TIMx_CCR1**	CCR1[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x38	**TIMx_CCR2**	CCR2[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x3C	**TIMx_CCR3**	CCR3[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x40	**TIMx_CCR4**	CCR4[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x44	Res.																
0x48	**TIMx_DCR**	Res.	Res.	Res.	DBL[4:0]					Res.	Res.	Res.	DBA[4:0]				
	Reset value				0	0	0	0	0				0	0	0	0	0
0x4C	**TIMx_DMAR**	DMAB[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x50	**TIM2_OR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI4_RMP		ETR_RMP	
	Reset value													0	0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

15 General-purpose timers (TIM21/22)

15.1 Introduction

The TIM21/22 general-purpose timers consist of a 16-bit auto-reload counter driven by a programmable prescaler.

They may be used for a variety of purposes, including measuring the pulse lengths of input signals (input capture) or generating output waveforms (output compare, PWM).

Pulse lengths and waveform periods can be modulated from a few microseconds to several milliseconds using the timer prescaler and the RCC clock controller prescalers.

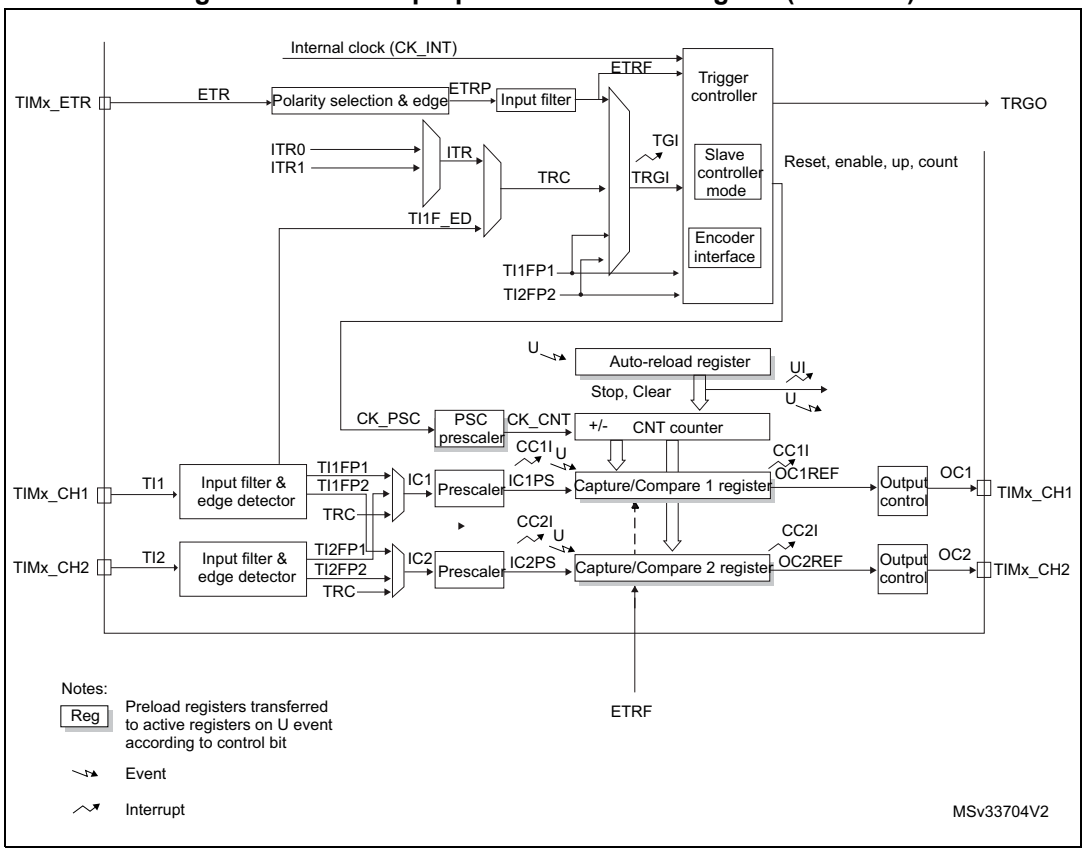
15.2 TIM21/22 main features

15.2.1 TIM21/22 main features

The features of the TIM21/22 general-purpose timer include:

- 16-bit up, down, up/down, auto-reload counter
- 16-bit programmable prescaler used to divide the counter clock frequency by any factor between 1 and 65535 (can be changed “on the fly”)
- Up to 2 independent channels for:
  - Input capture
  - Output compare
  - PWM generation (edge- and center-aligned mode)
  - One-pulse mode output
- Synchronization circuit to control the timer with external signals and to interconnect several timers together
- Interrupt generation on the following events:
  - Update: counter overflow/underflow, counter initialization (by software or internal trigger)
  - Trigger event (counter start, stop, initialization or count by internal trigger)
  - Input capture
  - Output compare

Figure 96. General-purpose timer block diagram (TIM21/22)



15.3 TIM21/22 functional description

15.3.1 Timebase unit

The main block of the timer is a 16-bit counter with its related auto-reload register. The counters counts up, down or both up and down but also down or both up and down. The counter clock can be divided by a prescaler.

The counter, the auto-reload register and the prescaler register can be written or read by software. This is true even when the counter is running.

The timebase unit includes:

- Counter register (TIMx_CNT)
- Prescaler register (TIMx_PSC)
- Auto-reload register (TIMx_ARR)

The auto-reload register is preloaded. Writing to or reading from the auto-reload register accesses the preload register. The content of the preload register are transferred into the shadow register permanently or at each update event (UEV), depending on the auto-reload preload enable bit (ARPE) in TIMx_CR1 register. The update event is sent when the counter reaches the overflow and if the UDIS bit equals 0 in the TIMx_CR1 register. It can also be generated by software. The generation of the update event is described in detailed for each configuration.

The counter is clocked by the prescaler output CK_CNT, which is enabled only when the counter enable bit (CEN) in TIMx_CR1 register is set (refer also to the slave mode controller description to get more details on counter enabling).

Note that the counter starts counting 1 clock cycle after setting the CEN bit in the TIMx_CR1 register.

Prescaler description

The prescaler can divide the counter clock frequency by any factor between 1 and 65536. It is based on a 16-bit counter controlled through a 16-bit register (in the TIMx_PSC register). It can be changed on the fly as this control register is buffered. The new prescaler ratio is taken into account at the next update event.

Figure 98 and *Figure 99* give some examples of the counter behavior when the prescaler ratio is changed on the fly.

Figure 97. Counter timing diagram with prescaler division change from 1 to 2

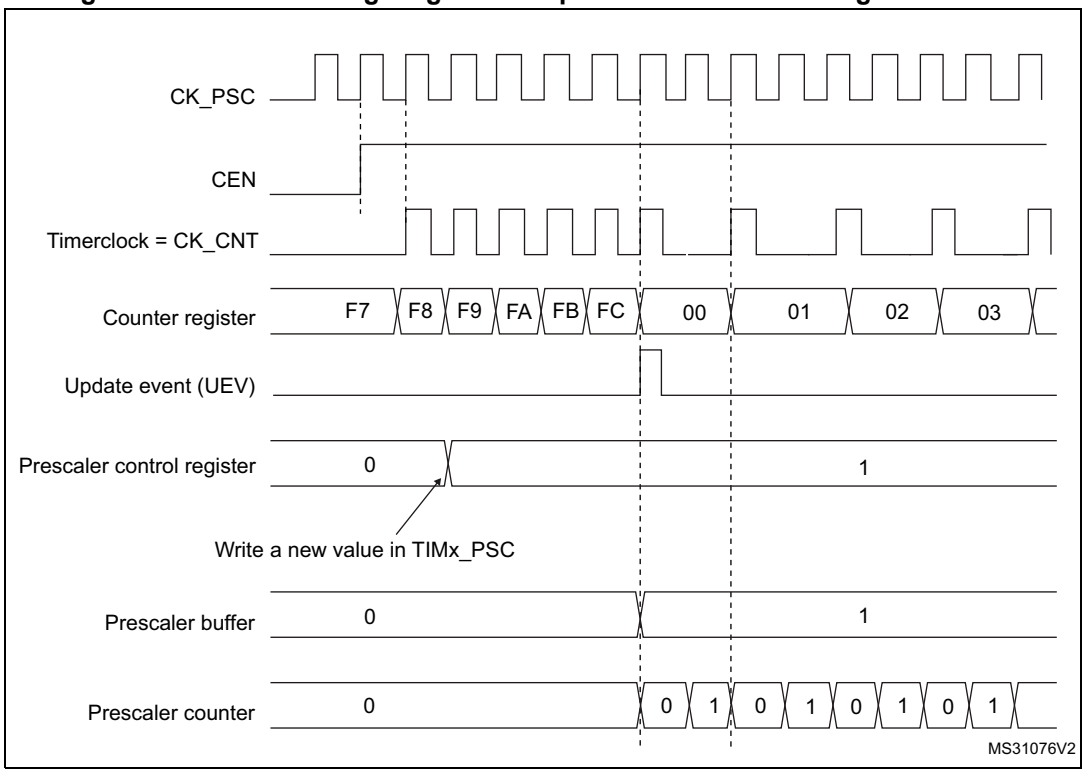
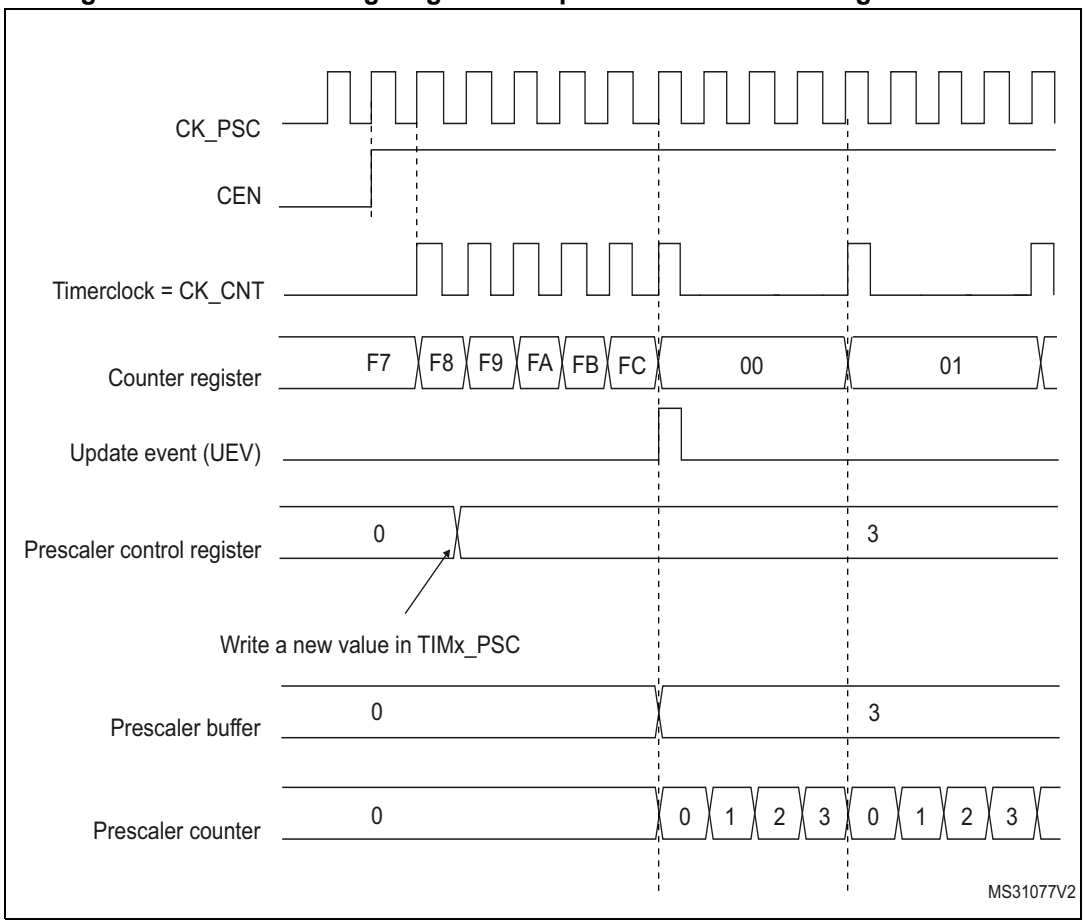


Figure 98. Counter timing diagram with prescaler division change from 1 to 4



15.3.2 Counter modes

Upcounting mode

In upcounting mode, the counter counts from 0 to the auto-reload value (content of the TIMx_ARR register), then restarts from 0 and generates a counter overflow event.

Setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller on TIM21/22) also generates an update event.

The UEV event can be disabled by software by setting the UDIS bit in the TIMx_CR1 register. This is to avoid updating the shadow registers while writing new values in the preload registers. Then no update event occurs until the UDIS bit has been written to 0. However, the counter restarts from 0, as well as the counter of the prescaler (but the prescale rate does not change). In addition, if the URS bit (update request selection) in TIMx_CR1 register is set, setting the UG bit generates an update event UEV but without setting the UIF flag (thus no interrupt is sent). This is to avoid generating both update and capture interrupts when clearing the counter on the capture event.

When an update event occurs, all the registers are updated and the update flag (UIF bit in TIMx_SR register) is set (depending on the URS bit):

- The auto-reload shadow register is updated with the preload value (TIMx_ARR),
- The buffer of the prescaler is reloaded with the preload value (content of the TIMx_PSC register).

The following figures show some examples of the counter behavior for different clock frequencies when TIMx_ARR=0x36.

Figure 99. Counter timing diagram, internal clock divided by 1

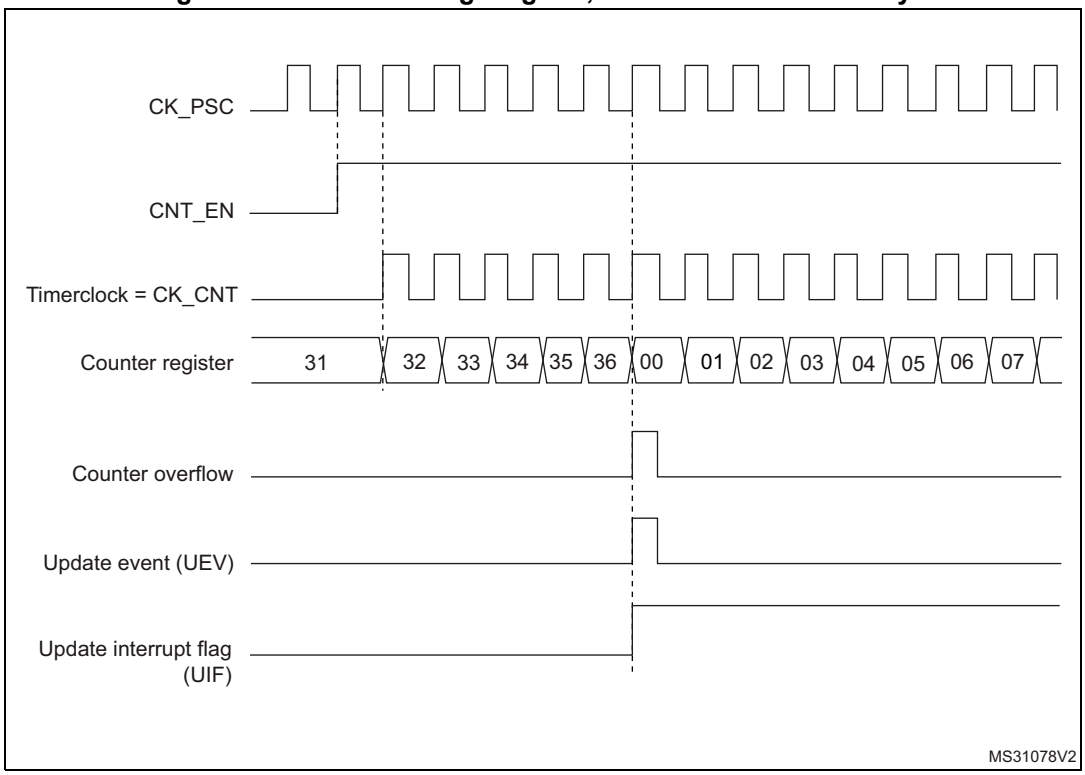


Figure 100. Counter timing diagram, internal clock divided by 2

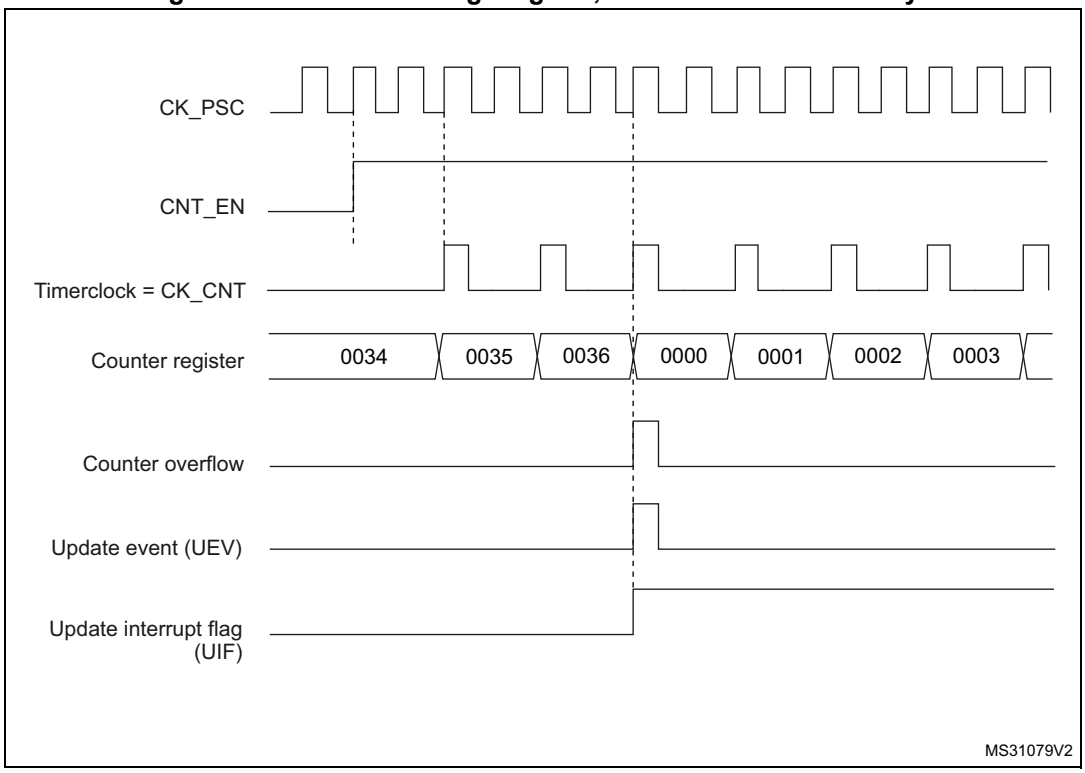


Figure 101. Counter timing diagram, internal clock divided by 4

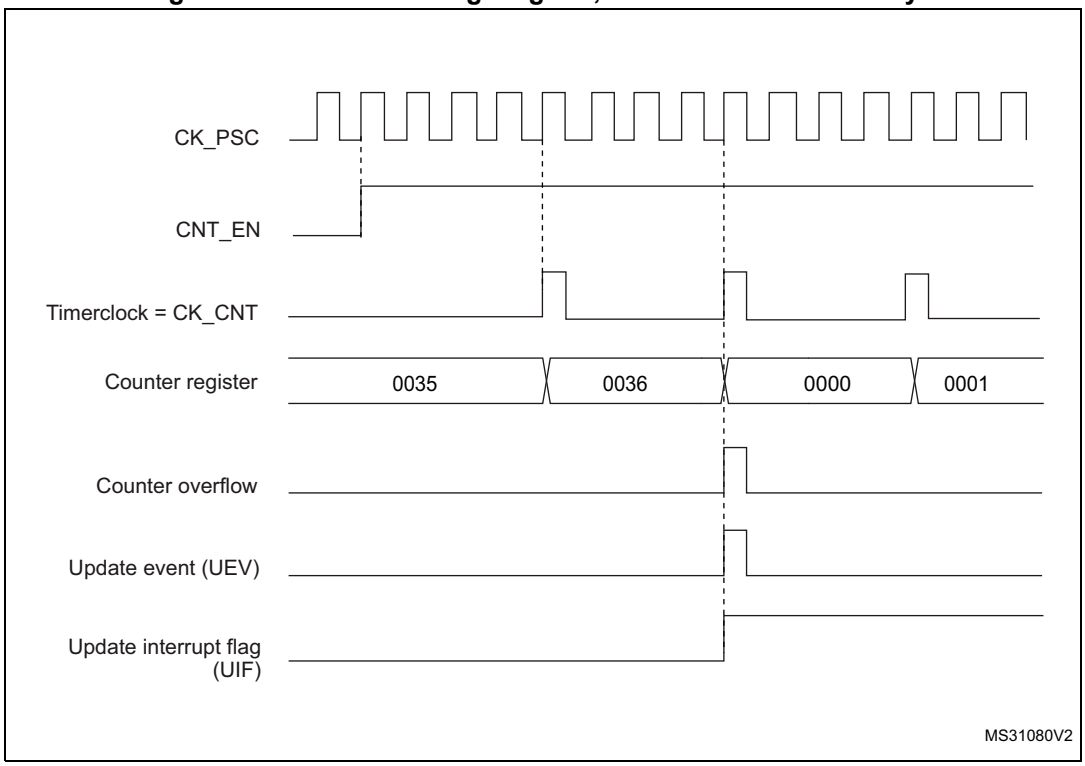


Figure 102. Counter timing diagram, internal clock divided by N

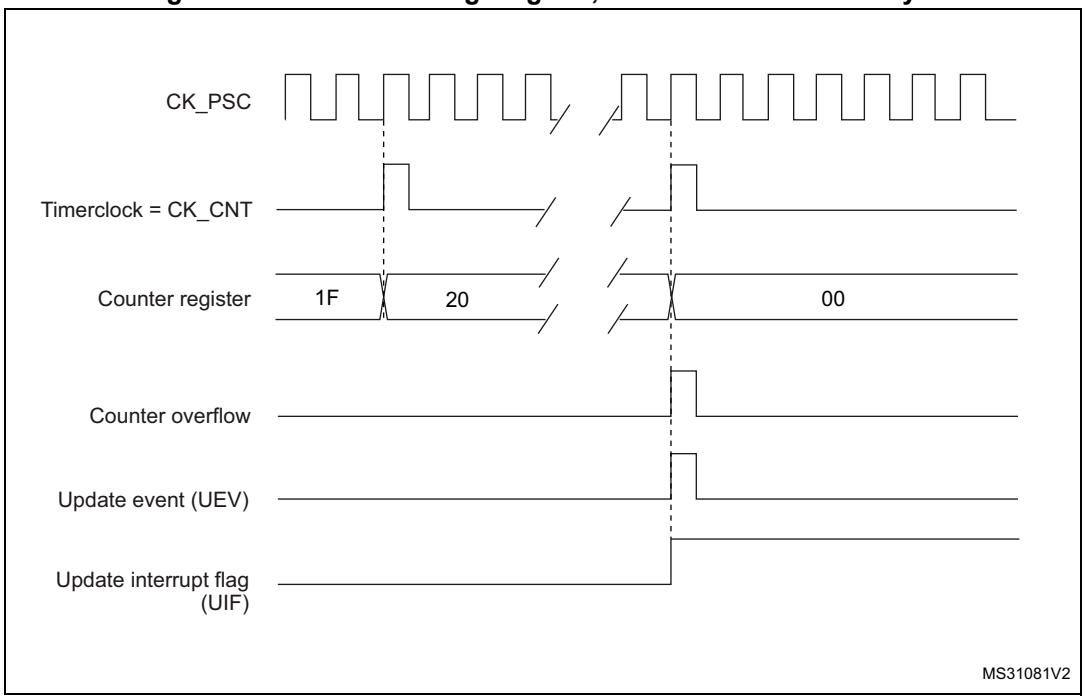


Figure 103. Counter timing diagram, update event when ARPE=0 (TIMx_ARR not preloaded)

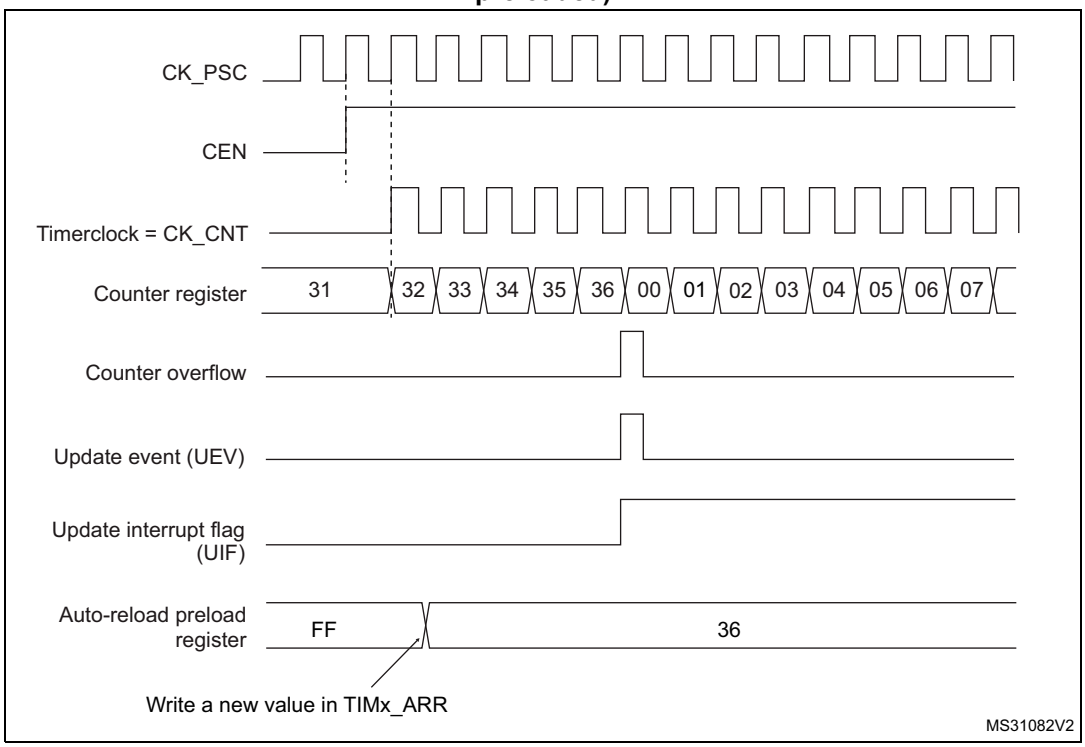
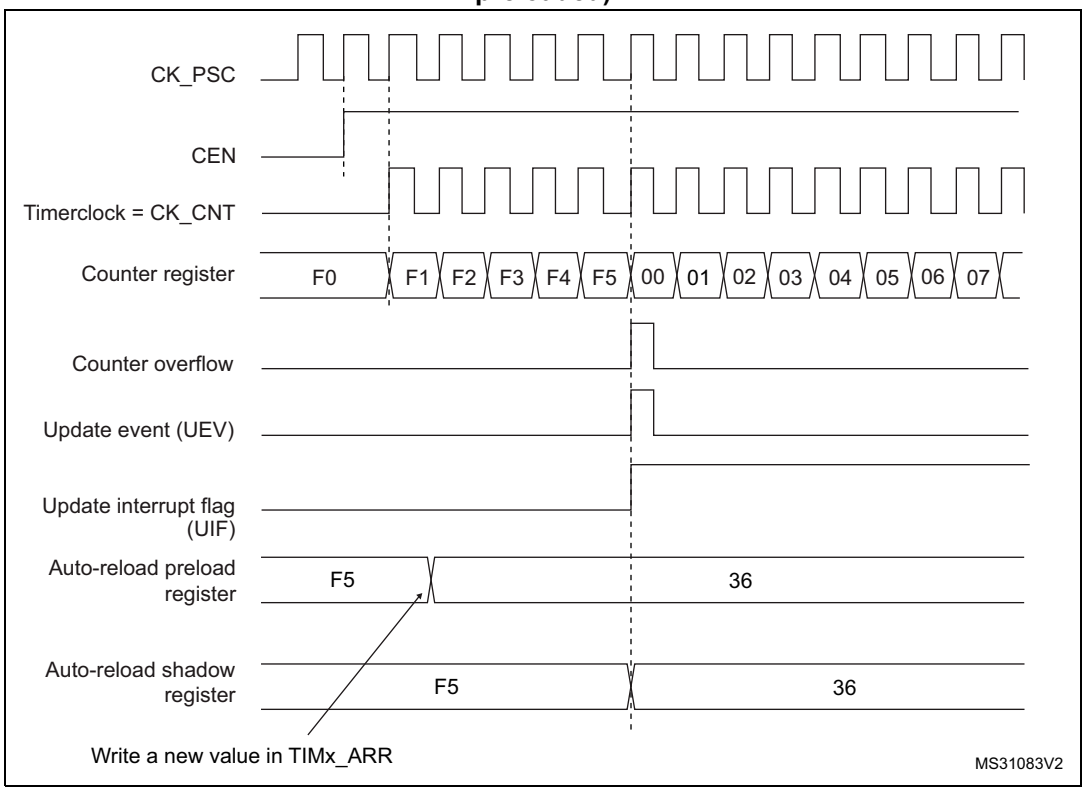


Figure 104. Counter timing diagram, update event when ARPE=1 (TIMx_ARR preloaded)



Downcounting mode

In downcounting mode, the counter counts from the auto-reload value (content of the TIMx_ARR register) down to 0, then restarts from the auto-reload value and generates a counter underflow event.

An Update event can be generate at each counter underflow or by setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller)

The UEV update event can be disabled by software by setting the UDIS bit in TIMx_CR1 register. This is to avoid updating the shadow registers while writing new values in the preload registers. Then no update event occurs until UDIS bit has been written to 0. However, the counter restarts from the current auto-reload value, whereas the counter of the prescaler restarts from 0 (but the prescale rate doesn't change).

In addition, if the URS bit (update request selection) in TIMx_CR1 register is set, setting the UG bit generates an update event UEV but without setting the UIF flag (thus no interrupt or DMA request is sent). This is to avoid generating both update and capture interrupts when clearing the counter on the capture event.

When an update event occurs, all the registers are updated and the update flag (UIF bit in TIMx_SR register) is set (depending on the URS bit):

- The buffer of the prescaler is reloaded with the preload value (content of the TIMx_PSC register).
- The auto-reload active register is updated with the preload value (content of the TIMx_ARR register). Note that the auto-reload is updated before the counter is reloaded, so that the next period is the expected one.

The following figures show some examples of the counter behavior for different clock frequencies when TIMx_ARR=0x36.

Figure 105. Counter timing diagram, internal clock divided by 1

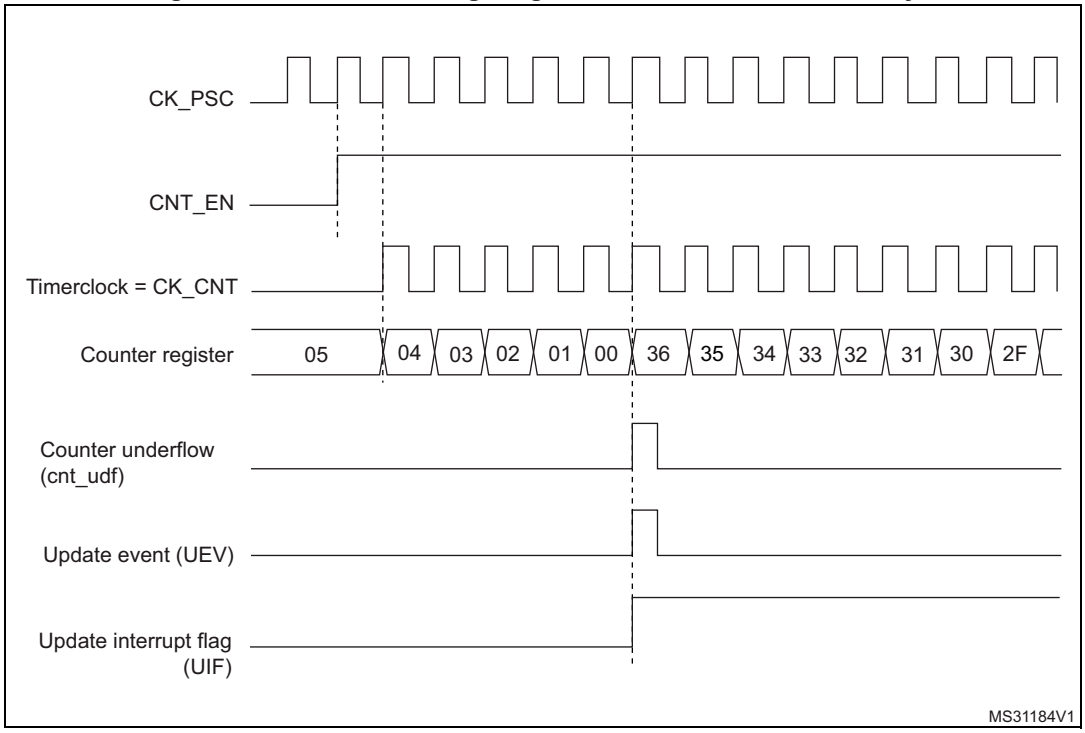


Figure 106. Counter timing diagram, internal clock divided by 2

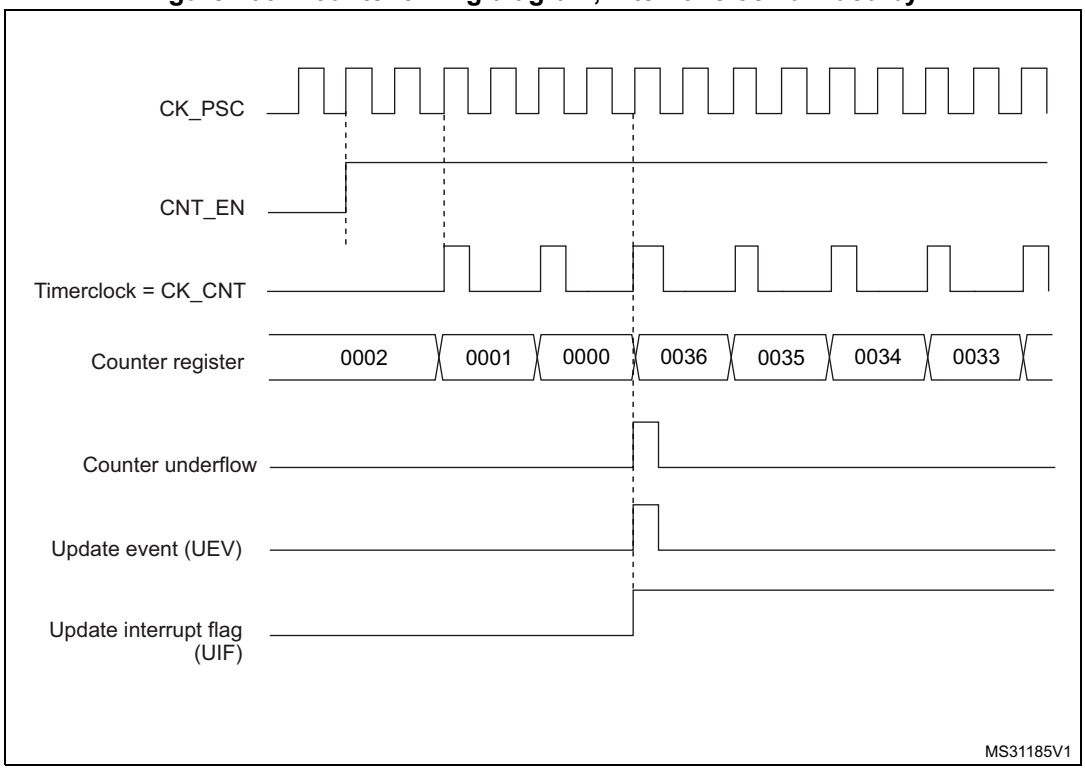


Figure 107. Counter timing diagram, internal clock divided by 4

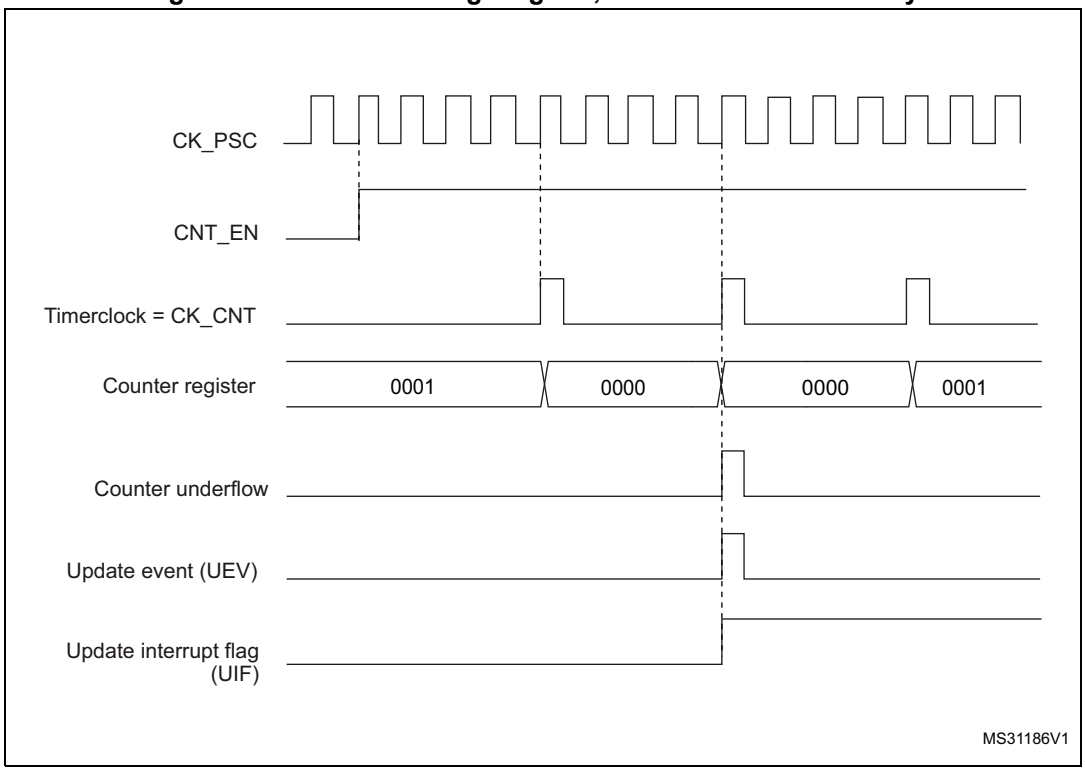
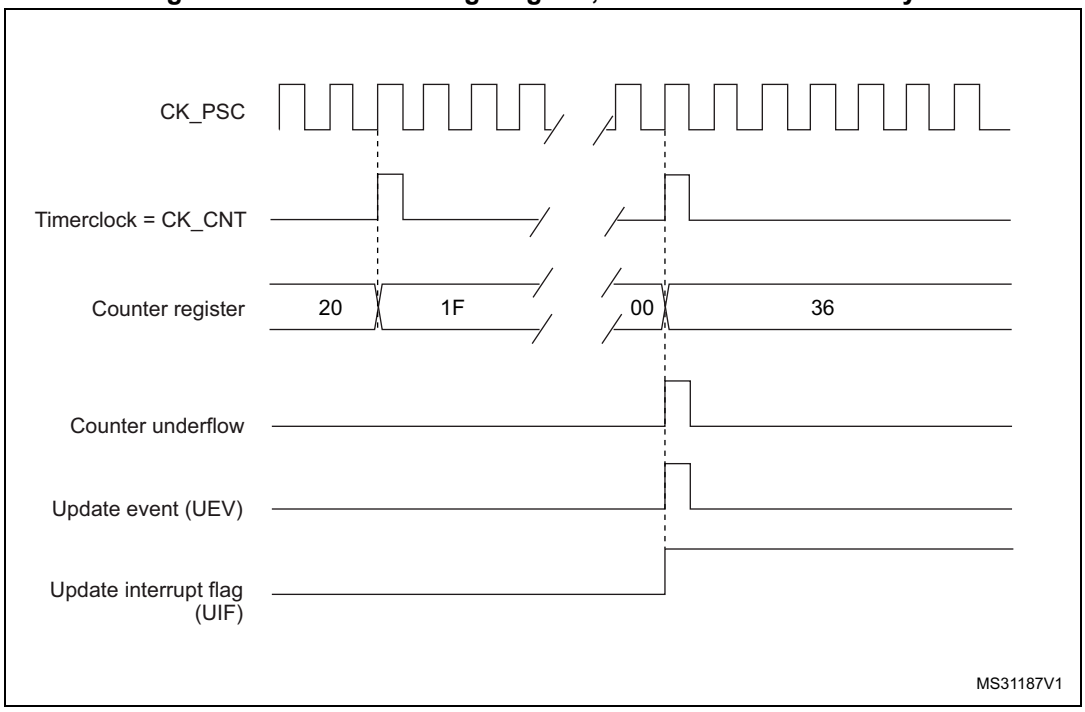


Figure 108. Counter timing diagram, internal clock divided by N



Center-aligned mode (up/down counting)

In center-aligned mode, the counter counts from 0 to the auto-reload value (content of the TIMx_ARR register) – 1, generates a counter overflow event, then counts from the auto-reload value down to 1 and generates a counter underflow event. Then it restarts counting from 0.

Center-aligned mode is active when the CMS bits in TIMx_CR1 register are not equal to '00'. The Output compare interrupt flag of channels configured in output is set when: the counter counts down (Center aligned mode 1, CMS = "01"), the counter counts up (Center aligned mode 2, CMS = "10") the counter counts up and down (Center aligned mode 3, CMS = "11").

In this mode, the direction bit (DIR from TIMx_CR1 register) cannot be written. It is updated by hardware and gives the current direction of the counter.

The update event can be generated at each counter overflow and at each counter underflow or by setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller) also generates an update event. In this case, the counter restarts counting from 0, as well as the counter of the prescaler.

The UEV update event can be disabled by software by setting the UDIS bit in TIMx_CR1 register. This is to avoid updating the shadow registers while writing new values in the preload registers. Then no update event occurs until the UDIS bit has been written to 0. However, the counter continues counting up and down, based on the current auto-reload value.

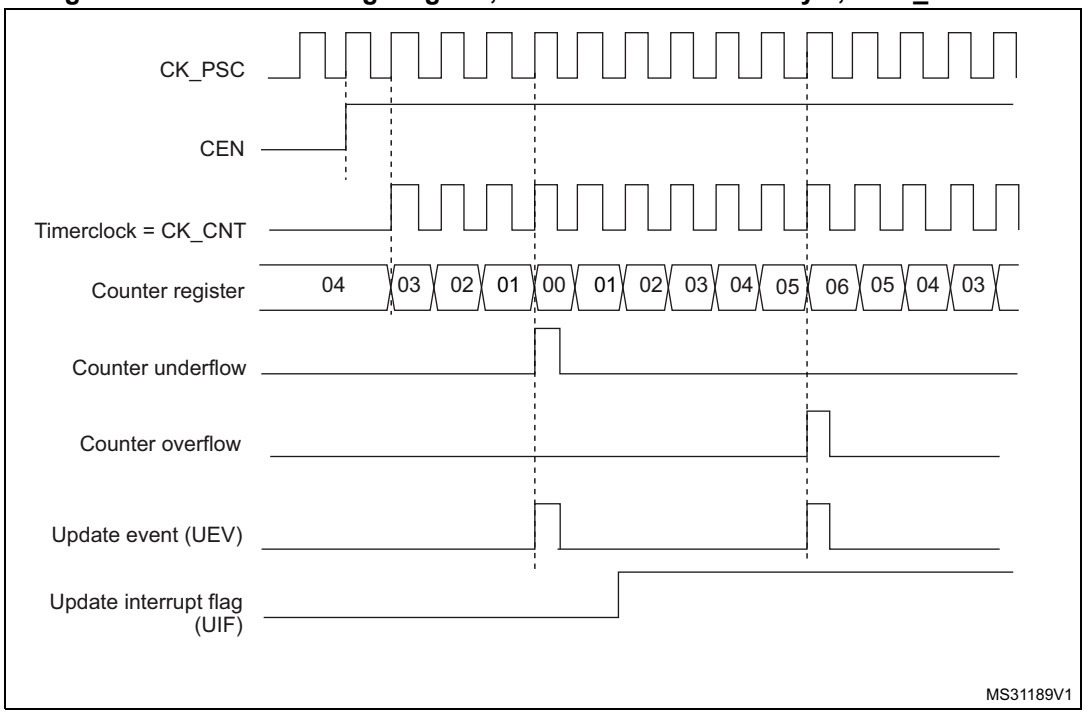
In addition, if the URS bit (update request selection) in TIMx_CR1 register is set, setting the UG bit generates an update event UEV but without setting the UIF flag (thus no interrupt or DMA request is sent). This is to avoid generating both update and capture interrupt when clearing the counter on the capture event.

When an update event occurs, all the registers are updated and the update flag (UIF bit in TIMx_SR register) is set (depending on the URS bit):

- The buffer of the prescaler is reloaded with the preload value (content of the TIMx_PSC register).
- The auto-reload active register is updated with the preload value (content of the TIMx_ARR register). Note that if the update source is a counter overflow, the auto-reload is updated before the counter is reloaded, so that the next period is the expected one (the counter is loaded with the new value).

The following figures show some examples of the counter behavior for different clock frequencies.

Figure 109. Counter timing diagram, internal clock divided by 1, TIMx_ARR=0x6



1. Here, center-aligned mode 1 is used (for more details refer to *Section 15.4.1: TIM21/22 control register 1 (TIMx_CR1) on page 396*).

Figure 110. Counter timing diagram, internal clock divided by 2

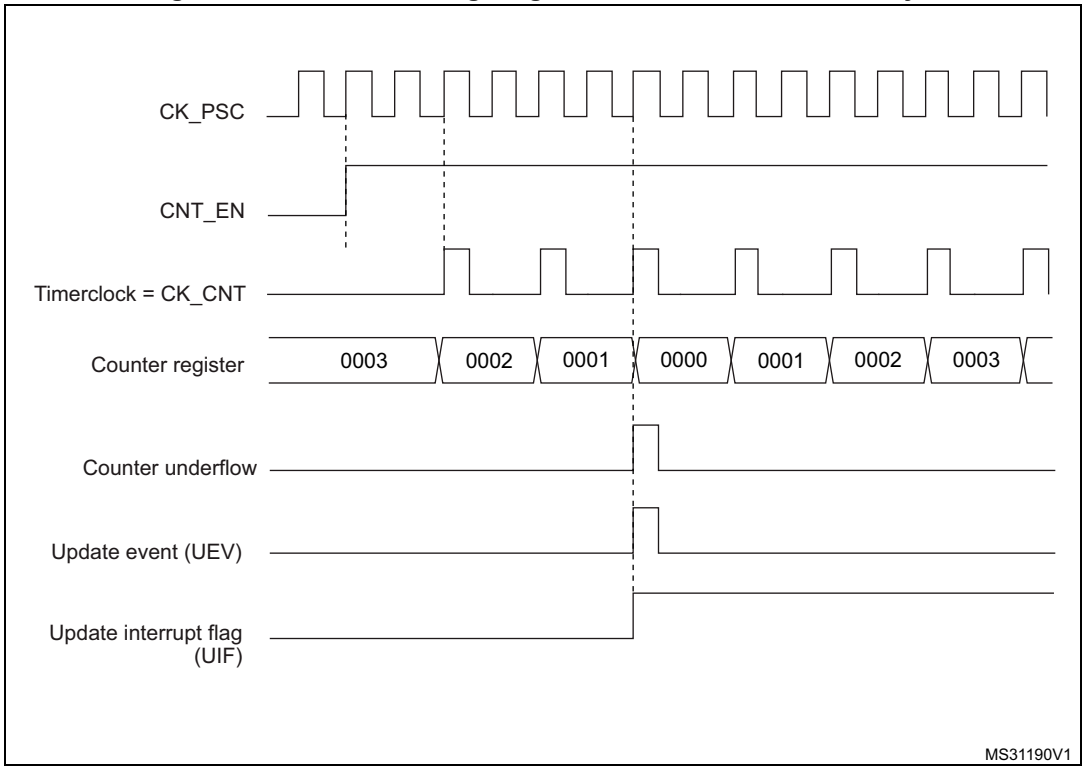
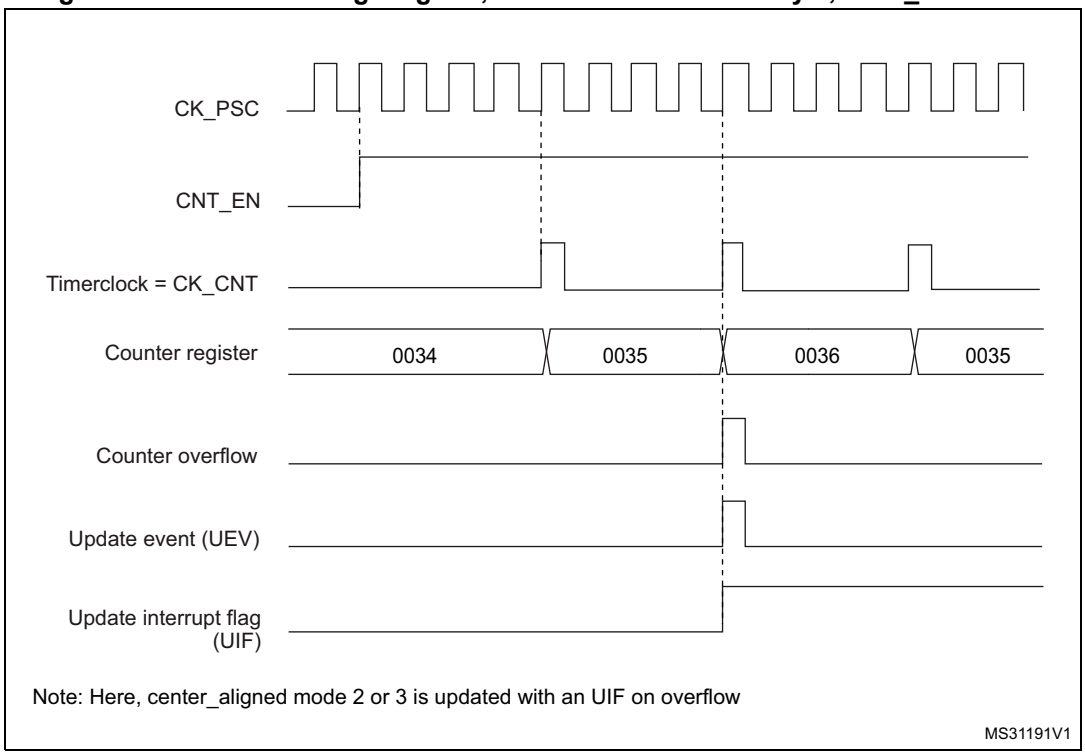


Figure 111. Counter timing diagram, internal clock divided by 4, TIMx_ARR=0x36



1. Center-aligned mode 2 or 3 is used with an UIF on overflow.

Figure 112. Counter timing diagram, internal clock divided by N

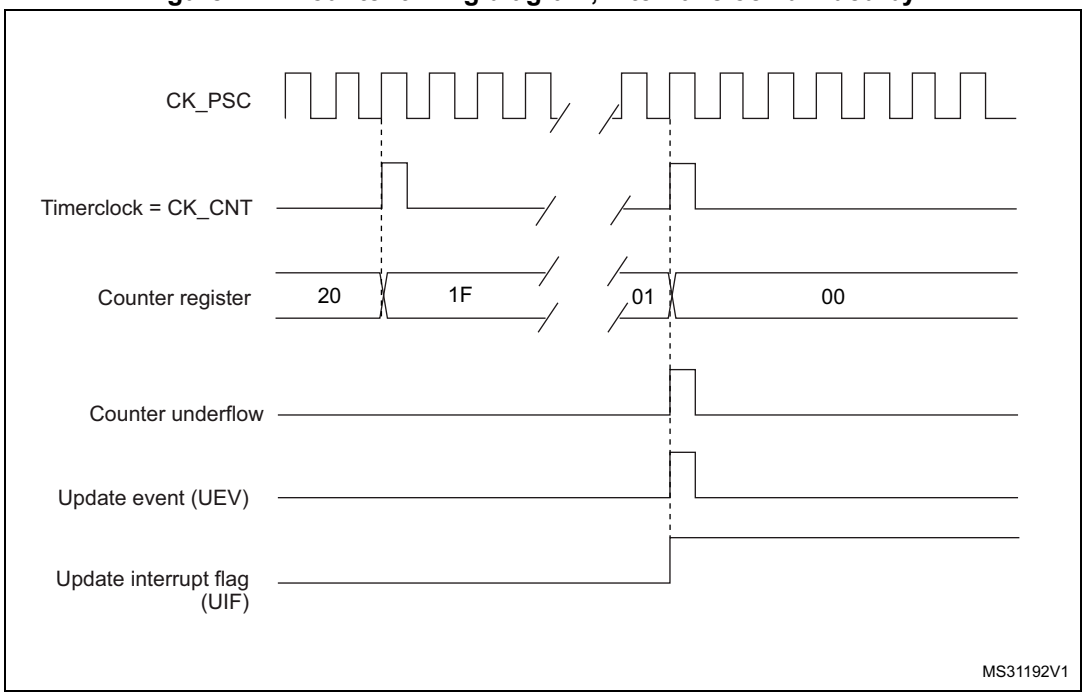


Figure 113. Counter timing diagram, Update event with ARPE=1 (counter underflow)

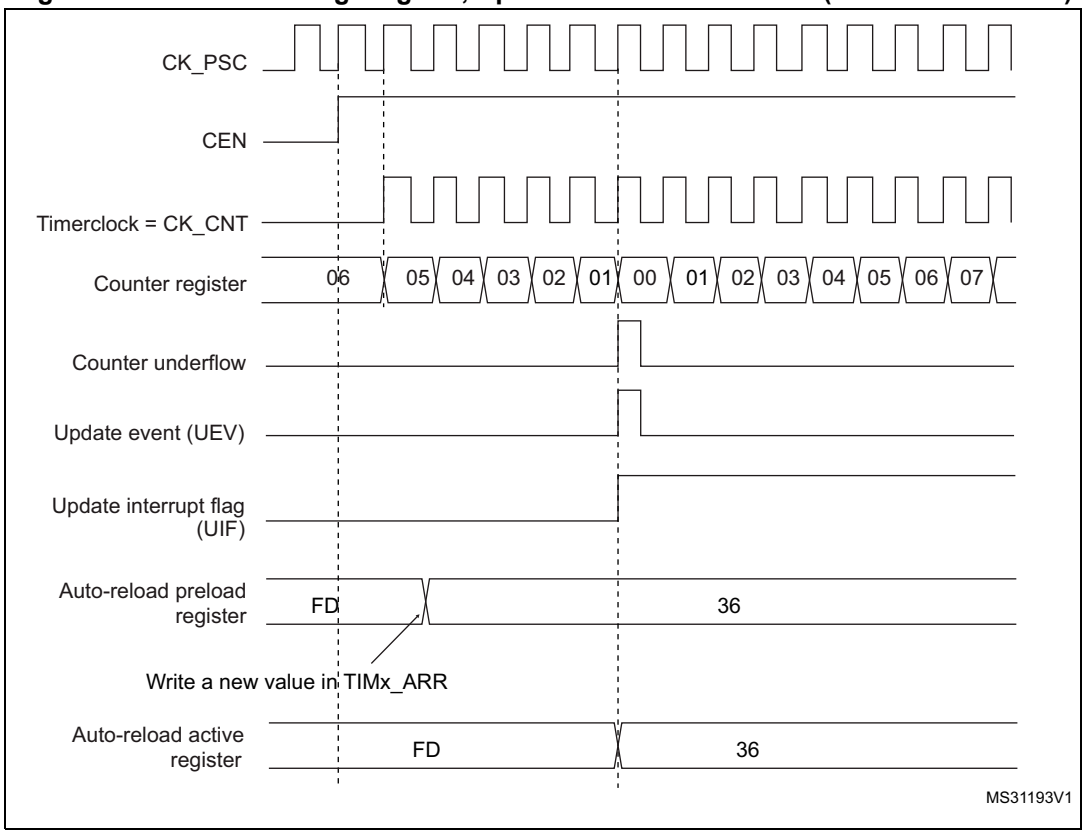
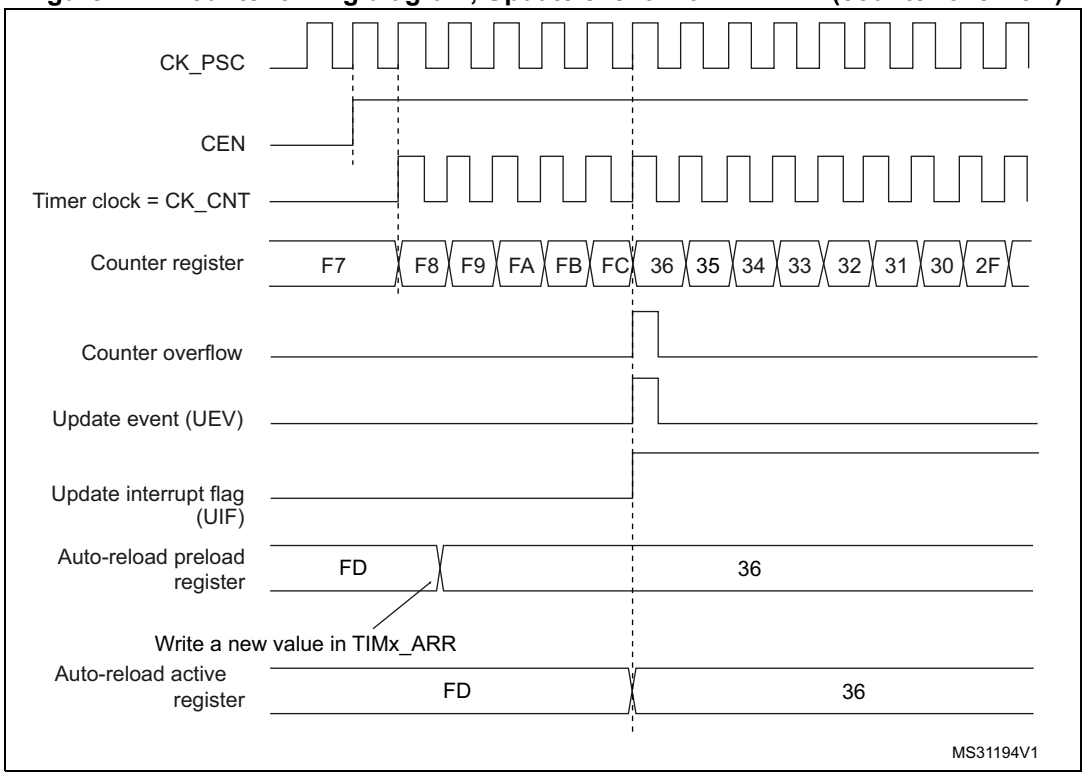


Figure 114. Counter timing diagram, Update event with ARPE=1 (counter overflow)



15.3.3 Clock selection

The counter clock can be provided by the following clock sources:

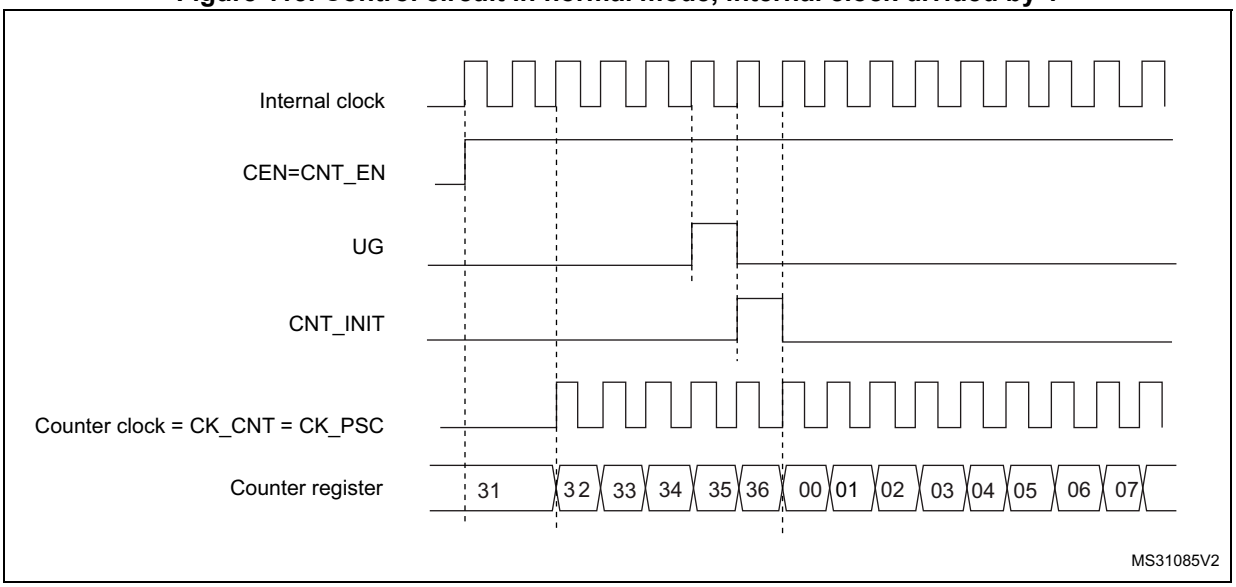
- Internal clock (CK_INT)
- External clock mode1: external input pin (TIx)
- External clock mode2: external trigger input (ETR connected internally to LSE)
- Internal trigger inputs (ITRx): connecting the trigger output from another timer. Refer to *Section : Using one timer as prescaler for another timer* for more details.

Internal clock source (CK_INT)

The internal clock source is selected when the slave mode controller is disabled (SMS='000'). The CEN bit in the TIMx_CR1 register and the UG bit in the TIMx_EGR register are then used as control bits and can be changed only by software (except for UG which remains cleared). As soon as the CEN bit is programmed to 1, the prescaler is clocked by the internal clock CK_INT.

Figure 115 shows the behavior of the control circuit and the upcounter in normal mode, without prescaler.

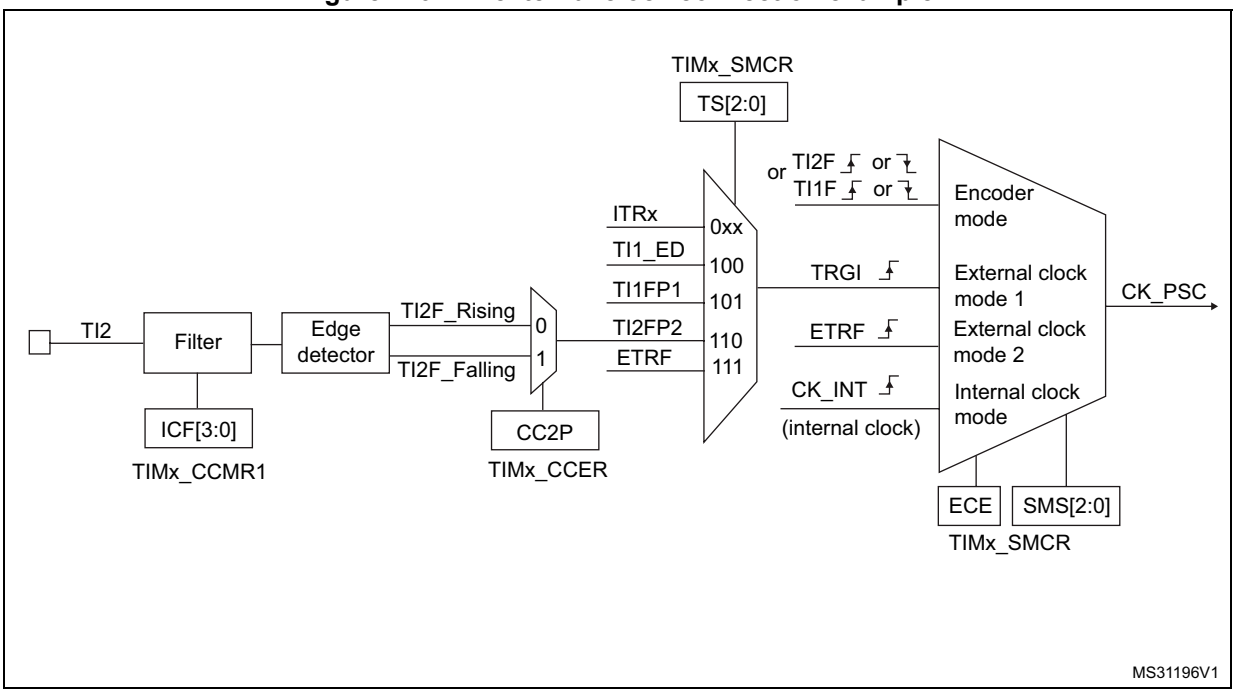
Figure 115. Control circuit in normal mode, internal clock divided by 1



External clock source mode 1

This mode is selected when SMS='111' in the TIMx_SMCR register. The counter can count at each rising or falling edge on a selected input.

Figure 116. TI2 external clock connection example



For example, to configure the upcounter to count in response to a rising edge on the TI2 input, use the following procedure:

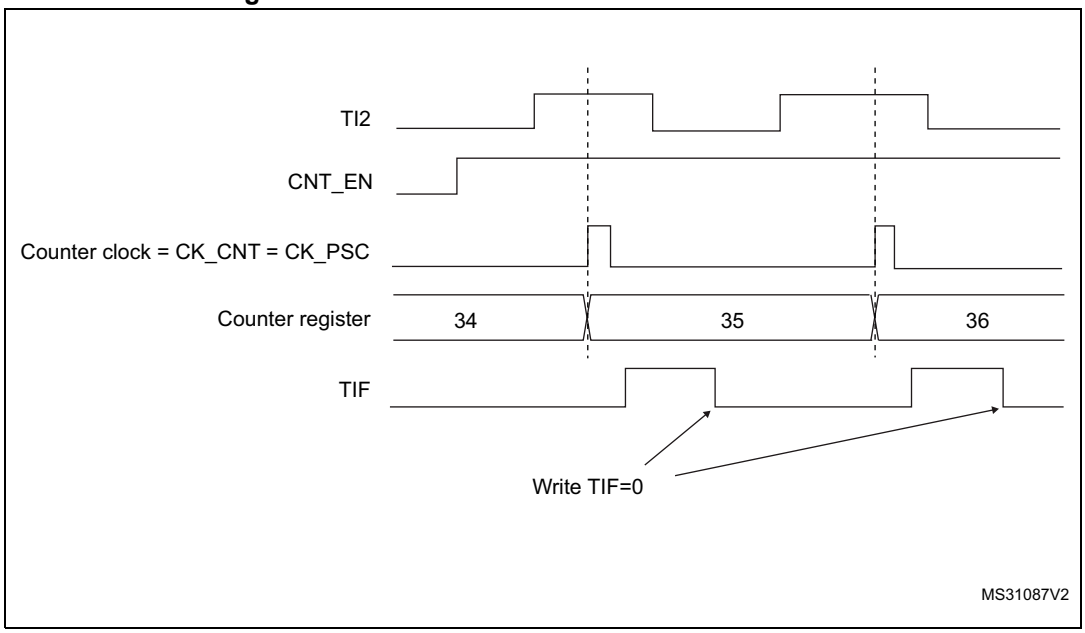
1. Configure channel 2 to detect rising edges on the TI2 input by writing CC2S = '01' in the TIMx_CCMR1 register.
2. Configure the input filter duration by writing the IC2F[3:0] bits in the TIMx_CCMR1 register (if no filter is needed, keep IC2F='0000').
3. Select the rising edge polarity by writing CC2P='0' and CC2NP='0' in the TIMx_CCER register.
4. Configure the timer in external clock mode 1 by writing SMS='111' in the TIMx_SMCR register.
5. Select TI2 as the trigger input source by writing TS='110' in the TIMx_SMCR register.
6. Enable the counter by writing CEN='1' in the TIMx_CR1 register.

For code example, refer to *A.9.1: Upcounter on TI2 rising edge code example*.

Note: The capture prescaler is not used for triggering, so you don't need to configure it.

When a rising edge occurs on TI2, the counter counts once and the TIF flag is set.
The delay between the rising edge on TI2 and the actual clock of the counter is due to the resynchronization circuit on TI2 input.

Figure 117. Control circuit in external clock mode 1



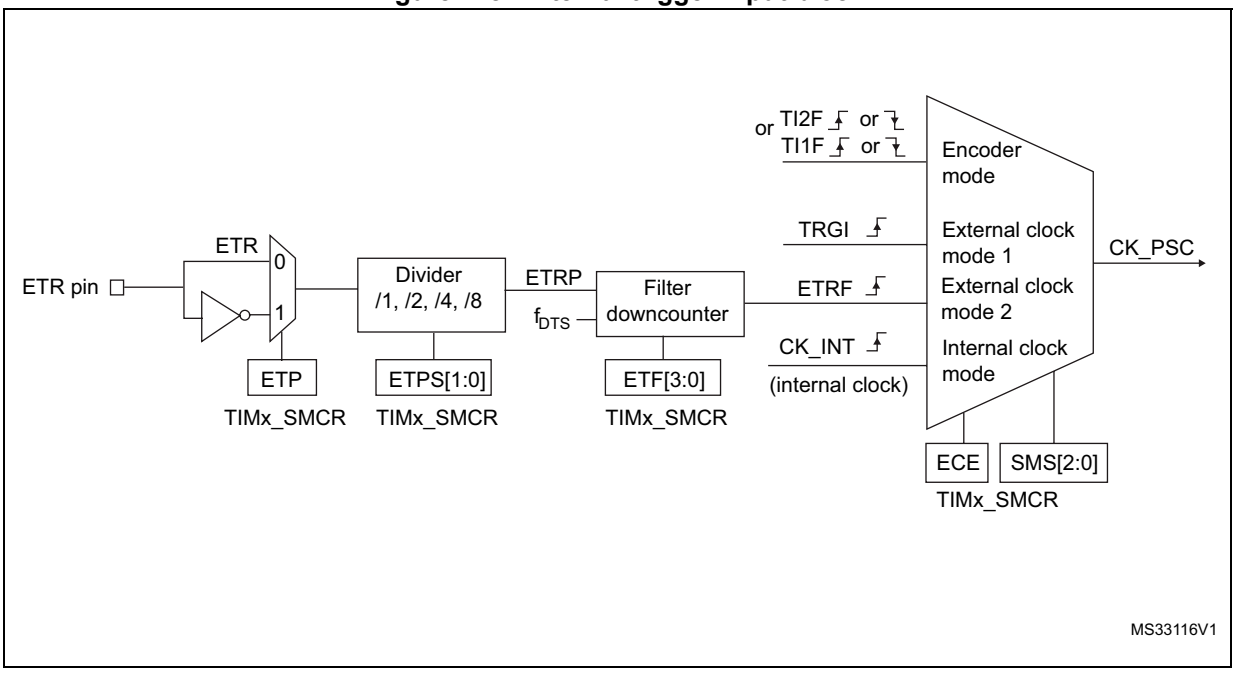
External clock source mode 2

This mode is selected by writing ECE=1 in the TIMx_SMCR register.

The counter can count at each rising or falling edge on the external trigger input ETR.

The *Figure 118* gives an overview of the external trigger input block.

Figure 118. External trigger input block



For example, to configure the upcounter to count each 2 rising edges on ETR, use the following procedure:

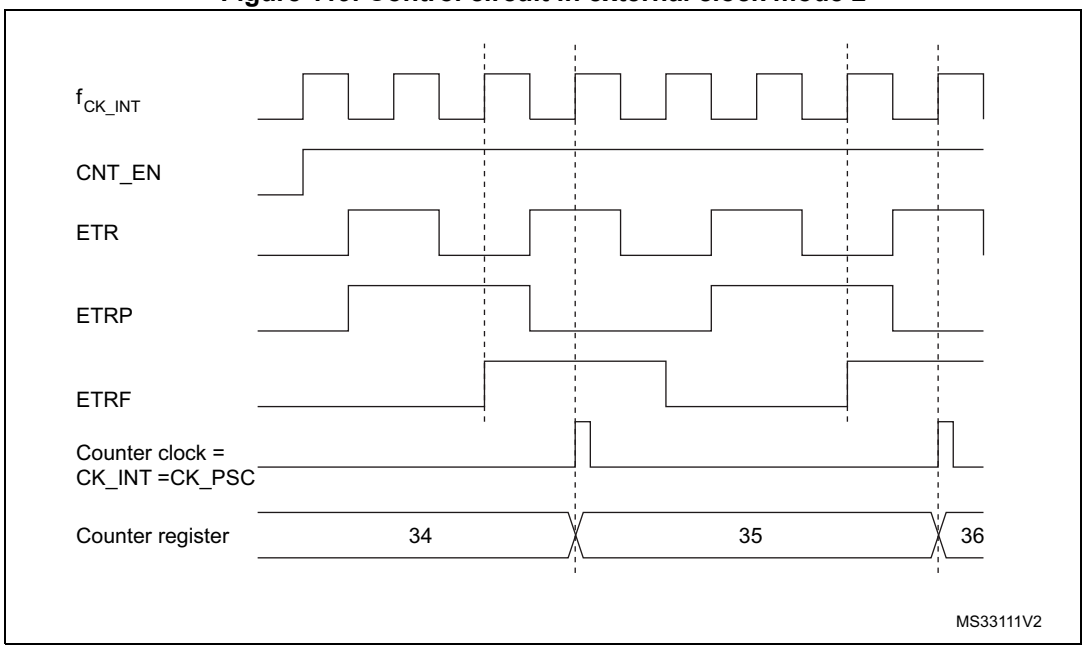
1. As no filter is needed in this example, write ETF[3:0]=0000 in the TIMx_SMCR register.
2. Set the prescaler by writing ETPS[1:0]=01 in the TIMx_SMCR register
3. Select rising edge detection on the ETR pin by writing ETP=0 in the TIMx_SMCR register
4. Enable external clock mode 2 by writing ECE=1 in the TIMx_SMCR register.
5. Enable the counter by writing CEN=1 in the TIMx_CR1 register.

For code example, refer to *A.9.2: Up counter on each 2 ETR rising edges code example*.

The counter counts once each 2 ETR rising edges.

The delay between the rising edge on ETR and the actual clock of the counter is due to the resynchronization circuit on the ETRP signal.

Figure 119. Control circuit in external clock mode 2



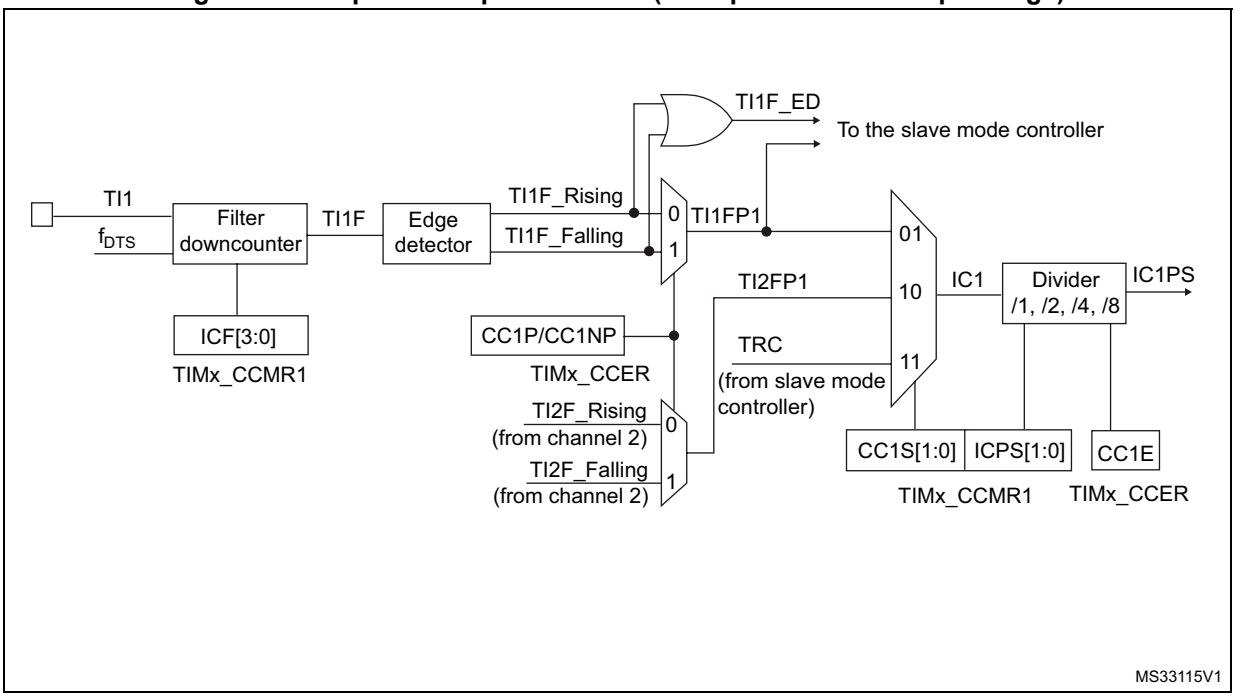
15.3.4 Capture/compare channels

Each Capture/Compare channel is built around a capture/compare register (including a shadow register), a input stage for capture (with digital filter, multiplexing and prescaler) and an output stage (with comparator and output control).

Figure 120 to *Figure 122* give an overview of one capture/compare channel.

The input stage samples the corresponding TIx input to generate a filtered signal TIxF. Then, an edge detector with polarity selection generates a signal (TIxFPx) which can be used as trigger input by the slave mode controller or as the capture command. It is prescaled before the capture register (ICxPS).

Figure 120. Capture/compare channel (example: channel 1 input stage)



The output stage generates an intermediate waveform which is then used for reference: OCxRef (active high). The polarity acts at the end of the chain.

Figure 121. Capture/compare channel 1 main circuit

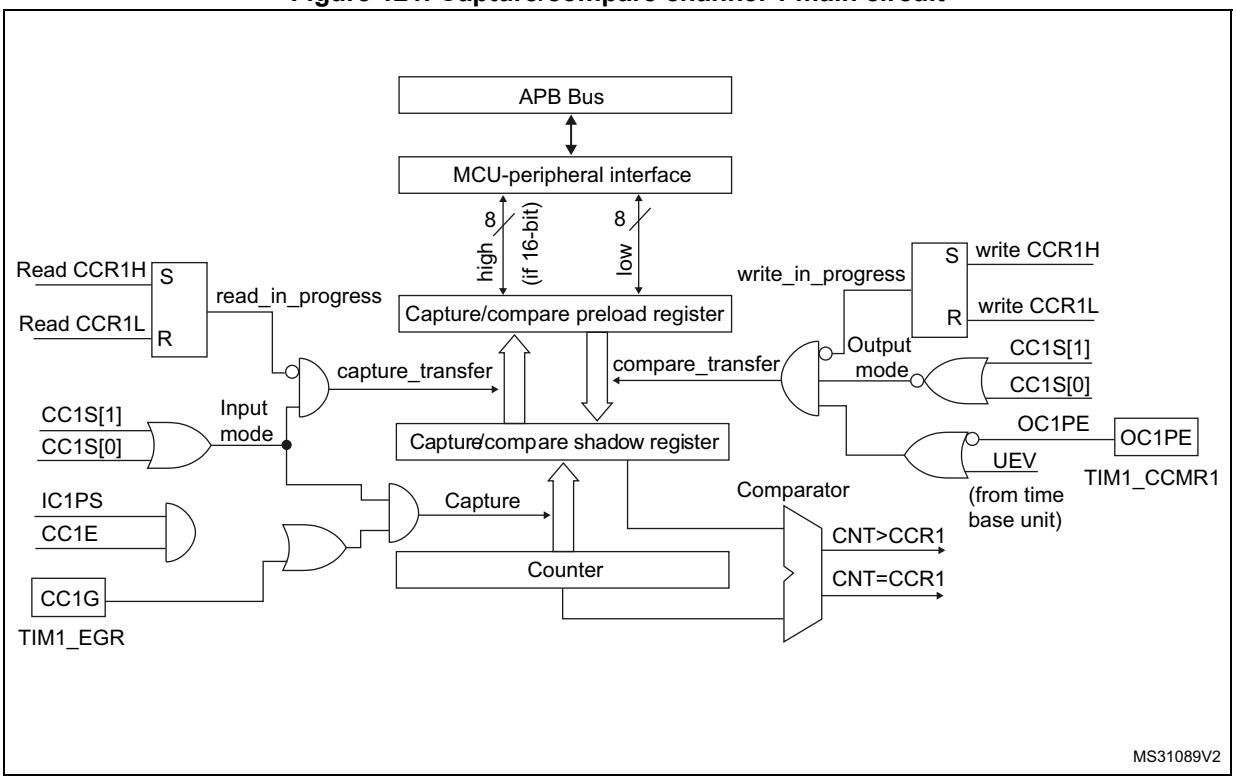
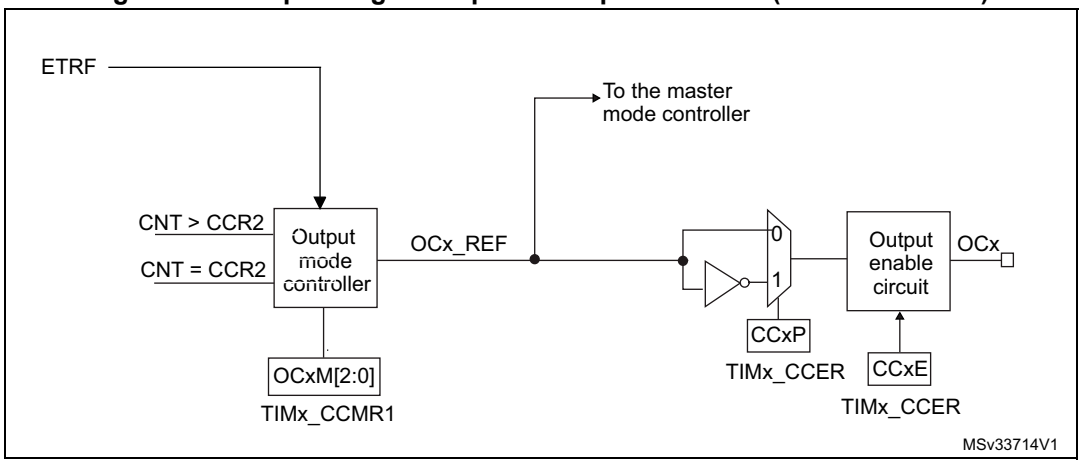


Figure 122. Output stage of capture/compare channel (channel 1 and 2)



The capture/compare block is made of one preload register and one shadow register. Write and read always access the preload register.

In capture mode, captures are actually done in the shadow register, which is copied into the preload register.

In compare mode, the content of the preload register is copied into the shadow register which is compared to the counter.

15.3.5 Input capture mode

In Input capture mode, the Capture/Compare Registers (TIMx_CCRx) are used to latch the value of the counter after a transition detected by the corresponding ICx signal. When a capture occurs, the corresponding CCXIF flag (TIMx_SR register) is set and an interrupt or a DMA request can be sent if they are enabled. If a capture occurs while the CCxIF flag was already high, then the over-capture flag CCxOF (TIMx_SR register) is set. CCxIF can be cleared by software by writing it to ‘0’ or by reading the captured data stored in the TIMx_CCRx register. CCxOF is cleared when you write it to ‘0’.

The following example shows how to capture the counter value in TIMx_CCR1 when TI1 input rises. To do this, use the following procedure:

1. Select the active input: TIMx_CCR1 must be linked to the TI1 input, so write the CC1S bits to ‘01’ in the TIMx_CCMR1 register. As soon as CC1S becomes different from ‘00’, the channel is configured in input mode and the TIMx_CCR1 register becomes read-only.
2. Program the input filter duration you need with respect to the signal you connect to the timer (when the input is one of the TIx (ICxF bits in the TIMx_CCMRx register). Let’s imagine that, when toggling, the input signal is not stable during at must 5 internal clock cycles. We must program a filter duration longer than these 5 clock cycles. We can validate a transition on TI1 when 8 consecutive samples with the new level have been

detected (sampled at f_{DTS} frequency). Then write IC1F bits to '0011' in the TIMx_CCMR1 register.

3. Select the edge of the active transition on the TI1 channel by programming CC1P and CC1NP bits to '00' in the TIMx_CCER register (rising edge in this case).
4. Program the input prescaler. In our example, we wish the capture to be performed at each valid transition, so the prescaler is disabled (write IC1PS bits to '00' in the TIMx_CCMR1 register).
5. Enable capture from the counter into the capture register by setting the CC1E bit in the TIMx_CCER register.
6. If needed, enable the related interrupt request by setting the CC1IE bit in the TIMx_DIER register.

For code example, refer to *A.9.3: Input capture configuration code example*.

When an input capture occurs:

- The TIMx_CCR1 register gets the value of the counter on the active transition.
- CC1IF flag is set (interrupt flag). CC1OF is also set if at least two consecutive captures occurred whereas the flag was not cleared.
- An interrupt is generated depending on the CC1IE bit.

For code example, refer to *A.9.4: Input capture data management code example*.

In order to handle the overcapture, it is recommended to read the data before the overcapture flag. This is to avoid missing an overcapture which could happen after reading the flag and before reading the data.

Note: IC interrupt requests can be generated by software by setting the corresponding CCxG bit in the TIMx_EGR register.

15.3.6 PWM input mode

This mode is a particular case of input capture mode. The procedure is the same except:

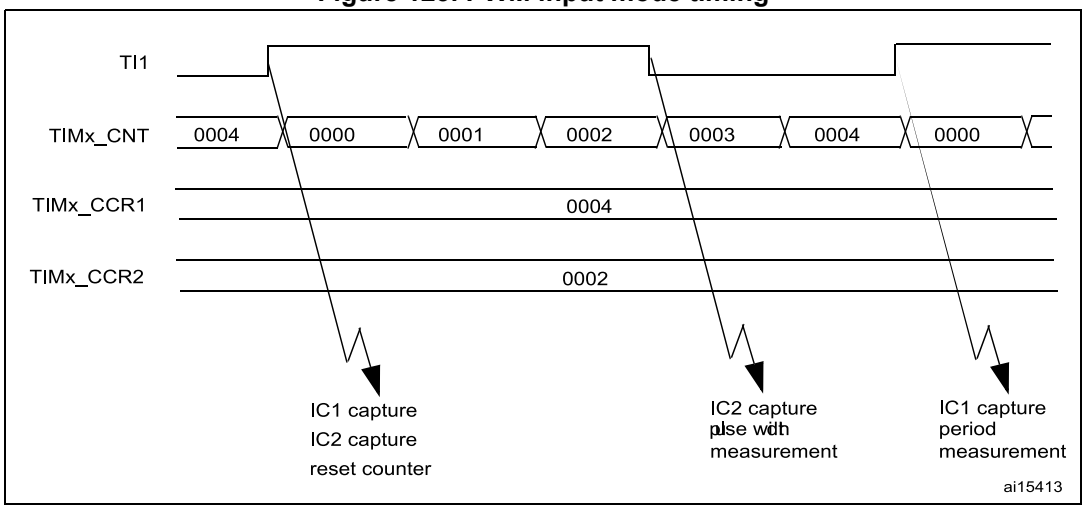
- Two ICx signals are mapped on the same TIx input.
- These 2 ICx signals are active on edges with opposite polarity.
- One of the two TIxFP signals is selected as trigger input and the slave mode controller is configured in reset mode.

For example, you can measure the period (in TIMx_CCR1 register) and the duty cycle (in TIMx_CCR2 register) of the PWM applied on TI1 using the following procedure (depending on CK_INT frequency and prescaler value):

1. Select the active input for TIMx_CCR1: write the CC1S bits to '01' in the TIMx_CCMR1 register (TI1 selected).
2. Select the active polarity for TI1FP1 (used both for capture in TIMx_CCR1 and counter clear): program the CC1P and CC1NP bits to '00' (active on rising edge).
3. Select the active input for TIMx_CCR2: write the CC2S bits to '10' in the TIMx_CCMR1 register (TI1 selected).
4. Select the active polarity for TI1FP2 (used for capture in TIMx_CCR2): program the CC2P and CC2NP bits to '11' (active on falling edge).
5. Select the valid trigger input: write the TS bits to '101' in the TIMx_SMCR register (TI1FP1 selected).
6. Configure the slave mode controller in reset mode: write the SMS bits to '100' in the TIMx_SMCR register.
7. Enable the captures: write the CC1E and CC2E bits to '1' in the TIMx_CCER register.

For code example, refer to *A.9.5: PWM input configuration code example*.

Figure 123. PWM input mode timing



1. The PWM input mode can be used only with the TIMx_CH1/TIMx_CH2 signals due to the fact that only TI1FP1 and TI2FP2 are connected to the slave mode controller.

15.3.7 Forced output mode

In output mode (CCxS bits = ‘00’ in the TIMx_CCMRx register), each output compare signal (OCxREF and then OCx) can be forced to active or inactive level directly by software, independently of any comparison between the output compare register and the counter.

To force an output compare signal (OCXREF/OCx) to its active level, you just need to write ‘101’ in the OCxM bits in the corresponding TIMx_CCMRx register. Thus OCXREF is forced high (OCxREF is always active high) and OCx get opposite value to CCxP polarity bit.

For example: CCxP=’0’ (OCx active high) => OCx is forced to high level.

The OCxREF signal can be forced low by writing the OCxM bits to ‘100’ in the TIMx_CCMRx register.

Anyway, the comparison between the TIMx_CCRx shadow register and the counter is still performed and allows the flag to be set. Interrupt requests can be sent accordingly. This is described in the output compare mode section below.

15.3.8 Output compare mode

This function is used to control an output waveform or indicating when a period of time has elapsed.

When a match is found between the capture/compare register and the counter, the output compare function:

1. Assigns the corresponding output pin to a programmable value defined by the output compare mode (OCxM bits in the TIMx_CCMRx register) and the output polarity (CCxP bit in the TIMx_CCER register). The output pin can keep its level (OCXM=’000’), be set active (OCxM=’001’), be set inactive (OCxM=’010’) or can toggle (OCxM=’011’) on match.
2. Sets a flag in the interrupt status register (CCxIF bit in the TIMx_SR register).
3. Generates an interrupt if the corresponding interrupt mask is set (CCXIE bit in the TIMx_DIER register).

The TIMx_CCRx registers can be programmed with or without preload registers using the OCxPE bit in the TIMx_CCMRx register.

In output compare mode, the update event UEV has no effect on OCxREF and OCx output. The timing resolution is one count of the counter. Output compare mode can also be used to output a single pulse (in One-pulse mode).

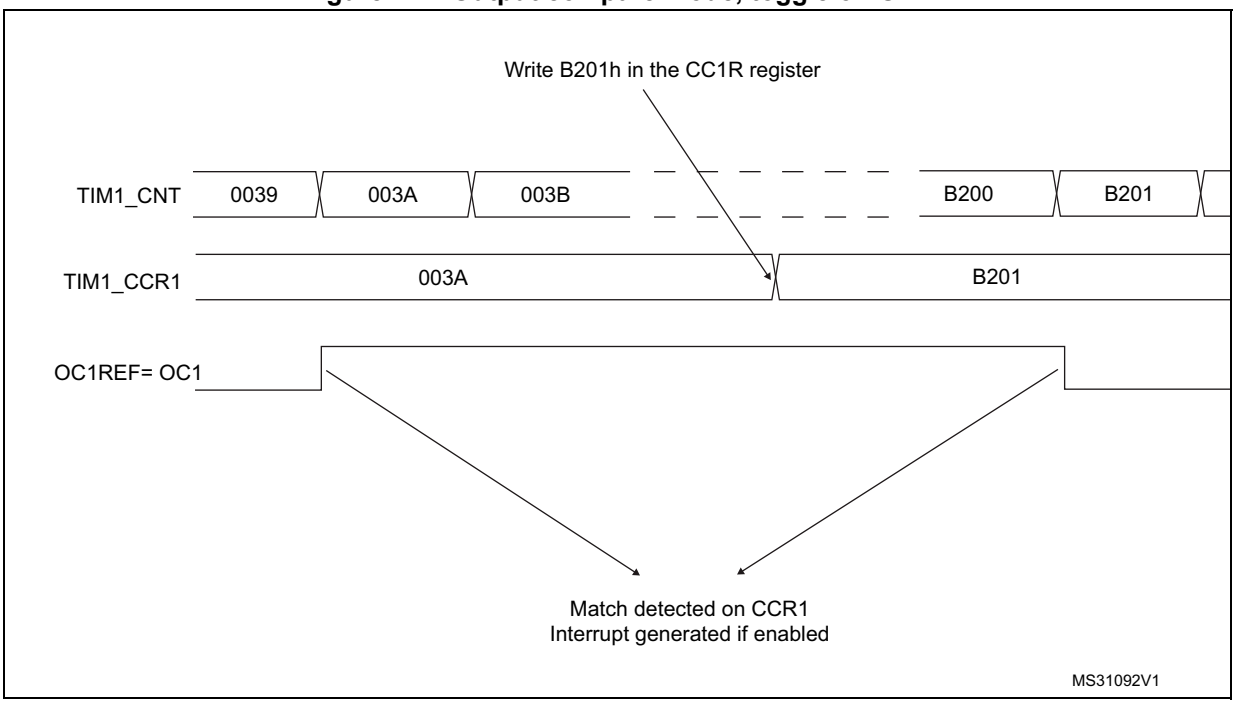
Procedure:

1. Select the counter clock (internal, external, prescaler).
2. Write the desired data in the TIMx_ARR and TIMx_CCRx registers.
3. Set the CCxIE bit if an interrupt request is to be generated.
4. Select the output mode. For example:
   - Write OCxM = ‘011’ to toggle OCx output pin when CNT matches CCRx
   - Write OCxPE = ‘0’ to disable preload register
   - Write CCxP = ‘0’ to select active high polarity
   - Write CCxE = ‘1’ to enable the output
5. Enable the counter by setting the CEN bit in the TIMx_CR1 register.

For code example, refer to *A.9.7: Output compare configuration code example*.

The TIMx_CCRx register can be updated at any time by software to control the output waveform, provided that the preload register is not enabled (OCxPE='0', else TIMx_CCRx shadow register is updated only at the next update event UEV). An example is given in *Figure 124*.

Figure 124. Output compare mode, toggle on OC1



15.3.9 PWM mode

Pulse Width Modulation mode allows you to generate a signal with a frequency determined by the value of the TIMx_ARR register and a duty cycle determined by the value of the TIMx_CCRx register.

The PWM mode can be selected independently on each channel (one PWM per OCx output) by writing the OCxM bits in the TIMx_CCMRx register. Only the edge-aligned mode is available on TIMER20 and TIMER21. You must enable the corresponding preload register by setting the OCxPE bit in the TIMx_CCMRx register, and eventually the auto-reload preload register (in upcounting or center-aligned modes) by setting the ARPE bit in the TIMx_CR1 register.

As the preload registers are transferred to the shadow registers only when an update event occurs, before starting the counter, you have to initialize all the registers by setting the UG bit in the TIMx_EGR register.

The OCx polarity is software programmable using the CCxP bit in the TIMx_CCER register. It can be programmed as active high or active low. The OCx output is enabled by the CCxE bit in the TIMx_CCER register. Refer to the TIMx_CCERx register description for more details.

In PWM mode (1 or 2), TIMx_CNT and TIMx_CCRx are always compared to determine whether TIMx_CNT ≤ TIMx_CCRx.

The timer is able to generate PWM in edge-aligned mode only since the counter is upcounting.

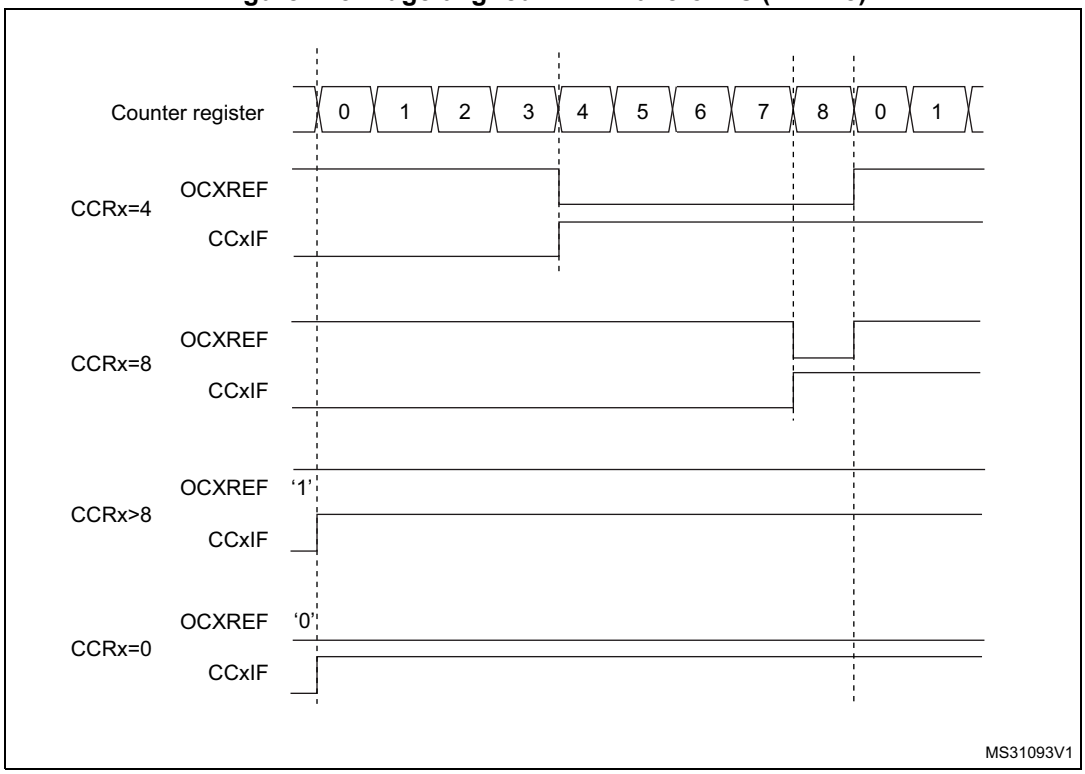
- Upcounting configuration

  Upcounting is active when the DIR bit in the TIMx_CR1 register is low. Refer to the *Upcounting mode on page 364*.

  In the following example, we consider PWM mode 1. The reference PWM signal OCxREF is high as long as TIMx_CNT < TIMx_CCRx else it becomes low. If the compare value in TIMx_CCRx is greater than the auto-reload value (in TIMx_ARR) then OCxREF is held at ‘1’. If the compare value is 0 then OCxRef is held at ‘0’. *Figure 125* shows some edge-aligned PWM waveforms in an example where TIMx_ARR=8.

For code example, refer to *A.9.8: Edge-aligned PWM configuration example*.

Figure 125. Edge-aligned PWM waveforms (ARR=8)



- Downcounting configuration

  Downcounting is active when DIR bit in TIMx_CR1 register is high. Refer to the *Downcounting mode on page 368*

  In PWM mode 1, the reference signal OCxRef is low as long as TIMx_CNT > TIMx_CCRx else it becomes high. If the compare value in TIMx_CCRx is greater than the auto-reload value in TIMx_ARR, then OCxREF is held at ‘1’. 0% PWM is not possible in this mode.

PWM center-aligned mode

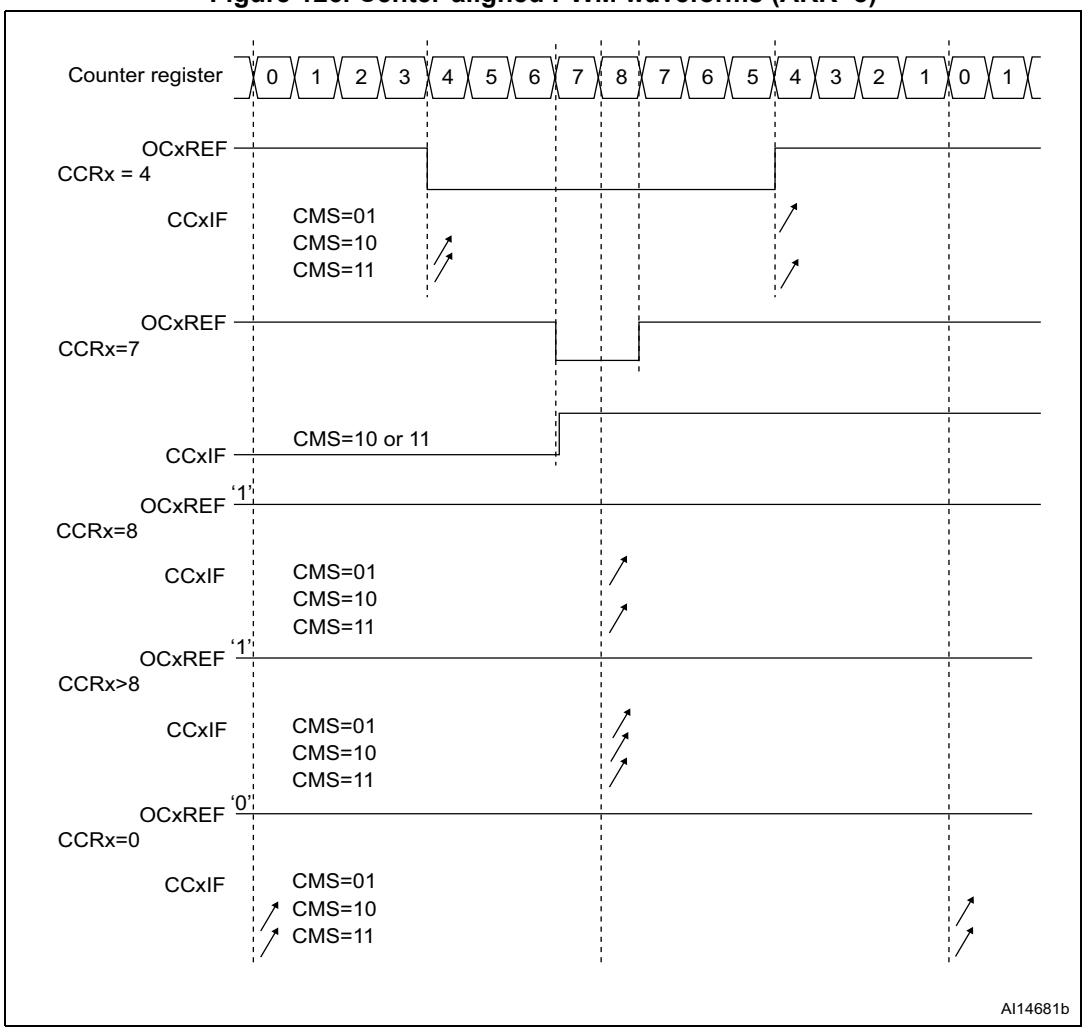
Center-aligned mode is active when the CMS bits in TIMx_CR1 register are different from '00' (all the remaining configurations having the same effect on the OCxRef/OCx signals). The compare flag is set when the counter counts up, when it counts down or both when it counts up and down depending on the CMS bits configuration. The direction bit (DIR) in the TIMx_CR1 register is updated by hardware and must not be changed by software. Refer to the *Center-aligned mode (up/down counting) on page 371*.

Figure 126 shows some center-aligned PWM waveforms in an example where:

- TIMx_ARR=8,
- PWM mode is the PWM mode 1,
- The flag is set when the counter counts down corresponding to the center-aligned mode 1 selected for CMS=01 in TIMx_CR1 register.

For code example, refer to *A.9.9: Center-aligned PWM configuration example*.

Figure 126. Center-aligned PWM waveforms (ARR=8)



Hints on using center-aligned mode

- When starting in center-aligned mode, the current up-down configuration is used. It means that the counter counts up or down depending on the value written in the DIR bit in the TIMx_CR1 register. Moreover, the DIR and CMS bits must not be changed at the same time by the software.
- Writing to the counter while running in center-aligned mode is not recommended as it can lead to unexpected results. In particular:
  - The direction is not updated if you write a value in the counter that is greater than the auto-reload value (TIMx_CNT>TIMx_ARR). For example, if the counter was counting up, it continues to count up.
  - The direction is updated if you write 0 or write the TIMx_ARR value in the counter but no Update Event UEV is generated.
- The safest way to use center-aligned mode is to generate an update by software (setting the UG bit in the TIMx_EGR register) just before starting the counter and not to write the counter while it is running.

15.3.10 Clearing the OCxREF signal on an external event

The OCxREF signal for a given channel can be driven Low by applying a High level to the ETRF input (OCxCE enable bit of the corresponding TIMx_CCMRx register set to ‘1’). The OCxREF signal remains Low until the next update event, UEV, occurs.

This function can only be used in output compare and PWM modes, and does not work in forced mode.

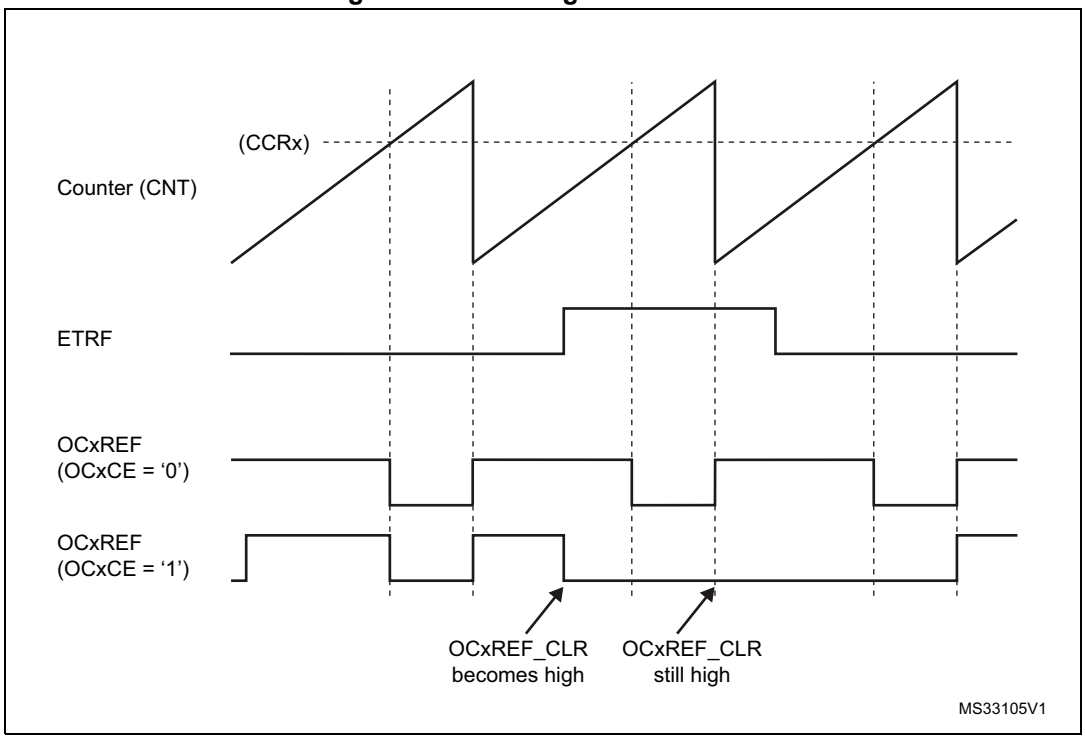
For example, the ETR signal can be connected to the output of a comparator to be used for current handling. In this case, the ETR must be configured as follow:

1. The External Trigger Prescaler should be kept off: bits ETPS[1:0] of the TIMx_SMCR register set to ‘00’.
2. The external clock mode 2 must be disabled: bit ECE of the TIMx_SMCR register set to ‘0’.
3. The External Trigger Polarity (ETP) and the External Trigger Filter (ETF) can be configured according to the user needs.

For code example, refer to *A.9.10: ETR configuration to clear OCxREF code example*.

Figure 127 shows the behavior of the OCxREF signal when the ETRF Input becomes High, for both values of the enable bit OCxCE. In this example, the timer TIMx is programmed in PWM mode.

Figure 127. Clearing TIMx OCxREF



Note: In case of a PWM with a 100% duty cycle (if CCRx>ARR), then OCxREF is enabled again at the next counter overflow.

15.3.11 One-pulse mode

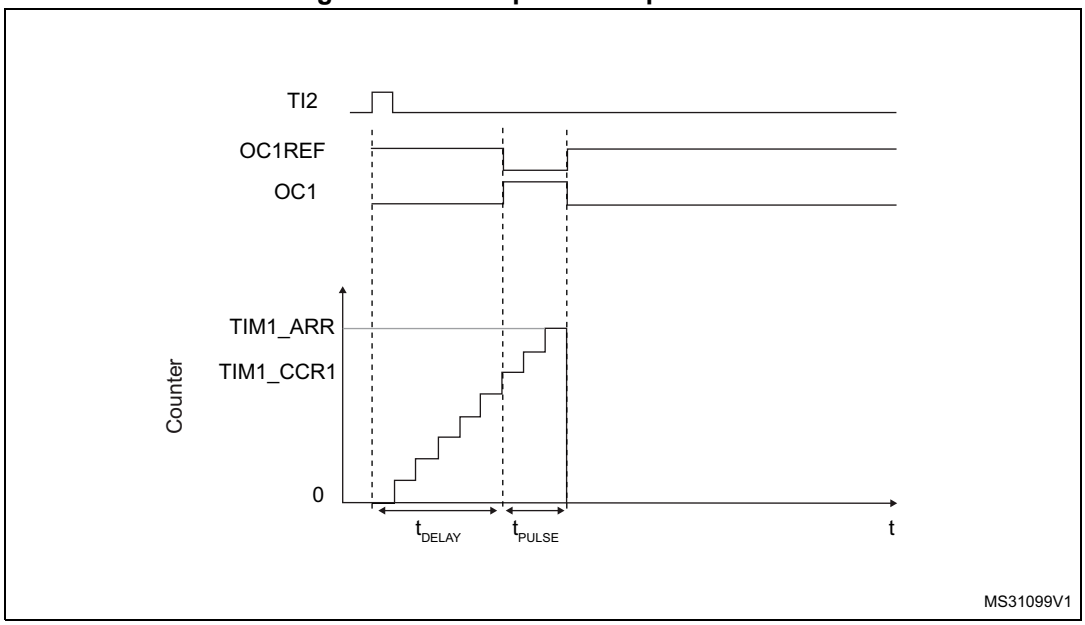
One-pulse mode (OPM) is a particular case of the previous modes. It allows the counter to be started in response to a stimulus and to generate a pulse with a programmable length after a programmable delay.

Starting the counter can be controlled through the slave mode controller. Generating the waveform can be done in output compare mode or PWM mode. You select One-pulse mode by setting the OPM bit in the TIMx_CR1 register. This makes the counter stop automatically at the next update event UEV.

A pulse can be correctly generated only if the compare value is different from the counter initial value. Before starting (when the timer is waiting for the trigger), the configuration must be as follows:

CNT < CCRx ≤ ARR (in particular, 0 < CCRx)

Figure 128. Example of one pulse mode



For example you may want to generate a positive pulse on OC1 with a length of t_{PULSE} and after a delay of t_{DELAY} as soon as a positive edge is detected on the TI2 input pin.

Use TI2FP2 as trigger 1:

1. Map TI2FP2 to TI2 by writing CC2S='01' in the TIMx_CCMR1 register.
2. TI2FP2 must detect a rising edge, write CC2P='0' and CC2NP = '0' in the TIMx_CCER register.
3. Configure TI2FP2 as trigger for the slave mode controller (TRGI) by writing TS='110' in the TIMx_SMCR register.
4. TI2FP2 is used to start the counter by writing SMS to '110' in the TIMx_SMCR register (trigger mode).

The OPM waveform is defined by writing the compare registers (taking into account the clock frequency and the counter prescaler).

- The t_{DELAY} is defined by the value written in the TIMx_CCR1 register.
- The t_{PULSE} is defined by the difference between the auto-reload value and the compare value (TIMx_ARR - TIMx_CCR1+1).
- Let's say you want to build a waveform with a transition from '0' to '1' when a compare match occurs and a transition from '1' to '0' when the counter reaches the auto-reload value. To do this you enable PWM mode 2 by writing OC1M='111' in the TIMx_CCMR1 register. You can optionally enable the preload registers by writing OC1PE='1' in the TIMx_CCMR1 register and ARPE in the TIMx_CR1 register. In this case you have to write the compare value in the TIMx_CCR1 register, the auto-reload value in the TIMx_ARR register, generate an update by setting the UG bit and wait for external trigger event on TI2. CC1P is written to '0' in this example.

In our example, the DIR and CMS bits in the TIMx_CR1 register should be low.

For code example, refer to *A.9.16: One-Pulse mode code example*.

You only want 1 pulse (Single mode), so you write '1 in the OPM bit in the TIMx_CR1 register to stop the counter at the next update event (when the counter rolls over from the auto-reload value back to 0). When OPM bit in the TIMx_CR1 register is set to '0', so the Repetitive Mode is selected.

Particular case: OCx fast enable

In One-pulse mode, the edge detection on TIx input set the CEN bit which enables the counter. Then the comparison between the counter and the compare value makes the output toggle. But several clock cycles are needed for these operations and it limits the minimum delay t_{DELAY} min we can get.

If you want to output a waveform with the minimum delay, you can set the OCxFE bit in the TIMx_CCMRx register. Then OCxRef (and OCx) are forced in response to the stimulus, without taking in account the comparison. Its new level is the same as if a compare match had occurred. OCxFE acts only if the channel is configured in PWM1 or PWM2 mode.

For code example, refer to *A.9.16: One-Pulse mode code example*.

15.3.12 Encoder interface mode

To select Encoder Interface mode write SMS='001 in the TIMx_SMCR register if the counter is counting on TI2 edges only, SMS=010 if it is counting on TI1 edges only and SMS=011 if it is counting on both TI1 and TI2 edges.

Select the TI1 and TI2 polarity by programming the CC1P and CC2P bits in the TIMx_CCER register. CC1NP and CC2NP must be kept cleared. When needed, you can program the input filter as well. CC1NP and CC2NP must be kept low.

The two inputs TI1 and TI2 are used to interface to an incremental encoder. Refer to *Table 66*. The counter is clocked by each valid transition on TI1FP1 or TI2FP2 (TI1 and TI2 after input filter and polarity selection, TI1FP1=TI1 if not filtered and not inverted, TI2FP2=TI2 if not filtered and not inverted) assuming that it is enabled (CEN bit in TIMx_CR1 register written to '1). The sequence of transitions of the two inputs is evaluated and generates count pulses as well as the direction signal. Depending on the sequence the counter counts up or down, the DIR bit in the TIMx_CR1 register is modified by hardware accordingly. The DIR bit is calculated at each transition on any input (TI1 or TI2), whatever the counter is counting on TI1 only, TI2 only or both TI1 and TI2.

Encoder interface mode acts simply as an external clock with direction selection. This means that the counter just counts continuously between 0 and the auto-reload value in the TIMx_ARR register (0 to ARR or ARR down to 0 depending on the direction). So you must configure TIMx_ARR before starting. In the same way, the capture, compare, prescaler, trigger output features continue to work as normal.

In this mode, the counter is modified automatically following the speed and the direction of the quadrature encoder and its content, therefore, always represents the encoder's position. The count direction correspond to the rotation direction of the connected sensor. The table summarizes the possible combinations, assuming TI1 and TI2 don't switch at the same time.

Table 66. Counting direction versus encoder signals

Active edge	Level on opposite signal (TI1FP1 for TI2, TI2FP2 for TI1)	TI1FP1 signal		TI2FP2 signal	
		Rising	Falling	Rising	Falling
Counting on TI1 only	High	Down	Up	No Count	No Count
	Low	Up	Down	No Count	No Count
Counting on TI2 only	High	No Count	No Count	Up	Down
	Low	No Count	No Count	Down	Up
Counting on TI1 and TI2	High	Down	Up	Up	Down
	Low	Up	Down	Down	Up

An external incremental encoder can be connected directly to the MCU without external interface logic. However, comparators are normally be used to convert the encoder's differential outputs to digital signals. This greatly increases noise immunity. The third encoder output which indicate the mechanical zero position, may be connected to an external interrupt input and trigger a counter reset.

Figure 129 gives an example of counter operation, showing count signal generation and direction control. It also shows how input jitter is compensated where both edges are selected. This might occur if the sensor is positioned near to one of the switching points. For this example we assume that the configuration is the following:

- CC1S= 01 (TIMx_CCMR1 register, TI1FP1 mapped on TI1)
- CC2S= 01 (TIMx_CCMR2 register, TI2FP2 mapped on TI2)
- CC1P and CC1NP = '0' (TIMx_CCER register, TI1FP1 noninverted, TI1FP1=TI1)
- CC2P and CC2NP = '0' (TIMx_CCER register, TI2FP2 noninverted, TI2FP2=TI2)
- SMS= 011 (TIMx_SMCR register, both inputs are active on both rising and falling edges)
- CEN= 1 (TIMx_CR1 register, Counter is enabled)

For code example, refer to *A.9.11: Encoder interface code example*.

Figure 129. Example of counter operation in encoder interface mode

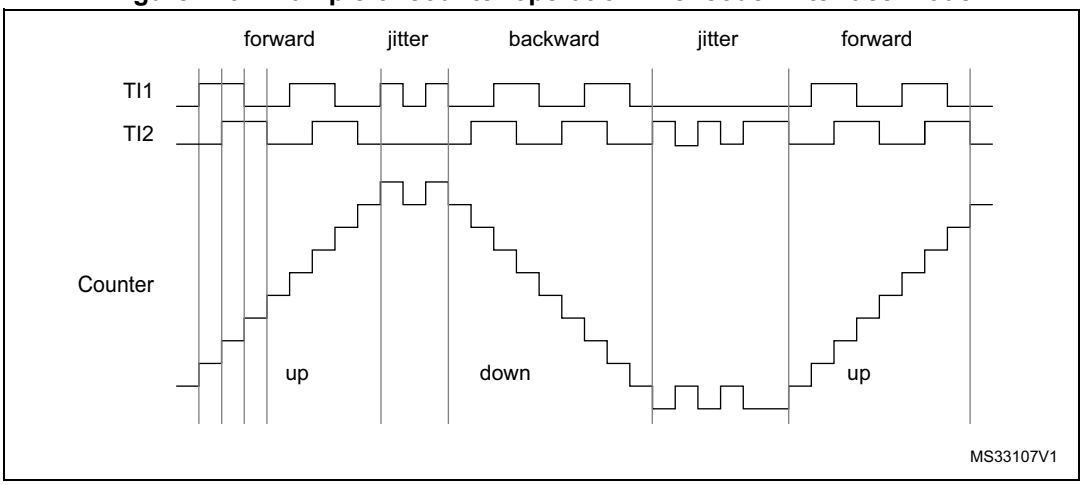
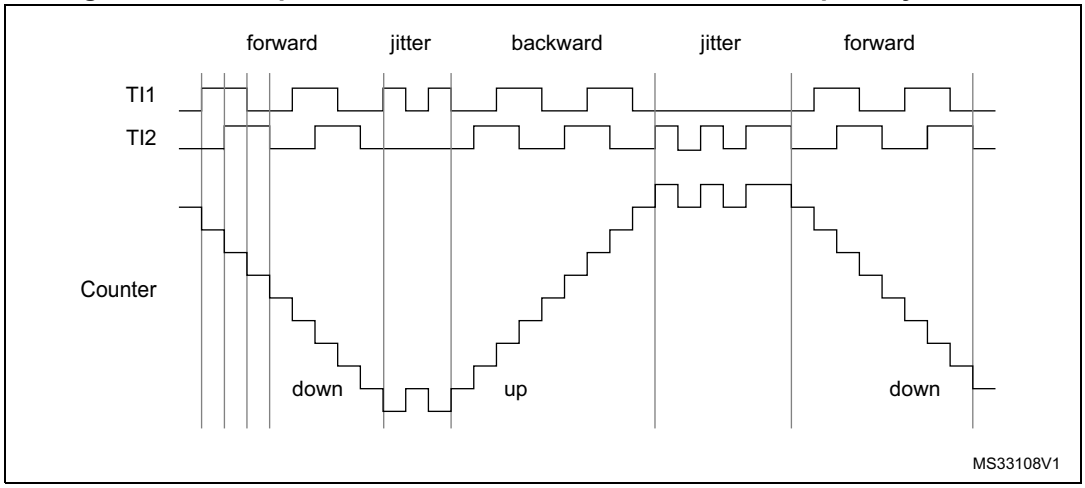


Figure 130 gives an example of counter behavior when TI1FP1 polarity is inverted (same configuration as above except CC1P=1).

Figure 130. Example of encoder interface mode with TI1FP1 polarity inverted



The timer, when configured in Encoder Interface mode provides information on the sensor's current position. You can obtain dynamic information (speed, acceleration, deceleration) by measuring the period between two encoder events using a second timer configured in capture mode. The output of the encoder which indicates the mechanical zero can be used for this purpose. Depending on the time between two events, the counter can also be read at regular times. You can do this by latching the counter value into a third input capture register if available (then the capture signal must be periodic and can be generated by another timer). when available, it is also possible to read its value through a DMA request generated by a Real-Time clock.

15.3.13 TIM21/22 external trigger synchronization

The TIM21/22 timers can be synchronized with an external trigger in several modes: Reset mode, Gated mode and Trigger mode.

Slave mode: Reset mode

The counter and its prescaler can be reinitialized in response to an event on a trigger input. Moreover, if the URS bit from the TIMx_CR1 register is low, an update event UEV is generated. Then all the preloaded registers (TIMx_ARR, TIMx_CCRx) are updated.

In the following example, the upcounter is cleared in response to a rising edge on TI1 input:

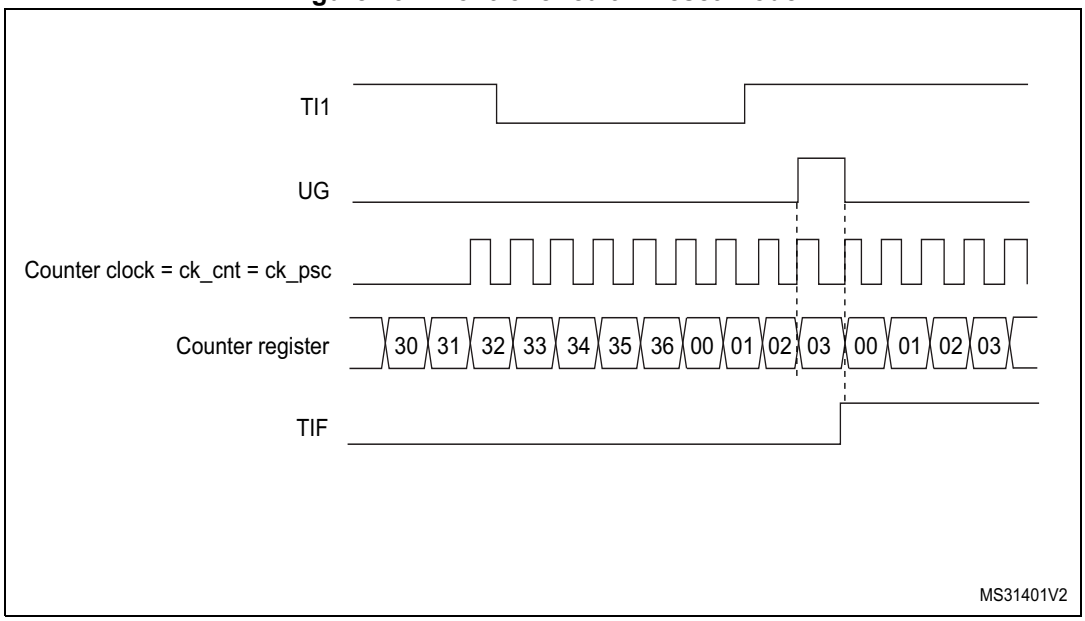
1. Configure the channel 1 to detect rising edges on TI1. Configure the input filter duration (in this example, we don't need any filter, so we keep IC1F='0000'). The capture prescaler is not used for triggering, so you don't need to configure it. The CC1S bits select the input capture source only, CC1S = '01' in the TIMx_CCMR1 register. Program CC1P and CC1NP to '00' in TIMx_CCER register to validate the polarity (and detect rising edges only).
2. Configure the timer in reset mode by writing SMS='100' in TIMx_SMCR register. Select TI1 as the input source by writing TS='101' in TIMx_SMCR register.
3. Start the counter by writing CEN='1' in the TIMx_CR1 register.

For code example, refer to *A.9.12: Reset mode code example*.

The counter starts counting on the internal clock, then behaves normally until TI1 rising edge. When TI1 rises, the counter is cleared and restarts from 0. In the meantime, the trigger flag is set (TIF bit in the TIMx_SR register) and an interrupt request can be sent if enabled (depending on the TIE bit in TIMx_DIER register).

The following figure shows this behavior when the auto-reload register TIMx_ARR=0x36. The delay between the rising edge on TI1 and the actual reset of the counter is due to the resynchronization circuit on TI1 input.

Figure 131. Control circuit in reset mode



Slave mode: Gated mode

The counter can be enabled depending on the level of a selected input.

In the following example, the upcounter counts only when TI1 input is low:

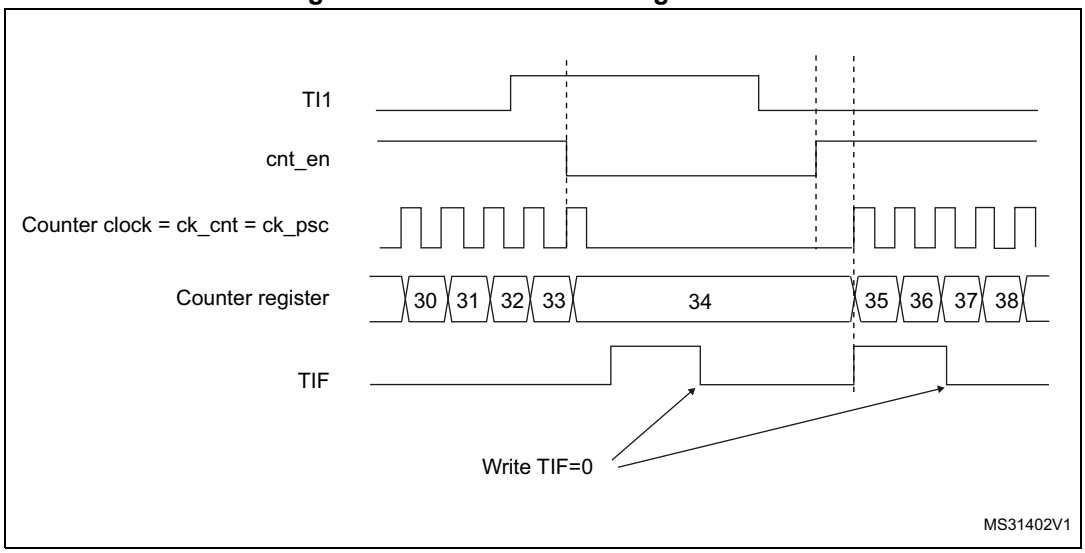
1. Configure the channel 1 to detect low levels on TI1. Configure the input filter duration (in this example, we don't need any filter, so we keep IC1F='0000'). The capture prescaler is not used for triggering, so you don't need to configure it. The CC1S bits select the input capture source only, CC1S='01' in TIMx_CCMR1 register. Program CC1P='1' and CC1NP= '0' in TIMx_CCER register to validate the polarity (and detect low level only).
2. Configure the timer in gated mode by writing SMS='101' in TIMx_SMCR register. Select TI1 as the input source by writing TS='101' in TIMx_SMCR register.
3. Enable the counter by writing CEN='1' in the TIMx_CR1 register (in gated mode, the counter doesn't start if CEN='0', whatever is the trigger input level).

For code example, refer to *A.9.13: Gated mode code example*.

The counter starts counting on the internal clock as long as TI1 is low and stops as soon as TI1 becomes high. The TIF flag in the TIMx_SR register is set both when the counter starts or stops.

The delay between the rising edge on TI1 and the actual stop of the counter is due to the resynchronization circuit on TI1 input.

Figure 132. Control circuit in gated mode



Slave mode: Trigger mode

The counter can start in response to an event on a selected input.

In the following example, the upcounter starts in response to a rising edge on TI2 input:

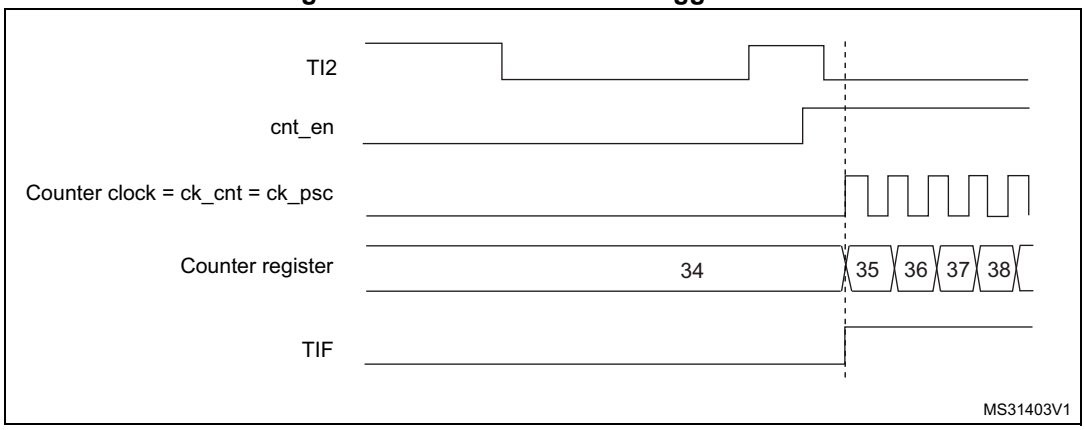
1. Configure the external trigger input circuit by programming the TIMx_SMCR register as follows:
   - ETF = 0000: no filter
   - ETPS = 00: prescaler disabled
   - ETP = 0: detection of rising edges on ETR and ECE=1 to enable the external clock mode 2.
1. Configure the channel 2 to detect rising edges on TI2. Configure the input filter duration (in this example, we don't need any filter, so we keep IC2F='0000'). The capture prescaler is not used for triggering, so you don't need to configure it. The CC2S bits are configured to select the input capture source only, CC2S='01' in TIMx_CCMR1 register. Program CC2P='1' and CC2NP='0' in TIMx_CCER register to validate the polarity (and detect low level only).
2. Configure the timer in trigger mode by writing SMS='110' in TIMx_SMCR register. Select TI2 as the input source by writing TS='110' in TIMx_SMCR register.

For code example, refer to *A.9.14: Trigger mode code example*.

When a rising edge occurs on TI2, the counter starts counting on the internal clock and the TIF flag is set.

The delay between the rising edge on TI2 and the actual start of the counter is due to the resynchronization circuit on TI2 input.

Figure 133. Control circuit in trigger mode



15.3.14 Timer synchronization (TIM21/22)

The timers are linked together internally for timer synchronization or chaining. Refer to *Section 14.3.15: Timer synchronization on page 330* for details.

15.3.15 Debug mode

When the microcontroller enters debug mode (Cortex®-M0+ core halted), the TIMx counter either continues to work normally or stops, depending on DBG_TIMx_STOP configuration bit in DBG module. For more details, refer to *Section 31.16.2: Debug support for timers, watchdog, bxCAN and I2C*.

15.4 TIM21/22 registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

The peripheral registers have to be written by half-words (16 bits) or words (32 bits). Read accesses can be done by bytes (8 bits), half-words (16 bits) or words (32 bits).

15.4.1 TIM21/22 control register 1 (TIMx_CR1)

Address offset: 0x00

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	CKD[1:0]		ARPE	CMS[1:0]		DIR	OPM	URS	UDIS	CEN
						rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:10 Reserved, must be kept at reset value.

Bits 9:8 **CKD**: Clock division

This bit-field indicates the division ratio between the timer clock (CK_INT) frequency and sampling clock used by the digital filters (TIx),

00: $t_{DTS} = t_{CK\_INT}$
01: $t_{DTS} = 2 \times t_{CK\_INT}$
10: $t_{DTS} = 4 \times t_{CK\_INT}$
11: Reserved

Bit 7 **ARPE**: Auto-reload preload enable

0: TIMx_ARR register is not buffered.
1: TIMx_ARR register is buffered.

Bits 6:5 **CMS[1:0]**: Center-aligned mode selection

00: Edge-aligned mode. The counter counts up or down depending on the direction bit (DIR).
01: Center-aligned mode 1. The counter counts up and down alternatively. Output compare interrupt flags of channels configured in output (CCxS=00 in TIMx_CCMRx register) are set only when the counter is counting down.
10: Center-aligned mode 2. The counter counts up and down alternatively. Output compare interrupt flags of channels configured in output (CCxS=00 in TIMx_CCMRx register) are set only when the counter is counting up.
11: Center-aligned mode 3. The counter counts up and down alternatively. Output compare interrupt flags of channels configured in output (CCxS=00 in TIMx_CCMRx register) are set both when the counter is counting up or down.

Note: It is not allowed to switch from edge-aligned mode to center-aligned mode as long as the counter is enabled (CEN=1).

Bit 4 **DIR**: Direction

0: Counter used as upcounter
1: Counter used as downcounter

Bit 3 **OPM**: One-pulse mode

0: Counter is not stopped on the update event
1: Counter stops counting on the next update event (clearing the CEN bit).

Bit 2 **URS**: Update request source

This bit is set and cleared by software to select the UEV event sources.

0: Any of the following events generates an update interrupt if enabled:

- Counter overflow
- Setting the UG bit

1: Only counter overflow generates an update interrupt if enabled.

Bit 1 **UDIS**: Update disable

This bit is set and cleared by software to enable/disable update event (UEV) generation.

0: UEV enabled. An UEV is generated by one of the following events:

- Counter overflow
- Setting the UG bit

Buffered registers are then loaded with their preload values.

1: UEV disabled. No UEV is generated, shadow registers keep their value (ARR, PSC, CCRx). The counter and the prescaler are reinitialized if the UG bit is set.

Bit 0 **CEN**: Counter enable

0: Counter disabled

1: Counter enabled

CEN is cleared automatically in one-pulse mode, when an update event occurs.

15.4.2 TIM21/22 control register 2 (TIMx_CR2)

Address offset: 0x04

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MMS[2:0]			Res.	Res.	Res.	Res.
									rw	rw	rw				

Bits 15:7 Reserved, must be kept at reset value.

Bits 6:4 **MMS**: Master mode selection

These bits allow to select the information to be sent in master mode to slave timers for synchronization (TRGO). The combination is as follows:
000: **Reset** - the UG bit from the TIMx_EGR register is used as trigger output (TRGO). If the reset is generated by the trigger input (slave mode controller configured in reset mode) then the signal on TRGO is delayed compared to the actual reset.
001: **Enable** - the Counter enable signal, CNT_EN, is used as trigger output (TRGO). It is useful to start several timers at the same time or to control a window in which a slave timer is enabled. The Counter Enable signal is generated by a logic OR between CEN control bit and the trigger input when configured in gated mode.
When the Counter Enable signal is controlled by the trigger input, there is a delay on TRGO, except if the master/slave mode is selected (see the MSM bit description in TIMx_SMCR register).
010: **Update** - The update event is selected as trigger output (TRGO). For instance a master timer can then be used as a prescaler for a slave timer.
011: **Compare Pulse** - The trigger output send a positive pulse when the CC1IF flag is to be set (even if it was already high), as soon as a capture or a compare match occurred. (TRGO)
100: **Compare** - OC1REF signal is used as trigger output (TRGO)
101: **Compare** - OC2REF signal is used as trigger output (TRGO)
110: Reserved
111: Reserved

Bits 3:0 Reserved, must be kept at reset value.

15.4.3 TIM21/22 slave mode control register (TIMx_SMCR)

Address offset: 0x08

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ETP	ECE	ETPS[1:0]		ETF[3:0]				MSM	TS[2:0]			Res.	SMS[2:0]		
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw		rw	rw	rw

Bit 15 **ETP**: External trigger polarity

This bit selects whether ETR or $\overline{ETR}$ is used for trigger operations
0: ETR is non-inverted, active at high level or rising edge.
1: ETR is inverted, active at low level or falling edge.

Bit 14 **ECE**: External clock enable

This bit enables External clock mode 2.
0: External clock mode 2 disabled
1: External clock mode 2 enabled. The counter is clocked by any active edge on the ETRF signal.

Note: Setting the ECE bit has the same effect as selecting external clock mode 1 with TRGI connected to ETRF (SMS=111 and TS=111).

It is possible to simultaneously use external clock mode 2 with the following slave modes: reset mode, gated mode and trigger mode. Nevertheless, TRGI must not be connected to ETRF in this case (TS bits must not be 111).
If external clock mode 1 and external clock mode 2 are enabled at the same time, the external clock input is ETRF.

Bits 13:12 **ETPS[1:0]**: External trigger prescaler

External trigger signal ETRP frequency must be at most 1/4 of TIMxCLK frequency. A prescaler can be enabled to reduce ETRP frequency. It is useful when inputting fast external clocks.

00: Prescaler OFF
01: ETRP frequency divided by 2
10: ETRP frequency divided by 4
11: ETRP frequency divided by 8

Bits 11:8 **ETF[3:0]**: External trigger filter

This bit-field then defines the frequency used to sample ETRP signal and the length of the digital filter applied to ETRP. The digital filter is made of an event counter in which N consecutive events are needed to validate a transition on the output:

0000: No filter, sampling is done at f_{DTS}
0001: $f_{SAMPLING}=f_{CK\_INT}$, N=2
0010: $f_{SAMPLING}=f_{CK\_INT}$, N=4
0011: $f_{SAMPLING}=f_{CK\_INT}$, N=8
0100: $f_{SAMPLING}=f_{DTS}/2$, N=6
0101: $f_{SAMPLING}=f_{DTS}/2$, N=8
0110: $f_{SAMPLING}=f_{DTS}/4$, N=6
0111: $f_{SAMPLING}=f_{DTS}/4$, N=8
1000: $f_{SAMPLING}=f_{DTS}/8$, N=6
1001: $f_{SAMPLING}=f_{DTS}/8$, N=8
1010: $f_{SAMPLING}=f_{DTS}/16$, N=5
1011: $f_{SAMPLING}=f_{DTS}/16$, N=6
1100: $f_{SAMPLING}=f_{DTS}/16$, N=8
1101: $f_{SAMPLING}=f_{DTS}/32$, N=5
1110: $f_{SAMPLING}=f_{DTS}/32$, N=6
1111: $f_{SAMPLING}=f_{DTS}/32$, N=8

Bit 7 **MSM:** Master/Slave mode

0: No action
1: The effect of an event on the trigger input (TRGI) is delayed to allow a perfect synchronization between the current timer and its slaves (through TRGO). It is useful in order to synchronize several timers on a single external event.

Bits 6:4 **TS:** Trigger selection

This bitfield selects the trigger input to be used to synchronize the counter.
000: Internal Trigger 0 (ITR0), linked to TIM2 trigger input
001: Reserved
010: Reserved
011: Reserved
100: TI1 Edge Detector (TI1F_ED)
101: Filtered Timer Input 1 (TI1FP1)
110: Filtered Timer Input 2 (TI2FP2)
111: Reserved.

Note: These bits must be changed only when they are not used (e.g. when SMS='000') to avoid wrong edge detections at the transition.

Bit 3 Reserved, must be kept at reset value.

Bits 2:0 **SMS:** Slave mode selection

When external signals are selected, the active edge of the trigger signal (TRGI) is linked to the polarity selected on the external input (see Input control register and Control register descriptions.
000: Slave mode disabled - if CEN = 1 then the prescaler is clocked directly by the internal clock
001: Encoder mode 1
010: Encoder mode 2
011: Encoder mode 3
100: Reset mode - Rising edge of the selected trigger input (TRGI) reinitializes the counter and generates an update of the registers
101: Gated mode - The counter clock is enabled when the trigger input (TRGI) is high. The counter stops (but is not reset) as soon as the trigger becomes low. Counter starts and stops are both controlled
110: Trigger mode - The counter starts on a rising edge of the trigger TRGI (but it is not reset). Only the start of the counter is controlled
111: External Clock Mode 1

Note: The Gated mode must not be used if TI1F_ED is selected as the trigger input (TS='100'). Indeed, TI1F_ED outputs 1 pulse for each transition on TI1F, whereas the Gated mode checks the level of the trigger signal.

15.4.4 TIM21/22 Interrupt enable register (TIMx_DIER)

Address offset: 0x0C

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TIE	Res.	Res.	Res.	CC2IE	CC1IE	UIE
									rw				rw	rw	rw

Bits 15:7 Reserved, must be kept at reset value.

Bit 6 **TIE**: Trigger interrupt enable

0: Trigger interrupt disabled.
1: Trigger interrupt enabled.

Bits 5:3 Reserved, must be kept at reset value.

Bit 2 **CC2IE**: Capture/Compare 2 interrupt enable
0: CC2 interrupt disabled.
1: CC2 interrupt enabled.

Bit 1 **CC1IE**: Capture/Compare 1 interrupt enable
0: CC1 interrupt disabled.
1: CC1 interrupt enabled.

Bit 0 **UIE**: Update interrupt enable
0: Update interrupt disabled.
1: Update interrupt enabled.

15.4.5 TIM21/22 status register (TIMx_SR)

Address offset: 0x10

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	CC2OF	CC1OF	Res.	Res.	TIF	Res.	Res.	Res.	CC2IF	CC1IF	UIF
					rc_w0	rc_w0			rc_w0				rc_w0	rc_w0	rc_w0

Bits 15:11 Reserved, must be kept at reset value.

Bit 10 **CC2OF**: Capture/compare 2 overcapture flag
refer to CC1OF description

Bit 9 **CC1OF**: Capture/Compare 1 overcapture flag
This flag is set by hardware only when the corresponding channel is configured in input capture mode. It is cleared by software by writing it to ‘0’.
0: No overcapture has been detected.
1: The counter value has been captured in TIMx_CCR1 register while CC1IF flag was already set

Bits 8:7 Reserved, must be kept at reset value.

Bit 6 **TIF**: Trigger interrupt flag
This flag is set by hardware on trigger event (active edge detected on TRGI input when the slave mode controller is enabled in all modes but gated mode. It is set when the counter starts or stops when gated mode is selected. It is cleared by software.
0: No trigger event occurred.
1: Trigger interrupt pending.

Bits 5:3 Reserved, must be kept at reset value.

Bit 2 **CC2IF**: Capture/Compare 2 interrupt flag
refer to CC1IF description

Bit 1 **CC1IF**: Capture/compare 1 interrupt flag
If channel CC1 is configured as output:
This flag is set by hardware when the counter matches the compare value. It is cleared by software.
0: No match.
1: The content of the counter TIMx_CNT matches the content of the TIMx_CCR1 register. When the contents of TIMx_CCR1 are greater than the contents of TIMx_ARR, the CC1IF bit goes high on the counter overflow.
If channel CC1 is configured as input:
This bit is set by hardware on a capture. It is cleared by software or by reading the TIMx_CCR1 register.
0: No input capture occurred.
1: The counter value has been captured in TIMx_CCR1 register (an edge has been detected on IC1 which matches the selected polarity).

Bit 0 **UIF**: Update interrupt flag
This bit is set by hardware on an update event. It is cleared by software.
0: No update occurred.
1: Update interrupt pending. This bit is set by hardware when the registers are updated:
– At overflow and if UDIS='0' in the TIMx_CR1 register.
– When CNT is reinitialized by software using the UG bit in TIMx_EGR register, if URS='0' and UDIS='0' in the TIMx_CR1 register.
– When CNT is reinitialized by a trigger event (refer to the synchro control register description), if URS='0' and UDIS='0' in the TIMx_CR1 register.

15.4.6 TIM21/22 event generation register (TIMx_EGR)

Address offset: 0x14

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TG	Res.	Res.	Res.	CC2G	CC1G	UG
									w				w	w	w

Bits 15:7 Reserved, must be kept at reset value.

Bit 6 **TG**: Trigger generation

This bit is set by software in order to generate an event, it is automatically cleared by hardware.
0: No action
1: The TIF flag is set in the TIMx_SR register. Related interrupt can occur if enabled

Bits 5:3 Reserved, must be kept at reset value.

Bit 2 **CC2G**: Capture/compare 2 generation

refer to CC1G description

Bit 1 **CC1G**: Capture/compare 1 generation

This bit is set by software to generate an event, it is automatically cleared by hardware.
0: No action
1: A capture/compare event is generated on channel 1:
If channel CC1 is configured as output:
the CC1IF flag is set, the corresponding interrupt is sent if enabled.
If channel CC1 is configured as input:
The current counter value is captured in the TIMx_CCR1 register. The CC1IF flag is set, the corresponding interrupt is sent if enabled. The CC1OF flag is set if the CC1IF flag was already high.

Bit 0 **UG**: Update generation

This bit can be set by software, it is automatically cleared by hardware.
0: No action
1: Re-initializes the counter and generates an update of the registers. The prescaler counter is also cleared and the prescaler ratio is not affected. The counter is cleared.

15.4.7 TIM21/22 capture/compare mode register 1 (TIMx_CCMR1)

Address offset: 0x18

Reset value: 0x0000

The channels can be used in input (capture mode) or in output (compare mode). The direction of a channel is defined by configuring the corresponding CCxS bits. All the other bits in this register have different functions in input and output modes. For a given bit, OCxx describes its function when the channel is configured in output mode, ICxx describes its function when the channel is configured in input mode. So you must take care that the same bit can have different meanings for the input stage and the output stage.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	OC2M[2:0]			OC2PE	OC2FE	CC2S[1:0]		Res.	OC1M[2:0]			OC1PE	OC1FE	CC1S[1:0]	
	IC2F[3:0]			IC2PSC[1:0]					IC1F[3:0]			IC1PSC[1:0]			
	rw	rw	rw	rw	rw	rw	rw		rw	rw	rw	rw	rw	rw	rw

Output compare mode

Bit 15 Reserved, must be kept at reset value.

Bits 14:12 **OC2M[2:0]**: Output compare 2 mode

Bit 11 **OC2PE**: Output compare 2 preload enable

Bit 10 **OC2FE**: Output compare 2 fast enable

Bits 9:8 **CC2S[1:0]**: Capture/Compare 2 selection

This bitfield defines the direction of the channel (input/output) as well as the used input.
00: CC2 channel is configured as output
01: CC2 channel is configured as input, IC2 is mapped on TI2
10: CC2 channel is configured as input, IC2 is mapped on TI1
11: CC2 channel is configured as input, IC2 is mapped on TRC. This mode works only if an internal trigger input is selected through the TS bit (TIMx_SMCR register

Note: The CC2S bits are writable only when the channel is OFF (CC2E = 0 in TIMx_CCER).

Bit 7 Reserved, must be kept at reset value.

Bits 6:4 **OC1M**: Output compare 1 mode

These bits define the behavior of the output reference signal OC1REF from which OC1 and OC1N are derived. OC1REF is active high whereas the active levels of OC1 and OC1N depend on the CC1P and CC1NP bits, respectively.
000: Frozen - The comparison between the output compare register TIMx_CCR1 and the counter TIMx_CNT has no effect on the outputs.(this mode is used to generate a timing base).
001: Set channel 1 to active level on match. The OC1REF signal is forced high when the TIMx_CNT counter matches the capture/compare register 1 (TIMx_CCR1).
010: Set channel 1 to inactive level on match. The OC1REF signal is forced low when the TIMx_CNT counter matches the capture/compare register 1 (TIMx_CCR1).
011: Toggle - OC1REF toggles when TIMx_CNT=TIMx_CCR1
100: Force inactive level - OC1REF is forced low
101: Force active level - OC1REF is forced high
110: PWM mode 1 - In upcounting, channel 1 is active as long as TIMx_CNT<TIMx_CCR1 else it is inactive. In downcounting, channel 1 is inactive (OC1REF=‘0) as long as TIMx_CNT>TIMx_CCR1, else it is active (OC1REF=’1’)
111: PWM mode 2 - In upcounting, channel 1 is inactive as long as TIMx_CNT<TIMx_CCR1 else it is active. In downcounting, channel 1 is active as long as TIMx_CNT>TIMx_CCR1 else it is inactive.

Note: In PWM mode 1 or 2, the OCREF level changes only when the result of the comparison changes or when the output compare mode switches from “frozen” mode to “PWM” mode.

Bit 3 **OC1PE**: Output compare 1 preload enable

0: Preload register on TIMx_CCR1 disabled. TIMx_CCR1 can be written at anytime, the new value is taken into account immediately
1: Preload register on TIMx_CCR1 enabled. Read/Write operations access the preload register. TIMx_CCR1 preload value is loaded into the active register at each update event

Note: The PWM mode can be used without validating the preload register only in one-pulse mode (OPM bit set in the TIMx_CR1 register). Else the behavior is not guaranteed.

Bit 2 **OC1FE**: Output compare 1 fast enable

This bit is used to accelerate the effect of an event on the trigger in input on the CC output.
0: CC1 behaves normally depending on the counter and CCR1 values even when the trigger is ON. The minimum delay to activate the CC1 output when an edge occurs on the trigger input is 5 clock cycles
1: An active edge on the trigger input acts like a compare match on the CC1 output. Then, OC is set to the compare level independently of the result of the comparison. Delay to sample the trigger input and to activate CC1 output is reduced to 3 clock cycles. OC1FE acts only if the channel is configured in PWM1 or PWM2 mode.

Bits 1:0 **CC1S**: Capture/Compare 1 selection

This bitfield defines the direction of the channel (input/output) as well as the used input.
00: CC1 channel is configured as output
01: CC1 channel is configured as input, IC1 is mapped on TI1
10: CC1 channel is configured as input, IC1 is mapped on TI2
11: CC1 channel is configured as input, IC1 is mapped on TRC. This mode works only if an internal trigger input is selected through the TS bit (TIMx_SMCR register)

Note: The CC1S bits are writable only when the channel is OFF (CC1E = 0 in TIMx_CCER).

Input capture mode

Bits 15:12 **IC2F**: Input capture 2 filter

Bits 11:10 **IC2PSC[1:0]**: Input capture 2 prescaler

Bits 9:8 **CC2S**: Capture/compare 2 selection

This bitfield defines the direction of the channel (input/output) as well as the used input.
00: CC2 channel is configured as output
01: CC2 channel is configured as input, IC2 is mapped on TI2
10: CC2 channel is configured as input, IC2 is mapped on TI1
11: CC2 channel is configured as input, IC2 is mapped on TRC. This mode works only if an internal trigger input is selected through the TS bit (TIMx_SMCR register)

Note: The CC2S bits are writable only when the channel is OFF (CC2E = 0 in TIMx_CCER).

Bits 7:4 **IC1F**: Input capture 1 filter

This bitfield defines the frequency used to sample the TI1 input and the length of the digital filter applied to TI1. The digital filter is made of an event counter in which N consecutive events are needed to validate a transition on the output:

0000: No filter, sampling is done at f_{DTS}
0001: $f_{SAMPLING}=f_{CK\_INT}$, N=2
0010: $f_{SAMPLING}=f_{CK\_INT}$, N=4
0011: $f_{SAMPLING}=f_{CK\_INT}$, N=8
0100: $f_{SAMPLING}=f_{DTS}/2$, N=6
0101: $f_{SAMPLING}=f_{DTS}/2$, N=8
0110: $f_{SAMPLING}=f_{DTS}/4$, N=6
0111: $f_{SAMPLING}=f_{DTS}/4$, N=8
1000: $f_{SAMPLING}=f_{DTS}/8$, N=6
1001: $f_{SAMPLING}=f_{DTS}/8$, N=8
1010: $f_{SAMPLING}=f_{DTS}/16$, N=5
1011: $f_{SAMPLING}=f_{DTS}/16$, N=6
1100: $f_{SAMPLING}=f_{DTS}/16$, N=8
1101: $f_{SAMPLING}=f_{DTS}/32$, N=5
1110: $f_{SAMPLING}=f_{DTS}/32$, N=6
1111: $f_{SAMPLING}=f_{DTS}/32$, N=8

Bits 3:2 **IC1PSC**: Input capture 1 prescaler

This bitfield defines the ratio of the prescaler acting on the CC1 input (IC1).
The prescaler is reset as soon as CC1E='0' (TIMx_CCER register).
00: no prescaler, capture is done each time an edge is detected on the capture input
01: capture is done once every 2 events
10: capture is done once every 4 events
11: capture is done once every 8 events

Bits 1:0 **CC1S**: Capture/Compare 1 selection

This bitfield defines the direction of the channel (input/output) as well as the used input.
00: CC1 channel is configured as output
01: CC1 channel is configured as input, IC1 is mapped on TI1
10: CC1 channel is configured as input, IC1 is mapped on TI2
11: CC1 channel is configured as input, IC1 is mapped on TRC. This mode is working only if an internal trigger input is selected through TS bit (TIMx_SMCR register)

Note: The CC1S bits are writable only when the channel is OFF (CC1E = 0 in TIMx_CCER).

15.4.8 TIM21/22 capture/compare enable register (TIMx_CCER)

Address offset: 0x20

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CC2NP	Res.	CC2P	CC2E	CC1NP	Res.	CC1P	CC1E
								rw		rw	rw	rw		rw	rw

Bits 15:8 Reserved, must be kept at reset value.

Bit 7 **CC2NP**: Capture/Compare 2 output Polarity
refer to CC1NP description

Bit 6 Reserved, must be kept at reset value.

Bit 5 **CC2P**: Capture/Compare 2 output Polarity
refer to CC1P description

Bit 4 **CC2E**: Capture/Compare 2 output enable
refer to CC1E description

Bit 3 **CC1NP**: Capture/Compare 1 complementary output Polarity
CC1 channel configured as output: CC1NP must be kept cleared
CC1 channel configured as input: CC1NP is used in conjunction with CC1P to define TI1FP1/TI2FP1 polarity (refer to CC1P description).

Bit 2 Reserved, must be kept at reset value.

Bit 1 **CC1P**: Capture/Compare 1 output Polarity.
CC1 channel configured as output:
0: OC1 active high.
1: OC1 active low.
CC1 channel configured as input:
CC1NP/CC1P bits select TI1FP1 and TI2FP1 polarity for trigger or capture operations.
00: noninverted/rising edge
Circuit is sensitive to TIxFP1 rising edge (capture, trigger in reset, external clock or trigger mode), TIxFP1 is not inverted (trigger in gated mode, encoder mode).
01: inverted/falling edge
Circuit is sensitive to TIxFP1 falling edge (capture, trigger in reset, external clock or trigger mode), TIxFP1 is inverted (trigger in gated mode, encoder mode).
10: reserved, do not use this configuration.

Note: 11: noninverted/both edges
Circuit is sensitive to both TIxFP1 rising and falling edges (capture, trigger in reset, external clock or trigger mode), TIxFP1 is not inverted (trigger in gated mode). This configuration must not be used for encoder mode.

Bit 0 **CC1E**: Capture/Compare 1 output enable.
CC1 channel configured as output:
0: Off - OC1 is not active.
1: On - OC1 signal is output on the corresponding output pin.
CC1 channel configured as input:
This bit determines if a capture of the counter value can actually be done into the input capture/compare register 1 (TIMx_CCR1) or not.
0: Capture disabled.
1: Capture enabled.

Table 67. Output control bit for standard OCx channels

CCxE bit	OCx output state
0	Output disabled (OCx='0', OCx_EN='0')
1	OCx=OCxREF + Polarity, OCx_EN='1'

Note: The states of the external I/O pins connected to the standard OCx channels depend on the state of the OCx channel and on the GPIO registers.

15.4.9 TIM21/22 counter (TIMx_CNT)

Address offset: 0x24

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **CNT[15:0]**: Counter value

15.4.10 TIM21/22 prescaler (TIMx_PSC)

Address offset: 0x28

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PSC[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **PSC[15:0]**: Prescaler value

The counter clock frequency (CK_CNT) is equal to f_{CK_PSC} / (PSC[15:0] + 1).
PSC contains the value to be loaded in the active prescaler register at each update event (including when the counter is cleared through UG bit of TIMx_EGR register or through trigger controller when configured in "reset mode").

15.4.11 TIM21/22 auto-reload register (TIMx_ARR)

Address offset: 0x2C

Reset value: 0xFFFF

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ARR[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **ARR[15:0]**: Auto-reload value

ARR is the value to be loaded into the actual auto-reload register.
Refer to the *Section 15.3.1: Timebase unit on page 362* for more details about ARR update and behavior.
The counter is blocked while the auto-reload value is null.

15.4.12 TIM21/22 capture/compare register 1 (TIMx_CCR1)

Address offset: 0x34

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CCR1[15:0]															
rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r

Bits 15:0 **CCR1[15:0]**: Capture/Compare 1 value

If channel CC1 is configured as output:

CCR1 is the value to be loaded into the actual capture/compare 1 register (preload value).

It is loaded permanently if the preload feature is not selected in the TIMx_CCMR1 register (OC1PE bit). Else the preload value is copied into the active capture/compare 1 register when an update event occurs.

The active capture/compare register contains the value to be compared to the TIMx_CNT counter and signaled on the OC1 output.

If channel CC1is configured as input:

CCR1 is the counter value transferred by the last input capture 1 event (IC1). The TIMx_CCR1 register is read-only and cannot be programmed.

15.4.13 TIM21/22 capture/compare register 2 (TIMx_CCR2)

Address offset: 0x38

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CCR2[15:0]															
rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r	rw/r

Bits 15:0 **CCR2[15:0]**: Capture/Compare 2 value

If channel CC2 is configured as output:

CCR2 is the value to be loaded into the actual capture/compare 2 register (preload value).

It is loaded permanently if the preload feature is not selected in the TIMx_CCMR2 register (OC2PE bit). Else the preload value is copied into the active capture/compare 2 register when an update event occurs.

The active capture/compare register contains the value to be compared to the TIMx_CNT counter and signalled on the OC2 output.

If channel CC2 is configured as input:

CCR2 is the counter value transferred by the last input capture 2 event (IC2). The TIMx_CCR2 register is read-only and cannot be programmed.

15.4.14 TIM21 option register (TIM21_OR)

Address offset: 0x50

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI2_RMP	TI1_RMP			ETR_RMP	
										rw	rw	rw	rw	rw	rw

Bits 15:6 Reserved, must be kept at reset value.

Bit 5 **TI2_RMP:** Timer21 TI2 (connected to TIM21_CH1) remap
This bit is set and cleared by software.
0: TIM21 TI2 input connected to GPIO. Refer to the Alternate function mapping table in the device datasheet.
1: Reserved

Bits 4:2 **TI1_RMP:** Timer21 TI1 (connected to TIM21_CH1) remap
This bit is set and cleared by software.
000: TIM21 TI1 input connected to GPIO. Refer to the Alternate function mapping table in the device datasheet.
001:TIM21 TI1 input connected to RTC WAKEUP interrupt
010: TIM21 TI1 input connected to HSE_RTC clock
011: TIM21 TI1 input connected to MSI clock
100: TIM21 TI1 input connected to LSE clock
101: TIM21 TI1 input connected to LSI clock
110: Reserved
111: TIM21 TI1 input connected to MCO clock

Bits 1:0 **ETR_RMP:** Timer21 ETR remap
This bit is set and cleared by software.
00: TIM21 ETR input connected to GPIO. Refer to the Alternate function mapping table in the device datasheet.
01: Reserved
10: Reserved
11: TIM21 ETR input connected to LSE clock

15.4.15 TIM22 option register (TIM22_OR)

Address offset: 0x50

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI1_RMP		ETR_RMP	
												rw	rw	rw	rw

Bits 15:4 Reserved, must be kept at reset value.

Bits 3:2 **TI1_RMP:** Timer 22 TI1 (connected to TIM22_CH1) remap
This bit is set and cleared by software.
00: TIM22 TI1 input connected to GPIO. Refer to the Alternate function mapping table in the device datasheet.
01:Reserved
10: Reserved
11: TIM22 TI1 input connected to GPIO. Refer to the Alternate function mapping table in the device datasheet.

Bits 1:0 **ETR_RMP:** Timer 22 ETR remap
This bit is set and cleared by software.
00: TIM22 ETR input connected to GPIO. Refer to the Alternate function mapping table in the device datasheet.
01: Reserved
10: Reserved
11: TIM22 ETR input connected to LSE clock

15.4.16 TIM21/22 register map

The table below shows TIM21/22 register map and reset values.

Table 68. TIM21/22 register map and reset values

Offset	Register	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**TIMx_CR1**	Res.	Res.	Res.	Res.	Res.	Res.	CKD [1:0]		ARPE	CMS [1:0]		DIR	OPM	URS	UDIS	CEN
	Reset value							0	0	0			0	0	0	0	0
0x04	**TIMx_CR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	MMS[2:0]			Res.	Res.	Res.	Res.
	Reset value										0	0	0				
0x08	**TIMx_SMCR**	ETP	ECE	ETPS[1:0]		ETF[3:0]				MSM	TS[2:0]			Res.	SMS[2:0]		
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0
0x0C	**TIMx_DIER**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TIE	Res.	Res.	Res.	CC2IE	CC1IE	UIE
	Reset value										0				0	0	0
0x10	**TIMx_SR**	Res.	Res.	Res.	Res.	Res.	CC2OF	CC1OF	Res.	Res.	TIF	Res.	Res.	Res.	CC2IF	CC1IF	UIF
	Reset value						0	0			0				0	0	0
0x14	**TIMx_EGR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TG	Res.	Res.	Res.	CC2G	CC1G	UG
	Reset value										0				0	0	0
0x18	**TIMx_CCMR1 Output Compare mode**	Res.	OC2M [2:0]			OC2PE	OC2FE	CC2S [1:0]		Res.	OC1M [2:0]			OC1PE	OC1FE	CC1S [1:0]	
	Reset value		0	0	0	0	0	0	0		0	0	0	0	0	0	0
	TIMx_CCMR1 Input Capture mode	IC2F[3:0]				IC2PSC [1:0]		CC2S [1:0]		IC1F[3:0]				IC1PSC [1:0]		CC1S [1:0]	
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x1C	Res.																
0x20	**TIMx_CCER**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CC2NP	Res.	CC2P	CC2E	CC1NP	Res.	CC1P	CC1E
	Reset value									0		0	0	0		0	0
0x24	**TIMx_CNT**	CNT[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Table 68. TIM21/22 register map and reset values (continued)

Offset	Register	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x28	**TIMx_PSC**	PSC[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x2C	**TIMx_ARR**	ARR[15:0]															
	Reset value	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0x30	Res.																
0x34	**TIMx_CCR1**	CCR1[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x38	**TIMx_CCR2**	CCR2[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x3C to 0x4C	Res.																
0x38	**TIMx_CCR2**	CCR2[15:0]															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x50	**TIM21_OR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI2_RMP	TI1_RMP			ETR_RMP	
	Reset value											0	0	0	0	0	0
0x50	**TIM22_OR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TI1_RMP		ETR_RMP	
	Reset value													0	0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

16 Low-power timer (LPTIM)

16.1 Introduction

The LPTIM is a 16-bit timer that benefits from the ultimate developments in power consumption reduction. Thanks to its diversity of clock sources, the LPTIM is able to keep running in all power modes except for Standby mode. Given its capability to run even with no internal clock source, the LPTIM can be used as a “Pulse Counter” which can be useful in some applications. Also, the LPTIM capability to wake up the system from low-power modes, makes it suitable to realize “Timeout functions” with extremely low power consumption.

The LPTIM introduces a flexible clock scheme that provides the needed functionalities and performance, while minimizing the power consumption.

16.2 LPTIM main features

- 16 bit upcounter
- 3-bit prescaler with 8 possible dividing factors (1,2,4,8,16,32,64,128)
- Selectable clock
  - Internal clock sources: LSE, LSI, HSI16 or APB clock
  - External clock source over LPTIM input (working with no LP oscillator running, used by Pulse Counter application)
- 16 bit ARR autoreload register
- 16 bit compare register
- Continuous/One-shot mode
- Selectable software/hardware input trigger
- Programmable Digital Glitch filter
- Configurable output: Pulse, PWM
- Configurable I/O polarity
- Encoder mode

16.3 LPTIM implementation

Table 69 describes LPTIM implementation on STM32L010xx devices.

Table 69. STM32L010xx LPTIM features

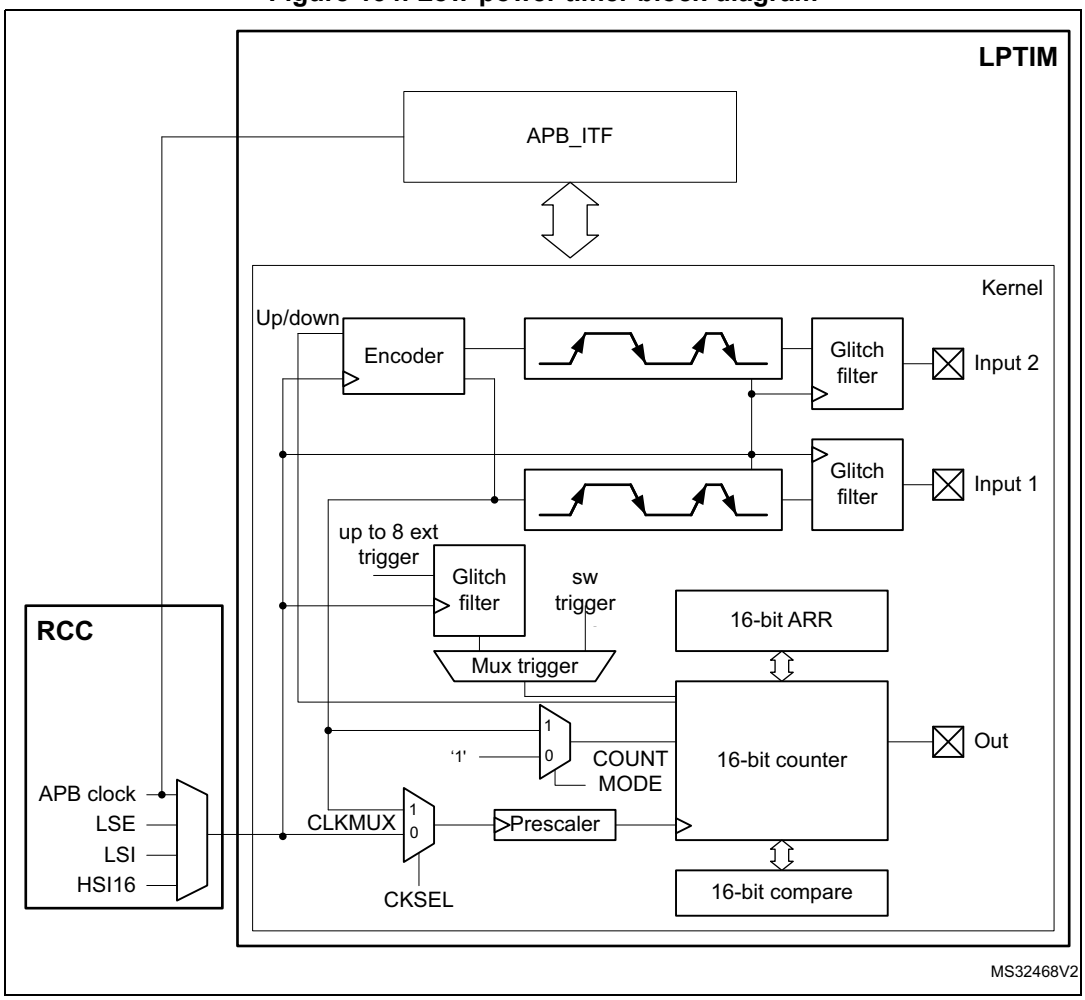
LPTIM modes/features(1)	LPTIM1
Encoder mode	X

1. X = supported.

16.4 LPTIM functional description

16.4.1 LPTIM block diagram

Figure 134. Low-power timer block diagram



16.4.2 LPTIM trigger mapping

The LPTIM external trigger connections are detailed hereafter:

Table 70. LPTIM1 external trigger connection

TRIGSEL	External trigger
lptim_ext_trig0	GPIO (alternate function LPTIM_ETR)
lptim_ext_trig2	RTC alarm B
lptim_ext_trig3	RTC_TAMP1 input detection
lptim_ext_trig4	RTC_TAMP2 input detection
lptim_ext_trig5	RTC_TAMP3 input detection

16.4.3 LPTIM reset and clocks

The LPTIM can be clocked using several clock sources. It can be clocked using an internal clock signal which can be chosen among APB, LSI, LSE or HSI16 sources through the Reset and Clock controller (RCC). Also, the LPTIM can be clocked using an external clock signal injected on its external Input1. When clocked with an external clock source, the LPTIM may run in one of these two possible configurations:

- The first configuration is when the LPTIM is clocked by an external signal but in the same time an internal clock signal is provided to the LPTIM either from APB or any other embedded oscillator including LSE, LSI and HSI16.
- The second configuration is when the LPTIM is solely clocked by an external clock source through its external Input1. This configuration is the one used to realize Timeout function or Pulse counter function when all the embedded oscillators are turned off after entering a low-power mode.

Programming the CKSEL and COUNTMODE bits allows controlling whether the LPTIM will use an external clock source or an internal one.

When configured to use an external clock source, the CKPOL bits are used to select the external clock signal active edge. If both edges are configured to be active ones, an internal clock signal should also be provided (first configuration). In this case, the internal clock signal frequency should be at least four times higher than the external clock signal frequency.

16.4.4 Glitch filter

The LPTIM inputs, either external (mapped to microcontroller GPIOs) or internal (mapped on the chip-level to other embedded peripherals, such as embedded comparators), are protected with digital filters that prevent any glitches and noise perturbations to propagate inside the LPTIM. This is in order to prevent spurious counts or triggers.

Before activating the digital filters, an internal clock source should first be provided to the LPTIM. This is necessary to guarantee the proper operation of the filters.

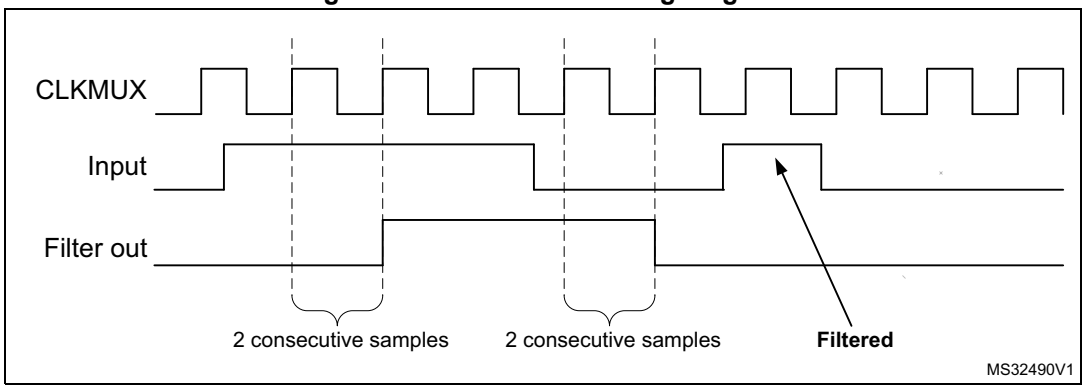
The digital filters are divided into two groups:

- The first group of digital filters protects the LPTIM external inputs. The digital filters sensitivity is controlled by the CKFLT bits
- The second group of digital filters protects the LPTIM internal trigger inputs. The digital filters sensitivity is controlled by the TRGFLT bits.

Note: The digital filters sensitivity is controlled by groups. It is not possible to configure each digital filter sensitivity separately inside the same group.

The filter sensitivity acts on the number of consecutive equal samples that should be detected on one of the LPTIM inputs to consider a signal level change as a valid transition. *Figure 135* shows an example of glitch filter behavior in case of a 2 consecutive samples programmed.

Figure 135. Glitch filter timing diagram



Note: In case no internal clock signal is provided, the digital filter must be deactivated by setting the CKFLT and TRGFLT bits to '0'. In that case, an external analog filter may be used to protect the LPTIM external inputs against glitches.

16.4.5 Prescaler

The LPTIM 16-bit counter is preceded by a configurable power-of-2 prescaler. The prescaler division ratio is controlled by the PRESC[2:0] 3-bit field. The table below lists all the possible division ratios:

Table 71. Prescaler division ratios

programming	dividing factor
000	/1
001	/2
010	/4
011	/8
100	/16
101	/32
110	/64
111	/128

16.4.6 Trigger multiplexer

The LPTIM counter may be started either by software or after the detection of an active edge on one of the 8 trigger inputs.

TRIGEN[1:0] is used to determine the LPTIM trigger source:

- When TRIGEN[1:0] equals '00', The LPTIM counter is started as soon as one of the CNTSTRT or the SNGSTRT bits is set by software.
- The three remaining possible values for the TRIGEN[1:0] are used to configure the active edge used by the trigger inputs. The LPTIM counter starts as soon as an active edge is detected.

When TRIGEN[1:0] is different than '00', TRIGSEL[2:0] is used to select which of the 8 trigger inputs is used to start the counter.

The external triggers are considered asynchronous signals for the LPTIM. So after a trigger detection, a two-counter-clock period latency is needed before the timer starts running due to the synchronization.

If a new trigger event occurs when the timer is already started it will be ignored (unless timeout function is enabled).

Note: The timer must be enabled before setting the SNGSTRT/CNTSTRT bits. Any write on these bits when the timer is disabled will be discarded by hardware.

16.4.7 Operating mode

The LPTIM features two operating modes:

- The Continuous mode: the timer is free running, the timer is started from a trigger event and never stops until the timer is disabled
- One-shot mode: the timer is started from a trigger event and stops when reaching the ARR value.

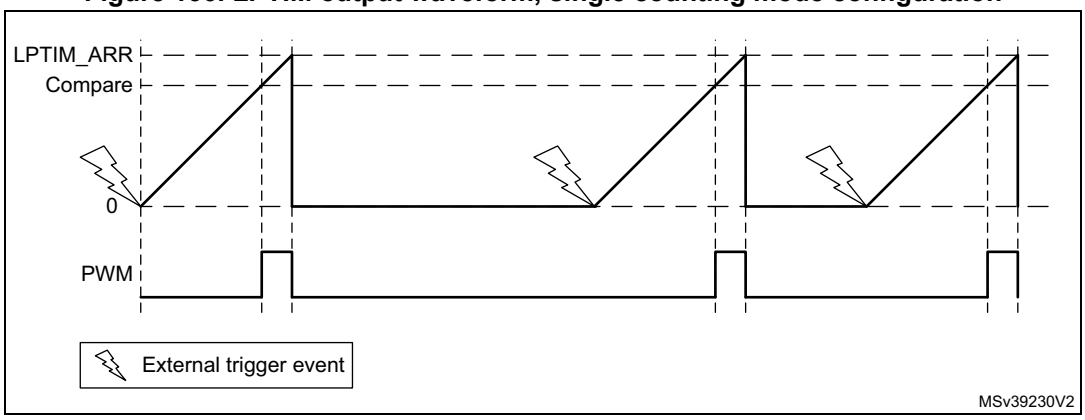
One-shot mode

To enable the one-shot counting, the SNGSTRT bit must be set.

A new trigger event will re-start the timer. Any trigger event occurring after the counter starts and before the counter reaches ARR will be discarded.

In case an external trigger is selected, each external trigger event arriving after the SNGSTRT bit is set, and after the counter register has stopped (contains zero value), will start the counter for a new one-shot counting cycle as shown in *Figure 136*.

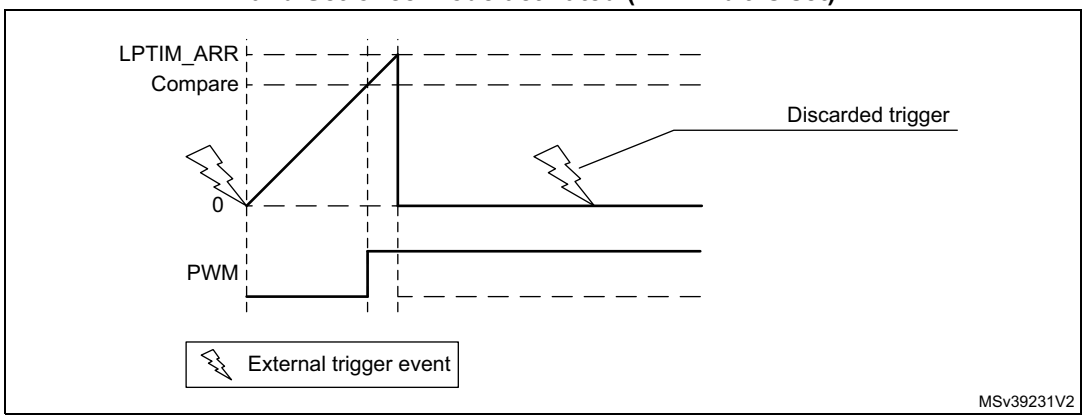
Figure 136. LPTIM output waveform, single counting mode configuration



- Set-once mode activated:

It should be noted that when the WAVE bit-field in the LPTIM_CFGR register is set, the Set-once mode is activated. In this case, the counter is only started once following the first trigger, and any subsequent trigger event is discarded as shown in *Figure 137*.

Figure 137. LPTIM output waveform, Single counting mode configuration and Set-once mode activated (WAVE bit is set)



In case of software start (TRIGEN[1:0] = ‘00’), the SNGSTRT setting will start the counter for one-shot counting.

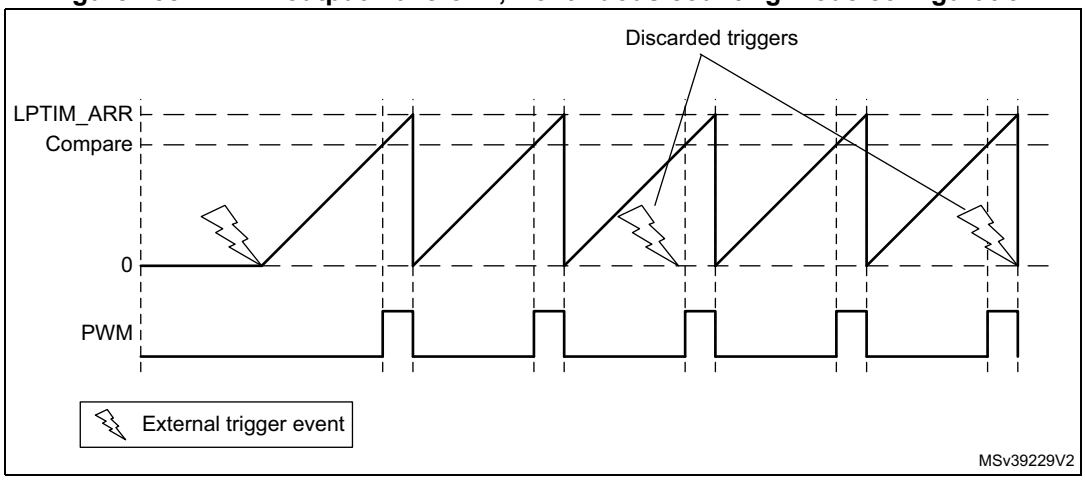
Continous mode

To enable the continuous counting, the CNTSTRT bit must be set.

In case an external trigger is selected, an external trigger event arriving after CNTSTRT is set will start the counter for continuous counting. Any subsequent external trigger event will be discarded as shown in *Figure 138*.

In case of software start (TRIGEN[1:0] = ‘00’), setting CNTSTRT will start the counter for continuous counting.

Figure 138. LPTIM output waveform, Continuous counting mode configuration



SNGSTRT and CNTSTRT bits can only be set when the timer is enabled (The ENABLE bit is set to ‘1’). It is possible to change “on the fly” from One-shot mode to Continuous mode.

If the Continuous mode was previously selected, setting SNGSTRT will switch the LPTIM to the One-shot mode. The counter (if active) will stop as soon as it reaches ARR.

If the One-shot mode was previously selected, setting CNTSTRT will switch the LPTIM to the Continuous mode. The counter (if active) will restart as soon as it reaches ARR.

16.4.8 Timeout function

The detection of an active edge on one selected trigger input can be used to reset the LPTIM counter. This feature is controlled through the TIMOUT bit.

The first trigger event will start the timer, any successive trigger event will reset the counter and the timer will restart.

A low-power timeout function can be realized. The timeout value corresponds to the compare value; if no trigger occurs within the expected time frame, the MCU is waked-up by the compare match event.

16.4.9 Waveform generation

Two 16-bit registers, the LPTIM_ARR (autoreload register) and LPTIM_CMP (Compare register), are used to generate several different waveforms on LPTIM output

The timer can generate the following waveforms:

- The PWM mode: the LPTIM output is set as soon as a match occurs between the LPTIM_CMP and the LPTIM_CNT registers. The LPTIM output is reset as soon as a match occurs between the LPTIM_ARR and the LPTIM_CNT registers
- The One-pulse mode: the output waveform is similar to the one of the PWM mode for the first pulse, then the output is permanently reset
- The Set-once mode: the output waveform is similar to the One-pulse mode except that the output is kept to the last signal level (depends on the output configured polarity).

The above described modes require that the LPTIM_ARR register value be strictly greater than the LPTIM_CMP register value.

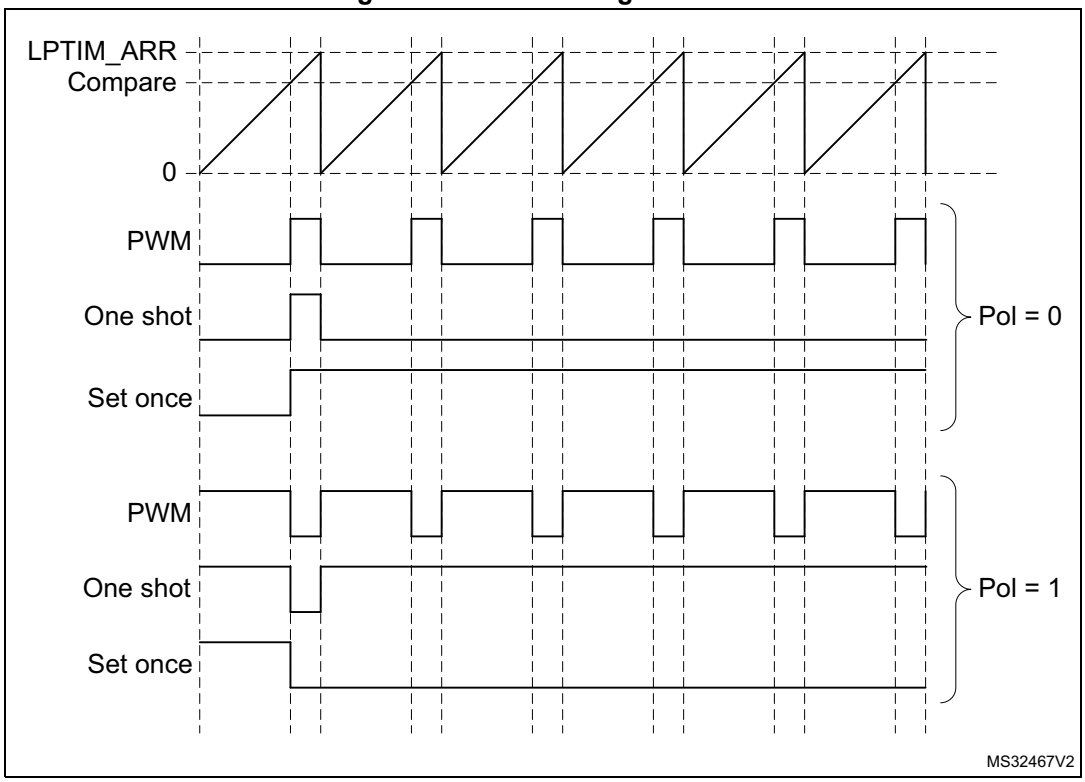
The LPTIM output waveform can be configured through the WAVE bit as follow:

- Resetting the WAVE bit to ‘0’ forces the LPTIM to generate either a PWM waveform or a One pulse waveform depending on which bit is set: CNTSTRT or SNGSTRT.
- Setting the WAVE bit to ‘1’ forces the LPTIM to generate a Set-once mode waveform.

The WAVPOL bit controls the LPTIM output polarity. The change takes effect immediately, so the output default value will change immediately after the polarity is re-configured, even before the timer is enabled.

Signals with frequencies up to the LPTIM clock frequency divided by 2 can be generated. *Figure 139* below shows the three possible waveforms that can be generated on the LPTIM output. Also, it shows the effect of the polarity change using the WAVPOL bit.

Figure 139. Waveform generation



16.4.10 Register update

The LPTIM_ARR register and LPTIM_CMP register are updated immediately after the APB bus write operation, or at the end of the current period if the timer is already started.

The PRELOAD bit controls how the LPTIM_ARR and the LPTIM_CMP registers are updated:

- When the PRELOAD bit is reset to ‘0’, the LPTIM_ARR and the LPTIM_CMP registers are immediately updated after any write access.
- When the PRELOAD bit is set to ‘1’, the LPTIM_ARR and the LPTIM_CMP registers are updated at the end of the current period, if the timer has been already started.

The LPTIM APB interface and the LPTIM kernel logic use different clocks, so there is some latency between the APB write and the moment when these values are available to the counter comparator. Within this latency period, any additional write into these registers must be avoided.

The ARROK flag and the CMPOK flag in the LPTIM_ISR register indicate when the write operation is completed to respectively the LPTIM_ARR register and the LPTIM_CMP register.

After a write to the LPTIM_ARR register or the LPTIM_CMP register, a new write operation to the same register can only be performed when the previous write operation is completed. Any successive write before respectively the ARROK flag or the CMPOK flag be set, will lead to unpredictable results.

16.4.11 Counter mode

The LPTIM counter can be used to count external events on the LPTIM Input1 or it can be used to count internal clock cycles. The CKSEL and COUNTMODE bits control which source will be used for updating the counter.

In case the LPTIM is configured to count external events on Input1, the counter can be updated following a rising edge, falling edge or both edges depending on the value written to the CKPOL[1:0] bits.

The count modes below can be selected, depending on CKSEL and COUNTMODE values:

- CKSEL = 0: the LPTIM is clocked by an internal clock source
  - COUNTMODE = 0

    The LPTIM is configured to be clocked by an internal clock source and the LPTIM counter is configured to be updated following each internal clock pulse.
  - COUNTMODE = 1

    The LPTIM external Input1 is sampled with the internal clock provided to the LPTIM.

    Consequently, in order to not miss any event, the frequency of the changes on the external Input1 signal should never exceed the frequency of the internal clock provided to the LPTIM. Also, the internal clock provided to the LPTIM must not be prescaled (PRESC[2:0] = 000).
- CKSEL = 1: the LPTIM is clocked by an external clock source

  COUNTMODE value is don't care.

  In this configuration, the LPTIM has no need for an internal clock source (except if the glitch filters are enabled). The signal injected on the LPTIM external Input1 is used as system clock for the LPTIM. This configuration is suitable for operation modes where no embedded oscillator is enabled.

  For this configuration, the LPTIM counter can be updated either on rising edges or falling edges of the input1 clock signal but not on both rising and falling edges.

  Since the signal injected on the LPTIM external Input1 is also used to clock the LPTIM kernel logic, there is some initial latency (after the LPTIM is enabled) before the counter is incremented. More precisely, the first five active edges on the LPTIM external Input1 (after LPTIM is enable) are lost.

For code example, refer to *A.12.1: Pulse counter configuration code example*.

16.4.12 Timer enable

The ENABLE bit located in the LPTIM_CR register is used to enable/disable the LPTIM kernel logic. After setting the ENABLE bit, a delay of two counter clock is needed before the LPTIM is actually enabled.

The LPTIM_CFGR and LPTIM_IER registers must be modified only when the LPTIM is disabled.

16.4.13 Encoder mode

This mode allows handling signals from quadrature encoders used to detect angular position of rotary elements. Encoder interface mode acts simply as an external clock with direction selection. This means that the counter just counts continuously between 0 and the auto-reload value programmed into the LPTIM_ARR register (0 up to ARR or ARR down to 0 depending on the direction). Therefore you must configure LPTIM_ARR before starting. From the two external input signals, Input1 and Input2, a clock signal is generated to clock the LPTIM counter. The phase between those two signals determines the counting direction.

The Encoder mode is only available when the LPTIM is clocked by an internal clock source. The signals frequency on both Input1 and Input2 inputs must not exceed the LPTIM internal clock frequency divided by 4. This is mandatory in order to guarantee a proper operation of the LPTIM.

Direction change is signalized by the two Down and Up flags in the LPTIM_ISR register. Also, an interrupt can be generated for both direction change events if enabled through the LPTIM_IER register.

To activate the Encoder mode the ENC bit has to be set to ‘1’. The LPTIM must first be configured in Continuous mode.

When Encoder mode is active, the LPTIM counter is modified automatically following the speed and the direction of the incremental encoder. Therefore, its content always represents the encoder’s position. The count direction, signaled by the Up and Down flags, correspond to the rotation direction of the encoder rotor.

According to the edge sensitivity configured using the CKPOL[1:0] bits, different counting scenarios are possible. The following table summarizes the possible combinations, assuming that Input1 and Input2 do not switch at the same time.

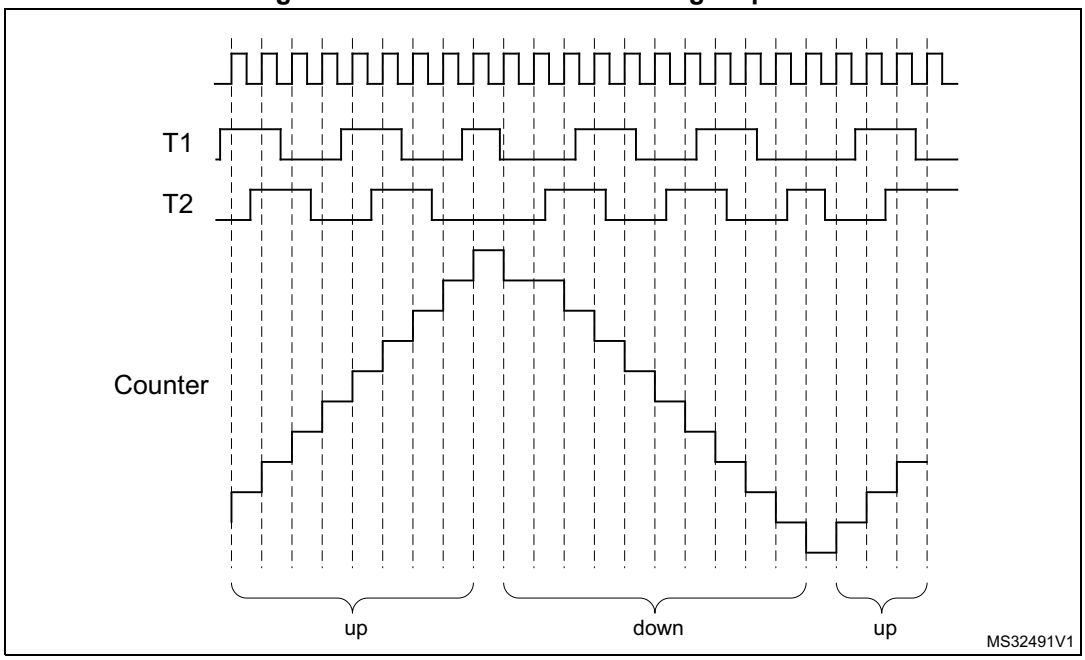
Table 72. Encoder counting scenarios

Active edge	Level on opposite signal (Input1 for Input2, Input2 for Input1)	Input1 signal		Input2 signal	
		Rising	Falling	Rising	Falling
Rising Edge	High	Down	No count	Up	No count
	Low	Up	No count	Down	No count
Falling Edge	High	No count	Up	No count	Down
	Low	No count	Down	No count	Up
Both Edges	High	Down	Up	Up	Down
	Low	Up	Down	Down	Up

The following figure shows a counting sequence for Encoder mode where both-edge sensitivity is configured.

Caution: In this mode the LPTIM must be clocked by an internal clock source, so the CKSEL bit must be maintained to its reset value which is equal to ‘0’. Also, the prescaler division ratio must be equal to its reset value which is 1 (PRESC[2:0] bits must be ‘000’).

Figure 140. Encoder mode counting sequence



16.5 LPTIM interrupts

The following events generate an interrupt/wake-up event, if they are enabled through the LPTIM_IER register:

- Compare match
- Auto-reload match (whatever the direction if encoder mode)
- External trigger event
- Autoreload register write completed
- Compare register write completed
- Direction change (encoder mode), programmable (up / down / both).

Note: If any bit in the LPTIM_IER register (Interrupt Enable Register) is set after that its corresponding flag in the LPTIM_ISR register (Status Register) is set, the interrupt is not asserted.

Table 73. Interrupt events

Interrupt event	Description
Compare match	Interrupt flag is raised when the content of the Counter register (LPTIM_CNT) matches the content of the Compare register (LPTIM_CMP).
Auto-reload match	Interrupt flag is raised when the content of the Counter register (LPTIM_CNT) matches the content of the Auto-reload register (LPTIM_ARR).
External trigger event	Interrupt flag is raised when an external trigger event is detected
Auto-reload register update OK	Interrupt flag is raised when the write operation to the LPTIM_ARR register is complete.

Table 73. Interrupt events (continued)

Interrupt event	Description
Compare register update OK	Interrupt flag is raised when the write operation to the LPTIM_CMP register is complete.
Direction change	Used in Encoder mode. Two interrupt flags are embedded to signal direction change: – UP flag signals up-counting direction change – DOWN flag signals down-counting direction change.

16.6 LPTIM registers

16.6.1 LPTIM interrupt and status register (LPTIM_ISR)

Address offset: 0x00

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DOWN	UP	ARROK	CMPOK	EXTTRIG	ARRM	CMPM
									r	r	r	r	r	r	r

Bits 31:9 Reserved, must be kept at reset value.

Bits 8:7 Reserved, must be kept at reset value.

Bit 6 **DOWN**: Counter direction change up to down

In Encoder mode, DOWN bit is set by hardware to inform application that the counter direction has changed from up to down.

Bit 5 **UP**: Counter direction change down to up

In Encoder mode, UP bit is set by hardware to inform application that the counter direction has changed from down to up.

Bit 4 **ARROK**: Autoreload register update OK

ARROK is set by hardware to inform application that the APB bus write operation to the LPTIM_ARR register has been successfully completed.

Bit 3 **CMPOK**: Compare register update OK

CMPOK is set by hardware to inform application that the APB bus write operation to the LPTIM_CMP register has been successfully completed.

Bit 2 **EXTTRIG**: External trigger edge event
EXTTRIG is set by hardware to inform application that a valid edge on the selected external trigger input has occurred. If the trigger is ignored because the timer has already started, then this flag is not set.

Bit 1 **ARRM**: Autoreload match
ARRM is set by hardware to inform application that LPTIM_CNT register's value reached the LPTIM_ARR register's value.

Bit 0 **CMPM**: Compare match
The CMPM bit is set by hardware to inform application that LPTIM_CNT register value reached the LPTIM_CMP register's value.

16.6.2 LPTIM interrupt clear register (LPTIM_ICR)

Address offset: 0x04

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DOWNCF	UPCF	ARROKCF	CMPOKCF	EXTTRIGCF	ARRMCF	CMPMCF
									w	w	w	w	w	w	w

Bits 31:9 Reserved, must be kept at reset value.

Bits 8:7 Reserved, must be kept at reset value.

Bit 6 **DOWNCF**: Direction change to down Clear Flag
Writing 1 to this bit clear the DOWN flag in the LPT_ISR register

Bit 5 **UPCF**: Direction change to UP Clear Flag
Writing 1 to this bit clear the UP flag in the LPT_ISR register

Bit 4 **ARROKCF**: Autoreload register update OK Clear Flag
Writing 1 to this bit clears the ARROK flag in the LPT_ISR register

Bit 3 **CMPOKCF**: Compare register update OK Clear Flag
Writing 1 to this bit clears the CMPOK flag in the LPT_ISR register

Bit 2 **EXTTRIGCF**: External trigger valid edge Clear Flag
Writing 1 to this bit clears the EXTTRIG flag in the LPT_ISR register

Bit 1 **ARRMCF**: Autoreload match Clear Flag
Writing 1 to this bit clears the ARRM flag in the LPT_ISR register

Bit 0 **CMPMCF**: compare match Clear Flag
Writing 1 to this bit clears the CMP flag in the LPT_ISR register

16.6.3 LPTIM interrupt enable register (LPTIM_IER)

Address offset: 0x08

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DOWNIE	UPIE	ARROKIE	CMPOKIE	EXTTRIGIE	ARRMIE	CMPMIE
									rw	rw	rw	rw	rw	rw	rw

Bits 31:9 Reserved, must be kept at reset value.

Bits 8:7 Reserved, must be kept at reset value.

Bit 6 **DOWNIE**: Direction change to down Interrupt Enable
- 0: DOWN interrupt disabled
- 1: DOWN interrupt enabled

Bit 5 **UPIE**: Direction change to UP Interrupt Enable
- 0: UP interrupt disabled
- 1: UP interrupt enabled

Bit 4 **ARROKIE**: Autoreload register update OK Interrupt Enable
- 0: ARROK interrupt disabled
- 1: ARROK interrupt enabled

Bit 3 **CMPOKIE**: Compare register update OK Interrupt Enable
- 0: CMPOK interrupt disabled
- 1: CMPOK interrupt enabled

Bit 2 **EXTTRIGIE**: External trigger valid edge Interrupt Enable
- 0: EXTTRIG interrupt disabled
- 1: EXTTRIG interrupt enabled

Bit 1 **ARRMIE**: Autoreload match Interrupt Enable
- 0: ARRM interrupt disabled
- 1: ARRM interrupt enabled

Bit 0 **CMPMIE**: Compare match Interrupt Enable
- 0: CMPM interrupt disabled
- 1: CMPM interrupt enabled

Caution: The LPTIM_IER register must only be modified when the LPTIM is disabled (ENABLE bit reset to ‘0’)

16.6.4 LPTIM configuration register (LPTIM_CFGR)

Address offset: 0x0C

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	ENC	COUNT MODE	PRELOAD	WAVPOL	WAVE	TIMOUT	TRIGEN[1:0]		Res.
							rw	rw	rw	rw	rw	rw	rw	rw	

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TRIGSEL[2:0]			Res.	PRESC[2:0]			Res.	TRGFLT[1:0]		Res.	CKFLT[1:0]		CKPOL[1:0]		CKSEL
rw	rw	rw		rw	rw	rw		rw	rw		rw	rw	rw	rw	rw

Bits 31:25 Reserved, must be kept at reset value.

Bit 24 **ENC**: Encoder mode enable

The ENC bit controls the Encoder mode

0: Encoder mode disabled

1: Encoder mode enabled

Bit 23 **COUNTMODE**: counter mode enabled

The COUNTMODE bit selects which clock source is used by the LPTIM to clock the counter:

0: the counter is incremented following each internal clock pulse

1: the counter is incremented following each valid clock pulse on the LPTIM external Input1

Bit 22 **PRELOAD**: Registers update mode

The PRELOAD bit controls the LPTIM_ARR and the LPTIM_CMP registers update modality

0: Registers are updated after each APB bus write access

1: Registers are updated at the end of the current LPTIM period

Bit 21 **WAVPOL**: Waveform shape polarity

The WAVEPOL bit controls the output polarity

0: The LPTIM output reflects the compare results between LPTIM_ARR and LPTIM_CMP registers

1: The LPTIM output reflects the inverse of the compare results between LPTIM_ARR and LPTIM_CMP registers

Bit 20 **WAVE**: Waveform shape

The WAVE bit controls the output shape

0: Deactivate Set-once mode, PWM / One Pulse waveform (depending on OPMODE bit)

1: Activate the Set-once mode

Bit 19 **TIMOUT**: Timeout enable

The TIMOUT bit controls the Timeout feature

0: a trigger event arriving when the timer is already started will be ignored

1: A trigger event arriving when the timer is already started will reset and restart the counter

Bits 18:17 **TRIGEN[1:0]**: Trigger enable and polarity

The TRIGEN bits controls whether the LPTIM counter is started by an external trigger or not. If the external trigger option is selected, three configurations are possible for the trigger active edge:

00: software trigger (counting start is initiated by software)

01: rising edge is the active edge

10: falling edge is the active edge

11: both edges are active edges

Bit 16 Reserved, must be kept at reset value.

Bits 15:13 **TRIGSEL[2:0]**: Trigger selector

The TRIGSEL bits select the trigger source that will serve as a trigger event for the LPTIM among the below 8 available sources:

000: lptim_ext_trig0

001: lptim_ext_trig1

010: lptim_ext_trig2

011: lptim_ext_trig3

100: lptim_ext_trig4

101: lptim_ext_trig5

110: lptim_ext_trig6

111: lptim_ext_trig7

See *Section 16.4.2: LPTIM trigger mapping* for details.

Bit 12 Reserved, must be kept at reset value.

Bits 11:9 **PRESC[2:0]:** Clock prescaler

The PRESC bits configure the prescaler division factor. It can be one among the following division factors:

000: /1

001: /2

010: /4

011: /8

100: /16

101: /32

110: /64

111: /128

Bit 8 Reserved, must be kept at reset value.

Bits 7:6 **TRGFLT[1:0]:** Configurable digital filter for trigger

The TRGFLT value sets the number of consecutive equal samples that should be detected when a level change occurs on an internal trigger before it is considered as a valid level transition. An internal clock source must be present to use this feature

00: any trigger active level change is considered as a valid trigger

01: trigger active level change must be stable for at least 2 clock periods before it is considered as valid trigger.

10: trigger active level change must be stable for at least 4 clock periods before it is considered as valid trigger.

11: trigger active level change must be stable for at least 8 clock periods before it is considered as valid trigger.

Bit 5 Reserved, must be kept at reset value.

Bits 4:3 **CKFLT[1:0]:** Configurable digital filter for external clock

The CKFLT value sets the number of consecutive equal samples that should be detected when a level change occurs on an external clock signal before it is considered as a valid level transition. An internal clock source must be present to use this feature

00: any external clock signal level change is considered as a valid transition

01: external clock signal level change must be stable for at least 2 clock periods before it is considered as valid transition.

10: external clock signal level change must be stable for at least 4 clock periods before it is considered as valid transition.

11: external clock signal level change must be stable for at least 8 clock periods before it is considered as valid transition.

Bits 2:1 **CKPOL[1:0]:** Clock Polarity

If LPTIM is clocked by an external clock source:

When the LPTIM is clocked by an external clock source, CKPOL bits is used to configure the active edge or edges used by the counter:

00: the rising edge is the active edge used for counting

01: the falling edge is the active edge used for counting

10: both edges are active edges. When both external clock signal edges are considered active ones, the LPTIM must also be clocked by an internal clock source with a frequency equal to at least four time the external clock frequency.

11: not allowed

If the LPTIM is configured in Encoder mode (ENC bit is set):

00: the encoder sub-mode 1 is active

01: the encoder sub-mode 2 is active

10: the encoder sub-mode 3 is active

Refer to *Section 16.4.13: Encoder mode* for more details about Encoder mode sub-modes.

Bit 0 **CKSEL:** Clock selector

The CKSEL bit selects which clock source the LPTIM will use:

0: LPTIM is clocked by internal clock source (APB clock or any of the embedded oscillators)

1: LPTIM is clocked by an external clock source through the LPTIM external Input1

Caution: The LPTIM_CFGR register must only be modified when the LPTIM is disabled (ENABLE bit reset to ‘0’).

16.6.5 LPTIM control register (LPTIM_CR)

Address offset: 0x10

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CNT STRT	SNG STRT	ENA BLE
													rw	rw	rw

Bits 31:3 Reserved, must be kept at reset value.

Bit 2 **CNTSTRT:** Timer start in Continuous mode

This bit is set by software and cleared by hardware.
In case of software start (TRIGEN[1:0] = ‘00’), setting this bit starts the LPTIM in Continuous mode.
If the software start is disabled (TRIGEN[1:0] different than ‘00’), setting this bit starts the timer in Continuous mode as soon as an external trigger is detected.
If this bit is set when a single pulse mode counting is ongoing, then the timer will not stop at the next match between the LPTIM_ARR and LPTIM_CNT registers and the LPTIM counter keeps counting in Continuous mode.
This bit can be set only when the LPTIM is enabled. It will be automatically reset by hardware.

Bit 1 **SNGSTRT:** LPTIM start in Single mode

This bit is set by software and cleared by hardware.
In case of software start (TRIGEN[1:0] = ‘00’), setting this bit starts the LPTIM in single pulse mode.
If the software start is disabled (TRIGEN[1:0] different than ‘00’), setting this bit starts the LPTIM in single pulse mode as soon as an external trigger is detected.
If this bit is set when the LPTIM is in continuous counting mode, then the LPTIM will stop at the following match between LPTIM_ARR and LPTIM_CNT registers.
This bit can only be set when the LPTIM is enabled. It will be automatically reset by hardware.

Bit 0 **ENABLE:** LPTIM enable

The ENABLE bit is set and cleared by software.
0:LPTIM is disabled
1:LPTIM is enabled

16.6.6 LPTIM compare register (LPTIM_CMP)

Address offset: 0x14

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CMP[15:0]															
rw															

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **CMP[15:0]:** Compare value

CMP is the compare value used by the LPTIM.

Caution: The LPTIM_CMP register must only be modified when the LPTIM is enabled (ENABLE bit set to ‘1’).

16.6.7 LPTIM autoreload register (LPTIM_ARR)

Address offset: 0x18

Reset value: 0x0000 0001

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ARR[15:0]															
rw															

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **ARR[15:0]:** Auto reload value

ARR is the autoreload value for the LPTIM.

This value must be strictly greater than the CMP[15:0] value.

Caution: The LPTIM_ARR register must only be modified when the LPTIM is enabled (ENABLE bit set to ‘1’).

16.6.8 LPTIM counter register (LPTIM_CNT)

Address offset: 0x1C

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
r															

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **CNT[15:0]:** Counter value

When the LPTIM is running with an asynchronous clock, reading the LPTIM_CNT register may return unreliable values. So in this case it is necessary to perform two consecutive read accesses and verify that the two returned values are identical.

It should be noted that for a reliable LPTIM_CNT register read access, two consecutive read accesses must be performed and compared. A read access can be considered reliable when the values of the two consecutive read accesses are equal.

16.6.9 LPTIM register map

The following table summarizes the LPTIM registers.

Table 74. LPTIM register map and reset values

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	LPTIM_ISR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DOWN	UP	ARROK	CMPOK	EXTTRIG	ARRM	CMPM
	Reset value																										0	0	0	0	0	0	0
0x04	LPTIM_ICR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DOWNCF	UPCF	ARROKCF	CMPOKCF	EXTTRIGCF	ARRMCF	CMPMCF
	Reset value																										0	0	0	0	0	0	0
0x08	LPTIM_IER	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DOWNIE	UPIE	ARROKIE	CMPOKIE	EXTTRIGIE	ARRMIE	CMPMIE
	Reset value																										0	0	0	0	0	0	0
0x0C	LPTIM_CFGR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ENC	COUNTMODE	PRELOAD	WAVPOL	WAVE	TIMOUT	TRIGEN			TRIGSEL[2:0]				PRESC			Res.	TRGFLT		Res.	CKFLT		CKPOL		CKSEL
	Reset value								0	0	0	0	0	0	0	0		0	0	0		0	0	0		0	0		0	0	0	0	0
0x10	LPTIM_CR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RSTARE	Res.	CNTSTRT	SNGSTRT	ENABLE
	Reset value																												0		0	0	0
0x14	LPTIM_CMP	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CMP[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x18	LPTIM_ARR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ARR[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
0x1C	LPTIM_CNT	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CNT[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

17 Independent watchdog (IWDG)

17.1 Introduction

The devices feature an embedded watchdog peripheral that offers a combination of high safety level, timing accuracy and flexibility of use. The Independent watchdog peripheral detects and solves malfunctions due to software failure, and triggers system reset when the counter reaches a given timeout value.

The independent watchdog (IWDG) is clocked by its own dedicated low-speed clock (LSI) and thus stays active even if the main clock fails.

The IWDG is best suited for applications that require the watchdog to run as a totally independent process outside the main application, but have lower timing accuracy constraints. For further information on the window watchdog, refer to *Section 18 on page 444*.

17.2 IWDG main features

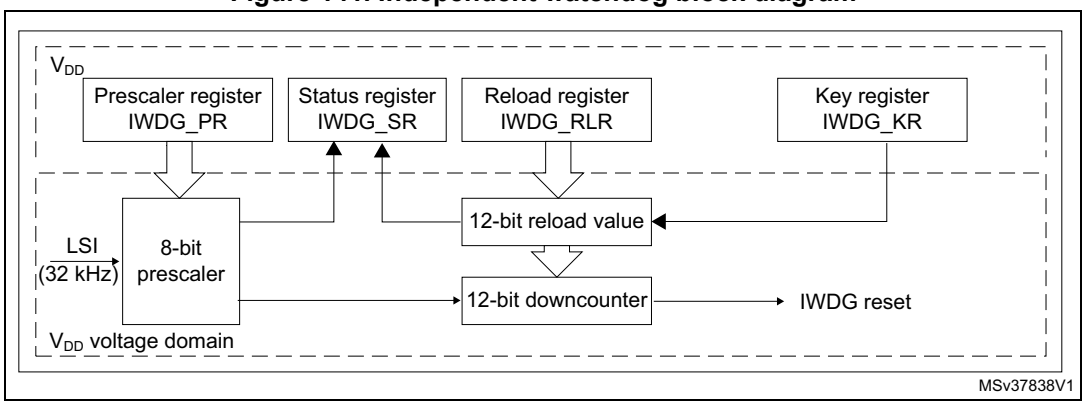
- Free-running downcounter
- Clocked from an independent RC oscillator (can operate in Standby and Stop modes)
- Conditional Reset
  - Reset (if watchdog activated) when the downcounter value becomes lower than 0x000
  - Reset (if watchdog activated) if the downcounter is reloaded outside the window

17.3 IWDG functional description

17.3.1 IWDG block diagram

Figure 141 shows the functional blocks of the independent watchdog module.

Figure 141. Independent watchdog block diagram



1. The watchdog function is implemented in the V_{DD} voltage domain that is still functional in Standby mode.

When the independent watchdog is started by writing the value 0x0000 CCCC in the *Key register (IWDG_KR)*, the counter starts counting down from the reset value of 0xFFF. When it reaches the end of count value (0x000) a reset signal is generated (IWDG reset).

Whenever the key value 0x0000 AAAA is written in the *Key register (IWDG_KR)*, the IWDG_RLR value is reloaded in the counter and the watchdog reset is prevented.

17.3.2 Window option

The IWDG can also work as a window watchdog by setting the appropriate window in the *Window register (IWDG_WINR)*.

If the reload operation is performed while the counter is greater than the value stored in the *Window register (IWDG_WINR)*, then a reset is provided.

The default value of the *Window register (IWDG_WINR)* is 0x0000 0FFF, so if it is not updated, the window option is disabled.

As soon as the window value is changed, a reload operation is performed in order to reset the downcounter to the *Reload register (IWDG_RLR)* value and ease the cycle number calculation to generate the next reload.

Configuring the IWDG when the window option is enabled

1. Enable the IWDG by writing 0x0000 CCCC in the *Key register (IWDG_KR)*.
2. Enable register access by writing 0x0000 5555 in the *Key register (IWDG_KR)*.
3. Write the IWDG prescaler by programming *Prescaler register (IWDG_PR)* from 0 to 7.
4. Write the *Reload register (IWDG_RLR)*.
5. Wait for the registers to be updated (IWDG_SR = 0x0000 0000).
6. Write to the *Window register (IWDG_WINR)*. This automatically refreshes the counter value in the *Reload register (IWDG_RLR)*.

Note: Writing the window value allows to refresh the Counter value by the RLR when Status register (IWDG_SR) is set to 0x0000 0000.

For code example, refer to *A.11.2: IWDG configuration with window code example*.

Configuring the IWDG when the window option is disabled

When the window option it is not used, the IWDG can be configured as follows:

1. Enable the IWDG by writing 0x0000 CCCC in the *Key register (IWDG_KR)*.
2. Enable register access by writing 0x0000 5555 in the *Key register (IWDG_KR)*.
3. Write the prescaler by programming the *Prescaler register (IWDG_PR)* from 0 to 7.
4. Write the *Reload register (IWDG_RLR)*.
5. Wait for the registers to be updated (IWDG_SR = 0x0000 0000).
6. Refresh the counter value with IWDG_RLR (IWDG_KR = 0x0000 AAAA).

For code example, refer to *A.11.2: IWDG configuration with window code example*.

17.3.3 Hardware watchdog

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 (IWDG_KR)* is written by the software before the counter reaches end of count or if the downcounter is reloaded inside the window.

17.3.4 Behavior in Stop and Standby modes

Once running, the IWDG cannot be stopped.

17.3.5 Register access protection

Write access to *Prescaler register (IWDG_PR)*, *Reload register (IWDG_RLR)* and *Window register (IWDG_WINR)* is protected. To modify them, the user must first write the code 0x0000 5555 in the *Key register (IWDG_KR)*. A write access to this register with a different value will break the sequence and register access will be protected again. This is the case of the reload operation (writing 0x0000 AAAA).

A status register is available to indicate that an update of the prescaler or the down-counter reload value or the window value is on going.

17.3.6 Debug mode

When the microcontroller enters Debug mode (core halted), the IWDG counter either continues to work normally or stops, depending on DBG_IWDG_STOP configuration bit in DBG module.

17.4 IWDG registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

The peripheral registers can be accessed by half-words (16-bit) or words (32-bit).

17.4.1 Key register (IWDG_KR)

Address offset: 0x00

Reset value: 0x0000 0000 (reset by Standby mode)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
KEY[15:0]															
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:0 **KEY[15:0]:** Key value (write only, read 0x0000)

These bits must be written by software at regular intervals with the key value 0xAAAA, otherwise the watchdog generates a reset when the counter reaches 0.

Writing the key value 0x5555 to enable access to the IWDG_PR, IWDG_RLR and IWDG_WINR registers (see *Section 17.3.5: Register access protection*)

Writing the key value 0xCCCC starts the watchdog (except if the hardware watchdog option is selected)

17.4.2 Prescaler register (IWDG_PR)

Address offset: 0x04

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PR[2:0]		
													rw	rw	rw

Bits 31:3 Reserved, must be kept at reset value.

Bits 2:0 **PR[2:0]:** Prescaler divider

These bits are write access protected see *Section 17.3.5: Register access protection*. They are written by software to select the prescaler divider feeding the counter clock. PVU bit of the *Status register (IWDG_SR)* must be reset in order to be able to change the prescaler divider.

000: divider /4
001: divider /8
010: divider /16
011: divider /32
100: divider /64
101: divider /128
110: divider /256
111: divider /256

Note: Reading this register returns the prescaler value from the V_{DD} voltage domain. This value may not be up to date/valid if a write operation to this register is ongoing. For this reason the value read from this register is valid only when the PVU bit in the Status register (IWDG_SR) is reset.

17.4.3 Reload register (IWDG_RLR)

Address offset: 0x08

Reset value: 0x0000 0FFF (reset by Standby mode)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	RL[11:0]											
				rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:12 Reserved, must be kept at reset value.

Bits 11:0 **RL[11:0]:** Watchdog counter reload value

These bits are write access protected see *Register access protection*. They are written by software to define the value to be loaded in the watchdog counter each time the value 0xAAAA is written in the *Key register (IWDG_KR)*. The watchdog counter counts down from this value. The timeout period is a function of this value and the clock prescaler. Refer to the datasheet for the timeout information.

The RVU bit in the *Status register (IWDG_SR)* must be reset to be able to change the reload value.

Note: Reading this register returns the reload value from the V_{DD} voltage domain. This value may not be up to date/valid if a write operation to this register is ongoing on it. For this reason the value read from this register is valid only when the RVU bit in the Status register (IWDG_SR) is reset.

17.4.4 Status register (IWDG_SR)

Address offset: 0x0C

Reset value: 0x0000 0000 (not reset by Standby mode)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WVU	RVU	PVU
													r	r	r

Bits 31:3 Reserved, must be kept at reset value.

Bit 2 **WVU:** Watchdog counter window value update

This bit is set by hardware to indicate that an update of the window value is ongoing. It is reset by hardware when the reload value update operation is completed in the V_{DD} voltage domain (takes up to five RC 40 kHz cycles).

Window value can be updated only when WVU bit is reset.

This bit is generated only if generic “window” = 1

Bit 1 **RVU:** Watchdog counter reload value update

This bit is set by hardware to indicate that an update of the reload value is ongoing. It is reset by hardware when the reload value update operation is completed in the V_{DD} voltage domain (takes up to five RC 40 kHz cycles).

Reload value can be updated only when RVU bit is reset.

Bit 0 **PVU:** Watchdog prescaler value update

This bit is set by hardware to indicate that an update of the prescaler value is ongoing. It is reset by hardware when the prescaler update operation is completed in the V_{DD} voltage domain (takes up to five RC 40 kHz cycles).

Prescaler value can be updated only when PVU bit is reset.

Note: If several reload, prescaler, or window values are used by the application, it is mandatory to wait until RVU bit is reset before changing the reload value, to wait until PVU bit is reset before changing the prescaler value, and to wait until WVU bit is reset before changing the window value. However, after updating the prescaler and/or the reload/window value it is not necessary to wait until RVU or PVU or WVU is reset before continuing code execution except in case of low-power mode entry.

17.4.5 Window register (IWDG_WINR)

Address offset: 0x10

Reset value: 0x0000 0FFF (reset by Standby mode)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	WIN[11:0]											
				rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:12 Reserved, must be kept at reset value.

Bits 11:0 **WIN[11:0]:** Watchdog counter window value

These bits are write access protected, see *Section 17.3.5*, they contain the high limit of the window value to be compared with the downcounter.

To prevent a reset, the downcounter must be reloaded when its value is lower than the window register value and greater than 0x0

The WVU bit in the *Status register (IWDG_SR)* must be reset in order to be able to change the reload value.

Note: Reading this register returns the reload value from the V_{DD} voltage domain. This value may not be valid if a write operation to this register is ongoing. For this reason the value read from this register is valid only when the WVU bit in the Status register (IWDG_SR) is reset.

17.4.6 IWDG register map

The following table gives the IWDG register map and reset values.

Table 75. IWDG register map and reset values

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**IWDG_KR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	KEY[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x04	**IWDG_PR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PR[2:0]		
	Reset value																														0	0	0
0x08	**IWDG_RLR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RL[11:0]											
	Reset value																					1	1	1	1	1	1	1	1	1	1	1	1
0x0C	**IWDG_SR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WVU	RVU	PVU
	Reset value																														0	0	0
0x10	**IWDG_WINR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WIN[11:0]											
	Reset value																					1	1	1	1	1	1	1	1	1	1	1	1

Refer to *Section 2.2.2: Memory map and register boundary addresses* for the register boundary addresses.

18 System window watchdog (WWDG)

18.1 Introduction

The system window watchdog (WWDG) is used to detect the occurrence of a software fault, usually generated by external interference or by unforeseen logical conditions, which causes the application program to abandon its normal sequence. The watchdog circuit generates an MCU reset on expiry of a programmed time period, unless the program refreshes the contents of the downcounter before the T6 bit becomes cleared. An MCU reset is also generated if the 7-bit downcounter value (in the control register) is refreshed before the downcounter has reached the window register value. This implies that the counter must be refreshed in a limited window.

The WWDG clock is prescaled from the APB1 clock and has a configurable time-window that can be programmed to detect abnormally late or early application behavior.

The WWDG is best suited for applications which require the watchdog to react within an accurate timing window.

18.2 WWDG main features

- Programmable free-running downcounter
- Conditional reset
  - Reset (if watchdog activated) when the downcounter value becomes lower than 0x40
  - Reset (if watchdog activated) if the downcounter is reloaded outside the window (see *Figure 143*)
- Early wakeup interrupt (EWI): triggered (if enabled and the watchdog activated) when the downcounter is equal to 0x40.

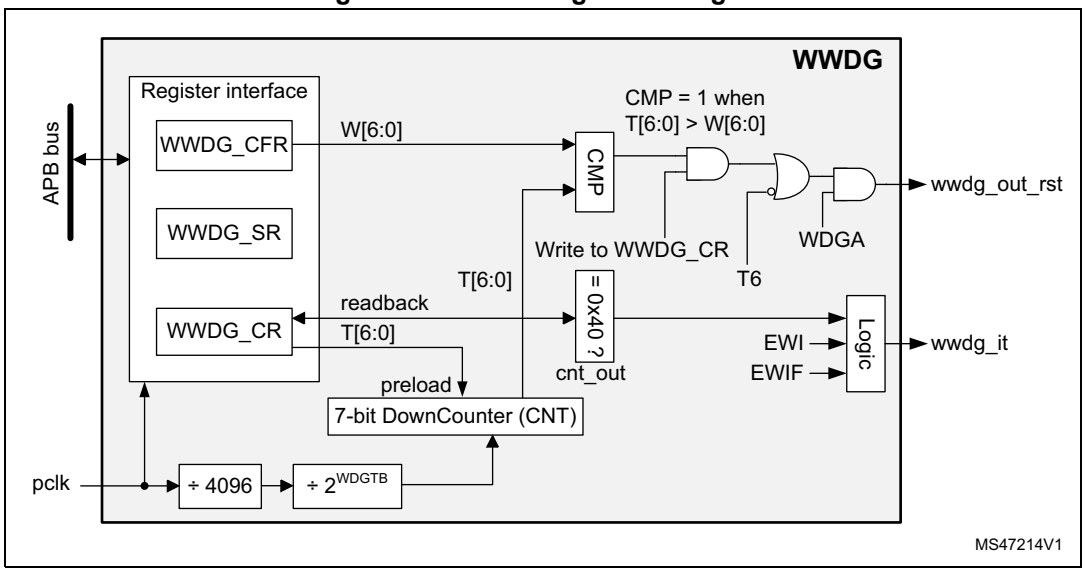
18.3 WWDG functional description

If the watchdog is activated (the WDGA bit is set in the WWDG_CR register) and when the 7-bit downcounter (T[6:0] bits) is decremented from 0x40 to 0x3F (T6 becomes cleared), it initiates a reset. If the software reloads the counter while the counter is greater than the value stored in the window register, then a reset is generated.

The application program must write in the WWDG_CR register at regular intervals during normal operation to prevent an MCU reset. This operation must occur only when the counter value is lower than the window register value and higher than 0x3F. The value to be stored in the WWDG_CR register must be between 0xFF and 0xC0.

Refer to *Figure 142* for the WWDG block diagram.

Figure 142. Watchdog block diagram



18.3.1 Enabling the watchdog

The watchdog is always disabled after a reset. It is enabled by setting the WDGA bit in the WWDG_CR register, then it cannot be disabled again except by a reset.

18.3.2 Controlling the downcounter

This downcounter is free-running, counting down even if the watchdog is disabled. When the watchdog is enabled, the T6 bit must be set to prevent generating an immediate reset.

The T[5:0] bits contain the number of increments which represents the time delay before the watchdog produces a reset. The timing varies between a minimum and a maximum value due to the unknown status of the prescaler when writing to the WWDG_CR register (see *Figure 143*). The Configuration register (WWDG_CFR) contains the high limit of the window: To prevent a reset, the downcounter must be reloaded when its value is lower than the window register value and greater than 0x3F. *Figure 143* describes the window watchdog process.

Note: The T6 bit can be used to generate a software reset (the WDGA bit is set and the T6 bit is cleared).

18.3.3 Advanced watchdog interrupt feature

The Early Wakeup Interrupt (EWI) can be used if specific safety operations or data logging must be performed before the actual reset is generated. The EWI interrupt is enabled by setting the EWI bit in the WWDG_CFR register. When the downcounter reaches the value 0x40, an EWI interrupt is generated and the corresponding interrupt service routine (ISR) can be used to trigger specific actions (such as communications or data logging), before resetting the device.

In some applications, the EWI interrupt can be used to manage a software system check and/or system recovery/graceful degradation, without generating a WWDG reset. In this case, the corresponding interrupt service routine (ISR) should reload the WWDG counter to avoid the WWDG reset, then trigger the required actions.

The EWI interrupt is cleared by writing '0' to the EWIF bit in the WWDG_SR register.

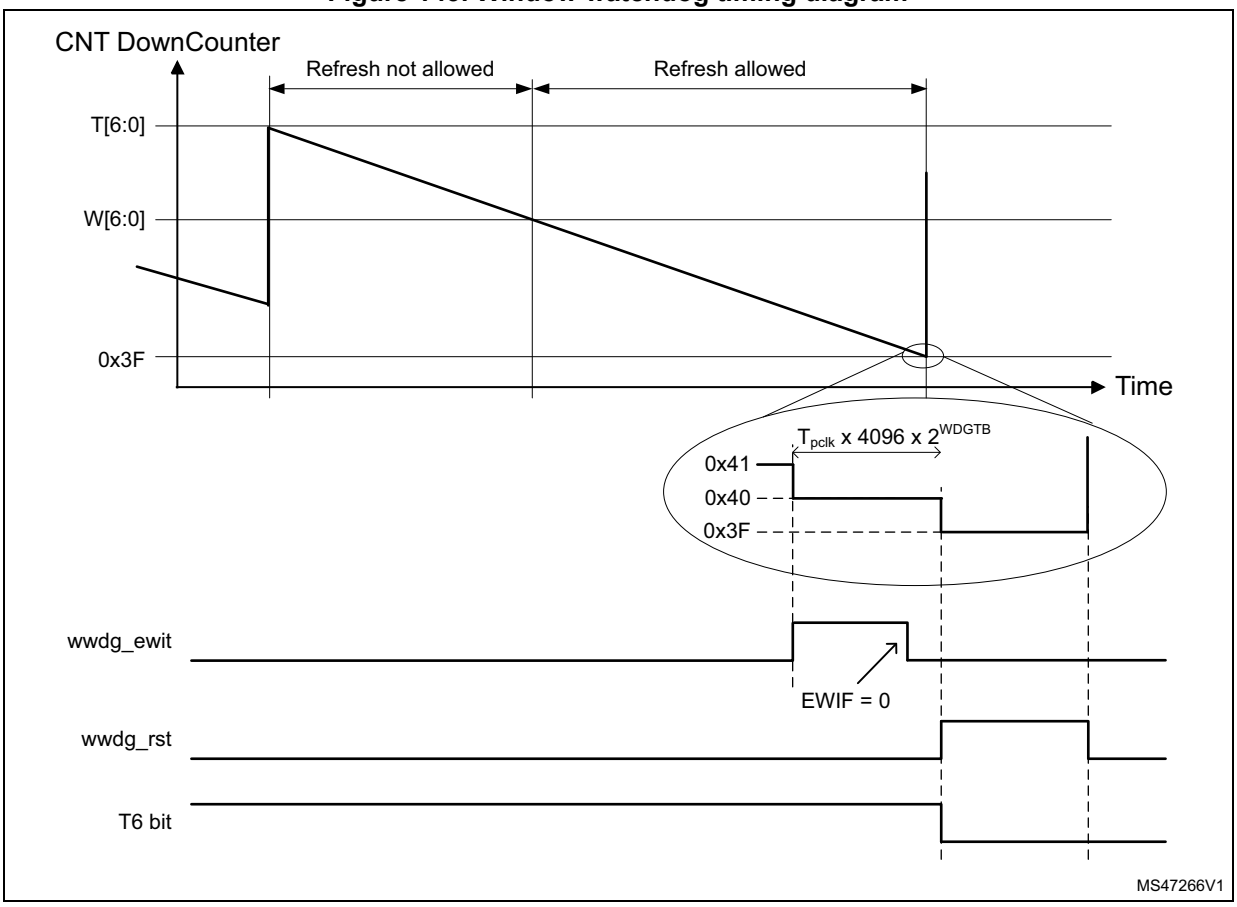
Note: When the EWI interrupt cannot be served, e.g. due to a system lock in a higher priority task, the WWDG reset will eventually be generated.

18.3.4 How to program the watchdog timeout

Use the formula in *Figure 143* to calculate the WWDG timeout.

Warning: When writing to the WWDG_CR register, always write 1 in the T6 bit to avoid generating an immediate reset.

Figure 143. Window watchdog timing diagram



The formula to calculate the timeout value is given by:

$$t_{WWDG} = t_{PCLK1} \times 4096 \times 2^{WDGTB[1:0]} \times (T[5:0] + 1) \quad (ms)$$

where:

t_{WWDG}: WWDG timeout

t_{PCLK}: APB1 clock period measured in ms

4096: value corresponding to internal divider

As an example, lets assume APB1 frequency is equal to 32 MHz, WDGTB[1:0] is set to 3 and T[5:0] is set to 63:

$$t_{WWDG} = (1/32000) \times 4096 \times 2^3 \times (63+1) = 65.54\,ms$$

Refer to the datasheet for the minimum and maximum values of the t_{WWDG}.

For code example, refer to *A.12.1: WWDG configuration code example*.

18.3.5 Debug mode

When the microcontroller enters debug mode (processor halted), the WWDG counter either continues to work normally or stops, depending on the configuration bit in DBG module. For more details refer to *Section 24.9.2: Debug support for timers, watchdog and I^2C*.

18.4 WWDG registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

The peripheral registers can be accessed by half-words (16-bit) or words (32-bit).

18.4.1 Control register (WWDG_CR)

Address offset: 0x000

Reset value: 0x0000 007F

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WDGA	T[6:0]						
								rs	rw	rw	rw	rw	rw	rw	rw

Bits 31:8 Reserved, must be kept at reset value.

Bit 7 **WDGA:** Activation bit

This bit is set by software and only cleared by hardware after a reset. When WDGA = 1, the watchdog can generate a reset.

0: Watchdog disabled

1: Watchdog enabled

Bits 6:0 **T[6:0]:** 7-bit counter (MSB to LSB)

These bits contain the value of the watchdog counter, decremented every (4096 x $2^{WDGTB[1:0]}$) PCLK cycles. A reset is produced when it is decremented from 0x40 to 0x3F (T6 becomes cleared).

18.4.2 Configuration register (WWDG_CFR)

Address offset: 0x004

Reset value: 0x0000 007F

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	EWI	WDGTB[1:0]		W[6:0]						
						rs	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:10 Reserved, must be kept at reset value.

Bit 9 **EWI:** Early wakeup interrupt

When set, an interrupt occurs whenever the counter reaches the value 0x40. This interrupt is only cleared by hardware after a reset.

Bits 8:7 **WDGTB[1:0]:** Timer base

The time base of the prescaler can be modified as follows:

00: CK Counter Clock (PCLK div 4096) div 1
01: CK Counter Clock (PCLK div 4096) div 2
10: CK Counter Clock (PCLK div 4096) div 4
11: CK Counter Clock (PCLK div 4096) div 8

Bits 6:0 **W[6:0]:** 7-bit window value

These bits contain the window value to be compared with the downcounter.

18.4.3 Status register (WWDG_SR)

Address offset: 0x008

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EWIF
															rc_w0

Bits 31:1 Reserved, must be kept at reset value.

Bit 0 **EWIF:** Early wakeup interrupt flag

This bit is set by hardware when the counter has reached the value 0x40. It must be cleared by software by writing ‘0’. Writing ‘1’ has no effect. This bit is also set if the interrupt is not enabled.

18.4.4 WWDG register map

The following table gives the WWDG register map and reset values.

Table 76. WWDG register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x000	**WWDG_CR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WDGA	T[6:0]						
	Reset value																									0	1	1	1	1	1	1	1
0x004	**WWDG_CFR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EWI	WDGTB1	WDGTB0	W[6:0]						
	Reset value																							0	0	0	1	1	1	1	1	1	1
0x008	**WWDG_SR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	EWIF
	Reset value																																0

Refer to *Section 2.2.2: Memory map and register boundary addresses* for the register boundary addresses.

19 Real-time clock (RTC)

19.1 Introduction

The RTC provides an automatic wakeup to manage all low-power modes.

The real-time clock (RTC) is an independent BCD timer/counter. The RTC provides a time-of-day clock/calendar with programmable alarm interrupts.

The RTC includes also a periodic programmable wakeup flag with interrupt capability.

Two 32-bit registers contain the seconds, minutes, hours (12- or 24-hour format), day (day of week), date (day of month), month, and year, expressed in binary coded decimal format (BCD). The sub-seconds value is also available in binary format.

Compensations for 28-, 29- (leap year), 30-, and 31-day months are performed automatically. Daylight saving time compensation can also be performed.

Additional 32-bit registers contain the programmable alarm subseconds, seconds, minutes, hours, day, and date.

A digital calibration feature is available to compensate for any deviation in crystal oscillator accuracy.

After RTC domain reset, all RTC registers are protected against possible parasitic write accesses.

As long as the supply voltage remains in the operating range, the RTC never stops, regardless of the device status (Run mode, low-power mode or under reset).

19.2 RTC main features

The RTC unit main features are the following (see *Figure 145: Detailed RTC block diagram):*

- Calendar with subseconds, seconds, minutes, hours (12 or 24 format), day (day of week), date (day of month), month, and year.
- Daylight saving compensation programmable by software.
- Programmable alarm with interrupt function. The alarm can be triggered by any combination of the calendar fields.
- Automatic wakeup unit generating a periodic flag that triggers an automatic wakeup interrupt.
- Reference clock detection: a more precise second source clock (50 or 60 Hz) can be used to enhance the calendar precision.
- Accurate synchronization with an external clock using the subsecond shift feature.
- Digital calibration circuit (periodic counter correction): 0.95 ppm accuracy, obtained in a calibration window of several seconds
- Time-stamp function for event saving
- Tamper detection event with configurable filter and internal pull-up
- Maskable interrupts/events:
  - Alarm A
  - Alarm B
  - Wakeup interrupt
  - Time-stamp
  - Tamper detection
- 5 backup registers.

19.3 RTC implementation

Table 77. RTC implementation(1)

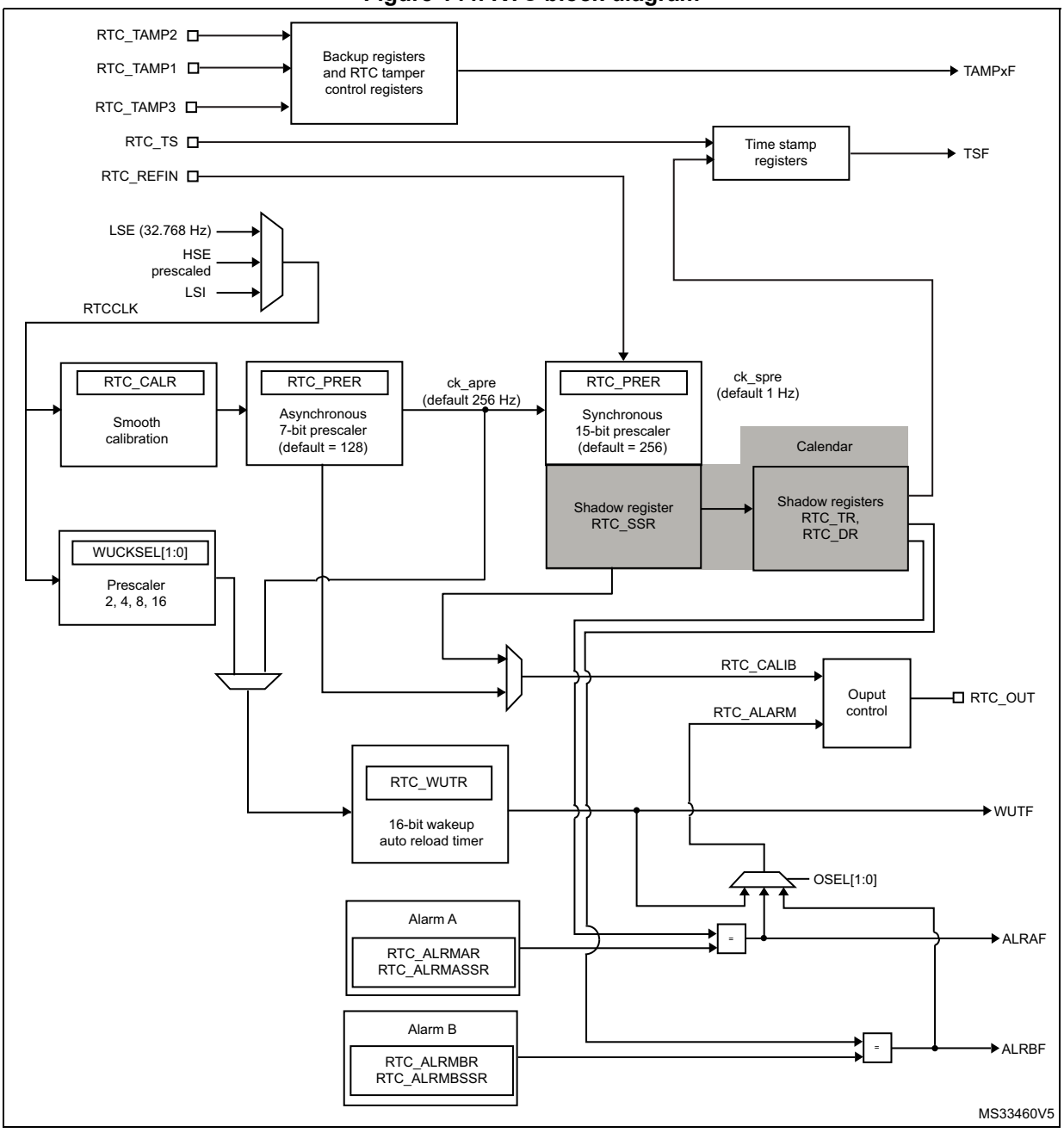
RTC Features	Category 1	Category 2	Category 3	Category 5
Periodic wakeup timer	X	X	X	X
RTC_TAMP1	-	X	X	X
RTC_TAMP2	X	X	X	X
RTC_TAMP3	X	X	-	X
Alarm A	X	X	X	X
Alarm B	X	X	X	X

1. X = supported, '-'= not supported.

19.4 RTC functional description

19.4.1 RTC block diagram

Figure 144. RTC block diagram



1. RTC_TAMP3 is available only on category 1, category 2 and category 5 devices.

The RTC includes:

- Two alarms
- Up to three tamper events from I/Os
  - Tamper detection erases the backup registers.
- One timestamp event from I/O
- Tamper event detection can generate a timestamp event
- 5 x 32-bit backup registers
- Output functions: RTC_OUT which selects one of the following two outputs:
  - RTC_CALIB: 512 Hz or 1Hz clock output (with an LSE frequency of 32.768 kHz). This output is enabled by setting the COE bit in the RTC_CR register.
  - RTC_ALARM: This output is enabled by configuring the OSEL[1:0] bits in the RTC_CR register which select the Alarm A, Alarm B or Wakeup outputs.
- Input functions:
  - RTC_TS: timestamp event
  - RTC_TAMP1: tamper1 event detection
  - RTC_TAMP2: tamper2 event detection
  - RTC_TAMP3: tamper3 event detection (only on category 1, category 2 and category 5 devices).
  - RTC_REFIN: 50 or 60 Hz reference clock input

19.4.2 GPIOs controlled by the RTC

RTC_OUT, RTC_TS and RTC_TAMP1 are mapped on the same pin (PC13). PC13 pin configuration is controlled by the RTC, whatever the PC13 GPIO configuration, except for the RTC_ALARM output open-drain mode.

The output mechanism follows the priority order shown in *Table 96*.

Table 78. RTC pin PC13 configuration(1)

PC13 Pin configuration and function	OSEL[1:0] bits (RTC_ALARM output enable)	COE bit (RTC_CALIB output enable)	RTC_OUT_RMP bit	RTC_ALARM_TYPE bit	TAMP1E bit (RTC_TAMP1 input enable)	TSE bit (RTC_TS input enable)
RTC_ALARM output OD	01 or 10 or 11	Don't care	0	0	Don't care	Don't care
			1			
RTC_ALARM output PP	01 or 10 or 11	Don't care	0	1	Don't care	Don't care
			1			
RTC_CALIB output PP	00	1	0	Don't care	Don't care	Don't care
RTC_TAMP1 input floating	00	0	Don't care	Don't care	1	0
	00	1	1			
	01 or 10 or 11	0				

Table 78. RTC pin PC13 configuration(1) (continued)

PC13 Pin configuration and function	OSEL[1:0] bits (RTC_ALARM output enable)	COE bit (RTC_CALIB output enable)	RTC_OUT_RMP bit	RTC_ALARM_TYPE bit	TAMP1E bit (RTC_TAMP1 input enable)	TSE bit (RTC_TS input enable)
RTC_TS and RTC_TAMP1 input floating	00	0	Don't care	Don't care	1	1
	00	1	1			
	01 or 10 or 11	0				
RTC_TS input floating	00	0	Don't care	Don't care	0	1
	00	1	1			
	01 or 10 or 11	0				
Wakeup pin or Standard GPIO	00	0	Don't care	Don't care	0	0
	00	1	1			
	01 or 10 or 11	0				

1. OD: open drain; PP: push-pull.

In addition, it is possible to remap RTC_OUT on PB14 pin thanks to RTC_OUT_RMP bit. In this case it is mandatory to configure PB14 GPIO registers as alternate function with the correct type. The remap functions are shown in *Table 97*.

Table 79. RTC_OUT mapping

OSEL[1:0] bits (RTC_ALARM output enable)	COE bit (RTC_CALIB output enable)	RTC_OUT_RMP bit	RTC_OUT on PC13	RTC_OUT on PB14
00	0	0	-	-
00	1		RTC_CALIB	-
01 or 10 or 11	Don't care		RTC_ALARM	-
00	0	1	-	-
00	1		-	RTC_CALIB
01 or 10 or 11	0		-	RTC_ALARM
01 or 10 or 11	1		RTC_ALARM	RTC_CALIB

19.4.3 Clock and prescalers

The RTC clock source (RTCCLK) is selected through the clock controller among the LSE clock, the LSI oscillator clock, and the HSE clock. For more information on the RTC clock source configuration, refer to *Section 7: Reset and clock control (RCC)*.

A programmable prescaler stage generates a 1 Hz clock which is used to update the calendar. To minimize power consumption, the prescaler is split into 2 programmable

prescalers (see *Figure 145: Detailed RTC block diagram*):

- A 7-bit asynchronous prescaler configured through the PREDIV_A bits of the RTC_PRER register.
- A 15-bit synchronous prescaler configured through the PREDIV_S bits of the RTC_PRER register.

Note: When both prescalers are used, it is recommended to configure the asynchronous prescaler to a high value to minimize consumption.

The asynchronous prescaler division factor is set to 128, and the synchronous division factor to 256, to obtain an internal clock frequency of 1 Hz (ck_spre) with an LSE frequency of 32.768 kHz.

The minimum division factor is 1 and the maximum division factor is 2^{22}.

This corresponds to a maximum input frequency of around 4 MHz.

f_{ck_apre} is given by the following formula:

$$f_{CK\_APRE} = \frac{f_{RTCCLK}}{PREDIV\_A + 1}$$

The ck_apre clock is used to clock the binary RTC_SSR subseconds downcounter. When it reaches 0, RTC_SSR is reloaded with the content of PREDIV_S.

f_{ck_spre} is given by the following formula:

$$f_{CK\_SPRE} = \frac{f_{RTCCLK}}{(PREDIV\_S + 1) \times (PREDIV\_A + 1)}$$

The ck_spre clock can be used either to update the calendar or as timebase for the 16-bit wakeup auto-reload timer. To obtain short timeout periods, the 16-bit wakeup auto-reload timer can also run with the RTCCLK divided by the programmable 4-bit asynchronous prescaler (see *Section 19.4.11: Periodic auto-wakeup* for details).

19.4.4 Real-time clock and calendar

The RTC calendar time and date registers are accessed through shadow registers which are synchronized with PCLK (APB clock). They can also be accessed directly in order to avoid waiting for the synchronization duration.

- RTC_SSR for the subseconds
- RTC_TR for the time
- RTC_DR for the date

Every two RTCCLK periods, the current calendar value is copied into the shadow registers, and the RSF bit of RTC_ISR register is set (see *Section 19.7.4: RTC initialization and status register (RTC_ISR)*). The copy is not performed in Stop and Standby mode. When exiting these modes, the shadow registers are updated after up to 2 RTCCLK periods.

When the application reads the calendar registers, it accesses the content of the shadow registers. It is possible to make a direct access to the calendar registers by setting the BYPSHAD control bit in the RTC_CR register. By default, this bit is cleared, and the user accesses the shadow registers.

When reading the RTC_SSR, RTC_TR or RTC_DR registers in BYPSHAD=0 mode, the frequency of the APB clock (f_{APB}) must be at least 7 times the frequency of the RTC clock (f_{RTCCLK}).

The shadow registers are reset by system reset.

19.4.5 Programmable alarms

The RTC unit provides programmable alarm: Alarm A and Alarm B. The description below is given for Alarm A, but can be translated in the same way for Alarm B.

The programmable alarm function is enabled through the ALRAE bit in the RTC_CR register. The ALRAF is set to 1 if the calendar subseconds, seconds, minutes, hours, date or day match the values programmed in the alarm registers RTC_ALRMASSR and RTC_ALRMAR. Each calendar field can be independently selected through the MSKx bits of the RTC_ALRMAR register, and through the MASKSSx bits of the RTC_ALRMASSR register. The alarm interrupt is enabled through the ALRAIE bit in the RTC_CR register.

Caution: If the seconds field is selected (MSK1 bit reset in RTC_ALRMAR), the synchronous prescaler division factor set in the RTC_PRER register must be at least 3 to ensure correct behavior.

Alarm A and Alarm B (if enabled by bits OSEL[1:0] in RTC_CR register) can be routed to the RTC_ALARM output. RTC_ALARM output polarity can be configured through bit POL the RTC_CR register.

19.4.6 Periodic auto-wakeup

The periodic wakeup flag is generated by a 16-bit programmable auto-reload down-counter. The wakeup timer range can be extended to 17 bits.

The wakeup function is enabled through the WUTE bit in the RTC_CR register.

The wakeup timer clock input can be:

- RTC clock (RTCCLK) divided by 2, 4, 8, or 16.

  When RTCCLK is LSE(32.768kHz), this allows to configure the wakeup interrupt period from 122 µs to 32 s, with a resolution down to 61 µs.
- ck_spre (usually 1 Hz internal clock)

  When ck_spre frequency is 1Hz, this allows to achieve a wakeup time from 1 s to around 36 hours with one-second resolution. This large programmable time range is divided in 2 parts:
  - from 1s to 18 hours when WUCKSEL [2:1] = 10
  - and from around 18h to 36h when WUCKSEL[2:1] = 11. In this last case 2^{16} is added to the 16-bit counter current value.When the initialization sequence is complete (see *Programming the wakeup timer on page 490*), the timer starts counting down.When the wakeup function is enabled, the down-counting remains active in low-power modes. In addition, when it reaches 0, the WUTF flag is set in the RTC_ISR register, and the wakeup counter is automatically reloaded with its reload value (RTC_WUTR register value).

The WUTF flag must then be cleared by software.

When the periodic wakeup interrupt is enabled by setting the WUTIE bit in the RTC_CR register, it can exit the device from low-power modes.

The periodic wakeup flag can be routed to the RTC_ALARM output provided it has been enabled through bits OSEL[1:0] of RTC_CR register. RTC_ALARM output polarity can be configured through the POL bit in the RTC_CR register.

System reset, as well as low-power modes (Sleep, Stop and Standby) have no influence on the wakeup timer.

19.4.7 RTC initialization and configuration

RTC register access

The RTC registers are 32-bit registers. The APB interface introduces 2 wait-states in RTC register accesses except on read accesses to calendar shadow registers when BYPSHAD=0.

RTC register write protection

After system reset, the RTC registers are protected against parasitic write access by clearing the DBP bit in the PWR_CR register (refer to the power control section). DBP bit must be set in order to enable RTC registers write access.

After RTC domain reset, all the RTC registers are write-protected. Writing to the RTC registers is enabled by writing a key into the Write Protection register, RTC_WPR.

The following steps are required to unlock the write protection on all the RTC registers except for RTC_TAMPCR, RTC_BKPxR, RTC_OR and RTC_ISR[13:8].

1. Write ‘0xCA’ into the RTC_WPR register.
2. Write ‘0x53’ into the RTC_WPR register.

Writing a wrong key reactivates the write protection.

The protection mechanism is not affected by system reset.

Calendar initialization and configuration

To program the initial time and date calendar values, including the time format and the prescaler configuration, the following sequence is required:

1. Set INIT bit to 1 in the RTC_ISR register to enter initialization mode. In this mode, the calendar counter is stopped and its value can be updated.
2. Poll INITF bit of in the RTC_ISR register. The initialization phase mode is entered when INITF is set to 1. It takes around 2 RTCCLK clock cycles (due to clock synchronization).
3. To generate a 1 Hz clock for the calendar counter, program both the prescaler factors in RTC_PRER register.
4. Load the initial time and date values in the shadow registers (RTC_TR and RTC_DR), and configure the time format (12 or 24 hours) through the FMT bit in the RTC_CR register.
5. Exit the initialization mode by clearing the INIT bit. The actual calendar counter value is then automatically loaded and the counting restarts after 4 RTCCLK clock cycles.

When the initialization sequence is complete, the calendar starts counting.

Note: After a system reset, the application can read the INITS flag in the RTC_ISR register to check if the calendar has been initialized or not. If this flag equals 0, the calendar has not been initialized since the year field is set at its RTC domain reset default value (0x00).

To read the calendar after initialization, the software must first check that the RSF flag is set in the RTC_ISR register.

For code example, refer to *A.15.1: RTC calendar configuration code example*.

Daylight saving time

The daylight saving time management is performed through bits SUB1H, ADD1H, and BKP of the RTC_CR register.

Using SUB1H or ADD1H, the software can subtract or add one hour to the calendar in one single operation without going through the initialization procedure.

In addition, the software can use the BKP bit to memorize this operation.

Programming the alarm

A similar procedure must be followed to program or update the programmable alarms. The procedure below is given for Alarm A but can be translated in the same way for Alarm B.

1. Clear ALRAE in RTC_CR to disable Alarm A.
2. Program the Alarm A registers (RTC_ALRMASSR/RTC_ALRMAR).
3. Set ALRAE in the RTC_CR register to enable Alarm A again.

Note: Each change of the RTC_CR register is taken into account after around 2 RTCCLK clock cycles due to clock synchronization.

For code example, refer to *A.15.2: RTC alarm configuration code example*.

Programming the wakeup timer

The following sequence is required to configure or change the wakeup timer auto-reload value (WUT[15:0] in RTC_WUTR):

1. Clear WUTE in RTC_CR to disable the wakeup timer.
2. Poll WUTWF until it is set in RTC_ISR to make sure the access to wakeup auto-reload counter and to WUCKSEL[2:0] bits is allowed. It takes around 2 RTCCLK clock cycles (due to clock synchronization).
3. Program the wakeup auto-reload value WUT[15:0], and the wakeup clock selection (WUCKSEL[2:0] bits in RTC_CR). Set WUTE in RTC_CR to enable the timer again. The wakeup timer restarts down-counting. The WUTWF bit is cleared up to 2 RTCCLK clock cycles after WUTE is cleared, due to clock synchronization.

For code example, refer to *A.15.3: RTC WUT configuration code example*.

19.4.8 Reading the calendar

When BYPSHAD control bit is cleared in the RTC_CR register

To read the RTC calendar registers (RTC_SSR, RTC_TR and RTC_DR) properly, the APB1 clock frequency (f_{PCLK}) must be equal to or greater than seven times the RTC clock frequency (f_{RTCCLK}). This ensures a secure behavior of the synchronization mechanism.

If the APB1 clock frequency is less than seven times the RTC clock frequency, the software must read the calendar time and date registers twice. If the second read of the RTC_TR gives the same result as the first read, this ensures that the data is correct. Otherwise a third read access must be done. In any case the APB1 clock frequency must never be lower than the RTC clock frequency.

The RSF bit is set in RTC_ISR register each time the calendar registers are copied into the RTC_SSR, RTC_TR and RTC_DR shadow registers. The copy is performed every two RTCCLK cycles. To ensure consistency between the 3 values, reading either RTC_SSR or RTC_TR locks the values in the higher-order calendar shadow registers until RTC_DR is read. In case the software makes read accesses to the calendar in a time interval smaller than 2 RTCCLK periods: RSF must be cleared by software after the first calendar read, and then the software must wait until RSF is set before reading again the RTC_SSR, RTC_TR and RTC_DR registers.

After waking up from low-power mode (Stop or Standby), RSF must be cleared by software. The software must then wait until it is set again before reading the RTC_SSR, RTC_TR and RTC_DR registers.

The RSF bit must be cleared after wakeup and not before entering low-power mode.

After a system reset, the software must wait until RSF is set before reading the RTC_SSR, RTC_TR and RTC_DR registers. Indeed, a system reset resets the shadow registers to their default values.

After an initialization (refer to *Calendar initialization and configuration on page 489*): the software must wait until RSF is set before reading the RTC_SSR, RTC_TR and RTC_DR registers.

After synchronization (refer to *Section 19.4.15: RTC synchronization*): the software must wait until RSF is set before reading the RTC_SSR, RTC_TR and RTC_DR registers.

For code example, refer to *A.15.4: RTC read calendar code example*.

When the BYPSHAD control bit is set in the RTC_CR register (bypass shadow registers)

Reading the calendar registers gives the values from the calendar counters directly, thus eliminating the need to wait for the RSF bit to be set. This is especially useful after exiting from low-power modes (STOP or Standby), since the shadow registers are not updated during these modes.

When the BYPSHAD bit is set to 1, the results of the different registers might not be coherent with each other if an RTCCLK edge occurs between two read accesses to the registers. Additionally, the value of one of the registers may be incorrect if an RTCCLK edge occurs during the read operation. The software must read all the registers twice, and then compare the results to confirm that the data is coherent and correct. Alternatively, the software can just compare the two results of the least-significant calendar register.

Note: While BYPSHAD=1, instructions which read the calendar registers require one extra APB cycle to complete.

19.4.9 Resetting the RTC

The calendar shadow registers (RTC_SSR, RTC_TR and RTC_DR) and some bits of the RTC status register (RTC_ISR) are reset to their default values by all available system reset sources.

On the contrary, the following registers are reset to their default values by a RTC domain reset and are not affected by a system reset: the RTC current calendar registers, the RTC control register (RTC_CR), the prescaler register (RTC_PRER), the RTC calibration register (RTC_CALR), the RTC shift register (RTC_SHIFTR), the RTC timestamp registers (RTC_TSSSR, RTC_TSTR and RTC_TSDR), the RTC tamper configuration register (RTC_TAMPCR), the RTC backup registers (RTC_BKPxR), the wakeup timer register (RTC_WUTR), the Alarm A and Alarm B registers (RTC_ALRMASSR/RTC_ALRMAR and RTC_ALRMBSSR/RTC_ALRMBR), and the Option register (RTC_OR).

In addition, when it is clocked by the LSE, the RTC keeps on running under system reset if the reset source is different from the RTC domain reset one (refer to the RTC clock section of the Reset and clock controller for details on the list of RTC clock sources not affected by system reset). When a RTC domain reset occurs, the RTC is stopped and all the RTC registers are set to their reset values.

19.4.10 RTC synchronization

The RTC can be synchronized to a remote clock with a high degree of precision. After reading the sub-second field (RTC_SSR or RTC_TSSSR), a calculation can be made of the precise offset between the times being maintained by the remote clock and the RTC. The RTC can then be adjusted to eliminate this offset by “shifting” its clock by a fraction of a second using RTC_SHIFTR.

RTC_SSR contains the value of the synchronous prescaler counter. This allows one to calculate the exact time being maintained by the RTC down to a resolution of 1 / (PREDIV_S + 1) seconds. As a consequence, the resolution can be improved by increasing the synchronous prescaler value (PREDIV_S[14:0]. The maximum resolution allowed (30.52 µs with a 32768 Hz clock) is obtained with PREDIV_S set to 0x7FFF.

However, increasing PREDIV_S means that PREDIV_A must be decreased in order to maintain the synchronous prescaler output at 1 Hz. In this way, the frequency of the asynchronous prescaler output increases, which may increase the RTC dynamic consumption.

The RTC can be finely adjusted using the RTC shift control register (RTC_SHIFTR). Writing to RTC_SHIFTR can shift (either delay or advance) the clock by up to a second with a resolution of 1 / (PREDIV_S + 1) seconds. The shift operation consists of adding the SUBFS[14:0] value to the synchronous prescaler counter SS[15:0]: this will delay the clock. If at the same time the ADD1S bit is set, this results in adding one second and at the same time subtracting a fraction of second, so this will advance the clock.

Caution: Before initiating a shift operation, the user must check that SS[15] = 0 in order to ensure that no overflow will occur.

As soon as a shift operation is initiated by a write to the RTC_SHIFTR register, the SHPF flag is set by hardware to indicate that a shift operation is pending. This bit is cleared by hardware as soon as the shift operation has completed.

Caution: This synchronization feature is not compatible with the reference clock detection feature: firmware must not write to RTC_SHIFTR when REFCKON=1.

19.4.11 RTC reference clock detection

The update of the RTC calendar can be synchronized to a reference clock, RTC_REFIN, which is usually the mains frequency (50 or 60 Hz). The precision of the RTC_REFIN reference clock should be higher than the 32.768 kHz LSE clock. When the RTC_REFIN detection is enabled (REFCKON bit of RTC_CR set to 1), the calendar is still clocked by the LSE, and RTC_REFIN is used to compensate for the imprecision of the calendar update frequency (1 Hz).

Each 1 Hz clock edge is compared to the nearest RTC_REFIN clock edge (if one is found within a given time window). In most cases, the two clock edges are properly aligned. When the 1 Hz clock becomes misaligned due to the imprecision of the LSE clock, the RTC shifts the 1 Hz clock a bit so that future 1 Hz clock edges are aligned. Thanks to this mechanism, the calendar becomes as precise as the reference clock.

The RTC detects if the reference clock source is present by using the 256 Hz clock (ck_apre) generated from the 32.768 kHz quartz. The detection is performed during a time window around each of the calendar updates (every 1 s). The window equals 7 ck_apre periods when detecting the first reference clock edge. A smaller window of 3 ck_apre periods is used for subsequent calendar updates.

Each time the reference clock is detected in the window, the synchronous prescaler which outputs the ck_spre clock is forced to reload. This has no effect when the reference clock and the 1 Hz clock are aligned because the prescaler is being reloaded at the same moment. When the clocks are not aligned, the reload shifts future 1 Hz clock edges a little for them to be aligned with the reference clock.

If the reference clock halts (no reference clock edge occurred during the 3 ck_apre window), the calendar is updated continuously based solely on the LSE clock. The RTC then waits for the reference clock using a large 7 ck_apre period detection window centered on the ck_spre edge.

When the RTC_REFIN detection is enabled, PREDIV_A and PREDIV_S must be set to their default values:

- PREDIV_A = 0x007F
- PREVID_S = 0x00FF

Note: RTC_REFIN clock detection is not available in Standby mode.

19.4.12 RTC smooth digital calibration

The RTC frequency can be digitally calibrated with a resolution of about 0.954 ppm with a range from -487.1 ppm to +488.5 ppm. The correction of the frequency is performed using series of small adjustments (adding and/or subtracting individual RTCCLK pulses). These adjustments are fairly well distributed so that the RTC is well calibrated even when observed over short durations of time.

The smooth digital calibration is performed during a cycle of about 2^{20} RTCCLK pulses, or 32 seconds when the input frequency is 32768 Hz. This cycle is maintained by a 20-bit counter, cal_cnt[19:0], clocked by RTCCLK.

The smooth calibration register (RTC_CALR) specifies the number of RTCCLK clock cycles to be masked during the 32-second cycle:

- Setting the bit CALM[0] to 1 causes exactly one pulse to be masked during the 32-

second cycle.

- Setting CALM[1] to 1 causes two additional cycles to be masked
- Setting CALM[2] to 1 causes four additional cycles to be masked
- and so on up to CALM[8] set to 1 which causes 256 clocks to be masked.

Note: CALM[8:0] (RTC_CALR) specifies the number of RTCCLK pulses to be masked during the 32-second cycle. Setting the bit CALM[0] to '1' causes exactly one pulse to be masked during the 32-second cycle at the moment when cal_cnt[19:0] is 0x80000; CALM[1]=1 causes two other cycles to be masked (when cal_cnt is 0x40000 and 0xC0000); CALM[2]=1 causes four other cycles to be masked (cal_cnt = 0x20000/0x60000/0xA0000/ 0xE0000); and so on up to CALM[8]=1 which causes 256 clocks to be masked (cal_cnt = 0xXX800).

While CALM allows the RTC frequency to be reduced by up to 487.1 ppm with fine resolution, the bit CALP can be used to increase the frequency by 488.5 ppm. Setting CALP to '1' effectively inserts an extra RTCCLK pulse every 2^{11} RTCCLK cycles, which means that 512 clocks are added during every 32-second cycle.

Using CALM together with CALP, an offset ranging from -511 to +512 RTCCLK cycles can be added during the 32-second cycle, which translates to a calibration range of -487.1 ppm to +488.5 ppm with a resolution of about 0.954 ppm.

The formula to calculate the effective calibrated frequency (F_{CAL}) given the input frequency (F_{RTCCLK}) is as follows:

$$F_{CAL} = F_{RTCCLK} \times [1 + (CALP \times 512 - CALM) / (2^{20} + CALM - CALP \times 512)]$$

Calibration when PREDIV_A<3

The CALP bit can not be set to 1 when the asynchronous prescaler value (PREDIV_A bits in RTC_PRER register) is less than 3. If CALP was already set to 1 and PREDIV_A bits are set to a value less than 3, CALP is ignored and the calibration operates as if CALP was equal to 0.

To perform a calibration with PREDIV_A less than 3, the synchronous prescaler value (PREDIV_S) should be reduced so that each second is accelerated by 8 RTCCLK clock cycles, which is equivalent to adding 256 clock cycles every 32 seconds. As a result, between 255 and 256 clock pulses (corresponding to a calibration range from 243.3 to 244.1 ppm) can effectively be added during each 32-second cycle using only the CALM bits.

With a nominal RTCCLK frequency of 32768 Hz, when PREDIV_A equals 1 (division factor of 2), PREDIV_S should be set to 16379 rather than 16383 (4 less). The only other interesting case is when PREDIV_A equals 0, PREDIV_S should be set to 32759 rather than 32767 (8 less).

If PREDIV_S is reduced in this way, the formula given the effective frequency of the

calibrated input clock is as follows:

$$F_{CAL} = F_{RTCCLK} \times [1 + (256 - CALM) / (2^{20} + CALM - 256)]$$

In this case, CALM[7:0] equals 0x100 (the midpoint of the CALM range) is the correct setting if RTCCLK is exactly 32768.00 Hz.

Verifying the RTC calibration

RTC precision is ensured by measuring the precise frequency of RTCCLK and calculating the correct CALM value and CALP values. An optional 1 Hz output is provided to allow applications to measure and verify the RTC precision.

Measuring the precise frequency of the RTC over a limited interval can result in a measurement error of up to 2 RTCCLK clock cycles over the measurement period, depending on how the digital calibration cycle is aligned with the measurement period.

However, this measurement error can be eliminated if the measurement period is the same length as the calibration cycle period. In this case, the only error observed is the error due to the resolution of the digital calibration.

- By default, the calibration cycle period is 32 seconds.

Using this mode and measuring the accuracy of the 1 Hz output over exactly 32 seconds guarantees that the measure is within 0.477 ppm (0.5 RTCCLK cycles over 32 seconds, due to the limitation of the calibration resolution).

- CALW16 bit of the RTC_CALR register can be set to 1 to force a 16- second calibration cycle period.

In this case, the RTC precision can be measured during 16 seconds with a maximum error of 0.954 ppm (0.5 RTCCLK cycles over 16 seconds). However, since the calibration resolution is reduced, the long term RTC precision is also reduced to 0.954 ppm: CALM[0] bit is stuck at 0 when CALW16 is set to 1.

- CALW8 bit of the RTC_CALR register can be set to 1 to force a 8- second calibration cycle period.

In this case, the RTC precision can be measured during 8 seconds with a maximum error of 1.907 ppm (0.5 RTCCLK cycles over 8s). The long term RTC precision is also reduced to 1.907 ppm: CALM[1:0] bits are stuck at 00 when CALW8 is set to 1.

Re-calibration on-the-fly

The calibration register (RTC_CALR) can be updated on-the-fly while RTC_ISR/INITF=0, by using the follow process:

1. Poll the RTC_ISR/RECALPF (re-calibration pending flag).
2. If it is set to 0, write a new value to RTC_CALR, if necessary. RECALPF is then automatically set to 1
3. Within three ck_apre cycles after the write operation to RTC_CALR, the new calibration settings take effect.

For code example, refer to *A.15.5: RTC calibration code example*.

19.4.13 Time-stamp function

Time-stamp is enabled by setting the TSE bit of RTC_CR register to 1.

The calendar is saved in the time-stamp registers (RTC_TSSSR, RTC_TSTR, RTC_TSDR) when a time-stamp event is detected on the RTC_TS pin.

When a time-stamp event occurs, the time-stamp flag bit (TSF) in RTC_ISR register is set.

By setting the TSIE bit in the RTC_CR register, an interrupt is generated when a time-stamp event occurs.

If a new time-stamp event is detected while the time-stamp flag (TSF) is already set, the time-stamp overflow flag (TSOVF) flag is set and the time-stamp registers (RTC_TSTR and RTC_TSDR) maintain the results of the previous event.

Note: TSF is set 2 ck_apre cycles after the time-stamp event occurs due to synchronization process.

There is no delay in the setting of TSOVF. This means that if two time-stamp events are close together, TSOVF can be seen as '1' while TSF is still '0'. As a consequence, it is recommended to poll TSOVF only after TSF has been set.

Caution: If a time-stamp event occurs immediately after the TSF bit is supposed to be cleared, then both TSF and TSOVF bits are set.To avoid masking a time-stamp event occurring at the same moment, the application must not write ‘0’ into TSF bit unless it has already read it to ‘1’.

Optionally, a tamper event can cause a time-stamp to be recorded. See the description of the TAMPTS control bit in *Section 19.7.17: RTC tamper configuration register (RTC_TAMPCR)*.

19.4.14 Tamper detection

The RTC_TAMPx input events can be configured either for edge detection, or for level detection with filtering.

The tamper detection can be configured for the following purposes:

- erase the RTC backup registers (default configuration)
- generate an interrupt, capable to wakeup from Stop and Standby modes
- generate a hardware trigger for the low-power timers

RTC backup registers

The backup registers (RTC_BKPxR) are not reset by system reset or when the device wakes up from Standby mode.

The backup registers are reset when a tamper detection event occurs (see *Section 19.7.21: RTC backup registers (RTC_BKPxR)* and *Tamper detection initialization on page 497*) except if the TAMPxNOERASE bit is set, or if TAMPxMF is set in the RTC_TAMPCR register.

Tamper detection initialization

Each input can be enabled by setting the corresponding TAMPxE bits to 1 in the RTC_TAMPCR register.

Each RTC_TAMPx tamper detection input is associated with a flag TAMPxF in the RTC_ISR register.

When TAMPxMF is cleared:

The TAMPxF flag is asserted after the tamper event on the pin, with the latency provided below:

- 3 ck_apre cycles when TAMPFLT differs from 0x0 (Level detection with filtering)
- 3 ck_apre cycles when TAMPTS=1 (Timestamp on tamper event)
- No latency when TAMPFLT=0x0 (Edge detection) and TAMPTS=0

A new tamper occurring on the same pin during this period and as long as TAMPxF is set cannot be detected.

When TAMPxMF is set:

A new tamper occurring on the same pin cannot be detected during the latency described above and 2.5 ck_rtc additional cycles.

By setting the TAMPIE bit in the RTC_TAMPCR register, an interrupt is generated when a tamper detection event occurs (when TAMPxF is set). Setting TAMPIE is not allowed when one or more TAMPxMF is set.

When TAMPIE is cleared, each tamper pin event interrupt can be individually enabled by setting the corresponding TAMPxIE bit in the RTC_TAMPCR register. Setting TAMPxIE is not allowed when the corresponding TAMPxMF is set.

Trigger output generation on tamper event

The tamper event detection can be used as trigger input by the low-power timers.

When TAMPxMF bit in cleared in RTC_TAMPCR register, the TAMPxF flag must be cleared by software in order to allow a new tamper detection on the same pin.

When TAMPxMF bit is set, the TAMPxF flag is masked, and kept cleared in RTC_ISR register. This configuration allows to trig automatically the low-power timers in Stop mode, without requiring the system wakeup to perform the TAMPxF clearing. In this case, the backup registers are not cleared.

Timestamp on tamper event

With TAMPTS set to ‘1’, any tamper event causes a timestamp to occur. In this case, either the TSF bit or the TSOVF bit are set in RTC_ISR, in the same manner as if a normal timestamp event occurs. The affected tamper flag register TAMPxF is set at the same time that TSF or TSOVF is set.

Edge detection on tamper inputs

If the TAMPFLT bits are “00”, the RTC_TAMPx pins generate tamper detection events when either a rising edge or a falling edge is observed depending on the corresponding TAMPxTRG bit. The internal pull-up resistors on the RTC_TAMPx inputs are deactivated when edge detection is selected.

Caution: When using the edge detection, it is recommended to check by software the tamper pin level just after enabling the tamper detection (by reading the GPIO registers), and before writing sensitive values in the backup registers, to ensure that an active edge did not occur before enabling the tamper event detection.
When TAMPFLT="00" and TAMPxTRG = 0 (rising edge detection), a tamper event may be detected by hardware if the tamper input is already at high level before enabling the tamper detection.

After a tamper event has been detected and cleared, the RTC_TAMPx should be disabled and then re-enabled (TAMPxE set to 1) before re-programming the backup registers (RTC_BKPxR). This prevents the application from writing to the backup registers while the RTC_TAMPx input value still indicates a tamper detection. This is equivalent to a level detection on the RTC_TAMPx input.

Level detection with filtering on RTC_TAMPx inputs

Level detection with filtering is performed by setting TAMPFLT to a non-zero value. A tamper detection event is generated when either 2, 4, or 8 (depending on TAMPFLT) consecutive samples are observed at the level designated by the TAMPxTRG bits.

The RTC_TAMPx inputs are precharged through the I/O internal pull-up resistance before its state is sampled, unless disabled by setting TAMPPUDIS to 1,The duration of the precharge is determined by the TAMPPRCH bits, allowing for larger capacitances on the RTC_TAMPx inputs.

The trade-off between tamper detection latency and power consumption through the pull-up can be optimized by using TAMPFREQ to determine the frequency of the sampling for level detection.

Note: Refer to the datasheets for the electrical characteristics of the pull-up resistors.

For code example, refer to *A.15.6: RTC tamper and time stamp configuration code example*.

19.4.15 Calibration clock output

When the COE bit is set to 1 in the RTC_CR register, a reference clock is provided on the RTC_CALIB device output.

If the COSEL bit in the RTC_CR register is reset and PREDIV_A = 0x7F, the RTC_CALIB frequency is $f_{RTCCLK/64}$. This corresponds to a calibration output at 512 Hz for an RTCCLK frequency at 32.768 kHz. The RTC_CALIB duty cycle is irregular: there is a light jitter on falling edges. It is therefore recommended to use rising edges.

When COSEL is set and “PREDIV_S+1” is a non-zero multiple of 256 (i.e: PREDIV_S[7:0] = 0xFF), the RTC_CALIB frequency is fRTCCLK/(256 * (PREDIV_A+1)). This corresponds to a calibration output at 1 Hz for prescaler default values (PREDIV_A = Ox7F, PREDIV_S = 0xFF), with an RTCCLK frequency at 32.768 kHz. The 1 Hz output is affected when a shift operation is on going and may toggle during the shift operation (SHPF=1).

Note: When the RTC_CALIB or RTC_ALARM output is selected, the RTC_OUT pin is automatically configured as output.

When COSEL bit is cleared, the RTC_CALIB output is the output of the 6th stage of the asynchronous prescaler.

When COSEL bit is set, the RTC_CALIB output is the output of the 8th stage of the synchronous prescaler.

For code example, refer to *A.15.7: RTC tamper and time stamp code example*.

19.4.16 Alarm output

The OSEL[1:0] control bits in the RTC_CR register are used to activate the alarm output RTC_ALARM, and to select the function which is output. These functions reflect the contents of the corresponding flags in the RTC_ISR register.

The polarity of the output is determined by the POL control bit in RTC_CR so that the opposite of the selected flag bit is output when POL is set to 1.

Alarm output

The RTC_ALARM pin can be configured in output open drain or output push-pull using the control bit RTC_ALARM_TYPE in the RTC_OR register.

Note: Once the RTC_ALARM output is enabled, it has priority over RTC_CALIB (COE bit is don't care and must be kept cleared).

When the RTC_CALIB or RTC_ALARM output is selected, the RTC_OUT *pin is automatically configured as output.*

19.5 RTC low-power modes

Table 80. Effect of low-power modes on RTC

Mode	Description
Sleep	No effect RTC interrupts cause the device to exit the Sleep mode.
Stop	The RTC remains active when the RTC clock source is LSE or LSI. RTC alarm, RTC tamper event, RTC timestamp event, and RTC Wakeup cause the device to exit the Stop mode.
Standby	The RTC remains active when the RTC clock source is LSE or LSI. RTC alarm, RTC tamper event, RTC timestamp event, and RTC Wakeup cause the device to exit the Standby mode.

19.6 RTC interrupts

All RTC interrupts are connected to the EXTI controller. Refer to *Section 12.5: EXTI registers*.

To enable RTC interrupt(s), the following sequence is required:

1. Configure and enable the NVIC line(s) corresponding to the RTC event(s) in interrupt mode and select the rising edge sensitivity.
2. Configure and enable the RTC IRQ channel in the NVIC.
3. Configure the RTC to generate RTC interrupt(s).

Table 81. Interrupt control bits

Interrupt event	Event flag	Enable control bit	Exit from Sleep mode	Exit from Stop mode	Exit from Standby mode
Alarm A	ALRAF	ALRAIE	yes	yes(1)	yes(1)
Alarm B	ALRBF	ALRBIE	yes	yes(1)	yes(1)
RTC_TS input (timestamp)	TSF	TSIE	yes	yes(1)	yes(1)
RTC_TAMP1 input detection	TAMP1F	TAMPIE	yes	yes(1)	yes(1)
RTC_TAMP2 input detection	TAMP2F	TAMPIE	yes	yes(1)	yes(1)
Wakeup timer interrupt	WUTF	WUTIE	yes	yes(1)	yes(1)

1. Wakeup from STOP and Standby modes is possible only when the RTC clock source is LSE or LSI.

19.7 RTC registers

Refer to *Section 1.1 on page 33* of the reference manual for a list of abbreviations used in register descriptions.

The peripheral registers can be accessed by words (32-bit).

19.7.1 RTC time register (RTC_TR)

The RTC_TR is the calendar time shadow register. This register must be written in initialization mode only. Refer to *Calendar initialization and configuration on page 489* and *Reading the calendar on page 491*.

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x00

RTC domain reset value: 0x0000 0000

System reset: 0x0000 0000 when BYPSHAD = 0. Not affected when BYPSHAD = 1.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PM	HT[1:0]		HU[3:0]			
									rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	MNT[2:0]			MNU[3:0]				Res.	ST[2:0]			SU[3:0]			
	rw	rw	rw	rw	rw	rw	rw		rw	rw	rw	rw	rw	rw	rw

Bits 31-23 Reserved, must be kept at reset value

Bit 22 **PM**: AM/PM notation
0: AM or 24-hour format
1: PM

Bits 21:20 **HT[1:0]**: Hour tens in BCD format

Bits 19:16 **HU[3:0]**: Hour units in BCD format

Bit 15 Reserved, must be kept at reset value.

Bits 14:12 **MNT[2:0]**: Minute tens in BCD format

Bits 11:8 **MNU[3:0]**: Minute units in BCD format

Bit 7 Reserved, must be kept at reset value.

Bits 6:4 **ST[2:0]**: Second tens in BCD format

Bits 3:0 **SU[3:0]**: Second units in BCD format

19.7.2 RTC date register (RTC_DR)

The RTC_DR is the calendar date shadow register. This register must be written in initialization mode only. Refer to *Calendar initialization and configuration on page 489* and *Reading the calendar on page 491*.

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x04

RTC domain reset value: 0x0000 2101

System reset: 0x0000 2101 when BYPSHAD = 0. Not affected when BYPSHAD = 1.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	YT[3:0]				YU[3:0]			
								rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
WDU[2:0]			MT	MU[3:0]				Res.	Res.	DT[1:0]		DU[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw			rw	rw	rw	rw	rw	rw

Bits 31:24 Reserved, must be kept at reset value

Bits 23:20 **YT[3:0]**: Year tens in BCD format

Bits 19:16 **YU[3:0]**: Year units in BCD format

Bits 15:13 **WDU[2:0]**: Week day units
000: forbidden
001: Monday
...
111: Sunday

Bit 12 **MT**: Month tens in BCD format

Bits 11:8 **MU**: Month units in BCD format

Bits 7:6 Reserved, must be kept at reset value.

Bits 5:4 **DT[1:0]**: Date tens in BCD format

Bits 3:0 **DU[3:0]**: Date units in BCD format

19.7.3 RTC control register (RTC_CR)

Address offset: 0x08

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	COE	OSEL[1:0]		POL	COSEL	BKP	SUB1H	ADD1H
								rw	rw	rw	rw	rw	rw	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSIE	WUTIE	ALRBIE	ALRAIE	TSE	WUTE	ALRBE	ALRAE	Res.	FMT	BYPS HAD	REFCKON	TSEDGE	WUCKSEL[2:0]		
rw	rw	rw	rw	rw	rw	rw	rw		rw	rw	rw	rw	rw	rw	rw

Bits 31:24 Reserved, must be kept at reset value.

Bit 23 **COE**: Calibration output enable

This bit enables the RTC_CALIB output

0: Calibration output disabled
1: Calibration output enabled

Bits 22:21 **OSEL[1:0]**: Output selection

These bits are used to select the flag to be routed to RTC_ALARM output

00: Output disabled
01: Alarm A output enabled
10: Alarm B output enabled
11: Wakeup output enabled

Bit 20 **POL**: Output polarity

This bit is used to configure the polarity of RTC_ALARM output

0: The pin is high when ALRAF/ALRBF/WUTF is asserted (depending on OSEL[1:0])
1: The pin is low when ALRAF/ALRBF/WUTF is asserted (depending on OSEL[1:0]).

Bit 19 **COSEL**: Calibration output selection

When COE=1, this bit selects which signal is output on RTC_CALIB.

0: Calibration output is 512 Hz (with default prescaler setting)
1: Calibration output is 1 Hz (with default prescaler setting)

These frequencies are valid for RTCCLK at 32.768 kHz and prescalers at their default values (PREDIV_A=127 and PREDIV_S=255). Refer to *Section 19.4.20: Calibration clock output*

Bit 18 **BKP**: Backup

This bit can be written by the user to memorize whether the daylight saving time change has been performed or not.

Bit 17 **SUB1H**: Subtract 1 hour (winter time change)

When this bit is set, 1 hour is subtracted to the calendar time if the current hour is not 0. This bit is always read as 0.

Setting this bit has no effect when current hour is 0.

0: No effect
1: Subtracts 1 hour to the current time. This can be used for winter time change outside initialization mode.

Bit 16 **ADD1H**: Add 1 hour (summer time change)
When this bit is set, 1 hour is added to the calendar time. This bit is always read as 0.
0: No effect
1: Adds 1 hour to the current time. This can be used for summer time change outside initialization mode.

Bit 15 **TSIE**: Time-stamp interrupt enable
0: Time-stamp Interrupt disable
1: Time-stamp Interrupt enable

Bit 14 **WUTIE**: Wakeup timer interrupt enable
0: Wakeup timer interrupt disabled
1: Wakeup timer interrupt enabled

Bit 13 **ALRBIE**: *Alarm B interrupt enable*
0: Alarm B Interrupt disable
1: Alarm B Interrupt enable

Bit 12 **ALRAIE**: Alarm A interrupt enable
0: Alarm A interrupt disabled
1: Alarm A interrupt enabled

Bit 11 **TSE**: timestamp enable
0: timestamp disable
1: timestamp enable

Bit 10 **WUTE**: Wakeup timer enable
0: Wakeup timer disabled
1: Wakeup timer enabled

Bit 9 **ALRBE**: *Alarm B enable*
0: Alarm B disabled
1: Alarm B enabled

Bit 8 **ALRAE:** Alarm A enable
0: Alarm A disabled
1: Alarm A enabled

Bit 7 Reserved, must be kept at reset value.

Bit 6 **FMT**: Hour format
0: 24 hour/day format
1: AM/PM hour format

Bit 5 **BYPSHAD**: Bypass the shadow registers
0: Calendar values (when reading from RTC_SSR, RTC_TR, and RTC_DR) are taken from the shadow registers, which are updated once every two RTCCLK cycles.
1: Calendar values (when reading from RTC_SSR, RTC_TR, and RTC_DR) are taken directly from the calendar counters.
Note: If the frequency of the APB1 clock is less than seven times the frequency of RTCCLK, BYPSHAD must be set to '1'.

Bit 4 **REFCKON**: RTC_REFIN reference clock detection enable (50 or 60 Hz)
0: RTC_REFIN detection disabled
1: RTC_REFIN detection enabled
Note: PREDIV_S must be 0x00FF.

Bit 3 **TSEDGE**: Time-stamp event active edge
0: RTC_TS input rising edge generates a time-stamp event
1: RTC_TS input falling edge generates a time-stamp event
TSE must be reset when TSEDGE is changed to avoid unwanted TSF setting.

Bits 2:0 **WUCKSEL[2:0]**: Wakeup clock selection
000: RTC/16 clock is selected
001: RTC/8 clock is selected
010: RTC/4 clock is selected
011: RTC/2 clock is selected
10x: ck_spre (usually 1 Hz) clock is selected
11x: ck_spre (usually 1 Hz) clock is selected and 2^{16} is added to the WUT counter value (see note below)

Note: Bits 7, 6 and 4 of this register can be written in initialization mode only (RTC_ISR/INITF = 1).

WUT = Wakeup unit counter value. WUT = (0x0000 to 0xFFFF) + 0x10000 added when WUCKSEL[2:1 = 11].

Bits 2 to 0 of this register can be written only when RTC_CR WUTE bit = 0 and RTC_ISR WUTWF bit = 1.

It is recommended not to change the hour during the calendar hour increment as it could mask the incrementation of the calendar hour.

ADD1H and SUB1H changes are effective in the next second.

This register is write protected. The write access procedure is described in RTC register write protection on page 489.

Caution: TSE must be reset when TSEDGE is changed to avoid spuriously setting of TSF.

19.7.4 RTC initialization and status register (RTC_ISR)

This register is write protected (except for RTC_ISR[13:8] bits). The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x0C

RTC domain reset value: 0x0000 0007

System reset: not affected except INIT, INITF, and RSF bits which are cleared to '0'

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RECALPF
															r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TAMP3F	TAMP2F	TAMP1F	TSOVF	TSF	WUTF	ALRBF	ALRAF	INIT	INITF	RSF	INITS	SHPF	WUTWF	ALRBWF	ALRAWF
rc_w0	rc_w0	rc_w0	rc_w0	rc_w0	rc_w0	rc_w0	rc_w0	rw	r	rc_w0	r	r	r	r	r

Bits 31:17 Reserved, must be kept at reset value

Bit 16 **RECALPF**: Recalibration pending Flag

The RECALPF status flag is automatically set to '1' when software writes to the RTC_CALR register, indicating that the RTC_CALR register is blocked. When the new calibration settings are taken into account, this bit returns to '0'. Refer to *Re-calibration on-the-fly*.

Bit 15 **TAMP3F**: RTC_TAMP3 detection flag

This flag is set by hardware when a tamper detection event is detected on the RTC_TAMP3 input.

It is cleared by software writing 0

Bit 14 **TAMP2F**: RTC_TAMP2 detection flag

This flag is set by hardware when a tamper detection event is detected on the RTC_TAMP2 input.

It is cleared by software writing 0

Bit 13 **TAMP1F**: RTC_TAMP1 detection flag

This flag is set by hardware when a tamper detection event is detected on the RTC_TAMP1 input.

It is cleared by software writing 0

Bit 12 **TSOVF**: Time-stamp overflow flag

This flag is set by hardware when a time-stamp event occurs while TSF is already set.

This flag is cleared by software by writing 0. It is recommended to check and then clear TSOVF only after clearing the TSF bit. Otherwise, an overflow might not be noticed if a time-stamp event occurs immediately before the TSF bit is cleared.

Bit 11 **TSF**: Time-stamp flag

This flag is set by hardware when a time-stamp event occurs.

This flag is cleared by software by writing 0.

Bit 10 **WUTF**: Wakeup timer flag

This flag is set by hardware when the wakeup auto-reload counter reaches 0.

This flag is cleared by software by writing 0.

This flag must be cleared by software at least 1.5 RTCCLK periods before WUTF is set to 1 again.

Bit 9 **ALRBF**: Alarm B flag

This flag is set by hardware when the time/date registers (RTC_TR and RTC_DR) match the Alarm B register (RTC_ALRMBR).

This flag is cleared by software by writing 0.

Bit 8 **ALRAF**: Alarm A flag

This flag is set by hardware when the time/date registers (RTC_TR and RTC_DR) match the Alarm A register (RTC_ALRMAR).

This flag is cleared by software by writing 0.

Bit 7 **INIT**: Initialization mode

0: Free running mode

1: Initialization mode used to program time and date register (RTC_TR and RTC_DR), and prescaler register (RTC_PRER). Counters are stopped and start counting from the new value when INIT is reset.

Bit 6 **INITF**: Initialization flag

When this bit is set to 1, the RTC is in initialization state, and the time, date and prescaler registers can be updated.

0: Calendar registers update is not allowed

1: Calendar registers update is allowed

Bit 5 **RSF**: Registers synchronization flag

This bit is set by hardware each time the calendar registers are copied into the shadow registers (RTC_SSRx, RTC_TRx and RTC_DRx). This bit is cleared by hardware in initialization mode, while a shift operation is pending (SHPF=1), or when in bypass shadow register mode (BYPSHAD=1). This bit can also be cleared by software.

It is cleared either by software or by hardware in initialization mode.

0: Calendar shadow registers not yet synchronized

1: Calendar shadow registers synchronized

Bit 4 **INITS**: Initialization status flag

This bit is set by hardware when the calendar year field is different from 0 (RTC domain reset state).

0: Calendar has not been initialized

1: Calendar has been initialized

Bit 3 **SHPF**: Shift operation pending

0: No shift operation is pending

1: A shift operation is pending

This flag is set by hardware as soon as a shift operation is initiated by a write to the RTC_SHIFTR register. It is cleared by hardware when the corresponding shift operation has been executed. Writing to the SHPF bit has no effect.

Bit 2 **WUTWF**: Wakeup timer write flag

This bit is set by hardware up to 2 RTCCLK cycles after the WUTE bit has been set to 0 in RTC_CR, and is cleared up to 2 RTCCLK cycles after the WUTE bit has been set to 1. The wakeup timer values can be changed when WUTE bit is cleared and WUTWF is set.

0: Wakeup timer configuration update not allowed

1: Wakeup timer configuration update allowed

Bit 1 **ALRBWF**: Alarm B write flag

This bit is set by hardware when Alarm B values can be changed, after the ALRBE bit has been set to 0 in RTC_CR.

It is cleared by hardware in initialization mode.

0: Alarm B update not allowed

1: Alarm B update allowed

Bit 0 **ALRAWF**: Alarm A write flag

This bit is set by hardware when Alarm A values can be changed, after the ALRAE bit has been set to 0 in RTC_CR.

It is cleared by hardware in initialization mode.

0: Alarm A update not allowed

1: Alarm A update allowed

Note: The bits ALRAF, ALRBF, WUTF and TSF are cleared 2 APB clock cycles after programming them to 0.

19.7.5 RTC prescaler register (RTC_PRER)

This register must be written in initialization mode only. The initialization must be performed in two separate write accesses. Refer to *Calendar initialization and configuration on page 489*.

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x10

RTC domain reset value: 0x007F 00FF

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PREDIV_A[6:0]						
									rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	PREDIV_S[14:0]														
	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:23 Reserved, must be kept at reset value

Bits 22:16 **PREDIV_A[6:0]**: Asynchronous prescaler factor
This is the asynchronous division factor:
ck_apre frequency = RTCCLK frequency/(PREDIV_A+1)

Bit 15 Reserved, must be kept at reset value.

Bits 14:0 **PREDIV_S[14:0]**: Synchronous prescaler factor
This is the synchronous division factor:
ck_spre frequency = ck_apre frequency/(PREDIV_S+1)

19.7.6 RTC wakeup timer register (RTC_WUTR)

This register can be written only when WUTWF is set to 1 in RTC_ISR.

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x14

RTC domain reset value: 0x0000 FFFF

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
WUT[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved, must be kept at reset value

Bits 15:0 **WUT[15:0]**: Wakeup auto-reload value bits

When the wakeup timer is enabled (WUTE set to 1), the WUTF flag is set every (WUT[15:0] + 1) ck_wut cycles. The ck_wut period is selected through WUCKSEL[2:0] bits of the RTC_CR register

When WUCKSEL[2] = 1, the wakeup timer becomes 17-bits and WUCKSEL[1] effectively becomes WUT[16] the most-significant bit to be reloaded into the timer.

The first assertion of WUTF occurs (WUT+1) ck_wut cycles after WUTE is set. Setting WUT[15:0] to 0x0000 with WUCKSEL[2:0] =011 (RTCCLK/2) is forbidden.

19.7.7 RTC alarm A register (RTC_ALRMAR)

This register can be written only when ALRAWF is set to 1 in RTC_ISR, or in initialization mode.

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x1C

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
MSK4	WDSEL	DT[1:0]		DU[3:0]				MSK3	PM	HT[1:0]		HU[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MSK2	MNT[2:0]			MNU[3:0]				MSK1	ST[2:0]			SU[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bit 31 **MSK4**: Alarm A date mask
0: Alarm A set if the date/day match
1: Date/day don't care in Alarm A comparison

Bit 30 **WDSEL**: Week day selection
0: DU[3:0] represents the date units
1: DU[3:0] represents the week day. DT[1:0] is don't care.

Bits 29:28 **DT[1:0]**: Date tens in BCD format.

Bits 27:24 **DU[3:0]**: Date units or day in BCD format.

Bit 23 **MSK3**: Alarm A hours mask
0: Alarm A set if the hours match
1: Hours don't care in Alarm A comparison

Bit 22 **PM:** AM/PM notation
0: AM or 24-hour format
1: PM

Bits 21:20 **HT[1:0]**: Hour tens in BCD format.

Bits 19:16 **HU[3:0]**: Hour units in BCD format.

Bit 15 **MSK2**: Alarm A minutes mask
0: Alarm A set if the minutes match
1: Minutes don't care in Alarm A comparison

Bits 14:12 **MNT[2:0]**: Minute tens in BCD format.

Bits 11:8 **MNU[3:0]**: Minute units in BCD format.

Bit 7 **MSK1**: Alarm A seconds mask
0: Alarm A set if the seconds match
1: Seconds don't care in Alarm A comparison

Bits 6:4 **ST[2:0]**: Second tens in BCD format.

Bits 3:0 **SU[3:0]**: Second units in BCD format.

19.7.8 RTC alarm B register (RTC_ALRMBR)

This register can be written only when ALRBWF is set to 1 in RTC_ISR, or in initialization mode.

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x20

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
MSK4	WDSEL	DT[1:0]		DU[3:0]				MSK3	PM	HT[1:0]		HU[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MSK2	MNT[2:0]			MNU[3:0]				MSK1	ST[2:0]			SU[3:0]			
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bit 31 **MSK4**: Alarm B date mask
0: Alarm B set if the date and day match
1: Date and day don't care in Alarm B comparison

Bit 30 **WDSEL**: Week day selection
0: DU[3:0] represents the date units
1: DU[3:0] represents the week day. DT[1:0] is don't care.

Bits 29:28 **DT[1:0]**: Date tens in BCD format

Bits 27:24 **DU[3:0]**: Date units or day in BCD format

Bit 23 **MSK3**: Alarm B hours mask
0: Alarm B set if the hours match
1: Hours don't care in Alarm B comparison

Bit 22 **PM:** AM/PM notation
0: AM or 24-hour format
1: PM

Bits 21:20 **HT[1:0]**: Hour tens in BCD format

Bits 19:16 **HU[3:0]**: Hour units in BCD format

Bit 15 **MSK2**: Alarm B minutes mask
0: Alarm B set if the minutes match
1: Minutes don't care in Alarm B comparison

Bits 14:12 **MNT[2:0]**: Minute tens in BCD format

Bits 11:8 **MNU[3:0]**: Minute units in BCD format

Bit 7 **MSK1**: Alarm B seconds mask
0: Alarm B set if the seconds match
1: Seconds don't care in Alarm B comparison

Bits 6:4 **ST[2:0]**: Second tens in BCD format

Bits 3:0 **SU[3:0]**: Second units in BCD format

19.7.9 RTC write protection register (RTC_WPR)

Address offset: 0x24

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	KEY							
								w	w	w	w	w	w	w	w

Bits 31:8 Reserved, must be kept at reset value.

Bits 7:0 **KEY**: Write protection key

This byte is written by software.

Reading this byte always returns 0x00.

Refer to *RTC register write protection* for a description of how to unlock RTC register write protection.

19.7.10 RTC sub second register (RTC_SSR)

Address offset: 0x28

RTC domain reset value: 0x0000 0000

System reset: 0x0000 0000 when BYPSHAD = 0. Not affected when BYPSHAD = 1.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SS[15:0]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits31:16 Reserved, must be kept at reset value

Bits 15:0 **SS**: Sub second value

SS[15:0] is the value in the synchronous prescaler counter. The fraction of a second is given by the formula below:

Second fraction = (PREDIV_S - SS) / (PREDIV_S + 1)

Note: SS can be larger than PREDIV_S only after a shift operation. In that case, the correct time/date is one second less than as indicated by RTC_TR/RTC_DR.

19.7.11 RTC shift control register (RTC_SHIFTR)

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x2C

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADD1S	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
w															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	SUBFS[14:0]														
	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bit 31 **ADD1S**: Add one second

0: No effect

1: Add one second to the clock/calendar

This bit is write only and is always read as zero. Writing to this bit has no effect when a shift operation is pending (when SHPF=1, in RTC_ISR).

This function is intended to be used with SUBFS (see description below) in order to effectively add a fraction of a second to the clock in an atomic operation.

Bits 30:15 Reserved, must be kept at reset value

Bits 14:0 **SUBFS**: Subtract a fraction of a second

These bits are write only and is always read as zero. Writing to this bit has no effect when a shift operation is pending (when SHPF=1, in RTC_ISR).

The value which is written to SUBFS is added to the synchronous prescaler counter. Since this counter counts down, this operation effectively subtracts from (delays) the clock by:

Delay (seconds) = SUBFS / (PREDIV_S + 1)

A fraction of a second can effectively be added to the clock (advancing the clock) when the ADD1S function is used in conjunction with SUBFS, effectively advancing the clock by:

Advance (seconds) = (1 - (SUBFS / (PREDIV_S + 1))).

Note: Writing to SUBFS causes RSF to be cleared. Software can then wait until RSF=1 to be sure that the shadow registers have been updated with the shifted time.

19.7.12 RTC timestamp time register (RTC_TSTR)

The content of this register is valid only when TSF is set to 1 in RTC_ISR. It is cleared when TSF bit is reset.

Address offset: 0x30

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PM	HT[1:0]		HU[3:0]			
									r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	MNT[2:0]			MNU[3:0]				Res.	ST[2:0]			SU[3:0]			
	r	r	r	r	r	r	r		r	r	r	r	r	r	r

Bits 31:23 Reserved, must be kept at reset value

Bit 22 **PM:** AM/PM notation
0: AM or 24-hour format
1: PM

Bits 21:20 **HT[1:0]**: Hour tens in BCD format.

Bits 19:16 **HU[3:0]**: Hour units in BCD format.

Bit 15 Reserved, must be kept at reset value

Bits 14:12 **MNT[2:0]**: Minute tens in BCD format.

Bits 11:8 **MNU[3:0]**: Minute units in BCD format.

Bit 7 Reserved, must be kept at reset value

Bits 6:4 **ST[2:0]**: Second tens in BCD format.

Bits 3:0 **SU[3:0]**: Second units in BCD format.

19.7.13 RTC timestamp date register (RTC_TSDR)

The content of this register is valid only when TSF is set to 1 in RTC_ISR. It is cleared when TSF bit is reset.

Address offset: 0x34

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
WDU[1:0]			MT	MU[3:0]				Res.	Res.	DT[1:0]		DU[3:0]			
r	r	r	r	r	r	r	r			r	r	r	r	r	r

Bits 31:16 Reserved, must be kept at reset value

Bits 15:13 **WDU[1:0]**: Week day units

Bit 12 **MT**: Month tens in BCD format

Bits 11:8 **MU[3:0]**: Month units in BCD format

Bits 7:6 Reserved, must be kept at reset value

Bits 5:4 **DT[1:0]**: Date tens in BCD format

Bits 3:0 **DU[3:0]**: Date units in BCD format

19.7.14 RTC time-stamp sub second register (RTC_TSSSR)

The content of this register is valid only when RTC_ISR/TSF is set. It is cleared when the RTC_ISR/TSF bit is reset.

Address offset: 0x38

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SS[15:0]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:16 Reserved, must be kept at reset value

Bits 15:0 **SS**: Sub second value

SS[15:0] is the value of the synchronous prescaler counter when the timestamp event occurred.

19.7.15 RTC calibration register (RTC_CALR)

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*.

Address offset: 0x3C

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CALP	CALW8	CALW16	Res.	Res.	Res.	Res.	CALM[8:0]								
rw	rw	rw					rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved, must be kept at reset value

Bit 15 **CALP**: Increase frequency of RTC by 488.5 ppm

0: No RTCCLK pulses are added.

1: One RTCCLK pulse is effectively inserted every 2^{11} pulses (frequency increased by 488.5 ppm).

This feature is intended to be used in conjunction with CALM, which lowers the frequency of the calendar with a fine resolution. if the input frequency is 32768 Hz, the number of RTCCLK pulses added during a 32-second window is calculated as follows: (512 * CALP) - CALM.

Refer to *Section 19.4.17: RTC smooth digital calibration*.

Bit 14 **CALW8:** Use an 8-second calibration cycle period

When CALW8 is set to '1', the 8-second calibration cycle period is selected.

Note: CALM[1:0] are stuck at "00" when CALW8='1'. Refer to Section 19.4.17: RTC smooth digital calibration.

Bit 13 **CALW16:** Use a 16-second calibration cycle period

When CALW16 is set to '1', the 16-second calibration cycle period is selected.This bit must not be set to '1' if CALW8=1.

Note: CALM[0] is stuck at '0' when CALW16='1'. Refer to Section 19.4.17: RTC smooth digital calibration.

Bits 12:9 Reserved, must be kept at reset value

Bits 8:0 **CALM[8:0]**: Calibration minus

The frequency of the calendar is reduced by masking CALM out of 2^{20} RTCCLK pulses (32 seconds if the input frequency is 32768 Hz). This decreases the frequency of the calendar with a resolution of 0.9537 ppm.

To increase the frequency of the calendar, this feature should be used in conjunction with CALP. See *Section 19.4.17: RTC smooth digital calibration on page 493*.

19.7.16 RTC tamper configuration register (RTC_TAMPCR)

Address offset: 0x40

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	TAMP3MF	TAMP3NOERASE	TAMP3IE	TAMP2MF	TAMP2NOERASE	TAMP2IE	TAMP1MF	TAMP1NOERASE	TAMP1IE
							rw	rw	rw	rw	rw	rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TAMPPUDIS	TAMPPRCH[1:0]		TAMPFLT[1:0]		TAMPFREQ[2:0]			TAMPTS	TAMP3TRG	TAMP3E	TAMP2TRG	TAMP2E	TAMPIE	TAMP1TRG	TAMP1E
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:25 Reserved, must be kept at reset value.

Bit 24 **TAMP3MF**: Tamper 3 mask flag

0: Tamper 3 event generates a trigger event and TAMP3F must be cleared by software to allow next tamper event detection.

1: Tamper 3 event generates a trigger event. TAMP3F is masked and internally cleared by hardware. The backup registers are not erased.

Note: The Tamper 3 interrupt must not be enabled when TAMP3MF is set.

Bit 23 **TAMP3NOERASE**: Tamper 3 no erase

0: Tamper 3 event erases the backup registers.

1: Tamper 3 event does not erase the backup registers.

Bit 22 **TAMP3IE**: Tamper 3 interrupt enable

0: Tamper 3 interrupt is disabled if TAMPIE = 0.

1: Tamper 3 interrupt enabled.

Bit 21 **TAMP2MF**: Tamper 2 mask flag

0: Tamper 2 event generates a trigger event and TAMP2F must be cleared by software to allow next tamper event detection.

1: Tamper 2 event generates a trigger event. TAMP2F is masked and internally cleared by hardware. The backup registers are not erased.

Note: The Tamper 2 interrupt must not be enabled when TAMP2MF is set.

Bit 20 **TAMP2NOERASE**: Tamper 2 no erase

0: Tamper 2 event erases the backup registers.

1: Tamper 2 event does not erase the backup registers.

Bit 19 **TAMP2IE**: Tamper 2 interrupt enable

0: Tamper 2 interrupt is disabled if TAMPIE = 0.

1: Tamper 2 interrupt enabled.

Bit 18 **TAMP1MF**: Tamper 1 mask flag

0: Tamper 1 event generates a trigger event and TAMP1F must be cleared by software to allow next tamper event detection.

1: Tamper 1 event generates a trigger event. TAMP1F is masked and internally cleared by hardware.The backup registers are not erased.

Note: The Tamper 1 interrupt must not be enabled when TAMP1MF is set.

Bit 17 **TAMP1NOERASE**: Tamper 1 no erase
0: Tamper 1 event erases the backup registers.
1: Tamper 1 event does not erase the backup registers.

Bit 16 **TAMP1IE**: Tamper 1 interrupt enable
0: Tamper 1 interrupt is disabled if TAMPIE = 0.
1: Tamper 1 interrupt enabled.

Bit 15 **TAMPPUDIS**: RTC_TAMPx pull-up disable
This bit determines if each of the RTC_TAMPx pins are precharged before each sample.
0: Precharge RTC_TAMPx pins before sampling (enable internal pull-up)
1: Disable precharge of RTC_TAMPx pins.

Bits 14:13 **TAMPPRCH[1:0]**: RTC_TAMPx precharge duration
These bit determines the duration of time during which the pull-up/is activated before each sample. TAMPPRCH is valid for each of the RTC_TAMPx inputs.
0x0: 1 RTCCLK cycle
0x1: 2 RTCCLK cycles
0x2: 4 RTCCLK cycles
0x3: 8 RTCCLK cycles

Bits 12:11 **TAMPFLT[1:0]**: RTC_TAMPx filter count
These bits determines the number of consecutive samples at the specified level (TAMP*TRG) needed to activate a Tamper event. TAMPFLT is valid for each of the RTC_TAMPx inputs.
0x0: Tamper event is activated on edge of RTC_TAMPx input transitions to the active level (no internal pull-up on RTC_TAMPx input).
0x1: Tamper event is activated after 2 consecutive samples at the active level.
0x2: Tamper event is activated after 4 consecutive samples at the active level.
0x3: Tamper event is activated after 8 consecutive samples at the active level.

Bits 10:8 **TAMPFREQ[2:0]**: Tamper sampling frequency
Determines the frequency at which each of the RTC_TAMPx inputs are sampled.
0x0: RTCCLK / 32768 (1 Hz when RTCCLK = 32768 Hz)
0x1: RTCCLK / 16384 (2 Hz when RTCCLK = 32768 Hz)
0x2: RTCCLK / 8192 (4 Hz when RTCCLK = 32768 Hz)
0x3: RTCCLK / 4096 (8 Hz when RTCCLK = 32768 Hz)
0x4: RTCCLK / 2048 (16 Hz when RTCCLK = 32768 Hz)
0x5: RTCCLK / 1024 (32 Hz when RTCCLK = 32768 Hz)
0x6: RTCCLK / 512 (64 Hz when RTCCLK = 32768 Hz)
0x7: RTCCLK / 256 (128 Hz when RTCCLK = 32768 Hz)

Bit 7 **TAMPTS**: Activate timestamp on tamper detection event
0: Tamper detection event does not cause a timestamp to be saved
1: Save timestamp on tamper detection event
TAMPTS is valid even if TSE=0 in the RTC_CR register.

Bit 6 **TAMP3TRG:** Active level for RTC_TAMP3 input
if TAMPFLT ≠ 00:
0: RTC_TAMP3 input staying low triggers a tamper detection event.
1: RTC_TAMP3 input staying high triggers a tamper detection event.
if TAMPFLT = 00:
0: RTC_TAMP3 input rising edge triggers a tamper detection event.
1: RTC_TAMP3 input falling edge triggers a tamper detection event.

Bit 5 **TAMP3E**: RTC_TAMP3 detection enable
0: RTC_TAMP3 input detection disabled
1: RTC_TAMP3 input detection enabled

Bit 4 **TAMP2TRG**: Active level for RTC_TAMP2 input
if TAMPFLT != 00:
0: RTC_TAMP2 input staying low triggers a tamper detection event.
1: RTC_TAMP2 input staying high triggers a tamper detection event.
if TAMPFLT = 00:
0: RTC_TAMP2 input rising edge triggers a tamper detection event.
1: RTC_TAMP2 input falling edge triggers a tamper detection event.

Bit 3 **TAMP2E**: RTC_TAMP2 input detection enable
0: RTC_TAMP2 detection disabled
1: RTC_TAMP2 detection enabled

Bit 2 **TAMPIE**: Tamper interrupt enable
0: Tamper interrupt disabled
1: Tamper interrupt enabled.
Note: This bit enables the interrupt for all tamper pins events, whatever TAMPxIE level. If this bit is cleared, each tamper event interrupt can be individually enabled by setting TAMPxIE.

Bit 1 **TAMP1TRG**: Active level for RTC_TAMP1 input
If TAMPFLT != 00
0: RTC_TAMP1 input staying low triggers a tamper detection event.
1: RTC_TAMP1 input staying high triggers a tamper detection event.
if TAMPFLT = 00:
0: RTC_TAMP1 input rising edge triggers a tamper detection event.
1: RTC_TAMP1 input falling edge triggers a tamper detection event.

Bit 0 **TAMP1E**: RTC_TAMP1 input detection enable
0: RTC_TAMP1 detection disabled
1: RTC_TAMP1 detection enabled

Caution: When TAMPFLT = 0, TAMPxE must be reset when TAMPxTRG is changed to avoid spuriously setting TAMPxF.

19.7.17 RTC alarm A sub second register (RTC_ALRMASSR)

This register can be written only when ALRAE is reset in RTC_CR register, or in initialization mode.

This register is write protected. The write access procedure is described in *RTC register write protection on page 489*

Address offset: 0x44

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	MASKSS[3:0]				Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
				rw	rw	rw	rw								
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	SS[14:0]														
	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	w	rw	rw

Bits 31:28 Reserved, must be kept at reset value.

Bits 27:24 MASKSS[3:0]: Mask the most-significant bits starting at this bit

0: No comparison on sub seconds for Alarm A. The alarm is set when the seconds unit is incremented (assuming that the rest of the fields match).
1: SS[14:1] are don't care in Alarm A comparison. Only SS[0] is compared.
2: SS[14:2] are don't care in Alarm A comparison. Only SS[1:0] are compared.
3: SS[14:3] are don't care in Alarm A comparison. Only SS[2:0] are compared.
...
12: SS[14:12] are don't care in Alarm A comparison. SS[11:0] are compared.
13: SS[14:13] are don't care in Alarm A comparison. SS[12:0] are compared.
14: SS[14] is don't care in Alarm A comparison. SS[13:0] are compared.
15: All 15 SS bits are compared and must match to activate alarm.
The overflow bits of the synchronous counter (bits 15) is never compared. This bit can be different from 0 only after a shift operation.

Bits23:15 Reserved, must be kept at reset value.

Bits 14:0 SS[14:0]: Sub seconds value

This value is compared with the contents of the synchronous prescaler counter to determine if Alarm A is to be activated. Only bits 0 up MASKSS-1 are compared.

19.7.18 RTC alarm B sub second register (RTC_ALRMBSSR)

This register can be written only when ALRBE is reset in RTC_CR register, or in initialization mode.

This register is write protected.The write access procedure is described in *Section : RTC register write protection*.

Address offset: 0x48

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	MASKSS[3:0]				Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
				rw	rw	rw	rw								
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	SS[14:0]														
	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	w	rw	rw

Bits 31:28 Reserved, must be kept at reset value.

Bits 27:24 **MASKSS[3:0]**: Mask the most-significant bits starting at this bit

0x0: No comparison on sub seconds for Alarm B. The alarm is set when the seconds unit is incremented (assuming that the rest of the fields match).
0x1: SS[14:1] are don't care in Alarm B comparison. Only SS[0] is compared.
0x2: SS[14:2] are don't care in Alarm B comparison. Only SS[1:0] are compared.
0x3: SS[14:3] are don't care in Alarm B comparison. Only SS[2:0] are compared.
...
0xC: SS[14:12] are don't care in Alarm B comparison. SS[11:0] are compared.
0xD: SS[14:13] are don't care in Alarm B comparison. SS[12:0] are compared.
0xE: SS[14] is don't care in Alarm B comparison. SS[13:0] are compared.
0xF: All 15 SS bits are compared and must match to activate alarm.
The overflow bits of the synchronous counter (bits 15) is never compared. This bit can be different from 0 only after a shift operation.

Bits 23:15 Reserved, must be kept at reset value.

Bits 14:0 **SS[14:0]**: Sub seconds value

This value is compared with the contents of the synchronous prescaler counter to determine if Alarm B is to be activated. Only bits 0 up to MASKSS-1 are compared.

19.7.19 RTC option register (RTC_OR)

Address offset: 0x4C

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RTC_OUT_RMP	RTC_ALARM_TYPE
														rw	rw

Bits 31:2 Reserved, must be kept at reset value.

Bit 1 **RTC_OUT_RMP**: RTC_OUT remap

Setting this bit allows to remap the RTC outputs on PB14 as follows:

On category 3 and 5 devices:

RTC_OUT_RMP = '0':

If OSEL/= '00': RTC_ALARM is output on PC13

If OSEL= '00' and COE = '1': RTC_CALIB is output on PC13

RTC_OUT_RMP = '1':

If OSEL /= '00' and COE = '0': RTC_ALARM is output on PB14

If OSEL = '00' and COE = '1': RTC_CALIB is output on PB14

If OSEL /= '00' and COE = '1': RTC_CALIB is output on PB14 and RTC_ALARM is output on PC13.

On category 1 and 2 devices:

RTC_OUT_RMP = '0':

If OSEL/= '00': RTC_ALARM is output on PA2

If OSEL= '00' and COE = '1' : RTC_CALIB is output on PA2

RTC_OUT_RMP = '1':

If OSEL /= '00' and COE = '0' : RTC_ALARM is output on PB14

If OSEL = '00' and COE = '1': RTC_CALIB is output on PB14

If OSEL /= '00' and COE = '1': RTC_CALIB is output on PB14 and RTC_ALARM is output on PA2.

Note: The RTC outputs are functional in Standby mode only on PA2.

Bit 0 **RTC_ALARM_TYPE**: RTC_ALARM output type on PC13 (category 3 and 5)/ on PA2 (category 1 and 2)

This bit is set and cleared by software

On category 3 and 5 devices:

0: RTC_ALARM, when mapped on PC13, is open-drain output

1: RTC_ALARM, when mapped on PC13, is push-pull output

On category 1 and 2 devices:

0: RTC_ALARM, when mapped on PA2, is open-drain output

1: RTC_ALARM, when mapped on PA2, is push-pull output

19.7.20 RTC backup registers (RTC_BKPxR)

Address offset: 0x50 to 0x60

RTC domain reset value: 0x0000 0000

System reset: not affected

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
BKP[31:16]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BKP[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	w	rw	rw

Bits 31:0 BKP[31:0]

The application can write or read data to and from these registers.

19.7.21 RTC register map

Table 82. RTC register map and reset values

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**RTC_TR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PM	HT[1:0]		HU[3:0]				Res.	MNT[2:0]			MNU[3:0]				Res.	ST[2:0]			SU[3:0]			
	Reset value										0	0	0	0	0	0	0		0	0	0	0	0	0	0		0	0	0	0	0	0	0
0x04	**RTC_DR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	YT[3:0]				YU[3:0]				WDU[2:0]			MT	MU[3:0]				Res.	Res.	DT[1:0]		DU[3:0]			
	Reset value									0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1			0	0	0	0	0	1
0x08	**RTC_CR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	COE	OSEL[1:0]		POL	COSEL	BKP	SUB1H	ADD1H	TSIE	WUTIE	ALRBIE	ALRAIE	TSE	WUTE	ALRBE	ALRAE	Res.	FMT	BYPSHAD	REFCKON	TSEDGE	WUCKSEL[2:0		
	Reset value									0	0	0	0		0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0
0x0C	**RTC_ISR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RECALPF	TAMP3F	TAMP2F	TAMP1F	TSOVF	TSF	WUTF	ALRBF	ALRAF	INIT	INITF	RSF	INITS	SHPF	WUT WF	ALRBWF	ALRAWF
	Reset value																0		0	0	0	0	0	0	0	0	0	0	0	0	1	1	1
0x10	**RTC_PRER**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PREDIV_A[6:0]							PREDIV_S[14:0]															
	Reset value										1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
0x14	**RTC_WUTR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WUT[15:0]															
	Reset value																	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0x1C	**RTC_ALRMAR**	MSK4	WDSEL	DT[1:0]		DU[3:0]				MSK3	PM	HT[1:0]		HU[3:0]				MSK2	MNT[2:0]			MNU[3:0]				MSK1	ST[2:0]			SU[3:0]			
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Table 82. RTC register map and reset values (continued)

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x20	**RTC_ALRMBR**	MSK4	WDSEL	DT[1:0]		DU[3:0]				MSK3	PM	HT[1:0]		HU[3:0]				MSK2	MNT[2:0]			MNU[3:0]				MSK2	ST[2:0]			SU[3:0]			
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x24	**RTC_WPR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	KEY							
	Reset value																									0	0	0	0	0	0	0	0
0x28	**RTC_SSR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SS[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x2C	**RTC_SHIFTR**	ADD1S	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SUBFS[14:0]														
	Reset value	0																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x30	**RTC_TSTR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PM	HT[1:0]		HU[3:0]				Res.	MNT[2:0]			MNU[3:0]				Res.	ST[2:0]			SU[3:0]			
	Reset value										0	0	0	0	0	0	0		0	0	0	0	0	0	0		0	0	0	0	0	0	0
0x34	**RTC_TSDR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WDU[1:0]			MT	MU[3:0]			Res.	Res.	DT[1:0]		DU[3:0]			
	Reset value																		0	0	0	0	0	0	0			0	0	0	0	0	0
0x38	**RTC_TSSSR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SS[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x3C	**RTC_ CALR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CALP	CALW8	CALW16	Res.	Res.	Res.	Res.	CALM[8:0]								
	Reset value																	0	0	0					0	0	0	0	0	0	0	0	0
0x40	**RTC_TAMPCR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TAMP3MF	TAMP3NOERASE	TAMP3IE	TAMP2MF	TAMP2NOERASE	TAMP2IE	TAMP1MF	TAMP1NOERASE	TAMP1IE	TAMPPUDIS	TAMPPRCH[1:0]		TAMPFLT[1:0]		TAMPFREQ[2:0]			TAMPTS	TAMP3TRG	TAMP3E	TAMP2TRG	TAMP2E	TAMPIE	TAMP1TRG	TAMP1E
	Reset value								0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x44	**RTC_ ALRMASSR**	Res.	Res.	Res.	Res.	MASKSS [3:0]				Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SS[14:0]														
	Reset value					0	0	0	0										0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x48	**RTC_ ALRMBSSR**	Res.	Res.	Res.	Res.	MASKSS [3:0]				Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	SS[14:0]														
	Reset value					0	0	0	0										0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x4C	**RTC_ OR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RTC_OUT_RMP	RTC_ALARM_TYPE
	Reset value																															0	0

Table 82. RTC register map and reset values (continued)

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x50 to 0x60	**RTC_BKP0R**	BKP[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	to **RTC_BKP4R**	BKP[31:0]																															
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

20 Inter-integrated circuit (I2C) interface

20.1 Introduction

The I^2C (inter-integrated circuit) bus interface handles communications between the microcontroller and the serial I^2C bus. It provides multimaster capability, and controls all I^2C bus-specific sequencing, protocol, arbitration and timing. It supports Standard-mode (Sm), and Fast-mode (Fm).

It is also SMBus (system management bus) and PMBus (power management bus) compatible.

DMA can be used to reduce CPU overload.

20.2 I2C main features

- I^2C bus specification rev03 compatibility:
  - Slave and master modes
  - Multimaster capability
  - Standard-mode (up to 100 kHz)
  - Fast-mode (up to 400 kHz)
  - 7-bit and 10-bit addressing mode
  - Multiple 7-bit slave addresses (2 addresses, 1 with configurable mask)
  - All 7-bit addresses acknowledge mode
  - General call
  - Programmable setup and hold times
  - Easy to use event management
  - Optional clock stretching
  - Software reset
- 1-byte buffer with DMA capability
- Programmable analog and digital noise filters

The following additional features are also available depending on the product implementation (see *Section 20.3: I2C implementation*):

- SMBus specification rev 2.0 compatibility:
  - Hardware PEC (Packet Error Checking) generation and verification with ACK control
  - Command and data acknowledge control
  - Address resolution protocol (ARP) support
  - Host and Device support
  - SMBus alert
  - Timeouts and idle condition detection
- PMBus rev 1.1 standard compatibility
- Independent clock: a choice of independent clock sources allowing the I2C communication speed to be independent from the PCLK reprogramming
- Wakeup from Stop mode on address match.

20.3 I2C implementation

This manual describes the full set of features implemented in I2C1

Table 83. STM32L010xx I2C features

I2C features[1]	I2C1
7-bit addressing mode	X
10-bit addressing mode	X
Standard-mode (up to 100 kbit/s)	X
Fast-mode (up to 400 kbit/s)	X
Fast-mode Plus with 20mA output drive I/Os (up to 1 Mbit/s)	-
Independent clock	X
Wakeup from Stop mode	X
SMBus/PMBus	X

1. X = supported.

20.4 I2C functional description

In addition to receiving and transmitting data, this interface converts it from serial to parallel format and vice versa. The interrupts are enabled or disabled by software. The interface is connected to the I^2C bus by a data pin (SDA) and by a clock pin (SCL). It can be connected with a standard (up to 100 kHz) or Fast-mode (up to 400 kHz) I^2C bus.

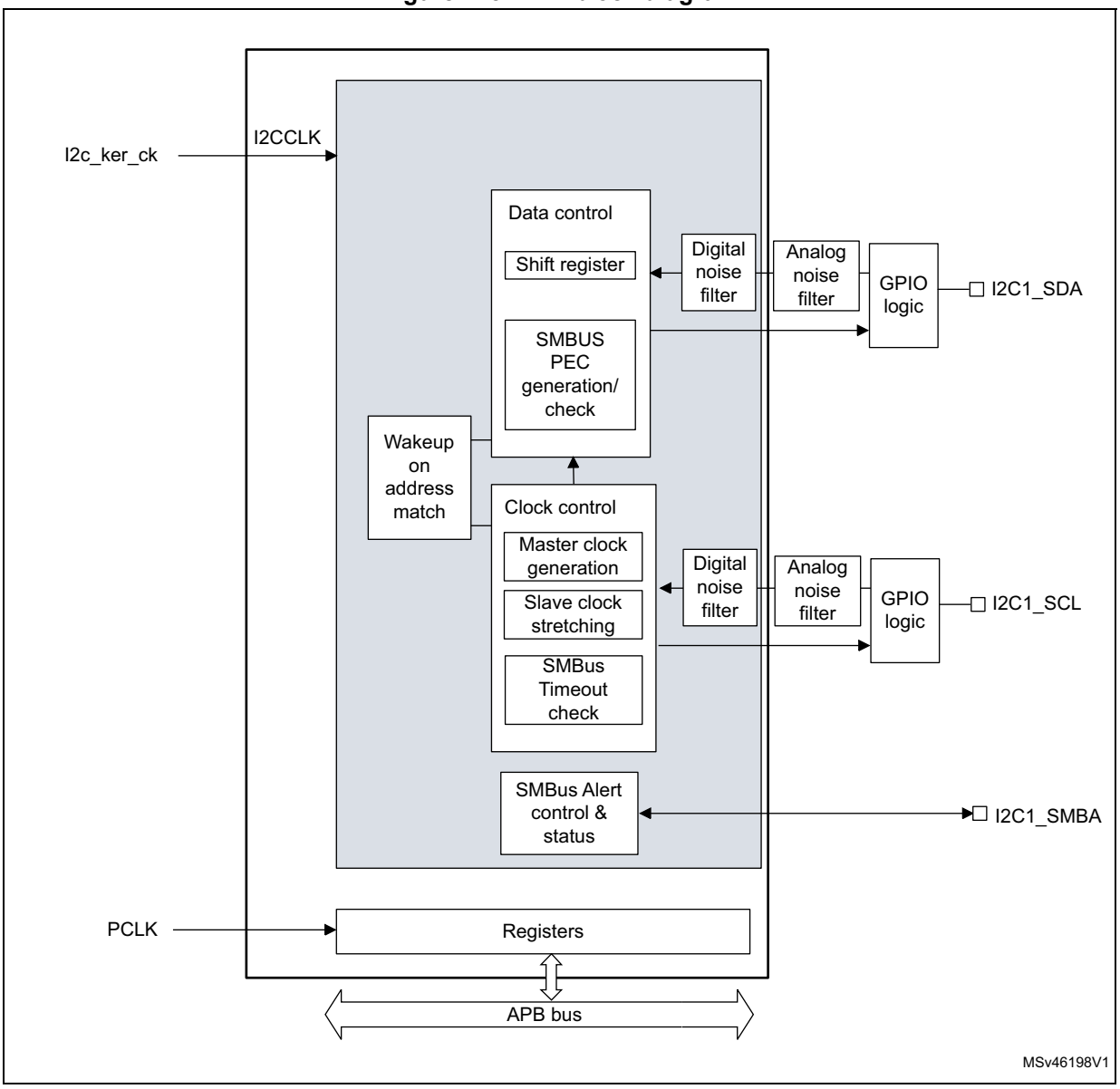
This interface can also be connected to a SMBus with the data pin (SDA) and clock pin (SCL).

If SMBus feature is supported: the additional optional SMBus Alert pin (SMBA) is also available.

20.4.1 I2C1 block diagram

The block diagram of the I2C1 interface is shown in *Figure 145*.

Figure 145. I2C1 block diagram



The I2C1 is clocked by an independent clock source which allows to the I2C to operate independently from the PCLK frequency.

This independent clock source can be selected from the following three clock sources:

- PCLK1: APB1 clock (default value)
- HSI16: internal 16 MHz RC oscillator
- SYSCLK: system clock

Refer to *Section 7: Reset and clock control (RCC)* for more details.

20.4.2 I2C clock requirements

The I2C kernel is clocked by I2CCLK.

The I2CCLK period t_{I2CCLK} must respect the following conditions:

$t_{I2CCLK} < (t_{LOW} - t_{filters}) / 4$ and $t_{I2CCLK} < t_{HIGH}$

with:

t_{LOW}: SCL low time and t_{HIGH}: SCL high time

$t_{filters:}$ when enabled, sum of the delays brought by the analog filter and by the digital filter.

Analog filter delay is maximum 260 ns. Digital filter delay is DNF x t_{I2CCLK}.

The PCLK clock period t_{PCLK} must respect the following condition:

$t_{PCLK} < 4/3\ t_{SCL}$

with t_{SCL}: SCL period

Caution: When the I2C kernel is clocked by PCLK, this clock must respect the conditions for t_{I2CCLK}.

20.4.3 Mode selection

The interface can operate in one of the four following modes:

- Slave transmitter
- Slave receiver
- Master transmitter
- Master receiver

By default, it operates in slave mode. The interface automatically switches from slave to master when it generates a START condition, and from master to slave if an arbitration loss or a STOP generation occurs, allowing multimaster capability.

Communication flow

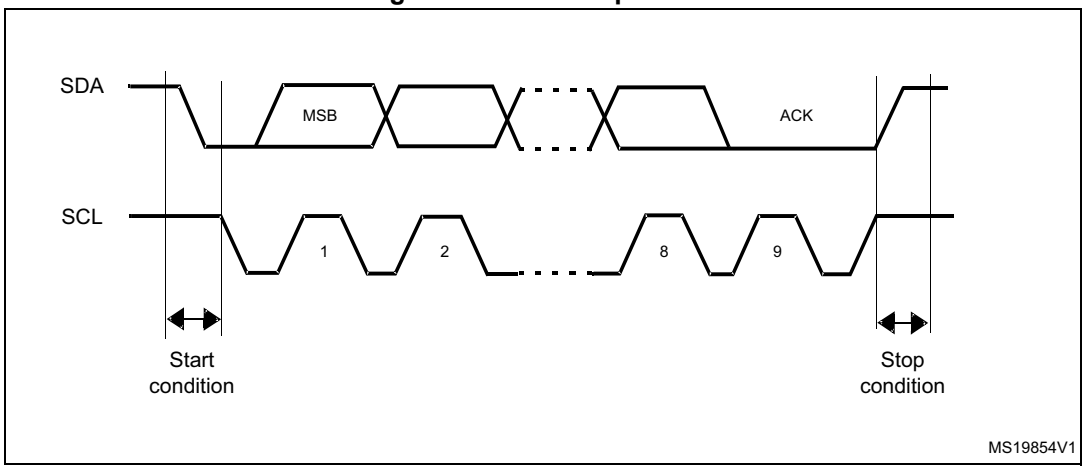
In Master mode, the I2C interface initiates a data transfer and generates the clock signal. A serial data transfer always begins with a START condition and ends with a STOP condition. Both START and STOP conditions are generated in master mode by software.

In Slave mode, the interface is capable of recognizing its own addresses (7 or 10-bit), and the General Call address. The General Call address detection can be enabled or disabled by software. The reserved SMBus addresses can also be enabled by software.

Data and addresses are transferred as 8-bit bytes, MSB first. The first byte(s) following the START condition contain the address (one in 7-bit mode, two in 10-bit mode). The address is always transmitted in Master mode.

A 9th clock pulse follows the 8 clock cycles of a byte transfer, during which the receiver must send an acknowledge bit to the transmitter. Refer to the following figure.

Figure 146. I²C bus protocol



Acknowledge can be enabled or disabled by software. The I2C interface addresses can be selected by software.

20.4.4 I2C initialization

Enabling and disabling the peripheral

The I2C peripheral clock must be configured and enabled in the clock controller (refer to *Section 7: Reset and clock control (RCC)*).

Then the I2C can be enabled by setting the PE bit in the I2C_CR1 register.

When the I2C is disabled (PE=0), the I²C performs a software reset. Refer to *Section 20.4.5: Software reset* for more details.

Noise filters

Before enabling the I2C peripheral by setting the PE bit in I2C_CR1 register, the user must configure the noise filters, if needed. By default, an analog noise filter is present on the SDA and SCL inputs. This analog filter is compliant with the I²C specification which requires the suppression of spikes with a pulse width up to 50 ns in Fast-mode. The user can disable this analog filter by setting the ANFOFF bit, and/or select a digital filter by configuring the DNF[3:0] bit in the I2C_CR1 register.

When the digital filter is enabled, the level of the SCL or the SDA line is internally changed only if it remains stable for more than DNF x I2CCLK periods. This allows to suppress spikes with a programmable length of 1 to 15 I2CCLK periods.

Table 84. Comparison of analog vs. digital filters

	Analog filter	Digital filter
Pulse width of suppressed spikes	≥ 50 ns	Programmable length from 1 to 15 I2C peripheral clocks

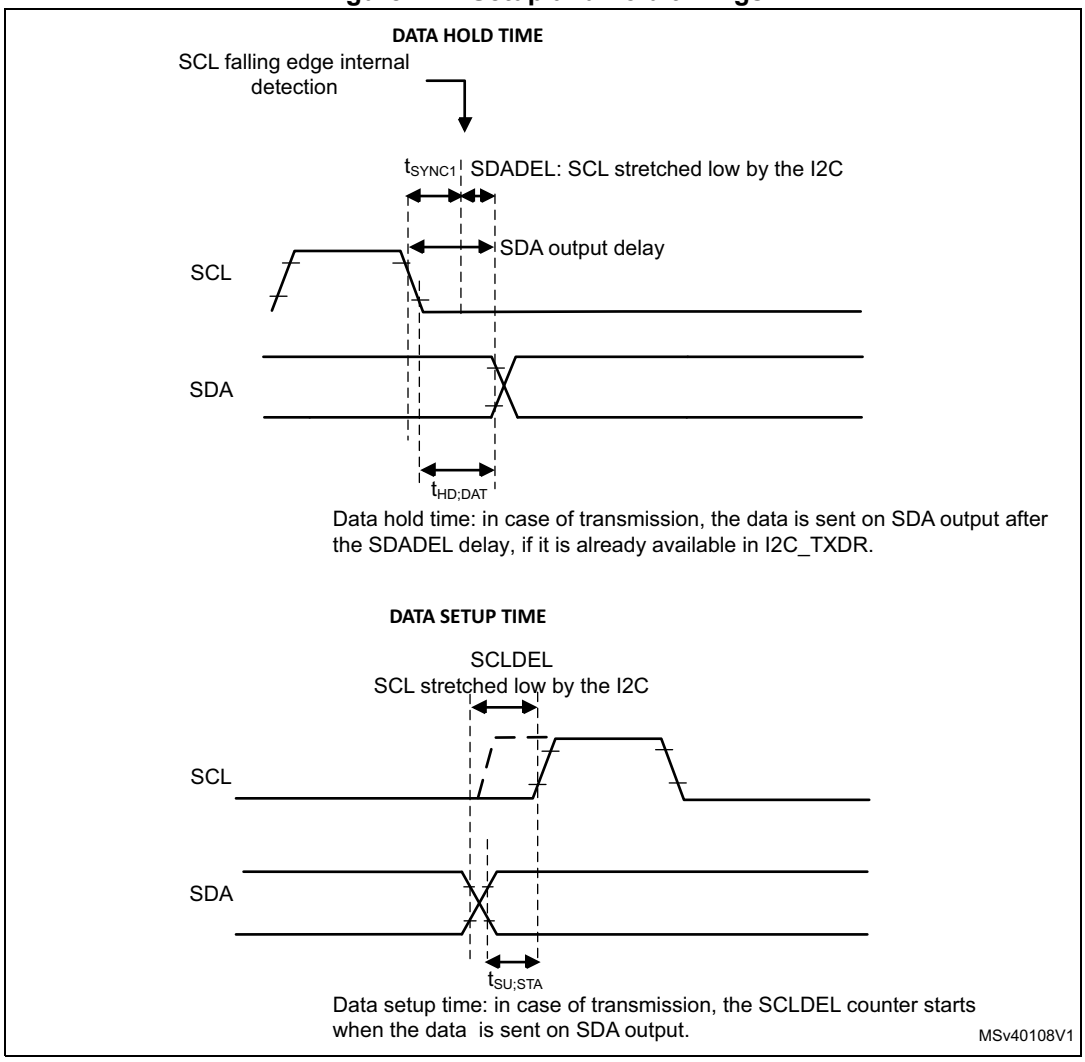
Caution: Changing the filter configuration is not allowed when the I2C is enabled.

I2C timings

The timings must be configured in order to guarantee a correct data hold and setup time, used in master and slave modes. This is done by programming the PRESC[3:0], SCLDEL[3:0] and SDADEL[3:0] bits in the I2C_TIMINGR register.

The STM32CubeMX tool calculates and provides the I2C_TIMINGR content in the I2C configuration window

Figure 147. Setup and hold timings



- When the SCL falling edge is internally detected, a delay is inserted before sending SDA output. This delay is t_{SDADEL} = SDADEL x t_{PRESC} + t_{I2CCLK} where t_{PRESC} = (PRESC+1) x t_{I2CCLK}.

  T_{SDADEL} impacts the hold time $t_{HD;DAT}$.

The total SDA output delay is:

t_{SYNC1} + {[SDADEL x (PRESC+1) + 1] x t_{I2CCLK} }

t_{SYNC1} duration depends on these parameters:

- SCL falling slope
- When enabled, input delay brought by the analog filter: $t_{AF(min)} < t_{AF} < t_{AF(max)}$ ns.
- When enabled, input delay brought by the digital filter: t_{DNF} = DNF x t_{I2CCLK}
- Delay due to SCL synchronization to I2CCLK clock (2 to 3 I2CCLK periods)

In order to bridge the undefined region of the SCL falling edge, the user must program SDADEL in such a way that:

$\{t_{f\ (max)} + t_{HD;DAT\ (min)} - t_{AF(min)} - [(DNF + 3) \times t_{I2CCLK}]\} / \{(PRESC + 1) \times t_{I2CCLK}\} \leq SDADEL$

$SDADEL \leq \{t_{HD;DAT\ (max)} - t_{AF(max)} - [(DNF+4) \times t_{I2CCLK}]\} / \{(PRESC + 1) \times t_{I2CCLK}\}$

Note: *$t_{AF(min)}$ / $t_{AF(max)}$ are part of the equation only when the analog filter is enabled. Refer to device datasheet for t_{AF} values.*

The maximum $t_{HD;DAT}$ could be 3.45 µs, 0.9 µs and 0.45 µs for Standard-mode, Fast-mode, but must be less than the maximum of $t_{VD;DAT}$ by a transition time. This maximum must only be met if the device does not stretch the LOW period (t_{LOW}) of the SCL signal. If the clock stretches the SCL, the data must be valid by the set-up time before it releases the clock.

The SDA rising edge is usually the worst case, so in this case the previous equation becomes:

$SDADEL \leq \{t_{VD;DAT\ (max)} - t_{r\ (max)} - 260\ ns - [(DNF+4) \times t_{I2CCLK}]\} / \{(PRESC + 1) \times t_{I2CCLK}\}$.

Note: *This condition can be violated when NOSTRETCH=0, because the device stretches SCL low to guarantee the set-up time, according to the SCLDEL value.*

Refer to *Table 85: I2C-SMBUS specification data setup and hold times* for t_f, t_r, $t_{HD;DAT}$ and $t_{VD;DAT}$ standard values.

- After t_{SDADEL} delay, or after sending SDA output in case the slave had to stretch the clock because the data was not yet written in I2C_TXDR register, SCL line is kept at low level during the setup time. This setup time is t_{SCLDEL} = (SCLDEL+1) x t_{PRESC} where t_{PRESC} = (PRESC+1) x t_{I2CCLK}.

  t_{SCLDEL} impacts the setup time $t_{SU;DAT}$.

In order to bridge the undefined region of the SDA transition (rising edge usually worst case), the user must program SCLDEL in such a way that:

$\{[t_{r\ (max)} + t_{SU;DAT\ (min)}] / [(PRESC+1)] \times t_{I2CCLK}]\} - 1 <= SCLDEL$

Refer to *Table 85: I2C-SMBUS specification data setup and hold times* for t_r and $t_{SU;DAT}$ standard values.

The SDA and SCL transition time values to be used are the ones in the application. Using the maximum values from the standard increases the constraints for the SDADEL and SCLDEL calculation, but ensures the feature whatever the application.

Note: At every clock pulse, after SCL falling edge detection, the I2C master or slave stretches SCL low during at least [(SDADEL+SCLDEL+1) x (PRESC+1) + 1] x t_{I2CCLK}, in both transmission and reception modes. In transmission mode, in case the data is not yet written in I2C_TXDR when SDADEL counter is finished, the I2C keeps on stretching SCL low until the next data is written. Then new data MSB is sent on SDA output, and SCLDEL counter starts, continuing stretching SCL low to guarantee the data setup time.

If NOSTRETCH=1 in slave mode, the SCL is not stretched. Consequently the SDADEL must be programmed in such a way to guarantee also a sufficient setup time.

Table 85. I²C-SMBUS specification data setup and hold times

Symbol	Parameter	Standard-mode (Sm)		Fast-mode (Fm)		SMBUS		Unit
		Min.	Max	Min.	Max	Min.	Max	
$t_{HD;DAT}$	Data hold time	0	-	0	-	0.3	-	µs
$t_{VD;DAT}$	Data valid time	-	3.45	-	0.9	-	-	
$t_{SU;DAT}$	Data setup time	250	-	100	-	250	-	ns
t_r	Rise time of both SDA and SCL signals	-	1000	-	300	-	1000	
t_f	Fall time of both SDA and SCL signals	-	300	-	300	-	300	

Additionally, in master mode, the SCL clock high and low levels must be configured by programming the PRESC[3:0], SCLH[7:0] and SCLL[7:0] bits in the I2C_TIMINGR register.

- When the SCL falling edge is internally detected, a delay is inserted before releasing the SCL output. This delay is t_{SCLL} = (SCLL+1) x t_{PRESC} where t_{PRESC} = (PRESC+1) x t_{I2CCLK}.
  t_{SCLL} impacts the SCL low time t_{LOW} .
- When the SCL rising edge is internally detected, a delay is inserted before forcing the SCL output to low level. This delay is t_{SCLH} = (SCLH+1) x t_{PRESC} where t_{PRESC} = (PRESC+1) x t_{I2CCLK}. t_{SCLH} impacts the SCL high time t_{HIGH} .

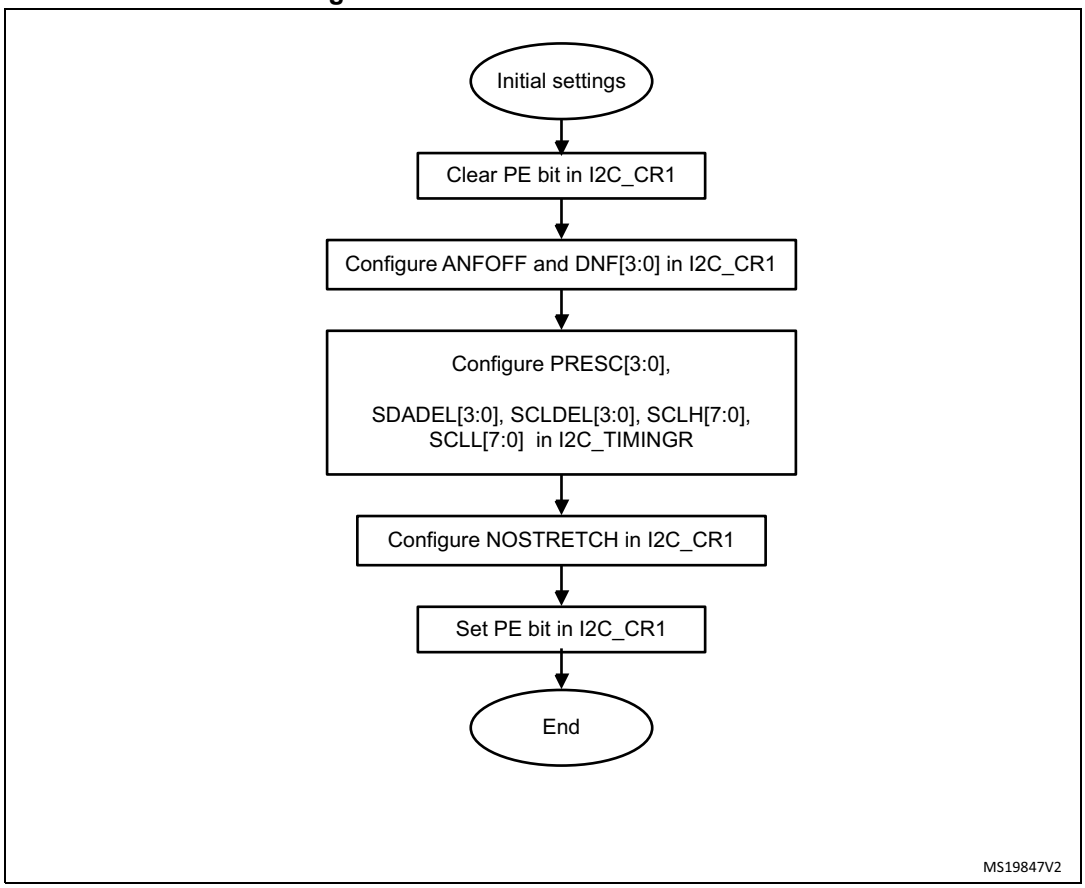
Refer to *I2C master initialization* for more details.

Caution: Changing the timing configuration is not allowed when the I2C is enabled.

The I2C slave NOSTRETCH mode must also be configured before enabling the peripheral. Refer to *I2C slave initialization* for more details.

Caution: Changing the NOSTRETCH configuration is not allowed when the I2C is enabled.

Figure 148. I2C initialization flowchart



20.4.5 Software reset

A software reset can be performed by clearing the PE bit in the I2C_CR1 register. In that case I2C lines SCL and SDA are released. Internal states machines are reset and communication control bits, as well as status bits come back to their reset value. The configuration registers are not impacted.

Here is the list of impacted register bits:

1. I2C_CR2 register: START, STOP, NACK
2. I2C_ISR register: BUSY, TXE, TXIS, RXNE, ADDR, NACKF, TCR, TC, STOPF, BERR, ARLO, OVR

and in addition when the SMBus feature is supported:

1. I2C_CR2 register: PECBYTE
2. I2C_ISR register: PECERR, TIMEOUT, ALERT

PE must be kept low during at least 3 APB clock cycles in order to perform the software reset. This is ensured by writing the following software sequence: - Write PE=0 - Check PE=0 - Write PE=1.

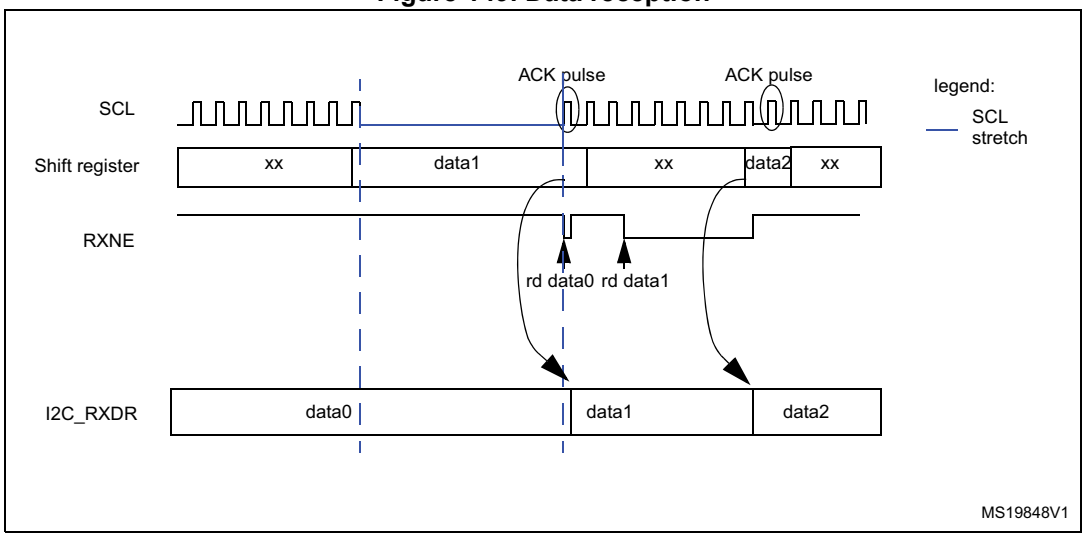
20.4.6 Data transfer

The data transfer is managed through transmit and receive data registers and a shift register.

Reception

The SDA input fills the shift register. After the 8th SCL pulse (when the complete data byte is received), the shift register is copied into I2C_RXDR register if it is empty (RXNE=0). If RXNE=1, meaning that the previous received data byte has not yet been read, the SCL line is stretched low until I2C_RXDR is read. The stretch is inserted between the 8th and 9th SCL pulse (before the Acknowledge pulse).

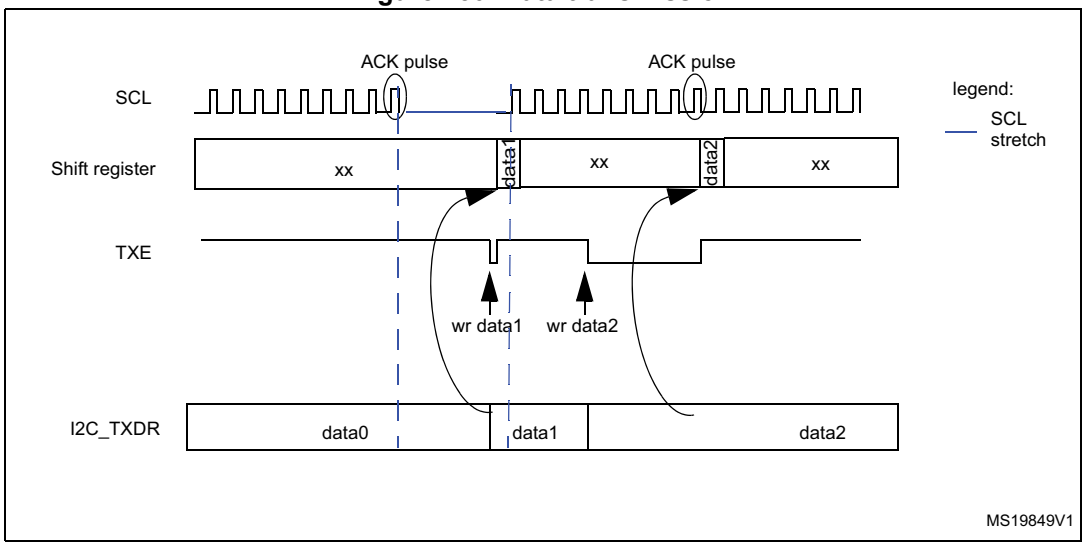
Figure 149. Data reception



Transmission

If the I2C_TXDR register is not empty (TXE=0), its content is copied into the shift register after the 9th SCL pulse (the Acknowledge pulse). Then the shift register content is shifted out on SDA line. If TXE=1, meaning that no data is written yet in I2C_TXDR, SCL line is stretched low until I2C_TXDR is written. The stretch is done after the 9th SCL pulse.

Figure 150. Data transmission



Hardware transfer management

The I2C has a byte counter embedded in hardware in order to manage byte transfer and to close the communication in various modes such as:

- NACK, STOP and ReSTART generation in master mode
- ACK control in slave receiver mode
- PEC generation/checking when SMBus feature is supported

The byte counter is always used in master mode. By default it is disabled in slave mode, but it can be enabled by software by setting the SBC (Slave Byte Control) bit in the I2C_CR2 register.

The number of bytes to be transferred is programmed in the NBYTES[7:0] bit field in the I2C_CR2 register. If the number of bytes to be transferred (NBYTES) is greater than 255, or if a receiver wants to control the acknowledge value of a received data byte, the reload mode must be selected by setting the RELOAD bit in the I2C_CR2 register. In this mode, TCR flag is set when the number of bytes programmed in NBYTES has been transferred, and an interrupt is generated if TCIE is set. SCL is stretched as long as TCR flag is set. TCR is cleared by software when NBYTES is written to a non-zero value.

When the NBYTES counter is reloaded with the last number of bytes, RELOAD bit must be cleared.

When RELOAD=0 in master mode, the counter can be used in 2 modes:

- **Automatic end mode** (AUTOEND = '1' in the I2C_CR2 register). In this mode, the master automatically sends a STOP condition once the number of bytes programmed in the NBYTES[7:0] bit field has been transferred.
- **Software end mode** (AUTOEND = '0' in the I2C_CR2 register). In this mode, software action is expected once the number of bytes programmed in the NBYTES[7:0] bit field has been transferred; the TC flag is set and an interrupt is generated if the TCIE bit is set. The SCL signal is stretched as long as the TC flag is set. The TC flag is cleared by software when the START or STOP bit is set in the I2C_CR2 register. This mode must be used when the master wants to send a RESTART condition.

Caution: The AUTOEND bit has no effect when the RELOAD bit is set.

Table 86. I2C configuration

Function	SBC bit	RELOAD bit	AUTOEND bit
Master Tx/Rx NBYTES + STOP	x	0	1
Master Tx/Rx + NBYTES + RESTART	x	0	0
Slave Tx/Rx all received bytes ACKed	0	x	x
Slave Rx with ACK control	1	1	x

20.4.7 I2C slave mode

I2C slave initialization

In order to work in slave mode, the user must enable at least one slave address. Two registers I2C_OAR1 and I2C_OAR2 are available in order to program the slave own addresses OA1 and OA2.

- OA1 can be configured either in 7-bit mode (by default) or in 10-bit addressing mode by setting the OA1MODE bit in the I2C_OAR1 register.

  OA1 is enabled by setting the OA1EN bit in the I2C_OAR1 register.
- If additional slave addresses are required, the 2nd slave address OA2 can be configured. Up to 7 OA2 LSB can be masked by configuring the OA2MSK[2:0] bits in the I2C_OAR2 register. Therefore for OA2MSK configured from 1 to 6, only OA2[7:2], OA2[7:3], OA2[7:4], OA2[7:5], OA2[7:6] or OA2[7] are compared with the received address. As soon as OA2MSK is not equal to 0, the address comparator for OA2 excludes the I2C reserved addresses (0000 XXX and 1111 XXX), which are not acknowledged. If OA2MSK=7, all received 7-bit addresses are acknowledged (except reserved addresses). OA2 is always a 7-bit address.

  These reserved addresses can be acknowledged if they are enabled by the specific enable bit, if they are programmed in the I2C_OAR1 or I2C_OAR2 register with OA2MSK=0.

  OA2 is enabled by setting the OA2EN bit in the I2C_OAR2 register.
- The General Call address is enabled by setting the GCEN bit in the I2C_CR1 register.

When the I2C is selected by one of its enabled addresses, the ADDR interrupt status flag is set, and an interrupt is generated if the ADDRIE bit is set.

By default, the slave uses its clock stretching capability, which means that it stretches the SCL signal at low level when needed, in order to perform software actions. If the master does not support clock stretching, the I2C must be configured with NOSTRETCH=1 in the I2C_CR1 register.

After receiving an ADDR interrupt, if several addresses are enabled the user must read the ADDCODE[6:0] bits in the I2C_ISR register in order to check which address matched. DIR flag must also be checked in order to know the transfer direction.

Slave clock stretching (NOSTRETCH = 0)

In default mode, the I2C slave stretches the SCL clock in the following situations:

- When the ADDR flag is set: the received address matches with one of the enabled slave addresses. This stretch is released when the ADDR flag is cleared by software setting the ADDRCF bit.
- In transmission, if the previous data transmission is completed and no new data is written in I2C_TXDR register, or if the first data byte is not written when the ADDR flag is cleared (TXE=1). This stretch is released when the data is written to the I2C_TXDR register.
- In reception when the I2C_RXDR register is not read yet and a new data reception is completed. This stretch is released when I2C_RXDR is read.
- When TCR = 1 in Slave Byte Control mode, reload mode (SBC=1 and RELOAD=1), meaning that the last data byte has been transferred. This stretch is released when then TCR is cleared by writing a non-zero value in the NBYTES[7:0] field.
- After SCL falling edge detection, the I2C stretches SCL low during [(SDADEL+SCLDEL+1) x (PRESC+1) + 1] x t_{I2CCLK}.

Slave without clock stretching (NOSTRETCH = 1)

When NOSTRETCH = 1 in the I2C_CR1 register, the I2C slave does not stretch the SCL signal.

- The SCL clock is not stretched while the ADDR flag is set.
- In transmission, the data must be written in the I2C_TXDR register before the first SCL pulse corresponding to its transfer occurs. If not, an underrun occurs, the OVR flag is set in the I2C_ISR register and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register. The OVR flag is also set when the first data transmission starts and the STOPF bit is still set (has not been cleared). Therefore, if the user clears the STOPF flag of the previous transfer only after writing the first data to be transmitted in the next transfer, he ensures that the OVR status is provided, even for the first data to be transmitted.
- In reception, the data must be read from the I2C_RXDR register before the 9th SCL pulse (ACK pulse) of the next data byte occurs. If not an overrun occurs, the OVR flag is set in the I2C_ISR register and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

Slave Byte Control mode

In order to allow byte ACK control in slave reception mode, Slave Byte Control mode must be enabled by setting the SBC bit in the I2C_CR1 register. This is required to be compliant with SMBus standards.

Reload mode must be selected in order to allow byte ACK control in slave reception mode (RELOAD=1). To get control of each byte, NBYTES must be initialized to 0x1 in the ADDR interrupt subroutine, and reloaded to 0x1 after each received byte. When the byte is received, the TCR bit is set, stretching the SCL signal low between the 8th and 9th SCL pulses. The user can read the data from the I2C_RXDR register, and then decide to acknowledge it or not by configuring the ACK bit in the I2C_CR2 register. The SCL stretch is released by programming NBYTES to a non-zero value: the acknowledge or not-acknowledge is sent and next byte can be received.

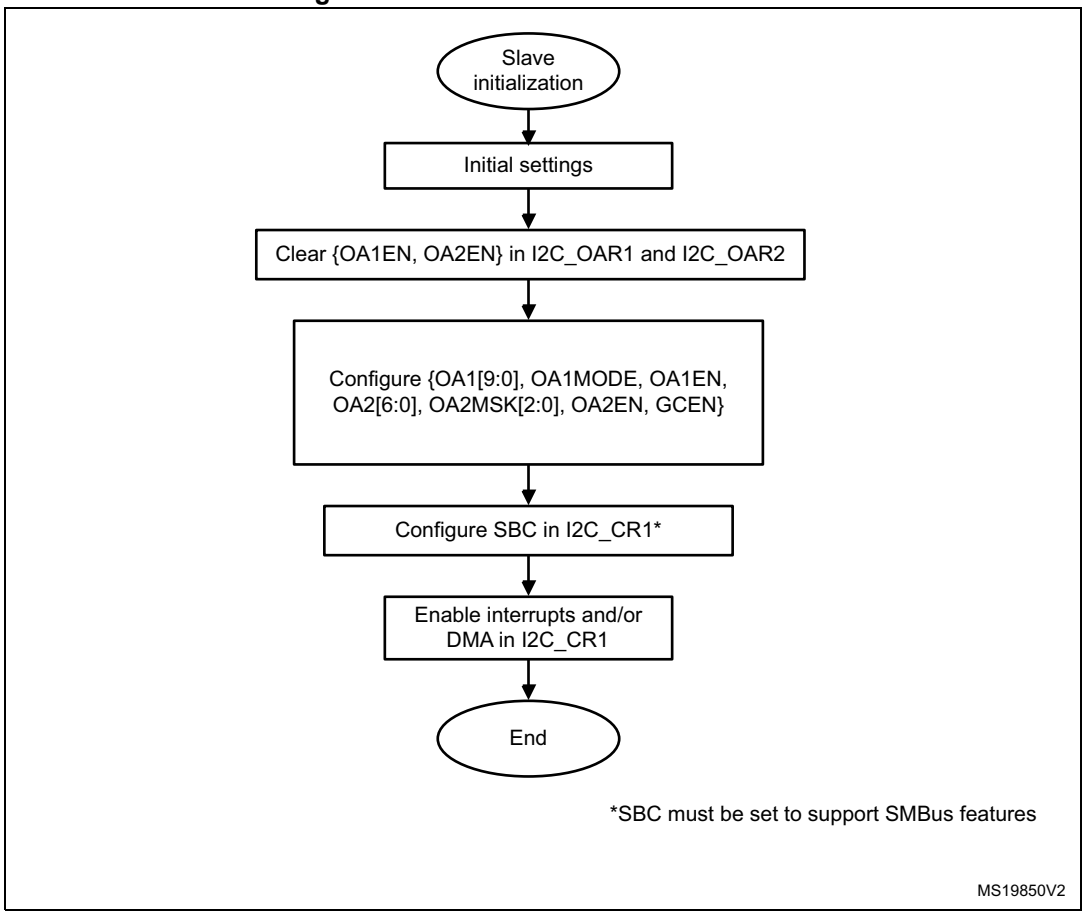
NBYTES can be loaded with a value greater than 0x1, and in this case, the reception flow is continuous during NBYTES data reception.

Note: The SBC bit must be configured when the I2C is disabled, or when the slave is not addressed, or when ADDR=1.

The RELOAD bit value can be changed when ADDR=1, or when TCR=1.

Caution: Slave Byte Control mode is not compatible with NOSTRETCH mode. Setting SBC when NOSTRETCH=1 is not allowed.

Figure 151. Slave initialization flowchart



For code example, refer to *A.14.1: I2C configured in slave mode code example*.

Slave transmitter

A transmit interrupt status (TXIS) is generated when the I2C_TXDR register becomes empty. An interrupt is generated if the TXIE bit is set in the I2C_CR1 register.

The TXIS bit is cleared when the I2C_TXDR register is written with the next data byte to be transmitted.

When a NACK is received, the NACKF bit is set in the I2C_ISR register and an interrupt is generated if the NACKIE bit is set in the I2C_CR1 register. The slave automatically releases the SCL and SDA lines in order to let the master perform a STOP or a RESTART condition. The TXIS bit is not set when a NACK is received.

When a STOP is received and the STOPIE bit is set in the I2C_CR1 register, the STOPF flag is set in the I2C_ISR register and an interrupt is generated. In most applications, the SBC bit is usually programmed to '0'. In this case, If TXE = 0 when the slave address is received (ADDR=1), the user can choose either to send the content of the I2C_TXDR register as the first data byte, or to flush the I2C_TXDR register by setting the TXE bit in order to program a new data byte.

In Slave Byte Control mode (SBC=1), the number of bytes to be transmitted must be programmed in NBYTES in the address match interrupt subroutine (ADDR=1). In this case, the number of TXIS events during the transfer corresponds to the value programmed in NBYTES.

Caution: When NOSTRETCH=1, the SCL clock is not stretched while the ADDR flag is set, so the user cannot flush the I2C_TXDR register content in the ADDR subroutine, in order to program the first data byte. The first data byte to be sent must be previously programmed in the I2C_TXDR register:

- This data can be the data written in the last TXIS event of the previous transmission message.
- If this data byte is not the one to be sent, the I2C_TXDR register can be flushed by setting the TXE bit in order to program a new data byte. The STOPF bit must be cleared only after these actions, in order to guarantee that they are executed before the first data transmission starts, following the address acknowledge.

  If STOPF is still set when the first data transmission starts, an underrun error will be generated (the OVR flag is set).

  If a TXIS event is needed, (Transmit Interrupt or Transmit DMA request), the user must set the TXIS bit in addition to the TXE bit, in order to generate a TXIS event.

Figure 152. Transfer sequence flowchart for I2C slave transmitter, NOSTRETCH=0

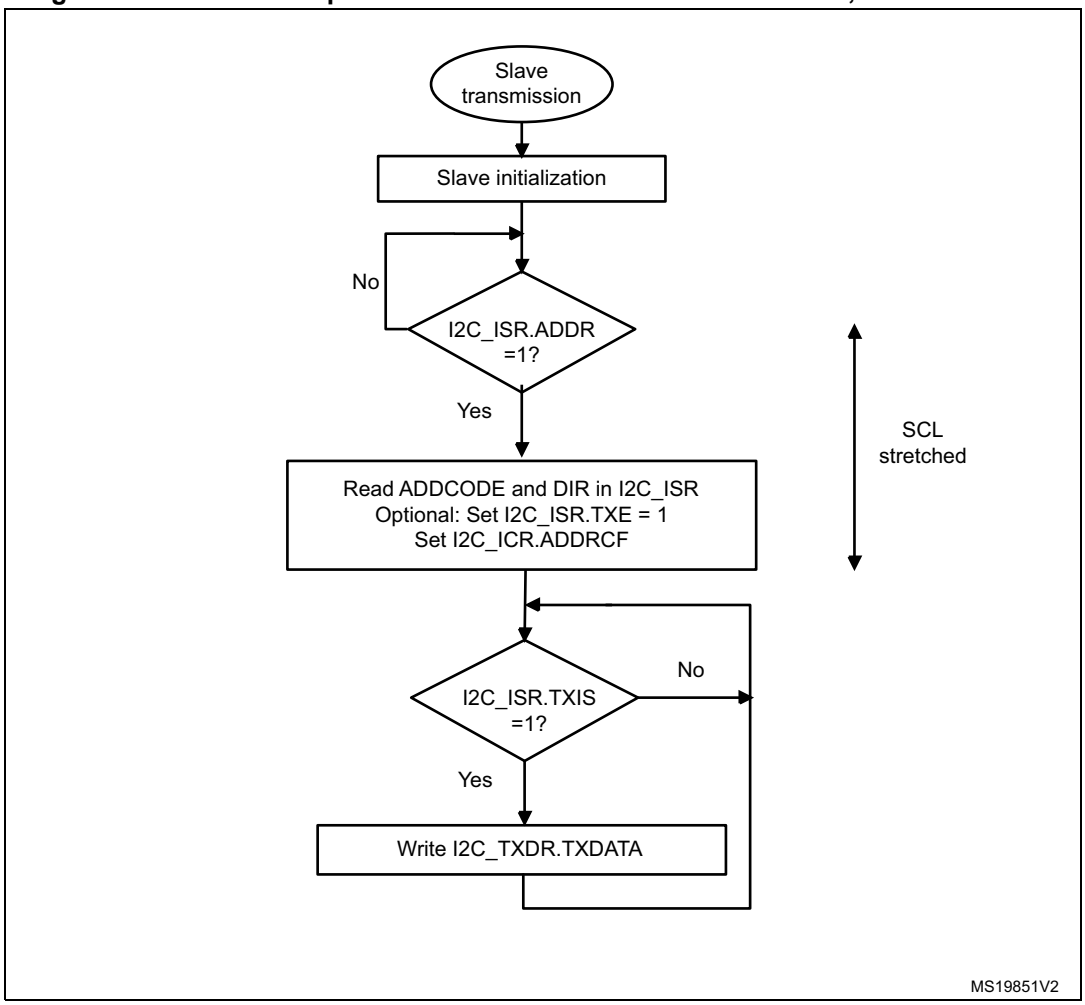


Figure 153. Transfer sequence flowchart for I2C slave transmitter, NOSTRETCH=1

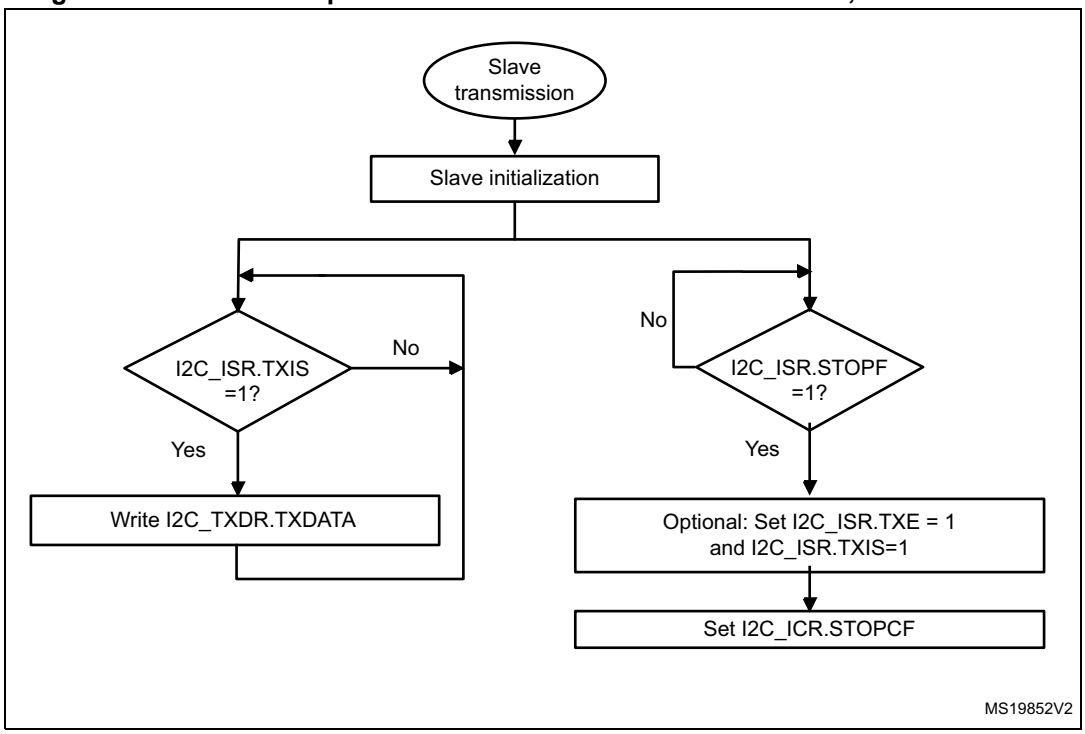
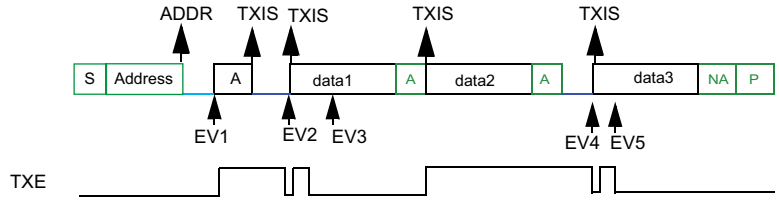
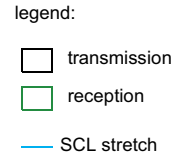


Figure 154. Transfer bus diagrams for I2C slave transmitter

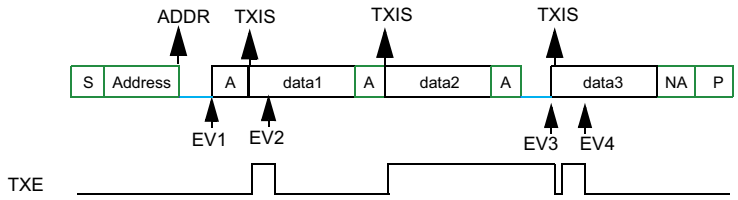
Example I2C slave transmitter 3 bytes with 1st data flushed, NOSTRETCH=0:

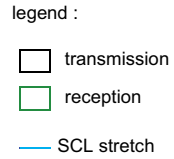




EV1: ADDR ISR: check ADDCODE and DIR, set TXE, set ADDRCF
EV2: TXIS ISR: wr data1
EV3: TXIS ISR: wr data2
EV4: TXIS ISR: wr data3
EV5: TXIS ISR: wr data4 (not sent)

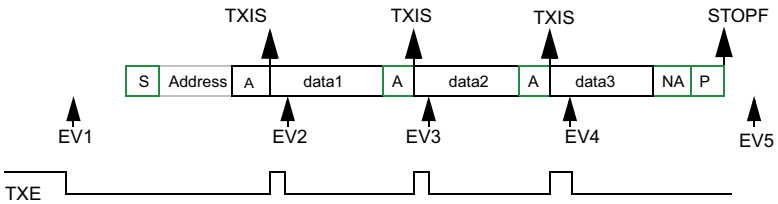
Example I2C slave transmitter 3 bytes without 1st data flush, NOSTRETCH=0:

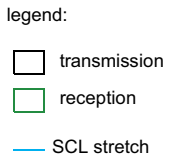




EV1: ADDR ISR: check ADDCODE and DIR, set ADDRCF
EV2: TXIS ISR: wr data2
EV3: TXIS ISR: wr data3
EV4: TXIS ISR: wr data4 (not sent)

Example I2C slave transmitter 3 bytes, NOSTRETCH=1:





EV1: wr data1
EV2: TXIS ISR: wr data2
EV3: TXIS ISR: wr data3
EV4: TXIS ISR: wr data4 (not sent)
EV5: STOPF ISR: (optional: set TXE and TXIS), set STOPCF

MS19853V1

For code example, refer to *A.14.2: I2C slave transmitter code example*.

Slave receiver

RXNE is set in I2C_ISR when the I2C_RXDR is full, and generates an interrupt if RXIE is set in I2C_CR1. RXNE is cleared when I2C_RXDR is read.

When a STOP is received and STOPIE is set in I2C_CR1, STOPF is set in I2C_ISR and an interrupt is generated.

Figure 155. Transfer sequence flowchart for slave receiver with NOSTRETCH=0

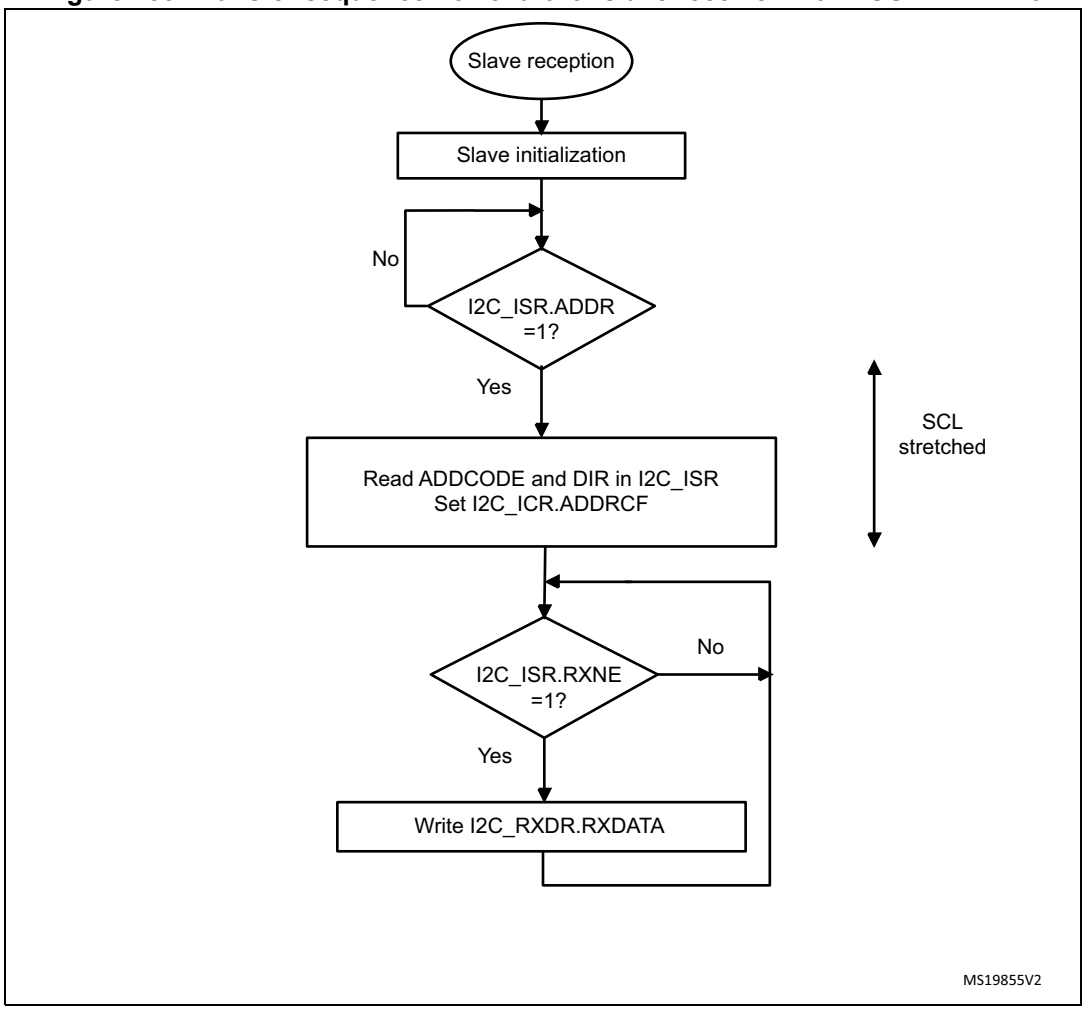


Figure 156. Transfer sequence flowchart for slave receiver with NOSTRETCH=1

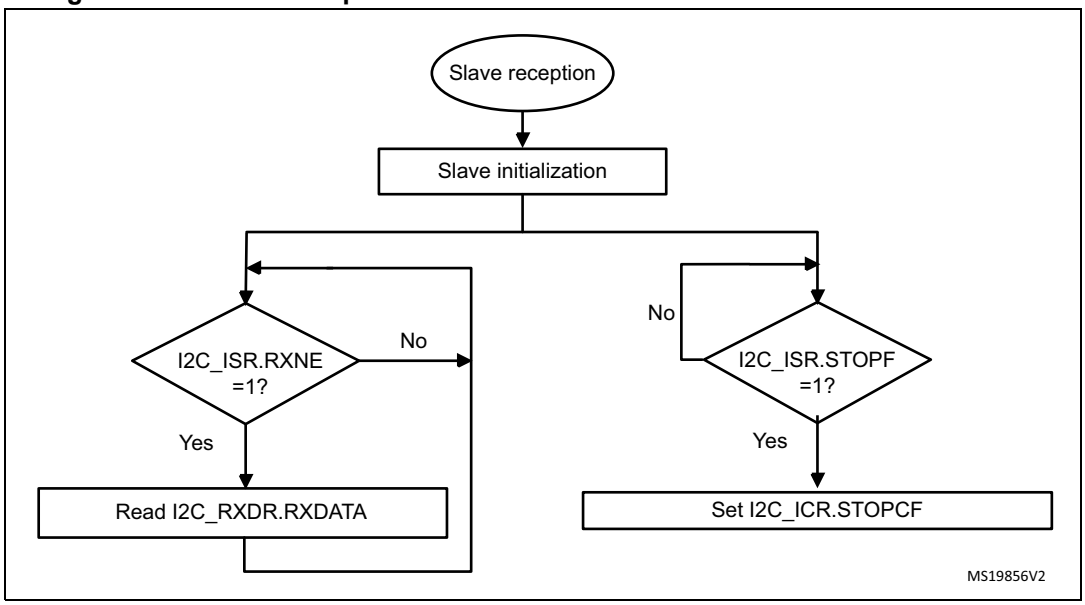
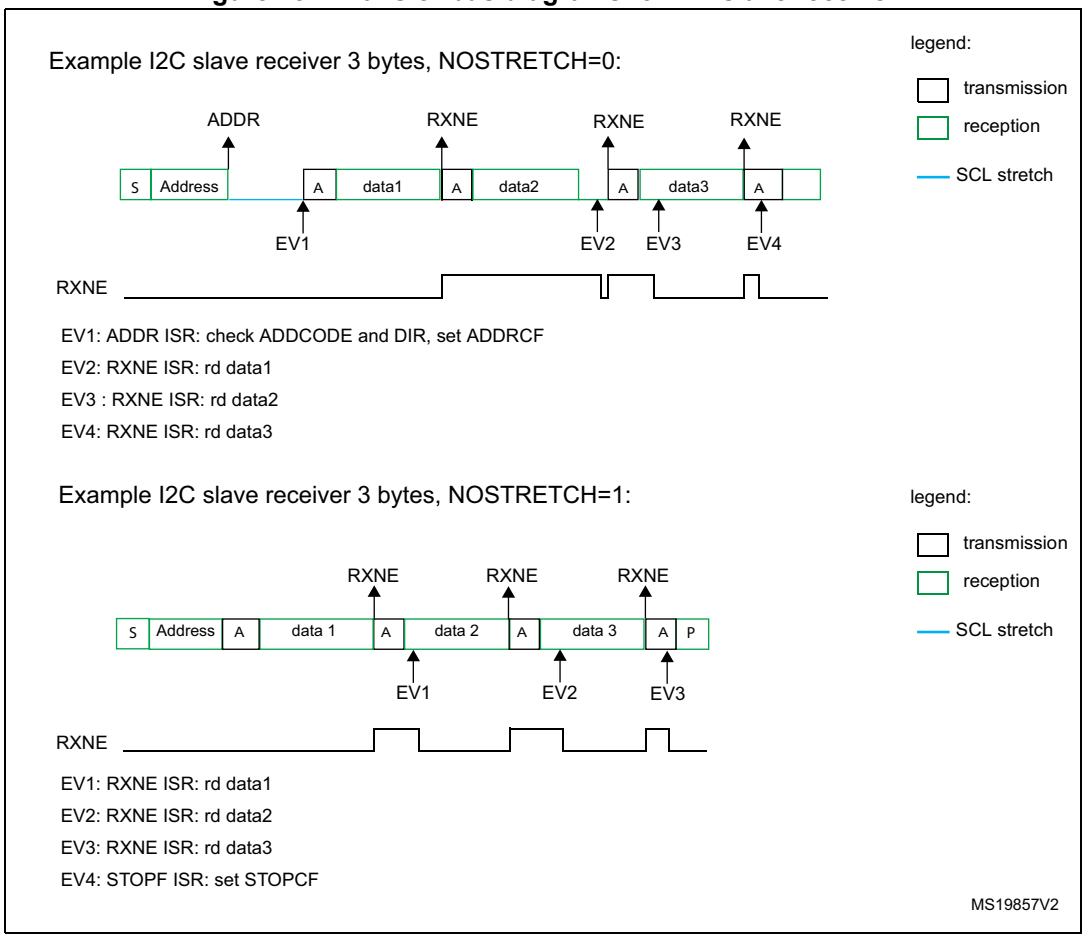


Figure 157. Transfer bus diagrams for I2C slave receiver



For code example, refer to *A.14.3: I2C slave receiver code example*.

20.4.8 I2C master mode

I2C master initialization

Before enabling the peripheral, the I2C master clock must be configured by setting the SCLH and SCLL bits in the I2C_TIMINGR register.

The STM32CubeMX tool calculates and provides the I2C_TIMINGR content in the I2C Configuration window.

A clock synchronization mechanism is implemented in order to support multi-master environment and slave clock stretching.

In order to allow clock synchronization:

- The low level of the clock is counted using the SCLL counter, starting from the SCL low level internal detection.
- The high level of the clock is counted using the SCLH counter, starting from the SCL high level internal detection.

The I2C detects its own SCL low level after a t_{SYNC1} delay depending on the SCL falling edge, SCL input noise filters (analog + digital) and SCL synchronization to the I2CxCLK clock. The I2C releases SCL to high level once the SCLL counter reaches the value programmed in the SCLL[7:0] bits in the I2C_TIMINGR register.

The I2C detects its own SCL high level after a t_{SYNC2} delay depending on the SCL rising edge, SCL input noise filters (analog + digital) and SCL synchronization to I2CxCLK clock. The I2C ties SCL to low level once the SCLH counter is reached reaches the value programmed in the SCLH[7:0] bits in the I2C_TIMINGR register.

Consequently the master clock period is:

$$t_{SCL} = t_{SYNC1} + t_{SYNC2} + \{[(SCLH+1) + (SCLL+1)] \times (PRESC+1) \times t_{I2CCLK}\}$$

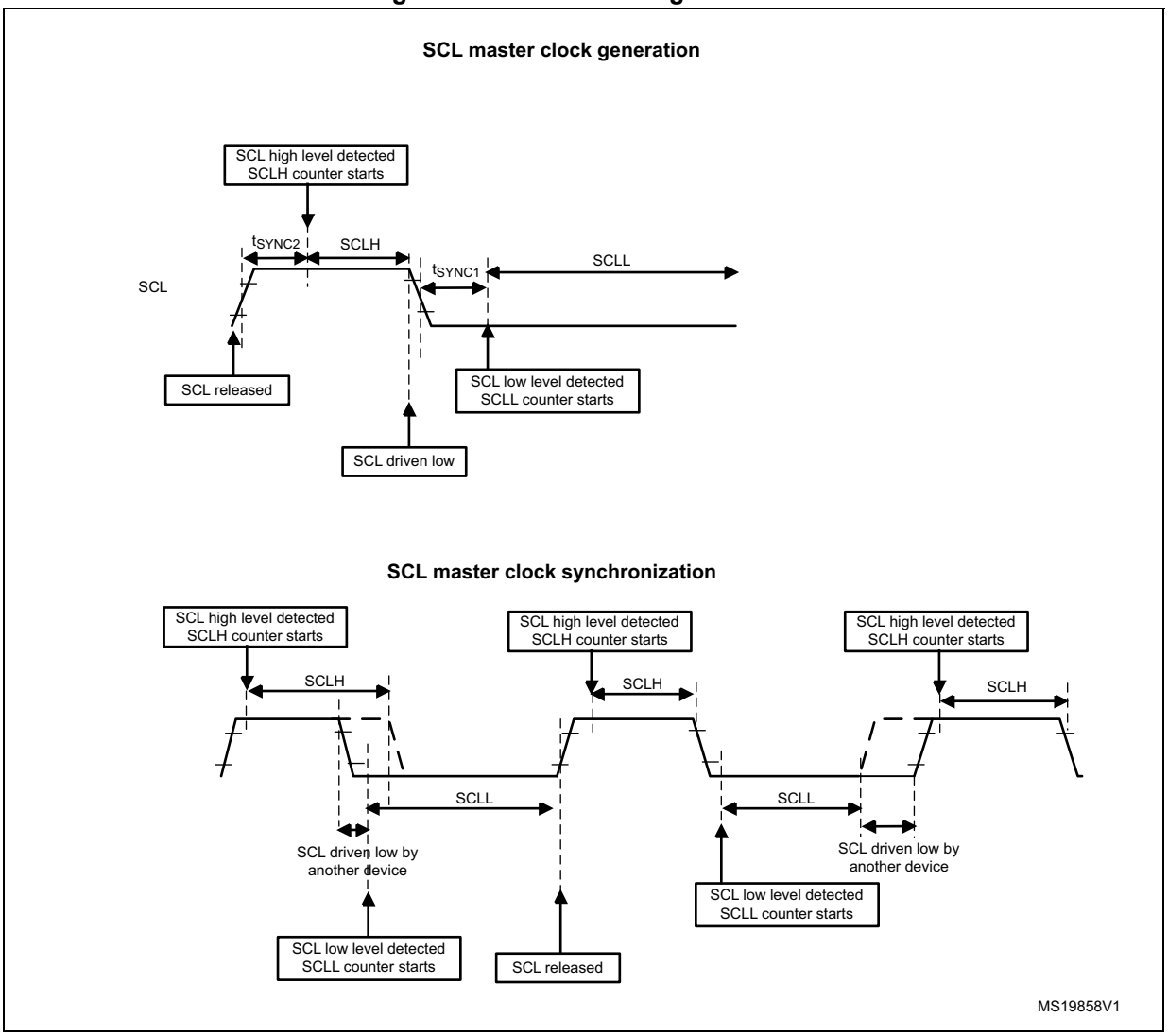
The duration of t_{SYNC1} depends on these parameters:

- SCL falling slope
- When enabled, input delay induced by the analog filter.
- When enabled, input delay induced by the digital filter: DNF x t_{I2CCLK}
- Delay due to SCL synchronization with I2CCLK clock (2 to 3 I2CCLK periods)

The duration of t_{SYNC2} depends on these parameters:

- SCL rising slope
- When enabled, input delay induced by the analog filter.
- When enabled, input delay induced by the digital filter: DNF x t_{I2CCLK}
- Delay due to SCL synchronization with I2CCLK clock (2 to 3 I2CCLK periods)

Figure 158. Master clock generation



Caution: In order to be I^{2}C or SMBus compliant, the master clock must respect the timings given below:

Table 87. I²C-SMBUS specification clock timings

Symbol	Parameter	Standard-mode (Sm)		Fast-mode (Fm)		SMBUS		Unit
		Min	Max	Min	Max	Min	Max	
f_{SCL}	SCL clock frequency	-	100	-	400	-	100	kHz
$t_{HD:STA}$	Hold time (repeated) START condition	4.0	-	0.6	-	4.0	-	µs
$t_{SU:STA}$	Set-up time for a repeated START condition	4.7	-	0.6	-	4.7	-	µs
$t_{SU:STO}$	Set-up time for STOP condition	4.0	-	0.6	-	4.0	-	µs
t_{BUF}	Bus free time between a STOP and START condition	4.7	-	1.3	-	4.7	-	µs
t_{LOW}	Low period of the SCL clock	4.7	-	1.3	-	4.7	-	µs
t_{HIGH}	Period of the SCL clock	4.0	-	0.6	-	4.0	50	µs
t_r	Rise time of both SDA and SCL signals	-	1000	-	300	-	1000	ns
t_f	Fall time of both SDA and SCL signals	-	300	-	300	-	300	ns

Note: SCLL is also used to generate the t_{BUF} and $t_{SU:STA}$ timings.

SCLH is also used to generate the $t_{HD:STA}$ and $t_{SU:STO}$ timings.

Refer to *Section 20.4.9: I2C_TIMINGR register configuration examples* for examples of I2C_TIMINGR settings vs. I2CCLK frequency.

Master communication initialization (address phase)

In order to initiate the communication, the user must program the following parameters for the addressed slave in the I2C_CR2 register:

- Addressing mode (7-bit or 10-bit): ADD10
- Slave address to be sent: SADD[9:0]
- Transfer direction: RD_WRN
- In case of 10-bit address read: HEAD10R bit. HEAD10R must be configure to indicate if the complete address sequence must be sent, or only the header in case of a direction change.
- The number of bytes to be transferred: NBYTES[7:0]. If the number of bytes is equal to or greater than 255 bytes, NBYTES[7:0] must initially be filled with 0xFF.

The user must then set the START bit in I2C_CR2 register. Changing all the above bits is not allowed when START bit is set.

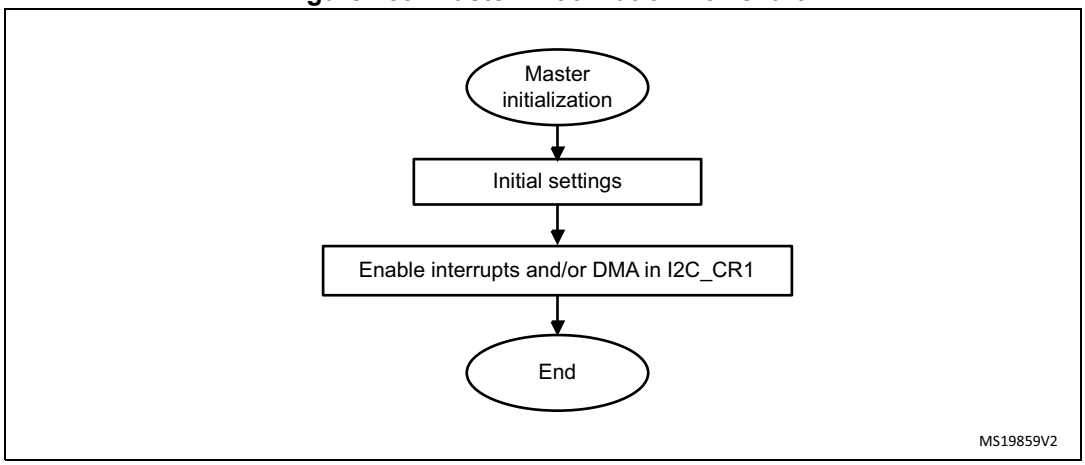
Then the master automatically sends the START condition followed by the slave address as soon as it detects that the bus is free (BUSY = 0) and after a delay of t_{BUF}.

In case of an arbitration loss, the master automatically switches back to slave mode and can acknowledge its own address if it is addressed as a slave.

Note: The START bit is reset by hardware when the slave address has been sent on the bus, whatever the received acknowledge value. The START bit is also reset by hardware if an arbitration loss occurs.
In 10-bit addressing mode, when the Slave Address first 7 bits is NACKed by the slave, the master will re-launch automatically the slave address transmission until ACK is received. In this case ADDRCF must be set if a NACK is received from the slave, in order to stop sending the slave address.
If the I2C is addressed as a slave (ADDR=1) while the START bit is set, the I2C switches to slave mode and the START bit is cleared when the ADDRCF bit is set.

Note: The same procedure is applied for a Repeated Start condition. In this case BUSY=1.

Figure 159. Master initialization flowchart

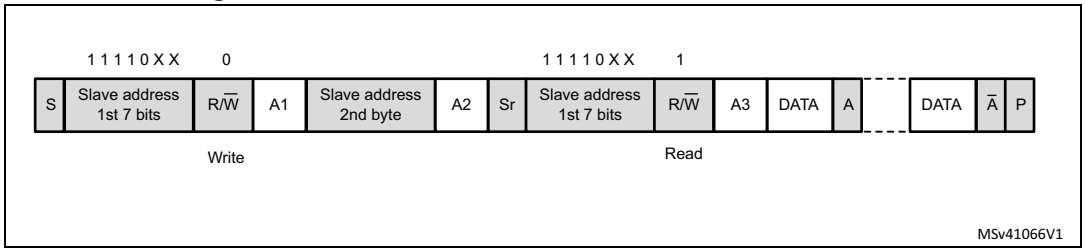


For code example, refer to *A.14.4: I2C configured in master mode to receive code example* and *A.14.5: I2C configured in master mode to transmit code example*.

Initialization of a master receiver addressing a 10-bit address slave

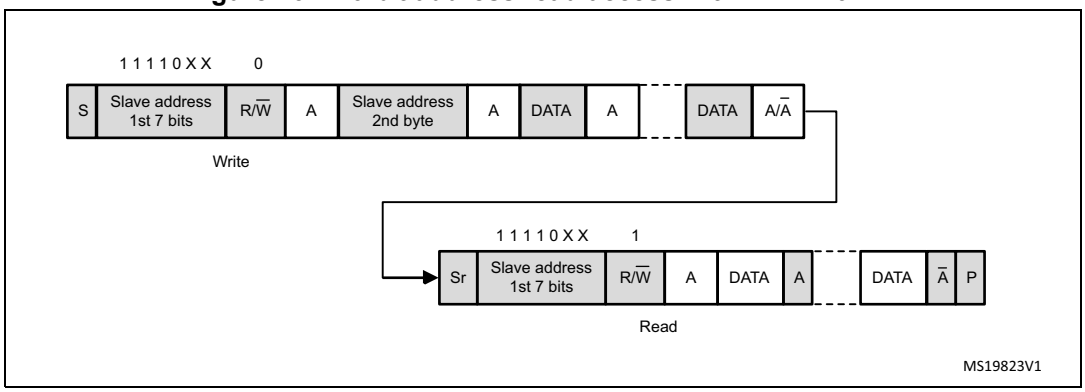
- If the slave address is in 10-bit format, the user can choose to send the complete read sequence by clearing the HEAD10R bit in the I2C_CR2 register. In this case the master automatically sends the following complete sequence after the START bit is set: (Re)Start + Slave address 10-bit header Write + Slave address 2nd byte + REStart + Slave address 10-bit header Read

Figure 160. 10-bit address read access with HEAD10R=0



- If the master addresses a 10-bit address slave, transmits data to this slave and then reads data from the same slave, a master transmission flow must be done first. Then a repeated start is set with the 10 bit slave address configured with HEAD10R=1. In this case the master sends this sequence: ReStart + Slave address 10-bit header Read.

Figure 161. 10-bit address read access with HEAD10R=1



Master transmitter

In the case of a write transfer, the TXIS flag is set after each byte transmission, after the 9th SCL pulse when an ACK is received.

A TXIS event generates an interrupt if the TXIE bit is set in the I2C_CR1 register. The flag is cleared when the I2C_TXDR register is written with the next data byte to be transmitted.

The number of TXIS events during the transfer corresponds to the value programmed in NBYTES[7:0]. If the total number of data bytes to be sent is greater than 255, reload mode must be selected by setting the RELOAD bit in the I2C_CR2 register. In this case, when NBYTES data have been transferred, the TCR flag is set and the SCL line is stretched low until NBYTES[7:0] is written to a non-zero value.

The TXIS flag is not set when a NACK is received.

- When RELOAD=0 and NBYTES data have been transferred:
  - In automatic end mode (AUTOEND=1), a STOP is automatically sent.
  - In software end mode (AUTOEND=0), the TC flag is set and the SCL line is stretched low in order to perform software actions:

    A RESTART condition can be requested by setting the START bit in the I2C_CR2 register with the proper slave address configuration, and number of bytes to be transferred. Setting the START bit clears the TC flag and the START condition is sent on the bus.

    A STOP condition can be requested by setting the STOP bit in the I2C_CR2 register. Setting the STOP bit clears the TC flag and the STOP condition is sent on the bus.
- If a NACK is received: the TXIS flag is not set, and a STOP condition is automatically sent after the NACK reception. the NACKF flag is set in the I2C_ISR register, and an interrupt is generated if the NACKIE bit is set.

Figure 162. Transfer sequence flowchart for I2C master transmitter for N≤255 bytes

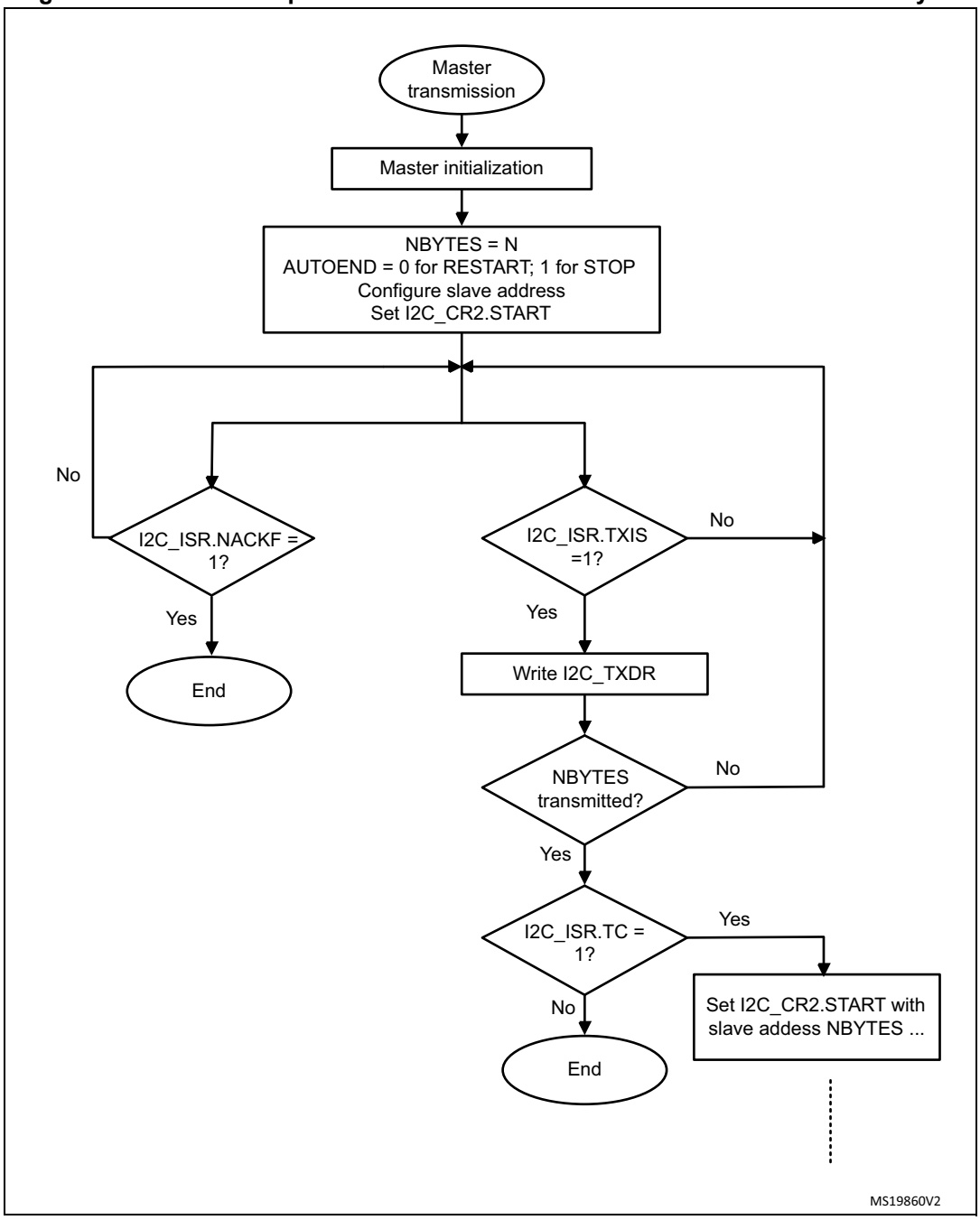


Figure 163. Transfer sequence flowchart for I2C master transmitter for N>255 bytes

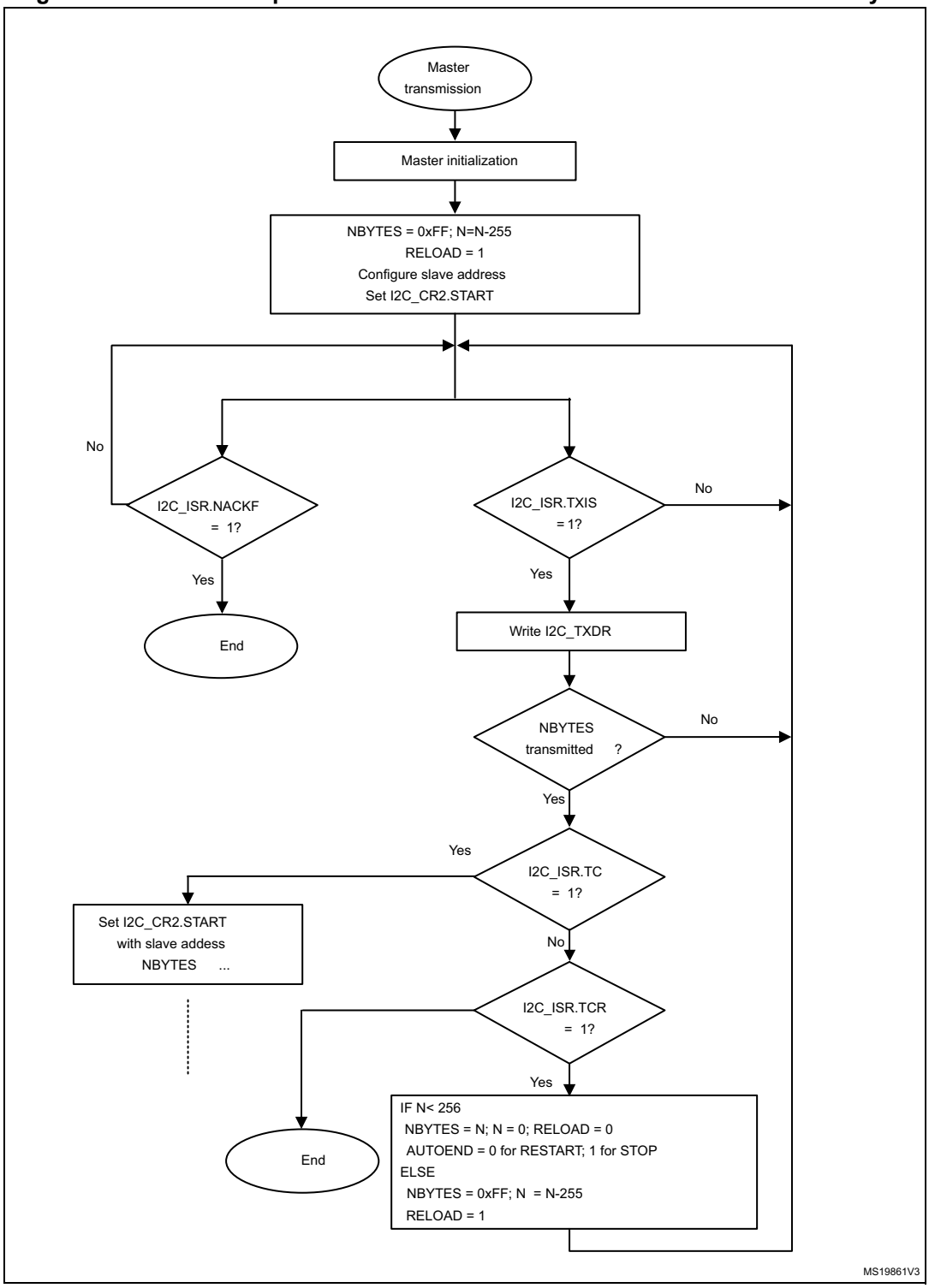
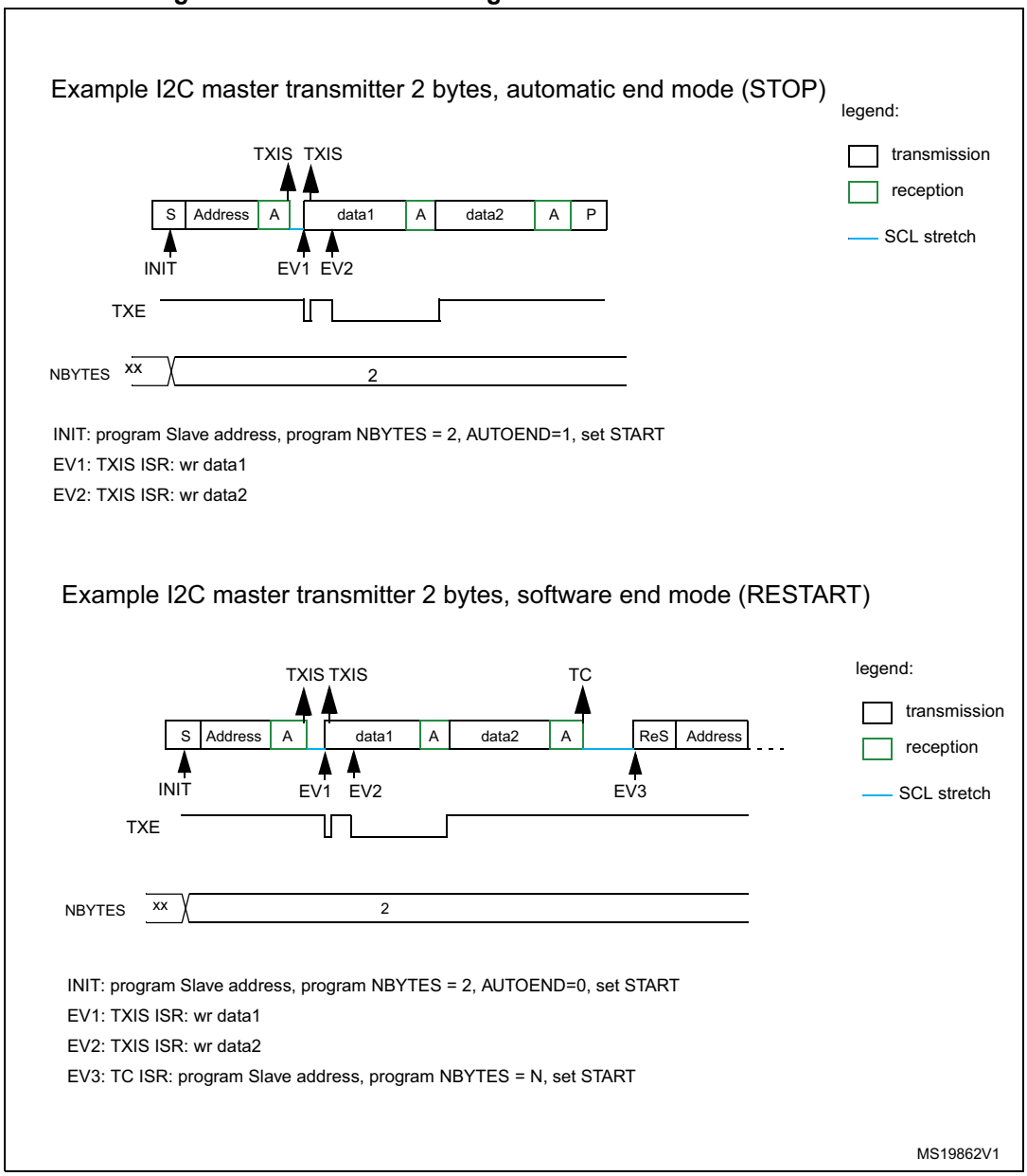


Figure 164. Transfer bus diagrams for I2C master transmitter



For code example, refer to *A.14.6: I2C master transmitter code example*.

Master receiver

In the case of a read transfer, the RXNE flag is set after each byte reception, after the 8th SCL pulse. An RXNE event generates an interrupt if the RXIE bit is set in the I2C_CR1 register. The flag is cleared when I2C_RXDR is read.

If the total number of data bytes to be received is greater than 255, reload mode must be selected by setting the RELOAD bit in the I2C_CR2 register. In this case, when NBYTES[7:0] data have been transferred, the TCR flag is set and the SCL line is stretched low until NBYTES[7:0] is written to a non-zero value.

- When RELOAD=0 and NBYTES[7:0] data have been transferred:
  - In automatic end mode (AUTOEND=1), a NACK and a STOP are automatically sent after the last received byte.
  - In software end mode (AUTOEND=0), a NACK is automatically sent after the last received byte, the TC flag is set and the SCL line is stretched low in order to allow software actions:

    A RESTART condition can be requested by setting the START bit in the I2C_CR2 register with the proper slave address configuration, and number of bytes to be transferred. Setting the START bit clears the TC flag and the START condition, followed by slave address, are sent on the bus.

    A STOP condition can be requested by setting the STOP bit in the I2C_CR2 register. Setting the STOP bit clears the TC flag and the STOP condition is sent on the bus.

Figure 165. Transfer sequence flowchart for I2C master receiver for N≤255 bytes

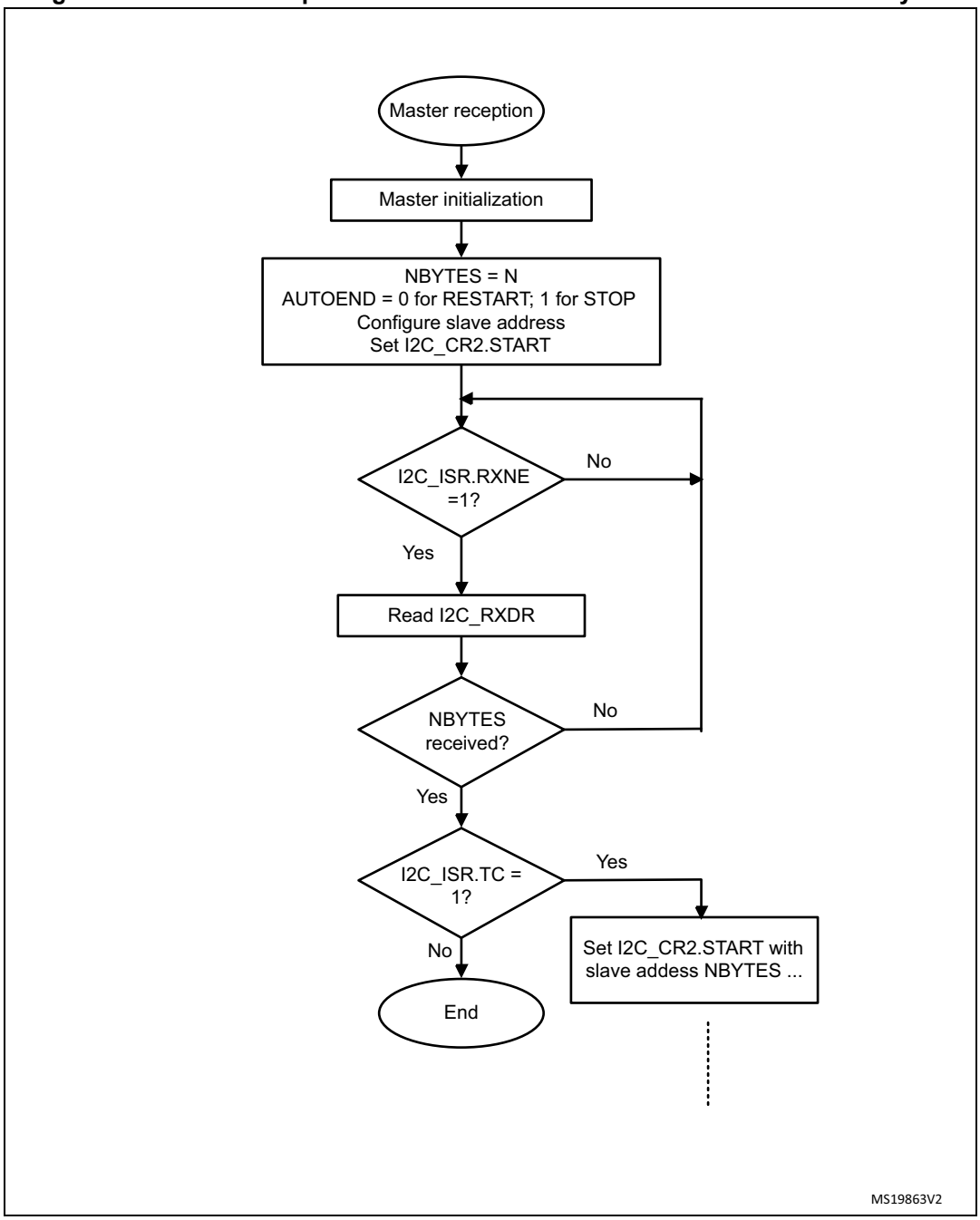


Figure 166. Transfer sequence flowchart for I2C master receiver for N >255 bytes

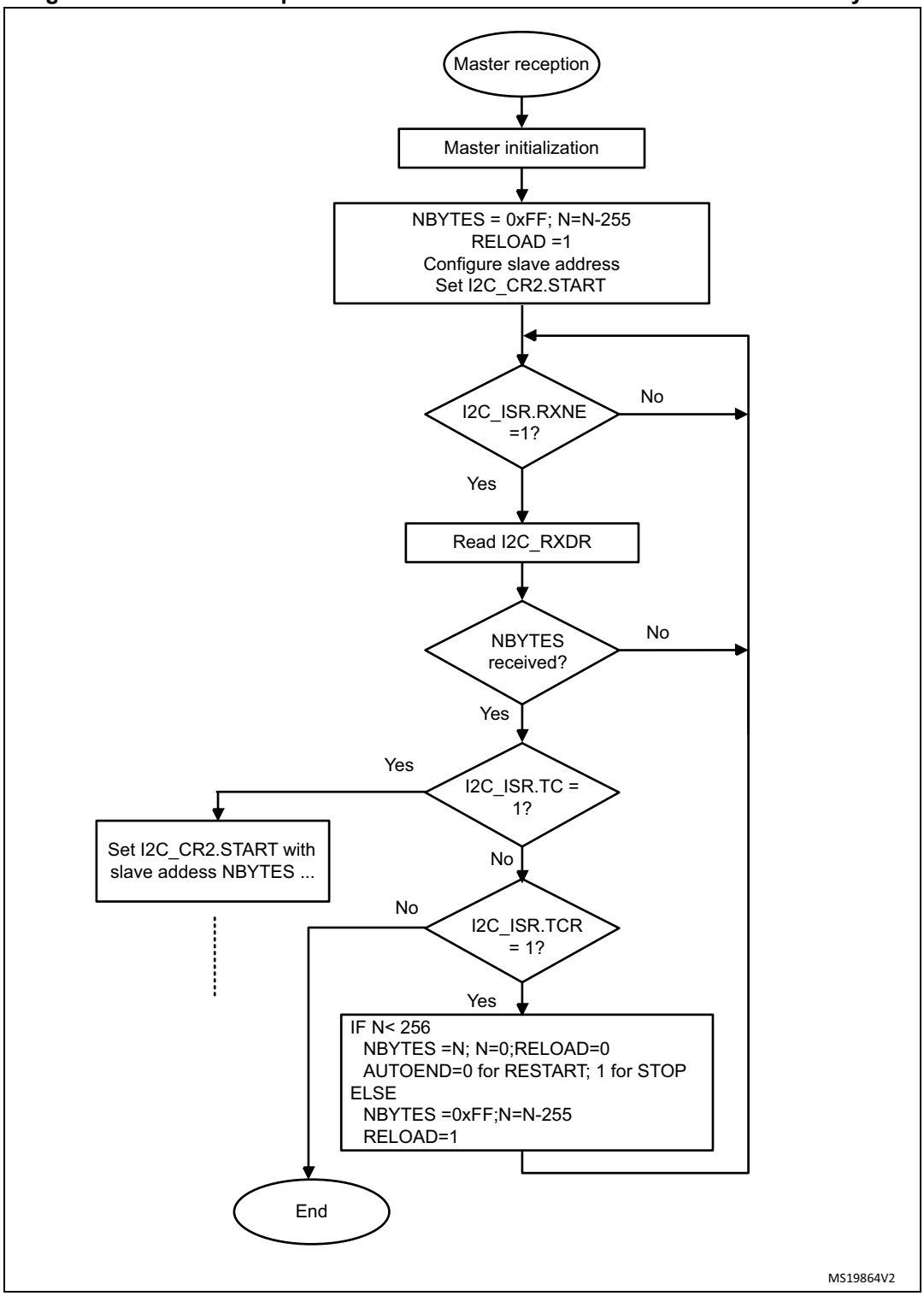
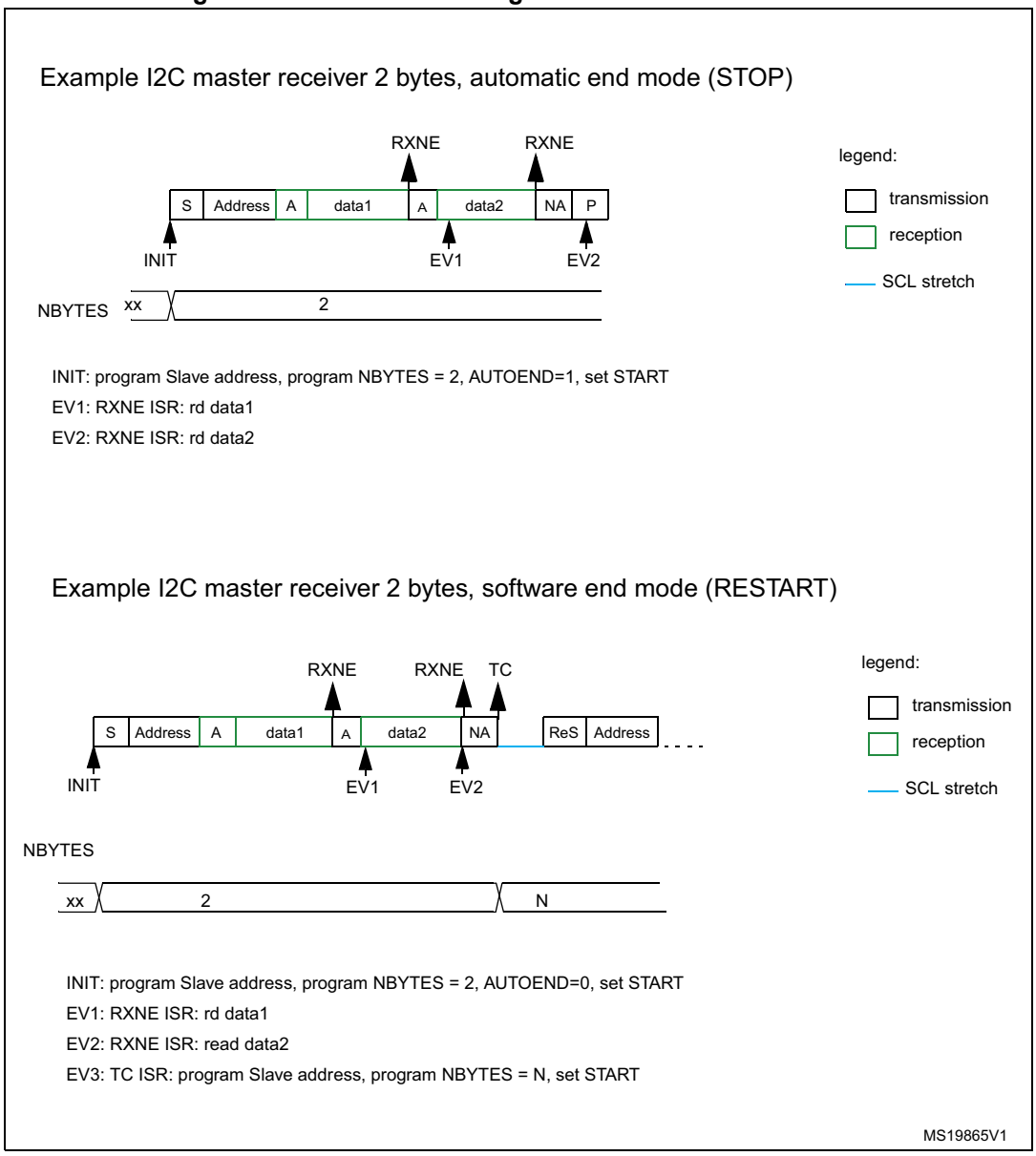


Figure 167. Transfer bus diagrams for I2C master receiver



For code example refer to *A.14.7: I2C master receiver code example*.

20.4.9 I2C_TIMINGR register configuration examples

The tables below provide examples of how to program the I2C_TIMINGR to obtain timings compliant with the I^2C specification. In order to get more accurate configuration values, the STM32CubeMX tool (I2C Configuration window) should be used.

Table 88. Examples of timing settings for f_{I2CCLK} = 8 MHz

Parameter	Standard-mode (Sm)		Fast-mode (Fm)
	10 kHz	100 kHz	400 kHz
PRESC	1	1	0
SCLL	0xC7	0x13	0x9
t_{SCLL}	200x250 ns = 50 µs	20x250 ns = 5.0 µs	10x125 ns = 1250 ns
SCLH	0xC3	0xF	0x3
t_{SCLH}	196x250 ns = 49 µs	16x250 ns = 4.0µs	4x125ns = 500ns
t_{SCL} (1)	~100 µs(2)	~10 µs(2)	~2500 ns(3)
SDADEL	0x2	0x2	0x1
t_{SDADEL}	2x250 ns = 500 ns	2x250 ns = 500 ns	1x125 ns = 125 ns
SCLDEL	0x4	0x4	0x3
t_{SCLDEL}	5x250 ns = 1250 ns	5x250 ns = 1250 ns	4x125 ns = 500 ns

1. SCL period t_{SCL} is greater than t_{SCLL} + t_{SCLH} due to SCL internal detection delay. Values provided for t_{SCL} are examples only.
2. t_{SYNC1} + t_{SYNC2} minimum value is 4 x t_{I2CCLK} = 500 ns. Example with t_{SYNC1} + t_{SYNC2} = 1000 ns
3. t_{SYNC1} + t_{SYNC2} minimum value is 4 x t_{I2CCLK} = 500 ns. Example with t_{SYNC1} + t_{SYNC2} = 750 ns

Table 89. Examples of timings settings for f_{I2CCLK} = 16 MHz

Parameter	Standard-mode (Sm)		Fast-mode (Fm)
	10 kHz	100 kHz	400 kHz
PRESC	3	3	1
SCLL	0xC7	0x13	0x9
t_{SCLL}	200 x 250 ns = 50 µs	20 x 250 ns = 5.0 µs	10 x 125 ns = 1250 ns
SCLH	0xC3	0xF	0x3
t_{SCLH}	196 x 250 ns = 49 µs	16 x 250 ns = 4.0 µs	4 x 125ns = 500 ns
t_{SCL} (1)	~100 µs(2)	~10 µs(2)	~2500 ns(3)
SDADEL	0x2	0x2	0x2
t_{SDADEL}	2 x 250 ns = 500 ns	2 x 250 ns = 500 ns	2 x 125 ns = 250 ns
SCLDEL	0x4	0x4	0x3
t_{SCLDEL}	5 x 250 ns = 1250 ns	5 x 250 ns = 1250 ns	4 x 125 ns = 500 ns

1. SCL period t_{SCL} is greater than t_{SCLL} + t_{SCLH} due to SCL internal detection delay. Values provided for t_{SCL} are examples only.
2. t_{SYNC1} + t_{SYNC2} minimum value is 4 x t_{I2CCLK} = 250 ns. Example with t_{SYNC1} + t_{SYNC2} = 1000 ns

3. $t_{SYNC1} + t_{SYNC2}$ minimum value is 4 x t_{I2CCLK} = 250 ns. Example with $t_{SYNC1} + t_{SYNC2}$ = 750 ns

20.4.10 SMBus specific features

This section is relevant only when SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

Introduction

The System Management Bus (SMBus) is a two-wire interface through which various devices can communicate with each other and with the rest of the system. It is based on I^2C principles of operation. SMBus provides a control bus for system and power management related tasks.

This peripheral is compatible with the SMBUS specification rev 2.0 (http://smbus.org).

The System Management Bus Specification refers to three types of devices.

- A slave is a device that receives or responds to a command.
- A master is a device that issues commands, generates the clocks and terminates the transfer.
- A host is a specialized master that provides the main interface to the system's CPU. A host must be a master-slave and must support the SMBus host notify protocol. Only one host is allowed in a system.

This peripheral can be configured as master or slave device, and also as a host.

SMBUS is based on I^2C specification rev 2.1.

Bus protocols

There are eleven possible command protocols for any given device. A device may use any or all of the eleven protocols to communicate. The protocols are Quick Command, Send Byte, Receive Byte, Write Byte, Write Word, Read Byte, Read Word, Process Call, Block Read, Block Write and Block Write-Block Read Process Call. These protocols should be implemented by the user software.

For more details of these protocols, refer to SMBus specification version 2.0 (http://smbus.org).

Address resolution protocol (ARP)

SMBus slave address conflicts can be resolved by dynamically assigning a new unique address to each slave device. In order to provide a mechanism to isolate each device for the purpose of address assignment each device must implement a unique device identifier (UDID). This 128-bit number is implemented by software.

This peripheral supports the Address Resolution Protocol (ARP). The SMBus Device Default Address (0b1100 001) is enabled by setting SMBDEN bit in I2C_CR1 register. The ARP commands should be implemented by the user software.

Arbitration is also performed in slave mode for ARP support.

For more details of the SMBus Address Resolution Protocol, refer to SMBus specification version 2.0 (http://smbus.org).

Received Command and Data acknowledge control

A SMBus receiver must be able to NACK each received command or data. In order to allow the ACK control in slave mode, the Slave Byte Control mode must be enabled by setting SBC bit in I2C_CR1 register. Refer to *Slave Byte Control mode on page 509* for more details.

Host Notify protocol

This peripheral supports the Host Notify protocol by setting the SMBHEN bit in the I2C_CR1 register. In this case the host will acknowledge the SMBus Host address (0b0001 000).

When this protocol is used, the device acts as a master and the host as a slave.

SMBus alert

The SMBus ALERT optional signal is supported. A slave-only device can signal the host through the SMBALERT# pin that it wants to talk. The host processes the interrupt and simultaneously accesses all SMBALERT# devices through the Alert Response Address (0b0001 100). Only the device(s) which pulled SMBALERT# low will acknowledge the Alert Response Address.

When configured as a slave device(SMBHEN=0), the SMBA pin is pulled low by setting the ALERTEN bit in the I2C_CR1 register. The Alert Response Address is enabled at the same time.

When configured as a host (SMBHEN=1), the ALERT flag is set in the I2C_ISR register when a falling edge is detected on the SMBA pin and ALERTEN=1. An interrupt is generated if the ERRIE bit is set in the I2C_CR1 register. When ALERTEN=0, the ALERT line is considered high even if the external SMBA pin is low.

If the SMBus ALERT pin is not needed, the SMBA pin can be used as a standard GPIO if ALERTEN=0.

Packet error checking

A packet error checking mechanism has been introduced in the SMBus specification to improve reliability and communication robustness. Packet Error Checking is implemented by appending a Packet Error Code (PEC) at the end of each message transfer. The PEC is calculated by using the $C(x) = x_8 + x^2 + x + 1$ CRC-8 polynomial on all the message bytes (including addresses and read/write bits).

The peripheral embeds a hardware PEC calculator and allows to send a Not Acknowledge automatically when the received byte does not match with the hardware calculated PEC.

Timeouts

This peripheral embeds hardware timers in order to be compliant with the 3 timeouts defined in SMBus specification version 2.0.

Table 90. SMBus timeout specifications

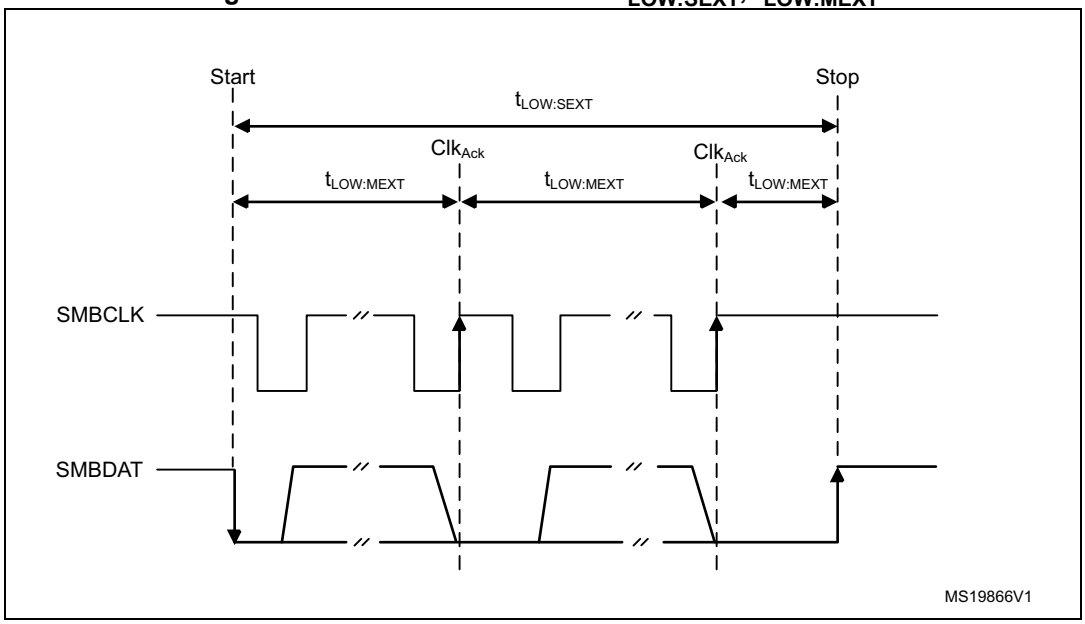
Symbol	Parameter	Limits		Unit
		Min	Max	
$t_{TIMEOUT}$	Detect clock low timeout	25	35	ms

Table 90. SMBus timeout specifications (continued)

Symbol	Parameter	Limits		Unit
		Min	Max	
$t_{LOW:SEXT}$(1)	Cumulative clock low extend time (slave device)	-	25	ms
$t_{LOW:MEXT}$(2)	Cumulative clock low extend time (master device)	-	10	ms

1. $t_{LOW:SEXT}$ is the cumulative time a given slave device is allowed to extend the clock cycles in one message from the initial START to the STOP. It is possible that, another slave device or the master will also extend the clock causing the combined clock low extend time to be greater than $t_{LOW:SEXT}$. Therefore, this parameter is measured with the slave device as the sole target of a full-speed master.
2. $t_{LOW:MEXT}$ is the cumulative time a master device is allowed to extend its clock cycles within each byte of a message as defined from START-to-ACK, ACK-to-ACK, or ACK-to-STOP. It is possible that a slave device or another master will also extend the clock causing the combined clock low time to be greater than $t_{LOW:MEXT}$ on a given byte. Therefore, this parameter is measured with a full speed slave device as the sole target of the master.

Figure 168. Timeout intervals for $t_{LOW:SEXT}$, $t_{LOW:MEXT}$



Bus idle detection

A master can assume that the bus is free if it detects that the clock and data signals have been high for t_{IDLE} greater than $t_{HIGH,MAX}$. (refer to *Table 85: I2C-SMBUS specification data setup and hold times*)

This timing parameter covers the condition where a master has been dynamically added to the bus and may not have detected a state transition on the SMBCLK or SMBDAT lines. In this case, the master must wait long enough to ensure that a transfer is not currently in progress. The peripheral supports a hardware bus idle detection.

20.4.11 SMBus initialization

This section is relevant only when SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

In addition to I2C initialization, some other specific initialization must be done in order to perform SMBus communication:

Received Command and Data Acknowledge control (Slave mode)

A SMBus receiver must be able to NACK each received command or data. In order to allow ACK control in slave mode, the Slave Byte Control mode must be enabled by setting the SBC bit in the I2C_CR1 register. Refer to *Slave Byte Control mode on page 509* for more details.

Specific address (Slave mode)

The specific SMBus addresses should be enabled if needed. Refer to *Bus idle detection on page 532* for more details.

- The SMBus Device Default address (0b1100 001) is enabled by setting the SMBDEN bit in the I2C_CR1 register.
- The SMBus Host address (0b0001 000) is enabled by setting the SMBHEN bit in the I2C_CR1 register.
- The Alert Response Address (0b0001100) is enabled by setting the ALERTEN bit in the I2C_CR1 register.

Packet error checking

PEC calculation is enabled by setting the PECEN bit in the I2C_CR1 register. Then the PEC transfer is managed with the help of a hardware byte counter: NBYTES[7:0] in the I2C_CR2 register. The PECEN bit must be configured before enabling the I2C.

The PEC transfer is managed with the hardware byte counter, so the SBC bit must be set when interfacing the SMBus in slave mode. The PEC is transferred after NBYTES-1 data have been transferred when the PECBYTE bit is set and the RELOAD bit is cleared. If RELOAD is set, PECBYTE has no effect.

Caution: Changing the PECEN configuration is not allowed when the I2C is enabled.

Table 91. SMBUS with PEC configuration

Mode	SBC bit	RELOAD bit	AUTOEND bit	PECBYTE bit
Master Tx/Rx NBYTES + PEC+ STOP	x	0	1	1
Master Tx/Rx NBYTES + PEC + ReSTART	x	0	0	1
Slave Tx/Rx with PEC	1	0	x	1

Timeout detection

The timeout detection is enabled by setting the TIMOUTEN and TEXTEN bits in the I2C_TIMEOUTR register. The timers must be programmed in such a way that they detect a timeout before the maximum time given in the SMBus specification version 2.0.

- $t_{TIMEOUT}$ check

  In order to enable the $t_{TIMEOUT}$ check, the 12-bit TIMEOUTA[11:0] bits must be programmed with the timer reload value in order to check the $t_{TIMEOUT}$ parameter. The TIDLE bit must be configured to '0' in order to detect the SCL low level timeout.

  Then the timer is enabled by setting the TIMOUTEN in the I2C_TIMEOUTR register.

  If SCL is tied low for a time greater than (TIMEOUTA+1) x 2048 x t_{I2CCLK}, the TIMEOUT flag is set in the I2C_ISR register.

  Refer to *Table 92: Examples of TIMEOUTA settings for various I2CCLK frequencies (max $t_{TIMEOUT}$ = 25 ms)*.

Caution: Changing the TIMEOUTA[11:0] bits and TIDLE bit configuration is not allowed when the TIMEOUTEN bit is set.

- $t_{LOW:SEXT}$ and $t_{LOW:MEXT}$ check

  Depending on if the peripheral is configured as a master or as a slave, The 12-bit TIMEOUTB timer must be configured in order to check $t_{LOW:SEXT}$ for a slave and $t_{LOW:MEXT}$ for a master. As the standard specifies only a maximum, the user can choose the same value for the both.

  Then the timer is enabled by setting the TEXTEN bit in the I2C_TIMEOUTR register.

  If the SMBus peripheral performs a cumulative SCL stretch for a time greater than (TIMEOUTB+1) x 2048 x t_{I2CCLK}, and in the timeout interval described in *Bus idle detection on page 532* section, the TIMEOUT flag is set in the I2C_ISR register.

  Refer to *Table 93: Examples of TIMEOUTB settings for various I2CCLK frequencies*

Caution: Changing the TIMEOUTB configuration is not allowed when the TEXTEN bit is set.

Bus Idle detection

In order to enable the t_{IDLE} check, the 12-bit TIMEOUTA[11:0] field must be programmed with the timer reload value in order to obtain the t_{IDLE} parameter. The TIDLE bit must be configured to '1 in order to detect both SCL and SDA high level timeout.

Then the timer is enabled by setting the TIMOUTEN bit in the I2C_TIMEOUTR register.

If both the SCL and SDA lines remain high for a time greater than (TIMEOUTA+1) x 4 x t_{I2CCLK}, the TIMEOUT flag is set in the I2C_ISR register.

Refer to *Table 94: Examples of TIMEOUTA settings for various I2CCLK frequencies (max t_{IDLE} = 50 µs)*

Caution: Changing the TIMEOUTA and TIDLE configuration is not allowed when the TIMEOUTEN is set.

20.4.12 SMBus: I2C_TIMEOUTR register configuration examples

This section is relevant only when SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

- Configuring the maximum duration of $t_{TIMEOUT}$ to 25 ms:

Table 92. Examples of TIMEOUTA settings for various I2CCLK frequencies (max $t_{TIMEOUT}$ = 25 ms)

f_{I2CCLK}	TIMEOUTA[11:0] bits	TIDLE bit	TIMEOUTEN bit	$t_{TIMEOUT}$
8 MHz	0x61	0	1	98 x 2048 x 125 ns = 25 ms
16 MHz	0xC3	0	1	196 x 2048 x 62.5 ns = 25 ms
32 MHz	0x186	0	1	391 x 2048 x 31.25 ns = 25 ms

- Configuring the maximum duration of $t_{LOW:SEXT}$ and $t_{LOW:MEXT}$ to 8 ms:

Table 93. Examples of TIMEOUTB settings for various I2CCLK frequencies

f_{I2CCLK}	TIMEOUTB[11:0] bits	TEXTEN bit	$t_{LOW:EXT}$
8 MHz	0x1F	1	32 x 2048 x 125 ns = 8 ms
16 MHz	0x3F	1	64 x 2048 x 62.5 ns = 8 ms
32 MHz	0x7C	1	125 x 2048 x 31.25 ns = 8 ms

- Configuring the maximum duration of t_{IDLE} to 50 µs

Table 94. Examples of TIMEOUTA settings for various I2CCLK frequencies (max t_{IDLE} = 50 µs)

f_{I2CCLK}	TIMEOUTA[11:0] bits	TIDLE bit	TIMEOUTEN bit	t_{TIDLE}
8 MHz	0x63	1	1	100 x 4 x 125 ns = 50 µs
16 MHz	0xC7	1	1	200 x 4 x 62.5 ns = 50 µs
32 MHz	0x18F	1	1	400 x 4 x 31.25 ns = 50 µs

20.4.13 SMBus slave mode

This section is relevant only when SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

In addition to 2C slave transfer management (refer to *Section 20.4.7: I2C slave mode*) some additional software flowcharts are provided to support SMBus.

SMBus Slave transmitter

When the IP is used in SMBus, SBC must be programmed to '1' in order to allow the PEC transmission at the end of the programmed number of data bytes. When the PECBYTE bit is set, the number of bytes programmed in NBYTES[7:0] includes the PEC transmission. In that case the total number of TXIS interrupts will be NBYTES-1 and the content of the I2C_PECR register is automatically transmitted if the master requests an extra byte after the NBYTES-1 data transfer.

Caution: The PECBYTE bit has no effect when the RELOAD bit is set.

Figure 169. Transfer sequence flowchart for SMBus slave transmitter N bytes + PEC

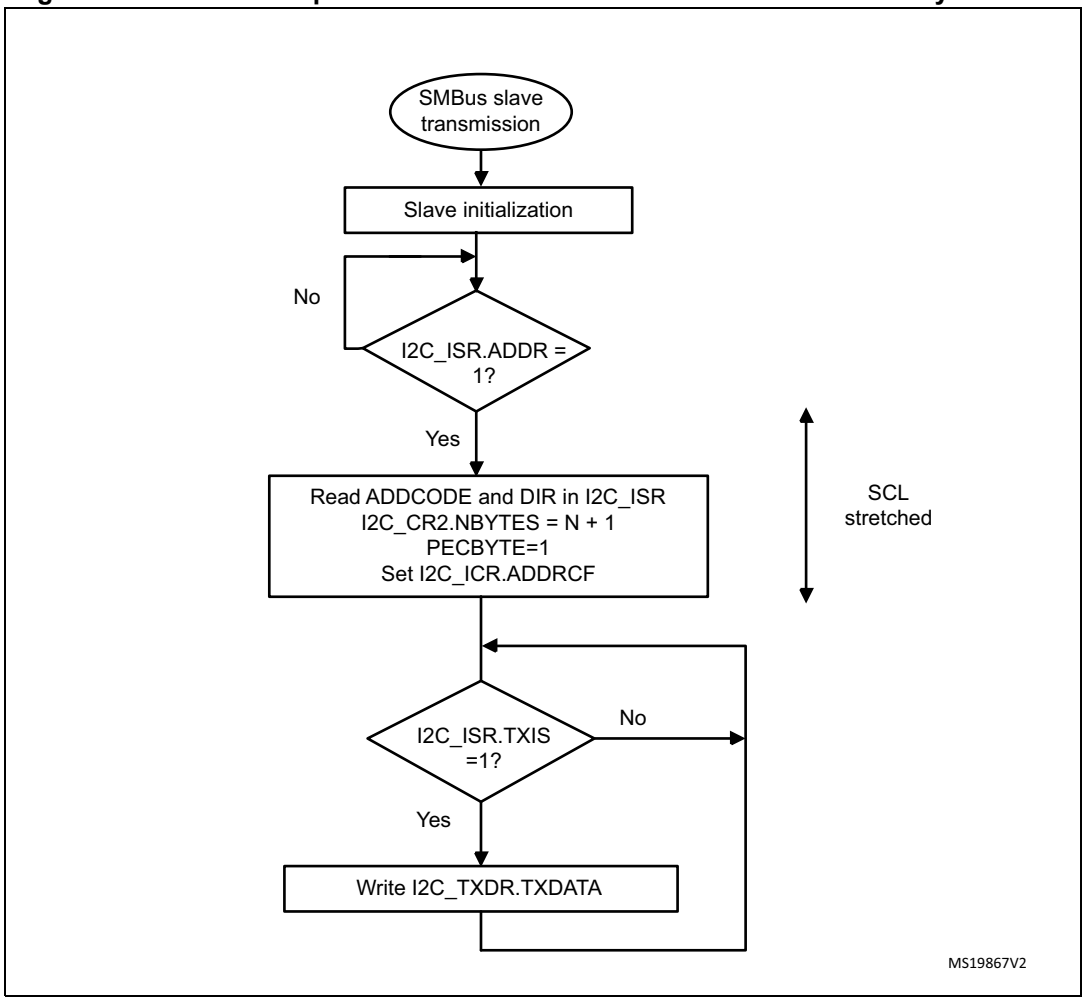
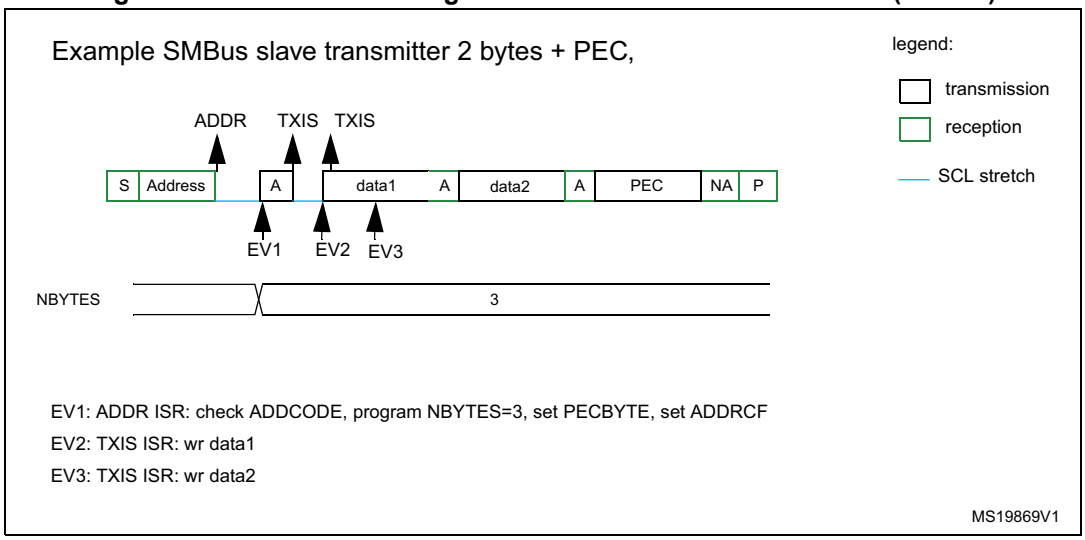


Figure 170. Transfer bus diagrams for SMBus slave transmitter (SBC=1)



SMBus Slave receiver

When the I2C is used in SMBus mode, SBC must be programmed to ‘1’ in order to allow the PEC checking at the end of the programmed number of data bytes. In order to allow the ACK control of each byte, the reload mode must be selected (RELOAD=1). Refer to *Slave Byte Control mode on page 509* for more details.

In order to check the PEC byte, the RELOAD bit must be cleared and the PECBYTE bit must be set. In this case, after NBYTES-1 data have been received, the next received byte is compared with the internal I2C_PECR register content. A NACK is automatically generated if the comparison does not match, and an ACK is automatically generated if the comparison matches, whatever the ACK bit value. Once the PEC byte is received, it is copied into the I2C_RXDR register like any other data, and the RXNE flag is set.

In the case of a PEC mismatch, the PECERR flag is set and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

If no ACK software control is needed, the user can program PECBYTE=1 and, in the same write operation, program NBYTES with the number of bytes to be received in a continuous flow. After NBYTES-1 are received, the next received byte is checked as being the PEC.

Caution: The PECBYTE bit has no effect when the RELOAD bit is set.

Figure 171. Transfer sequence flowchart for SMBus slave receiver N Bytes + PEC

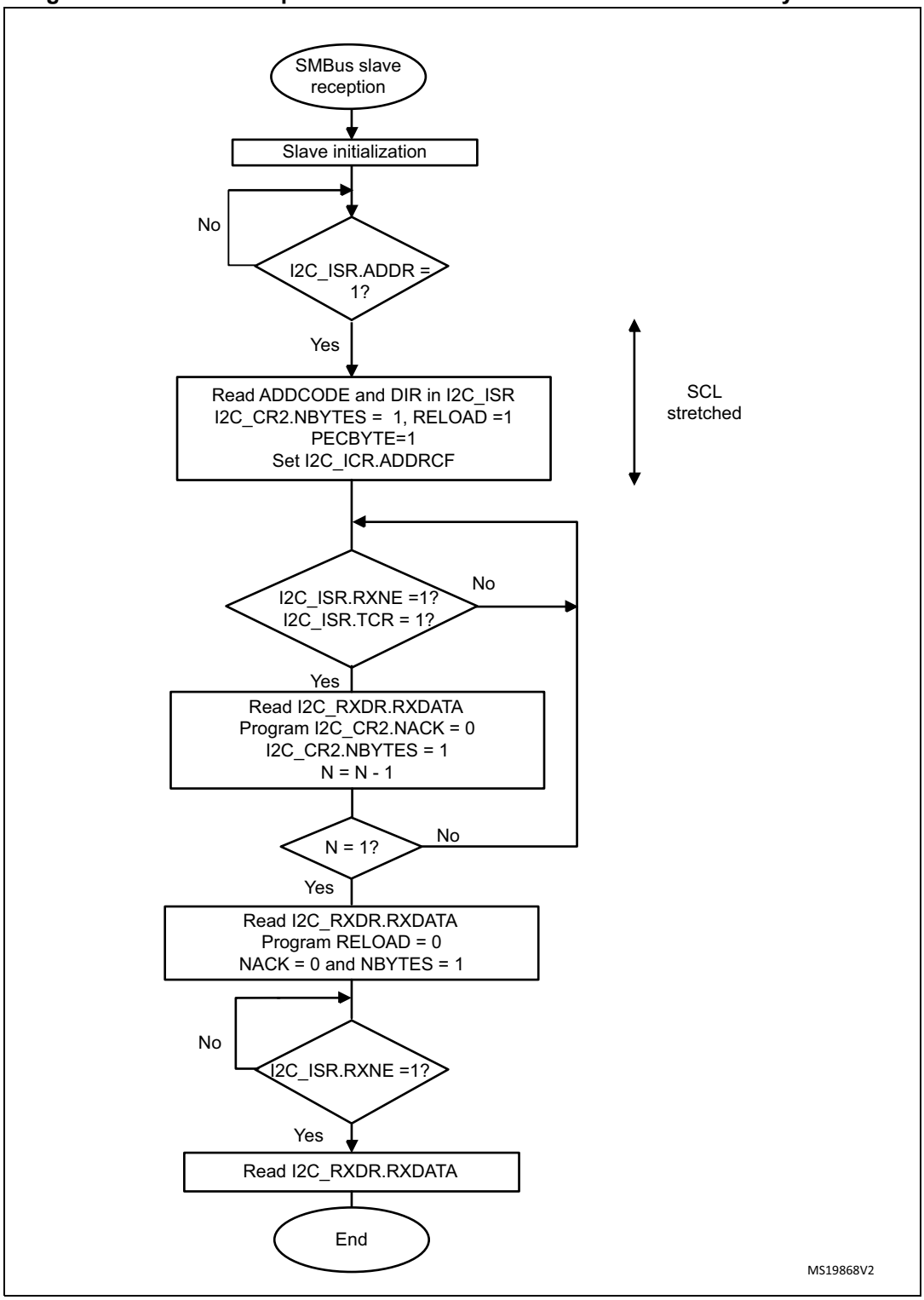
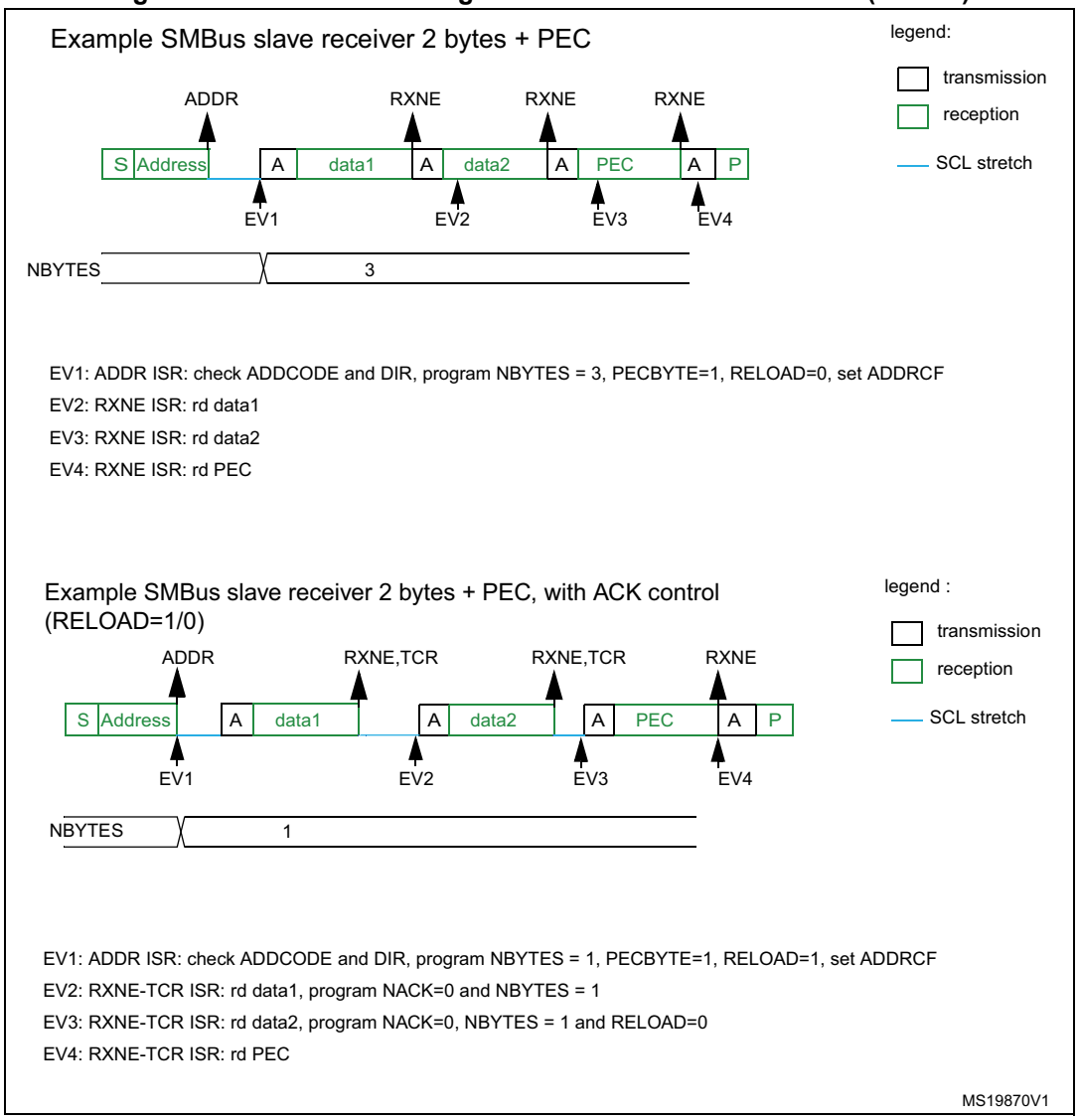


Figure 172. Bus transfer diagrams for SMBus slave receiver (SBC=1)



This section is relevant only when SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

In addition to I2C master transfer management (refer to *Section 20.4.8: I2C master mode*) some additional software flowcharts are provided to support SMBus.

SMBus Master transmitter

When the SMBus master wants to transmit the PEC, the PECBYTE bit must be set and the number of bytes must be programmed in the NBYTES[7:0] field, before setting the START bit. In this case the total number of TXIS interrupts will be NBYTES-1. So if the PECBYTE bit is set when NBYTES=0x1, the content of the I2C_PECR register is automatically transmitted.

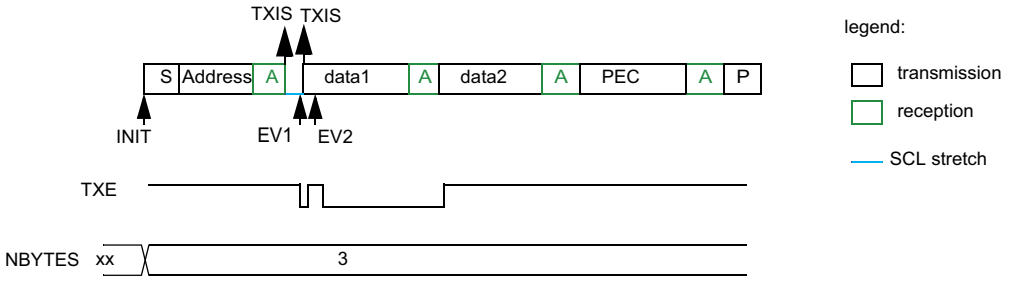
If the SMBus master wants to send a STOP condition after the PEC, automatic end mode should be selected (AUTOEND=1). In this case, the STOP condition automatically follows the PEC transmission.

When the SMBus master wants to send a RESTART condition after the PEC, software mode must be selected (AUTOEND=0). In this case, once NBYTES-1 have been transmitted, the I2C_PECR register content is transmitted and the TC flag is set after the PEC transmission, stretching the SCL line low. The RESTART condition must be programmed in the TC interrupt subroutine.

Caution: The PECBYTE bit has no effect when the RELOAD bit is set.

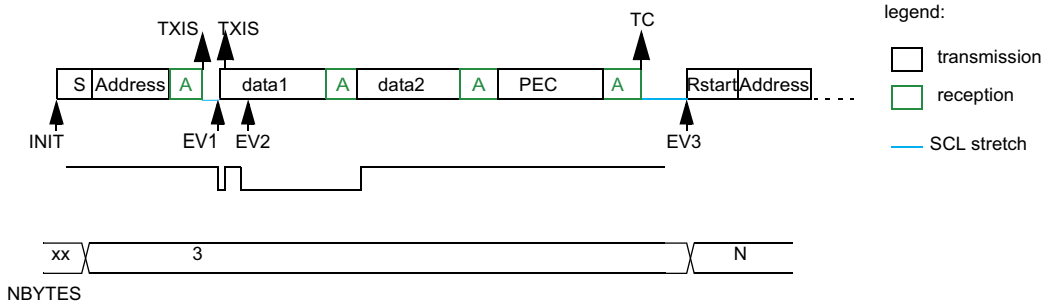
Figure 173. Bus transfer diagrams for SMBus master transmitter

Example SMBus master transmitter 2 bytes + PEC, automatic end mode (STOP)



INIT: program Slave address, program NBYTES = 3, AUTOEND=1, set PECBYTE, set START
EV1: TXIS ISR: wr data1
EV2: TXIS ISR: wr data2

Example SMBus master transmitter 2 bytes + PEC, software end mode (RESTART)



INIT: program Slave address, program NBYTES = 3, AUTOEND=0, set PECBYTE, set START
EV1: TXIS ISR: wr data1
EV2: TXIS ISR: wr data2
EV3: TC ISR: program Slave address, program NBYTES = N, set START

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SMBus Master receiver

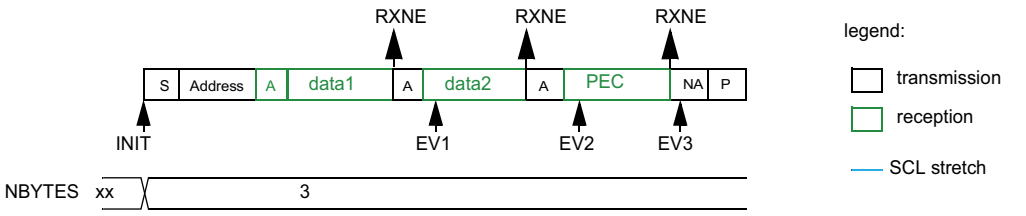
When the SMBus master wants to receive the PEC followed by a STOP at the end of the transfer, automatic end mode can be selected (AUTOEND=1). The PECBYTE bit must be set and the slave address must be programmed, before setting the START bit. In this case, after NBYTES-1 data have been received, the next received byte is automatically checked versus the I2C_PECR register content. A NACK response is given to the PEC byte, followed by a STOP condition.

When the SMBus master receiver wants to receive the PEC byte followed by a RESTART condition at the end of the transfer, software mode must be selected (AUTOEND=0). The PECBYTE bit must be set and the slave address must be programmed, before setting the START bit. In this case, after NBYTES-1 data have been received, the next received byte is automatically checked versus the I2C_PECR register content. The TC flag is set after the PEC byte reception, stretching the SCL line low. The RESTART condition can be programmed in the TC interrupt subroutine.

Caution: The PECBYTE bit has no effect when the RELOAD bit is set.

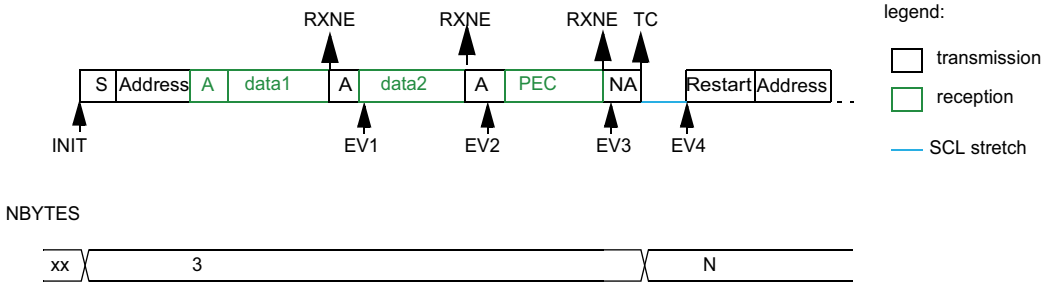
Figure 174. Bus transfer diagrams for SMBus master receiver

Example SMBus master receiver 2 bytes + PEC, automatic end mode (STOP)



INIT: program Slave address, program NBYTES = 3, AUTOEND=1, set PECBYTE, set START
EV1: RXNE ISR: rd data1
EV2: RXNE ISR: rd data2
EV3: RXNE ISR: rd PEC

Example SMBus master receiver 2 bytes + PEC, software end mode (RESTART)



INIT: program Slave address, program NBYTES = 3, AUTOEND=0, set PECBYTE, set START
EV1: RXNE ISR: rd data1
EV2: RXNE ISR: rd data2
EV3: RXNE ISR: read PEC
EV4: TC ISR: program Slave address, program NBYTES = N, set START

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20.4.14 Wakeup from Stop mode on address match

This section is relevant only when Wakeup from Stop mode feature is supported. Please refer to *Section 20.3: I2C implementation*.

The I2C is able to wakeup the MCU from Stop mode (APB clock is off), when it is addressed. All addressing modes are supported.

Wakeup from Stop mode is enabled by setting the WUPEN bit in the I2C_CR1 register. The oscillator must be selected as the clock source for I2CCLK in order to allow wakeup from Stop mode.

During Stop mode, the is switched off. When a START is detected, the I2C interface switches the on, and stretches SCL low until is woken up.

 is then used for the address reception.

In case of an address match, the I2C stretches SCL low during MCU wakeup time. The stretch is released when ADDR flag is cleared by software, and the transfer goes on normally.

If the address does not match, the is switched off again and the MCU is not woken up.

Note: If the I2C clock is the system clock, or if WUPEN = 0, the is not switched on after a START is received.

Only an ADDR interrupt can wakeup the MCU. Therefore do not enter Stop mode when the I2C is performing a transfer as a master, or as an addressed slave after the ADDR flag is set. This can be managed by clearing SLEEPDEEP bit in the ADDR interrupt routine and setting it again only after the STOPF flag is set.

Caution: The digital filter is not compatible with the wakeup from Stop mode feature. If the DNF bit is not equal to 0, setting the WUPEN bit has no effect.

Caution: This feature is available only when the I2C clock source is the oscillator.

Caution: Clock stretching must be enabled (NOSTRETCH=0) to ensure proper operation of the wakeup from Stop mode feature.

Caution: If wakeup from Stop mode is disabled (WUPEN=0), the I2C peripheral must be disabled before entering Stop mode (PE=0).

20.4.15 Error conditions

The following are the error conditions which may cause communication to fail.

Bus error (BERR)

A bus error is detected when a START or a STOP condition is detected and is not located after a multiple of 9 SCL clock pulses. A START or a STOP condition is detected when a SDA edge occurs while SCL is high.

The bus error flag is set only if the I2C is involved in the transfer as master or addressed slave (i.e not during the address phase in slave mode).

In case of a misplaced START or RESTART detection in slave mode, the I2C enters address recognition state like for a correct START condition.

When a bus error is detected, the BERR flag is set in the I2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

Arbitration lost (ARLO)

An arbitration loss is detected when a high level is sent on the SDA line, but a low level is sampled on the SCL rising edge.

- In master mode, arbitration loss is detected during the address phase, data phase and data acknowledge phase. In this case, the SDA and SCL lines are released, the START control bit is cleared by hardware and the master switches automatically to slave mode.
- In slave mode, arbitration loss is detected during data phase and data acknowledge phase. In this case, the transfer is stopped, and the SCL and SDA lines are released.

When an arbitration loss is detected, the ARLO flag is set in the I2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

Overrun/underrun error (OVR)

An overrun or underrun error is detected in slave mode when NOSTRETCH=1 and:

- In reception when a new byte is received and the RXDR register has not been read yet. The new received byte is lost, and a NACK is automatically sent as a response to the new byte.
- In transmission:
  - When STOPF=1 and the first data byte should be sent. The content of the I2C_TXDR register is sent if TXE=0, 0xFF if not.
  - When a new byte should be sent and the I2C_TXDR register has not been written yet, 0xFF is sent.

When an overrun or underrun error is detected, the OVR flag is set in the I2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

Packet Error Checking Error (PECERR)

This section is relevant only when the SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

A PEC error is detected when the received PEC byte does not match with the I2C_PECR register content. A NACK is automatically sent after the wrong PEC reception.

When a PEC error is detected, the PECERR flag is set in the I2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

Timeout Error (TIMEOUT)

This section is relevant only when the SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

A timeout error occurs for any of these conditions:

- TIDLE=0 and SCL remained low for the time defined in the TIMEOUTA[11:0] bits: this is used to detect a SMBus timeout.
- TIDLE=1 and both SDA and SCL remained high for the time defined in the TIMEOUTA [11:0] bits: this is used to detect a bus idle condition.
- Master cumulative clock low extend time reached the time defined in the TIMEOUTB[11:0] bits (SMBus $t_{LOW:MEXT}$ parameter)
- Slave cumulative clock low extend time reached the time defined in TIMEOUTB[11:0] bits (SMBus $t_{LOW:SEXT}$ parameter)

When a timeout violation is detected in master mode, a STOP condition is automatically sent.

When a timeout violation is detected in slave mode, SDA and SCL lines are automatically released.

When a timeout error is detected, the TIMEOUT flag is set in the I2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

Alert (ALERT)

This section is relevant only when the SMBus feature is supported. Refer to *Section 20.3: I2C implementation*.

The ALERT flag is set when the I2C interface is configured as a Host (SMBHEN=1), the alert pin detection is enabled (ALERTEN=1) and a falling edge is detected on the SMBA pin. An interrupt is generated if the ERRIE bit is set in the I2C_CR1 register.

20.4.16 DMA requests

Transmission using DMA

DMA (Direct Memory Access) can be enabled for transmission by setting the TXDMAEN bit in the I2C_CR1 register. Data is loaded from an SRAM area configured using the DMA peripheral (see *Section 10: Direct memory access controller (DMA) on page 214*) to the I2C_TXDR register whenever the TXIS bit is set.

Only the data are transferred with DMA.

- In master mode: the initialization, the slave address, direction, number of bytes and START bit are programmed by software (the transmitted slave address cannot be transferred with DMA). When all data are transferred using DMA, the DMA must be initialized before setting the START bit. The end of transfer is managed with the NBYTES counter. Refer to *Master transmitter on page 520*.

For code example refer to *A.14.8: I2C configured in master mode to transmit with DMA code example*.

- In slave mode:
  - With NOSTRETCH=0, when all data are transferred using DMA, the DMA must be initialized before the address match event, or in ADDR interrupt subroutine, before clearing ADDR.
  - With NOSTRETCH=1, the DMA must be initialized before the address match event.
- For instances supporting SMBus: the PEC transfer is managed with NBYTES counter. Refer to *SMBus Slave transmitter on page 535* and *SMBus Master transmitter on page 538*.

Note: If DMA is used for transmission, the TXIE bit does not need to be enabled.

Reception using DMA

DMA (Direct Memory Access) can be enabled for reception by setting the RXDMAEN bit in the I2C_CR1 register. Data is loaded from the I2C_RXDR register to an SRAM area configured using the DMA peripheral (refer to *Section 10: Direct memory access controller (DMA) on page 214*) whenever the RXNE bit is set. Only the data (including PEC) are transferred with DMA.

- In master mode, the initialization, the slave address, direction, number of bytes and START bit are programmed by software. When all data are transferred using DMA, the DMA must be initialized before setting the START bit. The end of transfer is managed with the NBYTES counter. For code example refer to *A.14.9: I2C configured in slave mode to receive with DMA code example*.
- In slave mode with NOSTRETCH=0, when all data are transferred using DMA, the DMA must be initialized before the address match event, or in the ADDR interrupt subroutine, before clearing the ADDR flag.
- If SMBus is supported (see *Section 20.3: I2C implementation*): the PEC transfer is managed with the NBYTES counter. Refer to *SMBus Slave receiver on page 536* and *SMBus Master receiver on page 540*.

Note: If DMA is used for reception, the RXIE bit does not need to be enabled.

20.4.17 Debug mode

When the microcontroller enters debug mode (core halted), the SMBus timeout either continues to work normally or stops, depending on the DBG_I2Cx_SMBUS_TIMEOUT configuration bits in the DBG module.

20.5 I2C low-power modes

Table 95. Low-power modes

Mode	Description
Sleep	No effect I2C interrupts cause the device to exit the Sleep mode.
Stop	The contents of I2C registers are kept.
Standby	The I2C peripheral is powered down and must be reinitialized after exiting Standby.

20.6 I2C interrupts

The table below gives the list of I2C interrupt requests.

Table 96. I2C Interrupt requests

Interrupt event	Event flag	Event flag/Interrupt clearing method	Interrupt enable control bit
Receive buffer not empty	RXNE	Read I2C_RXDR register	RXIE
Transmit buffer interrupt status	TXIS	Write I2C_TXDR register	TXIE

Table 96. I2C Interrupt requests (continued)

Interrupt event	Event flag	Event flag/Interrupt clearing method	Interrupt enable control bit
Stop detection interrupt flag	STOPF	Write STOPCF=1	STOPIE
Transfer Complete Reload	TCR	Write I2C_CR2 with NBYTES[7:0] ≠ 0	TCIE
Transfer complete	TC	Write START=1 or STOP=1	
Address matched	ADDR	Write ADDRCF=1	ADDRIE
NACK reception	NACKF	Write NACKCF=1	NACKIE
Bus error	BERR	Write BERRCF=1	ERRIE
Arbitration loss	ARLO	Write ARLOCF=1	
Overrun/Underrun	OVR	Write OVRCF=1	
PEC error	PECERR	Write PECERRCF=1	
Timeout/t_{LOW} error	TIMEOUT	Write TIMEOUTCF=1	
SMBus Alert	ALERT	Write ALERTCF=1	

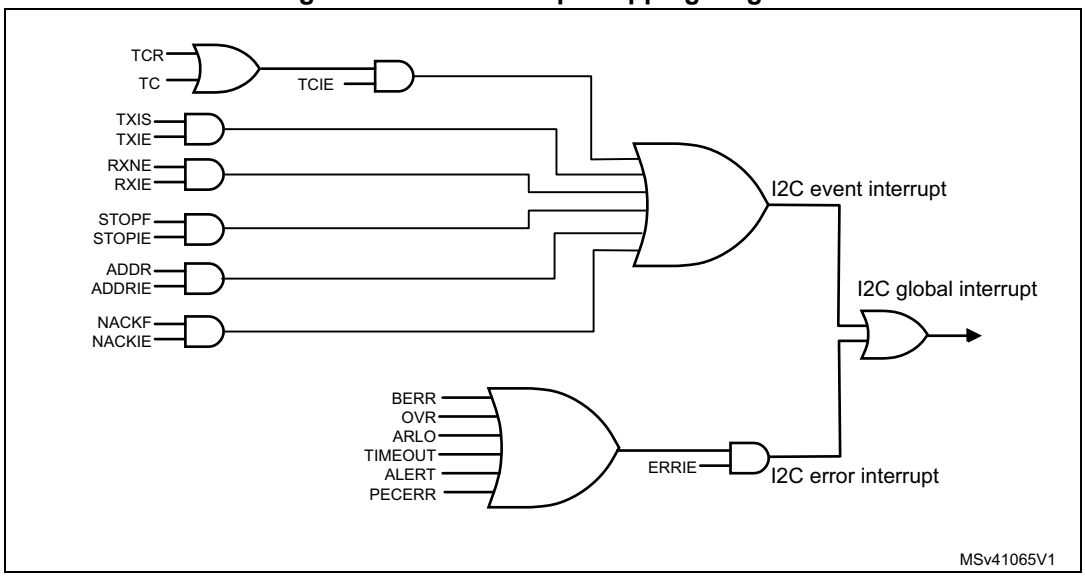
Depending on the product implementation, all these interrupts events can either share the same interrupt vector (I2C global interrupt), or be grouped into 2 interrupt vectors (I2C event interrupt and I2C error interrupt). Refer to *Table 48: List of vectors* for details.

In order to enable the I2C interrupts, the following sequence is required:

1. Configure and enable the I2C IRQ channel in the NVIC.
2. Configure the I2C to generate interrupts.

The I2C wakeup event is connected to the EXTI controller (refer to *Section 12.5: EXTI registers*).

Figure 175. I2C interrupt mapping diagram



20.7 I2C registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

The peripheral registers are accessed by words (32-bit).

20.7.1 Control register 1 (I2C_CR1)

Address offset: 0x00

Reset value: 0x0000 0000

Access: No wait states, except if a write access occurs while a write access to this register is ongoing. In this case, wait states are inserted in the second write access until the previous one is completed. The latency of the second write access can be up to 2 x PCLK1 + 6 x I2CCLK.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PECEN	ALERT EN	SMBD EN	SMBH EN	GCEN	WUPE N	NOSTR ETCH	SBC
								rw	rw	rw	rw	rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RXDMA EN	TXDMA EN	Res.	ANF OFF	DNF				ERRIE	TCIE	STOP IE	NACK IE	ADDR IE	RXIE	TXIE	PE
rw	rw		rw	rw				rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:24 Reserved, must be kept at reset value.

Bit 23 **PECEN:** PEC enable

0: PEC calculation disabled

1: PEC calculation enabled

Note: If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 22 **ALERTEN**: SMBus alert enable

Device mode (SMBHEN=0):

0: Releases SMBA pin high and Alert Response Address Header disabled: 0001100x followed by NACK.

1: Drives SMBA pin low and Alert Response Address Header enables: 0001100x followed by ACK.

Host mode (SMBHEN=1):

0: SMBus Alert pin (SMBA) not supported.

1: SMBus Alert pin (SMBA) supported.

Note: When ALERTEN=0, the SMBA pin can be used as a standard GPIO.

If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 21 **SMBDEN**: SMBus Device Default address enable

0: Device default address disabled. Address 0b1100001x is NACKed.

1: Device default address enabled. Address 0b1100001x is ACKed.

Note: If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 20 **SMBHEN**: SMBus Host address enable
0: Host address disabled. Address 0b0001000x is NACKed.
1: Host address enabled. Address 0b0001000x is ACKed.
Note: If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 19 **GCEN**: General call enable
0: General call disabled. Address 0b00000000 is NACKed.
1: General call enabled. Address 0b00000000 is ACKed.

Bit 18 **WUPEN**: Wakeup from Stop mode enable
0: Wakeup from Stop mode disable.
1: Wakeup from Stop mode enable.
Note: If the Wakeup from Stop mode feature is not supported, this bit is reserved and forced by hardware to '0'. Please refer to Section 20.3: I2C implementation.
Note: WUPEN can be set only when DNF = '0000'

Bit 17 **NOSTRETCH**: Clock stretching disable
This bit is used to disable clock stretching in slave mode. It must be kept cleared in master mode.
0: Clock stretching enabled
1: Clock stretching disabled
Note: This bit can only be programmed when the I2C is disabled (PE = 0).

Bit 16 **SBC**: Slave byte control
This bit is used to enable hardware byte control in slave mode.
0: Slave byte control disabled
1: Slave byte control enabled

Bit 15 **RXDMAEN**: DMA reception requests enable
0: DMA mode disabled for reception
1: DMA mode enabled for reception

Bit 14 **TXDMAEN**: DMA transmission requests enable
0: DMA mode disabled for transmission
1: DMA mode enabled for transmission

Bit 13 Reserved, must be kept at reset value.

Bit 12 **ANFOFF:** Analog noise filter OFF
0: Analog noise filter enabled
1: Analog noise filter disabled
Note: This bit can only be programmed when the I2C is disabled (PE = 0).

Bits 11:8 **DNF[3:0]**: Digital noise filter
These bits are used to configure the digital noise filter on SDA and SCL input. The digital filter will filter spikes with a length of up to DNF[3:0] * t_{I2CCLK}
0000: Digital filter disabled
0001: Digital filter enabled and filtering capability up to 1 t_{I2CCLK}
...
1111: digital filter enabled and filtering capability up to15 t_{I2CCLK}
Note: If the analog filter is also enabled, the digital filter is added to the analog filter. This filter can only be programmed when the I2C is disabled (PE = 0).

Bit 7 **ERRIE**: Error interrupts enable
0: Error detection interrupts disabled
1: Error detection interrupts enabled
Note: Any of these errors generate an interrupt:
Arbitration Loss (ARLO)
Bus Error detection (BERR)
Overrun/Underrun (OVR)
Timeout detection (TIMEOUT)
PEC error detection (PECERR)
Alert pin event detection (ALERT)

Bit 6 **TCIE**: Transfer Complete interrupt enable
0: Transfer Complete interrupt disabled
1: Transfer Complete interrupt enabled
Note: Any of these events will generate an interrupt:
Transfer Complete (TC)
Transfer Complete Reload (TCR)

Bit 5 **STOPIE**: STOP detection Interrupt enable
0: Stop detection (STOPF) interrupt disabled
1: Stop detection (STOPF) interrupt enabled

Bit 4 **NACKIE**: Not acknowledge received Interrupt enable
0: Not acknowledge (NACKF) received interrupts disabled
1: Not acknowledge (NACKF) received interrupts enabled

Bit 3 **ADDRIE**: Address match Interrupt enable (slave only)
0: Address match (ADDR) interrupts disabled
1: Address match (ADDR) interrupts enabled

Bit 2 **RXIE**: RX Interrupt enable
0: Receive (RXNE) interrupt disabled
1: Receive (RXNE) interrupt enabled

Bit 1 **TXIE**: TX Interrupt enable
0: Transmit (TXIS) interrupt disabled
1: Transmit (TXIS) interrupt enabled

Bit 0 **PE**: Peripheral enable
0: Peripheral disable
1: Peripheral enable
Note: When PE=0, the I2C SCL and SDA lines are released. Internal state machines and status bits are put back to their reset value. When cleared, PE must be kept low for at least 3 APB clock cycles.

20.7.2 Control register 2 (I2C_CR2)

Address offset: 0x04

Reset value: 0x0000 0000

Access: No wait states, except if a write access occurs while a write access to this register is ongoing. In this case, wait states are inserted in the second write access until the previous one is completed. The latency of the second write access can be up to 2 x PCLK1 + 6 x I2CCLK.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	PEC BYTE	AUTO END	RE LOAD	NBYTES[7:0]							
					rs	rw	rw	rw							
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
NACK	STOP	START	HEAD 10R	ADD10	RD_ WRN	SADD[9:0]									
rs	rs	rs	rw	rw	rw	rw									

Bits 31:27 Reserved, must be kept at reset value.

Bit 26 **PECBYTE**: Packet error checking byte

This bit is set by software, and cleared by hardware when the PEC is transferred, or when a STOP condition or an Address matched is received, also when PE=0.

0: No PEC transfer.

1: PEC transmission/reception is requested

Note: Writing '0' to this bit has no effect.

This bit has no effect when RELOAD is set.

This bit has no effect is slave mode when SBC=0.

If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 25 **AUTOEND**: Automatic end mode (master mode)

This bit is set and cleared by software.

0: software end mode: TC flag is set when NBYTES data are transferred, stretching SCL low.

1: Automatic end mode: a STOP condition is automatically sent when NBYTES data are transferred.

Note: This bit has no effect in slave mode or when the RELOAD bit is set.

Bit 24 **RELOAD**: NBYTES reload mode

This bit is set and cleared by software.

0: The transfer is completed after the NBYTES data transfer (STOP or RESTART will follow).

1: The transfer is not completed after the NBYTES data transfer (NBYTES will be reloaded). TCR flag is set when NBYTES data are transferred, stretching SCL low.

Bits 23:16 **NBYTES[7:0]**: Number of bytes

The number of bytes to be transmitted/received is programmed there. This field is don't care in slave mode with SBC=0.

Note: Changing these bits when the START bit is set is not allowed.

Bit 15 **NACK**: NACK generation (slave mode)

The bit is set by software, cleared by hardware when the NACK is sent, or when a STOP condition or an Address matched is received, or when PE=0.

0: an ACK is sent after current received byte.

1: a NACK is sent after current received byte.

Note: Writing '0' to this bit has no effect.

This bit is used in slave mode only: in master receiver mode, NACK is automatically generated after last byte preceding STOP or RESTART condition, whatever the NACK bit value.

When an overrun occurs in slave receiver NOSTRETCH mode, a NACK is automatically generated whatever the NACK bit value.

When hardware PEC checking is enabled (PECBYTE=1), the PEC acknowledge value does not depend on the NACK value.

Bit 14 **STOP**: Stop generation (master mode)

The bit is set by software, cleared by hardware when a Stop condition is detected, or when PE = 0.

In Master Mode:

0: No Stop generation.

1: Stop generation after current byte transfer.

Note: Writing '0' to this bit has no effect.

Bit 13 **START**: Start generation

This bit is set by software, and cleared by hardware after the Start followed by the address sequence is sent, by an arbitration loss, by a timeout error detection, or when PE = 0. It can also be cleared by software by writing '1' to the ADDRCF bit in the I2C_ICR register.

0: No Start generation.

1: Restart/Start generation:

– If the I2C is already in master mode with AUTOEND = 0, setting this bit generates a Repeated Start condition when RELOAD=0, after the end of the NBYTES transfer.

– Otherwise setting this bit will generate a START condition once the bus is free.

Note: Writing '0' to this bit has no effect.

The START bit can be set even if the bus is BUSY or I2C is in slave mode.

This bit has no effect when RELOAD is set. In 10-bit addressing mode, if a NACK is received on the first part of the address, the START bit is not cleared by hardware and the master will resend the address sequence, unless the START bit is cleared by software

Bit 12 **HEAD10R**: 10-bit address header only read direction (master receiver mode)

0: The master sends the complete 10 bit slave address read sequence: Start + 2 bytes 10bit address in write direction + Restart + 1st 7 bits of the 10 bit address in read direction.

1: The master only sends the 1st 7 bits of the 10 bit address, followed by Read direction.

Note: Changing this bit when the START bit is set is not allowed.

Bit 11 **ADD10**: 10-bit addressing mode (master mode)

0: The master operates in 7-bit addressing mode,

1: The master operates in 10-bit addressing mode

Note: Changing this bit when the START bit is set is not allowed.

Bit 10 **RD_WRN**: Transfer direction (master mode)

0: Master requests a write transfer.

1: Master requests a read transfer.

Note: Changing this bit when the START bit is set is not allowed.

Bits 9:8 **SADD[9:8]**: Slave address bit 9:8 (master mode)
In 7-bit addressing mode (ADD10 = 0):
These bits are don't care
In 10-bit addressing mode (ADD10 = 1):
These bits should be written with bits 9:8 of the slave address to be sent
Note: Changing these bits when the START bit is set is not allowed.

Bits 7:1 **SADD[7:1]**: Slave address bit 7:1 (master mode)
In 7-bit addressing mode (ADD10 = 0):
These bits should be written with the 7-bit slave address to be sent
In 10-bit addressing mode (ADD10 = 1):
These bits should be written with bits 7:1 of the slave address to be sent.
Note: Changing these bits when the START bit is set is not allowed.

Bit 0 **SADD0**: Slave address bit 0 (master mode)
In 7-bit addressing mode (ADD10 = 0):
This bit is don't care
In 10-bit addressing mode (ADD10 = 1):
This bit should be written with bit 0 of the slave address to be sent
Note: Changing these bits when the START bit is set is not allowed.

20.7.3 Own address 1 register (I2C_OAR1)

Address offset: 0x08

Reset value: 0x0000 0000

Access: No wait states, except if a write access occurs while a write access to this register is ongoing. In this case, wait states are inserted in the second write access until the previous one is completed. The latency of the second write access can be up to 2 x PCLK1 + 6 x I2CCLK.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OA1EN	Res.	Res.	Res.	Res.	OA1 MODE	OA1[9:8]		OA1[7:1]							OA1[0]
rw					rw	rw		rw							rw

Bits 31:16 Reserved, must be kept at reset value.

Bit 15 **OA1EN**: Own Address 1 enable
0: Own address 1 disabled. The received slave address OA1 is NACKed.
1: Own address 1 enabled. The received slave address OA1 is ACKed.

Bits 14:11 Reserved, must be kept at reset value.

Bit 10 **OA1MODE** Own Address 1 10-bit mode
0: Own address 1 is a 7-bit address.
1: Own address 1 is a 10-bit address.
Note: This bit can be written only when OA1EN=0.

Bits 9:8 **OA1[9:8]**: Interface address
7-bit addressing mode: do not care
10-bit addressing mode: bits 9:8 of address
Note: These bits can be written only when OA1EN=0.

Bits 7:1 **OA1[7:1]**: Interface address
7-bit addressing mode: 7-bit address
10-bit addressing mode: bits 7:1 of 10-bit address
Note: These bits can be written only when OA1EN=0.

Bit 0 **OA1[0]**: Interface address
7-bit addressing mode: do not care
10-bit addressing mode: bit 0 of address
Note: This bit can be written only when OA1EN=0.

20.7.4 Own address 2 register (I2C_OAR2)

Address offset: 0x0C

Reset value: 0x0000 0000

Access: No wait states, except if a write access occurs while a write access to this register is ongoing. In this case, wait states are inserted in the second write access until the previous one is completed. The latency of the second write access can be up to 2 x PCLK1 + 6 x I2CCLK.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OA2EN	Res.	Res.	Res.	Res.	OA2MSK[2:0]			OA2[7:1]							Res.
rw					rw			rw							

Bits 31:16 Reserved, must be kept at reset value.

Bit 15 **OA2EN**: Own Address 2 enable
0: Own address 2 disabled. The received slave address OA2 is NACKed.
1: Own address 2 enabled. The received slave address OA2 is ACKed.

Bits 14:11 Reserved, must be kept at reset value.

Bits 10:8 **OA2MSK[2:0]**: Own Address 2 masks
000: No mask
001: OA2[1] is masked and don't care. Only OA2[7:2] are compared.
010: OA2[2:1] are masked and don't care. Only OA2[7:3] are compared.
011: OA2[3:1] are masked and don't care. Only OA2[7:4] are compared.
100: OA2[4:1] are masked and don't care. Only OA2[7:5] are compared.
101: OA2[5:1] are masked and don't care. Only OA2[7:6] are compared.
110: OA2[6:1] are masked and don't care. Only OA2[7] is compared.
111: OA2[7:1] are masked and don't care. No comparison is done, and all (except reserved) 7-bit received addresses are acknowledged.

Note: These bits can be written only when OA2EN=0.
As soon as OA2MSK is not equal to 0, the reserved I2C addresses (0b0000xxx and 0b1111xxx) are not acknowledged even if the comparison matches.

Bits 7:1 **OA2[7:1]**: Interface address
7-bit addressing mode: 7-bit address

Note: These bits can be written only when OA2EN=0.

Bit 0 Reserved, must be kept at reset value.

20.7.5 Timing register (I2C_TIMINGR)

Address offset: 0x10

Reset value: 0x0000 0000

Access: No wait states

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
PRESC[3:0]				Res.	Res.	Res.	Res.	SCLDEL[3:0]				SDADEL[3:0]			
rw								rw				rw			

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SCLH[7:0]								SCLL[7:0]							
rw								rw							

Bits 31:28 **PRESC[3:0]**: Timing prescaler

This field is used to prescale I2CCLK in order to generate the clock period t_{PRESC} used for data setup and hold counters (refer to *I2C timings on page 501*) and for SCL high and low level counters (refer to *I2C master initialization on page 516*).

t_{PRESC} = (PRESC+1) x t_{I2CCLK}

Bits 27:24 Reserved, must be kept at reset value.

Bits 23:20 **SCLDEL[3:0]**: Data setup time

This field is used to generate a delay t_{SCLDEL} between SDA edge and SCL rising edge. In master mode and in slave mode with NOSTRETCH = 0, the SCL line is stretched low during t_{SCLDEL}.

t_{SCLDEL} = (SCLDEL+1) x t_{PRESC}

Note: t_{SCLDEL} is used to generate $t_{SU:DAT}$ timing.

Bits 19:16 **SDADEL[3:0]**: Data hold time

This field is used to generate the delay t_{SDADEL} between SCL falling edge and SDA edge. In master mode and in slave mode with NOSTRETCH = 0, the SCL line is stretched low during t_{SDADEL}.

t_{SDADEL}= SDADEL x t_{PRESC}

Note: SDADEL is used to generate $t_{HD:DAT}$ timing.

Bits 15:8 **SCLH[7:0]**: SCL high period (master mode)

This field is used to generate the SCL high period in master mode.

t_{SCLH} = (SCLH+1) x t_{PRESC}

Note: SCLH is also used to generate $t_{SU:STO}$ and $t_{HD:STA}$ timing.

Bits 7:0 **SCLL[7:0]**: SCL low period (master mode)

This field is used to generate the SCL low period in master mode.

t_{SCLL} = (SCLL+1) x t_{PRESC}

Note: SCLL is also used to generate t_{BUF} and $t_{SU:STA}$ timings.

Note: This register must be configured when the I2C is disabled (PE = 0).

Note: The STM32CubeMX tool calculates and provides the I2C_TIMINGR content in the I2C Configuration window.

20.7.6 Timeout register (I2C_TIMEOUTR)

Address offset: 0x14

Reset value: 0x0000 0000

Access: No wait states, except if a write access occurs while a write access to this register is ongoing. In this case, wait states are inserted in the second write access until the previous one is completed. The latency of the second write access can be up to 2 x PCLK1 + 6 x I2CCLK.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
TEXTEN	Res.	Res.	Res.	TIMEOUTB [11:0]											
rw				rw											
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TIMOUTEN	Res.	Res.	TIDLE	TIMEOUTA [11:0]											
rw			rw	rw											

Bit 31 **TEXTEN**: Extended clock timeout enable
0: Extended clock timeout detection is disabled
1: Extended clock timeout detection is enabled. When a cumulative SCL stretch for more than $t_{LOW:EXT}$ is done by the I2C interface, a timeout error is detected (TIMEOUT=1).

Bits 30:28 Reserved, must be kept at reset value.

Bits 27:16 **TIMEOUTB[11:0]**: Bus timeout B
This field is used to configure the cumulative clock extension timeout:
In master mode, the master cumulative clock low extend time ($t_{LOW:MEXT}$) is detected
In slave mode, the slave cumulative clock low extend time ($t_{LOW:SEXT}$) is detected
$t_{LOW:EXT}$= (TIMEOUTB+1) x 2048 x t_{I2CCLK}
Note: These bits can be written only when TEXTEN=0.

Bit 15 **TIMOUTEN**: Clock timeout enable
0: SCL timeout detection is disabled
1: SCL timeout detection is enabled: when SCL is low for more than $t_{TIMEOUT}$ (TIDLE=0) or high for more than t_{IDLE} (TIDLE=1), a timeout error is detected (TIMEOUT=1).

Bits 14:13 Reserved, must be kept at reset value.

Bit 12 **TIDLE**: Idle clock timeout detection
0: TIMEOUTA is used to detect SCL low timeout
1: TIMEOUTA is used to detect both SCL and SDA high timeout (bus idle condition)
Note: This bit can be written only when TIMOUTEN=0.

Bits 11:0 **TIMEOUTA[11:0]**: Bus Timeout A
This field is used to configure:
– The SCL low timeout condition $t_{TIMEOUT}$ when TIDLE=0
$t_{TIMEOUT}$= (TIMEOUTA+1) x 2048 x t_{I2CCLK}
– The bus idle condition (both SCL and SDA high) when TIDLE=1
t_{IDLE}= (TIMEOUTA+1) x 4 x t_{I2CCLK}
Note: These bits can be written only when TIMOUTEN=0.

Note: If the SMBus feature is not supported, this register is reserved and forced by hardware to "0x00000000". Refer to Section 20.3: I2C implementation.

20.7.7 Interrupt and status register (I2C_ISR)

Address offset: 0x18

Reset value: 0x0000 0001

Access: No wait states

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADDCODE[6:0]							DIR
								r							r

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BUSY	Res.	ALERT	TIME OUT	PEC ERR	OVR	ARLO	BERR	TCR	TC	STOPF	NACKF	ADDR	RXNE	TXIS	TXE
r		r	r	r	r	r	r	r	r	r	r	r	r	rs	rs

Bits 31:24 Reserved, must be kept at reset value.

Bits 23:17 **ADDCODE[6:0]**: Address match code (Slave mode)

These bits are updated with the received address when an address match event occurs (ADDR = 1).

In the case of a 10-bit address, ADDCODE provides the 10-bit header followed by the 2 MSBs of the address.

Bit 16 **DIR**: Transfer direction (Slave mode)

This flag is updated when an address match event occurs (ADDR=1).

0: Write transfer, slave enters receiver mode.

1: Read transfer, slave enters transmitter mode.

Bit 15 **BUSY**: Bus busy

This flag indicates that a communication is in progress on the bus. It is set by hardware when a START condition is detected. It is cleared by hardware when a Stop condition is detected, or when PE=0.

Bit 14 Reserved, must be kept at reset value.

Bit 13 **ALERT**: SMBus alert

This flag is set by hardware when SMBHEN=1 (SMBus host configuration), ALERTEN=1 and a SMBALERT event (falling edge) is detected on SMBA pin. It is cleared by software by setting the ALERTCF bit.

Note: This bit is cleared by hardware when PE=0.

If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 12 **TIMEOUT**: Timeout or t_{LOW} detection flag

This flag is set by hardware when a timeout or extended clock timeout occurred. It is cleared by software by setting the TIMEOUTCF bit.

Note: This bit is cleared by hardware when PE=0.

If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 11 **PECERR**: PEC Error in reception

This flag is set by hardware when the received PEC does not match with the PEC register content. A NACK is automatically sent after the wrong PEC reception. It is cleared by software by setting the PECCF bit.

Note: This bit is cleared by hardware when PE=0.

If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 10 **OVR**: Overrun/Underrun (slave mode)

This flag is set by hardware in slave mode with NOSTRETCH=1, when an overrun/underrun error occurs. It is cleared by software by setting the OVRCF bit.

Note: This bit is cleared by hardware when PE=0.

Bit 9 **ARLO**: Arbitration lost

This flag is set by hardware in case of arbitration loss. It is cleared by software by setting the ARLOCF bit.

Note: This bit is cleared by hardware when PE=0.

Bit 8 **BERR**: Bus error

This flag is set by hardware when a misplaced Start or Stop condition is detected whereas the peripheral is involved in the transfer. The flag is not set during the address phase in slave mode. It is cleared by software by setting *BERRCF bit.*

Note: This bit is cleared by hardware when PE=0.

Bit 7 **TCR**: Transfer Complete Reload

This flag is set by hardware when RELOAD=1 and NBYTES data have been transferred. It is cleared by software when NBYTES is written to a non-zero value.

Note: This bit is cleared by hardware when PE=0.

This flag is only for master mode, or for slave mode when the SBC bit is set.

Bit 6 **TC**: Transfer Complete (master mode)

This flag is set by hardware when RELOAD=0, AUTOEND=0 and NBYTES data have been transferred. It is cleared by software when START bit or STOP bit is set.

Note: This bit is cleared by hardware when PE=0.

Bit 5 **STOPF**: Stop detection flag

This flag is set by hardware when a Stop condition is detected on the bus and the peripheral is involved in this transfer:

– either as a master, provided that the STOP condition is generated by the peripheral.

– or as a slave, provided that the peripheral has been addressed previously during this transfer.

It is cleared by software by setting the STOPCF bit.

Note: This bit is cleared by hardware when PE=0.

Bit 4 **NACKF**: Not Acknowledge received flag

This flag is set by hardware when a NACK is received after a byte transmission. It is cleared by software by setting the NACKCF bit.

Note: This bit is cleared by hardware when PE=0.

Bit 3 **ADDR**: Address matched (slave mode)

This bit is set by hardware as soon as the received slave address matched with one of the enabled slave addresses. It is cleared by software by setting *ADDRCF bit.*

Note: This bit is cleared by hardware when PE=0.

Bit 2 **RXNE**: Receive data register not empty (receivers)
This bit is set by hardware when the received data is copied into the I2C_RXDR register, and is ready to be read. It is cleared when I2C_RXDR is read.
Note: This bit is cleared by hardware when PE=0.

Bit 1 **TXIS**: Transmit interrupt status (transmitters)
This bit is set by hardware when the I2C_TXDR register is empty and the data to be transmitted must be written in the I2C_TXDR register. It is cleared when the next data to be sent is written in the I2C_TXDR register.
This bit can be written to '1' by software when NOSTRETCH=1 only, in order to generate a TXIS event (interrupt if TXIE=1 or DMA request if TXDMAEN=1).
Note: This bit is cleared by hardware when PE=0.

Bit 0 **TXE**: Transmit data register empty (transmitters)
This bit is set by hardware when the I2C_TXDR register is empty. It is cleared when the next data to be sent is written in the I2C_TXDR register.
This bit can be written to '1' by software in order to flush the transmit data register I2C_TXDR.
Note: This bit is set by hardware when PE=0.

20.7.8 Interrupt clear register (I2C_ICR)

Address offset: 0x1C

Reset value: 0x0000 0000

Access: No wait states

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	ALERT CF	TIM OUTCF	PECCF	OVRCF	ARLO CF	BERR CF	Res.	Res.	STOP CF	NACK CF	ADDR CF	Res.	Res.	Res.
		w	w	w	w	w	w			w	w	w			

Bits 31:14 Reserved, must be kept at reset value.

Bit 13 **ALERTCF**: Alert flag clear
Writing 1 to this bit clears the ALERT flag in the I2C_ISR register.
Note: If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 12 **TIMOUTCF**: Timeout detection flag clear
Writing 1 to this bit clears the TIMEOUT flag in the I2C_ISR register.
Note: If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 11 **PECCF**: PEC Error flag clear
Writing 1 to this bit clears the PECERR flag in the I2C_ISR register.
Note: If the SMBus feature is not supported, this bit is reserved and forced by hardware to '0'. Refer to Section 20.3: I2C implementation.

Bit 10 **OVRCF**: Overrun/Underrun flag clear
Writing 1 to this bit clears the OVR flag in the I2C_ISR register.

Bit 9 **ARLOCF**: Arbitration Lost flag clear
Writing 1 to this bit clears the ARLO flag in the I2C_ISR register.

Bit 8 **BERRCF**: Bus error flag clear
Writing 1 to this bit clears the BERRF flag in the I2C_ISR register.

Bits 7:6 Reserved, must be kept at reset value.

Bit 5 **STOPCF**: Stop detection flag clear
Writing 1 to this bit clears the STOPF flag in the I2C_ISR register.

Bit 4 **NACKCF**: Not Acknowledge flag clear
Writing 1 to this bit clears the NACKF flag in I2C_ISR register.

Bit 3 **ADDRCF**: Address matched flag clear
Writing 1 to this bit clears the ADDR flag in the I2C_ISR register. Writing 1 to this bit also clears the START bit in the I2C_CR2 register.

Bits 2:0 Reserved, must be kept at reset value.

20.7.9 PEC register (I2C_PECR)

Address offset: 0x20

Reset value: 0x0000 0000

Access: No wait states

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PEC[7:0]							
								r							

Bits 31:8 Reserved, must be kept at reset value.

Bits 7:0 **PEC[7:0]** Packet error checking register
This field contains the internal PEC when PECEN=1.
The PEC is cleared by hardware when PE=0.

Note: If the SMBus feature is not supported, this register is reserved and forced by hardware to "0x00000000". Refer to Section 20.3: I2C implementation.

20.7.10 Receive data register (I2C_RXDR)

Address offset: 0x24

Reset value: 0x0000 0000

Access: No wait states

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RXDATA[7:0]							
								r							

Bits 31:8 Reserved, must be kept at reset value.

Bits 7:0 **RXDATA[7:0]** 8-bit receive data
Data byte received from the I^2C bus.

20.7.11 Transmit data register (I2C_TXDR)

Address offset: 0x28

Reset value: 0x0000 0000

Access: No wait states

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TXDATA[7:0]							
								rw							

Bits 31:8 Reserved, must be kept at reset value.

Bits 7:0 **TXDATA[7:0]** 8-bit transmit data
Data byte to be transmitted to the I^2C bus.
Note: These bits can be written only when TXE=1.

20.7.12 I2C register map

The table below provides the I2C register map and reset values.

Table 97. I2C register map and reset values

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x0	**I2C_CR1**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PECEN	ALERTEN	SMBDEN	SMBHEN	GCEN	WUPEN	NOSTRETCH	SBC	RXDMAEN	TXDMAEN	Res.	ANFOFF	DNF[3:0]				ERRIE	TCIE	STOPIE	NACKIE	ADDRIE	RXIE	TXIE	PE
	Reset value									0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0
0x4	**I2C_CR2**	Res.	Res.	Res.	Res.	Res.	PECBYTE	AUTOEND	RELOAD	NBYTES[7:0]								NACK	STOP	START	HEAD10R	ADD10	RD_WRN	SADD[9:0]									
	Reset value						0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x8	**I2C_OAR1**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	OA1EN	Res.	Res.	Res.	Res.	OA1MODE	OA1[9:0]									
	Reset value																	0					0	0	0	0	0	0	0	0	0	0	0
0xC	**I2C_OAR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	OA2EN	Res.	Res.	Res.	Res.	OA2MSK [2:0]	OA2[7:1]									Res.
	Reset value																	0					0	0	0	0	0	0	0	0	0	0	
0x10	**I2C_TIMINGR**	PRESC[3:0]				Res.	Res.	Res.	Res.	SCLDEL[3:0]				SDADEL[3:0]				SCLH[7:0]								SCLL[7:0]							
	Reset value	0	0	0	0					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x14	**I2C_TIMEOUTR**	TEXTEN	Res.	Res.	Res.	TIMEOUTB[11:0]												TIMOUTEN	Res.		TIDLE	TIMEOUTA[11:0]												
	Reset value	0				0	0	0	0	0	0	0	0	0	0	0	0	0			0	0	0	0	0	0	0	0	0	0	0	0	0
0x18	**I2C_ISR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADDCODE[6:0]							DIR	BUSY	Res.	ALERT	TIMEOUT	PECERR	OVR	ARLO	BERR	TCR	TC	STOPF	NACKF	ADDR	RXNE	TXIS	TXE
	Reset value									0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	1
0x1C	**I2C_ICR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ALERTCF	TIMOUTCF	PECCF	OVRCF	ARLOCF	BERRCF	Res.	Res.	STOPCF	NACKCF	ADDRCF	Res.	Res.	Res.
	Reset value																			0	0	0	0	0	0			0	0	0			
0x20	**I2C_PECR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	PEC[7:0]							
	Reset value																									0	0	0	0	0	0	0	0
0x24	**I2C_RXDR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RXDATA[7:0]							
	Reset value																									0	0	0	0	0	0	0	0

Table 97. I2C register map and reset values (continued)

Offset	Register name	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x28	**I2C_TXDR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TXDATA[7:0]							
	Reset value																									0	0	0	0	0	0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

21 Universal synchronous asynchronous receiver transmitter (USART)

21.1 Introduction

The universal synchronous asynchronous receiver transmitter (USART) offers a flexible means of Full-duplex data exchange with external equipment requiring an industry standard NRZ asynchronous serial data format. The USART offers a very wide range of baud rates using a programmable baud rate generator.

It supports synchronous one-way communication and Half-duplex Single-wire communication, as well as multiprocessor communications. It also supports the LIN (Local Interconnect Network), Smartcard protocol and IrDA (Infrared Data Association) SIR ENDEC specifications and Modem operations (CTS/RTS).

High speed data communication is possible by using the DMA (direct memory access) for multibuffer configuration.

21.2 USART main features

- Full-duplex asynchronous communications
- NRZ standard format (mark/space)
- Configurable oversampling method by 16 or 8 to give flexibility between speed and clock tolerance
- A common programmable transmit and receive baud rate of up to 4 Mbit/s when the clock frequency is 32 MHz and oversampling is by 8
- Dual clock domain allowing:
  - USART functionality and wakeup from Stop mode
  - Convenient baud rate programming independent from the PCLK reprogramming
- Auto baud rate detection
- Programmable data word length (7, 8 or 9 bits)
- Programmable data order with MSB-first or LSB-first shifting
- Configurable stop bits (1 or 2 stop bits)
- Synchronous mode and clock output for synchronous communications
- Single-wire Half-duplex communications
- Continuous communications using DMA
- Received/transmitted bytes are buffered in reserved SRAM using centralized DMA
- Separate enable bits for transmitter and receiver
- Separate signal polarity control for transmission and reception
- Swappable Tx/Rx pin configuration
- Hardware flow control for modem and RS-485 transceiver

- Communication control/error detection flags
- Parity control:
  - Transmits parity bit
  - Checks parity of received data byte
- Fourteen interrupt sources with flags
- Multiprocessor communications

  The USART enters mute mode if the address does not match.
- Wakeup from mute mode (by idle line detection or address mark detection)

21.3 USART extended features

- LIN master synchronous break send capability and LIN slave break detection capability
  - 13-bit break generation and 10/11-bit break detection when USART is hardware configured for LIN
- IrDA SIR encoder decoder supporting 3/16 bit duration for normal mode
- Smartcard mode
  - Supports the T=0 and T=1 asynchronous protocols for smartcards as defined in the ISO/IEC 7816-3 standard
  - 0.5 and 1.5 stop bits for smartcard operation
- Support for ModBus communication
  - Timeout feature
  - CR/LF character recognition

21.4 USART implementation

Table 98. STM32L0x1 USART features

USART modes/features[1]	USART2 (category 1 and 2 devices)	USART2 (category 3 and 5)
Hardware flow control for modem	X	X
Continuous communication using DMA	X	X
Multiprocessor communication	X	X
Synchronous mode	-	X
Smartcard mode	-	X
Single-wire Half-duplex communication	X	X
Ir SIR ENDEC block	-	X
LIN mode	-	X
Dual clock domain and wakeup from Stop mode	-	X
Receiver timeout interrupt	-	X
Modbus communication	-	X
Auto baud rate detection	-	X
Driver Enable	X	X
USART data length	7[2], 8 and 9 bits	

1. X = supported.
2. In 7-bit data length mode, Smartcard mode, LIN master mode and Auto baud rate (0x7F and 0x55 frame detection) are not supported.

21.5 USART functional description

Any USART bidirectional communication requires a minimum of two pins: Receive data In (RX) and Transmit data Out (TX):

- **RX**: Receive data Input.

  This is the serial data input. Oversampling techniques are used for data recovery by discriminating between valid incoming data and noise.
- **TX:** Transmit data Output.

  When the transmitter is disabled, the output pin returns to its I/O port configuration. When the transmitter is enabled and nothing is to be transmitted, the TX pin is at high level. In Single-wire and Smartcard modes, this I/O is used to transmit and receive the data.

Serial data are transmitted and received through these pins in normal USART mode. The frames are comprised of:

- An Idle Line prior to transmission or reception
- A start bit
- A data word (7, 8 or 9 bits) least significant bit first
- 0.5, 1, 1.5, 2 stop bits indicating that the frame is complete
- The USART interface uses a baud rate generator
- A status register (USART_ISR)
- Receive and transmit data registers (USART_RDR, USART_TDR)
- A baud rate register (USART_BRR)
- A guard-time register (USART_GTPR) in case of Smartcard mode.

Refer to *Section 21.8: USART registers on page 609* for the definitions of each bit.

The following pin is required to interface in synchronous mode and Smartcard mode:

- **CK:** Clock output. This pin outputs the transmitter data clock for synchronous transmission corresponding to SPI master mode (no clock pulses on start bit and stop bit, and a software option to send a clock pulse on the last data bit). In parallel, data can be received synchronously on RX. This can be used to control peripherals that have shift registers. The clock phase and polarity are software programmable. In Smartcard mode, CK output can provide the clock to the smartcard.

The following pins are required in RS232 Hardware flow control mode:

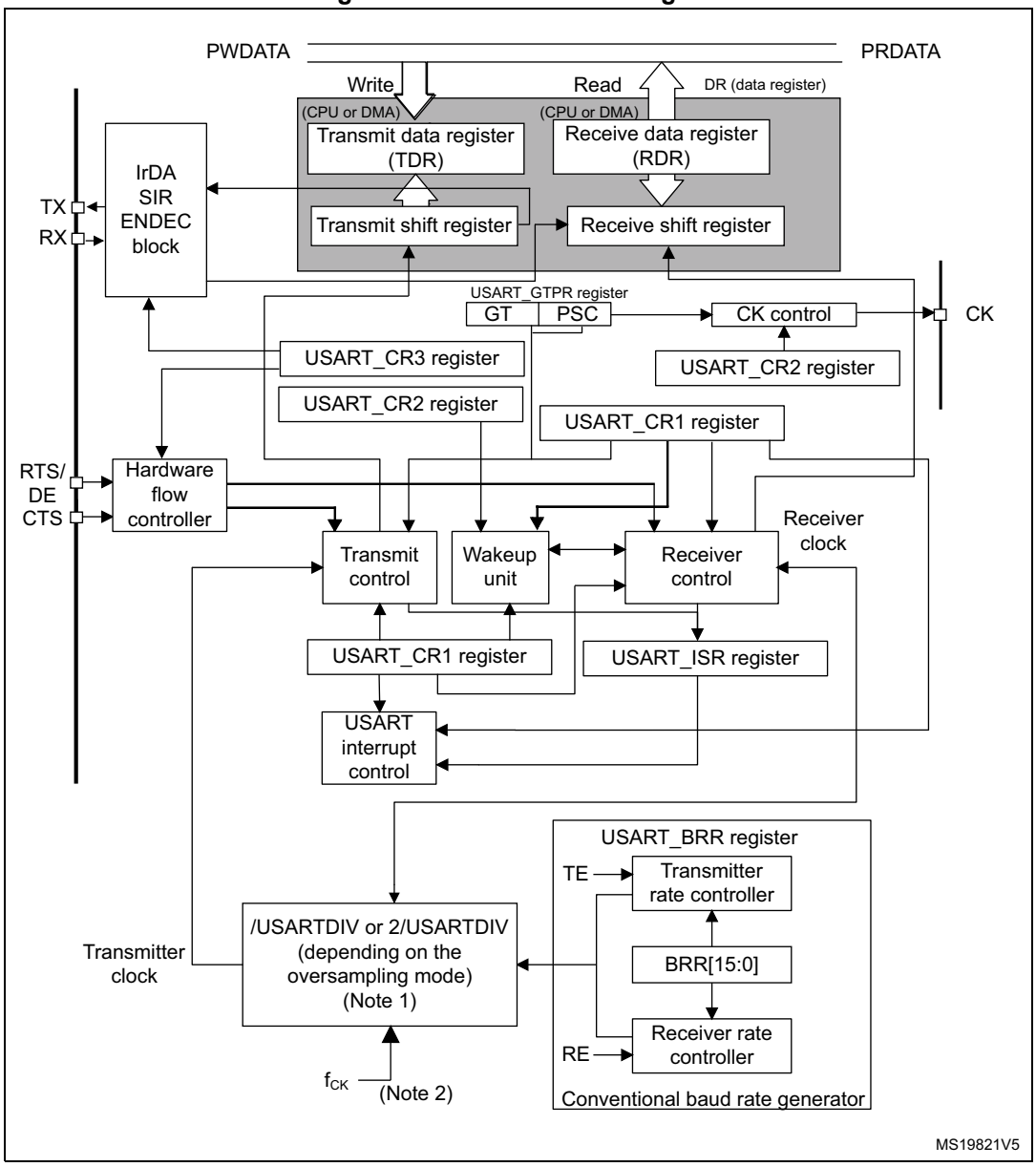
- **CTS:** Clear To Send blocks the data transmission at the end of the current transfer when high
- **RTS:** Request to send indicates that the USART is ready to receive data (when low).

The following pin is required in RS485 Hardware control mode:

- **DE**: Driver Enable activates the transmission mode of the external transceiver.

Note: DE and RTS share the same pin.

Figure 176. USART block diagram



1. For details on coding USARTDIV in the USART_BRR register, please refer to *Section 21.5.4: USART baud rate generation*.
2. f_{CK} can be f_{LSE}, f_{HSI}, f_{PCLK}, f_{SYS}.

21.5.1 USART character description

The word length can be selected as being either 7 or 8 or 9 bits by programming the M[1:0] bits in the USART_CR1 register (see *Figure 177*).

- 7-bit character length: M[1:0] = 10
- 8-bit character length: M[1:0] = 00
- 9-bit character length: M[1:0] = 01

Note: The 7-bit mode is supported only on some USARTs. In addition, not all modes are supported in 7-bit data length mode. Refer to Section 21.4: USART implementation for additional information.

By default, the signal (TX or RX) is in low state during the start bit. It is in high state during the stop bit.

These values can be inverted, separately for each signal, through polarity configuration control.

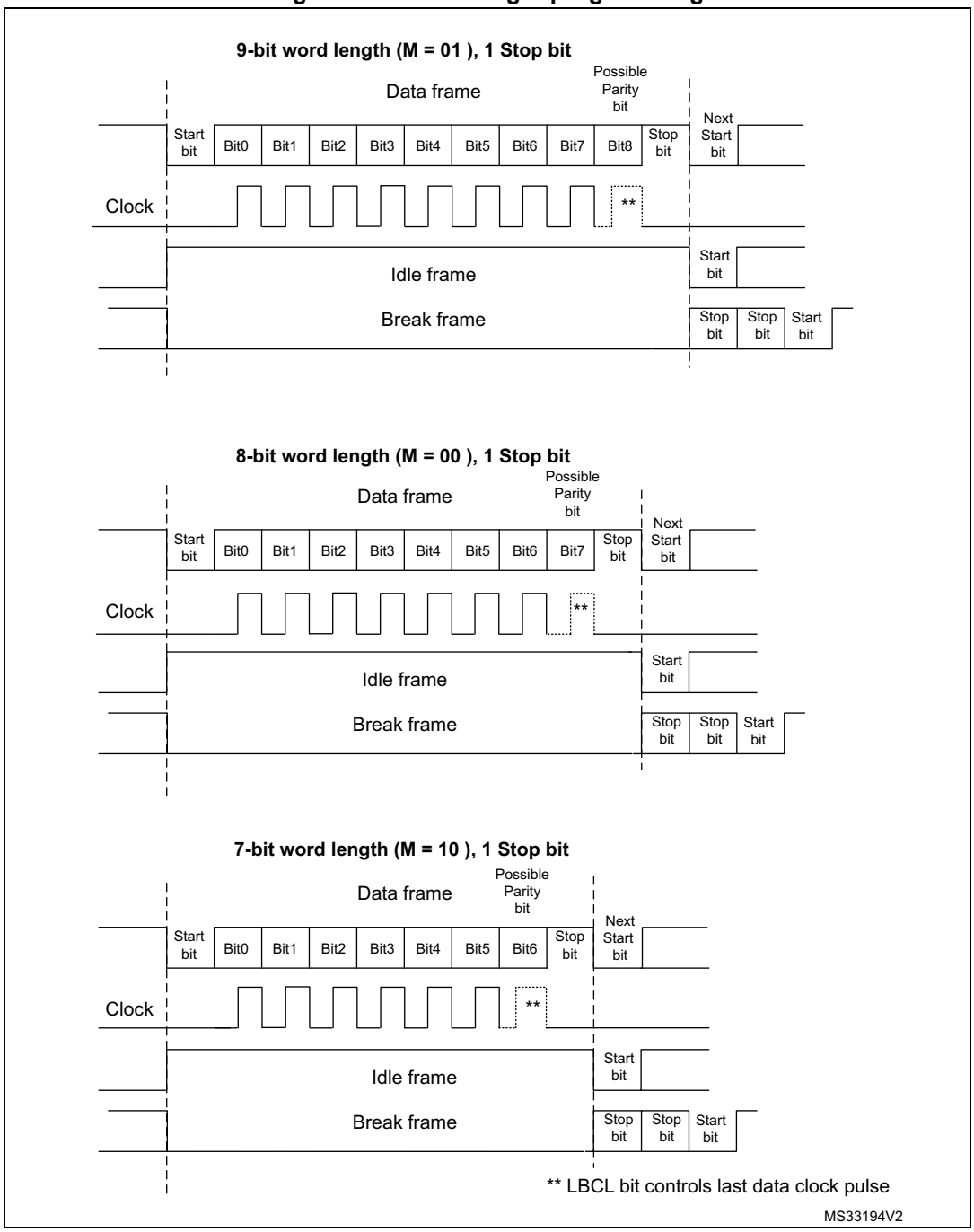
An ***Idle character*** is interpreted as an entire frame of “1”s (the number of “1”s includes the number of stop bits).

A ***Break character*** is interpreted on receiving “0”s for a frame period. At the end of the break frame, the transmitter inserts 2 stop bits.

Transmission and reception are driven by a common baud rate generator, the clock for each is generated when the enable bit is set respectively for the transmitter and receiver.

The details of each block is given below.

Figure 177. Word length programming



21.5.2 USART transmitter

The transmitter can send data words of either 7, 8 or 9 bits depending on the M bits status. The Transmit Enable bit (TE) must be set in order to activate the transmitter function. The data in the transmit shift register is output on the TX pin and the corresponding clock pulses are output on the CK pin.

Character transmission

During an USART transmission, data shifts out least significant bit first (default configuration) on the TX pin. In this mode, the USART_TDR register consists of a buffer (TDR) between the internal bus and the transmit shift register (see *Figure 176*).

Every character is preceded by a start bit which is a logic level low for one bit period. The character is terminated by a configurable number of stop bits.

The following stop bits are supported by USART: 0.5, 1, 1.5 and 2 stop bits.

Note: The TE bit must be set before writing the data to be transmitted to the USART_TDR.

The TE bit should not be reset during transmission of data. Resetting the TE bit during the transmission will corrupt the data on the TX pin as the baud rate counters will get frozen. The current data being transmitted will be lost.

An idle frame will be sent after the TE bit is enabled.

Configurable stop bits

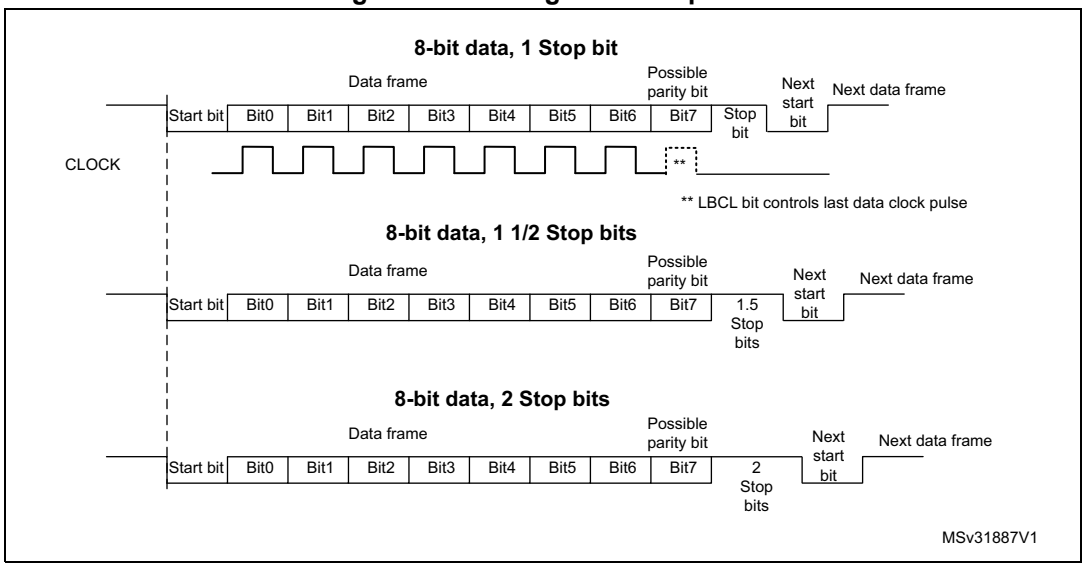
The number of stop bits to be transmitted with every character can be programmed in Control register 2, bits 13,12.

- ***1 stop bit*****:** This is the default value of number of stop bits.
- ***2 stop bits*****:** This will be supported by normal USART, Single-wire and Modem modes.
- ***1.5 stop bits*****:** To be used in Smartcard mode.
- ***0.5 stop bit***: To be used when receiving data in Smartcard mode.

An idle frame transmission will include the stop bits.

A break transmission will be 10 low bits (when M[1:0] = 00) or 11 low bits (when M[1:0] = 01) or 9 low bits (when M[1:0] = 10) followed by 2 stop bits (see *Figure 178*). It is not possible to transmit long breaks (break of length greater than 9/10/11 low bits).

Figure 178. Configurable stop bits



Character transmission procedure

1. Program the M bits in USART_CR1 to define the word length.
2. Select the desired baud rate using the USART_BRR register.
3. Program the number of stop bits in USART_CR2.
4. Enable the USART by writing the UE bit in USART_CR1 register to 1.
5. Select DMA enable (DMAT) in USART_CR3 if multibuffer communication is to take place. Configure the DMA register as explained in multibuffer communication.
6. Set the TE bit in USART_CR1 to send an idle frame as first transmission.
7. Write the data to send in the USART_TDR register (this clears the TXE bit). Repeat this for each data to be transmitted in case of single buffer.
8. After writing the last data into the USART_TDR register, wait until TC=1. This indicates that the transmission of the last frame is complete. This is required for instance when the USART is disabled or enters the Halt mode to avoid corrupting the last transmission.

For code example, refer to *A.15.1: USART transmitter configuration code example*.

Single byte communication

Clearing the TXE bit is always performed by a write to the transmit data register.

The TXE bit is set by hardware and it indicates:

- The data has been moved from the USART_TDR register to the shift register and the data transmission has started.
- The USART_TDR register is empty.
- The next data can be written in the USART_TDR register without overwriting the previous data.

For code example, refer to *A.15.2: USART transmit byte code example*.

This flag generates an interrupt if the TXEIE bit is set.

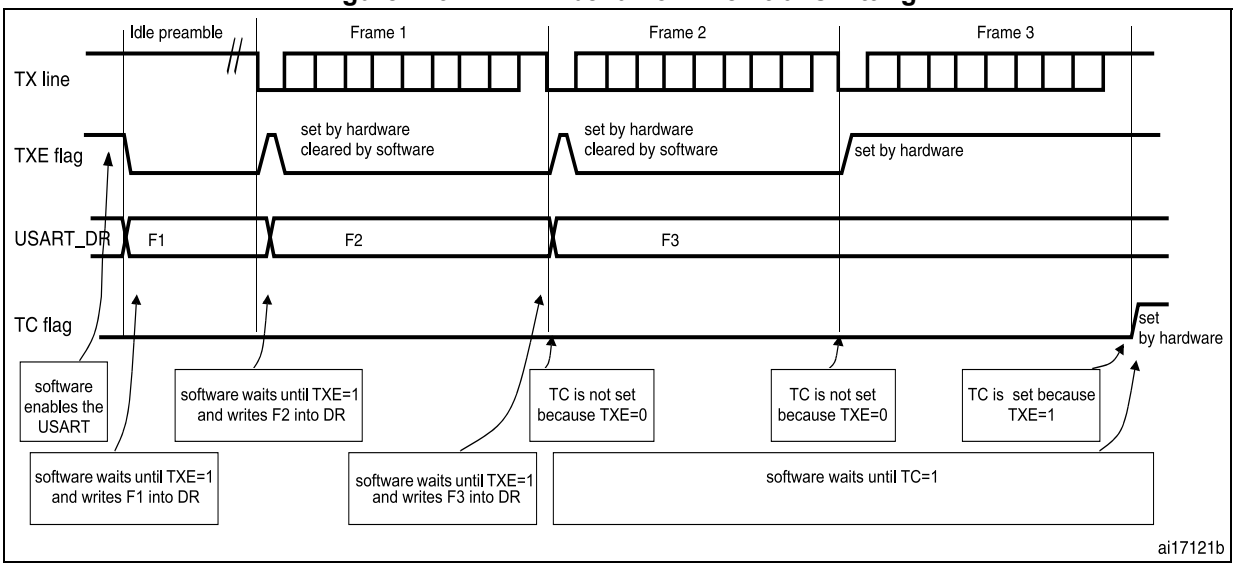
When a transmission is taking place, a write instruction to the USART_TDR register stores the data in the TDR register; next, the data is copied in the shift register at the end of the currently ongoing transmission.

When no transmission is taking place, a write instruction to the USART_TDR register places the data in the shift register, the data transmission starts, and the TXE bit is set.

If a frame is transmitted (after the stop bit) and the TXE bit is set, the TC bit goes high. An interrupt is generated if the TCIE bit is set in the USART_CR1 register.

After writing the last data in the USART_TDR register, it is mandatory to wait for TC=1 before disabling the USART or causing the microcontroller to enter the low-power mode (see *Figure 179: TC/TXE behavior when transmitting*).

Figure 179. TC/TXE behavior when transmitting



For code example, refer to *A.15.3: USART transfer complete code example*.

Break characters

Setting the SBKRQ bit transmits a break character. The break frame length depends on the M bits (see *Figure 177*).

If a '1' is written to the SBKRQ bit, a break character is sent on the TX line after completing the current character transmission. The SBKF bit is set by the write operation and it is reset by hardware when the break character is completed (during the stop bits after the break character). The USART inserts a logic 1 signal (STOP) for the duration of 2 bits at the end of the break frame to guarantee the recognition of the start bit of the next frame.

In the case the application needs to send the break character following all previously inserted data, including the ones not yet transmitted, the software should wait for the TXE flag assertion before setting the SBKRQ bit.

Idle characters

Setting the TE bit drives the USART to send an idle frame before the first data frame.

21.5.3 USART receiver

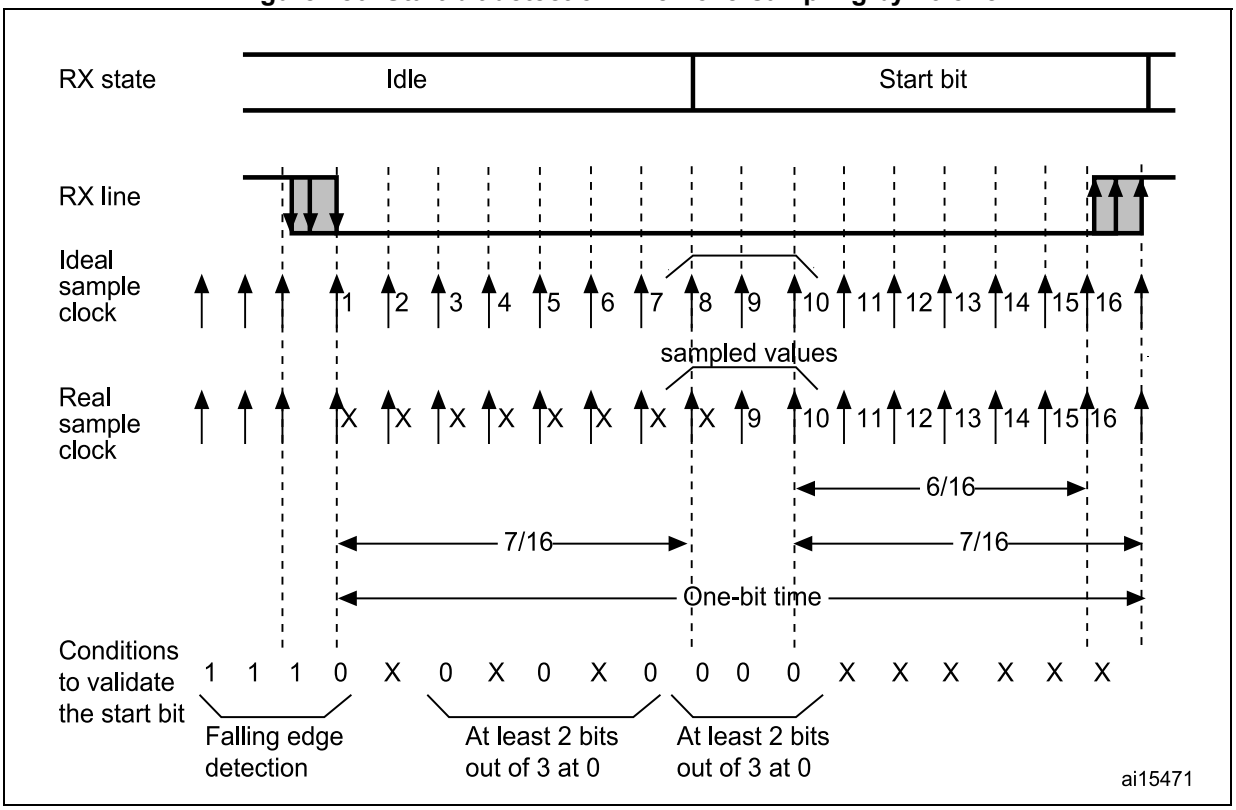
The USART can receive data words of either 7, 8 or 9 bits depending on the M bits in the USART_CR1 register.

Start bit detection

The start bit detection sequence is the same when oversampling by 16 or by 8.

In the USART, the start bit is detected when a specific sequence of samples is recognized. This sequence is: 1 1 1 0 X 0 X 0X 0X 0 X 0X 0.

Figure 180. Start bit detection when oversampling by 16 or 8



Note: If the sequence is not complete, the start bit detection aborts and the receiver returns to the idle state (no flag is set), where it waits for a falling edge.

The start bit is confirmed (RXNE flag set, interrupt generated if RXNEIE=1) if the 3 sampled bits are at 0 (first sampling on the 3rd, 5th and 7th bits finds the 3 bits at 0 and second sampling on the 8th, 9th and 10th bits also finds the 3 bits at 0).

The start bit is validated (RXNE flag set, interrupt generated if RXNEIE=1) but the NF noise flag is set if,

a) for both samplings, 2 out of the 3 sampled bits are at 0 (sampling on the 3rd, 5th and 7th bits and sampling on the 8th, 9th and 10th bits)

or

b) for one of the samplings (sampling on the 3rd, 5th and 7th bits or sampling on the 8th, 9th and 10th bits), 2 out of the 3 bits are found at 0.

If neither conditions a. or b. are met, the start detection aborts and the receiver returns to the idle state (no flag is set).

Character reception

During an USART reception, data shifts in least significant bit first (default configuration) through the RX pin. In this mode, the USART_RDR register consists of a buffer (RDR) between the internal bus and the receive shift register.

Character reception procedure

1. Program the M bits in USART_CR1 to define the word length.
2. Select the desired baud rate using the baud rate register USART_BRR
3. Program the number of stop bits in USART_CR2.
4. Enable the USART by writing the UE bit in USART_CR1 register to 1.
5. Select DMA enable (DMAR) in USART_CR3 if multibuffer communication is to take place. Configure the DMA register as explained in multibuffer communication.
6. Set the RE bit USART_CR1. This enables the receiver which begins searching for a start bit.

For code example, refer to *A.15.4: USART receiver configuration code example*.

When a character is received:

- The RXNE bit is set to indicate that the content of the shift register is transferred to the RDR. In other words, data has been received and can be read (as well as its associated error flags).
- An interrupt is generated if the RXNEIE bit is set.
- The error flags can be set if a frame error, noise or an overrun error has been detected during reception. PE flag can also be set with RXNE.
- In multibuffer, RXNE is set after every byte received and is cleared by the DMA read of the Receive data Register.
- In single buffer mode, clearing the RXNE bit is performed by a software read to the USART_RDR register. The RXNE flag can also be cleared by writing 1 to the RXFRQ in the USART_RQR register. The RXNE bit must be cleared before the end of the reception of the next character to avoid an overrun error.

For code example, refer to *A.15.5: USART receive byte code example*.

Break character

When a break character is received, the USART handles it as a framing error.

Idle character

When an idle frame is detected, there is the same procedure as for a received data character plus an interrupt if the IDLEIE bit is set.

Overrun error

An overrun error occurs when a character is received when RXNE has not been reset. Data can not be transferred from the shift register to the RDR register until the RXNE bit is cleared.

The RXNE flag is set after every byte received. An overrun error occurs if RXNE flag is set when the next data is received or the previous DMA request has not been serviced. When an overrun error occurs:

- The ORE bit is set.
- The RDR content will not be lost. The previous data is available when a read to USART_RDR is performed.
- The shift register will be overwritten. After that point, any data received during overrun is lost.
- An interrupt is generated if either the RXNEIE bit is set or EIE bit is set.
- The ORE bit is reset by setting the ORECF bit in the ICR register.

Note: The ORE bit, when set, indicates that at least 1 data has been lost. There are two possibilities:

- if RXNE=1, then the last valid data is stored in the receive register RDR and can be read,

- if RXNE=0, then it means that the last valid data has already been read and thus there is nothing to be read in the RDR. This case can occur when the last valid data is read in the RDR at the same time as the new (and lost) data is received.

Selecting the proper oversampling method

When the dual clock domain with the wakeup from Stop mode is supported, the clock source can be one of the following sources: PCLK (default), LSE, HSI16 or SYSCLK. Otherwise, the USART clock source is PCLK.

Choosing LSE or HSI16 as clock source may allow the USART to receive data while the MCU is in low-power mode. Depending on the received data and wakeup mode selection, the USART wakes up the MCU, when needed, in order to transfer the received data by software reading the USART_RDR register or by DMA.

For the other clock sources, the system must be active in order to allow USART communication.

The receiver implements different user-configurable oversampling techniques for data recovery by discriminating between valid incoming data and noise. This allows a trade-off between the maximum communication speed and noise/clock inaccuracy immunity.

The oversampling method can be selected by programming the OVER8 bit in the USART_CR1 register and can be either 16 or 8 times the baud rate clock (*Figure 181* and *Figure 182*).

Depending on the application:

- Select oversampling by 8 (OVER8=1) to achieve higher speed (up to $f_{CK}/8$). In this case the maximum receiver tolerance to clock deviation is reduced (refer to *Section 21.5.5: Tolerance of the USART receiver to clock deviation on page 581*)
- Select oversampling by 16 (OVER8=0) to increase the tolerance of the receiver to clock deviations. In this case, the maximum speed is limited to maximum $f_{CK}/16$ where f_{CK} is the clock source frequency.

Programming the ONEBIT bit in the USART_CR3 register selects the method used to evaluate the logic level. There are two options:

- The majority vote of the three samples in the center of the received bit. In this case, when the 3 samples used for the majority vote are not equal, the NF bit is set
- A single sample in the center of the received bit

  Depending on the application:

  – select the three samples' majority vote method (ONEBIT=0) when operating in a noisy environment and reject the data when a noise is detected (refer to *Figure 99*) because this indicates that a glitch occurred during the sampling.

  – select the single sample method (ONEBIT=1) when the line is noise-free to increase the receiver's tolerance to clock deviations (see *Section 21.5.5: Tolerance of the USART receiver to clock deviation on page 581*). In this case the NF bit will never be set.

When noise is detected in a frame:

- The NF bit is set at the rising edge of the RXNE bit.
- The invalid data is transferred from the Shift register to the USART_RDR register.
- No interrupt is generated in case of single byte communication. However this bit rises at the same time as the RXNE bit which itself generates an interrupt. In case of multibuffer communication an interrupt will be issued if the EIE bit is set in the USART_CR3 register.

The NF bit is reset by setting NFCF bit in ICR register.

Note: Oversampling by 8 is not available in LIN, Smartcard and IrDA modes. In those modes, the OVER8 bit is forced to '0' by hardware.

Figure 181. Data sampling when oversampling by 16

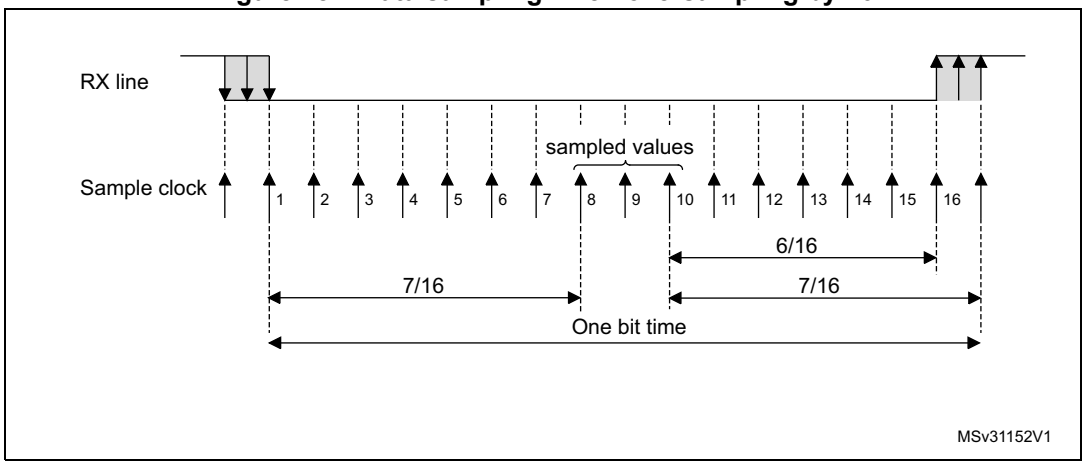


Figure 182. Data sampling when oversampling by 8

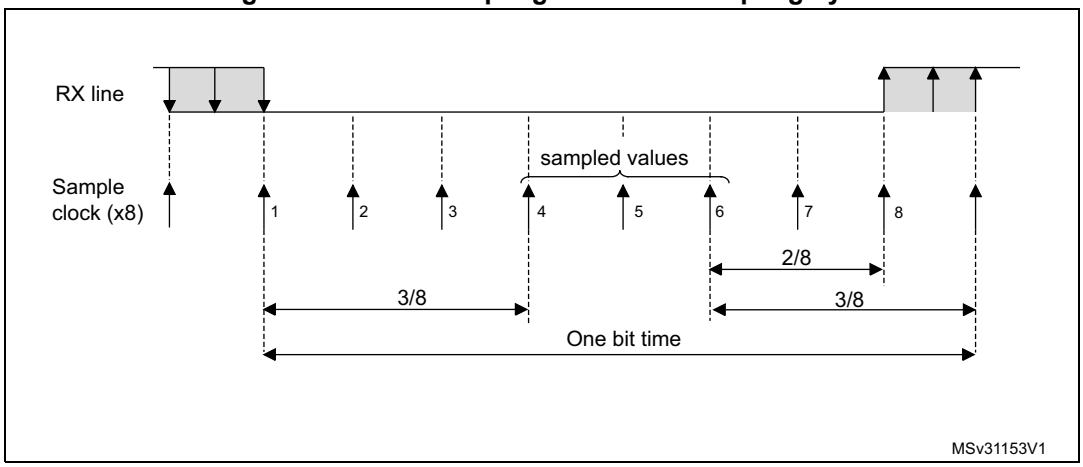


Table 99. Noise detection from sampled data

Sampled value	NE status	Received bit value
000	0	0
001	1	0
010	1	0
011	1	1
100	1	0
101	1	1
110	1	1
111	0	1

Framing error

A framing error is detected when the stop bit is not recognized on reception at the expected time, following either a de-synchronization or excessive noise.

When the framing error is detected:

- The FE bit is set by hardware
- The invalid data is transferred from the Shift register to the USART_RDR register.
- No interrupt is generated in case of single byte communication. However this bit rises at the same time as the RXNE bit which itself generates an interrupt. In case of multibuffer communication an interrupt will be issued if the EIE bit is set in the USART_CR3 register.

The FE bit is reset by writing 1 to the FECF in the USART_ICR register.

Configurable stop bits during reception

The number of stop bits to be received can be configured through the control bits of Control Register 2 - it can be either 1 or 2 in normal mode and 0.5 or 1.5 in Smartcard mode.

- ***0.5 stop bit (reception in Smartcard mode)****: No sampling is done for 0.5 stop bit. As a consequence, no framing error and no break frame can be detected when 0.5 stop bit is selected.*
- ***1 stop bit***: Sampling for 1 stop Bit is done on the 8th, 9th and 10th samples.
- ***1.5 stop bits (Smartcard mode)***: When transmitting in Smartcard mode, the device must check that the data is correctly sent. Thus the receiver block must be enabled (RE =1 in the USART_CR1 register) and the stop bit is checked to test if the smartcard has detected a parity error. In the event of a parity error, the smartcard forces the data signal low during the sampling - NACK signal-, which is flagged as a framing error. Then, the FE flag is set with the RXNE at the end of the 1.5 stop bits. Sampling for 1.5 stop bits is done on the 16th, 17th and 18th samples (1 baud clock period after the beginning of the stop bit). The 1.5 stop bits can be decomposed into 2 parts: one 0.5 baud clock period during which nothing happens, followed by 1 normal stop bit period during which sampling occurs halfway through. Refer to *Section 21.5.13: USART Smartcard mode on page 593* for more details.
- ***2 stop bits***: Sampling for 2 stop bits is done on the 8th, 9th and 10th samples of the first stop bit. If a framing error is detected during the first stop bit the framing error flag will be set. The second stop bit is not checked for framing error. The RXNE flag will be set at the end of the first stop bit.

21.5.4 USART baud rate generation

The baud rate for the receiver and transmitter (Rx and Tx) are both set to the same value as programmed in the USART_BRR register.

Equation 1: Baud rate for standard USART (SPI mode included) (OVER8 = 0 or 1)

In case of oversampling by 16, the equation is:

$$\text{Tx/Rx baud} = \frac{f_{CK}}{\text{USARTDIV}}$$

In case of oversampling by 8, the equation is:

$$\text{Tx/Rx baud} = \frac{2 \times f_{CK}}{\text{USARTDIV}}$$

Equation 2: Baud rate in Smartcard, LIN and IrDA modes (OVER8 = 0)

In Smartcard, LIN and IrDA modes, only Oversampling by 16 is supported:

$$\text{Tx/Rx baud} = \frac{f_{CK}}{\text{USARTDIV}}$$

USARTDIV is an unsigned fixed point number that is coded on the USART_BRR register.

- When OVER8 = 0, BRR = USARTDIV.
- When OVER8 = 1
  - BRR[2:0] = USARTDIV[3:0] shifted 1 bit to the right.
  - BRR[3] must be kept cleared.
  - BRR[15:4] = USARTDIV[15:4]

Note: The baud counters are updated to the new value in the baud registers after a write operation to USART_BRR. Hence the baud rate register value should not be changed during communication.

In case of oversampling by 16 or 8, USARTDIV must be greater than or equal to 16d.

How to derive USARTDIV from USART_BRR register values

Example 1

To obtain 9600 baud with f_{CK} = 8 MHz.

- In case of oversampling by 16:
  USARTDIV = 8 000 000/9600
  BRR = USARTDIV = 833d = 0341h
- In case of oversampling by 8:
  USARTDIV = 2 * 8 000 000/9600
  USARTDIV = 1666,66 (1667d = 683h)
  BRR[3:0] = 3h << 1 = 1h
  BRR = 0x681

Example 2

To obtain 921.6 Kbaud with f_{CK} = 32 MHz.

- In case of oversampling by 16:
  USARTDIV = 32 000 000/921 600
  BRR = USARTDIV = 35d = 23h
- In case of oversampling by 8:
  USARTDIV = 2 * 32 000 000/921 600
  USARTDIV = 70d = 46h
  BRR[3:0] = USARTDIV[3:0] >> 1 = 6h >> 1 = 3h
  BRR = 0x43

Table 100. Error calculation for programmed baud rates at f_{CK} = 32 MHz in both cases of oversampling by 16 or by 8(1)

Baud rate		Oversampling by 16 (OVER8 = 0)			Oversampling by 8 (OVER8 = 1)		
S.No	Desired	Actual	BRR	% Error = (Calculated - Desired)B.Rate / Desired B.Rate	Actual	BRR	% Error
1	2.4 KBps	2.4 KBps	0x3415	0	2.4 KBps	0x6825	0
2	9.6 KBps	9.6 KBps	0xD05	0	9.6 KBps	0x1A05	0
3	19.2 KBps	19.19 KBps	0x683	0.02	19.2 KBps	0xD02	0
4	38.4 KBps	38.41 KBps	0x341	0.04	38.39 KBps	0x681	0.02
5	57.6 KBps	57.55 KBps	0x22C	0.08	57.6 KBps	0x453	0
6	115.2 KBps	115.1 KBps	0x116	0.08	115.11 KBps	0x226	0.08
7	230.4 KBps	230.21 KBps	0x8B	0.08	230.21 KBps	0x113	0.08
8	460.8 KBps	463.76 KBps	0x045	0.64	460.06 KBps	0x85	0.08
9	921.6 KBps	914.28 KBps	0x23	0.79	927.5 KBps	0x42	0.79
10	2 MBps	2 MBps	0x10	0	2 MBps	0x20	0
12	4MBps	4MBps	NA	NA	4MBps	0x10	0

1. The lower the CPU clock the lower the accuracy for a particular baud rate. The upper limit of the achievable baud rate can be fixed with these data.

21.5.5 Tolerance of the USART receiver to clock deviation

The asynchronous receiver of the USART works correctly only if the total clock system deviation is less than the tolerance of the USART receiver. The causes which contribute to the total deviation are:

- DTRA: Deviation due to the transmitter error (which also includes the deviation of the transmitter's local oscillator)
- DQUANT: Error due to the baud rate quantization of the receiver
- DREC: Deviation of the receiver's local oscillator
- DTCL: Deviation due to the transmission line (generally due to the transceivers which can introduce an asymmetry between the low-to-high transition timing and the high-to-low transition timing)

$$DTRA + DQUANT + DREC + DTCL + DWU < USART\ receiver's\ tolerance$$

where

DWU is the error due to sampling point deviation when the wakeup from Stop mode is used.

when M[1:0] = 01:

$$DWU = \frac{t_{WUUSART}}{11 \times Tbit}$$

when M[1:0] = 00:

$$DWU = \frac{t_{WUUSART}}{10 \times Tbit}$$

when M[1:0] = 10:

$$DWU = \frac{t_{WUUSART}}{9 \times Tbit}$$

$t_{WUUSART}$ is the time between detection of start bit falling edge and the instant when clock (requested by the peripheral) is ready and reaching the peripheral and regulator is ready. $t_{WUUSART}$ corresponds to t_{WUSTOP} value provided in the datasheet.

The USART receiver can receive data correctly at up to the maximum tolerated deviation specified in *Table 101* and *Table 101* depending on the following choices:

- 9-, 10- or 11-bit character length defined by the M bits in the USART_CR1 register
- Oversampling by 8 or 16 defined by the OVER8 bit in the USART_CR1 register
- Bits BRR[3:0] of USART_BRR register are equal to or different from 0000.
- Use of 1 bit or 3 bits to sample the data, depending on the value of the ONEBIT bit in the USART_CR3 register.

Table 101. Tolerance of the USART receiver when BRR [3:0] = 0000

M bits	OVER8 bit = 0		OVER8 bit = 1	
	ONEBIT=0	ONEBIT=1	ONEBIT=0	ONEBIT=1
00	3.75%	4.375%	2.50%	3.75%
01	3.41%	3.97%	2.27%	3.41%
10	4.16%	4.86%	2.77%	4.16%

Table 102. Tolerance of the USART receiver when BRR [3:0] is different from 0000

M bits	OVER8 bit = 0		OVER8 bit = 1	
	ONEBIT=0	ONEBIT=1	ONEBIT=0	ONEBIT=1
00	3.33%	3.88%	2%	3%
01	3.03%	3.53%	1.82%	2.73%
10	3.7%	4.31%	2.22%	3.33%

Note: The data specified in Table 101 and Table 102 may slightly differ in the special case when the received frames contain some Idle frames of exactly 10-bit durations when M bits = 00 (11-bit durations when M bits =01 or 9- bit durations when M bits = 10).

21.5.6 USART auto baud rate detection

The USART is able to detect and automatically set the USART_BRR register value based on the reception of one character. Automatic baud rate detection is useful under two circumstances:

- The communication speed of the system is not known in advance
- The system is using a relatively low accuracy clock source and this mechanism allows the correct baud rate to be obtained without measuring the clock deviation.

The clock source frequency must be compatible with the expected communication speed (when oversampling by 16, the baud rate is between $f_{CK}/65535$ and $f_{CK}/16$. when oversampling by 8, the baud rate is between $f_{CK}/65535$ and $f_{CK}/8$).

Before activating the auto baud rate detection, the auto baud rate detection mode must be chosen. There are various modes based on different character patterns.

They can be chosen through the ABRMOD[1:0] field in the USART_CR2 register. In these auto baud rate modes, the baud rate is measured several times during the synchronization data reception and each measurement is compared to the previous one.

These modes are:

- **Mode 0**: Any character starting with a bit at 1. In this case the USART measures the duration of the Start bit (falling edge to rising edge).
- **Mode 1:** Any character starting with a 10xx bit pattern. In this case, the USART measures the duration of the Start and of the 1st data bit. The measurement is done falling edge to falling edge, ensuring better accuracy in the case of slow signal slopes.
- **Mode 2**: A 0x7F character frame (it may be a 0x7F character in LSB first mode or a 0xFE in MSB first mode). In this case, the baud rate is updated first at the end of the start bit (BRs), then at the end of bit 6 (based on the measurement done from falling edge to falling edge: BR6). Bit 0 to bit 6 are sampled at BRs while further bits of the character are sampled at BR6.
- **Mode 3**: A 0x55 character frame. In this case, the baud rate is updated first at the end of the start bit (BRs), then at the end of bit 0 (based on the measurement done from falling edge to falling edge: BR0), and finally at the end of bit 6 (BR6). Bit 0 is sampled at BRs, bit 1 to bit 6 are sampled at BR0, and further bits of the character are sampled at BR6.

  In parallel, another check is performed for each intermediate transition of RX line. An error is generated if the transitions on RX are not sufficiently synchronized with the receiver (the receiver being based on the baud rate calculated on bit 0).

Prior to activating auto baud rate detection, the USART_BRR register must be initialized by writing a non-zero baud rate value.

The automatic baud rate detection is activated by setting the ABREN bit in the USART_CR2 register. The USART will then wait for the first character on the RX line. The auto baud rate operation completion is indicated by the setting of the ABRF flag in the USART_ISR register. If the line is noisy, the correct baud rate detection cannot be guaranteed. In this case the BRR value may be corrupted and the ABRE error flag will be set. This also happens if the communication speed is not compatible with the automatic baud rate detection range (bit duration not between 16 and 65536 clock periods (oversampling by 16) and not between 8 and 65536 clock periods (oversampling by 8)).

The RXNE interrupt will signal the end of the operation.

At any later time, the auto baud rate detection may be relaunched by resetting the ABRF flag (by writing a 0).

Note: If the USART is disabled (UE=0) during an auto baud rate operation, the BRR value may be corrupted.

21.5.7 Multiprocessor communication using USART

In multiprocessor communication, the following bits are to be kept cleared:

- LINEN bit in the USART_CR2 register,
- HDSEL, IREN and SCEN bits in the USART_CR3 register.

It is possible to perform multiprocessor communication with the USART (with several USARTs connected in a network). For instance one of the USARTs can be the master, its TX output connected to the RX inputs of the other USARTs. The others are slaves, their respective TX outputs are logically ANDed together and connected to the RX input of the master.

In multiprocessor configurations it is often desirable that only the intended message recipient should actively receive the full message contents, thus reducing redundant USART service overhead for all non addressed receivers.

The non addressed devices may be placed in mute mode by means of the muting function. In order to use the mute mode feature, the MME bit must be set in the USART_CR1 register.

In mute mode:

- None of the reception status bits can be set.
- All the receive interrupts are inhibited.
- The RWU bit in USART_ISR register is set to 1. RWU can be controlled automatically by hardware or by software, through the MMRQ bit in the USART_RQR register, under certain conditions.

The USART can enter or exit from mute mode using one of two methods, depending on the WAKE bit in the USART_CR1 register:

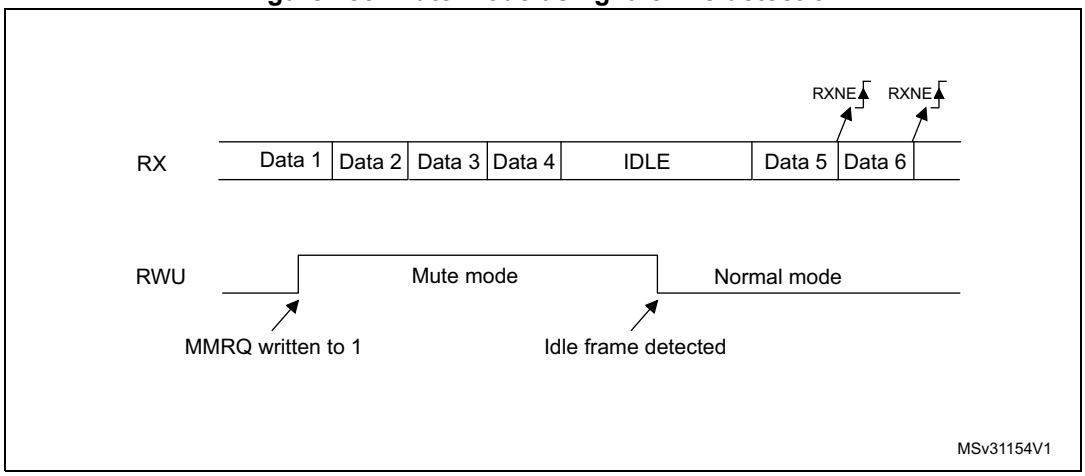
- Idle Line detection if the WAKE bit is reset,
- Address Mark detection if the WAKE bit is set.

Idle line detection (WAKE=0)

The USART enters mute mode when the MMRQ bit is written to 1 and the RWU is automatically set.

It wakes up when an Idle frame is detected. Then the RWU bit is cleared by hardware but the IDLE bit is not set in the USART_ISR register. An example of mute mode behavior using Idle line detection is given in *Figure 183*.

Figure 183. Mute mode using Idle line detection



Note: If the MMRQ is set while the IDLE character has already elapsed, mute mode will not be entered (RWU is not set).

If the USART is activated while the line is IDLE, the idle state is detected after the duration of one IDLE frame (not only after the reception of one character frame).

4-bit/7-bit address mark detection (WAKE=1)

In this mode, bytes are recognized as addresses if their MSB is a ‘1’ otherwise they are considered as data. In an address byte, the address of the targeted receiver is put in the 4 or 7 LSBs. The choice of 7 or 4-bit address detection is done using the ADDM7 bit. This 4-bit/7-bit word is compared by the receiver with its own address which is programmed in the ADD bits in the USART_CR2 register.

Note: In 7-bit and 9-bit data modes, address detection is done on 6-bit and 8-bit addresses (ADD[5:0] and ADD[7:0]) respectively.

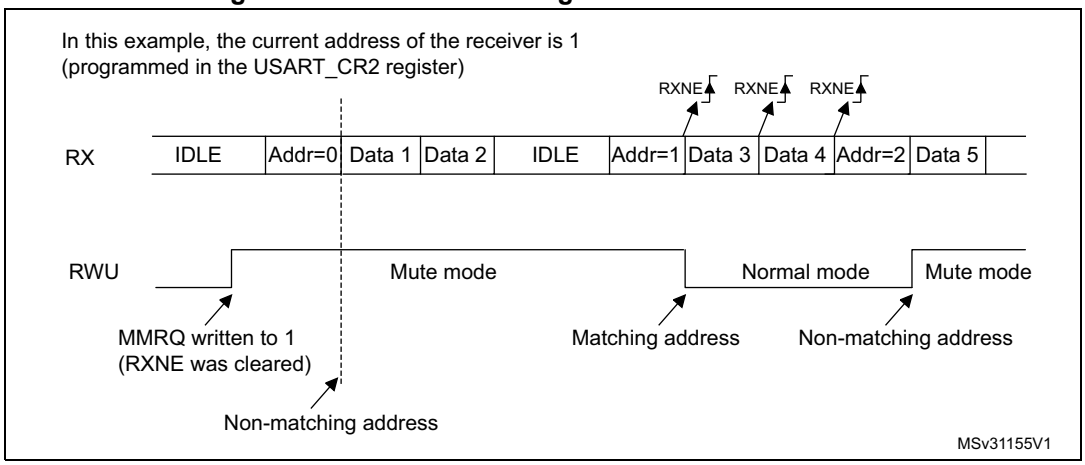
The USART enters mute mode when an address character is received which does not match its programmed address. In this case, the RWU bit is set by hardware. The RXNE flag is not set for this address byte and no interrupt or DMA request is issued when the USART enters mute mode.

The USART also enters mute mode when the MMRQ bit is written to 1. The RWU bit is also automatically set in this case.

The USART exits from mute mode when an address character is received which matches the programmed address. Then the RWU bit is cleared and subsequent bytes are received normally. The RXNE bit is set for the address character since the RWU bit has been cleared.

An example of mute mode behavior using address mark detection is given in *Figure 184*.

Figure 184. Mute mode using address mark detection



21.5.8 Modbus communication using USART

The USART offers basic support for the implementation of Modbus/RTU and Modbus/ASCII protocols. Modbus/RTU is a half duplex, block transfer protocol. The control part of the protocol (address recognition, block integrity control and command interpretation) must be implemented in software.

The USART offers basic support for the end of the block detection, without software overhead or other resources.

Modbus/RTU

In this mode, the end of one block is recognized by a “silence” (idle line) for more than 2 character times. This function is implemented through the programmable timeout function.

The timeout function and interrupt must be activated, through the RTOEN bit in the USART_CR2 register and the RTOIE in the USART_CR1 register. The value corresponding to a timeout of 2 character times (for example 22 x bit duration) must be programmed in the RTO register. when the receive line is idle for this duration, after the last stop bit is received, an interrupt is generated, informing the software that the current block reception is completed.

Modbus/ASCII

In this mode, the end of a block is recognized by a specific (CR/LF) character sequence. The USART manages this mechanism using the character match function.

By programming the LF ASCII code in the ADD[7:0] field and by activating the character match interrupt (CMIE=1), the software is informed when a LF has been received and can check the CR/LF in the DMA buffer.

21.5.9 USART parity control

Parity control (generation of parity bit in transmission and parity checking in reception) can be enabled by setting the PCE bit in the USART_CR1 register. Depending on the frame length defined by the M bits, the possible USART frame formats are as listed in *Table 103*.

Table 103. Frame formats

M bits	PCE bit	USART frame(1)
00	0	| SB | 8-bit data | STB |
00	1	| SB | 7-bit data | PB | STB |
01	0	| SB | 9-bit data | STB |
01	1	| SB | 8-bit data | PB | STB |
10	0	| SB | 7-bit data | STB |
10	1	| SB | 6-bit data | PB | STB |

1. Legends: SB: start bit, STB: stop bit, PB: parity bit. In the data register, the PB is always taking the MSB position (9th, 8th or 7th, depending on the M bits value).

Even parity

The parity bit is calculated to obtain an even number of “1s” inside the frame of the 6, 7 or 8 LSB bits (depending on M bits values) and the parity bit.

As an example, if data=00110101, and 4 bits are set, then the parity bit will be 0 if even parity is selected (PS bit in USART_CR1 = 0).

Odd parity

The parity bit is calculated to obtain an odd number of “1s” inside the frame made of the 6, 7 or 8 LSB bits (depending on M bits values) and the parity bit.

As an example, if data=00110101 and 4 bits set, then the parity bit will be 1 if odd parity is selected (PS bit in USART_CR1 = 1).

Parity checking in reception

If the parity check fails, the PE flag is set in the USART_ISR register and an interrupt is generated if PEIE is set in the USART_CR1 register. The PE flag is cleared by software writing 1 to the PECF in the USART_ICR register.

Parity generation in transmission

If the PCE bit is set in USART_CR1, then the MSB bit of the data written in the data register is transmitted but is changed by the parity bit (even number of “1s” if even parity is selected (PS=0) or an odd number of “1s” if odd parity is selected (PS=1)).

21.5.10 USART LIN (local interconnection network) mode

This section is relevant only when LIN mode is supported. Please refer to *Section 21.4: USART implementation on page 566*.

The LIN mode is selected by setting the LINEN bit in the USART_CR2 register. In LIN mode, the following bits must be kept cleared:

- STOP[1:0] and CLKEN in the USART_CR2 register,
- SCEN, HDSEL and IREN in the USART_CR3 register.

For code example, refer to *A.15.6: USART LIN mode code example*.

LIN transmission

The procedure explained in *Section 21.5.2: USART transmitter* has to be applied for LIN Master transmission. It must be the same as for normal USART transmission with the following differences:

- Clear the M bits to configure 8-bit word length.
- Set the LINEN bit to enter LIN mode. In this case, setting the SBKRQ bit sends 13 ‘0’ bits as a break character. Then 2 bits of value ‘1’ are sent to allow the next start detection.

LIN reception

When LIN mode is enabled, the break detection circuit is activated. The detection is totally independent from the normal USART receiver. A break can be detected whenever it occurs, during Idle state or during a frame.

When the receiver is enabled (RE=1 in USART_CR1), the circuit looks at the RX input for a start signal. The method for detecting start bits is the same when searching break characters or data. After a start bit has been detected, the circuit samples the next bits exactly like for the data (on the 8th, 9th and 10th samples). If 10 (when the LBDL = 0 in USART_CR2) or 11 (when LBDL=1 in USART_CR2) consecutive bits are detected as ‘0, and are followed by a delimiter character, the LBDF flag is set in USART_ISR. If the LBDIE bit=1, an interrupt is generated. Before validating the break, the delimiter is checked for as it signifies that the RX line has returned to a high level.

If a ‘1’ is sampled before the 10 or 11 have occurred, the break detection circuit cancels the current detection and searches for a start bit again.

If the LIN mode is disabled (LINEN=0), the receiver continues working as normal USART, without taking into account the break detection.

If the LIN mode is enabled (LINEN=1), as soon as a framing error occurs (i.e. stop bit detected at ‘0’, which will be the case for any break frame), the receiver stops until the break detection circuit receives either a ‘1’, if the break word was not complete, or a delimiter character if a break has been detected.

The behavior of the break detector state machine and the break flag is shown on the *Figure 185: Break detection in LIN mode (11-bit break length - LBDL bit is set) on page 589*.

Examples of break frames are given on *Figure 186: Break detection in LIN mode vs. Framing error detection on page 590*.

Figure 185. Break detection in LIN mode (11-bit break length - LBDL bit is set)

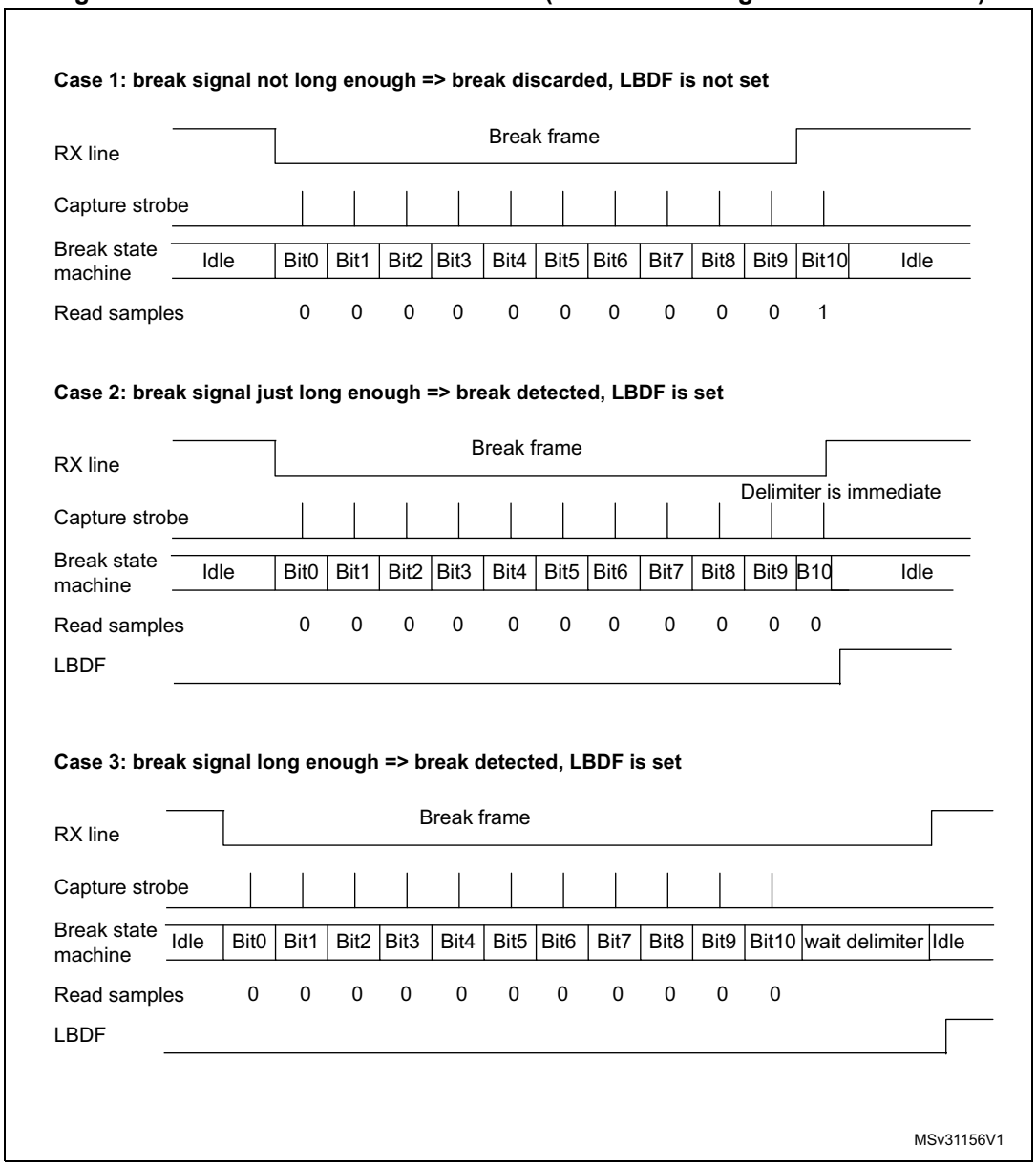
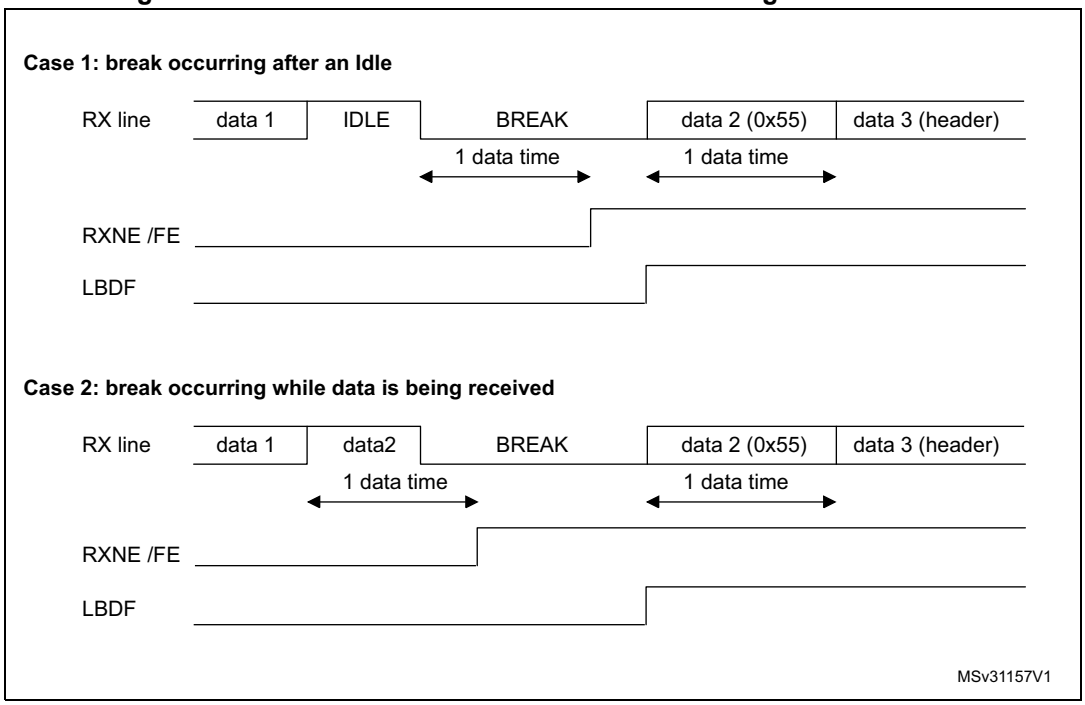


Figure 186. Break detection in LIN mode vs. Framing error detection



21.5.11 USART synchronous mode

The synchronous mode is selected by writing the CLKEN bit in the USART_CR2 register to 1. In synchronous mode, the following bits must be kept cleared:

- LINEN bit in the USART_CR2 register,
- SCEN, HDSEL and IREN bits in the USART_CR3 register.

In this mode, the USART can be used to control bidirectional synchronous serial communications in master mode. The CK pin is the output of the USART transmitter clock. No clock pulses are sent to the CK pin during start bit and stop bit. Depending on the state of the LBCL bit in the USART_CR2 register, clock pulses are, or are not, generated during the last valid data bit (address mark). The CPOL bit in the USART_CR2 register is used to select the clock polarity, and the CPHA bit in the USART_CR2 register is used to select the phase of the external clock (see *Figure 187*, *Figure 188* and *Figure 189*).

During the Idle state, preamble and send break, the external CK clock is not activated.

In synchronous mode the USART transmitter works exactly like in asynchronous mode. But as CK is synchronized with TX (according to CPOL and CPHA), the data on TX is synchronous.

In this mode the USART receiver works in a different manner compared to the asynchronous mode. If RE=1, the data is sampled on CK (rising or falling edge, depending on CPOL and CPHA), without any oversampling. A setup and a hold time must be respected (which depends on the baud rate: 1/16 bit duration).

Note: The CK pin works in conjunction with the TX pin. Thus, the clock is provided only if the transmitter is enabled (TE=1) and data is being transmitted (the data register USART_TDR written). This means that it is not possible to receive synchronous data without transmitting data.

The LBCL, CPOL and CPHA bits have to be selected when the USART is disabled (UE=0) to ensure that the clock pulses function correctly.

For code example, refer to *A.15.7: USART synchronous mode code example*.

Figure 187. USART example of synchronous transmission

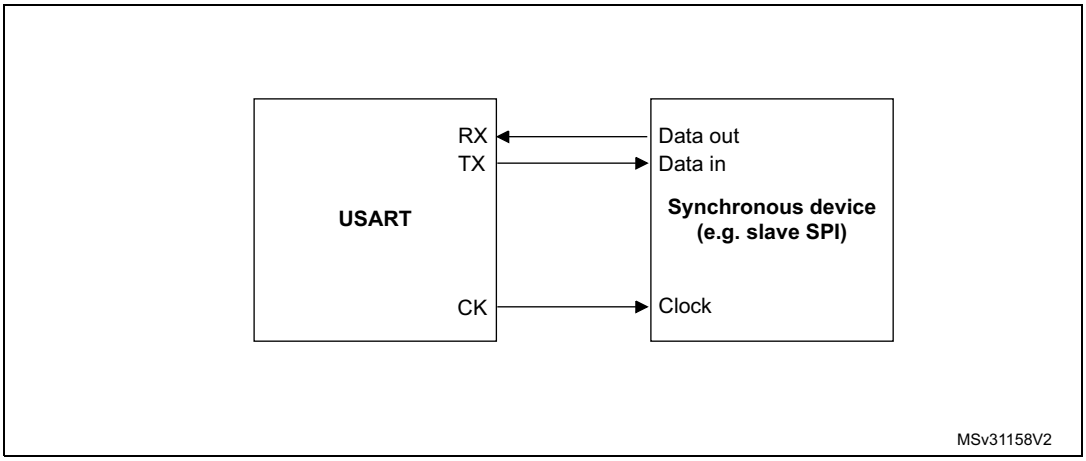


Figure 188. USART data clock timing diagram (M bits = 00)

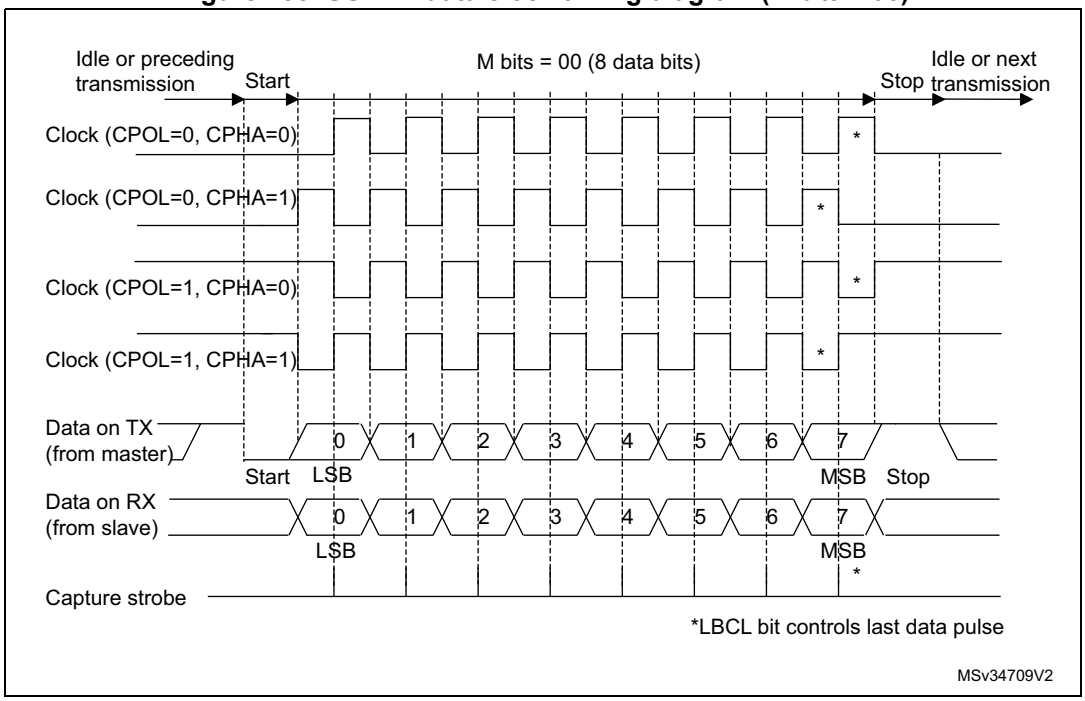


Figure 189. USART data clock timing diagram (M bits = 01)

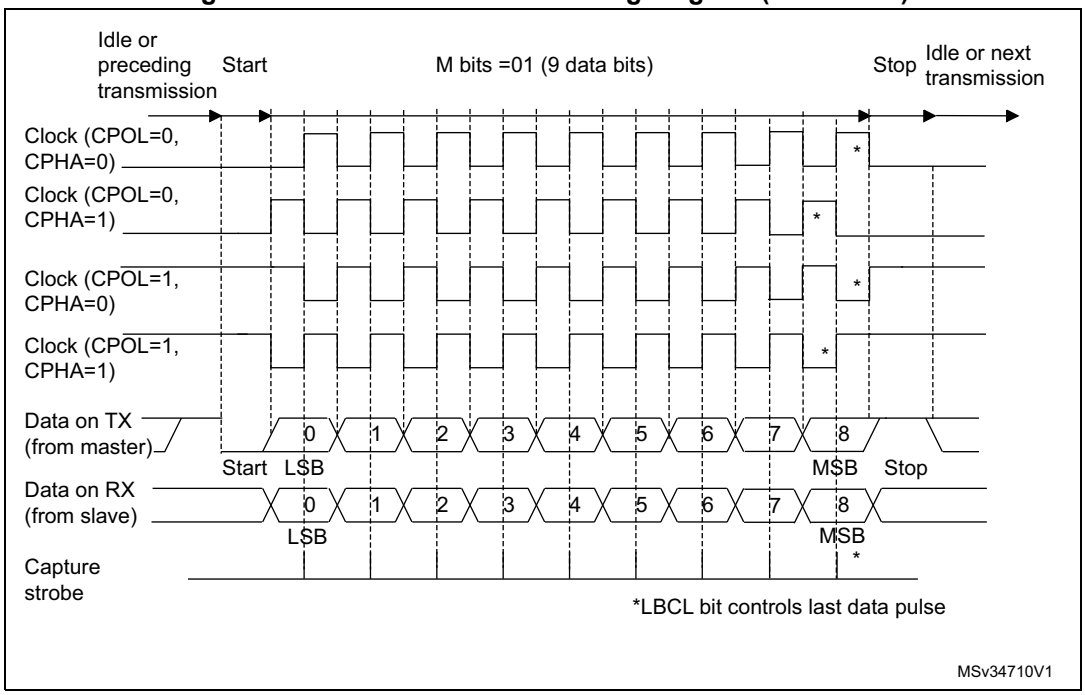
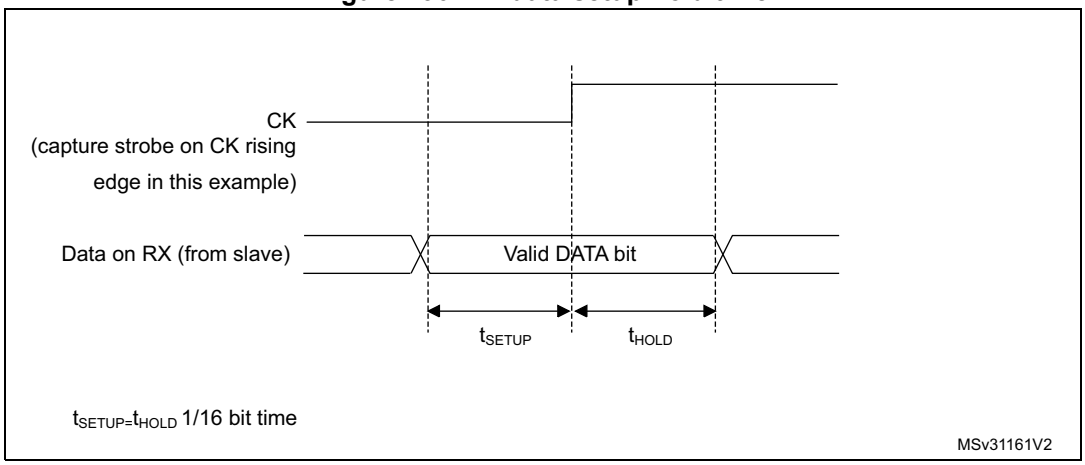


Figure 190. RX data setup/hold time



Note: The function of CK is different in Smartcard mode. Refer to Section 21.5.13: USART Smartcard mode for more details.

21.5.12 USART Single-wire Half-duplex communication

Single-wire Half-duplex mode is selected by setting the HDSEL bit in the USART_CR3 register. In this mode, the following bits must be kept cleared:

- LINEN and CLKEN bits in the USART_CR2 register,
- SCEN and IREN bits in the USART_CR3 register.

The USART can be configured to follow a Single-wire Half-duplex protocol where the TX and RX lines are internally connected. The selection between half- and Full-duplex communication is made with a control bit HDSEL in USART_CR3.

As soon as HDSEL is written to 1:

- The TX and RX lines are internally connected
- The RX pin is no longer used
- The TX pin is always released when no data is transmitted. Thus, it acts as a standard I/O in idle or in reception. It means that the I/O must be configured so that TX is configured as alternate function open-drain with an external pull-up.

Apart from this, the communication protocol is similar to normal USART mode. Any conflicts on the line must be managed by software (by the use of a centralized arbiter, for instance). In particular, the transmission is never blocked by hardware and continues as soon as data is written in the data register while the TE bit is set.

For code example, refer to *A.15.8: USART single-wire half-duplex code example*.

21.5.13 USART Smartcard mode

This section is relevant only when Smartcard mode is supported. Please refer to *Section 21.4: USART implementation on page 566*.

Smartcard mode is selected by setting the SCEN bit in the USART_CR3 register. In Smartcard mode, the following bits must be kept cleared:

- LINEN bit in the USART_CR2 register,
- HDSEL and IREN bits in the USART_CR3 register.

Moreover, the CLKEN bit may be set in order to provide a clock to the smartcard.

The smartcard interface is designed to support asynchronous protocol for smartcards as defined in the ISO 7816-3 standard. Both T=0 (character mode) and T=1 (block mode) are supported.

The USART should be configured as:

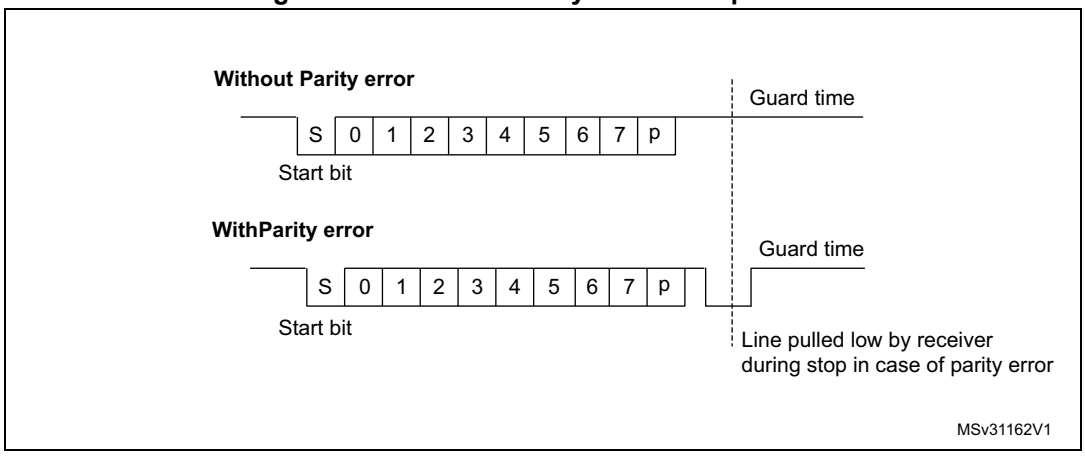
- 8 bits plus parity: where word length is set to 8 bits and PCE=1 in the USART_CR1 register
- 1.5 stop bits when transmitting and receiving data: where STOP=11 in the USART_CR2 register. It is also possible to choose 0.5 stop bit for receiving.

For code example, refer to *A.15.9: USART smartcard mode code example*.

In T=0 (character) mode, the parity error is indicated at the end of each character during the guard time period.

Figure 191 shows examples of what can be seen on the data line with and without parity error.

Figure 191. ISO 7816-3 asynchronous protocol



When connected to a smartcard, the TX output of the USART drives a bidirectional line that is also driven by the smartcard. The TX pin must be configured as open drain.

Smartcard mode implements a single wire half duplex communication protocol.

- Transmission of data from the transmit shift register is guaranteed to be delayed by a minimum of 1/2 baud clock. In normal operation a full transmit shift register starts shifting on the next baud clock edge. In Smartcard mode this transmission is further delayed by a guaranteed 1/2 baud clock.
- In transmission, if the smartcard detects a parity error, it signals this condition to the USART by driving the line low (NACK). This NACK signal (pulling transmit line low for 1 baud clock) causes a framing error on the transmitter side (configured with 1.5 stop bits). The USART can handle automatic re-sending of data according to the protocol. The number of retries is programmed in the SCARCNT bit field. If the USART continues receiving the NACK after the programmed number of retries, it stops transmitting and signals the error as a framing error. The TXE bit can be set using the TXFRQ bit in the USART_RQR register.
- Smartcard auto-retry in transmission: a delay of 2.5 baud periods is inserted between the NACK detection by the USART and the start bit of the repeated character. The TC bit is set immediately at the end of reception of the last repeated character (no guard-time). If the software wants to repeat it again, it must insure the minimum 2 baud periods required by the standard.
- If a parity error is detected during reception of a frame programmed with a 1.5 stop bits period, the transmit line is pulled low for a baud clock period after the completion of the receive frame. This is to indicate to the smartcard that the data transmitted to the USART has not been correctly received. A parity error is NACKed by the receiver if the NACK control bit is set, otherwise a NACK is not transmitted (to be used in T=1 mode). If the received character is erroneous, the RXNE/receive DMA request is not activated. According to the protocol specification, the smartcard must resend the same character. If the received character is still erroneous after the maximum number of retries specified in the SCARCNT bit field, the USART stops transmitting the NACK and signals the error as a parity error.
- Smartcard auto-retry in reception: the BUSY flag remains set if the USART NACKs the card but the card doesn’t repeat the character.

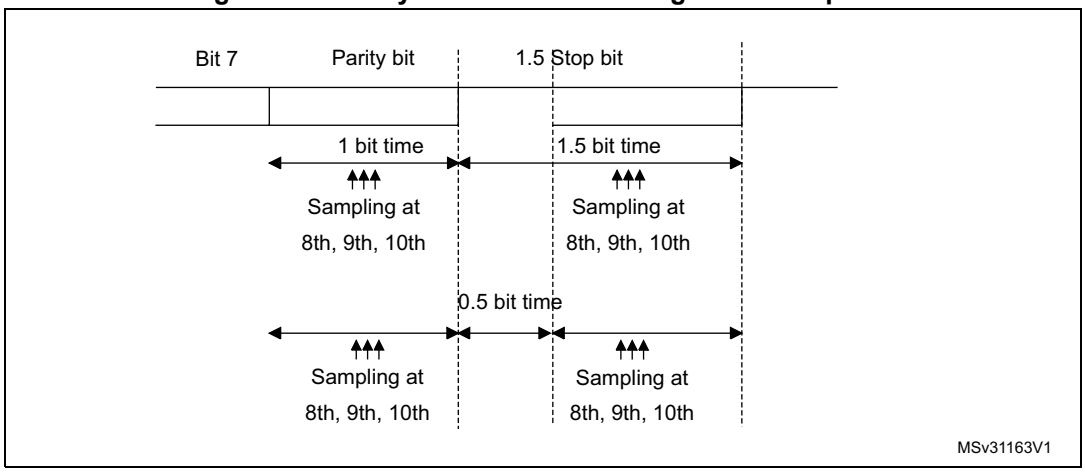
- In transmission, the USART inserts the Guard Time (as programmed in the Guard Time register) between two successive characters. As the Guard Time is measured after the stop bit of the previous character, the GT[7:0] register must be programmed to the desired CGT (Character Guard Time, as defined by the 7816-3 specification) minus 12 (the duration of one character).
- The assertion of the TC flag can be delayed by programming the Guard Time register. In normal operation, TC is asserted when the transmit shift register is empty and no further transmit requests are outstanding. In Smartcard mode an empty transmit shift register triggers the Guard Time counter to count up to the programmed value in the Guard Time register. TC is forced low during this time. When the Guard Time counter reaches the programmed value TC is asserted high.
- The TCBGT flag can be used to detect the end of data transfer without waiting for guard time completion. This flag is set just after the end of frame transmission and if no NACK has been received from the card.
- The de-assertion of TC flag is unaffected by Smartcard mode.
- If a framing error is detected on the transmitter end (due to a NACK from the receiver), the NACK is not detected as a start bit by the receive block of the transmitter. According to the ISO protocol, the duration of the received NACK can be 1 or 2 baud clock periods.
- On the receiver side, if a parity error is detected and a NACK is transmitted the receiver does not detect the NACK as a start bit.

Note: A break character is not significant in Smartcard mode. A 0x00 data with a framing error is treated as data and not as a break.

No Idle frame is transmitted when toggling the TE bit. The Idle frame (as defined for the other configurations) is not defined by the ISO protocol.

Figure 192 details how the NACK signal is sampled by the USART. In this example the USART is transmitting data and is configured with 1.5 stop bits. The receiver part of the USART is enabled in order to check the integrity of the data and the NACK signal.

Figure 192. Parity error detection using the 1.5 stop bits



The USART can provide a clock to the smartcard through the CK output. In Smartcard mode, CK is not associated to the communication but is simply derived from the internal peripheral input clock through a 5-bit prescaler. The division ratio is configured in the prescaler register USART_GTPR. CK frequency can be programmed from $f_{CK}/2$ to $f_{CK}/62$, where f_{CK} is the peripheral input clock.

Block mode (T=1)

In T=1 (block) mode, the parity error transmission is deactivated, by clearing the NACK bit in the UART_CR3 register.

When requesting a read from the smartcard, in block mode, the software must enable the receiver Timeout feature by setting the RTOEN bit in the USART_CR2 register and program the RTO bits field in the RTOR register to the BWT (block wait time) - 11 value. If no answer is received from the card before the expiration of this period, the RTOF flag will be set and a timeout interrupt will be generated (if RTOIE bit in the USART_CR1 register is set). If the first character is received before the expiration of the period, it is signaled by the RXNE interrupt.

Note: The RXNE interrupt must be enabled even when using the USART in DMA mode to read from the smartcard in block mode. In parallel, the DMA must be enabled only after the first received byte.

After the reception of the first character (RXNE interrupt), the RTO bit fields in the RTOR register must be programmed to the CWT (character wait time) - 11 value, in order to allow the automatic check of the maximum wait time between two consecutive characters. This time is expressed in baudtime units. If the smartcard does not send a new character in less than the CWT period after the end of the previous character, the USART signals this to the software through the RTOF flag and interrupt (when RTOIE bit is set).

Note: The RTO counter starts counting:

- From the end of the stop bit in case STOP = 00.

- From the end of the second stop bit in case of STOP = 10.

- 1 bit duration after the beginning of the STOP bit in case STOP = 11.

- From the beginning of the STOP bit in case STOP = 01.

As in the Smartcard protocol definition, the BWT/CWT values are defined from the beginning (start bit) of the last character. The RTO register must be programmed to BWT - 11 or CWT -11, respectively, taking into account the length of the last character itself.

A block length counter is used to count all the characters received by the USART. This counter is reset when the USART is transmitting (TXE=0). The length of the block is communicated by the smartcard in the third byte of the block (prologue field). This value must be programmed to the BLEN field in the USART_RTOR register. when using DMA mode, before the start of the block, this register field must be programmed to the minimum value (0x0). with this value, an interrupt is generated after the 4th received character. The software must read the LEN field (third byte), its value must be read from the receive buffer.

In interrupt driven receive mode, the length of the block may be checked by software or by programming the BLEN value. However, before the start of the block, the maximum value of BLEN (0xFF) may be programmed. The real value will be programmed after the reception of the third character.

If the block is using the LRC longitudinal redundancy check (1 epilogue byte), the BLEN=LEN. If the block is using the CRC mechanism (2 epilogue bytes), BLEN=LEN+1 must be programmed. The total block length (including prologue, epilogue and information fields) equals BLEN+4. The end of the block is signaled to the software through the EOBF flag and interrupt (when EOBIE bit is set).

In case of an error in the block length, the end of the block is signaled by the RTO interrupt (Character wait Time overflow).

Note: The error checking code (LRC/CRC) must be computed/verified by software.

Direct and inverse convention

The Smartcard protocol defines two conventions: direct and inverse.

The direct convention is defined as: LSB first, logical bit value of 1 corresponds to a H state of the line and parity is even. In order to use this convention, the following control bits must be programmed: MSBFIRST=0, DATAINV=0 (default values).

The inverse convention is defined as: MSB first, logical bit value 1 corresponds to an L state on the signal line and parity is even. In order to use this convention, the following control bits must be programmed: MSBFIRST=1, DATAINV=1.

Note: When logical data values are inverted (0=H, 1=L), the parity bit is also inverted in the same way.

In order to recognize the card convention, the card sends the initial character, TS, as the first character of the ATR (Answer To Reset) frame. The two possible patterns for the TS are: LHHL LLL LLH and LHHL HHH LLH.

- (H) LHHL LLL LLH sets up the inverse convention: state L encodes value 1 and moment 2 conveys the most significant bit (MSB first). when decoded by inverse convention, the conveyed byte is equal to '3F'.
- (H) LHHL HHH LLH sets up the direct convention: state H encodes value 1 and moment 2 conveys the least significant bit (LSB first). when decoded by direct convention, the conveyed byte is equal to '3B'.

Character parity is correct when there is an even number of bits set to 1 in the nine moments 2 to 10.

As the USART does not know which convention is used by the card, it needs to be able to recognize either pattern and act accordingly. The pattern recognition is not done in hardware, but through a software sequence. Moreover, supposing that the USART is configured in direct convention (default) and the card answers with the inverse convention, TS = LHHL LLL LLH => the USART received character will be ‘03’ and the parity will be odd.

Therefore, two methods are available for TS pattern recognition:

Method 1

The USART is programmed in standard Smartcard mode/direct convention. In this case, the TS pattern reception generates a parity error interrupt and error signal to the card.

- The parity error interrupt informs the software that the card didn’t answer correctly in direct convention. Software then reprograms the USART for inverse convention
- In response to the error signal, the card retries the same TS character, and it will be correctly received this time, by the reprogrammed USART

Alternatively, in answer to the parity error interrupt, the software may decide to reprogram the USART and to also generate a new reset command to the card, then wait again for the TS.

Method 2

The USART is programmed in 9-bit/no-parity mode, no bit inversion. In this mode it receives any of the two TS patterns as:

(H) LHHL LLL LLH = 0x103 -> inverse convention to be chosen

(H) LHHL HHH LLH = 0x13B -> direct convention to be chosen

The software checks the received character against these two patterns and, if any of them match, then programs the USART accordingly for the next character reception.

If none of the two is recognized, a card reset may be generated in order to restart the negotiation.

21.5.14 USART IrDA SIR ENDEC block

This section is relevant only when IrDA mode is supported. Please refer to *Section 21.4: USART implementation on page 566*.

IrDA mode is selected by setting the IREN bit in the USART_CR3 register. In IrDA mode, the following bits must be kept cleared:

- LINEN, STOP and CLKEN bits in the USART_CR2 register,
- SCEN and HDSEL bits in the USART_CR3 register.

The IrDA SIR physical layer specifies use of a Return to Zero, Inverted (RZI) modulation scheme that represents logic 0 as an infrared light pulse (see *Figure 193*).

The SIR Transmit encoder modulates the Non Return to Zero (NRZ) transmit bit stream output from USART. The output pulse stream is transmitted to an external output driver and infrared LED. USART supports only bit rates up to 115.2 Kbps for the SIR ENDEC. In normal mode the transmitted pulse width is specified as 3/16 of a bit period.

The SIR receive decoder demodulates the return-to-zero bit stream from the infrared detector and outputs the received NRZ serial bit stream to the USART. The decoder input is normally high (marking state) in the Idle state. The transmit encoder output has the opposite polarity to the decoder input. A start bit is detected when the decoder input is low.

- IrDA is a half duplex communication protocol. If the Transmitter is busy (when the USART is sending data to the IrDA encoder), any data on the IrDA receive line is ignored by the IrDA decoder and if the Receiver is busy (when the USART is receiving decoded data from the IrDA decoder), data on the TX from the USART to IrDA is not encoded. while receiving data, transmission should be avoided as the data to be transmitted could be corrupted.
- A 0 is transmitted as a high pulse and a 1 is transmitted as a 0. The width of the pulse is specified as 3/16th of the selected bit period in normal mode (see *Figure 194*).
- The SIR decoder converts the IrDA compliant receive signal into a bit stream for USART.
- The SIR receive logic interprets a high state as a logic one and low pulses as logic zeros.
- The transmit encoder output has the opposite polarity to the decoder input. The SIR output is in low state when Idle.

- The IrDA specification requires the acceptance of pulses greater than 1.41 µs. The acceptable pulse width is programmable. Glitch detection logic on the receiver end filters out pulses of width less than 2 PSC periods (PSC is the prescaler value programmed in the USART_GTPR). Pulses of width less than 1 PSC period are always rejected, but those of width greater than one and less than two periods may be accepted or rejected, those greater than 2 periods will be accepted as a pulse. The IrDA encoder/decoder doesn't work when PSC=0.
- The receiver can communicate with a low-power transmitter.
- In IrDA mode, the STOP bits in the USART_CR2 register must be configured to "1 stop bit".

For code example, refer to *A.15.11: USART IrDA mode code example*.

IrDA low-power mode

Transmitter

In low-power mode the pulse width is not maintained at 3/16 of the bit period. Instead, the width of the pulse is 3 times the low-power baud rate which can be a minimum of 1.42 MHz.

Generally, this value is 1.8432 MHz (1.42 MHz < PSC< 2.12 MHz). A low-power mode programmable divisor divides the system clock to achieve this value.

Receiver

Receiving in low-power mode is similar to receiving in normal mode. For glitch detection the USART should discard pulses of duration shorter than 1 PSC period. A valid low is accepted only if its duration is greater than 2 periods of the IrDA low-power Baud clock (PSC value in the USART_GTPR).

Note: A pulse of width less than two and greater than one PSC period(s) may or may not be rejected.

The receiver set up time should be managed by software. The IrDA physical layer specification specifies a minimum of 10 ms delay between transmission and reception (IrDA is a half duplex protocol).

Figure 193. IrDA SIR ENDEC- block diagram

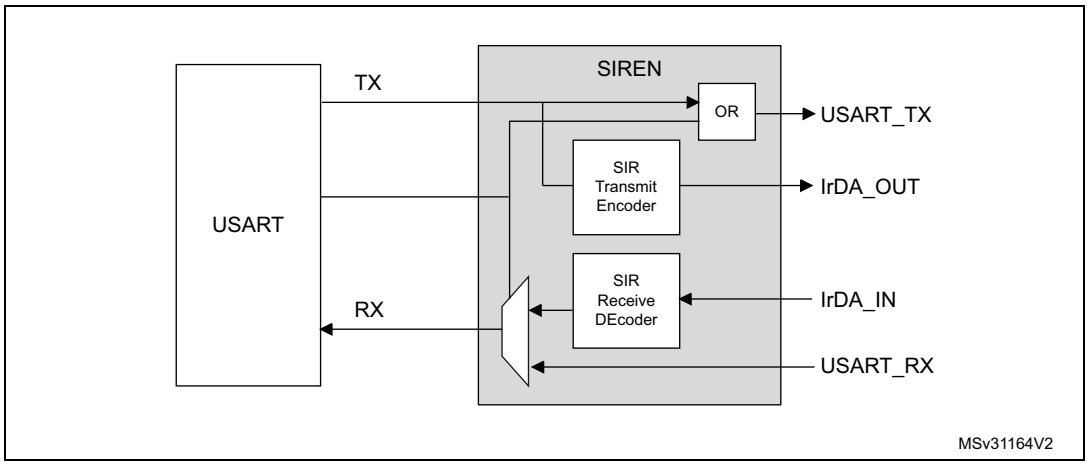
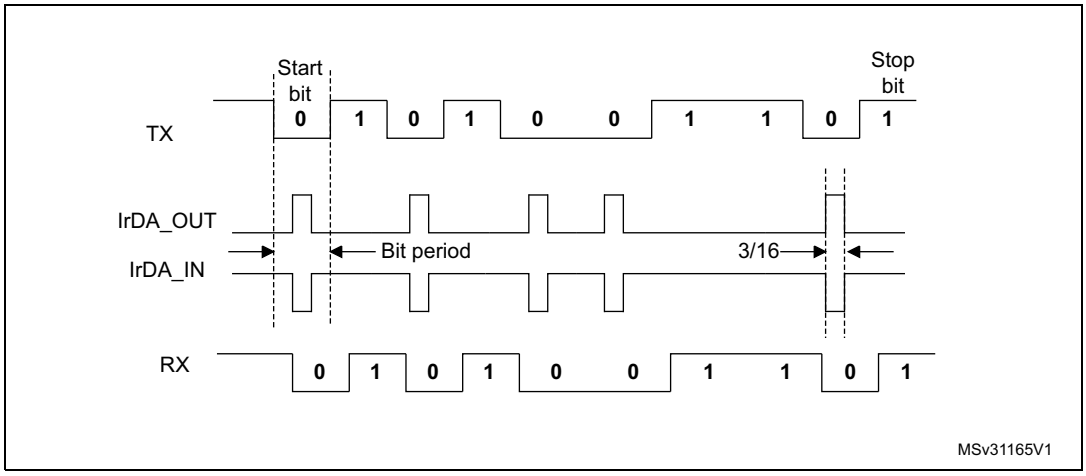


Figure 194. IrDA data modulation (3/16) -Normal Mode



21.5.15 USART continuous communication in DMA mode

The USART is capable of performing continuous communication using the DMA. The DMA requests for Rx buffer and Tx buffer are generated independently.

Note: Please refer to Section 21.4: USART implementation on page 566 to determine if the DMA mode is supported. If DMA is not supported, use the USART as explained in Section 21.5.2: USART transmitter or Section 21.5.3: USART receiver. To perform continuous communication, the user can clear the TXE/ RXNE flags In the USART_ISR register.

For code example, refer to *A.15.10: USART DMA code example*.

Transmission using DMA

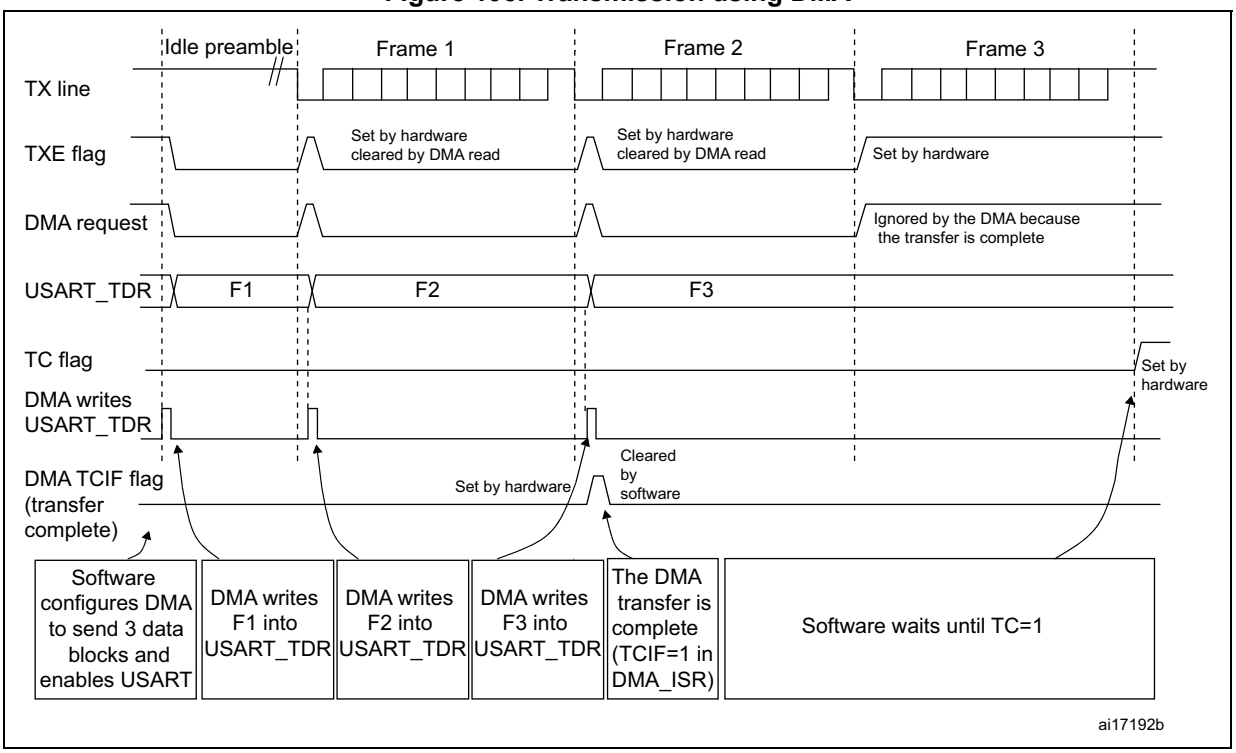
DMA mode can be enabled for transmission by setting DMAT bit in the USART_CR3 register. Data is loaded from a SRAM area configured using the DMA peripheral (refer to *Section 10: Direct memory access controller (DMA) on page 214*) to the USART_TDR register whenever the TXE bit is set. To map a DMA channel for USART transmission, use the following procedure (x denotes the channel number):

1. Write the USART_TDR register address in the DMA control register to configure it as the destination of the transfer. The data is moved to this address from memory after each TXE event.
2. Write the memory address in the DMA control register to configure it as the source of the transfer. The data is loaded into the USART_TDR register from this memory area after each TXE event.
3. Configure the total number of bytes to be transferred to the DMA control register.
4. Configure the channel priority in the DMA register
5. Configure DMA interrupt generation after half/ full transfer as required by the application.
6. Clear the TC flag in the USART_ISR register by setting the TCCF bit in the USART_ICR register.
7. Activate the channel in the DMA register.

When the number of data transfers programmed in the DMA Controller is reached, the DMA controller generates an interrupt on the DMA channel interrupt vector.

In transmission mode, once the DMA has written all the data to be transmitted (the TCIF flag is set in the DMA_ISR register), the TC flag can be monitored to make sure that the USART communication is complete. This is required to avoid corrupting the last transmission before disabling the USART or entering Stop mode. Software must wait until TC=1. The TC flag remains cleared during all data transfers and it is set by hardware at the end of transmission of the last frame.

Figure 195. Transmission using DMA



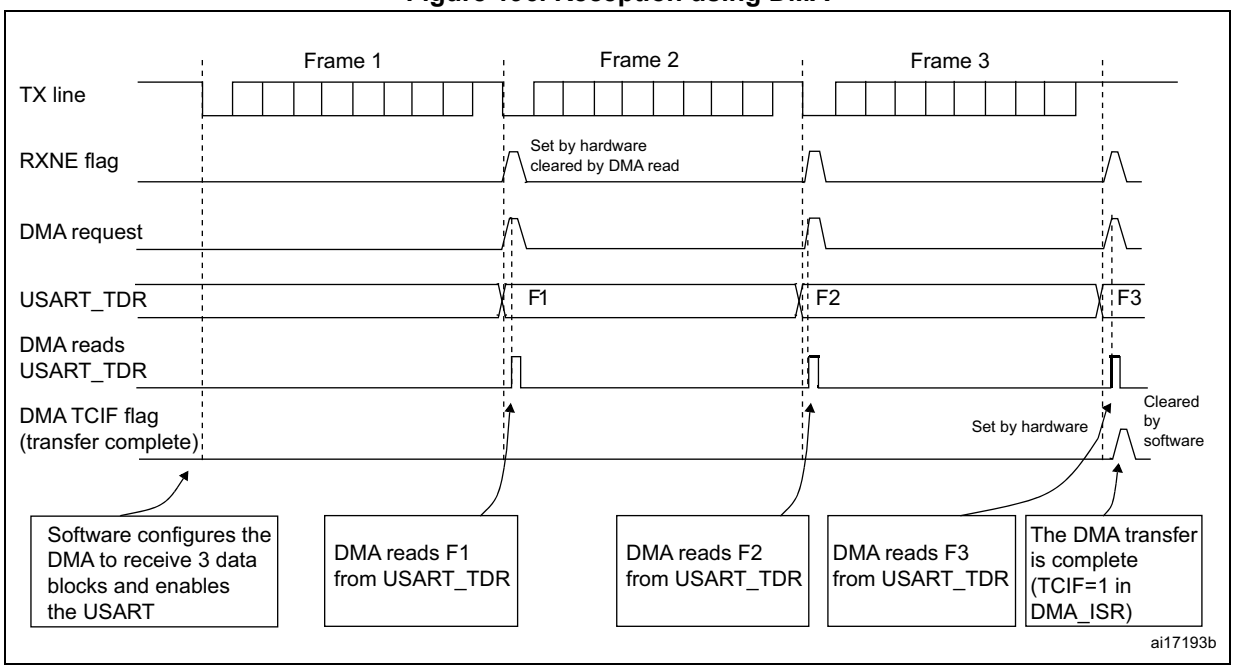
Reception using DMA

DMA mode can be enabled for reception by setting the DMAR bit in USART_CR3 register. Data is loaded from the USART_RDR register to a SRAM area configured using the DMA peripheral (refer to *Section 10: Direct memory access controller (DMA) on page 214*) whenever a data byte is received. To map a DMA channel for USART reception, use the following procedure:

1. Write the USART_RDR register address in the DMA control register to configure it as the source of the transfer. The data is moved from this address to the memory after each RXNE event.
2. Write the memory address in the DMA control register to configure it as the destination of the transfer. The data is loaded from USART_RDR to this memory area after each RXNE event.
3. Configure the total number of bytes to be transferred to the DMA control register.
4. Configure the channel priority in the DMA control register
5. Configure interrupt generation after half/ full transfer as required by the application.
6. Activate the channel in the DMA control register.

When the number of data transfers programmed in the DMA Controller is reached, the DMA controller generates an interrupt on the DMA channel interrupt vector.

Figure 196. Reception using DMA



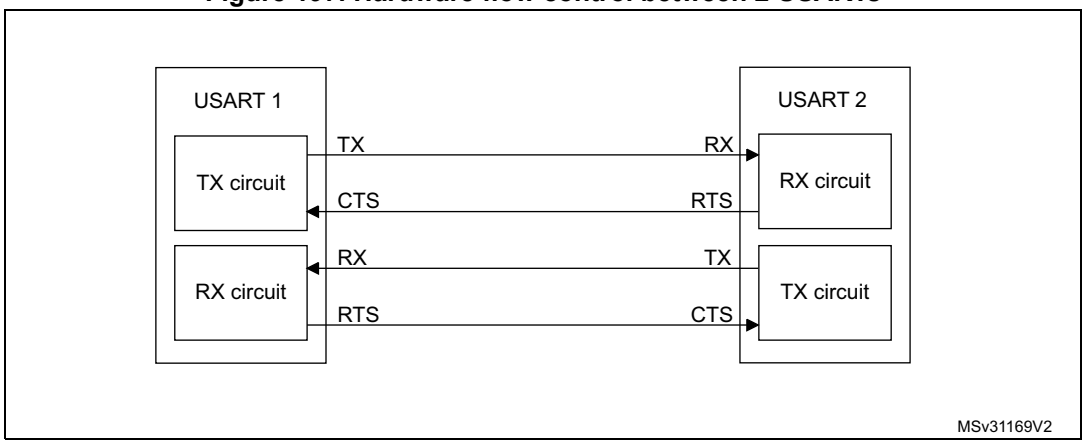
Error flagging and interrupt generation in multibuffer communication

In multibuffer communication if any error occurs during the transaction the error flag is asserted after the current byte. An interrupt is generated if the interrupt enable flag is set. For framing error, overrun error and noise flag which are asserted with RXNE in single byte reception, there is a separate error flag interrupt enable bit (EIE bit in the USART_CR3 register), which, if set, enables an interrupt after the current byte if any of these errors occur.

21.5.16 RS232 hardware flow control and RS485 driver enable using USART

It is possible to control the serial data flow between 2 devices by using the CTS input and the RTS output. The *Figure 197* shows how to connect 2 devices in this mode:

Figure 197. Hardware flow control between 2 USARTs

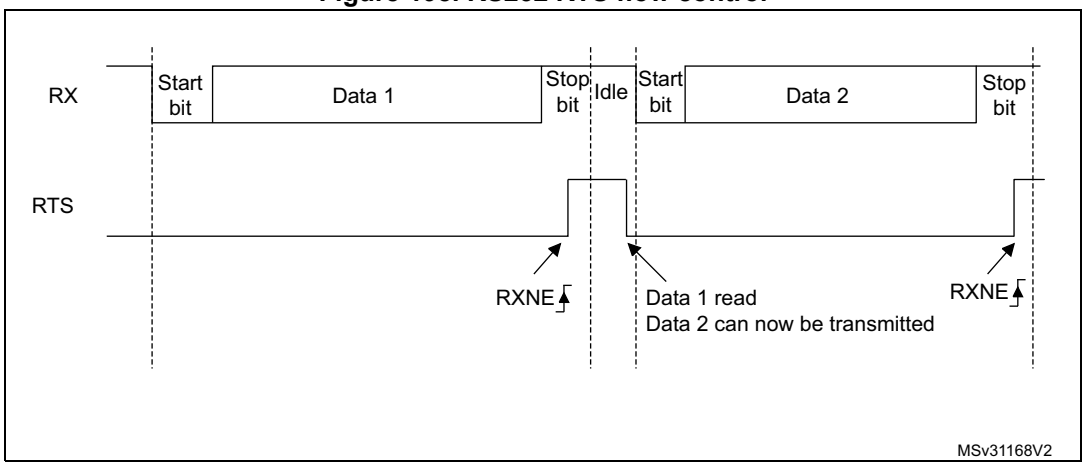


RS232 RTS and CTS flow control can be enabled independently by writing the RTSE and CTSE bits respectively to 1 (in the USART_CR3 register).

RS232 RTS flow control

If the RTS flow control is enabled (RTSE=1), then RTS is asserted (tied low) as long as the USART receiver is ready to receive a new data. When the receive register is full, RTS is de-asserted, indicating that the transmission is expected to stop at the end of the current frame. *Figure 198* shows an example of communication with RTS flow control enabled.

Figure 198. RS232 RTS flow control

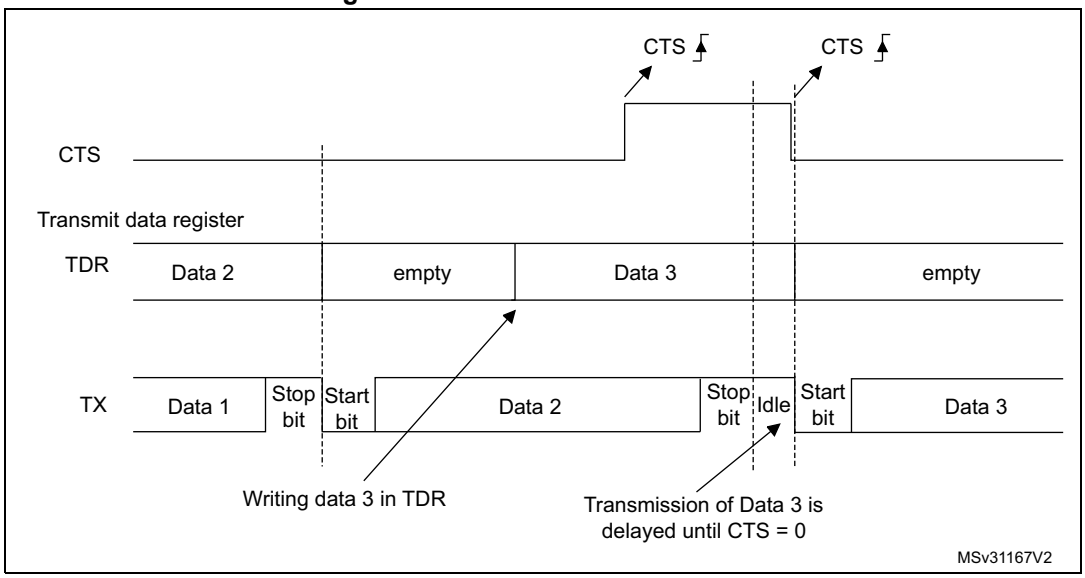


RS232 CTS flow control

If the CTS flow control is enabled (CTSE=1), then the transmitter checks the CTS input before transmitting the next frame. If CTS is asserted (tied low), then the next data is transmitted (assuming that data is to be transmitted, in other words, if TXE=0), else the transmission does not occur. when CTS is de-asserted during a transmission, the current transmission is completed before the transmitter stops.

When CTSE=1, the CTSIF status bit is automatically set by hardware as soon as the CTS input toggles. It indicates when the receiver becomes ready or not ready for communication. An interrupt is generated if the CTSIE bit in the USART_CR3 register is set. *Figure 199* shows an example of communication with CTS flow control enabled.

Figure 199. RS232 CTS flow control



Note: For correct behavior, CTS must be asserted at least 3 USART clock source periods before the end of the current character. In addition it should be noted that the CTSCF flag may not be set for pulses shorter than 2 x PCLK periods.

For code example, refer to *A.15.12: USART hardware flow control code example*.

RS485 Driver Enable

The driver enable feature is enabled by setting bit DEM in the USART_CR3 control register. This allows the user to activate the external transceiver control, through the DE (Driver Enable) signal. The assertion time is the time between the activation of the DE signal and the beginning of the START bit. It is programmed using the DEAT [4:0] bit fields in the USART_CR1 control register. The de-assertion time is the time between the end of the last stop bit, in a transmitted message, and the de-activation of the DE signal. It is programmed using the DEDT [4:0] bit fields in the USART_CR1 control register. The polarity of the DE signal can be configured using the DEP bit in the USART_CR3 control register.

In USART, the DEAT and DEDT are expressed in sample time units (1/8 or 1/16 bit duration, depending on the oversampling rate).

21.5.17 Wakeup from Stop mode using USART

The USART is able to wake up the MCU from Stopmode when the UESM bit is set and the USART clock is set to HSI or LSE (refer to Section Reset and clock control (RCC)).

- USART source clock is HSI

  If during stop mode the HSI clock is switched OFF, when a falling edge on the USART receive line is detected, the USART interface requests the HSI clock to be switched ON. The HSI clock is then used for the frame reception.

  – If the wakeup event is verified, the MCU wakes up from low-power mode and data reception goes on normally.

  – If the wakeup event is not verified, the HSI clock is switched OFF again, the MCU is not waken up and stays in low-power mode and the clock request is released.

- USART source clock is LSE

  Same principle as described in case of USART source clock is HSI with the difference that the LSE is ON in stop mode, but the LSE clock is not propagated to USART if the USART is not requesting it. The LSE clock is not OFF but there is a clock gating to avoid useless consumption.

When the USART clock source is configured to be f_{LSE} or f_{HSI}, it is possible to keep enabled this clock during STOP mode by setting the UCESM bit in USART_CR3 control register.

The MCU wakeup from Stop mode can be done using the standard RXNE interrupt. In this case, the RXNEIE bit must be set before entering Stop mode.

Alternatively, a specific interrupt may be selected through the WUS bit fields.

In order to be able to wake up the MCU from Stop mode, the UESM bit in the USART_CR1 control register must be set prior to entering Stop mode.

When the wakeup event is detected, the WUF flag is set by hardware and a wakeup interrupt is generated if the WUFIE bit is set.

Note: Before entering Stop mode, the user must ensure that the USART is not performing a transfer. BUSY flag cannot ensure that Stop mode is never entered during a running reception.

The WUF flag is set when a wakeup event is detected, independently of whether the MCU is in Stop or in an active mode.

When entering Stop mode just after having initialized and enabled the receiver, the REACK bit must be checked to ensure the USART is actually enabled.

When DMA is used for reception, it must be disabled before entering Stop mode and re-enabled upon exit from Stop mode.

The wakeup from Stop mode feature is not available for all modes. For example it doesn't work in SPI mode because the SPI operates in master mode only.

Using Mute mode with Stop mode

If the USART is put into Mute mode before entering Stop mode:

- Wakeup from Mute mode on idle detection must not be used, because idle detection cannot work in Stop mode.
- If the wakeup from Mute mode on address match is used, then the source of wake-up from Stop mode must also be the address match. If the RXNE flag is set when entering

the Stop mode, the interface will remain in mute mode upon address match and wake up from Stop.

- If the USART is configured to wake up the MCU from Stop mode on START bit detection, the WUF flag is set, but the RXNE flag is not set.

Determining the maximum USART baud rate allowing to wakeup correctly from Stop mode when the USART clock source is the HSI clock

The maximum baud rate allowing to wakeup correctly from stop mode depends on:

- the parameter $t_{WUUSART}$ provided in the device datasheet
- the USART receiver tolerance provided in the *Section 21.5.5: Tolerance of the USART receiver to clock deviation*.

Let us take this example: OVER8 = 0, M bits = 10, ONEBIT = 1, BRR [3:0] = 0000.

In these conditions, according to *Table 101: Tolerance of the USART receiver when BRR [3:0] = 0000*, the USART receiver tolerance is 4.86 %.

DTRA + DQUANT + DREC + DTCL + DWU < USART receiver's tolerance

DWU max = $t_{WUUSART}$ / (11 x Tbit Min)

Tbit Min = $t_{WUUSART}$ / (11 x DWU max)

If we consider an ideal case where the parameters DTRA, DQUANT, DREC and DTCL are at 0%, the DWU max is 4.86 %. In reality, we need to consider at least the HSI inaccuracy.

Let us consider HSI inaccuracy = 1 %, $t_{WUUSART}$ = 8.1 µs (in case of Stop mode with main regulator in Run mode, Range 1):

DWU max = 4.86 % - 1 % = 3.86 %

Tbit min = 8.1 µs / (9 x 3.86 %) = 23.31 µs.

In these conditions, the maximum baud rate allowing to wakeup correctly from Stop mode is 1/23.31 µs = 42 Kbaud.

21.6 USART low-power modes

Table 104. Effect of low-power modes on the USART

Mode	Description
Sleep	No effect. USART interrupt causes the device to exit Sleep mode.
Low-power run	No effect.
Low-power sleep	No effect. USART interrupt causes the device to exit Low-power sleep mode.
Stop	The USART is able to wake up the MCU from Stop mode when the UESM bit is set and the USART clock is set to HSI16 or LSE. The MCU wakeup from Stop mode can be done using the standard RXNE interrupt.
Standby	The USART is powered down and must be reinitialized when the device has exited from Standby mode.

21.7 USART interrupts

Table 105. USART interrupt requests

Interrupt event	Event flag	Enable Control bit
Transmit data register empty	TXE	TXEIE
CTS interrupt	CTSIF	CTSIE
Transmission Complete	TC	TCIE
Receive data register not empty (data ready to be read)	RXNE	RXNEIE
Overrun error detected	ORE	
Idle line detected	IDLE	IDLEIE
Parity error	PE	PEIE
LIN break	LBDF	LBDIE
Noise Flag, Overrun error and Framing Error in multibuffer communication.	NF or ORE or FE	EIE
Character match	CMF	CMIE
Receiver timeout	RTOF	RTOIE
End of Block	EOBF	EOBIE
Wakeup from Stop mode	WUF(1)	WUFIE
Transmission complete before guard time	TCBGT	TCBGTIE

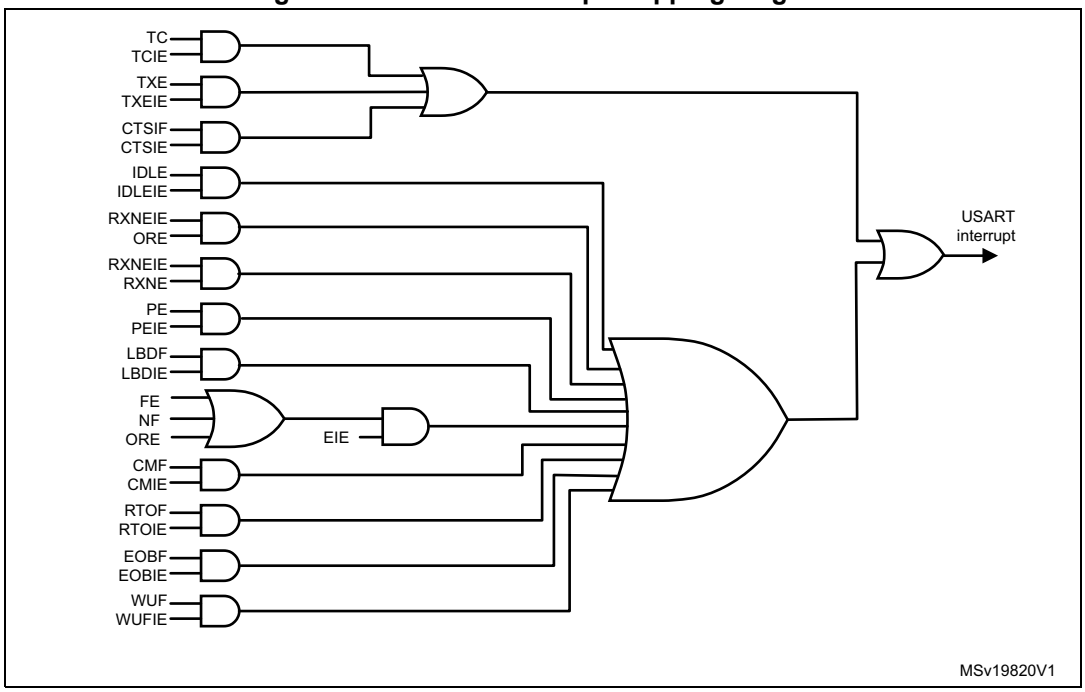
1. The WUF interrupt is active only in Stop mode.

The USART interrupt events are connected to the same interrupt vector (see *Figure 200*).

- During transmission: Transmission Complete, Transmission complete before guard time, Clear to Send, Transmit data Register empty or Framing error (in Smartcard mode) interrupt.
- During reception: Idle Line detection, Overrun error, Receive data register not empty, Parity error, LIN break detection, Noise Flag, Framing Error, Character match, etc.

These events generate an interrupt if the corresponding Enable Control Bit is set.

Figure 200. USART interrupt mapping diagram



21.8 USART registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

21.8.1 Control register 1 (USART_CR1)

Address offset: 0x00

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	M1	EOBIE	RTOIE	DEAT[4:0]					DEDT[4:0]				
			rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OVER8	CMIE	MME	M0	WAKE	PCE	PS	PEIE	TXEIE	TCIE	RXNEIE	IDLEIE	TE	RE	UESM	UE
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:29 Reserved, must be kept at reset value

Bit 28 **M1**: Word length

This bit, with bit 12 (M0), determines the word length. It is set or cleared by software.
M[1:0] = 00: 1 Start bit, 8 data bits, n stop bits
M[1:0] = 01: 1 Start bit, 9 data bits, n stop bits
M[1:0] = 10: 1 Start bit, 7 data bits, n stop bits
This bit can only be written when the USART is disabled (UE=0).

Note: Not all modes are supported In 7-bit data length mode. Refer to Section 21.4: USART implementation for details.

Bit 27 **EOBIE**: End of Block interrupt enable

This bit is set and cleared by software.
0: Interrupt is inhibited
1: A USART interrupt is generated when the EOBF flag is set in the USART_ISR register

Note: If the USART does not support Smartcard mode, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 26 **RTOIE**: Receiver timeout interrupt enable

This bit is set and cleared by software.
0: Interrupt is inhibited
1: An USART interrupt is generated when the RTOF bit is set in the USART_ISR register.

Note: If the USART does not support the Receiver timeout feature, this bit is reserved and must be kept at reset value. Section 21.4: USART implementation on page 566.

Bits 25:21 **DEAT[4:0]**: Driver Enable assertion time

This 5-bit value defines the time between the activation of the DE (Driver Enable) signal and the beginning of the start bit. It is expressed in sample time units (1/8 or 1/16 bit duration, depending on the oversampling rate).
This bit field can only be written when the USART is disabled (UE=0).

Note: If the Driver Enable feature is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bits 20:16 **DEDT[4:0]**: Driver Enable de-assertion time

This 5-bit value defines the time between the end of the last stop bit, in a transmitted message, and the de-activation of the DE (Driver Enable) signal. It is expressed in sample time units (1/8 or 1/16 bit duration, depending on the oversampling rate).

If the USART_TDR register is written during the DEDT time, the new data is transmitted only when the DEDT and DEAT times have both elapsed.

This bit field can only be written when the USART is disabled (UE=0).

Note: If the Driver Enable feature is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 15 **OVER8**: Oversampling mode

0: Oversampling by 16

1: Oversampling by 8

This bit can only be written when the USART is disabled (UE=0).

Note: In LIN, IrDA and modes, this bit must be kept at reset value.

Bit 14 **CMIE**: Character match interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited

1: A USART interrupt is generated when the CMF bit is set in the USART_ISR register.

Bit 13 **MME**: Mute mode enable

This bit activates the mute mode function of the USART. when set, the USART can switch between the active and mute modes, as defined by the WAKE bit. It is set and cleared by software.

0: Receiver in active mode permanently

1: Receiver can switch between mute mode and active mode.

Bit 12 **M0**: Word length

This bit, with bit 28 (M1), determines the word length. It is set or cleared by software. See Bit 28 (M1) description.

This bit can only be written when the USART is disabled (UE=0).

Bit 11 **WAKE**: Receiver wakeup method

This bit determines the USART wakeup method from Mute mode. It is set or cleared by software.

0: Idle line

1: Address mark

This bit field can only be written when the USART is disabled (UE=0).

Bit 10 **PCE**: Parity control enable

This bit selects the hardware parity control (generation and detection). When the parity control is enabled, the computed parity is inserted at the MSB position (9th bit if M=1; 8th bit if M=0) and parity is checked on the received data. This bit is set and cleared by software. Once it is set, PCE is active after the current byte (in reception and in transmission).

0: Parity control disabled

1: Parity control enabled

This bit field can only be written when the USART is disabled (UE=0).

Bit 9 **PS**: Parity selection

This bit selects the odd or even parity when the parity generation/detection is enabled (PCE bit set). It is set and cleared by software. The parity will be selected after the current byte.

0: Even parity

1: Odd parity

This bit field can only be written when the USART is disabled (UE=0).

Bit 8 **PEIE**: PE interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: A USART interrupt is generated whenever PE=1 in the USART_ISR register

Bit 7 **TXEIE**: interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: A USART interrupt is generated whenever TXE=1 in the USART_ISR register

Bit 6 **TCIE**: Transmission complete interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: A USART interrupt is generated whenever TC=1 in the USART_ISR register

Bit 5 **RXNEIE**: RXNE interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: A USART interrupt is generated whenever ORE=1 or RXNE=1 in the USART_ISR register

Bit 4 **IDLEIE**: IDLE interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: A USART interrupt is generated whenever IDLE=1 in the USART_ISR register

Bit 3 **TE**: Transmitter enable
This bit enables the transmitter. It is set and cleared by software.
0: Transmitter is disabled
1: Transmitter is enabled

Note: During transmission, a "0" pulse on the TE bit ("0" followed by "1") sends a preamble (idle line) after the current word, except in Smartcard mode. In order to generate an idle character, the TE must not be immediately written to 1. In order to ensure the required duration, the software can poll the TEACK bit in the USART_ISR register.
In Smartcard mode, when TE is set there is a 1 bit-time delay before the transmission starts.

Bit 2 **RE**: Receiver enable

This bit enables the receiver. It is set and cleared by software.

0: Receiver is disabled

1: Receiver is enabled and begins searching for a start bit

Bit 1 **UESM**: USART enable in Stop mode

When this bit is cleared, the USART is not able to wake up the MCU from Stop mode.

When this bit is set, the USART is able to wake up the MCU from Stop mode, provided that the USART clock selection is HSI16 or LSE in the RCC.

This bit is set and cleared by software.

0: USART not able to wake up the MCU from Stop mode.

1: USART able to wake up the MCU from Stop mode. When this function is active, the clock source for the USART must be HSI16 or LSE (see Section Reset and clock control (RCC).

Note: It is recommended to set the UESM bit just before entering Stop mode and clear it on exit from Stop mode.

If the USART does not support the wakeup from Stop feature, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 0 **UE**: USART enable

When this bit is cleared, the USART prescalers and outputs are stopped immediately, and current operations are discarded. The configuration of the USART is kept, but all the status flags, in the USART_ISR are set to their default values. This bit is set and cleared by software.

0: USART prescaler and outputs disabled, low-power mode

1: USART enabled

Note: In order to go into low-power mode without generating errors on the line, the TE bit must be reset before and the software must wait for the TC bit in the USART_ISR to be set before resetting the UE bit.

The DMA requests are also reset when UE = 0 so the DMA channel must be disabled before resetting the UE bit.

21.8.2 Control register 2 (USART_CR2)

Address offset: 0x04

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADD[7:4]				ADD[3:0]				RTOEN	ABRMOD[1:0]		ABREN	MSBFIRST	DATAINV	TXINV	RXINV
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SWAP	LINEN	STOP[1:0]		CLKEN	CPOL	CPHA	LBCL	Res.	LBDIE	LBDL	ADDM7	Res.	Res.	Res.	Res.
rw	rw	rw	rw	rw	rw	rw	rw		rw	rw	rw				

Bits 31:28 **ADD[7:4]**: Address of the USART node

This bit-field gives the address of the USART node or a character code to be recognized.
This is used in multiprocessor communication during Mute mode or Stop mode, for wakeup with 7-bit address mark detection. The MSB of the character sent by the transmitter should be equal to 1. It may also be used for character detection during normal reception, Mute mode inactive (for example, end of block detection in ModBus protocol). In this case, the whole received character (8-bit) is compared to the ADD[7:0] value and CMF flag is set on match.
This bit field can only be written when reception is disabled (RE = 0) or the USART is disabled (UE=0)

Bits 27:24 **ADD[3:0]**: Address of the USART node

This bit-field gives the address of the USART node or a character code to be recognized.
This is used in multiprocessor communication during Mute mode or Stop mode, for wakeup with address mark detection.
This bit field can only be written when reception is disabled (RE = 0) or the USART is disabled (UE=0)

Bit 23 **RTOEN**: Receiver timeout enable

This bit is set and cleared by software.
0: Receiver timeout feature disabled.
1: Receiver timeout feature enabled.
When this feature is enabled, the RTOF flag in the USART_ISR register is set if the RX line is idle (no reception) for the duration programmed in the RTOR (receiver timeout register).

Note: If the USART does not support the Receiver timeout feature, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bits 22:21 **ABRMOD[1:0]**: Auto baud rate mode

These bits are set and cleared by software.
00: Measurement of the start bit is used to detect the baud rate.
01: Falling edge to falling edge measurement. (the received frame must start with a single bit = 1 -> Frame = Start10xxxxxx)
10: 0x7F frame detection.
11: 0x55 frame detection
This bit field can only be written when ABREN = 0 or the USART is disabled (UE=0).

Note: If DATAINV=1 and/or MSBFIRST=1 the patterns must be the same on the line, for example 0xAA for MSBFIRST)

If the USART does not support the auto baud rate feature, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 20 **ABREN**: Auto baud rate enable

This bit is set and cleared by software.
0: Auto baud rate detection is disabled.
1: Auto baud rate detection is enabled.

Note: If the USART does not support the auto baud rate feature, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 19 **MSBFIRST**: Most significant bit first

This bit is set and cleared by software.
0: data is transmitted/received with data bit 0 first, following the start bit.
1: data is transmitted/received with the MSB (bit 7/8/9) first, following the start bit.
This bit field can only be written when the USART is disabled (UE=0).

Bit 18 **DATAINV:** Binary data inversion

This bit is set and cleared by software.

0: Logical data from the data register are send/received in positive/direct logic. (1=H, 0=L)

1: Logical data from the data register are send/received in negative/inverse logic. (1=L, 0=H). The parity bit is also inverted.

This bit field can only be written when the USART is disabled (UE=0).

Bit 17 **TXINV:** TX pin active level inversion

This bit is set and cleared by software.

0: TX pin signal works using the standard logic levels (V_{DD} =1/idle, Gnd=0/mark)

1: TX pin signal values are inverted. (V_{DD} =0/mark, Gnd=1/idle).

This allows the use of an external inverter on the TX line.

This bit field can only be written when the USART is disabled (UE=0).

Bit 16 **RXINV:** RX pin active level inversion

This bit is set and cleared by software.

0: RX pin signal works using the standard logic levels (V_{DD} =1/idle, Gnd=0/mark)

1: RX pin signal values are inverted. (V_{DD} =0/mark, Gnd=1/idle).

This allows the use of an external inverter on the RX line.

This bit field can only be written when the USART is disabled (UE=0).

Bit 15 **SWAP:** Swap TX/RX pins

This bit is set and cleared by software.

0: TX/RX pins are used as defined in standard pinout

1: The TX and RX pins functions are swapped. This allows to work in the case of a cross-wired connection to another USART.

This bit field can only be written when the USART is disabled (UE=0).

Bit 14 **LINEN**: LIN mode enable

This bit is set and cleared by software.

0: LIN mode disabled

1: LIN mode enabled

The LIN mode enables the capability to send LIN synchronous breaks (13 low bits) using the SBKRQ bit in the USART_RQR register, and to detect LIN Sync breaks.

This bit field can only be written when the USART is disabled (UE=0).

Note: If the USART does not support LIN mode, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bits 13:12 **STOP[1:0]**: STOP bits

These bits are used for programming the stop bits.

00: 1 stop bit

01: 0.5 stop bit

10: 2 stop bits

11: 1.5 stop bits

This bit field can only be written when the USART is disabled (UE=0).

Bit 11 **CLKEN**: Clock enable

This bit allows the user to enable the CK pin.

0: CK pin disabled

1: CK pin enabled

This bit can only be written when the USART is disabled (UE=0).

Note: If neither synchronous mode nor Smartcard mode is supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Note: In order to provide correctly the CK clock to the Smartcard, the steps below must be respected:
- UE = 0
- SCEN = 1
- GTPR configuration
- CLKEN= 1
- UE = 1

Bit 10 **CPOL**: Clock polarity

This bit allows the user to select the polarity of the clock output on the CK pin in synchronous mode. It works in conjunction with the CPHA bit to produce the desired clock/data relationship

0: Steady low value on CK pin outside transmission window

1: Steady high value on CK pin outside transmission window

This bit can only be written when the USART is disabled (UE=0).

Note: If synchronous mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 9 **CPHA**: Clock phase

This bit is used to select the phase of the clock output on the CK pin in synchronous mode. It works in conjunction with the CPOL bit to produce the desired clock/data relationship (see *Figure 188* and *Figure 189*)

0: The first clock transition is the first data capture edge

1: The second clock transition is the first data capture edge

This bit can only be written when the USART is disabled (UE=0).

Note: If synchronous mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 8 **LBCL**: Last bit clock pulse

This bit is used to select whether the clock pulse associated with the last data bit transmitted (MSB) has to be output on the CK pin in synchronous mode.

0: The clock pulse of the last data bit is not output to the CK pin

1: The clock pulse of the last data bit is output to the CK pin

Caution: The last bit is the 7th or 8th or 9th data bit transmitted depending on the 7 or 8 or 9 bit format selected by the M bits in the USART_CR1 register.

This bit can only be written when the USART is disabled (UE=0).

Note: If synchronous mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 7 Reserved, must be kept at reset value.

Bit 6 **LBDIE**: LIN break detection interrupt enable

Break interrupt mask (break detection using break delimiter).

0: Interrupt is inhibited

1: An interrupt is generated whenever LBDF=1 in the USART_ISR register

Note: If LIN mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 5 **LBDL**: LIN break detection length
This bit is for selection between 11 bit or 10 bit break detection.
0: 10-bit break detection
1: 11-bit break detection
This bit can only be written when the USART is disabled (UE=0).
Note: If LIN mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 4 **ADDM7**:7-bit Address Detection/4-bit Address Detection
This bit is for selection between 4-bit address detection or 7-bit address detection.
0: 4-bit address detection
1: 7-bit address detection (in 8-bit data mode)
This bit can only be written when the USART is disabled (UE=0)
Note: In 7-bit and 9-bit data modes, the address detection is done on 6-bit and 8-bit address (ADD[5:0] and ADD[7:0]) respectively.

Bits 3:0 Reserved, must be kept at reset value.

Note: The 3 bits (CPOL, CPHA, LBCL) should not be written while the transmitter is enabled.

21.8.3 Control register 3 (USART_CR3)

Address offset: 0x08

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	TCBGTIE	UCESM	WUFIE	WUS		SCARCNT2:0]			Res.
							rw	rw	rw	rw	rw	rw	rw	rw	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DEP	DEM	DDRE	OVRDIS	ONEBIT	CTSIE	CTSE	RTSE	DMAT	DMAR	SCEN	NACK	HDSEL	IRLP	IREN	EIE
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	v	v	rw	rw	rw	rw

Bits 31:25 Reserved, must be kept at reset value.

Bit 24 **TCBGTIE**: Transmission complete before guard time interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: An USART interrupt is generated whenever TCBGT=1 in the USART_ISR register.
Note: *If Smartcard mode is not supported, this bit is reserved and must be kept at reset value (see Section 21.4: USART implementation).*

Bit 23 **UCESM**: USART Clock Enable in Stop mode.
This bit is set and cleared by software.
0: USART Clock is disabled in STOP mode.
1: USART Clock is enabled in STOP mode.

Bit 22 **WUFIE**: Wakeup from Stop mode interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: An USART interrupt is generated whenever WUF=1 in the USART_ISR register
Note: WUFIE must be set before entering in Stop mode.
The WUF interrupt is active only in Stop mode.
If the USART does not support the wakeup from Stop feature, this bit is reserved and must be kept at reset value.

Bits 21:20 **WUS[1:0]**: Wakeup from Stop mode interrupt flag selection
This bit-field specify the event which activates the WUF (wakeup from Stop mode flag).
00: WUF active on address match (as defined by ADD[7:0] and ADDM7)
01:Reserved.
10: WuF active on Start bit detection
11: WUF active on RXNE.
This bit field can only be written when the USART is disabled (UE=0).
Note: If the USART does not support the wakeup from Stop feature, this bit is reserved and must be kept at reset value.

Bits 19:17 **SCARCNT[2:0]**: Smartcard auto-retry count
This bit-field specifies the number of retries in transmit and receive, in Smartcard mode.
In transmission mode, it specifies the number of automatic retransmission retries, before generating a transmission error (FE bit set).
In reception mode, it specifies the number or erroneous reception trials, before generating a reception error (RXNE and PE bits set).
This bit field must be programmed only when the USART is disabled (UE=0).
When the USART is enabled (UE=1), this bit field may only be written to 0x0, in order to stop retransmission.
0x0: retransmission disabled - No automatic retransmission in transmit mode.
0x1 to 0x7: number of automatic retransmission attempts (before signaling error)
Note: If Smartcard mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit16 Reserved, must be kept at reset value.

Bit 15 **DEP**: Driver enable polarity selection
0: DE signal is active high.
1: DE signal is active low.
This bit can only be written when the USART is disabled (UE=0).
Note: If the Driver Enable feature is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 14 **DEM**: Driver enable mode
This bit allows the user to activate the external transceiver control, through the DE signal.
0: DE function is disabled.
1: DE function is enabled. The DE signal is output on the RTS pin.
This bit can only be written when the USART is disabled (UE=0).
Note: If the Driver Enable feature is not supported, this bit is reserved and must be kept at reset value. Section 21.4: USART implementation on page 566.

Bit 13 **DDRE**: DMA Disable on Reception Error

0: DMA is not disabled in case of reception error. The corresponding error flag is set but RXNE is kept 0 preventing from overrun. As a consequence, the DMA request is not asserted, so the erroneous data is not transferred (no DMA request), but next correct received data will be transferred (used for Smartcard mode).

1: DMA is disabled following a reception error. The corresponding error flag is set, as well as RXNE. The DMA request is masked until the error flag is cleared. This means that the software must first disable the DMA request (DMAR = 0) or clear RXNE before clearing the error flag.

This bit can only be written when the USART is disabled (UE=0).

Note: The reception errors are: parity error, framing error or noise error.

Bit 12 **OVRDIS**: Overrun Disable

This bit is used to disable the receive overrun detection.

0: Overrun Error Flag, ORE, is set when received data is not read before receiving new data.

1: Overrun functionality is disabled. If new data is received while the RXNE flag is still set the ORE flag is not set and the new received data overwrites the previous content of the USART_RDR register.

This bit can only be written when the USART is disabled (UE=0).

Note: This control bit allows checking the communication flow without reading the data.

Bit 11 **ONEBIT**: One sample bit method enable

This bit allows the user to select the sample method. When the one sample bit method is selected the noise detection flag (NF) is disabled.

0: Three sample bit method

1: One sample bit method

This bit can only be written when the USART is disabled (UE=0).

Note: ONEBIT feature applies only to data bits, It does not apply to Start bit.

Bit 10 **CTSIE**: CTS interrupt enable

0: Interrupt is inhibited

1: An interrupt is generated whenever CTSIF=1 in the USART_ISR register

Note: If the hardware flow control feature is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 9 **CTSE**: CTS enable

0: CTS hardware flow control disabled

1: CTS mode enabled, data is only transmitted when the CTS input is asserted (tied to 0). If the CTS input is de-asserted while data is being transmitted, then the transmission is completed before stopping. If data is written into the data register while CTS is de-asserted, the transmission is postponed until CTS is asserted.

This bit can only be written when the USART is disabled (UE=0)

Note: If the hardware flow control feature is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 8 **RTSE**: RTS enable

0: RTS hardware flow control disabled

1: RTS output enabled, data is only requested when there is space in the receive buffer. The transmission of data is expected to cease after the current character has been transmitted. The RTS output is asserted (pulled to 0) when data can be received.

This bit can only be written when the USART is disabled (UE=0).

Note: If the hardware flow control feature is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 7 **DMAT**: DMA enable transmitter
This bit is set/reset by software
1: DMA mode is enabled for transmission
0: DMA mode is disabled for transmission

Bit 6 **DMAR**: DMA enable receiver
This bit is set/reset by software
1: DMA mode is enabled for reception
0: DMA mode is disabled for reception

Bit 5 **SCEN**: Smartcard mode enable
This bit is used for enabling Smartcard mode.
0: Smartcard Mode disabled
1: Smartcard Mode enabled
This bit field can only be written when the USART is disabled (UE=0).
Note: If the USART does not support Smartcard mode, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 4 **NACK**: Smartcard NACK enable
0: NACK transmission in case of parity error is disabled
1: NACK transmission during parity error is enabled
This bit field can only be written when the USART is disabled (UE=0).
Note: If the USART does not support Smartcard mode, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 3 **HDSEL**: Half-duplex selection
Selection of Single-wire Half-duplex mode
0: Half duplex mode is not selected
1: Half duplex mode is selected
This bit can only be written when the USART is disabled (UE=0).

Bit 2 **IRLP**: IrDA low-power
This bit is used for selecting between normal and low-power IrDA modes
0: Normal mode
1: Low-power mode
This bit can only be written when the USART is disabled (UE=0).
Note: If IrDA mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 1 **IREN**: IrDA mode enable
This bit is set and cleared by software.
0: IrDA disabled
1: IrDA enabled
This bit can only be written when the USART is disabled (UE=0).
Note: If IrDA mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 0 **EIE**: Error interrupt enable
Error Interrupt Enable Bit is required to enable interrupt generation in case of a framing error, overrun error or noise flag (FE=1 or ORE=1 or NF=1 in the USART_ISR register).
0: Interrupt is inhibited
1: An interrupt is generated when FE=1 or ORE=1 or NF=1 in the USART_ISR register.

21.8.4 Baud rate register (USART_BRR)

This register can only be written when the USART is disabled (UE=0). It may be automatically updated by hardware in auto baud rate detection mode.

Address offset: 0x0C

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BRR[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:16 Reserved, must be kept at reset value.

Bits 15:4 **BRR[15:4]**

BRR[15:4] = USARTDIV[15:4]

Bits 3:0 **BRR[3:0]**

When OVER8 = 0, BRR[3:0] = USARTDIV[3:0].
When OVER8 = 1:
BRR[2:0] = USARTDIV[3:0] shifted 1 bit to the right.
BRR[3] must be kept cleared.

21.8.5 Guard time and prescaler register (USART_GTPR)

Address offset: 0x10

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
GT[7:0]								PSC[7:0]							
rw								rw							

Bits 31:16 Reserved, must be kept at reset value

Bits 15:8 **GT[7:0]**: Guard time value

This bit-field is used to program the Guard time value in terms of number of baud clock periods.

This is used in Smartcard mode. The Transmission Complete flag is set after this guard time value.

This bit field can only be written when the USART is disabled (UE=0).

Note: If Smartcard mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bits 7:0 **PSC[7:0]**: Prescaler value

In IrDA Low-power and normal IrDA mode:

PSC[7:0] = IrDA Normal and Low-Power Baud Rate

Used for programming the prescaler for dividing the USART source clock to achieve the low-power frequency:

The source clock is divided by the value given in the register (8 significant bits):

00000000: Reserved - do not program this value

00000001: divides the source clock by 1

00000010: divides the source clock by 2

...

In Smartcard mode:

PSC[4:0]: Prescaler value

Used for programming the prescaler for dividing the USART source clock to provide the Smartcard clock.

The value given in the register (5 significant bits) is multiplied by 2 to give the division factor of the source clock frequency:

00000: Reserved - do not program this value

00001: divides the source clock by 2

00010: divides the source clock by 4

00011: divides the source clock by 6

...

This bit field can only be written when the USART is disabled (UE=0).

Note: Bits [7:5] must be kept at reset value if Smartcard mode is used.

This bit field is reserved and must be kept at reset value when the Smartcard and IrDA modes are not supported. Please refer to Section 21.4: USART implementation on page 566.

21.8.6 Receiver timeout register (USART_RTOR)

Address offset: 0x14

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
BLEN[7:0]								RTO[23:16]							
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RTO[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:24 **BLEN[7:0]**: Block Length

This bit-field gives the Block length in Smartcard T=1 Reception. Its value equals the number of information characters + the length of the Epilogue Field (1-LEC/2-CRC) - 1.

Examples:

BLEN = 0 -> 0 information characters + LEC

BLEN = 1 -> 0 information characters + CRC

BLEN = 255 -> 254 information characters + CRC (total 256 characters))

In Smartcard mode, the Block length counter is reset when TXE=0.

This bit-field can be used also in other modes. In this case, the Block length counter is reset when RE=0 (receiver disabled) and/or when the EOBCF bit is written to 1.

Note: This value can be programmed after the start of the block reception (using the data from the LEN character in the Prologue Field). It must be programmed only once per received block.

Bits 23:0 **RTO[23:0]**: Receiver timeout value

This bit-field gives the Receiver timeout value in terms of number of bit duration.

In standard mode, the RTOF flag is set if, after the last received character, no new start bit is detected for more than the RTO value.

In Smartcard mode, this value is used to implement the CWT and BWT. See Smartcard section for more details.

In this case, the timeout measurement is done starting from the Start Bit of the last received character.

Note: This value must only be programmed once per received character.

Note: RTOR can be written on the fly. If the new value is lower than or equal to the counter, the RTOF flag is set.

This register is reserved and forced by hardware to "0x00000000" when the Receiver timeout feature is not supported. Please refer to Section 21.4: USART implementation on page 566.

21.8.7 Request register (USART_RQR)

Address offset: 0x18

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TXFRQ	RXFRQ	MMRQ	SBKRQ	ABRRQ
											w	w	w	w	w

Bits 31:5 Reserved, must be kept at reset value

Bit 4 **TXFRQ**: Transmit data flush request

Writing 1 to this bit sets the TXE flag.

This allows to discard the transmit data. This bit must be used only in Smartcard mode, when data has not been sent due to errors (NACK) and the FE flag is active in the USART_ISR register.

If the USART does not support Smartcard mode, this bit is reserved and must be kept at reset value. Please refer to *Section 21.4: USART implementation on page 566*.

Bit 3 **RXFRQ**: Receive data flush request

Writing 1 to this bit clears the RXNE flag.

This allows to discard the received data without reading it, and avoid an overrun condition.

Bit 2 **MMRQ**: Mute mode request

Writing 1 to this bit puts the USART in mute mode and sets the RWU flag.

Bit 1 **SBKRQ**: Send break request

Writing 1 to this bit sets the SBKF flag and request to send a BREAK on the line, as soon as the transmit machine is available.

Note: In the case the application needs to send the break character following all previously inserted data, including the ones not yet transmitted, the software should wait for the TXE flag assertion before setting the SBKRQ bit.

Bit 0 **ABRRQ**: Auto baud rate request

Writing 1 to this bit resets the ABRF flag in the USART_ISR and request an automatic baud rate measurement on the next received data frame.

Note: If the USART does not support the auto baud rate feature, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

21.8.8 Interrupt and status register (USART_ISR)

Address offset: 0x1C

Reset value: 0x0200 00C0

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	TCBGT	Res.	Res.	REACK	TEACK	WUF	RWU	SBKF	CMF	BUSY
						r			r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ABRF	ABRE	Res.	EOBF	RTOF	CTS	CTSIF	LBDF	TXE	TC	RXNE	IDLE	ORE	NF	FE	PE
r	r		r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:26 Reserved, must be kept at reset value.

Bit 25 **TCBGT**: Transmission complete before guard time completion.

This bit is used in Smartcard mode. It is set by hardware if the transmission of a frame containing data has completed successfully (no NACK received from the card) and before the guard time has elapsed (contrary to the TC flag which is set when the guard time has elapsed).

An interrupt is generated if TCBGTIE=1 in USART_CR3 register. It is cleared by software, by writing 1 to TCBGTCF in USART_ICR or by writing to the USART_TDR register.

0: Transmission not complete or transmission completed with error (i.e. NACK received from the card)

1: Transmission complete (before Guard time has elapsed and no NACK received from the smartcard).

Note: If the USART does not support the Smartcard mode, this bit is reserved and must be kept at reset value. If the USART supports the Smartcard mode and the Smartcard mode is enabled, the TCBGT reset value is 1.

Bits 24:23 Reserved, must be kept at reset value.

Bit 22 **REACK**: Receive enable acknowledge flag

This bit is set/reset by hardware, when the Receive Enable value is taken into account by the USART.

When the wakeup from Stop mode is supported, the REACK flag can be used to verify that the USART is ready for reception before entering Stop mode.

Bit 21 **TEACK**: Transmit enable acknowledge flag

This bit is set/reset by hardware, when the Transmit Enable value is taken into account by the USART.

It can be used when an idle frame request is generated by writing TE=0, followed by TE=1 in the USART_CR1 register, in order to respect the TE=0 minimum period.

Bit 20 **WUF**: Wakeup from Stop mode flag

This bit is set by hardware, when a wakeup event is detected. The event is defined by the WUS bit field. It is cleared by software, writing a 1 to the WUCF in the USART_ICR register.

An interrupt is generated if WUFIE=1 in the USART_CR3 register.

Note: When UESM is cleared, WUF flag is also cleared.

The WUF interrupt is active only in Stop mode.

If the USART does not support the wakeup from Stop feature, this bit is reserved and kept at reset value.

Bit 19 **RWU**: *Receiver wakeup from Mute mode*

This bit indicates if the USART is in mute mode. It is cleared/set by hardware when a wakeup/mute sequence is recognized. The mute mode control sequence (address or IDLE) is selected by the WAKE bit in the USART_CR1 register.

When wakeup on IDLE mode is selected, this bit can only be set by software, writing 1 to the MMRQ bit in the USART_RQR register.

0: Receiver in active mode

1: Receiver in mute mode

Bit 18 **SBKF**: Send break flag

This bit indicates that a send break character was requested. It is set by software, by writing 1 to the SBKRQ bit in the USART_RQR register. It is automatically reset by hardware during the stop bit of break transmission.

0: No break character is transmitted

1: Break character will be transmitted

Bit 17 **CMF**: Character match flag

This bit is set by hardware, when the character defined by ADD[7:0] is received. It is cleared by software, writing 1 to the CMCF in the USART_ICR register.

An interrupt is generated if CMIE=1in the USART_CR1 register.

0: No Character match detected

1: Character Match detected

Bit 16 **BUSY**: Busy flag

This bit is set and reset by hardware. It is active when a communication is ongoing on the RX line (successful start bit detected). It is reset at the end of the reception (successful or not).

0: USART is idle (no reception)

1: Reception on going

Bit 15 **ABRF:** Auto baud rate flag

This bit is set by hardware when the automatic baud rate has been set (RXNE will also be set, generating an interrupt if RXNEIE = 1) or when the auto baud rate operation was completed without success (ABRE=1) (ABRE, RXNE and FE are also set in this case)

It is cleared by software, in order to request a new auto baud rate detection, by writing 1 to the ABRRQ in the USART_RQR register.

Note: If the USART does not support the auto baud rate feature, this bit is reserved and kept at reset value.

Bit 14 **ABRE**: Auto baud rate error

This bit is set by hardware if the baud rate measurement failed (baud rate out of range or character comparison failed)

It is cleared by software, by writing 1 to the ABRRQ bit in the USART_CR3 register.

Note: If the USART does not support the auto baud rate feature, this bit is reserved and kept at reset value.

Bit 13 Reserved, must be kept at reset value.

Bit 12 **EOBF**: End of block flag

This bit is set by hardware when a complete block has been received (for example T=1 Smartcard mode). The detection is done when the number of received bytes (from the start of the block, including the prologue) is equal or greater than BLEN + 4.

An interrupt is generated if the EOBIE=1 in the USART_CR2 register.

It is cleared by software, writing 1 to the EOBCF in the USART_ICR register.

0: End of Block not reached

1: End of Block (number of characters) reached

Note: If Smartcard mode is not supported, this bit is reserved and kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 11 **RTOF**: Receiver timeout

This bit is set by hardware when the timeout value, programmed in the RTOR register has lapsed, without any communication. It is cleared by software, writing 1 to the RTOCF bit in the USART_ICR register.

An interrupt is generated if RTOIE=1 in the USART_CR1 register.

In Smartcard mode, the timeout corresponds to the CWT or BWT timings.

0: Timeout value not reached

1: Timeout value reached without any data reception

Note: If a time equal to the value programmed in RTOR register separates 2 characters, RTOF is not set. If this time exceeds this value + 2 sample times (2/16 or 2/8, depending on the oversampling method), RTOF flag is set.

The counter counts even if RE = 0 but RTOF is set only when RE = 1. If the timeout has already elapsed when RE is set, then RTOF will be set.

If the USART does not support the Receiver timeout feature, this bit is reserved and kept at reset value.

Bit 10 **CTS**: CTS flag

This bit is set/reset by hardware. It is an inverted copy of the status of the CTS input pin.

0: CTS line set

1: CTS line reset

Note: If the hardware flow control feature is not supported, this bit is reserved and kept at reset value.

Bit 9 **CTSIF**: CTS interrupt flag

This bit is set by hardware when the CTS input toggles, if the CTSE bit is set. It is cleared by software, by writing 1 to the CTSCF bit in the USART_ICR register.

An interrupt is generated if CTSIE=1 in the USART_CR3 register.

0: No change occurred on the CTS status line

1: A change occurred on the CTS status line

Note: If the hardware flow control feature is not supported, this bit is reserved and kept at reset value.

Bit 8 **LBDF**: LIN break detection flag

This bit is set by hardware when the LIN break is detected. It is cleared by software, by writing 1 to the LBDCF in the USART_ICR.

An interrupt is generated if LBDIE = 1 in the USART_CR2 register.

0: LIN Break not detected

1: LIN break detected

Note: If the USART does not support LIN mode, this bit is reserved and kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 7 **TXE**: Transmit data register empty

This bit is set by hardware when the content of the USART_TDR register has been transferred into the shift register. It is cleared by a write to the USART_TDR register.

The TXE flag can also be cleared by writing 1 to the TXFRQ in the USART_RQR register, in order to discard the data (only in Smartcard T=0 mode, in case of transmission failure).

An interrupt is generated if the TXEIE bit =1 in the USART_CR1 register.

0: data is not transferred to the shift register

1: data is transferred to the shift register)

Note: This bit is used during single buffer transmission.

Bit 6 **TC**: Transmission complete

This bit is set by hardware if the transmission of a frame containing data is complete and if TXE is set. An interrupt is generated if TCIE=1 in the USART_CR1 register. It is cleared by software, writing 1 to the TCCF in the USART_ICR register or by a write to the USART_TDR register.

An interrupt is generated if TCIE=1 in the USART_CR1 register.

0: Transmission is not complete

1: Transmission is complete

Note: If TE bit is reset and no transmission is on going, the TC bit will be set immediately.

Bit 5 **RXNE**: Read data register not empty

This bit is set by hardware when the content of the RDR shift register has been transferred to the USART_RDR register. It is cleared by a read to the USART_RDR register. The RXNE flag can also be cleared by writing 1 to the RXFRQ in the USART_RQR register.

An interrupt is generated if RXNEIE=1 in the USART_CR1 register.

0: data is not received

1: Received data is ready to be read.

Bit 4 **IDLE**: Idle line detected

This bit is set by hardware when an Idle Line is detected. An interrupt is generated if IDLEIE=1 in the USART_CR1 register. It is cleared by software, writing 1 to the IDLECF in the USART_ICR register.

0: No Idle line is detected

1: Idle line is detected

Note: The IDLE bit will not be set again until the RXNE bit has been set (i.e. a new idle line occurs).

If mute mode is enabled (MME=1), IDLE is set if the USART is not mute (RWU=0), whatever the mute mode selected by the WAKE bit. If RWU=1, IDLE is not set.

Bit 3 **ORE**: Overrun error

This bit is set by hardware when the data currently being received in the shift register is ready to be transferred into the RDR register while RXNE=1. It is cleared by a software, writing 1 to the ORECF, in the USART_ICR register.

An interrupt is generated if RXNEIE=1 or EIE = 1 in the USART_CR1 register.

0: No overrun error

1: Overrun error is detected

Note: When this bit is set, the RDR register content is not lost but the shift register is overwritten. An interrupt is generated if the ORE flag is set during multibuffer communication if the EIE bit is set.

This bit is permanently forced to 0 (no overrun detection) when the OVRDIS bit is set in the USART_CR3 register.

Bit 2 **NF**: START bit Noise detection flag

This bit is set by hardware when noise is detected on a received frame. It is cleared by software, writing 1 to the NFCF bit in the USART_ICR register.

0: No noise is detected

1: Noise is detected

Note: This bit does not generate an interrupt as it appears at the same time as the RXNE bit which itself generates an interrupt. An interrupt is generated when the NF flag is set during multibuffer communication if the EIE bit is set.

Note: When the line is noise-free, the NF flag can be disabled by programming the ONEBIT bit to 1 to increase the USART tolerance to deviations (Refer to Section 21.5.5: Tolerance of the USART receiver to clock deviation on page 581).

Bit 1 **FE**: Framing error

This bit is set by hardware when a de-synchronization, excessive noise or a break character is detected. It is cleared by software, writing 1 to the FECF bit in the USART_ICR register.

In Smartcard mode, in transmission, this bit is set when the maximum number of transmit attempts is reached without success (the card NACKs the data frame).

An interrupt is generated if EIE = 1 in the USART_CR1 register.

0: No Framing error is detected

1: Framing error or break character is detected

Bit 0 **PE**: Parity error

This bit is set by hardware when a parity error occurs in receiver mode. It is cleared by software, writing 1 to the PECF in the USART_ICR register.

An interrupt is generated if PEIE = 1 in the USART_CR1 register.

0: No parity error

1: Parity error

21.8.9 Interrupt flag clear register (USART_ICR)

Address offset: 0x20

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WUCF	Res.	Res.	CMCF	Res.
											rc_w1			rc_w1	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	EOBCF	RTOCF	Res.	CTSCF	LBDCF	TCBGTCF	TCCF	Res.	IDLECF	ORECF	NCF	FECF	PECF
			rc_w1	rc_w1		rc_w1	rc_w1	rc_w1	rc_w1		rc_w1	rc_w1	rc_w1	rc_w1	rc_w1

Bits 31:21 Reserved, must be kept at reset value.

Bit 20 **WUCF**: Wakeup from Stop mode clear flag

Writing 1 to this bit clears the WUF flag in the USART_ISR register.

Note: If the USART does not support the wakeup from Stop feature, this bit is reserved and must be kept at reset value.

Bits 19:18 Reserved, must be kept at reset value.

Bit 17 **CMCF**: Character match clear flag

Writing 1 to this bit clears the CMF flag in the USART_ISR register.

Bits 16:13 Reserved, must be kept at reset value.

Bit 12 **EOBCF**: End of block clear flag
Writing 1 to this bit clears the EOBF flag in the USART_ISR register.
Note: If the USART does not support Smartcard mode, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 11 **RTOCF**: Receiver timeout clear flag
Writing 1 to this bit clears the RTOF flag in the USART_ISR register.
Note: If the USART does not support the Receiver timeout feature, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 10 Reserved, must be kept at reset value.

Bit 9 **CTSCF**: CTS clear flag
Writing 1 to this bit clears the CTSIF flag in the USART_ISR register.
Note: If the hardware flow control feature is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 8 **LBDCF**: LIN break detection clear flag
Writing 1 to this bit clears the LBDF flag in the USART_ISR register.
Note: If LIN mode is not supported, this bit is reserved and must be kept at reset value. Please refer to Section 21.4: USART implementation on page 566.

Bit 7 **TCBGTCF**: Transmission completed before guard time clear flag
Writing 1 to this bit clears the TCBGT flag in the USART_ISR register.
Note: *If the USART does not support SmartCard mode, this bit is reserved and forced by hardware to 0. Please refer to Section 21.4: USART implementation on page 566).*

Bit 6 **TCCF**: Transmission complete clear flag
Writing 1 to this bit clears the TC flag in the USART_ISR register.

Bit 5 Reserved, must be kept at reset value.

Bit 4 **IDLECF**: Idle line detected clear flag
Writing 1 to this bit clears the IDLE flag in the USART_ISR register.

Bit 3 **ORECF**: Overrun error clear flag
Writing 1 to this bit clears the ORE flag in the USART_ISR register.

Bit 2 **NCF**: Noise detected clear flag
Writing 1 to this bit clears the NF flag in the USART_ISR register.

Bit 1 **FECF**: Framing error clear flag
Writing 1 to this bit clears the FE flag in the USART_ISR register.

Bit 0 **PECF**: Parity error clear flag
Writing 1 to this bit clears the PE flag in the USART_ISR register.

21.8.10 Receive data register (USART_RDR)

Address offset: 0x24

Reset value: Undefined

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	RDR[8:0]								
							r	r	r	r	r	r	r	r	r

Bits 31:9 Reserved, must be kept at reset value.

Bits 8:0 **RDR[8:0]**: Receive data value

Contains the received data character.

The RDR register provides the parallel interface between the input shift register and the internal bus (see *Figure 176*).

When receiving with the parity enabled, the value read in the MSB bit is the received parity bit.

21.8.11 Transmit data register (USART_TDR)

Address offset: 0x28

Reset value: Undefined

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	TDR[8:0]								
							rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:9 Reserved, must be kept at reset value.

Bits 8:0 **TDR[8:0]**: Transmit data value

Contains the data character to be transmitted.

The TDR register provides the parallel interface between the internal bus and the output shift register (see *Figure 176*).

When transmitting with the parity enabled (PCE bit set to 1 in the USART_CR1 register), the value written in the MSB (bit 7 or bit 8 depending on the data length) has no effect because it is replaced by the parity.

Note: This register must be written only when TXE=1.

21.8.12 USART register map

The table below gives the USART register map and reset values.

Table 106. USART register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**USART_CR1**	Res.	Res.	Res.	M1	EOBIE	RTOIE	DEAT4	DEAT3	DEAT2	DEAT1	DEAT0	DEDT4	DEDT3	DEDT2	DEDT1	DEDT0	OVER8	CMIE	MME	M0	WAKE	PCE	PS	PEIE	TXEIE	TCIE	RXNEIE	IDLEIE	TE	RE	UESM	UE
	Reset value				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x04	**USART_CR2**	ADD[7:4]				ADD[3:0]				RTOEN	ABRMOD1	ABRMOD0	ABREN	MSBFIRST	DATAINV	TXINV	RXINV	SWAP	LINEN	STOP [1:0]		CLKEN	CPOL	CPHA	LBCL	Res.	LBDIE	LBDL	ADDM7	Res.	Res.	Res.	Res.
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0				
0x08	**USART_CR3**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TCBGTIE	UCESM	WUFIE	WUS		SCARCNT2:0]			Res.	DEP	DEM	DDRE	OVRDIS	ONEBIT	CTSIE	CTSE	RTSE	DMAT	DMAR	SCEN	NACK	HDSEL	IRLP	IREN	EIE
	Reset value								0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x0C	**USART_BRR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	BRR[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10	**USART_GTPR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	GT[7:0]								PSC[7:0]							
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x14	**USART_RTOR**	BLEN[7:0]								RTO[23:0]																							
	Reset value	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x18	**USART_RQR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TXFRQ	RXFRQ	MMRQ	SBKRQ	ABRRQ
	Reset value																												0	0	0	0	0
0x1C	**USART_ISR**	Res.	Res.	Res.	Res.	Res.	Res.	TCBGT	Res.	Res.	REACK	TEACK	WUF	RWU	SBKF	CMF	BUSY	ABRF	ABRE	Res.	EOBF	RTOF	CTS	CTSIF	LBDF	TXE	TC	RXNE	IDLE	ORE	NF	FE	PE
	Reset value							1			0	0	0	0	0	0	0	0	0		0	0	0	0	0	1	1	0	0	0	0	0	0
0x20	**USART_ICR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WUCF	Res.	Res.	CMCF	Res.	Res.	Res.	Res.	EOBCF	RTOCF	Res.	CTSCF	LBDCF	TCBGTCF	TCCF	Res.	IDLECF	ORECF	NCF	FECF	PECF
	Reset value												0			0					0	0		0	0	0	0		0	0	0	0	0
0x24	**USART_RDR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RDR[8:0]								
	Reset value																								X	X	X	X	X	X	X	X	X

Table 106. USART register map and reset values (continued)

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x28	**USART_TDR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TDR[8:0]								
	Reset value																								X	X	X	X	X	X	X	X	X

Refer to *Section 2.2 on page 38* for the register boundary addresses.

22 Low-power universal asynchronous receiver transmitter (LPUART)

22.1 Introduction

The low-power universal asynchronous receiver transmitted (LPUART) is an UART which allows Full-duplex UART communications with a limited power consumption. Only 32.768 kHz LSE clock is required to allow UART communications up to 9600 baud/s. Higher baud rates can be reached when the LPUART is clocked by clock sources different from the LSE clock.

Even when the microcontroller is in Stop mode, the LPUART can wait for an incoming UART frame while having an extremely low energy consumption. The LPUART includes all necessary hardware support to make asynchronous serial communications possible with minimum power consumption.

It supports Half-duplex Single-wire communications and Modem operations (CTS/RTS).

It also supports multiprocessor communications.

DMA (direct memory access) can be used for data transmission/reception.

22.2 LPUART main features

- Full-duplex asynchronous communications
- NRZ standard format (mark/space)
- Programmable baud rate from 300 baud/s to 9600 baud/s using a 32.768 kHz clock source. Higher baud rates can be achieved by using a higher frequency clock source
- Dual clock domain allowing
  - UART functionality and wakeup from Stop mode
  - Convenient baud rate programming independent from the PCLK reprogramming
- Programmable data word length (7 or 8 or 9 bits)
- Programmable data order with MSB-first or LSB-first shifting
- Configurable stop bits (1 or 2 stop bits)
- Single-wire Half-duplex communications
- Continuous communications using DMA
- Received/transmitted bytes are buffered in reserved SRAM using centralized DMA.
- Separate enable bits for transmitter and receiver
- Separate signal polarity control for transmission and reception
- Swappable Tx/Rx pin configuration
- Hardware flow control for modem and RS-485 transceiver
- Transfer detection flags:
  - Receive buffer full
  - Transmit buffer empty
  - Busy and end of transmission flags
- Parity control:
  - Transmits parity bit
  - Checks parity of received data byte
- Four error detection flags:
  - Overrun error
  - Noise detection
  - Frame error
  - Parity error
- Fourteen interrupt sources with flags
- Multiprocessor communications

  The LPUART enters mute mode if the address does not match.
- Wakeup from mute mode (by idle line detection or address mark detection)

22.3 LPUART implementation

The STM32L010xx devices embed one LPUART. Refer to *Section 21.4: USART implementation* for LPUART supported features.

22.4 LPUART functional description

Any LPUART bidirectional communication requires a minimum of two pins: Receive data In (RX) and Transmit data Out (TX):

- **RX**: Receive data Input.

  This is the serial data input.
- **TX:** Transmit data Output.

  When the transmitter is disabled, the output pin returns to its I/O port configuration. When the transmitter is enabled and nothing is to be transmitted, the TX pin is at high level. In Single-wire mode, this I/O is used to transmit and receive the data.

Through these pins, serial data is transmitted and received in normal LPUART mode as frames comprising:

- An Idle Line prior to transmission or reception
- A start bit
- A data word (7 or 8 or 9 bits) least significant bit first
- 1, 2 stop bits indicating that the frame is complete
- The LPUART interface uses a baud rate generator
- A status register (LPUART_ISR)
- Receive and transmit data registers (LPUART_RDR, LPUART_TDR)
- A baud rate register (LPUART_BRR)

Refer to *Section 22.7: LPUART registers* for the definitions of each bit.

The following pins are required in RS232 Hardware flow control mode:

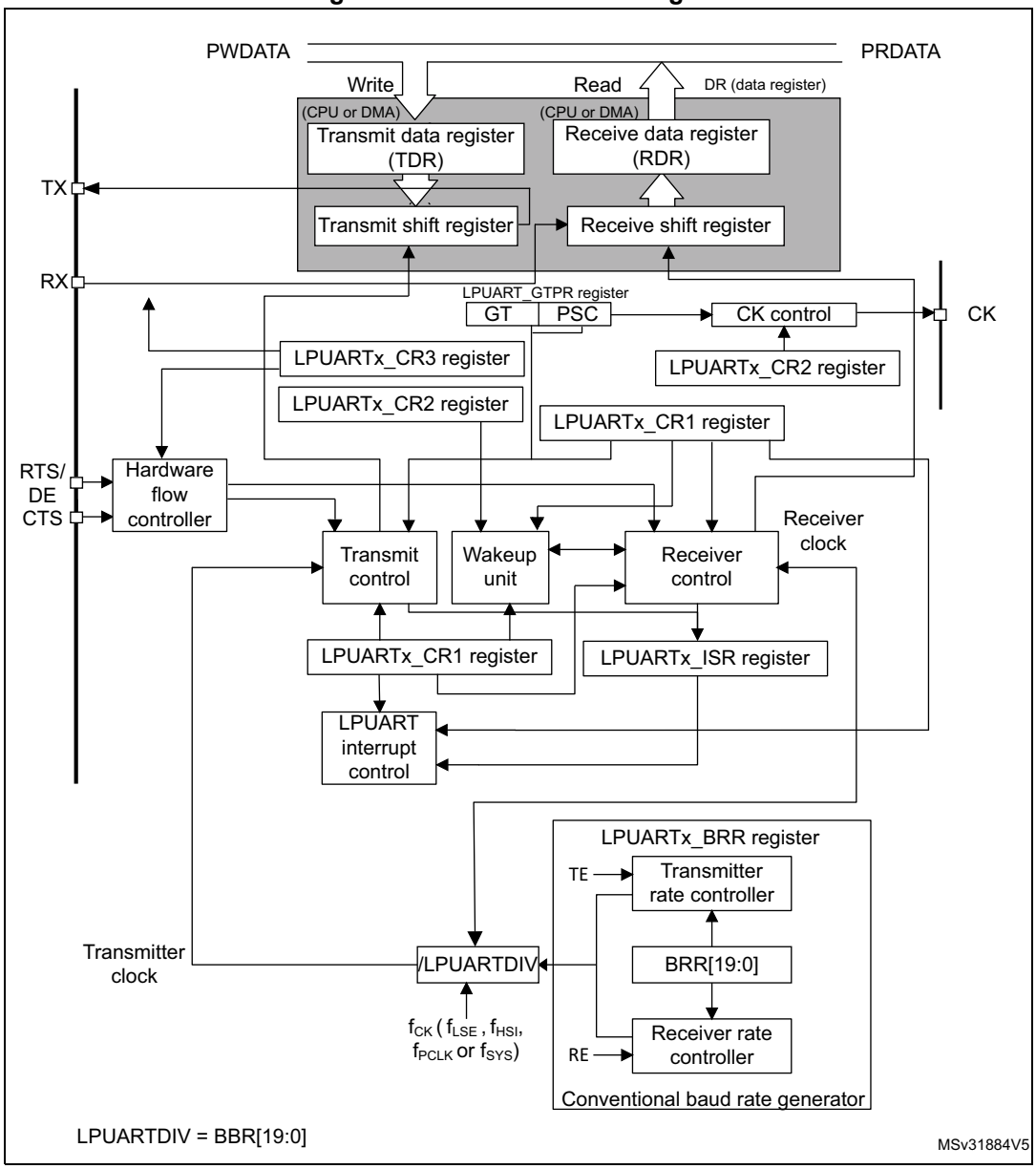
- **CTS:** Clear To Send blocks the data transmission at the end of the current transfer when high
- **RTS:** Request to send indicates that the LPUART is ready to receive data (when low).

The following pin is required in RS485 Hardware control mode:

- **DE**: Driver Enable activates the transmission mode of the external transceiver.

Note: DE and RTS share the same pin.

Figure 201. LPUART block diagram



22.4.1 LPUART character description

Word length may be selected as being either 7 or 8 or 9 bits by programming the M[1:0] bits in the LPUART_CR1 register (see *Figure 202*).

- 7-bit character length: M[1:0] = 10
- 8-bit character length: M[1:0] = 00
- 9-bit character length: M[1:0] = 01

By default, the signal (TX or RX) is in low state during the start bit. It is in high state during the stop bit.

These values can be inverted, separately for each signal, through polarity configuration control.

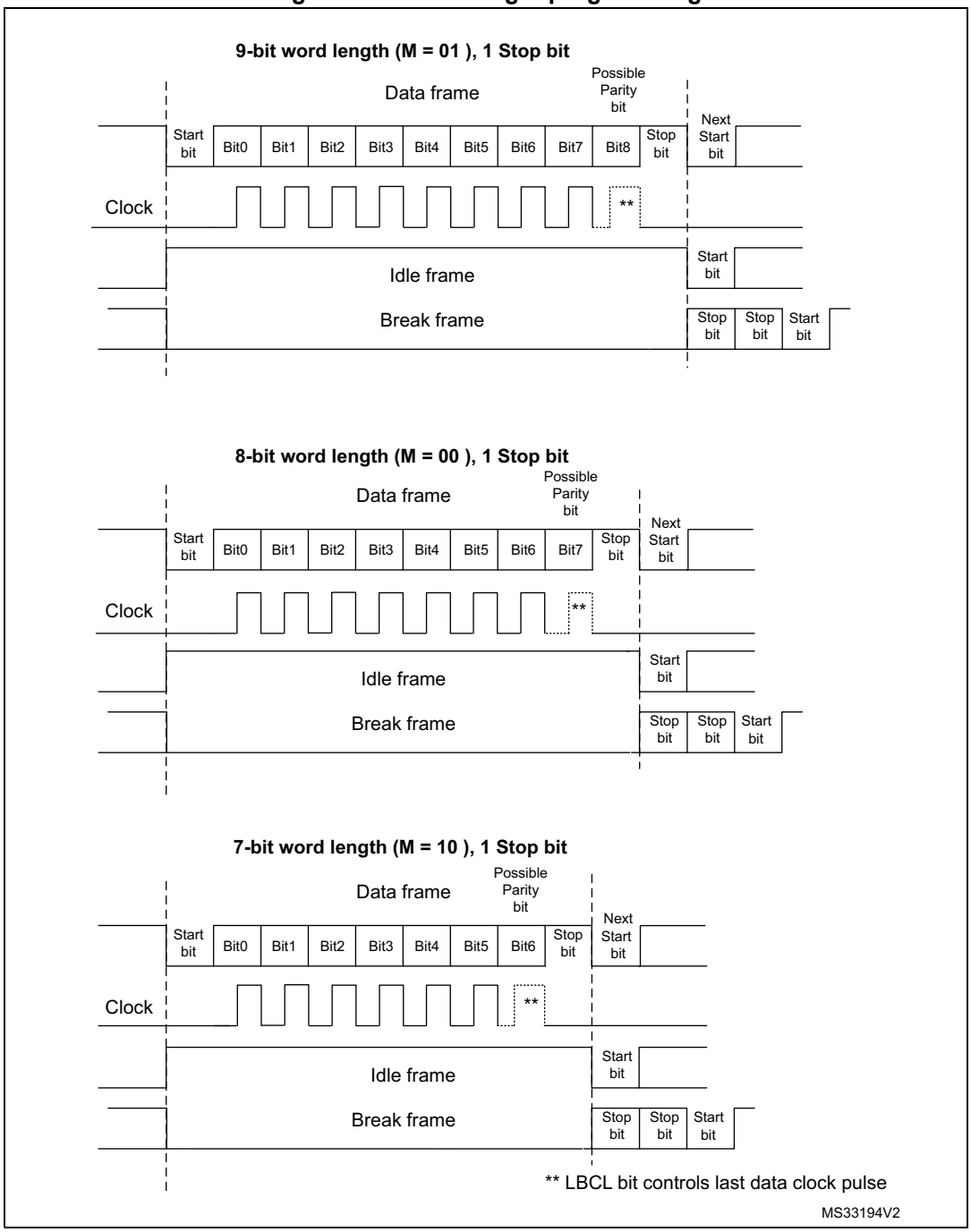
An ***Idle character*** is interpreted as an entire frame of “1”s. (The number of “1”s includes the number of stop bits).

A ***Break character*** is interpreted on receiving “0”s for a frame period. At the end of the break frame, the transmitter inserts 2 stop bits.

Transmission and reception are driven by a common baud rate generator, the clock for each is generated when the enable bit is set respectively for the transmitter and receiver.

The details of each block is given below.

Figure 202. Word length programming



22.4.2 LPUART transmitter

The transmitter can send data words of either 7 or 8 or 9 bits depending on the M bits status. The Transmit Enable bit (TE) must be set in order to activate the transmitter function. The data in the transmit shift register is output on the TX pin.

Character transmission

During an LPUART transmission, data shifts out least significant bit first (default configuration) on the TX pin. In this mode, the LPUART_TDR register consists of a buffer (TDR) between the internal bus and the transmit shift register (see *Figure 176*).

Every character is preceded by a start bit which is a logic level low for one bit period. The character is terminated by a configurable number of stop bits.

The following stop bits are supported by LPUART: 1 and 2 stop bits.

Note: The TE bit must be set before writing the data to be transmitted to the LPUART_TDR.

The TE bit should not be reset during transmission of data. Resetting the TE bit during the transmission will corrupt the data on the TX pin as the baud rate counters will get frozen. The current data being transmitted will be lost.

An idle frame will be sent after the TE bit is enabled.

Configurable stop bits

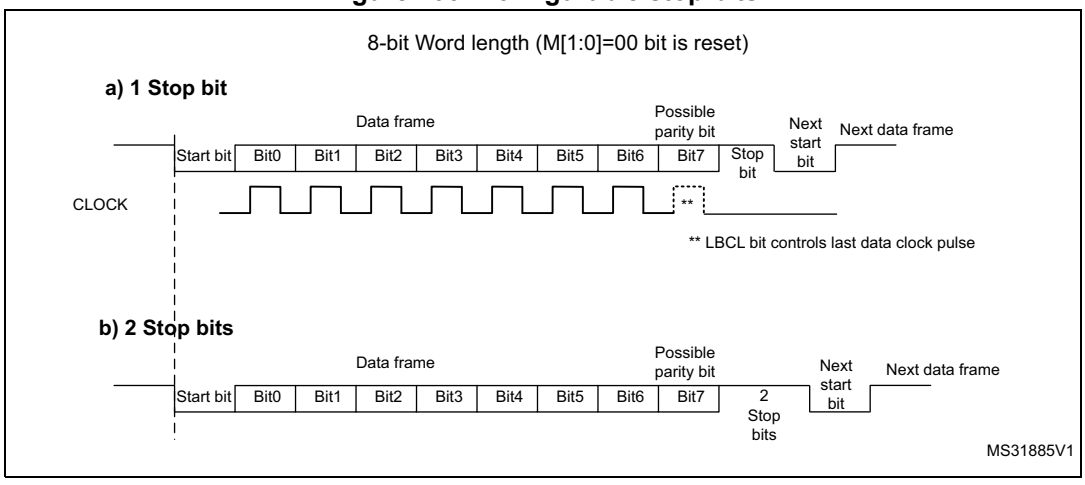
The number of stop bits to be transmitted with every character can be programmed in Control register 2, bits 13,12.

- ***1 stop bit***: This is the default value of number of stop bits.
- ***2 stop bits***: This will be supported by normal LPUART, Single-wire and Modem modes.

An idle frame transmission will include the stop bits.

A break transmission will be 10 low bits (when M[1:0] = 00) or 11 low bits (when M[1:0] = 01) or 9 low bits (when M[1:0] = 10) followed by 2 stop bits. It is not possible to transmit long breaks (break of length greater than 9/10/11 low bits).

Figure 203. Configurable stop bits



Character transmission procedure

1. Program the M bits in LPUART_CR1 to define the word length.
2. Select the desired baud rate using the LPUART_BRR register.
3. Program the number of stop bits in LPUART_CR2.
4. Enable the LPUART by writing the UE bit in LPUART_CR1 register to 1.
5. Select DMA enable (DMAT) in LPUART_CR3 if multibuffer Communication is to take place. Configure the DMA register as explained in multibuffer communication.
6. Set the TE bit in LPUART_CR1 to send an idle frame as first transmission.
7. Write the data to send in the LPUART_TDR register (this clears the TXE bit). Repeat this for each data to be transmitted in case of single buffer.
8. After writing the last data into the LPUART_TDR register, wait until TC=1. This indicates that the transmission of the last frame is complete. This is required for instance when the LPUART is disabled or enters the Halt mode to avoid corrupting the last transmission.

Single byte communication

Clearing the TXE bit is always performed by a write to the transmit data register.

The TXE bit is set by hardware and it indicates:

- The data has been moved from the LPUART_TDR register to the shift register and the data transmission has started.
- The LPUART_TDR register is empty.
- The next data can be written in the LPUART_TDR register without overwriting the previous data.

This flag generates an interrupt if the TXEIE bit is set.

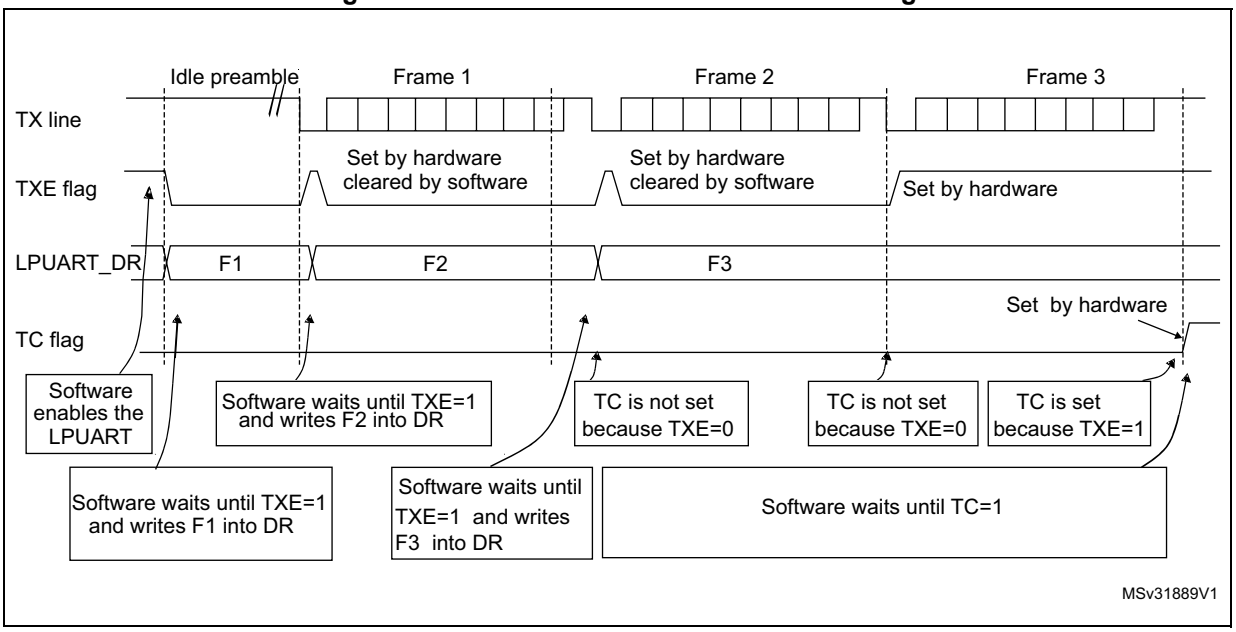
When a transmission is taking place, a write instruction to the LPUART_TDR register stores the data in the TDR register; next, the data is copied in the shift register at the end of the currently ongoing transmission.

When no transmission is taking place, a write instruction to the LPUART_TDR register places the data in the shift register, the data transmission starts, and the TXE bit is set.

If a frame is transmitted (after the stop bit) and the TXE bit is set, the TC bit goes high. An interrupt is generated if the TCIE bit is set in the LPUART_CR1 register.

After writing the last data in the LPUART_TDR register, it is mandatory to wait for TC=1 before disabling the LPUART or causing the microcontroller to enter the low-power mode (see *Figure 179: TC/TXE behavior when transmitting*).

Figure 204. TC/TXE behavior when transmitting



Break characters

Setting the SBKRQ bit transmits a break character. The break frame length depends on the M bits (see *Figure 202*).

If a ‘1’ is written to the SBKRQ bit, a break character is sent on the TX line after completing the current character transmission. The SBKF bit is set by the write operation and it is reset by hardware when the break character is completed (during the stop bits after the break character). The LPUART inserts a logic 1 signal (STOP) for the duration of 2 bits at the end of the break frame to guarantee the recognition of the start bit of the next frame.

In the case the application needs to send the break character following all previously inserted data, including the ones not yet transmitted, the software should wait for the TXE flag assertion before setting the SBKRQ bit.

Idle characters

Setting the TE bit drives the LPUART to send an idle frame before the first data frame.

22.4.3 LPUART receiver

The LPUART can receive data words of either 7 or 8 or 9 bits depending on the M bits in the LPUART_CR1 register.

Start bit detection

In LPUART, for START bit detection, a falling edge should be detected first on the Rx line, then a sample is taken in the middle of the start bit to confirm that it is still ‘0’. If the start sample is at ‘1’, then the noise error flag (NF) is set, then the START bit is discarded and the receiver waits for a new START bit. Else, the receiver continues to sample all incoming bits normally.

Character reception

During an LPUART reception, data shifts in least significant bit first (default configuration) through the RX pin. In this mode, the LPUART_RDR register consists of a buffer (RDR) between the internal bus and the received shift register.

Character reception procedure

1. Program the M bits in LPUART_CR1 to define the word length.
2. Select the desired baud rate using the baud rate register LPUART_BRR
3. Program the number of stop bits in LPUART_CR2.
4. Enable the LPUART by writing the UE bit in LPUART_CR1 register to 1.
5. Select DMA enable (DMAR) in LPUART_CR3 if multibuffer communication is to take place. Configure the DMA register as explained in multibuffer communication.
6. Set the RE bit LPUART_CR1. This enables the receiver which begins searching for a start bit.

When a character is received

- The RXNE bit is set. It indicates that the content of the shift register is transferred to the RDR. In other words, data has been received and can be read (as well as its associated error flags).
- An interrupt is generated if the RXNEIE bit is set.
- The error flags can be set if a frame error, noise or an overrun error has been detected during reception. PE flag can also be set with RXNE.
- In multibuffer, RXNE is set after every byte received and is cleared by the DMA read of the Receive data Register.
- In single buffer mode, clearing the RXNE bit is performed by a software read to the LPUART_RDR register. The RXNE flag can also be cleared by writing 1 to the RXFRQ in the LPUART_RQR register. The RXNE bit must be cleared before the end of the reception of the next character to avoid an overrun error.

Break character

When a break character is received, the LPUART handles it as a framing error.

Idle character

When an idle frame is detected, there is the same procedure as for a received data character plus an interrupt if the IDLEIE bit is set.

Overrun error

An overrun error occurs when a character is received when RXNE has not been reset. Data can not be transferred from the shift register to the RDR register until the RXNE bit is cleared.

The RXNE flag is set after every byte received. An overrun error occurs if RXNE flag is set when the next data is received or the previous DMA request has not been serviced. When an overrun error occurs:

- The ORE bit is set.
- The RDR content will not be lost. The previous data is available when a read to LPUART_RDR is performed.
- The shift register will be overwritten. After that point, any data received during overrun is lost.
- An interrupt is generated if either the RXNEIE bit is set or EIE bit is set.
- The ORE bit is reset by setting the ORECF bit in the ICR register.

Note: The ORE bit, when set, indicates that at least 1 data has been lost. There are two possibilities:

- if RXNE=1, then the last valid data is stored in the receive register RDR and can be read,

- if RXNE=0, then it means that the last valid data has already been read and thus there is nothing to be read in the RDR. This case can occur when the last valid data is read in the RDR at the same time as the new (and lost) data is received.

Selecting the clock source

The choice of the clock source is done through the Reset and Clock Control system (RCC). The clock source must be chosen before enabling the LPUART (by setting the UE bit).

The choice of the clock source must be done according to two criteria:

- Possible use of the LPUART in low-power mode
- Communication speed.

The clock source frequency is f_{CK}.

When the dual clock domain and the wakeup from Stop mode features are supported, the clock source can be one of the following sources: f_{PCLK} (default), f_{LSE}, f_{HSI} or f_{SYS}. Otherwise, the LPUART clock source is f_{PCLK} .

Choosing f_{LSE}, f_{HSI} as clock source may allow the LPUART to receive data while the MCU is in low-power mode. Depending on the received data and wakeup mode selection, the LPUART wakes up the MCU, when needed, in order to transfer the received data by software reading the LPUART_RDR register or by DMA.

For the other clock sources, the system must be active in order to allow LPUART communication.

The communication speed range (specially the maximum communication speed) is also determined by the clock source.

The receiver samples each incoming baud as close as possible to the middle of the baud-period. Only a single sample is taken of each of the incoming bauds.

Note: There is no noise detection for data.

Framing error

A framing error is detected when the stop bit is not recognized on reception at the expected time, following either a de-synchronization or excessive noise.

When the framing error is detected:

- The FE bit is set by hardware.
- The invalid data is transferred from the Shift register to the LPUART_RDR register.
- No interrupt is generated in case of single byte communication. However this bit rises at the same time as the RXNE bit which itself generates an interrupt. In case of multibuffer communication an interrupt will be issued if the EIE bit is set in the LPUART_CR3 register.

The FE bit is reset by writing 1 to the FECF in the LPUART_ICR register.

Configurable stop bits during reception

The number of stop bits to be received can be configured through the control bits of Control Register 2 - it can be either 1 or 2 in normal mode.

- ***1 stop bit***: Sampling for 1 stop Bit is done on the 8th, 9th and 10th samples.
- ***2 stop bits***: Sampling for the 2 stop bits is done in the middle of the second stop bit. The RXNE and FE flags are set just after this sample i.e. during the second stop bit. The first stop bit is not checked for framing error.

22.4.4 LPUART baud rate generation

The baud rate for the receiver and transmitter (Rx and Tx) are both set to the same value as programmed in the LPUART_BRR register.

The baud rate for the receiver and transmitter (Rx and Tx) are both set to the same value as programmed in the LPUART_BRR register.

$$\text{Tx/Rx baud} = \frac{256 \times f_{CK}}{\text{LPUARTDIV}}$$

LPUARTDIV is coded on the LPUART_BRR register.

Note: The baud counters are updated to the new value in the baud registers after a write operation to LPUART_BRR. Hence the baud rate register value should not be changed during communication.

It is forbidden to write values less than 0x300 in the LPUART_BRR register.

fck must be in the range [3 x baud rate, 4096 x baud rate].

The maximum baud rate that can be reached when the LPUART clock source is the LSE, is 9600 baud. Higher baud rates can be reached when the LPUART is clocked by clock sources different than the LSE clock. For example, if the USART clock source is the system clock (maximum is 32 MHz), the maximum baud rate that can be reached is 10 Mbaud.

Table 107. Error calculation for programmed baud rates at f_{ck} = 32,768 KHz

Baud rate		f_{CK} = 32,768 KHz		
S.No	Desired	Actual	Value programmed in the baud rate register	% Error = (Calculated - Desired) B.rate / Desired B.rate
1	300 Bps	300 Bps	0x6D3A	0
2	600 Bps	600 Bps	0x369D	0
3	1200 Bps	1200.087 Bps	0x1B4E	0.007
4	2400 Bps	2400.17 Bps	0xDA7	0.007
5	4800 Bps	4801.72 Bps	0x6D3	0.035
6	9600 Bps	9608.94 Bps	0x369	0.093

Table 108. Error calculation for programmed baud rates at f_{ck} = 32 MHz

Baud rate	f_{CK} = 32,768 KHz		
Desired	Actual	Value programmed in the baud rate register	% Error = (Calculated - Desired) B.rate / Desired B.rate
9600 Bps	9608.94 Bps	9600,004	D0555
19200	19200,030	682AA	0,0001
38400	38400,06	34155	0,0001
57600	57600,09	22B8E	0,0001
115200	115200,18	115C7	0,0001
230400	230403,60	8AE3	0,0015
460800	460820,16	4571	0,004
921600	921692,17	22B8	0,01
4000000	4000000,00	800	0
10000000	10002442,00	333	0,024

22.4.5 Tolerance of the LPUART receiver to clock deviation

The asynchronous receiver of the LPUART works correctly only if the total clock system deviation is less than the tolerance of the LPUART receiver. The causes which contribute to the total deviation are:

- DTRA: Deviation due to the transmitter error (which also includes the deviation of the transmitter's local oscillator)
- DQUANT: Error due to the baud rate quantization of the receiver
- DREC: Deviation of the receiver's local oscillator
- DTCL: Deviation due to the transmission line (generally due to the transceivers which can introduce an asymmetry between the low-to-high transition timing and the high-to-low transition timing)

$$DTRA + DQUANT + DREC + DTCL + DWU < LPUART\ receiver\ tolerance$$

where

DWU is the error due to sampling point deviation when the wakeup from Stop mode is used.

when M[1:0] = 01:

$$DWU = \frac{t_{WULPUART}}{11 \times Tbit}$$

when M[1:0] = 00:

$$DWU = \frac{t_{WULPUART}}{10 \times Tbit}$$

when M[1:0] = 10:

$$DWU = \frac{t_{WULPUART}}{9 \times Tbit}$$

$t_{WULPUART}$ is the time between detection of start bit falling edge and the instant when clock (requested by the peripheral) is ready and reaching the peripheral and regulator is ready. $t_{WULPUART}$ corresponds to t_{WUSTOP} value provided in the datasheet.

The LPUART receiver can receive data correctly at up to the maximum tolerated deviation specified in *Table 109*:

- 7, 8 or 9-bit character length defined by the M bits in the LPUARTx_CR1 register
- 1 or 2 stop bits

Table 109. Tolerance of the LPUART receiver

M bits	768 ≤ BRR <1024	1024 ≤ BRR < 2048	2048 ≤ BRR < 4096	4096 ≤ BRR
8 bits (M=00), 1 stop bit	1.82%	2.56%	3.90%	4.42%
9 bits (M=01), 1 stop bit	1.69%	2.33%	2.53%	4.14%
7 bits (M=10), 1 stop bit	2.08%	2.86%	4.35%	4.42%
8 bits (M=00), 2 stop bit	2.08%	2.86%	4.35%	4.42%
9 bits (M=01), 2 stop bit	1.82%	2.56%	3.90%	4.42%
7 bits (M=10), 2stop bit	2.34%	3.23%	4.92%	4.42%

Note: The data specified in Table 109 may slightly differ in the special case when the received frames contain some Idle frames of exactly 10-bit durations when M bits = 00 (11-bit durations when M bits =01 or 9- bit durations when M bits = 10).

22.4.6 Multiprocessor communication using LPUART

It is possible to perform multiprocessor communication with the LPUART (with several LPUARTs connected in a network). For instance one of the LPUARTs can be the master, its TX output connected to the RX inputs of the other LPUARTs. The others are slaves, their respective TX outputs are logically ANDed together and connected to the RX input of the master.

In multiprocessor configurations it is often desirable that only the intended message recipient should actively receive the full message contents, thus reducing redundant LPUART service overhead for all non addressed receivers.

The non addressed devices may be placed in mute mode by means of the muting function. In order to use the mute mode feature, the MME bit must be set in the LPUART_CR1 register.

In mute mode:

- None of the reception status bits can be set.
- All the receive interrupts are inhibited.
- The RWU bit in LPUART_ISR register is set to 1. RWU can be controlled automatically by hardware or by software, through the MMRQ bit in the LPUART_RQR register, under certain conditions.

The LPUART can enter or exit from mute mode using one of two methods, depending on the WAKE bit in the LPUART_CR1 register:

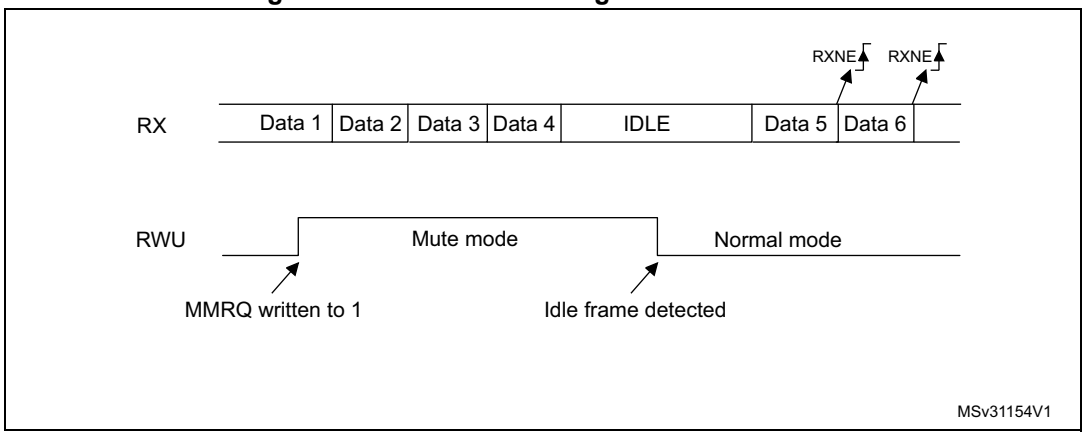
- Idle Line detection if the WAKE bit is reset,
- Address Mark detection if the WAKE bit is set.

Idle line detection (WAKE=0)

The LPUART enters mute mode when the MMRQ bit is written to 1 and the RWU is automatically set.

It wakes up when an Idle frame is detected. Then the RWU bit is cleared by hardware but the IDLE bit is not set in the LPUART_ISR register. An example of mute mode behavior using Idle line detection is given in *Figure 183*.

Figure 205. Mute mode using Idle line detection



Note: If the MMRQ is set while the IDLE character has already elapsed, mute mode will not be entered (RWU is not set).

If the LPUART is activated while the line is IDLE, the idle state is detected after the duration of one IDLE frame (not only after the reception of one character frame).

4-bit/7-bit address mark detection (WAKE=1)

In this mode, bytes are recognized as addresses if their MSB is a ‘1’ otherwise they are considered as data. In an address byte, the address of the targeted receiver is put in the 4 or 7 LSBs. The choice of 7 or 4 bit address detection is done using the ADDM7 bit. This 4-bit/7-bit word is compared by the receiver with its own address which is programmed in the ADD bits in the LPUART_CR2 register.

Note: In 7-bit and 9-bit data modes, address detection is done on 6-bit and 8-bit addresses (ADD[5:0] and ADD[7:0]) respectively.

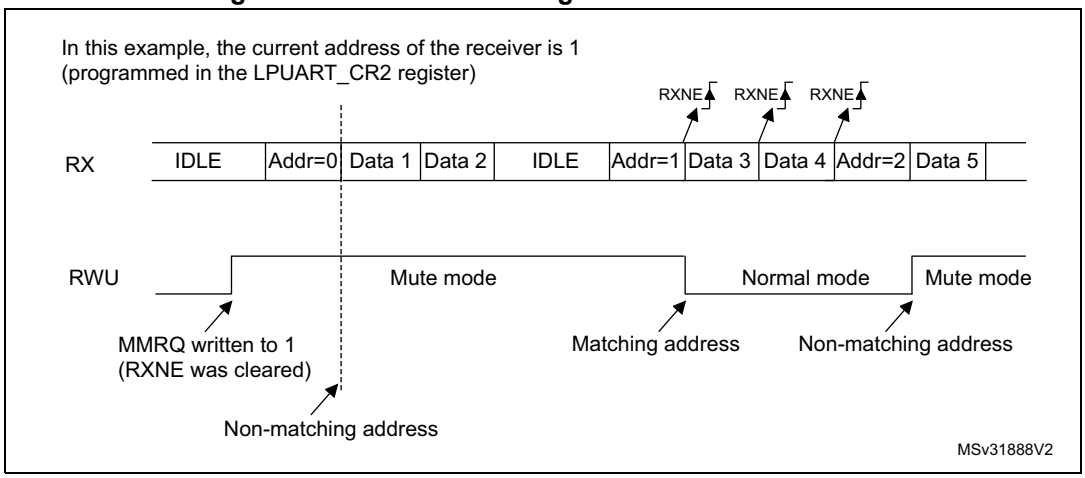
The LPUART enters mute mode when an address character is received which does not match its programmed address. In this case, the RWU bit is set by hardware. The RXNE flag is not set for this address byte and no interrupt or DMA request is issued when the LPUART enters mute mode.

The LPUART also enters mute mode when the MMRQ bit is written to 1. The RWU bit is also automatically set in this case.

The LPUART exits from mute mode when an address character is received which matches the programmed address. Then the RWU bit is cleared and subsequent bytes are received normally. The RXNE bit is set for the address character since the RWU bit has been cleared.

An example of mute mode behavior using address mark detection is given in *Figure 184*.

Figure 206. Mute mode using address mark detection



22.4.7 LPUART parity control

Parity control (generation of parity bit in transmission and parity checking in reception) can be enabled by setting the PCE bit in the LPUART_CR1 register. Depending on the frame length defined by the M bits, the possible LPUART frame formats are as listed in *Table 103*.

Table 110. Frame formats

M bits	PCE bit	LPUART frame(1)
00	0	| SB | 8-bit data | STB |
00	1	| SB | 7-bit data | PB | STB |
01	0	| SB | 9-bit data | STB |
01	1	| SB | 8-bit data | PB | STB |
10	0	| SB | 7-bit data | STB |
10	1	| SB | 6-bit data | PB | STB |

1. Legends: SB: start bit, STB: stop bit, PB: parity bit.
2. In the data register, the PB is always taking the MSB position (9th, 8th or 7th, depending on the M bits value).

Even parity

The parity bit is calculated to obtain an even number of “1s” inside the frame which is made of the 6, 7 or 8 LSB bits (depending on M bits values) and the parity bit.

As an example, if data=00110101, and 4 bits are set, then the parity bit will be 0 if even parity is selected (PS bit in LPUART_CR1 = 0).

Odd parity

The parity bit is calculated to obtain an odd number of “1s” inside the frame made of the 6, 7 or 8 LSB bits (depending on M bits values) and the parity bit.

As an example, if data=00110101 and 4 bits set, then the parity bit will be 1 if odd parity is selected (PS bit in LPUART_CR1 = 1).

Parity checking in reception

If the parity check fails, the PE flag is set in the LPUART_ISR register and an interrupt is generated if PEIE is set in the LPUART_CR1 register. The PE flag is cleared by software writing 1 to the PECF in the LPUART_ICR register.

Parity generation in transmission

If the PCE bit is set in LPUARTx_CR1, then the MSB bit of the data written in the data register is transmitted but is changed by the parity bit (even number of “1s” if even parity is selected (PS=0) or an odd number of “1s” if odd parity is selected (PS=1)).

22.4.8 Single-wire Half-duplex communication using LPUART

Single-wire Half-duplex mode is selected by setting the HDSEL bit in the LPUART_CR3 register. In this mode, the following bits must be kept cleared:

- LINEN and CLKEN bits in the LPUART_CR2 register,
- SCEN and IREN bits in the LPUART_CR3 register.

The LPUART can be configured to follow a Single-wire Half-duplex protocol where the TX and RX lines are internally connected. The selection between half- and Full-duplex communication is made with a control bit HDSEL in LPUART_CR3.

As soon as HDSEL is written to 1:

- The TX and RX lines are internally connected
- The RX pin is no longer used
- The TX pin is always released when no data is transmitted. Thus, it acts as a standard I/O in idle or in reception. It means that the I/O must be configured so that TX is configured as alternate function open-drain with an external pull-up.

Apart from this, the communication protocol is similar to normal LPUART mode. Any conflicts on the line must be managed by software (by the use of a centralized arbiter, for instance). In particular, the transmission is never blocked by hardware and continues as soon as data is written in the data register while the TE bit is set.

Note: In LPUART, in the case of 1-stop bit configuration, the RXNE flag is set in the middle of the stop bit.

22.4.9 Continuous communication in DMA mode using LPUART

The LPUART is capable of performing continuous communication using the DMA. The DMA requests for Rx buffer and Tx buffer are generated independently.

Note: Use the LPUART as explained in Section 22.4.3. To perform continuous communication, you can clear the TXE/ RXNE flags In the LPUART_ISR register.

Transmission using DMA

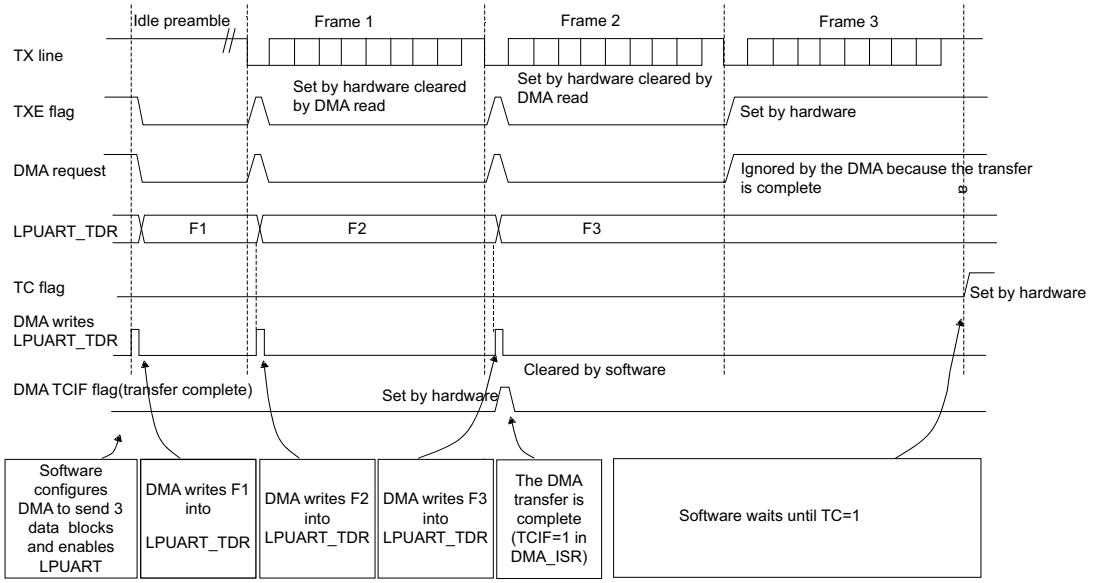
DMA mode can be enabled for transmission by setting DMAT bit in the LPUART_CR3 register. Data is loaded from a SRAM area configured using the DMA peripheral (refer to *Section 10: Direct memory access controller (DMA) on page 214*) to the LPUART_TDR register whenever the TXE bit is set. To map a DMA channel for LPUART transmission, use the following procedure (x denotes the channel number):

1. Write the LPUART_TDR register address in the DMA control register to configure it as the destination of the transfer. The data is moved to this address from memory after each TXE event.
2. Write the memory address in the DMA control register to configure it as the source of the transfer. The data is loaded into the LPUART_TDR register from this memory area after each TXE event.
3. Configure the total number of bytes to be transferred to the DMA control register.
4. Configure the channel priority in the DMA register
5. Configure DMA interrupt generation after half/ full transfer as required by the application.
6. Clear the TC flag in the LPUART_ISR register by setting the TCCF bit in the LPUART_ICR register.
7. Activate the channel in the DMA register.

When the number of data transfers programmed in the DMA Controller is reached, the DMA controller generates an interrupt on the DMA channel interrupt vector.

In transmission mode, once the DMA has written all the data to be transmitted (the TCIF flag is set in the DMA_ISR register), the TC flag can be monitored to make sure that the LPUART communication is complete. This is required to avoid corrupting the last transmission before disabling the LPUART or entering Stop mode. Software must wait until TC=1. The TC flag remains cleared during all data transfers and it is set by hardware at the end of transmission of the last frame.

Figure 207. Transmission using DMA



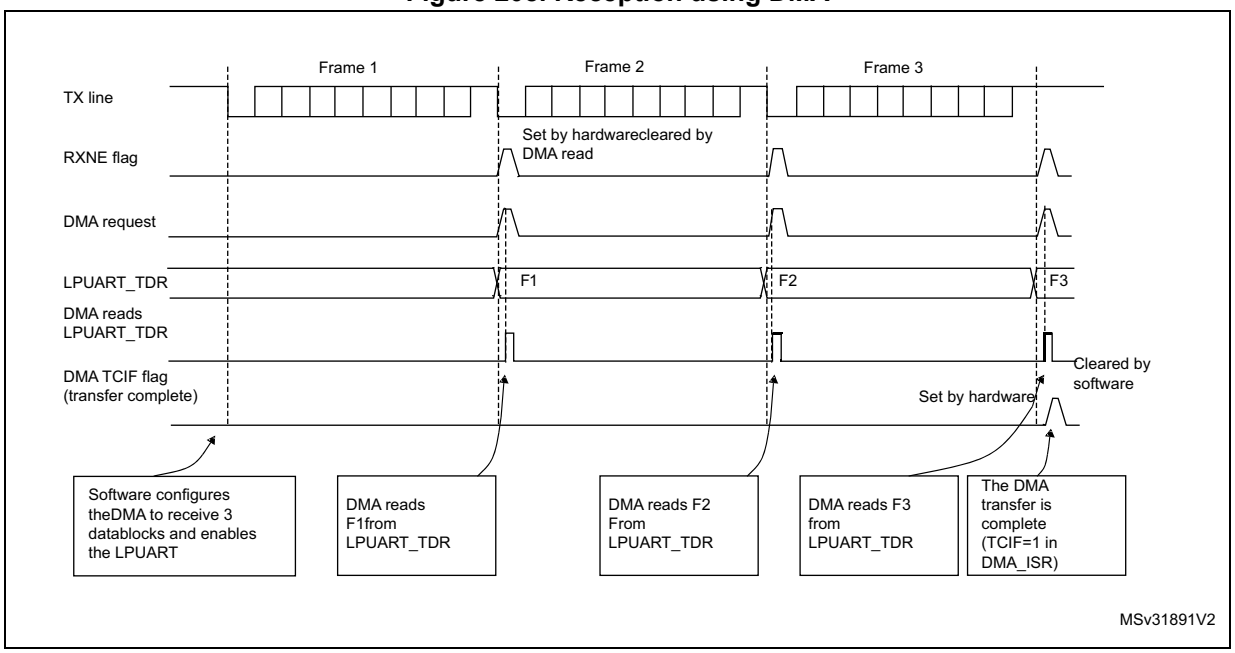
Reception using DMA

DMA mode can be enabled for reception by setting the DMAR bit in LPUART_CR3 register. Data is loaded from the LPUART_RDR register to a SRAM area configured using the DMA peripheral (refer *Section 10: Direct memory access controller (DMA) on page 214*) whenever a data byte is received. To map a DMA channel for LPUART reception, use the following procedure:

1. Write the LPUART_RDR register address in the DMA control register to configure it as the source of the transfer. The data is moved from this address to the memory after each RXNE event.
2. Write the memory address in the DMA control register to configure it as the destination of the transfer. The data is loaded from LPUART_RDR to this memory area after each RXNE event.
3. Configure the total number of bytes to be transferred to the DMA control register.
4. Configure the channel priority in the DMA control register
5. Configure interrupt generation after half/ full transfer as required by the application.
6. Activate the channel in the DMA control register.

When the number of data transfers programmed in the DMA Controller is reached, the DMA controller generates an interrupt on the DMA channel interrupt vector.

Figure 208. Reception using DMA



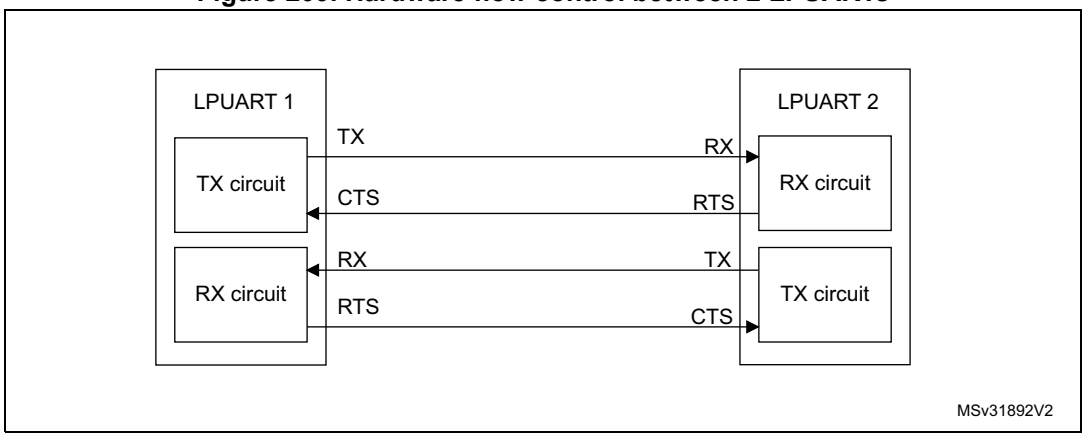
Error flagging and interrupt generation in multibuffer communication

In multibuffer communication if any error occurs during the transaction the error flag is asserted after the current byte. An interrupt is generated if the interrupt enable flag is set. For framing error, overrun error and noise flag which are asserted with RXNE in single byte reception, there is a separate error flag interrupt enable bit (EIE bit in the LPUART_CR3 register), which, if set, enables an interrupt after the current byte if any of these errors occur.

22.4.10 RS232 Hardware flow control and RS485 Driver Enable using LPUART

It is possible to control the serial data flow between 2 devices by using the CTS input and the RTS output. The *Figure 197* shows how to connect 2 devices in this mode:

Figure 209. Hardware flow control between 2 LPUARTs

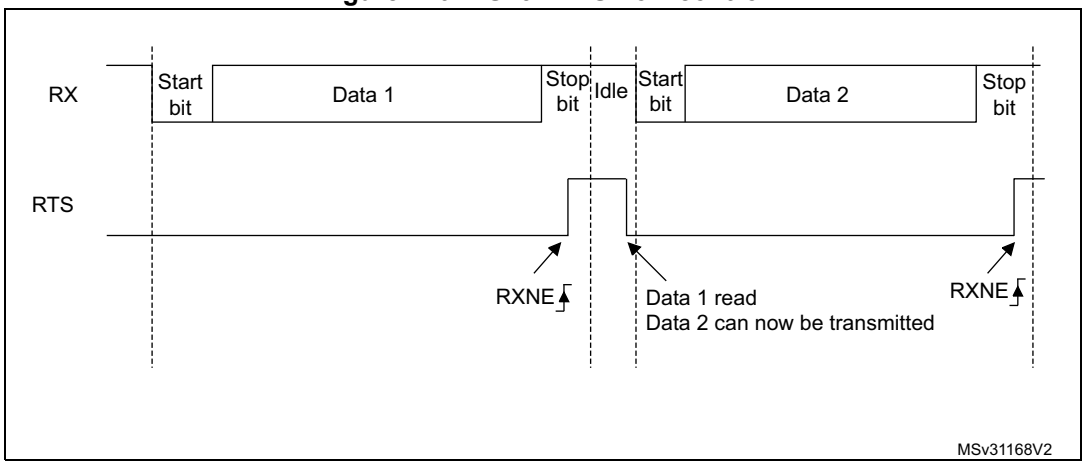


RS232 RTS and CTS flow control can be enabled independently by writing the RTSE and CTSE bits respectively to 1 (in the LPUART_CR3 register).

RS232 RTS flow control

If the RTS flow control is enabled (RTSE=1), then RTS is asserted (tied low) as long as the LPUART receiver is ready to receive a new data. when the receive register is full, RTS is de-asserted, indicating that the transmission is expected to stop at the end of the current frame. *Figure 198* shows an example of communication with RTS flow control enabled.

Figure 210. RS232 RTS flow control

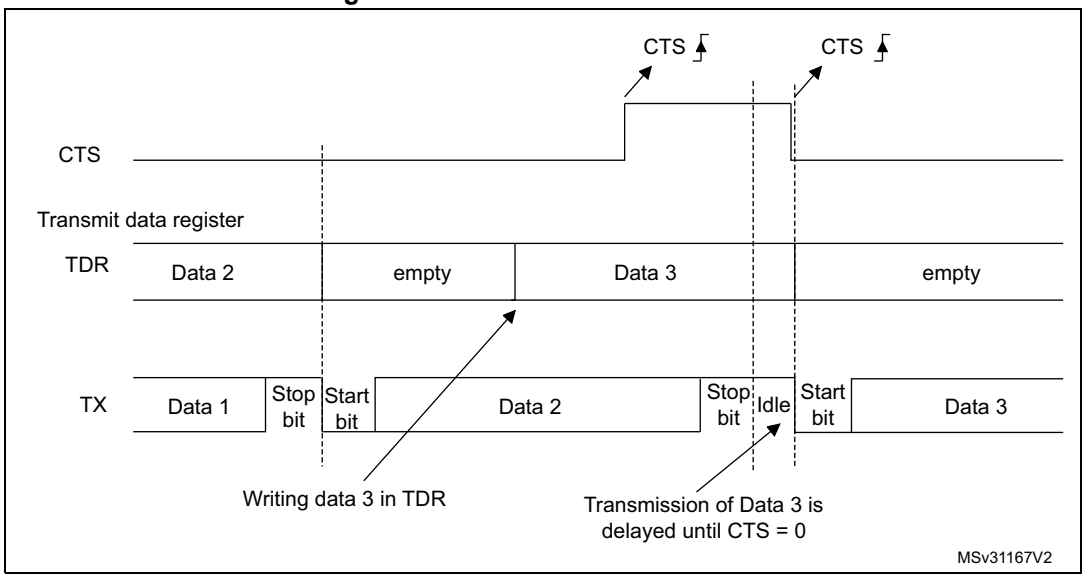


RS232 CTS flow control

If the CTS flow control is enabled (CTSE=1), then the transmitter checks the CTS input before transmitting the next frame. If CTS is asserted (tied low), then the next data is transmitted (assuming that data is to be transmitted, in other words, if TXE=0), else the transmission does not occur. When CTS is de-asserted during a transmission, the current transmission is completed before the transmitter stops.

When CTSE=1, the CTSIF status bit is automatically set by hardware as soon as the CTS input toggles. It indicates when the receiver becomes ready or not ready for communication. An interrupt is generated if the CTSIE bit in the LPUART_CR3 register is set. *Figure 199* shows an example of communication with CTS flow control enabled.

Figure 211. RS232 CTS flow control



Note: For correct behavior, CTS must be asserted at least 3 LPUART clock source periods before the end of the current character. In addition it should be noted that the CTSCF flag may not be set for pulses shorter than 2 x PCLK periods.

RS485 Driver Enable

The driver enable feature is enabled by setting bit DEM in the LPUART_CR3 control register. This allows the user to activate the external transceiver control, through the DE (Driver Enable) signal. The assertion time is the time between the activation of the DE signal and the beginning of the START bit. It is programmed using the DEAT [4:0] bit fields in the LPUART_CR1 control register. The de-assertion time is the time between the end of the last stop bit, in a transmitted message, and the de-activation of the DE signal. It is programmed using the DEDT [4:0] bit fields in the LPUART_CR1 control register. The polarity of the DE signal can be configured using the DEP bit in the LPUART_CR3 control register.

In LPUART, the DEAT and DEDT are expressed in USART clock source (f_{CK}) cycles:

- The Driver enable assertion time =
  - (1 + (DEAT x P)) x f_{CK} , if P <> 0
  - (1 + DEAT) x f_{CK} , if P = 0
- The Driver enable de-assertion time =
  - (1 + (DEDT x P)) x f_{CK} , if P <> 0
  - (1 + DEDT) x f_{CK} , if P = 0

With P = BRR[14:11]

22.4.11 Wakeup from Stop mode using LPUART

The LPUART is able to wake up the MCU from Stop modewhen the UESM bit is set and the LPUART clock is set to HSI or LSE (refer to the *Reset and clock control (RCC) section*.

- LPUART source clock is HSI

  If during stop mode the HSI clock is switched OFF, when a falling edge on the LPUART receive line is detected, the LPUART interface requests the HSI clock to be switched ON. The HSI clock is then used for the frame reception.

  – If the wakeup event is verified, the MCU wakes up from low-power mode and data reception goes on normally.

  – If the wakeup event is not verified, the HSI clock is switched OFF again, the MCU is not waken up and stays in low-power mode and the clock request is released.

- LPUART source clock is LSE

  Same principle as described in case of LPUART source clock is HSI with the difference that the LSE is ON in stop mode, but the LSE clock is not propagated to LPUART if the LPUART is not requesting it. The LSE clock is not OFF but there is a clock gating to avoid useless consumption.

When the LPUART clock source is configured to be f_{LSE} or f_{HSI}, it is possible to keep enabled this clock during STOP mode by setting the UCESM bit in LPUART_CR3 control register.

Note: When LPUART is used to wakeup from stop with LSE is selected as LPUART clock source, and desired baud rate is 9600 baud, the bit UCESM bit in LPUART_CR3 control register must be set.

The MCU wakeup from Stop mode can be done using the standard RXNE interrupt. In this case, the RXNEIE bit must be set before entering Stop mode.

Alternatively, a specific interrupt may be selected through the WUS bit fields.

In order to be able to wake up the MCU from Stop mode, the UESM bit in the LPUART_CR1 control register must be set prior to entering Stop mode.

When the wakeup event is detected, the WUF flag is set by hardware and a wakeup interrupt is generated if the WUFIE bit is set.

For code example, refer to *A.16.1: LPUART receiver configuration code example* and *A.16.2: LPUART receive byte code example*.

Note: Before entering Stop mode, the user must ensure that the LPUART is not performing a transfer. BUSY flag cannot ensure that Stop mode is never entered during a running reception.

The WUF flag is set when a wakeup event is detected, independently of whether the MCU is in Stop or in an active mode.

When entering Stop mode just after having initialized and enabled the receiver, the REACK bit must be checked to ensure the LPUART is actually enabled.

When DMA is used for reception, it must be disabled before entering Stop mode and re-enabled upon exit from Stop mode.

The wakeup from Stop mode feature is not available for all modes. For example it doesn't work in SPI mode because the SPI operates in master mode only.

Using Mute mode with Stop mode

If the LPUART is put into Mute mode before entering Stop mode:

- Wakeup from Mute mode on idle detection must not be used, because idle detection cannot work in Stop mode.
- If the wakeup from Mute mode on address match is used, then the source of wake-up from Stop mode must also be the address match. If the RXNE flag is set when entering the Stop mode, the interface will remain in mute mode upon address match and wake up from Stop.
- If the LPUART is configured to wake up the MCU from Stop mode on START bit detection, the WUF flag is set, but the RXNE flag is not set.

Determining the maximum LPUART baud rate allowing to wakeup correctly from Stop mode when the LPUART clock source is the HSI clock

The maximum baud rate allowing to wakeup correctly from stop mode depends on:

- the parameter $t_{WULPUART}$ (wakeup time from Stop mode) provided in the device datasheet
- the LPUART receiver tolerance provided in the *Section 22.4.5: Tolerance of the LPUART receiver to clock deviation*.

Let us take this example: M bits = 01, 2 stop bits, BRR ≥ 4096.

In these conditions, according to *Table 109: Tolerance of the LPUART receiver*, the LPUART receiver tolerance is 4.42 %.

DTRA + DQUANT + DREC + DTCL + DWU < LPUART receiver tolerance

DWU max = $t_{WULPUART}$ / (11 x Tbit Min)

Tbit Min = $t_{WULPUART}$ / (11 x DWU max)

If we consider an ideal case where the parameters DTRA, DQUANT, DREC and DTCL are at 0%, the DWU max is 4.42 %. In reality, we need to consider at least the HSI inaccuracy.

Let us consider the HSI inaccuracy = 1 %, $t_{WULPUART}$ = 8.1 µs (in case of Stop mode with main regulator in Run mode, Range 1):

DWU max = 4.42 % - 1 % = 3.42 %

Tbit min = 8.1 µs / (11 $_x$ 3.42 %) = 2.5 µs.

In these conditions, the maximum baud rate allowing to wakeup correctly from Stop mode is 1/ 21.5 µs = 46 Kbaud.

22.5 LPUART low-power mode

Table 111. Effect of low-power modes on the LPUART

Mode	Description
Sleep	No effect. USART interrupt causes the device to exit Sleep mode.
Low-power run	No effect.
Low-power sleep	No effect. USART interrupt causes the device to exit Low-power sleep mode.
Stop	The LPUART is able to wake up the MCU from Stop mode when the UESM bit is set and the LPUART clock is set to HSI16 or LSE. The MCU wakeup from Stop mode can be done using either the standard RXNE or the WUF interrupt.
Standby	The LPUART is powered down and must be reinitialized when the device has exited from Standby mode.

22.6 LPUART interrupts

Table 112. LPUART interrupt requests

Interrupt event	Event flag	Enable Control bit
Transmit data register empty	TXE	TXEIE
CTS interrupt	CTSIF	CTSIE
Transmission Complete	TC	TCIE
Receive data register not empty (data ready to be read)	RXNE	RXNEIE
Overrun error detected	ORE	
Idle line detected	IDLE	IDLEIE
Parity error	PE	PEIE
Noise Flag, Overrun error and Framing Error in multibuffer communication.	NF or ORE or FE	EIE
Character match	CMF	CMIE
Wakeup from Stop mode	WUF(1)	WUFIE

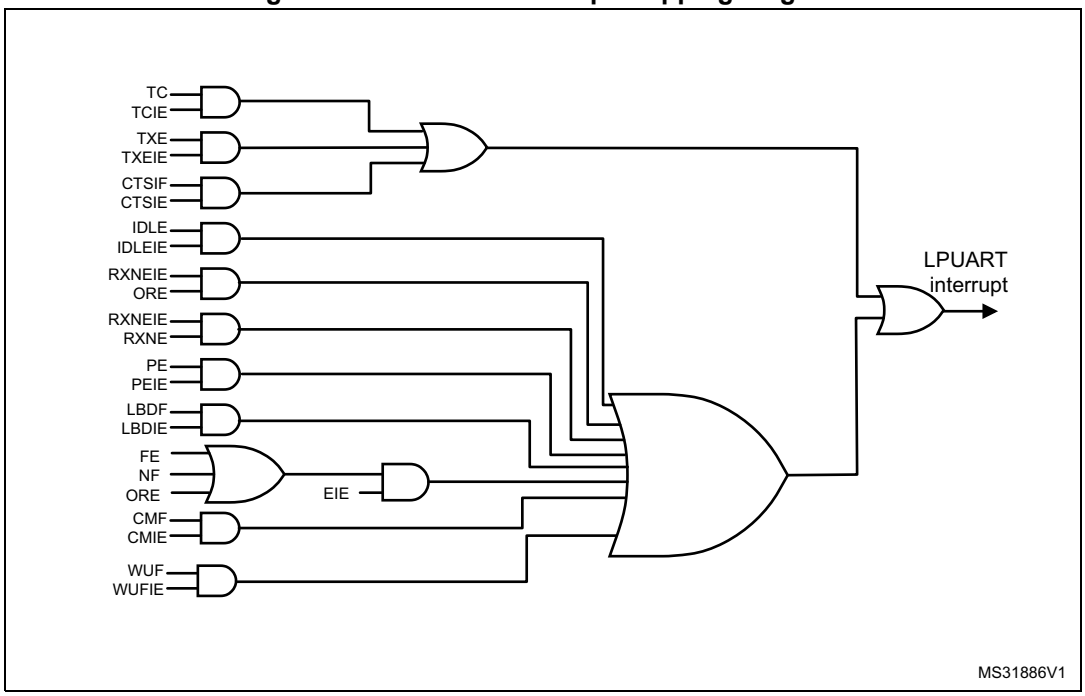
1. The wUF interrupt is active only in Stop mode.

The LPUART interrupt events are connected to the same interrupt vector (see *Figure 200*).

- During transmission: Transmission Complete, Clear to Send, Transmit data Register empty or Framing error interrupt.
- During reception: Idle Line detection, Overrun error, Receive data register not empty, Parity error, Noise Flag, Framing Error, Character match, etc.

These events generate an interrupt if the corresponding Enable Control Bit is set.

Figure 212. LPUART interrupt mapping diagram



22.7 LPUART registers

Refer to *Section 1.1 on page 33* for a list of abbreviations used in register descriptions.

22.7.1 Control register 1 (LPUART_CR1)

Address offset: 0x00

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	M1	Res.	Res.	DEAT[4:0]					DEDT[4:0]				
			rw			rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	CMIE	MME	M0	WAKE	PCE	PS	PEIE	TXEIE	TCIE	RXNEIE	IDLEIE	TE	RE	UESM	UE
	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:29 Reserved, must be kept at reset value

Bit 28 **M1**: Word length
This bit, with bit 12 (M0) determines the word length. It is set or cleared by software.
M[1:0] = 00: 1 Start bit, 8 data bits, n stop bits
M[1:0] = 01: 1 Start bit, 9 data bits, n stop bits
M[1:0] = 10: 1 Start bit, 7 data bits, n stop bits
This bit can only be written when the LPUART is disabled (UE=0).

Bit 27 Reserved, must be kept at reset value

Bit 26 Reserved, must be kept at reset value

Bits 25:21 **DEAT[4:0]**: Driver Enable assertion time
This 5-bit value defines the time between the activation of the DE (Driver Enable) signal and the beginning of the start bit. It is expressed in UCLK (USART clock) clock cycles. For more details, refer to RS485 Driver Enable paragraph.
This bit field can only be written when the LPUART is disabled (UE=0).

Bits 20:16 **DEDT[4:0]**: Driver Enable de-assertion time
This 5-bit value defines the time between the end of the last stop bit, in a transmitted message, and the de-activation of the DE (Driver Enable) signal. It is expressed in UCLK (USART clock) clock cycles. For more details, refer to RS485 Driver Enable paragraph.
If the LPUART_TDR register is written during the DEDT time, the new data is transmitted only when the DEDT and DEAT times have both elapsed.
This bit field can only be written when the LPUART is disabled (UE=0).

Bit 15 Reserved, must be kept at reset value

Bit 14 **CMIE**: Character match interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: A LPUART interrupt is generated when the CMF bit is set in the LPUART_ISR register.

Bit 13 **MME**: Mute mode enable
This bit activates the mute mode function of the LPUART. When set, the LPUART can switch between the active and mute modes, as defined by the WAKE bit. It is set and cleared by software.
0: Receiver in active mode permanently
1: Receiver can switch between mute mode and active mode.

Bit 12 **M0**: Word length

This bit, with bit 28 (M1) determines the word length. It is set or cleared by software. See Bit 28 (M1) description.

This bit can only be written when the LPUART is disabled (UE=0).

Bit 11 **WAKE**: Receiver wakeup method

This bit determines the LPUART wakeup method from Mute mode. It is set or cleared by software.

0: Idle line

1: Address mark

This bit field can only be written when the LPUART is disabled (UE=0).

Bit 10 **PCE**: Parity control enable

This bit selects the hardware parity control (generation and detection). When the parity control is enabled, the computed parity is inserted at the MSB position (9th bit if M=1; 8th bit if M=0) and parity is checked on the received data. This bit is set and cleared by software. Once it is set, PCE is active after the current byte (in reception and in transmission).

0: Parity control disabled

1: Parity control enabled

This bit field can only be written when the LPUART is disabled (UE=0).

Bit 9 **PS**: Parity selection

This bit selects the odd or even parity when the parity generation/detection is enabled (PCE bit set). It is set and cleared by software. The parity will be selected after the current byte.

0: Even parity

1: Odd parity

This bit field can only be written when the LPUART is disabled (UE=0).

Bit 8 **PEIE**: PE interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited

1: An LPUART interrupt is generated whenever PE=1 in the LPUART_ISR register

Bit 7 **TXEIE**: interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited

1: An LPUART interrupt is generated whenever TXE=1 in the LPUART_ISR register

Bit 6 **TCIE**: Transmission complete interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited

1: An LPUART interrupt is generated whenever TC=1 in the LPUART_ISR register

Bit 5 **RXNEIE**: RXNE interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited

1: An LPUART interrupt is generated whenever ORE=1 or RXNE=1 in the LPUART_ISR register

Bit 4 **IDLEIE**: IDLE interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited

1: An LPUART interrupt is generated whenever IDLE=1 in the LPUART_ISR register

Bit 3 **TE**: Transmitter enable

This bit enables the transmitter. It is set and cleared by software.

0: Transmitter is disabled

1: Transmitter is enabled

Note: During transmission, a "0" pulse on the TE bit ("0" followed by "1") sends a preamble (idle line) after the current word. In order to generate an idle character, the TE must not be immediately written to 1. In order to ensure the required duration, the software can poll the TEACK bit in the LPUART_ISR register.

When TE is set there is a 1 bit-time delay before the transmission starts.

Bit 2 **RE**: Receiver enable

This bit enables the receiver. It is set and cleared by software.

0: Receiver is disabled

1: Receiver is enabled and begins searching for a start bit

Bit 1 **UESM**: LPUART enable in Stop mode

When this bit is cleared, the LPUART is not able to wake up the MCU from Stop mode.

When this bit is set, the LPUART is able to wake up the MCU from Stop mode, provided that the LPUART clock selection is HSI or LSE in the RCC.

This bit is set and cleared by software.

0: LPUART not able to wake up the MCU from Stop mode.

1: LPUART able to wake up the MCU from Stop mode. When this function is active, the clock source for the LPUART must be HSI or LSE (see Section Reset and clock control (RCC)).

Note: It is recommended to set the UESM bit just before entering Stop mode and clear it on exit from Stop mode.

Bit 0 **UE**: LPUART enable

When this bit is cleared, the LPUART prescalers and outputs are stopped immediately, and current operations are discarded. The configuration of the LPUART is kept, but all the status flags, in the LPUART_ISR are reset. This bit is set and cleared by software.

0: LPUART prescaler and outputs disabled, low-power mode

1: LPUART enabled

Note: In order to go into low-power mode without generating errors on the line, the TE bit must be reset before and the software must wait for the TC bit in the LPUART_ISR to be set before resetting the UE bit.

The DMA requests are also reset when UE = 0 so the DMA channel must be disabled before resetting the UE bit.

22.7.2 Control register 2 (LPUART_CR2)

Address offset: 0x04

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADD[7:4]				ADD[3:0]				Res.	Res.	Res.	Res.	MSBFIRST	DATAINV	TXINV	RXINV
rw	rw	rw	rw	rw	rw	rw	rw					rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SWAP	Res.	STOP[1:0]		Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADDM7	Res.	Res.	Res.	Res.
rw		rw	rw								rw				

Bits 31:28 **ADD[7:4]**: Address of the LPUART node

This bit-field gives the address of the LPUART node or a character code to be recognized.
This is used in multiprocessor communication during Mute mode or Stop mode, for wakeup with 7-bit address mark detection. The MSB of the character sent by the transmitter should be equal to 1. It may also be used for character detection during normal reception, Mute mode inactive (for example, end of block detection in Modbus protocol). In this case, the whole received character (8-bit) is compared to the ADD[7:0] value and CMF flag is set on match.
This bit field can only be written when reception is disabled (RE = 0) or the LPUART is disabled (UE=0)

Bits 27:24 **ADD[3:0]**: Address of the LPUART node

This bit-field gives the address of the LPUART node or a character code to be recognized.
This is used in multiprocessor communication during Mute mode or Stop mode, for wakeup with address mark detection.
This bit field can only be written when reception is disabled (RE = 0) or the LPUART is disabled (UE=0)

Bits 23:20 Reserved, must be kept at reset value

Bit 19 **MSBFIRST**: Most significant bit first

This bit is set and cleared by software.
0: data is transmitted/received with data bit 0 first, following the start bit.
1: data is transmitted/received with the MSB (bit 7/8/9) first, following the start bit.
This bit field can only be written when the LPUART is disabled (UE=0).

Bit 18 **DATAINV:** Binary data inversion

This bit is set and cleared by software.
0: Logical data from the data register are send/received in positive/direct logic. (1=H, 0=L)
1: Logical data from the data register are send/received in negative/inverse logic. (1=L, 0=H). The parity bit is also inverted.
This bit field can only be written when the LPUART is disabled (UE=0).

Bit 17 **TXINV:** TX pin active level inversion

This bit is set and cleared by software.
0: TX pin signal works using the standard logic levels (V_{DD} =1/idle, Gnd=0/mark)
1: TX pin signal values are inverted. (V_{DD} =0/mark, Gnd=1/idle).
This allows the use of an external inverter on the TX line.
This bit field can only be written when the LPUART is disabled (UE=0).

Bit 16 **RXINV:** RX pin active level inversion

This bit is set and cleared by software.
0: RX pin signal works using the standard logic levels (V_{DD} =1/idle, Gnd=0/mark)
1: RX pin signal values are inverted. ((V_{DD} =0/mark, Gnd=1/idle).
This allows the use of an external inverter on the RX line.
This bit field can only be written when the LPUART is disabled (UE=0).

Bit 15 **SWAP:** Swap TX/RX pins

This bit is set and cleared by software.
0: TX/RX pins are used as defined in standard pinout
1: The TX and RX pins functions are swapped. This allows to work in the case of a cross-wired connection to another UART.
This bit field can only be written when the LPUART is disabled (UE=0).

Bit 14 Reserved, must be kept at reset value

Bits 13:12 **STOP[1:0]**: STOP bits
These bits are used for programming the stop bits.
00: 1 stop bit
01: Reserved.
10: 2 stop bits
11: Reserved
This bit field can only be written when the LPUART is disabled (UE=0).

Bits 11:5 Reserved, must be kept at reset value

Bit 4 **ADDM7**:7-bit Address Detection/4-bit Address Detection
This bit is for selection between 4-bit address detection or 7-bit address detection.
0: 4-bit address detection
1: 7-bit address detection (in 8-bit data mode)
This bit can only be written when the LPUART is disabled (UE=0)
Note: In 7-bit and 9-bit data modes, the address detection is done on 6-bit and 8-bit address (ADD[5:0] and ADD[7:0]) respectively.

Bits 3:0 Reserved, must be kept at reset value.

22.7.3 Control register 3 (LPUART_CR3)

Address offset: 0x08

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	UCESM	WUFIE	WUS[2:0]		Res.	Res.	Res.	Res.
								rw	rw	rw	rw				
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DEP	DEM	DDRE	OVR DIS	Res.	CTSIE	CTSE	RTSE	DMAT	DMAR	Res.	Res.	HD SEL	Res.	Res.	EIE
rw	rw	rw	rw		rw	rw	rw	rw	rw			rw			rw

Bits 31:24 Reserved, must be kept at reset value.

Bit 23 **UCESM**: LPUART Clock Enable in Stop mode.
This bit is set and cleared by software.
0: LPUART Clock is disabled in STOP mode.
1: LPUART Clock is enabled in STOP mode.
Note: In order to be able to wakeup the MCU from stop mode with LPUART at 9600 baud, the UCESM bit must be set prior to entering the stop mode.

Bit 22 **WUFIE**: Wakeup from Stop mode interrupt enable
This bit is set and cleared by software.
0: Interrupt is inhibited
1: An LPUART interrupt is generated whenever WUF=1 in the LPUART_ISR register
Note: WUFIE must be set before entering in Stop mode.
The WUF interrupt is active only in Stop mode.
If the LPUART does not support the wakeup from Stop feature, this bit is reserved and must be kept at reset value.

Bits 21:20 **WUS[1:0]**: Wakeup from Stop mode interrupt flag selection
This bit-field specify the event which activates the WUF (wakeup from Stop mode flag).
00: WUF active on address match (as defined by ADD[7:0] and ADDM7)
01:Reserved.
10: WUF active on Start bit detection
11: WUF active on RXNE.
This bit field can only be written when the LPUART is disabled (UE=0).
Note: If the LPUART does not support the wakeup from Stop feature, this bit is reserved and must be kept at reset value.

Bits 19:16 Reserved, must be kept at reset value.

Bit 15 **DEP**: Driver enable polarity selection
0: DE signal is active high.
1: DE signal is active low.
This bit can only be written when the LPUART is disabled (UE=0).

Bit 14 **DEM**: Driver enable mode
This bit allows the user to activate the external transceiver control, through the DE signal.
0: DE function is disabled.
1: DE function is enabled. The DE signal is output on the RTS pin.
This bit can only be written when the LPUART is disabled (UE=0).

Bit 13 **DDRE**: DMA Disable on Reception Error

0: DMA is not disabled in case of reception error. The corresponding error flag is set but RXNE is kept 0 preventing from overrun. As a consequence, the DMA request is not asserted, so the erroneous data is not transferred (no DMA request), but next correct received data will be transferred.

1: DMA is disabled following a reception error. The corresponding error flag is set, as well as RXNE. The DMA request is masked until the error flag is cleared. This means that the software must first disable the DMA request (DMAR = 0) or clear RXNE before clearing the error flag.

This bit can only be written when the LPUART is disabled (UE=0).

Note: The reception errors are: parity error, framing error or noise error.

Bit 12 **OVRDIS**: Overrun Disable

This bit is used to disable the receive overrun detection.

0: Overrun Error Flag, ORE, is set when received data is not read before receiving new data.

1: Overrun functionality is disabled. If new data is received while the RXNE flag is still set the ORE flag is not set and the new received data overwrites the previous content of the LPUART_RDR register.

This bit can only be written when the LPUART is disabled (UE=0).

Note: This control bit allows checking the communication flow without reading the data.

Bit 11 Reserved, must be kept at reset value.

Bit 10 **CTSIE**: CTS interrupt enable

0: Interrupt is inhibited

1: An interrupt is generated whenever CTSIF=1 in the LPUART_ISR register

Bit 9 **CTSE**: CTS enable

0: CTS hardware flow control disabled

1: CTS mode enabled, data is only transmitted when the CTS input is asserted (tied to 0). If the CTS input is de-asserted while data is being transmitted, then the transmission is completed before stopping. If data is written into the data register while CTS is de-asserted, the transmission is postponed until CTS is asserted.

This bit can only be written when the LPUART is disabled (UE=0)

Bit 8 **RTSE**: RTS enable

0: RTS hardware flow control disabled

1: RTS output enabled, data is only requested when there is space in the receive buffer. The transmission of data is expected to cease after the current character has been transmitted. The RTS output is asserted (pulled to 0) when data can be received.

This bit can only be written when the LPUART is disabled (UE=0).

Bit 7 **DMAT**: DMA enable transmitter

This bit is set/reset by software

1: DMA mode is enabled for transmission

0: DMA mode is disabled for transmission

Bit 6 **DMAR**: DMA enable receiver

This bit is set/reset by software

1: DMA mode is enabled for reception

0: DMA mode is disabled for reception

Bits 5:4 Reserved, must be kept at reset value.

Bit 3 **HDSEL**: Half-duplex selection
Selection of Single-wire Half-duplex mode
0: Half duplex mode is not selected
1: Half duplex mode is selected
This bit can only be written when the LPUART is disabled (UE=0).

Bits 2:1 Reserved, must be kept at reset value.

Bit 0 **EIE**: Error interrupt enable
Error Interrupt Enable Bit is required to enable interrupt generation in case of a framing error, overrun error or noise flag (FE=1 or ORE=1 or NF=1 in the LPUART_ISR register).
0: Interrupt is inhibited
1: An interrupt is generated when FE=1 or ORE=1 or NF=1 in the LPUART_ISR register.

22.7.4 Baud rate register (LPUART_BRR)

This register can only be written when the LPUART is disabled (UE=0).

Address offset: 0x0C

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	BRR[19:16]			
												rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BRR[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:20 Reserved, must be kept at reset value.

Bits 19:0 **BRR[19:0]**

Note: It is forbidden to write values less than 0x300 in the LPUART_BRR register.

Provided that LPUARTx_BRR must be > = 0x300 and LPUART_BRR is 20-bit, a care should be taken when generating high baud rates using high fck values. fck must be in the range [3 x baud rate,.4096 x baud rate].

22.7.5 Request register (LPUART_RQR)

Address offset: 0x18

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RXFRQ	MMRQ	SBKRQ	Res.
												w	w	w	

Bits 31:4 Reserved, must be kept at reset value

Bit 3 **RXFRQ**: Receive data flush request

Writing 1 to this bit clears the RXNE flag.

This allows to discard the received data without reading it, and avoid an overrun condition.

Bit 2 **MMRQ**: Mute mode request

Writing 1 to this bit puts the LPUART in mute mode and resets the RWU flag.

Bit 1 **SBKRQ**: Send break request

Writing 1 to this bit sets the SBKF flag and request to send a BREAK on the line, as soon as the transmit machine is available.

Note: In the case the application needs to send the break character following all previously inserted data, including the ones not yet transmitted, the software should wait for the TXE flag assertion before setting the SBKRQ bit.

Bit 0 Reserved, must be kept at reset value

22.7.6 Interrupt & status register (LPUART_ISR)

Address offset: 0x1C

Reset value: 0x00C0

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	REACK	TEACK	WUF	RWU	SBKF	CMF	BUSY
									r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	CTS	CTSIF	Res.	TXE	TC	RXNE	IDLE	ORE	NF	FE	PE
					r	r		r	r	r	r	r	r	r	r

Bits 31:23 Reserved, must be kept at reset value.

Bit 22 **REACK**: Receive enable acknowledge flag

This bit is set/reset by hardware, when the Receive Enable value is taken into account by the LPUART.

It can be used to verify that the LPUART is ready for reception before entering Stop mode.

Note: If the LPUART does not support the wakeup from Stop feature, this bit is reserved and kept at reset value.

Bit 21 **TEACK**: Transmit enable acknowledge flag

This bit is set/reset by hardware, when the Transmit Enable value is taken into account by the LPUART.

It can be used when an idle frame request is generated by writing TE=0, followed by TE=1 in the LPUART_CR1 register, in order to respect the TE=0 minimum period.

Bit 20 **WUF**: Wakeup from Stop mode flag

This bit is set by hardware, when a wakeup event is detected. The event is defined by the WUS bit field. It is cleared by software, writing a 1 to the WUCF in the LPUART_ICR register.

An interrupt is generated if WUFIE=1 in the LPUART_CR3 register.

Note: When UESM is cleared, WUF flag is also cleared.

The WUF interrupt is active only in Stop mode.

If the LPUART does not support the wakeup from Stop feature, this bit is reserved and kept at reset value.

Bit 19 **RWU**: *Receiver wakeup from Mute mode*

This bit indicates if the LPUART is in mute mode. It is cleared/set by hardware when a wakeup/mute sequence is recognized. The mute mode control sequence (address or IDLE) is selected by the WAKE bit in the LPUART_CR1 register.

When wakeup on IDLE mode is selected, this bit can only be set by software, writing 1 to the MMRQ bit in the LPUART_RQR register.

0: Receiver in active mode

1: Receiver in mute mode

Bit 18 **SBKF**: Send break flag

This bit indicates that a send break character was requested. It is set by software, by writing 1 to the SBKRQ bit in the LPUART_CR3 register. It is automatically reset by hardware during the stop bit of break transmission.

0: No break character is transmitted

1: Break character will be transmitted

Bit 17 **CMF**: Character match flag

This bit is set by hardware, when the character defined by ADD[7:0] is received. It is cleared by software, writing 1 to the CMCF in the LPUART_ICR register.

An interrupt is generated if CMIE=1in the LPUART_CR1 register.

0: No Character match detected

1: Character Match detected

Bit 16 **BUSY**: Busy flag

This bit is set and reset by hardware. It is active when a communication is ongoing on the RX line (successful start bit detected). It is reset at the end of the reception (successful or not).

0: LPUART is idle (no reception)

1: Reception on going

Bits 15:11 Reserved, must be kept at reset value.

Bit 10 **CTS**: CTS flag

This bit is set/reset by hardware. It is an inverted copy of the status of the CTS input pin.

0: CTS line set

1: CTS line reset

Note: If the hardware flow control feature is not supported, this bit is reserved and kept at reset value.

Bit 9 **CTSIF**: CTS interrupt flag

This bit is set by hardware when the CTS input toggles, if the CTSE bit is set. It is cleared by software, by writing 1 to the CTSCF bit in the LPUART_ICR register.

An interrupt is generated if CTSIE=1 in the LPUART_CR3 register.

0: No change occurred on the CTS status line

1: A change occurred on the CTS status line

Note: If the hardware flow control feature is not supported, this bit is reserved and kept at reset value.

Bit 8 Reserved, must be kept at reset value.

Bit 7 **TXE**: Transmit data register empty

This bit is set by hardware when the content of the LPUART_TDR register has been transferred into the shift register. It is cleared by a write to the LPUART_TDR register.
An interrupt is generated if the TXEIE bit =1 in the LPUART_CR1 register.
0: data is not transferred to the shift register
1: data is transferred to the shift register)

Note: This bit is used during single buffer transmission.

Bit 6 **TC**: Transmission complete

This bit is set by hardware if the transmission of a frame containing data is complete and if TXE is set. An interrupt is generated if TCIE=1 in the LPUART_CR1 register. It is cleared by software, writing 1 to the TCCF in the LPUART_ICR register or by a write to the LPUART_TDR register.
An interrupt is generated if TCIE=1 in the LPUART_CR1 register.
0: Transmission is not complete
1: Transmission is complete

Note: If TE bit is reset and no transmission is on going, the TC bit will be set immediately.

Bit 5 **RXNE**: Read data register not empty

This bit is set by hardware when the content of the RDR shift register has been transferred to the LPUART_RDR register. It is cleared by a read to the LPUART_RDR register. The RXNE flag can also be cleared by writing 1 to the RXFRQ in the LPUART_RQR register.
An interrupt is generated if RXNEIE=1 in the LPUART_CR1 register.
0: data is not received
1: Received data is ready to be read.

Bit 4 **IDLE**: Idle line detected

This bit is set by hardware when an Idle Line is detected. An interrupt is generated if IDLEIE=1 in the LPUART_CR1 register. It is cleared by software, writing 1 to the IDLECF in the LPUART_ICR register.
0: No Idle line is detected
1: Idle line is detected

Note: The IDLE bit will not be set again until the RXNE bit has been set (i.e. a new idle line occurs).
If mute mode is enabled (MME=1), IDLE is set if the LPUART is not mute (RWU=0), whatever the mute mode selected by the WAKE bit. If RWU=1, IDLE is not set.

Bit 3 **ORE**: Overrun error

This bit is set by hardware when the data currently being received in the shift register is ready to be transferred into the RDR register while RXNE=1. It is cleared by a software, writing 1 to the ORECF, in the LPUART_ICR register.
An interrupt is generated if RXNEIE=1 or EIE = 1 in the LPUART_CR1 register.
0: No overrun error
1: Overrun error is detected

Note: When this bit is set, the RDR register content is not lost but the shift register is overwritten. An interrupt is generated if the ORE flag is set during multibuffer communication if the EIE bit is set.
This bit is permanently forced to 0 (no overrun detection) when the OVRDIS bit is set in the LPUART_CR3 register.

Bit 2 **NF**: START bit Noise detection flag

This bit is set by hardware when noise is detected on the START bit of a received frame. It is cleared by software, writing 1 to the NFCF bit in the LPUART_ICR register.

0: No noise is detected

1: Noise is detected

Note: This bit does not generate an interrupt as it appears at the same time as the RXNE bit which itself generates an interrupt. An interrupt is generated when the NF flag is set during multibuffer communication if the EIE bit is set.

Bit 1 **FE**: Framing error

This bit is set by hardware when a de-synchronization, excessive noise or a break character is detected. It is cleared by software, writing 1 to the FECF bit in the LPUART_ICR register.

An interrupt is generated if EIE = 1 in the LPUART_CR1 register.

0: No Framing error is detected

1: Framing error or break character is detected

Bit 0 **PE**: Parity error

This bit is set by hardware when a parity error occurs in receiver mode. It is cleared by software, writing 1 to the PECF in the LPUART_ICR register.

An interrupt is generated if PEIE = 1 in the LPUART_CR1 register.

0: No parity error

1: Parity error

22.7.7 Interrupt flag clear register (LPUART_ICR)

Address offset: 0x20

Reset value: 0x0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WUCF	Res.	Res.	CMCF	Res.
											w			w	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	CTSCF	Res.	Res.	TCCF	Res.	IDLECF	ORECF	NCF	FECF	PECF
						w			w		w	w	w	w	w

Bits 31:21 Reserved, must be kept at reset value.

Bit 20 **WUCF**: Wakeup from Stop mode clear flag

Writing 1 to this bit clears the WUF flag in the LPUART_ISR register.

Note: If the LPUART does not support the wakeup from Stop feature, this bit is reserved and kept at reset value.

Bits 19:18 Reserved, must be kept at reset value.

Bit 17 **CMCF**: Character match clear flag

Writing 1 to this bit clears the CMF flag in the LPUART_ISR register.

Bits 16:10 Reserved, must be kept at reset value.

Bit 9 **CTSCF**: CTS clear flag

Writing 1 to this bit clears the CTSIF flag in the LPUART_ISR register.

Bits 8:7 Reserved, must be kept at reset value.

Bit 6 **TCCF**: Transmission complete clear flag
Writing 1 to this bit clears the TC flag in the LPUART_ISR register.

Bit 5 Reserved, must be kept at reset value.

Bit 4 **IDLECF**: Idle line detected clear flag
Writing 1 to this bit clears the IDLE flag in the LPUART_ISR register.

Bit 3 **ORECF**: Overrun error clear flag
Writing 1 to this bit clears the ORE flag in the LPUART_ISR register.

Bit 2 **NCF**: Noise detected clear flag
Writing 1 to this bit clears the NF flag in the LPUART_ISR register.

Bit 1 **FECF**: Framing error clear flag
Writing 1 to this bit clears the FE flag in the LPUART_ISR register.

Bit 0 **PECF**: Parity error clear flag
Writing 1 to this bit clears the PE flag in the LPUART_ISR register.

22.7.8 Receive data register (LPUART_RDR)

Address offset: 0x24

Reset value: Undefined

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	RDR[8:0]								
							r	r	r	r	r	r	r	r	r

Bits 31:9 Reserved, must be kept at reset value.

Bits 8:0 **RDR[8:0]**: Receive data value
Contains the received data character.
The RDR register provides the parallel interface between the input shift register and the internal bus (see *Figure 176*).
When receiving with the parity enabled, the value read in the MSB bit is the received parity bit.

22.7.9 Transmit data register (LPUART_TDR)

Address offset: 0x28

Reset value: Undefined

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	TDR[8:0]								
							rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 31:9 Reserved, must be kept at reset value.

Bits 8:0 **TDR[8:0]**: Transmit data value

Contains the data character to be transmitted.

The TDR register provides the parallel interface between the internal bus and the output shift register (see *Figure 176*).

When transmitting with the parity enabled (PCE bit set to 1 in the LPUART_CR1 register), the value written in the MSB (bit 7 or bit 8 depending on the data length) has no effect because it is replaced by the parity.

Note: This register must be written only when TXE=1.

22.7.10 LPUART register map

The table below gives the LPUART register map and reset values.

Table 113. LPUART register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	LPUART_CR1	Res.	Res.	Res.	M1	Res.	Res.	DEAT4	DEAT3	DEAT2	DEAT1	DEAT0	DEDT4	DEDT3	DEDT2	DEDT1	DEDT0	Res.	CMIE	MME	M	WAKE	PCE	PS	PEIE	TXEIE	TCIE	RXNEIE	IDLEIE	TE	RE	UESM	UE
	Reset value				0			0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x04	LPUART_CR2	ADD[7:4]				ADD[3:0]				Res.	Res.	Res.	Res.	MSBFIRST	DATAINV	TXINV	RXINV	SWAP	Res.	STOP[1:0]		Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	ADDM7	Res.	Res.	Res.	Res.
	Reset value	0	0	0	0	0	0	0	0					0	0	0	0	0		0	0								0				
0x08	LPUART_CR3	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	UCESM	WUFIE	WUS[1:0]		Res.	Res.	Res.	Res.	DEP	DEM	DDRE	OVRDIS	Res.	CTSIE	CTSE	RTSE	DMAT	DMAR	Res.	Res.	HDSEL	Res.	Res.	EIE
	Reset value									0	0	0	0					0	0	0	0		0	0	0	0	0			0			
0x0C	LPUART_BRR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	BRR[19:0]																			
	Reset value																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10-0x14	Reserved																																
0x18	LPUART_RQR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RXFRQ	MMRQ	SBKRQ	Res.
	Reset value																													0	0	0	
0x1C	LPUART_ISR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	REACK	TEACK	WUF	RWU	SBKF	CMF	BUSY	Res.	Res.	Res.	Res.	Res.	CTS	CTSIF	Res.	TXE	TC	RXNE	IDLE	ORE	NF	FE	PE
	Reset value										0	0	0	0	0	0	0						0	0		1	1	0	0	0	0	0	0
0x20	LPUART_ICR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WUCF	Res.	Res.	CMCF	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CTSCF	Res.	Res.	TCCF	Res.	Res.	ORECF	NCF	FECF	PECF
	Reset value												0			0								0			0			0	0	0	0
0x24	LPUART_RDR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RDR[8:0]								
	Reset value																								X	X	X	X	X	X	X	X	X
0x28	LPUART_TDR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TDR[8:0]								
	Reset value																								X	X	X	X	X	X	X	X	X

Refer to *Section 2.2 on page 38* for the register boundary addresses.

23 Serial peripheral interface (SPI)

23.1 Introduction

The SPI interface can be used to communicate with external devices using the SPI protocol.

The serial peripheral interface (SPI) protocol supports half-duplex, full-duplex and simplex synchronous, serial communication with external devices. The interface can be configured as master and in this case it provides the communication clock (SCK) to the external slave device. The interface is also capable of operating in multimaster configuration.

23.1.1 SPI main features

- Master or slave operation
- Full-duplex synchronous transfers on three lines
- Half-duplex synchronous transfer on two lines (with bidirectional data line)
- Simplex synchronous transfers on two lines (with unidirectional data line)
- 8-bit to 16-bit transfer frame format selection
- Multimaster mode capability
- 8 master mode baud rate prescalers up to $f_{PCLK}/2$.
- Slave mode frequency up to $f_{PCLK}/2$.
- NSS management by hardware or software for both master and slave: dynamic change of master/slave operations
- 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
- SPI Motorola support
- Hardware CRC feature for reliable communication:
  - CRC value can be transmitted as last byte in Tx mode
  - Automatic CRC error checking for last received byte
- Master mode fault, overrun flags with interrupt capability
- CRC Error flag
- 1-byte/word transmission and reception buffer with DMA capability: Tx and Rx requests

23.1.2 SPI extended features

- SPI TI mode support

23.2 SPI implementation

This manual describes the full set of features implemented in SPI1.

Table 114. STM32L010xx SPI implementation

SPI Features[1]	SPI1
Hardware CRC calculation	X
I2S mode	-
TI mode	X

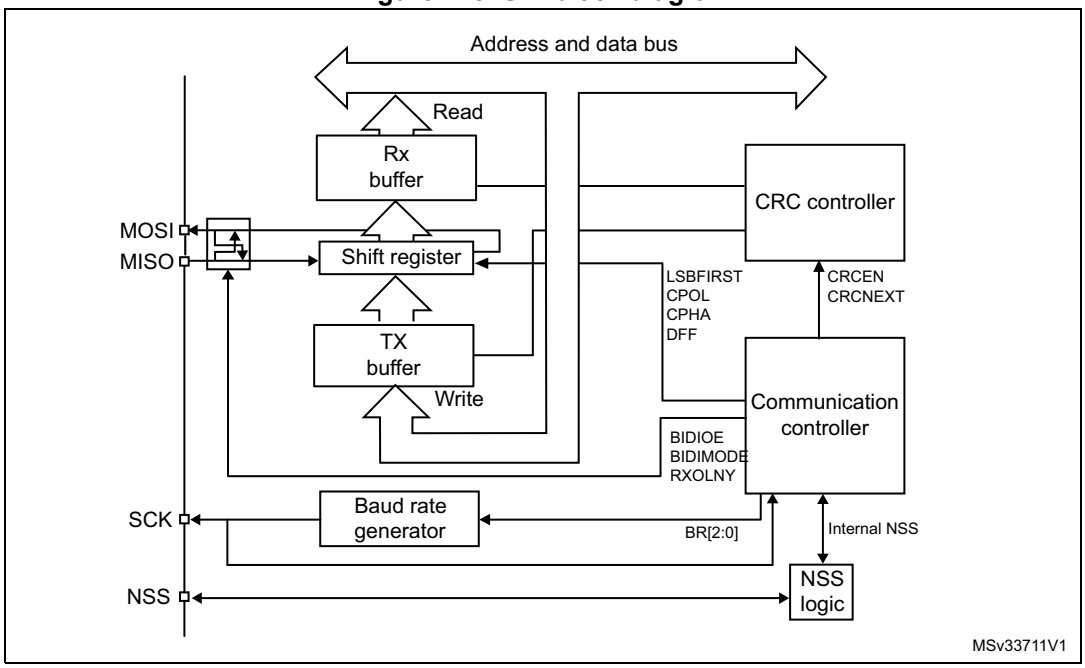
1. X = supported.

23.3 SPI functional description

23.3.1 General description

The SPI allows synchronous, serial communication between the MCU and external devices. Application software can manage the communication by polling the status flag or using dedicated SPI interrupt. The main elements of SPI and their interactions are shown in the following block diagram *Figure 213*.

Figure 213. SPI block diagram



Four I/O pins are dedicated to SPI communication with external devices.

- **MISO:** Master In / Slave Out data. In the general case, this pin is used to transmit data in slave mode and receive data in master mode.
- **MOSI:** Master Out / Slave In data. In the general case, this pin is used to transmit data in master mode and receive data in slave mode.
- **SCK:** Serial Clock output pin for SPI masters and input pin for SPI slaves.
- **NSS:** Slave select pin. Depending on the SPI and NSS settings, this pin can be used to either:
  - select an individual slave device for communication
  - synchronize the data frame or
  - detect a conflict between multiple masters

  See *Section 23.3.5: Slave select (NSS) pin management* for details.

The SPI bus allows the communication between one master device and one or more slave devices. The bus consists of at least two wires - one for the clock signal and the other for synchronous data transfer. Other signals can be added depending on the data exchange between SPI nodes and their slave select signal management.

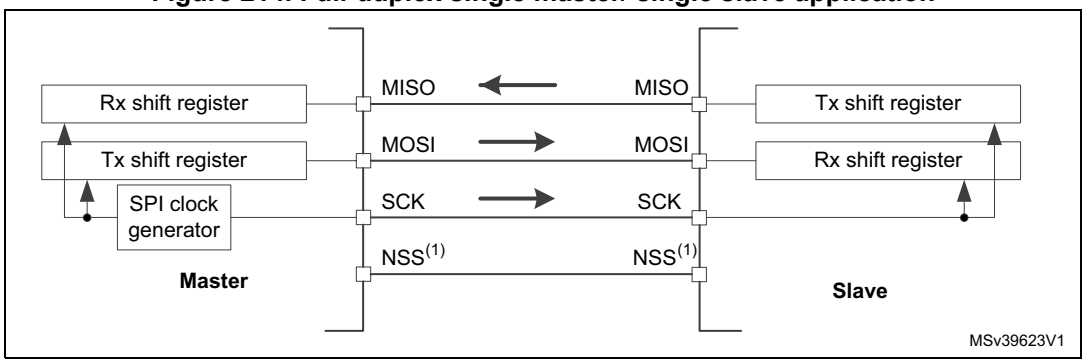
23.3.2 Communications between one master and one slave

The SPI allows the MCU to communicate using different configurations, depending on the device targeted and the application requirements. These configurations use 2 or 3 wires (with software NSS management) or 3 or 4 wires (with hardware NSS management). Communication is always initiated by the master.

Full-duplex communication

By default, the SPI is configured for full-duplex communication. In this configuration, the shift registers of the master and slave are linked using two unidirectional lines between the MOSI and the MISO pins. During SPI communication, data is shifted synchronously on the SCK clock edges provided by the master. The master transmits the data to be sent to the slave via the MOSI line and receives data from the slave via the MISO line. When the data frame transfer is complete (all the bits are shifted) the information between the master and slave is exchanged.

Figure 214. Full-duplex single master/ single slave application

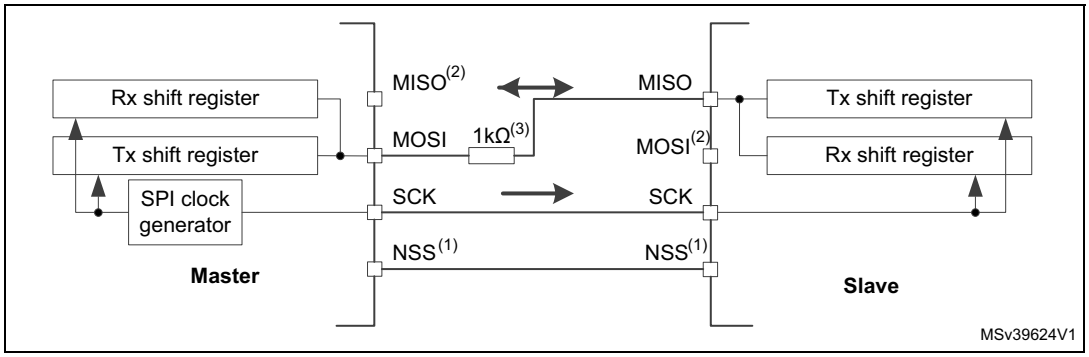


1. The NSS pins can be used to provide a hardware control flow between master and slave. Optionally, the pins can be left unused by the peripheral. Then the flow has to be handled internally for both master and slave. For more details see *Section 23.3.5: Slave select (NSS) pin management*.

Half-duplex communication

The SPI can communicate in half-duplex mode by setting the BIDIMODE bit in the SPIx_CR1 register. In this configuration, one single cross connection line is used to link the shift registers of the master and slave together. During this communication, the data is synchronously shifted between the shift registers on the SCK clock edge in the transfer direction selected reciprocally by both master and slave with the BDIOE bit in their SPIx_CR1 registers. In this configuration, the master's MISO pin and the slave's MOSI pin are free for other application uses and act as GPIOs.

Figure 215. Half-duplex single master/ single slave application



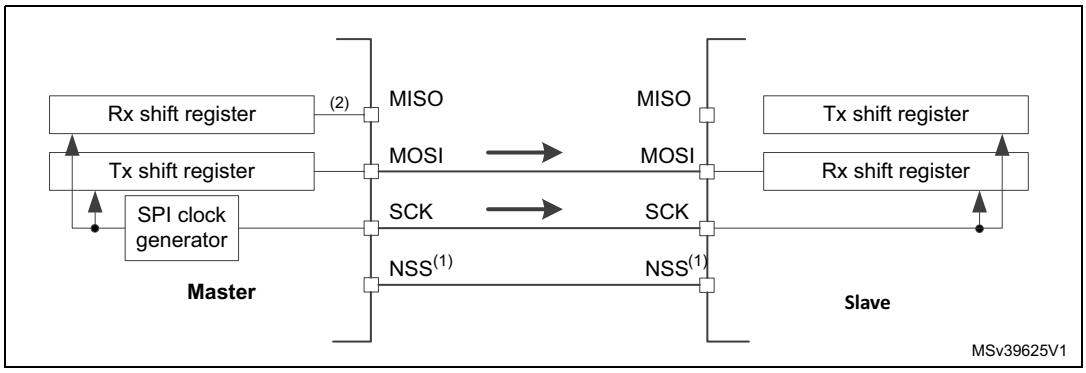
1. The NSS pins can be used to provide a hardware control flow between master and slave. Optionally, the pins can be left unused by the peripheral. Then the flow has to be handled internally for both master and slave. For more details see *Section 23.3.5: Slave select (NSS) pin management*.
2. In this configuration, the master's MISO pin and the slave's MOSI pin can be used as GPIOs.
3. A critical situation can happen when communication direction is changed not synchronously between two nodes working at bidirectionnal mode and new transmitter accesses the common data line while former transmitter still keeps an opposite value on the line (the value depends on SPI configuration and communication data). Both nodes then fight while providing opposite output levels on the common line temporary till next node changes its direction settings correspondingly, too. It is suggested to insert a serial resistance between MISO and MOSI pins at this mode to protect the outputs and limit the current blowing between them at this situation.

Simplex communications

The SPI can communicate in simplex mode by setting the SPI in transmit-only or in receive-only using the RXONLY bit in the SPIx_CR2 register. In this configuration, only one line is used for the transfer between the shift registers of the master and slave. The remaining MISO and MOSI pins pair is not used for communication and can be used as standard GPIOs.

- **Transmit-only mode (RXONLY=0):** The configuration settings are the same as for full-duplex. The application has to ignore the information captured on the unused input pin. This pin can be used as a standard GPIO.
- **Receive-only mode (RXONLY=1)**: The application can disable the SPI output function by setting the RXONLY bit. In slave configuration, the MISO output is disabled and the pin can be used as a GPIO. The slave continues to receive data from the MOSI pin while its slave select signal is active (see *23.3.5: Slave select (NSS) pin management*). Received data events appear depending on the data buffer configuration. In the master configuration, the MOSI output is disabled and the pin can be used as a GPIO. The clock signal is generated continuously as long as the SPI is enabled. The only way to stop the clock is to clear the RXONLY bit or the SPE bit and wait until the incoming pattern from the MISO pin is finished and fills the data buffer structure, depending on its configuration.

Figure 216. Simplex single master/single slave application (master in transmit-only/ slave in receive-only mode)



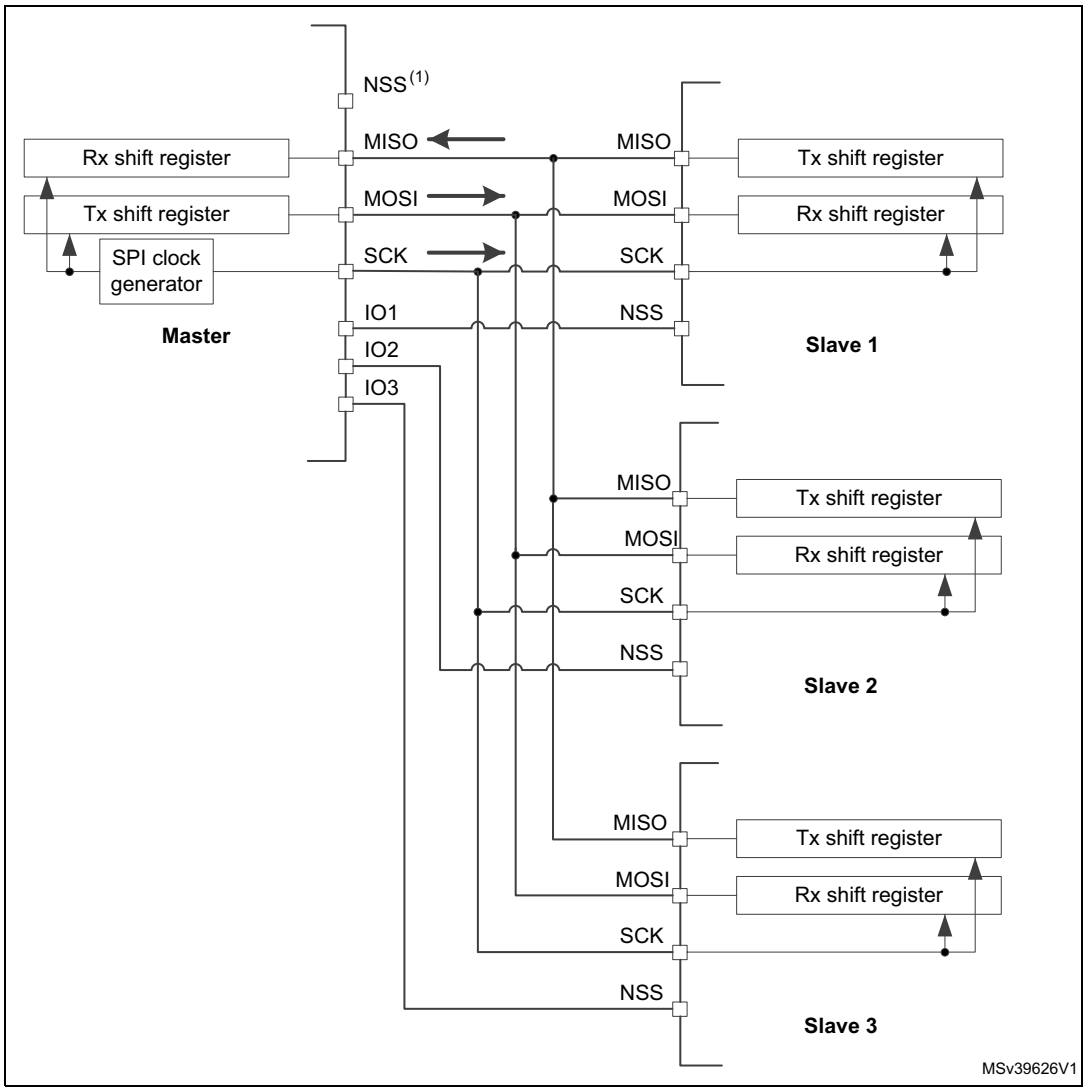
1. The NSS pins can be used to provide a hardware control flow between master and slave. Optionally, the pins can be left unused by the peripheral. Then the flow has to be handled internally for both master and slave. For more details see *Section 23.3.5: Slave select (NSS) pin management*.
2. An accidental input information is captured at the input of transmitter Rx shift register. All the events associated with the transmitter receive flow must be ignored in standard transmit only mode (e.g. OVF flag).
3. In this configuration, both the MISO pins can be used as GPIOs.

Note: Any simplex communication can be alternatively replaced by a variant of the half-duplex communication with a constant setting of the transaction direction (bidirectional mode is enabled while BDIO bit is not changed).

23.3.3 Standard multi-slave communication

In a configuration with two or more independent slaves, the master uses GPIO pins to manage the chip select lines for each slave (see *Figure 217.*). The master must select one of the slaves individually by pulling low the GPIO connected to the slave NSS input. When this is done, a standard master and dedicated slave communication is established.

Figure 217. Master and three independent slaves



1. NSS pin is not used on master side at this configuration. It has to be managed internally (SSM=1, SSI=1) to prevent any MODF error.
2. As MISO pins of the slaves are connected together, all slaves must have the GPIO configuration of their MISO pin set as alternate function open-drain (see *Section 8.3.7: I/O alternate function input/output on page 193*).

23.3.4 Multi-master communication

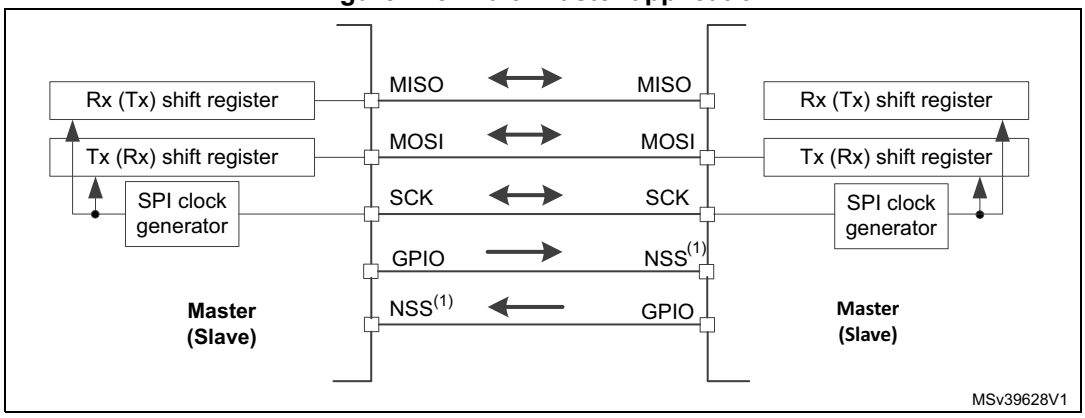
Unless SPI bus is not designed for a multi-master capability primarily, the user can use build in feature which detects a potential conflict between two nodes trying to master the bus at the same time. For this detection, NSS pin is used configured at hardware input mode.

The connection of more than two SPI nodes working at this mode is impossible as only one node can apply its output on a common data line at time.

When nodes are non active, both stay at slave mode by default. Once one node wants to overtake control on the bus, it switches itself into master mode and applies active level on the slave select input of the other node via dedicated GPIO pin. After the session is completed, the active slave select signal is released and the node mastering the bus temporary returns back to passive slave mode waiting for next session start.

If potentially both nodes raised their mastering request at the same time a bus conflict event appears (see mode fault MODF event). Then the user can apply some simple arbitration process (e.g. to postpone next attempt by predefined different time-outs applied at both nodes).

Figure 218. Multi-master application



1. The NSS pin is configured at hardware input mode at both nodes. Its active level enables the MISO line output control as the passive node is configured as a slave.

23.3.5 Slave select (NSS) pin management

In slave mode, the NSS works as a standard “chip select” input and lets the slave communicate with the master. In master mode, NSS can be used either as output or input. As an input it can prevent multimaster bus collision, and as an output it can drive a slave select signal of a single slave.

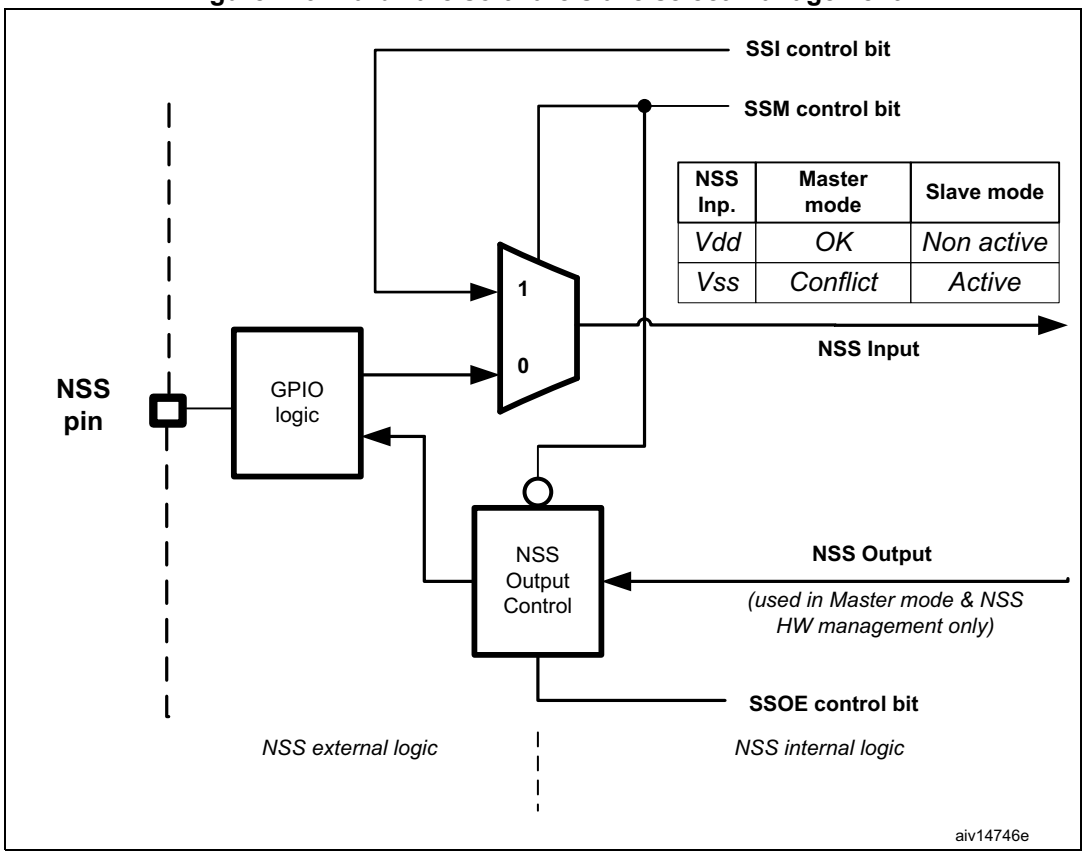
Hardware or software slave select management can be set using the SSM bit in the SPIx_CR1 register:

- **Software NSS management (SSM = 1)**: in this configuration, slave select information is driven internally by the SSI bit value in register SPIx_CR1. The external NSS pin is free for other application uses.
- **Hardware NSS management (SSM = 0)**: in this case, there are two possible configurations. The configuration used depends on the NSS output configuration (SSOE bit in register SPIx_CR1).

– **NSS output enable (SSM=0,SSOE = 1)**: this configuration is only used when the MCU is set as master. The NSS pin is managed by the hardware. The NSS signal is driven low as soon as the SPI is enabled in master mode (SPE=1), and is kept low until the SPI is disabled (SPE =0).

– **NSS output disable (SSM=0, SSOE = 0)**: if the microcontroller is acting as the master on the bus, this configuration allows multimaster capability. If the NSS pin is pulled low in this mode, the SPI enters master mode fault state and the device is automatically reconfigured in slave mode. In slave mode, the NSS pin works as a standard “chip select” input and the slave is selected while NSS line is at low level.

Figure 219. Hardware/software slave select management



23.3.6 Communication formats

During SPI communication, receive and transmit operations are performed simultaneously. The serial clock (SCK) synchronizes the shifting and sampling of the information on the data lines. The communication format depends on the clock phase, the clock polarity and the data frame format. To be able to communicate together, the master and slaves devices must follow the same communication format.

Clock phase and polarity controls

Four possible timing relationships may be chosen by software, using the CPOL and CPHA bits in the SPIx_CR1 register. The CPOL (clock polarity) bit controls the idle state value of the clock when no data is being transferred. This bit affects both master and slave modes. If CPOL is reset, the SCK pin has a low-level idle state. If CPOL is set, the SCK pin has a high-level idle state.

If the CPHA bit is set, the second edge on the SCK pin captures the first data bit transacted (falling edge if the CPOL bit is reset, rising edge if the CPOL bit is set). Data are latched on each occurrence of this clock transition type. If the CPHA bit is reset, the first edge on the SCK pin captures the first data bit transacted (falling edge if the CPOL bit is set, rising edge if the CPOL bit is reset). Data are latched on each occurrence of this clock transition type.

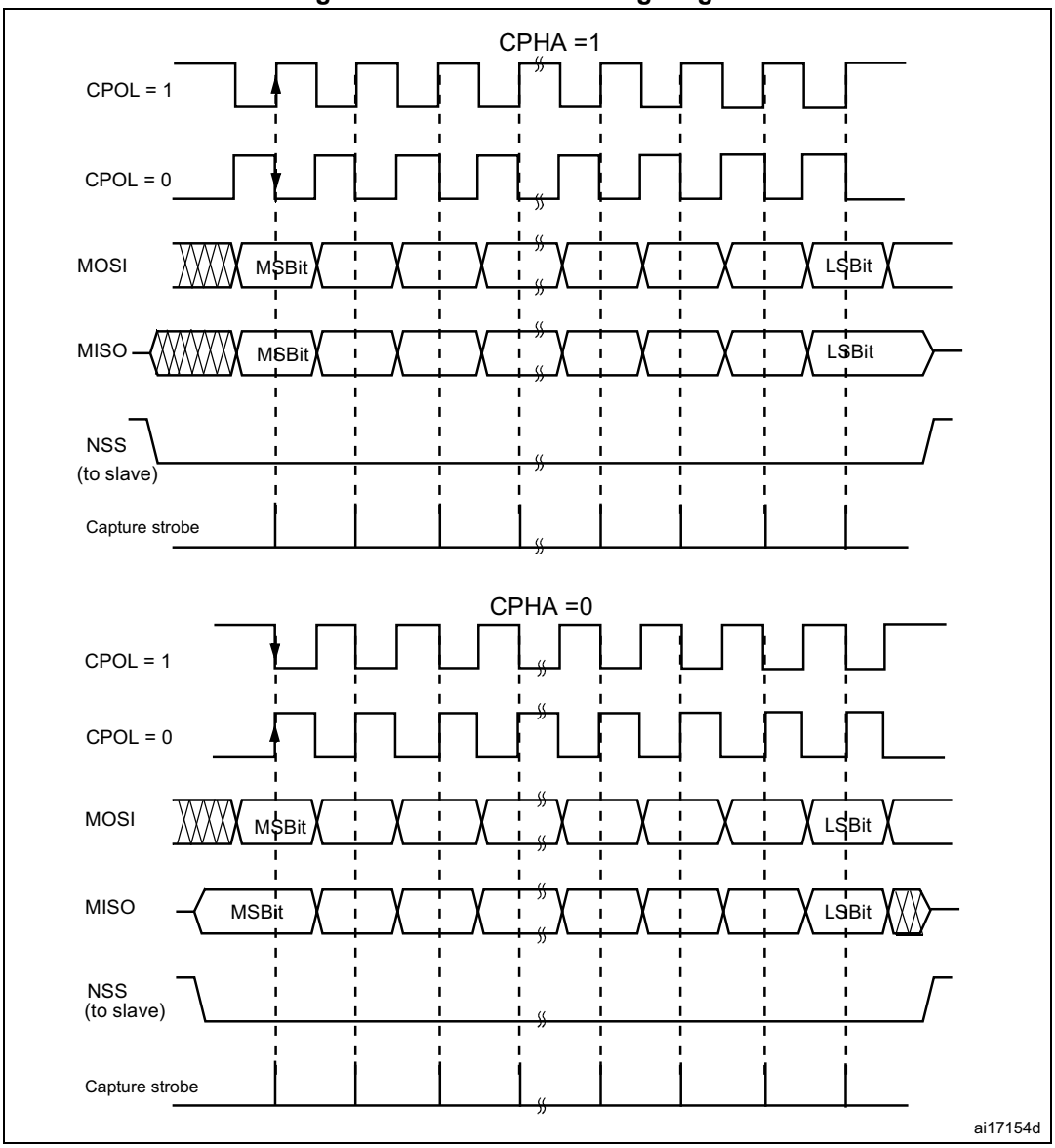
The combination of CPOL (clock polarity) and CPHA (clock phase) bits selects the data capture clock edge.

Figure 220, shows an SPI full-duplex transfer with the four combinations of the CPHA and CPOL bits.

Note: Prior to changing the CPOL/CPHA bits the SPI must be disabled by resetting the SPE bit.

The idle state of SCK must correspond to the polarity selected in the SPIx_CR1 register (by pulling up SCK if CPOL=1 or pulling down SCK if CPOL=0).

Figure 220. Data clock timing diagram



Note: The order of data bits depends on LSBFIRST bit setting.

Data frame format

The SPI shift register can be set up to shift out MSB-first or LSB-first, depending on the value of the LSBFIRST bit. Each data frame is 8 or 16 bit long depending on the size of the data programmed using the DFF bit in the SPI_CR1 register. The selected data frame format is applicable both for transmission and reception.

23.3.7 SPI configuration

The configuration procedure is almost the same for master and slave. For specific mode setups, follow the dedicated chapters. When a standard communication is to be initialized, perform these steps:

1. Write proper GPIO registers: Configure GPIO for MOSI, MISO and SCK pins.
2. Write to the SPI_CR1 register:
   a) Configure the serial clock baud rate using the BR[2:0] bits (*Note:* 3).
   b) Configure the CPOL and CPHA bits combination to define one of the four relationships between the data transfer and the serial clock. (*Note:* 2 - except the case when CRC is enabled at TI mode).
   c) Select simplex or half-duplex mode by configuring RXONLY or BIDIMODE and BIDIOE (RXONLY and BIDIMODE can't be set at the same time).
   d) Configure the LSBFIRST bit to define the frame format (*Note:* 2).
   e) Configure the CRCEN and CRCEN bits if CRC is needed (while SCK clock signal is at idle state).
   f) Configure SSM and SSI (*Note:* 2).
   g) Configure the MSTR bit (in multimaster NSS configuration, avoid conflict state on NSS if master is configured to prevent MODF error).
   h) Set the DFF bit to configure the data frame format (8 or 16 bits).
3. Write to SPI_CR2 register:
   a) Configure SSOE (*Note:* 1 & 2).
   b) Set the FRF bit if the TI protocol is required.
4. Write to SPI_CRCPR register: Configure the CRC polynomial if needed.
5. Write proper DMA registers: Configure DMA streams dedicated for SPI Tx and Rx in DMA registers if the DMA streams are used.

Note: *(1) Step is not required in slave mode.*

(2) Step is not required in TI mode.

(3) The step is not required in slave mode except slave working at TI mode.

For code example, refer to *A.17.1: SPI master configuration code example* and *A.17.2: SPI slave configuration code example*.

23.3.8 Procedure for enabling SPI

It is recommended to enable the SPI slave before the master sends the clock. Otherwise, undesired data transmission might occur. The slave data register must already contain data to be sent before starting communication with the master (either on the first edge of the communication clock, or before the end of the ongoing communication if the clock signal is continuous). The SCK signal must be settled at an idle state level corresponding to the selected polarity before the SPI slave is enabled.

At full-duplex (or in any transmit-only mode), the master starts communicating when the SPI is enabled and data to be sent is written in the Tx Buffer.

In any master receive-only mode (RXONLY=1 or BIDIMODE=1 & BIDIOE=0), the master starts communicating and the clock starts running immediately after the SPI is enabled.

The slave starts communicating when it receives a correct clock signal from the master. The slave software must write the data to be sent before the SPI master initiates the transfer.

Refer to *Section 23.3.11: Communication using DMA (direct memory addressing)* for details on how to handle DMA.

23.3.9 Data transmission and reception procedures

Rx and Tx buffers

In reception, data are received and then stored into an internal Rx buffer while in transmission, data are first stored into an internal Tx buffer before being transmitted. A read access to the SPI_DR register returns the Rx buffered value whereas a write access to the SPI_DR stores the written data into the Tx buffer.

Tx buffer handling

The data frame is loaded from the Tx buffer into the shift register during the first bit transmission. Bits are then shifted out serially from the shift register to a dedicated output pin depending on LSBFIRST bit setting.The TXE flag (Tx buffer empty) is set when the data are transferred from the Tx buffer to the shift register. It indicates that the internal Tx buffer is ready to be loaded with the next data. An interrupt can be generated if the TXEIE bit of the SPI_CR2 register is set. Clearing the TXE bit is performed by writing to the SPI_DR register.

A continuous transmit stream can be achieved if the next data to be transmitted are stored in the Tx buffer while previous frame transmission is still ongoing. When the software writes to Tx buffer while the TXE flag is not set, the data waiting for transaction is overwritten.

Rx buffer handling

The RXNE flag (Rx buffer not empty) is set on the last sampling clock edge, when the data are transferred from the shift register to the Rx buffer. It indicates that data are ready to be read from the SPI_DR register. An interrupt can be generated if the RXNEIE bit in the SPI_CR2 register is set. Clearing the RXNE bit is performed by reading the SPI_DR register.

If a device has not cleared the RXNE bit resulting from the previous data byte transmitted, an overrun condition occurs when the next value is buffered. The OVR bit is set and an interrupt is generated if the ERRIE bit is set.

Another way to manage the data exchange is to use DMA (see *Section 10.2: DMA main features*).

Sequence handling

The BSY bit is set when a current data frame transaction is ongoing. When the clock signal runs continuously, the BSY flag remains set between data frames on the master side. However, on the slave side, it becomes low for a minimum duration of one SPI clock cycle between each data frame transfer.

For some configurations, the BSY flag can be used during the last data transfer to wait until the completion of the transfer.

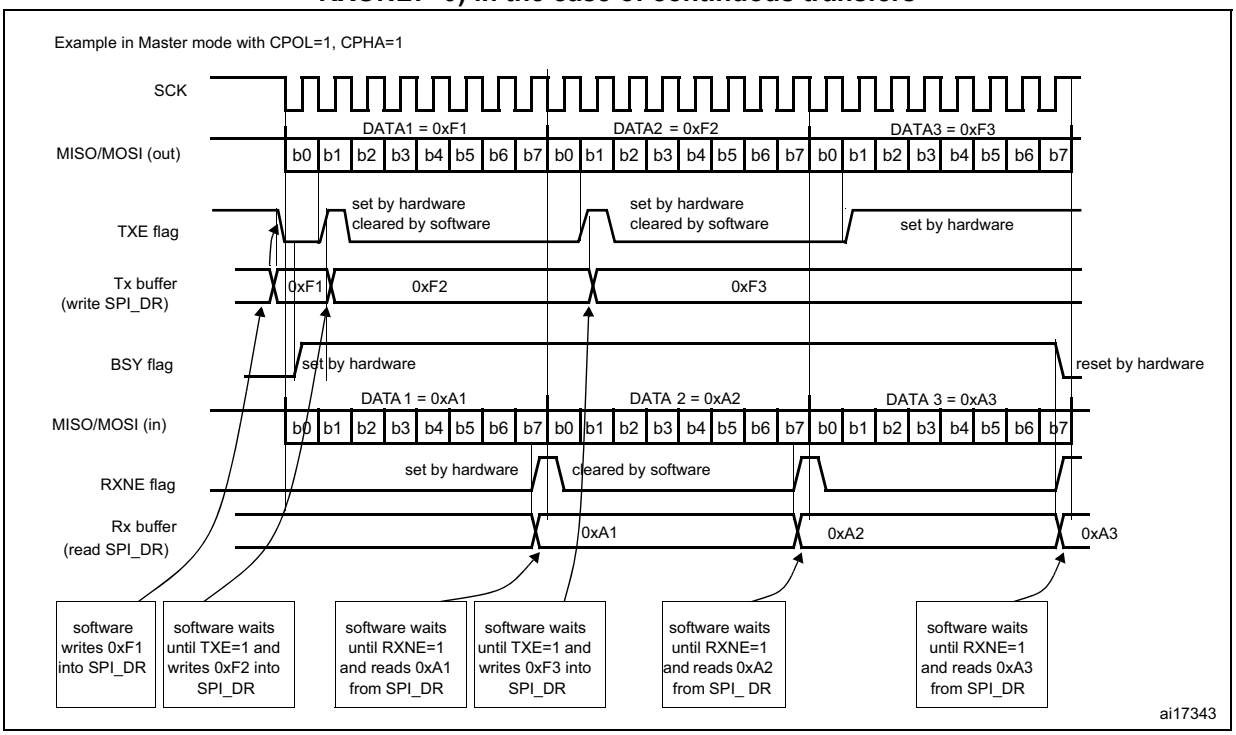
When a receive-only mode is configured on the master side, either in half-duplex (BIDIMODE=1, BIDIOE=0) or simplex configuration (BIDIMODE=0, RXONLY=1), the master starts the receive sequence as soon as the SPI is enabled. Then the clock signal is provided by the master and it does not stop until either the SPI or the receive-only mode is disabled by the master. The master receives data frames continuously up to this moment.

While the master can provide all the transactions in continuous mode (SCK signal is continuous), it has to respect slave capability to handle data flow and its content at anytime. When necessary, the master must slow down the communication and provide either a slower clock or separate frames or data sessions with sufficient delays. Be aware there is no underflow error signal for slave operating in SPI mode, and that data from the slave are always transacted and processed by the master even if the slave cannot not prepare them correctly in time. It is preferable for the slave to use DMA, especially when data frames are shorter and bus rate is high.

Each sequence must be encased by the NSS pulse in parallel with the multislave system to select just one of the slaves for communication. In single slave systems, using NSS to control the slave is not necessary. However, the NSS pulse can be used to synchronize the slave with the beginning of each data transfer sequence. NSS can be managed either by software or by hardware (see *Section 23.3.4: Multi-master communication*).

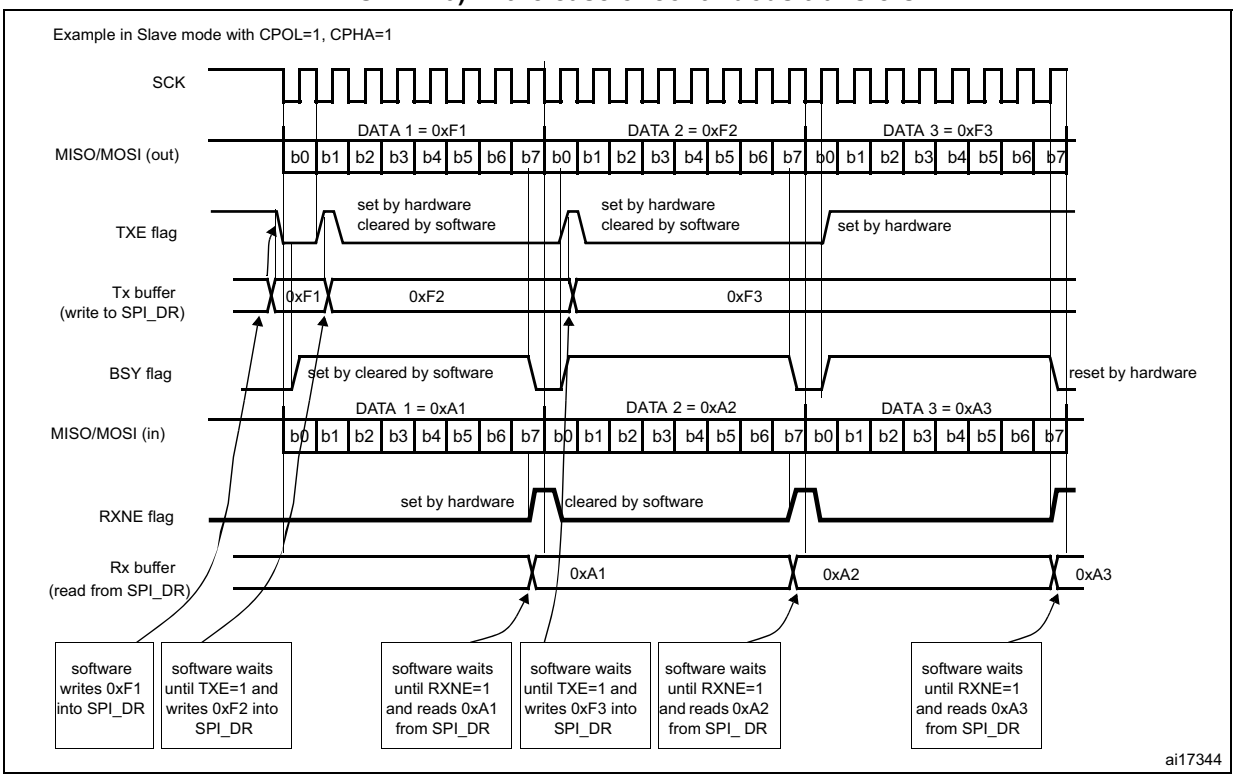
Refer to *Figure 221* and *Figure 222* for a description of continuous transfers in master / full-duplex and slave full-duplex mode.

Figure 221. TXE/RXNE/BSY behavior in master / full-duplex mode (BIDIMODE=0, RXONLY=0) in the case of continuous transfers



For code example, refer to *A.17.3: SPI full duplex communication code example*.

Figure 222. TXE/RXNE/BSY behavior in slave / full-duplex mode (BIDIMODE=0, RXONLY=0) in the case of continuous transfers



23.3.10 Procedure for disabling the SPI

When SPI is disabled, it is mandatory to follow the disable procedures described in this paragraph. It is important to do this before the system enters a low-power mode when the peripheral clock is stopped. Ongoing transactions can be corrupted in this case. In some modes the disable procedure is the only way to stop continuous communication running.

Master in full-duplex or transmit only mode can finish any transaction when it stops providing data for transmission. In this case, the clock stops after the last data transaction.

Standard disable procedure is based on pulling BSY status together with TXE flag to check if a transmission session is fully completed. This check can be done in specific cases, too, when it is necessary to identify the end of ongoing transactions, for example:

- When NSS signal is managed by an arbitrary GPIO toggle and the master has to provide proper end of NSS pulse for slave, or
- When transactions' streams from DMA are completed while the last data frame or CRC frame transaction is still ongoing in the peripheral bus.

The correct disable procedure is (except when receive-only mode is used):

1. Wait until RXNE=1 to receive the last data.
2. Wait until TXE=1 and then wait until BSY=0 before disabling the SPI.
3. Read received data.

Note: During discontinuous communications, there is a 2 APB clock period delay between the write operation to the SPI_DR register and BSY bit setting. As a consequence it is mandatory to wait first until TXE is set and then until BSY is cleared after writing the last data.

The correct disable procedure for certain receive-only modes is:

1. Interrupt the receive flow by disabling SPI (SPE=0) in the specific time window while the last data frame is ongoing.
2. Wait until BSY=0 (the last data frame is processed).
3. Read received data.

Note: To stop a continuous receive sequence, a specific time window must be respected during the reception of the last data frame. It starts when the first bit is sampled and ends before the last bit transfer starts.

23.3.11 Communication using DMA (direct memory addressing)

To operate at its maximum speed and to facilitate the data register read/write process required to avoid overrun, the SPI features a DMA capability, which implements a simple request/acknowledge protocol.

A DMA access is requested when the TXE or RXNE enable bit in the SPIx_CR2 register is set. Separate requests must be issued to the Tx and Rx buffers.

- In transmission, a DMA request is issued each time TXE is set to 1. The DMA then writes to the SPIx_DR register.
- In reception, a DMA request is issued each time RXNE is set to 1. The DMA then reads the SPIx_DR register.

Refer to *Figure 223* and *Figure 224* for a description of the DMA transmission and reception waveforms.

When the SPI is used only to transmit data, it is possible to enable only the SPI Tx DMA channel. In this case, the OVR flag is set because the data received is not read. When the SPI is used only to receive data, it is possible to enable only the SPI Rx DMA channel.

In transmission mode, when the DMA has written all the data to be transmitted (the TCIF flag is set in the DMA_ISR register), the BSY flag can be monitored to ensure that the SPI communication is complete. This is required to avoid corrupting the last transmission before disabling the SPI or entering the Stop mode. The software must first wait until TXE = 1 and then until BSY = 0.

When starting communication using DMA, to prevent DMA channel management raising error events, these steps must be followed in order:

1. Enable DMA Rx buffer in the RXDMAEN bit in the SPI_CR2 register, if DMA Rx is used.
2. Enable DMA streams for Tx and Rx in DMA registers, if the streams are used.
3. Enable DMA Tx buffer in the TXDMAEN bit in the SPI_CR2 register, if DMA Tx is used.
4. Enable the SPI by setting the SPE bit.

For code example, refer to and *A.17.4: SPI master configuration with DMA code example*.

To close communication it is mandatory to follow these steps in order:

1. Disable DMA streams for Tx and Rx in the DMA registers, if the streams are used.
2. Disable the SPI by following the SPI disable procedure.
3. Disable DMA Tx and Rx buffers by clearing the TXDMAEN and RXDMAEN bits in the SPI_CR2 register, if DMA Tx and/or DMA Rx are used.

Figure 223. Transmission using DMA

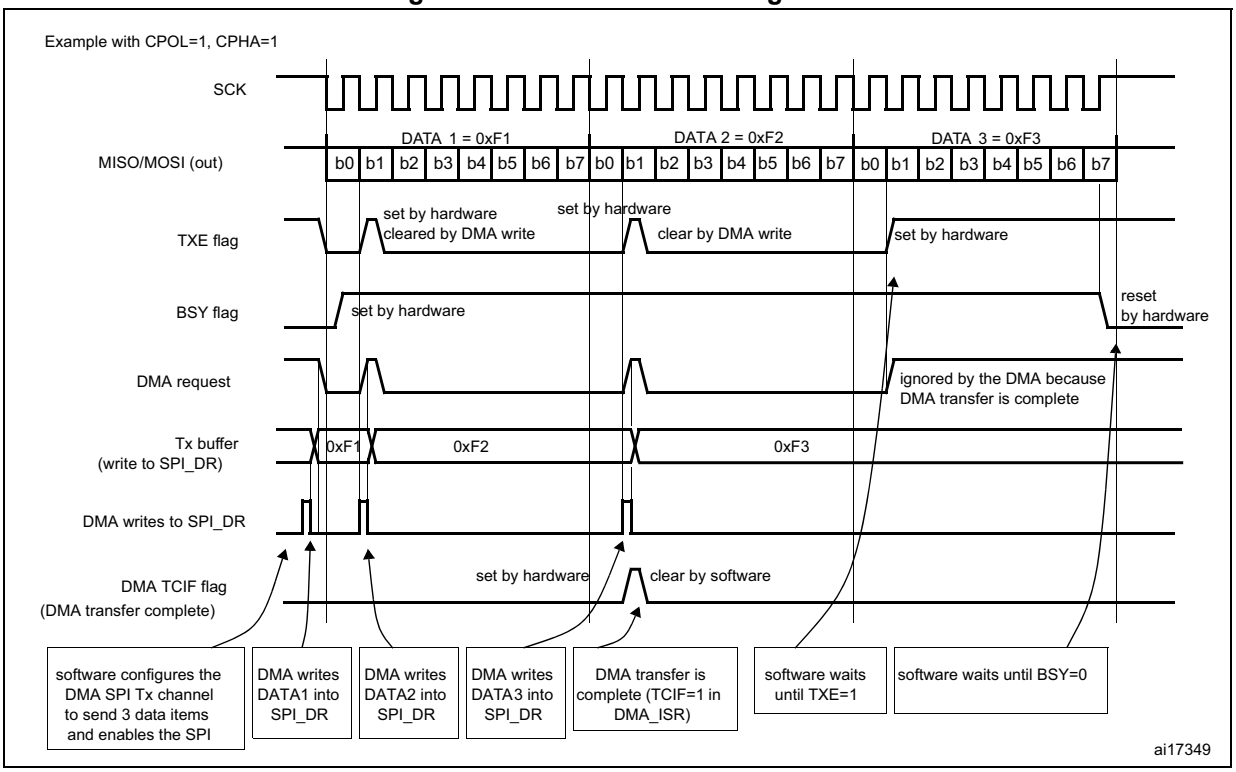
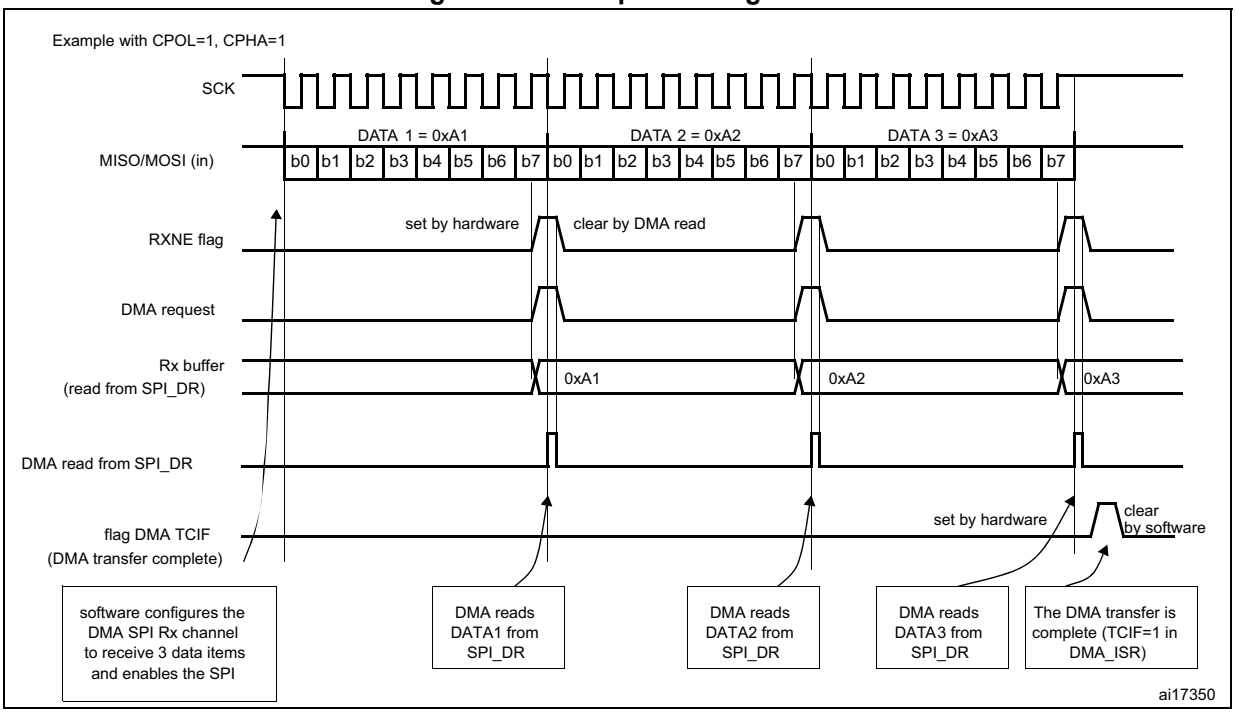


Figure 224. Reception using DMA



23.3.12 SPI status flags

Three status flags are provided for the application to completely monitor the state of the SPI bus.

Tx buffer empty flag (TXE)

When it is set, the TXE flag indicates that the Tx buffer is empty and that the next data to be transmitted can be loaded into the buffer. The TXE flag is cleared by writing to the SPI_DR register.

Rx buffer not empty (RXNE)

When set, the RXNE flag indicates that there are valid received data in the Rx buffer. It is cleared by reading from the SPI_DR register.

Busy flag (BSY)

The BSY flag is set and cleared by hardware (writing to this flag has no effect).

When BSY is set, it indicates that a data transfer is in progress on the SPI (the SPI bus is busy). There is one exception in master bidirectional receive mode (MSTR=1 and BDM=1 and BDOE=0) where the BSY flag is kept low during reception.

The BSY flag can be used in certain modes to detect the end of a transfer, thus preventing corruption of the last transfer when the SPI peripheral clock is disabled before entering a low-power mode or an NSS pulse end is handled by software.

The BSY flag is also useful for preventing write collisions in a multimaster system.

The BSY flag is cleared under any one of the following conditions:

- When the SPI is correctly disabled
- When a fault is detected in Master mode (MODF bit set to 1)
- In Master mode, when it finishes a data transmission and no new data is ready to be sent
- In Slave mode, when the BSY flag is set to '0' for at least one SPI clock cycle between each data transfer.

Note: It is recommended to use always the TXE and RXNE flags (instead of the BSY flags) to handle data transmission or reception operations.

23.3.13 SPI error flags

An SPI interrupt is generated if one of the following error flags is set and interrupt is enabled by setting the ERRIE bit.

Overrun flag (OVR)

An overrun condition occurs when the master or the slave completes the reception of the next data frame while the read operation of the previous frame from the Rx buffer has not completed (case RXNE flag is set).

In this case, the content of the Rx buffer is not updated with the new data received. A read operation from the SPI_DR register returns the frame previously received. All other subsequently transmitted data are lost.

Clearing the OVR bit is done by a read access to the SPI_DR register followed by a read access to the SPI_SR register.

Mode fault (MODF)

Mode fault occurs when the master device has its internal NSS signal (NSS pin in NSS hardware mode, or SSI bit in NSS software mode) pulled low. This automatically sets the MODF bit. Master mode fault affects the SPI interface in the following ways:

- The MODF bit is set and an SPI interrupt is generated if the ERRIE bit is set.
- The SPE bit is cleared. This blocks all output from the device and disables the SPI interface.
- The MSTR bit is cleared, thus forcing the device into slave mode.

Use the following software sequence to clear the MODF bit:

1. Make a read or write access to the SPIx_SR register while the MODF bit is set.
2. Then write to the SPIx_CR1 register.

To avoid any multiple slave conflicts in a system comprising several MCUs, the NSS pin must be pulled high during the MODF bit clearing sequence. The SPE and MSTR bits can be restored to their original state after this clearing sequence. As a security, hardware does not allow the SPE and MSTR bits to be set while the MODF bit is set. In a slave device the MODF bit cannot be set except as the result of a previous multimaster conflict.

CRC error (CRCERR)

This flag is used to verify the validity of the value received when the CRCEN bit in the SPIx_CR1 register is set. The CRCERR flag in the SPIx_SR register is set if the value received in the shift register does not match the receiver SPIx_RXCRC value. The flag is cleared by the software.

TI mode frame format error (FRE)

A TI mode frame format error is detected when an NSS pulse occurs during an ongoing communication when the SPI is operating in slave mode and configured to conform to the TI mode protocol. When this error occurs, the FRE flag is set in the SPIx_SR register. The SPI is not disabled when an error occurs, the NSS pulse is ignored, and the SPI waits for the next NSS pulse before starting a new transfer. The data may be corrupted since the error detection may result in the loss of two data bytes.

The FRE flag is cleared when SPIx_SR register is read. If the ERRIE bit is set, an interrupt is generated on the NSS error detection. In this case, the SPI should be disabled because data consistency is no longer guaranteed and communications should be re-initiated by the master when the slave SPI is enabled again.

23.4 SPI special features

23.4.1 TI mode

TI protocol in master mode

The SPI interface is compatible with the TI protocol. The FRF bit of the SPIx_CR2 register can be used to configure the SPI to be compliant with this protocol.

The clock polarity and phase are forced to conform to the TI protocol requirements whatever the values set in the SPIx_CR1 register. NSS management is also specific to the TI protocol which makes the configuration of NSS management through the SPIx_CR1 and SPIx_CR2 registers (SSM, SSI, SSOE) impossible in this case.

In slave mode, the SPI baud rate prescaler is used to control the moment when the MISO pin state changes to HiZ when the current transaction finishes (see *Figure 225*). Any baud rate can be used, making it possible to determine this moment with optimal flexibility. However, the baud rate is generally set to the external master clock baud rate. The delay for the MISO signal to become HiZ ($t_{release}$) depends on internal resynchronization and on the baud rate value set in through the BR[2:0] bits in the SPIx_CR1 register. It is given by the formula:

$$\frac{t_{baud\_rate}}{2} + 4 \times t_{pclk} < t_{release} < \frac{t_{baud\_rate}}{2} + 6 \times t_{pclk}$$

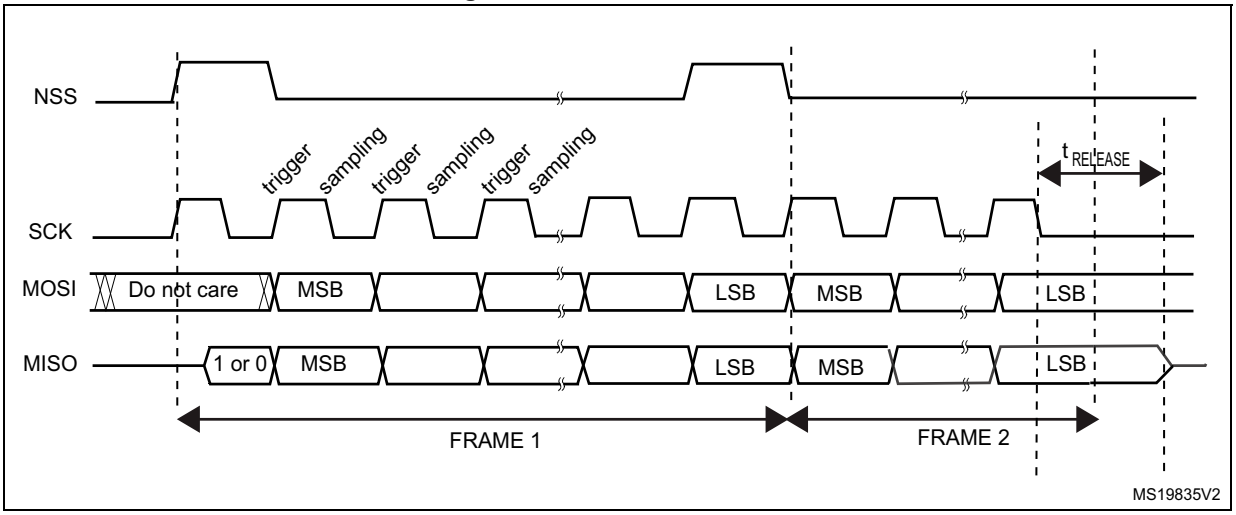
If the slave detects a misplaced NSS pulse during a data frame transaction the TIFRE flag is set.

This feature is not available for Motorola SPI communications (FRF bit set to 0).

Note: To detect TI frame errors in slave transmitter only mode by using the Error interrupt (ERRIE=1), the SPI must be configured in 2-line unidirectional mode by setting BIDIMODE and BIDIOE to 1 in the SPI_CR1 register. When BIDIMODE is set to 0, OVR is set to 1 because the data register is never read and error interrupts are always generated, while when BIDIMODE is set to 1, data are not received and OVR is never set.

Figure 225 shows the SPI communication waveforms when TI mode is selected.

Figure 225. TI mode transfer



23.4.2 CRC calculation

Two separate CRC calculators (on transmission and reception data flows) are implemented in order to check the reliability of transmitted and received data. The SPI offers CRC8 or CRC16 calculation depending on the data format selected through the DFF bit. The CRC is calculated serially using the polynomial programmed in the SPI_CRCPR register.

CRC principle

CRC calculation is enabled by setting the CRCEN bit in the SPIx_CR1 register before the SPI is enabled (SPE = 1). The CRC value is calculated using an odd programmable polynomial on each bit. The calculation is processed on the sampling clock edge defined by the CPHA and CPOL bits in the SPIx_CR1 register. The calculated CRC value is checked automatically at the end of the data block as well as for transfer managed by CPU or by the DMA. When a mismatch is detected between the CRC calculated internally on the received data and the CRC sent by the transmitter, a CRCERR flag is set to indicate a data corruption error. The right procedure for handling the CRC calculation depends on the SPI configuration and the chosen transfer management.

Note: The polynomial value should only be odd. No even values are supported.

CRC transfer managed by CPU

Communication starts and continues normally until the last data frame has to be sent or received in the SPIx_DR register. Then CRCNEXT bit has to be set in the SPIx_CR1 register to indicate that the CRC frame transaction will follow after the transaction of the currently processed data frame. The CRCNEXT bit must be set before the end of the last data frame transaction. CRC calculation is frozen during CRC transaction.

The received CRC is stored in the Rx buffer like any other data frame.

A CRC-format transaction takes one more data frame to communicate at the end of data sequence.

When the last CRC data is received, an automatic check is performed comparing the received value and the value in the SPIx_RXCRC register. Software has to check the CRCERR flag in the SPIx_SR register to determine if the data transfers were corrupted or not. Software clears the CRCERR flag by writing '0' to it.

After the CRC reception, the CRC value is stored in the Rx buffer and must be read in the SPIx_DR register in order to clear the RXNE flag.

CRC transfer managed by DMA

When SPI communication is enabled with CRC communication and DMA mode, the transmission and reception of the CRC at the end of communication is automatic (with the exception of reading CRC data in receive-only mode). The CRCNEXT bit does not have to be handled by the software. The counter for the SPI transmission DMA channel has to be set to the number of data frames to transmit excluding the CRC frame. On the receiver side, the received CRC value is handled automatically by DMA at the end of the transaction but user must take care to flush out the CRC frame received from SPI_DR as it is always loaded into it.

At the end of the data and CRC transfers, the CRCERR flag in the SPIx_SR register is set if corruption occurred during the transfer.

Resetting the SPIx_TXCRC and SPIx_RXCRC values

The SPIx_TXCRC and SPIx_RXCRC values are cleared automatically when CRC calculation is enabled.

When the SPI is configured in slave mode with the CRC feature enabled, a CRC calculation is performed even if a high level is applied on the NSS pin. This may happen for example in case of a multislave environment where the communication master addresses slaves alternately.

Between a slave disabling (high level on NSS) and a new slave enabling (low level on NSS), the CRC value should be cleared on both master and slave sides to resynchronize the master and slave respective CRC calculation.

To clear the CRC, follow the below sequence:

1. Disable the SPI
2. Clear the CRCEN bit
3. Enable the CRCEN bit
4. Enable the SPI

Note: When the SPI is in slave mode, the CRC calculator is sensitive to the SCK slave input clock as soon as the CRCEN bit is set, and this is the case whatever the value of the SPE bit. In order to avoid any wrong CRC calculation, the software must enable the CRC calculation only when the clock is stable (in steady state). When the SPI interface is configured as a slave, the NSS internal signal needs to be kept low between the data phase and the CRC phase once the CRCNEXT signal is released.

At TI mode, despite the fact that the clock phase and clock polarity setting is fixed and independent on the SPIx_CR1 register, the corresponding setting CPOL=0 CPHA=1 has to be kept at the SPIx_CR1 register anyway if CRC is applied. In addition, the CRC calculation

has to be reset between sessions by the SPI disable sequence by re-enabling the CRCEN bit described above at both master and slave sides, else the CRC calculation can be corrupted at this specific mode.

23.5 SPI interrupts

During SPI communication an interrupts can be generated by the following events:

- Transmit Tx buffer ready to be loaded
- Data received in Rx buffer
- Master mode fault
- Overrun error
- TI frame format error

Interrupts can be enabled and disabled separately.

Table 115. SPI interrupt requests

Interrupt event	Event flag	Enable Control bit
Transmit Tx buffer ready to be loaded	TXE	TXEIE
Data received in Rx buffer	RXNE	RXNEIE
Master Mode fault event	MODF	ERRIE
Overrun error	OVR	
CRC error	CRCERR	
TI frame format error	FRE	

For code example, refer to *A.17.6: SPI interrupt code example*.

23.6 SPI registers

The peripheral registers can be accessed by half-words (16-bit) or words (32-bit). SPI_DR in addition by can be accessed by 8-bit access.

Refer to *Section 1.1* for a list of abbreviations used in register descriptions.

The peripheral registers can be accessed by half-words (16 bits) or words (32 bits).

23.6.1 SPI control register 1 (SPI_CR1)

Address offset: 0x00

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BIDI MODE	BIDI OE	CRC EN	CRC NEXT	DFF	RX ONLY	SSM	SSI	*LSB FIRST*	SPE	BR [2:0]			MSTR	CPOL	CPHA
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bit 15 ***BIDIMODE:*** Bidirectional data mode enable

This bit enables half-duplex communication using common single bidirectional data line. Keep RXONLY bit clear when bidirectional mode is active.

0: 2-line unidirectional data mode selected

1: 1-line bidirectional data mode selected

Note:

Bit 14 **BIDIOE:** Output enable in bidirectional mode

This bit combined with the BIDIMODE bit selects the direction of transfer in bidirectional mode

0: Output disabled (receive-only mode)

1: Output enabled (transmit-only mode)

Note: In master mode, the MOSI pin is used while the MISO pin is used in slave mode.

Bit 13 **CRCEN:** Hardware CRC calculation enable

0: CRC calculation disabled

1: CRC calculation enabled

Note: This bit should be written only when SPI is disabled (SPE = '0') for correct operation.

Bit 12 **CRCNEXT:** CRC transfer next

0: Data phase (no CRC phase)

1: Next transfer is CRC (CRC phase)

Note: When the SPI is configured in full-duplex or transmitter only modes, CRCNEXT must be written as soon as the last data is written to the SPI_DR register.
When the SPI is configured in receiver only mode, CRCNEXT must be set after the second last data reception.
This bit should be kept cleared when the transfers are managed by DMA.

Bit 11 **DFF:** Data frame format
0: 8-bit data frame format is selected for transmission/reception
1: 16-bit data frame format is selected for transmission/reception
Note: This bit should be written only when SPI is disabled (SPE = '0') for correct operation.

Bit 10 **RXONLY:** Receive only mode enable
This bit enables simplex communication using a single unidirectional line to receive data exclusively. Keep BIDIMODE bit clear when receive only mode is active.
This bit is also useful in a multislave system in which this particular slave is not accessed, the output from the accessed slave is not corrupted.
0: full-duplex (Transmit and receive)
1: Output disabled (Receive-only mode)
Note:

Bit 9 **SSM:** Software slave management
When the SSM bit is set, the NSS pin input is replaced with the value from the SSI bit.
0: Software slave management disabled
1: Software slave management enabled
Note: ***This bit is not used in SPI TI mode***

Bit 8 **SSI:** Internal slave select
This bit has an effect only when the SSM bit is set. The value of this bit is forced onto the NSS pin and the IO value of the NSS pin is ignored.
Note: ***This bit is not used in SPI TI mode***

Bit 7 ***LSBFIRST:*** Frame format
0: MSB transmitted first
1: LSB transmitted first
Note: This bit should not be changed when communication is ongoing.
It is not used in SPI TI mode

Bit 6 **SPE:** SPI enable
0: Peripheral disabled
1: Peripheral enabled
Note: When disabling the SPI, follow the procedure described in Section 23.3.10: Procedure for disabling the SPI.

Bits 5:3 **BR[2:0]:** Baud rate control
000: $f_{PCLK}/2$
001: $f_{PCLK}/4$
010: $f_{PCLK}/8$
011: $f_{PCLK}/16$
100: $f_{PCLK}/32$
101: $f_{PCLK}/64$
110: $f_{PCLK}/128$
111: $f_{PCLK}/256$
Note: These bits should not be changed when communication is ongoing.

Bit 2 **MSTR:** Master selection
0: Slave configuration
1: Master configuration
Note: This bit should not be changed when communication is ongoing.

Bit1 **CPOL:** Clock polarity
0: CK to 0 when idle
1: CK to 1 when idle
Note: This bit should not be changed when communication is ongoing.
It is not used in SPI TI mode except the case when CRC is applied at TI mode.

Bit 0 **CPHA:** Clock phase
0: The first clock transition is the first data capture edge
1: The second clock transition is the first data capture edge
Note: This bit should not be changed when communication is ongoing.
It is not used in SPI TI mode except the case when CRC is applied at TI mode.

23.6.2 SPI control register 2 (SPI_CR2)

Address offset: 0x04

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TXEIE	RXNEIE	ERRIE	FRF	Res.	*SSOE*	TXDMAEN	RXDMAEN
								rw	rw	rw	rw		rw	rw	rw

Bits 15:8 Reserved, must be kept at reset value.

Bit 7 **TXEIE:** Tx buffer empty interrupt enable
0: TXE interrupt masked
1: TXE interrupt not masked. Used to generate an interrupt request when the TXE flag is set.

Bit 6 **RXNEIE:** RX buffer not empty interrupt enable
0: RXNE interrupt masked
1: RXNE interrupt not masked. Used to generate an interrupt request when the RXNE flag is set.

Bit 5 **ERRIE:** Error interrupt enable
This bit controls the generation of an interrupt when an error condition occurs (OVR, CRCERR, MODF, FRE).
0: Error interrupt is masked
1: Error interrupt is enabled

Bit 4 **FRF**: Frame format
0: SPI Motorola mode
1 SPI TI mode
Note:

Bit 3 Reserved. Forced to 0 by hardware.

Bit 2 **SSOE:** SS output enable

0: SS output is disabled in master mode and the cell can work in multimaster configuration

1: SS output is enabled in master mode and when the cell is enabled. The cell cannot work in a multimaster environment.

*Note: This bit is not used **in SPI TI mode.***

Bit 1 **TXDMAEN:** Tx buffer DMA enable

When this bit is set, the DMA request is made whenever the TXE flag is set.

0: Tx buffer DMA disabled

1: Tx buffer DMA enabled

Bit 0 **RXDMAEN:** Rx buffer DMA enable

When this bit is set, the DMA request is made whenever the RXNE flag is set.

0: Rx buffer DMA disabled

1: Rx buffer DMA enabled

23.6.3 SPI status register (SPI_SR)

Address offset: 0x08

Reset value: 0x0002

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	FRE	BSY	OVR	MODF	CRC ERR	Res.	Res.	TXE	RXNE
							r	r	r	r	rc_w0			r	r

Bits 15:9 Reserved. Forced to 0 by hardware.

Bit 8 **FRE**: Frame Error

0: No frame error

1: Frame error occurred.

This bit is set by hardware and cleared by software when the SPI_SR register is read.

This bit is used in SPI TI mode whatever the audio protocol selected. It detects a change on NSS or WS line which takes place in slave mode at a non expected time, informing about a desynchronization between the external master device and the slave.

Bit 7 ***BSY:*** Busy flag

0: SPI not busy

1: SPI is busy in communication or Tx buffer is not empty

This flag is set and cleared by hardware.

Note: BSY flag must be used with caution: refer to Section 23.3.12: SPI status flags and Section 23.3.10: Procedure for disabling the SPI.

Bit 6 **OVR:** Overrun flag

0: No overrun occurred

1: Overrun occurred

This flag is set by hardware and reset by a software sequence. Refer to *Section 23.3.13: SPI error flags* for the software sequence.

Bit 5 **MODF:** Mode fault

0: No mode fault occurred

1: Mode fault occurred

This flag is set by hardware and reset by a software sequence. Refer to *Section 23.4 on page 694* for the software sequence.

Note:

Bit 4 **CRCERR:** CRC error flag
0: CRC value received matches the SPI_RXCRCR value
1: CRC value received does not match the SPI_RXCRCR value
This flag is set by hardware and cleared by software writing 0.
Note:

Bits 3:2 Reserved. Forced to 0 by hardware.

Bit 1 **TXE:** Transmit buffer empty
0: Tx buffer not empty
1: Tx buffer empty

Bit 0 **RXNE:** Receive buffer not empty
0: Rx buffer empty
1: Rx buffer not empty

23.6.4 SPI data register (SPI_DR)

Address offset: 0x0C

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DR[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **DR[15:0]:** Data register

Data received or to be transmitted.

The data register is split into 2 buffers - one for writing (Transmit Buffer) and another one for reading (Receive buffer). A write to the data register will write into the Tx buffer and a read from the data register will return the value held in the Rx buffer.

Note: These notes apply to SPI mode:

Depending on the data frame format selection bit (DFF in SPI_CR1 register), the data sent or received is either 8-bit or 16-bit. This selection has to be made before enabling the SPI to ensure correct operation.

For an 8-bit data frame, the buffers are 8-bit and only the LSB of the register (SPI_DR[7:0]) is used for transmission/reception. When in reception mode, the MSB of the register (SPI_DR[15:8]) is forced to 0.

For a 16-bit data frame, the buffers are 16-bit and the entire register, SPI_DR[15:0] is used for transmission/reception.

23.6.5 SPI CRC polynomial register (SPI_CRCPR)

Address offset: 0x10

Reset value: 0x0007

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CRCPOLY[15:0]															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits 15:0 **CRCPOLY[15:0]:** CRC polynomial register

This register contains the polynomial for the CRC calculation.

The CRC polynomial (0007h) is the reset value of this register. Another polynomial can be configured as required.

Note:

23.6.6 SPI RX CRC register (SPI_RXCRCR)

Address offset: 0x14

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RXCRC[15:0]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 15:0 **RXCRC[15:0]:** Rx CRC register

When CRC calculation is enabled, the RxCRC[15:0] bits contain the computed CRC value of the subsequently received bytes. This register is reset when the CRCEN bit in SPI_CR1 register is written to 1. The CRC is calculated serially using the polynomial programmed in the SPI_CRCPR register.

Only the 8 LSB bits are considered when the data frame format is set to be 8-bit data (DFF bit of SPI_CR1 is cleared). CRC calculation is done based on any CRC8 standard.

The entire 16-bits of this register are considered when a 16-bit data frame format is selected (DFF bit of the SPI_CR1 register is set). CRC calculation is done based on any CRC16 standard.

Note: A read to this register when the BSY Flag is set could return an incorrect value.

23.6.7 SPI TX CRC register (SPI_TXCRCR)

Address offset: 0x18

Reset value: 0x0000

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TXCRC[15:0]															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 15:0 **TXCRC[15:0]:** Tx CRC register

When CRC calculation is enabled, the TxCRC[7:0] bits contain the computed CRC value of the subsequently transmitted bytes. This register is reset when the CRCEN bit of SPI_CR1 is written to 1. The CRC is calculated serially using the polynomial programmed in the SPI_CRCPR register.

Only the 8 LSB bits are considered when the data frame format is set to be 8-bit data (DFF bit of SPI_CR1 is cleared). CRC calculation is done based on any CRC8 standard.

The entire 16-bits of this register are considered when a 16-bit data frame format is selected (DFF bit of the SPI_CR1 register is set). CRC calculation is done based on any CRC16 standard.

Note: A read to this register when the BSY flag is set could return an incorrect value.

23.6.8 SPI register map

The table provides shows the SPI register map and reset values.

Table 116. SPI register map and reset values

Offset	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x00	**SPI_CR1**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	BIDIMODE	BIDIOE	CRCEN	CRCNEXT	DFF	RXONLY	SSM	SSI	*LSBFIRST*	SPE	BR [2:0]			MSTR	CPOL	CPHA
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x04	**SPI_CR2**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TXEIE	RXNEIE	ERRIE	FRF	Res.	*SSOE*	TXDMAEN	RXDMAEN
	Reset value																									0	0	0	0		0	0	0
0x08	**SPI_SR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	FRE	BSY	OVR	MODF	CRCERR	Res.	Res	TXE	RXNE
	Reset value																								0	0	0	0	0		0	1	0
0x0C	**SPI_DR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DR[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x10	**SPI_CRCPR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	CRCPOLY[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1
0x14	**SPI_RXCRCR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	RxCRC[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0x18	**SPI_TXCRCR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	TxCRC[15:0]															
	Reset value																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Refer to *Section 2.2.2 on page 39* for the register boundary addresses.

24 Debug support (DBG)

24.1 Overview

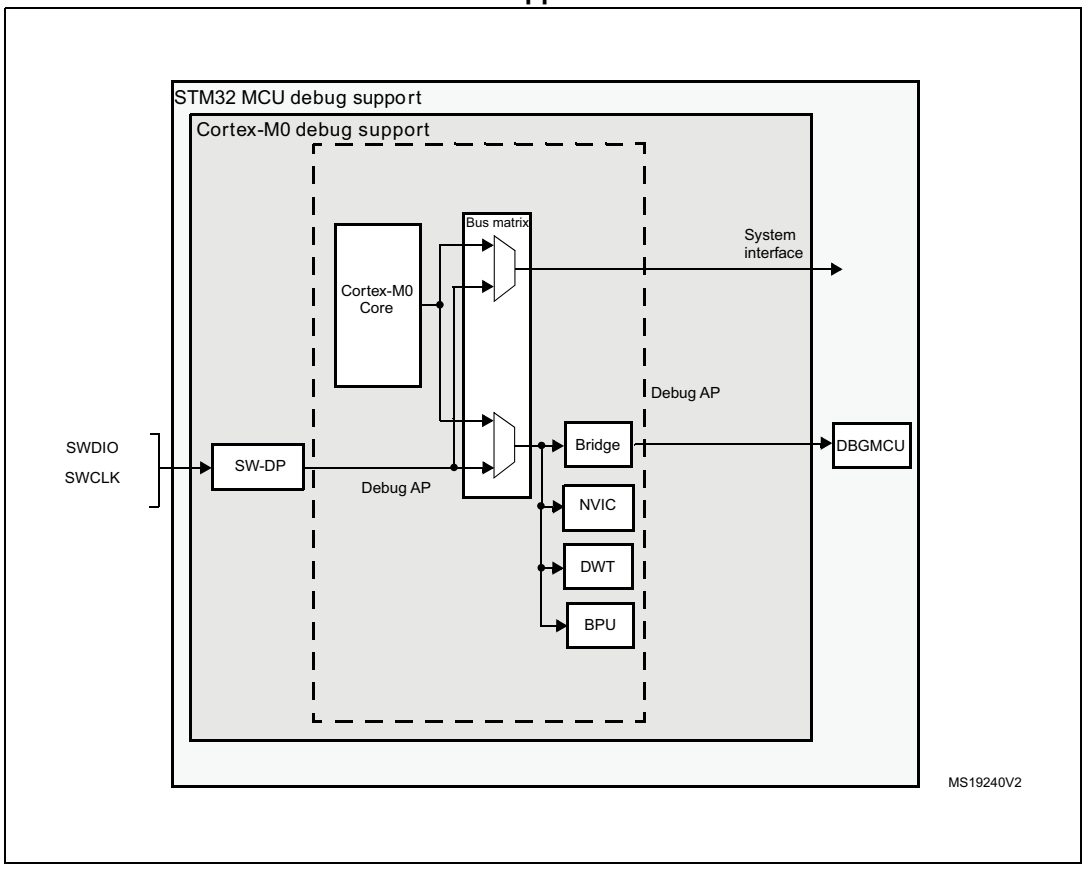
The STM32L010xx devices are built around a Cortex®-M0+ core which contains hardware extensions for advanced debugging features. The debug extensions allow the core to be stopped either on a given instruction fetch (breakpoint) or data access (watchpoint). When stopped, the core's internal state and the system's external state may be examined. Once examination is complete, the core and the system may be restored and program execution resumed.

The debug features are used by the debugger host when connecting to and debugging the STM32L010xx MCUs.

One interface for debug is available:

- Serial wire

Figure 226. Block diagram of STM32L010xx MCU and Cortex®-M0+-level debug support



1. The debug features embedded in the Cortex®-M0+ core are a subset of the Arm® CoreSight Design Kit.

The Arm® Cortex®-M0+ core provides integrated on-chip debug support. It is comprised of:

- SW-DP: Serial wire
- BPU: Break point unit
- DWT: Data watchpoint trigger

It also includes debug features dedicated to the STM32L010xx microcontrollers:

- Flexible debug pinout assignment
- MCU debug box (support for low-power modes, control over peripheral clocks, etc.)

Note: For further information on debug functionality supported by the Arm® Cortex®-M0+ core, refer to the Cortex®-M0+ Technical Reference Manual (see Section 24.2: Reference Arm® documentation).

24.2 Reference Arm® documentation

- Cortex®-M0+ Technical Reference Manual (TRM)
  It is available from www.infocenter.arm.com
- Arm® Debug Interface V5
- Arm® CoreSight Design Kit revision r1p1 Technical Reference Manual

24.3 Pinout and debug port pins

The STM32L010xx MCUs are available in various packages with different numbers of available pins.

24.3.1 SWD port pins

Two pins are used as outputs for the SW-DP as alternate functions of general purpose I/Os. These pins are available on all packages.

Table 117. SW debug port pins

SW-DP pin name	SW debug port		Pin assignment
	Type	Debug assignment	
SWDIO	IO	Serial Wire Data Input/Output	PA13
SWCLK	I	Serial Wire Clock	PA14

24.3.2 SW-DP pin assignment

After reset (SYSRESETn or PORESETn), the pins used for the SW-DP are assigned as dedicated pins which are immediately usable by the debugger host.

However, the MCU offers the possibility to disable the SWD port and can then release the associated pins for general-purpose I/O (GPIO) usage. For more details on how to disable SW-DP port pins, please refer to *Section 8.3.2: I/O pin alternate function multiplexer and mapping on page 191*.

24.3.3 Internal pull-up & pull-down on SWD pins

Once the SW I/O is released by the user software, the GPIO controller takes control of these pins. The reset states of the GPIO control registers put the I/Os in the equivalent states:

- SWDIO: input pull-up
- SWCLK: input pull-down

Embedded pull-up and pull-down resistors remove the need to add external resistors.

24.4 ID codes and locking mechanism

There are several ID codes inside the MCU. ST strongly recommends the tool manufacturers to lock their debugger using the MCU device ID located at address 0x40015800.

24.4.1 MCU device ID code

The STM32L010xx products integrate an MCU ID code. This ID identifies the ST MCU part number and the die revision.

This code is accessible by the software debug port (two pins) or by the user software.

Only the DEV_ID[15:0] should be used for identification by the debugger/programmer tools (the revision ID must not be taken into account).

For code example, refer to *A.18.1: DBG read device Id code example*.

DBG_IDCODE

Address: 0x4001 5800

Only 32-bit access supported. Read-only

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
REV_ID															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	DEV_ID											
					r	r	r	r	r	r	r	r	r	r	r

Bits 31:16 **REV_ID[15:0]** Revision identifier
This field indicates the revision of the device (see *Table 118: REV-ID values*).

Bits 15:12 Reserved: read 0b0110.

Bits 11:0 **DEV_ID[11:0]**: Device identifier
This field indicates the device ID:
Category 1 devices: 0x457
Category 2 devices: 0x425
Category 3 devices: 0x417
Category 5 devices: 0x447

Table 118. REV-ID values

REV_ID	Cat. 1 devices	Cat. 2 devices	Cat. 3 devices	Cat. 5 devices
0x1000	Rev A			
0x1008	Rev Z	-	Rev Z	-
0x1018	-	-	Rev Y	-
0x1038	-	-	Rev X	-
0x2000	-	Rev B	-	Rev B
0x2008	-	Rev Y	-	Rev Z
0x2018	-	Rev X	-	-

24.5 SWD port

24.5.1 SWD protocol introduction

This synchronous serial protocol uses two pins:

- SWCLK: clock from host to target
- SWDIO: bidirectional

The protocol allows two banks of registers (DPACC registers and APACC registers) to be read and written to.

Bits are transferred LSB-first on the wire.

For SWDIO bidirectional management, the line must be pulled-up on the board (100 kΩ recommended by Arm®). These pull-up resistors can be configured internally. No external pull-up resistors are required. .

Each time the direction of SWDIO changes in the protocol, a turnaround time is inserted where the line is not driven by the host nor the target. By default, this turnaround time is one bit time, however this can be adjusted by configuring the SWCLK frequency.

24.5.2 SWD protocol sequence

Each sequence consist of three phases:

1. Packet request (8 bits) transmitted by the host
2. Acknowledge response (3 bits) transmitted by the target
3. Data transfer phase (33 bits) transmitted by the host or the target

Table 119. Packet request (8-bits)

Bit	Name	Description
0	Start	Must be “1”
1	APnDP	0: DP Access 1: AP Access
2	RnW	0: Write Request 1: Read Request

Table 119. Packet request (8-bits) (continued)

Bit	Name	Description
4:3	A[3:2]	Address field of the DP or AP registers (refer to *Table 123 on page 712*)
5	Parity	Single bit parity of preceding bits
6	Stop	0
7	Park	Not driven by the host. Must be read as “1” by the target because of the pull-up

Refer to the Cortex®-M0+ *TRM* for a detailed description of DPACC and APACC registers.

The packet request is always followed by the turnaround time (default 1 bit) where neither the host nor target drive the line.

Table 120. ACK response (3 bits)

Bit	Name	Description
0..2	ACK	001: FAULT 010: WAIT 100: OK

The ACK Response must be followed by a turnaround time only if it is a READ transaction or if a WAIT or FAULT acknowledge has been received.

Table 121. DATA transfer (33 bits)

Bit	Name	Description
0..31	WDATA or RDATA	Write or Read data
32	Parity	Single parity of the 32 data bits

The DATA transfer must be followed by a turnaround time only if it is a READ transaction.

24.5.3 SW-DP state machine (reset, idle states, ID code)

The State Machine of the SW-DP has an internal ID code which identifies the SW-DP. It follows the JEP-106 standard. This ID code is the default Arm® one and is set to **0x0BC11477**(corresponding to Cortex®-M0+).

Note: Note that the SW-DP state machine is inactive until the target reads this ID code.

- The SW-DP state machine is in RESET STATE either after power-on reset, or after the line is high for more than 50 cycles
- The SW-DP state machine is in IDLE STATE if the line is low for at least two cycles after RESET state.
- After RESET state, it is **mandatory** to first enter into an IDLE state AND to perform a READ access of the DP-SW ID CODE register. Otherwise, the target will issue a FAULT acknowledge response on another transactions.

Further details of the SW-DP state machine can be found in the *Cortex®-M0+ TRM* and the *CoreSight Design Kit r1p0 TRM*.

24.5.4 DP and AP read/write accesses

- Read accesses to the DP are not posted: the target response can be immediate (if ACK=OK) or can be delayed (if ACK=WAIT).
- Read accesses to the AP are posted. This means that the result of the access is returned on the next transfer. If the next access to be done is NOT an AP access, then the DP-RDBUFF register must be read to obtain the result.
  The READOK flag of the DP-CTRL/STAT register is updated on every AP read access or RDBUFF read request to know if the AP read access was successful.
- The SW-DP implements a write buffer (for both DP or AP writes), that enables it to accept a write operation even when other transactions are still outstanding. If the write buffer is full, the target acknowledge response is “WAIT”. With the exception of IDCODE read or CTRL/STAT read or ABORT write which are accepted even if the write buffer is full.
- Because of the asynchronous clock domains SWCLK and HCLK, two extra SWCLK cycles are needed after a write transaction (after the parity bit) to make the write effective internally. These cycles should be applied while driving the line low (IDLE state)
  This is particularly important when writing the CTRL/STAT for a power-up request. If the next transaction (requiring a power-up) occurs immediately, it will fail.

24.5.5 SW-DP registers

Access to these registers are initiated when APnDP=0

Table 122. SW-DP registers

A[3:2]	R/W	CTRLSEL bit of SELECT register	Register	Notes
00	Read		IDCODE	The manufacturer code is set to the default Arm® code for Cortex®-M0+: **0x0BC11477** (identifies the SW-DP)
00	Write		ABORT	
01	Read/Write	0	DP-CTRL/STAT	Purpose is to: – request a system or debug power-up – configure the transfer operation for AP accesses – control the pushed compare and pushed verify operations. – read some status flags (overrun, power-up acknowledges)
01	Read/Write	1	WIRE CONTROL	Purpose is to configure the physical serial port protocol (like the duration of the turnaround time)

Table 122. SW-DP registers (continued)

A[3:2]	R/W	CTRLSEL bit of SELECT register	Register	Notes
10	Read		READ RESEND	Enables recovery of the read data from a corrupted debugger transfer, without repeating the original AP transfer.
10	Write		SELECT	The purpose is to select the current access port and the active 4-words register window
11	Read/Write		READ BUFFER	This read buffer is useful because AP accesses are posted (the result of a read AP request is available on the next AP transaction). This read buffer captures data from the AP, presented as the result of a previous read, without initiating a new transaction

24.5.6 SW-AP registers

Access to these registers are initiated when APnDP=1

There are many AP Registers addressed as the combination of:

- The shifted value A[3:2]
- The current value of the DP SELECT register.

Table 123. 32-bit debug port registers addressed through the shifted value A[3:2]

Address	A[3:2] value	Description
0x0	00	Reserved, must be kept at reset value.
0x4	01	DP CTRL/STAT register. Used to: – Request a system or debug power-up – Configure the transfer operation for AP accesses – Control the pushed compare and pushed verify operations. – Read some status flags (overrun, power-up acknowledges)
0x8	10	DP SELECT register: Used to select the current access port and the active 4-words register window. – Bits 31:24: APSEL: select the current AP – Bits 23:8: reserved – Bits 7:4: APBANKSEL: select the active 4-words register window on the current AP – Bits 3:0: reserved
0xC	11	DP RDBUFF register: Used to allow the debugger to get the final result after a sequence of operations (without requesting new JTAG-DP operation)

24.6 Core debug

Core debug is accessed through the core debug registers. Debug access to these registers is by means of the debug access port. It consists of four registers:

Table 124. Core debug registers

Register	Description
DHCSR	*The 32-bit Debug Halting Control and Status Register* This provides status information about the state of the processor enable core debug halt and step the processor
DCRSR	*The 17-bit Debug Core Register Selector Register:* This selects the processor register to transfer data to or from.
DCRDR	*The 32-bit Debug Core Register Data Register:* This holds data for reading and writing registers to and from the processor selected by the DCRSR (Selector) register.
DEMCR	*The 32-bit Debug Exception and Monitor Control Register:* This provides Vector Catching and Debug Monitor Control.

These registers are not reset by a system reset. They are only reset by a power-on reset. Refer to the Cortex®-M0+ TRM for further details.

To Halt on reset, it is necessary to:

- enable the bit0 (VC_CORRESET) of the Debug and Exception Monitor Control Register
- enable the bit0 (C_DEBUGEN) of the Debug Halting Control and Status Register

24.7 BPU (Break Point Unit)

The Cortex®-M0+ BPU implementation provides four breakpoint registers. The BPU is a subset of the Flash Patch and Breakpoint (FPB) block available in ARMv7-M (Cortex®-M3 and Cortex®-M4).

24.7.1 BPU functionality

The processor breakpoints implement PC based breakpoint functionality.

Refer the ARMv6-M Arm® and the Arm® CoreSight Components Technical Reference Manual for more information about the BPU CoreSight identification registers, and their addresses and access types.

24.8 DWT (Data Watchpoint)

The Cortex®-M0+ DWT implementation provides two watchpoint register sets.

24.8.1 DWT functionality

The processor watchpoints implement both data address and PC based watchpoint functionality, a PC sampling register, and support comparator address masking, as described in the *ARMv6-M Arm®*.

24.8.2 DWT Program Counter Sample Register

A processor that implements the data watchpoint unit also implements the ARMv6-M optional *DWT Program Counter Sample Register* (DWT_PCSR). This register permits a debugger to periodically sample the PC without halting the processor. This provides coarse grained profiling. See the *ARMv6-M Arm®* for more information.

The Cortex®-M0+ DWT_PCSR records both instructions that pass their condition codes and those that fail.

24.9 MCU debug component (DBG)

The MCU debug component helps the debugger provide support for:

- Low-power modes
- Clock control for timers, watchdog and I2C during a breakpoint

24.9.1 Debug support for low-power modes

To enter low-power mode, the instruction WFI or WFE must be executed.

The MCU implements several low-power modes which can either deactivate the CPU clock or reduce the power of the CPU.

The core does not allow FCLK or HCLK to be turned off during a debug session. As these are required for the debugger connection, during a debug, they must remain active. The MCU integrates special means to allow the user to debug software in low-power modes.

For this, the debugger host must first set some debug configuration registers to change the low-power mode behavior:

- In Sleep mode: FCLK and HCLK are still active. Consequently, this mode does not impose any restrictions on the standard debug features.
- In Stop/Standby mode, the DBG_STOP bit must be previously set by the debugger.

This enables the internal RC oscillator clock to feed FCLK and HCLK in Stop mode.

When one of the DBG_STANDBY, DBG_STOP and DBG_SLEEP bit is set and the internal reference voltage is stopped in low-power mode (ULP bit set in PWR_CR register), then the Fast wakeup must be enabled (FWU bit set in PWR_CR).

For code example, refer to *A.18.2: DBG debug in LPM code example*.

24.9.2 Debug support for timers, watchdog and I²C

During a breakpoint, it is necessary to choose how the counter of timers and watchdog should behave:

- They can continue to count inside a breakpoint. This is usually required when a PWM is controlling a motor, for example.
- They can stop to count inside a breakpoint. This is required for watchdog purposes.

For the I²C, the user can choose to block the SMBUS timeout during a breakpoint.

24.9.3 Debug MCU configuration register (DBG_CR)

The DBG_CR register allows to configure the low-power modes when the MCU is under debug. When one of DBG_CR bits is set, if ULP bit is set in PWR_CR, then FWU bit of PWR_CR must be set.

It is mapped at address 0x4001 5804.

This register is asynchronously reset by the PORESET (and not the system reset). It can be written by the debugger under system reset.

If the debugger host does not support these features, it is still possible for the user software to write to these registers.

Address: 0x04

Only 32-bit access supported

POR Reset: 0x0000 0000 (not reset by system reset)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG_ STAND BY	DBG_ STOP	DBG_ SLEEP
													rw	rw	rw

Bits 31:3 Reserved, must be kept at reset value.

Bit 2 **DBG_STANDBY:** Debug Standby mode

0: (FCLK=Off, HCLK=Off) The whole digital part is unpowered.
From software point of view, exiting from Standby is identical than fetching reset vector (except a few status bit indicated that the MCU is resuming from Standby)
1: (FCLK=On, HCLK=On) In this case, the digital part is not unpowered and FCLK and HCLK are provided by the internal RC oscillator which remains active. In addition, the MCU generate a system reset during Standby mode so that exiting from Standby is identical than fetching from reset

Bit 1 **DBG_STOP:** Debug Stop mode

0: (FCLK=Off, HCLK=Off) In Stop mode, the clock controller disables all clocks (including HCLK and FCLK). When exiting from Stop mode, the clock configuration is identical to the one after RESET. Consequently, the software must reprogram the clock controller to enable the PLL, the Xtal, etc.
1: (FCLK=On, HCLK=On) In this case, when entering Stop mode, FCLK and HCLK are provided by the internal RC oscillator which remains active in Stop mode. When exiting Stop mode, the software must reprogram the clock controller to enable the PLL, the Xtal, etc. (in the same way it would do in case of DBG_STOP=0)

Bit 0 **DBG_SLEEP:** Debug Sleep mode

0: In Sleep mode, FCLK is clocked by the system clock previously configured by the software while HCLK is disabled. The clock controller configuration is not reset and remains in its previously programmed state. As a consequence, when exiting from Sleep mode, the software does not need to reconfigure the clock controller.
1: In this case, when entering in Sleep mode, HCLK is fed by the same clock that is provided to FCLK (system clock previously configured by the software).

24.9.4 Debug MCU APB1 freeze register (DBG_APB1_FZ)

The DBG_APB1_FZ register is used to configure the following APB peripherals, when the MCU under debug:

- Timer clock counter freeze
- I2C SMBUS timeout freeze
- System window watchdog and independent watchdog counter freeze support.

This register is mapped at address 0x4001 5808.

The register is asynchronously reset by the POR (and not the system reset). It can be written by the debugger under system reset.

Address offset: 0X08

Only 32-bit access are supported.

Power on reset (POR): 0x0000 0000 (not reset by system reset)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
DBG_LPTIMER_STOP	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG_I2C1_STOP	Res.	Res.	Res.	Res.	Res.
rw										rw					

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	DBG_IWDG_STOP	DBG_WWDG_STOP	DBG_RTC_STOP	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG_TIM2_STOP
			rw	rw	rw										rw

Bit 31 **DBG_LPTIMER_STOP**: LPTIM1 counter stopped when core is halted
0: LPTIM1 counter clock is fed even if the core is halted
1: LPTIM1 counter clock is stopped when the core is halted

Bits 30:22 Reserved, must be kept at reset value.

Bit 21 **DBG_I2C1_STOP:** I2C1 SMBUS timeout mode stopped when core is halted
0: Same behavior as in normal mode
1: I2C1 SMBUS timeout is frozen

Bits 20:13 Reserved, must be kept at reset value.

Bit 12 **DBG_IWDG_STOP:** Debug independent watchdog stopped when core is halted
0: The independent watchdog counter clock continues even if the core is halted
1: The independent watchdog counter clock is stopped when the core is halted

Bit 11 **DBG_WWDG_STOP:** Debug window watchdog stopped when core is halted
0: The window watchdog counter clock continues even if the core is halted
1: The window watchdog counter clock is stopped when the core is halted

Bit 10 **DBG_RTC_STOP**: Debug RTC stopped when core is halted
0: The clock of the RTC counter is fed even if the core is halted
1: The clock of the RTC counter is stopped when the core is halted

Bits 9:1 Reserved, must be kept at reset value.

Bit 0 **DBG_TIM2_STOP:** TIM2 counter stopped when core is halted
0: The counter clock of TIM2 is fed even if the core is halted
1: The counter clock of TIM2 is stopped when the core is halted

24.9.5 Debug MCU APB2 freeze register (DBG_APB2_FZ)

The DBG_APB2_FZ register is used to configure some APB peripheral features when the MCU is under DEBUG:

- Timer clock counter freeze.

This register is mapped at address 0x4001580C.

It is asynchronously reset by the POR (and not the system reset). It can be written by the debugger under system reset.

Address: 0x0C

Only 32-bit access is supported.

POR: 0x0000 0000 (not reset by system reset)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG_TIM22_STOP	Res.	Res.	DBG_TIM21_STOP	Res.	Res.
										rw			rw		

Bits 31:6 Reserved, must be kept at reset value.

Bit 5 **DBG_TIM22_STOP**: TIM22 counter stopped when core is halted
0: The counter clock of TIM22 is fed even if the core is halted
1: The counter clock of TIM22 is stopped when the core is halted

Bits 4:3 Reserved, must be kept at reset value.

Bit 2 **DBG_TIM21_STOP:** TIM21 counter stopped when core is halted
0: The counter clock of TIM21 is fed even if the core is halted
1: The counter clock of TIM21 is stopped when the core is halted

Bits 1:0 Reserved, must be kept at reset value.

24.10 DBG register map

The following table summarizes the Debug registers.

Table 125. DBG register map and reset values

Addr.	Register	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x40015800	**DBG_ IDCODE**	REV_ID																Res.	Res.	Res.	Res.	DEV_ID											
	Reset value(1)	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X					X	X	X	X	X	X	X	X	X	X	X	X
0x40015804	**DBG_CR**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG_STANDBY	DBG_STOP	DBG_SLEEP
	Reset value																														0	0	0
0x40015808	**DBG_ APB1_FZ**	DBG_LPTIMER_STO	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG_I2C1_STOP	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	DBG_IWDG_STOP	DBG_WWDG_STOP	DBG_RTC_STOP	Res.	Res.	Res.	Res.	Res	Res	Res.	Res.	Res	DBG_TIM2_STOP
	Reset value	0										0									0	0	0										0
0x4001580C	**DBG_ APB2_FZ**	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res	DBG_TIM22_STOP	Res	Res.	DBG_TIM21_STOP	Res.	Res.
	Reset value																											0			0		

1. The reset value is product dependent. For more information, refer to *Section 24.4.1: MCU device ID code*.

25 Device electronic signature

This section applies to all STM32L010xx devices, unless otherwise specified.

The electronic signature is stored in the System memory area in the Flash memory module, and can be read using the JTAG/SWD or the CPU. It contains factory-programmed identification data that allow the user firmware or other external devices to automatically match its interface to the characteristics of the STM32L010xx microcontroller.

25.1 Memory size register

25.1.1 Flash size register

Base address: 0x1FF8 007C

Read only = 0xXXXX where X is factory-programmed

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
F_SIZE															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 15:0 **F_SIZE:** Flash memory size

The value stored in this field indicates the Flash memory size of the device expressed in Kbytes.
Example: 0x0040 = 64 Kbytes.

25.2 Unique device ID registers (96 bits)

The unique device identifier is ideally suited:

- for use as serial numbers
- for use as security keys in order to increase the security of code in Flash memory while using and combining this unique ID with software cryptographic primitives and protocols before programming the internal Flash memory
- to activate secure boot processes, etc.

The 96-bit unique device identifier provides a reference number which is unique for any device and in any context. These bits can never be altered by the user.

The 96-bit unique device identifier can also be read in single bytes/half-words/words in different ways and then be concatenated using a custom algorithm.

Base address: 0x1FF8 0050

Address offset: 0x00

Read only = 0xXXXX XXXX where X is factory-programmed

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
U_ID(31:16)															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
U_ID(15:0)															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 31:0 **U_ID(31:24):** WAF_NUM[7:0]
Wafer number (8-bit unsigned number)
U_ID(23:0): LOT_NUM[55:32]
Lot number (ASCII code)

Address offset: 0x04

Read only = 0xXXXX XXXX where X is factory-programmed

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48
U_ID(63:48)															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r
47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
U_ID(47:32)															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 63:32 **U_ID(63:32):** LOT_NUM[31:0]
Lot number (ASCII code)

Address offset: 0x14

Read only = 0xXXXX XXXX where X is factory-programmed

95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	80
U_ID(95:80)															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r
79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64
U_ID(79:64)															
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits 95:64 **U_ID(95:64):** 95:64 unique ID bits

Appendix A Code examples

A.1 Introduction

This appendix shows the code examples of the sequence described in this Reference Manual.

These code examples are extracted from the STM32L0xx Snippet firmware package **STM32SnippetsL0** available on *www.st.com*.

These code examples used the peripheral bit and register description from the CMSIS header file (stm32l0xx.h).

Code lines starting with // should be uncommented if the given register has been modified before.

A.2 NVM/RCC Operation code example

A.2.1 Increasing the CPU frequency preparation sequence code

```
/* (1) Set one wait state in Latency bit of FLASH_ACR */
/* (2) Check the latency is set */
/* (3) Switch the clock on HSI16/4 and disable PLL */
/* (4) Set PLLMUL to 16 to get 32MHz on CPU clock */
/* (5) Enable and switch on PLL */
FLASH->ACR |= FLASH_ACR_LATENCY; /* (1) */
while ((FLASH->ACR & FLASH_ACR_LATENCY) == 0); /* (2) */
SwitchFromPLLtoHSI(); /* (3) */
RCC->CFGR = (RCC->CFGR & (~(uint32_t)RCC_CFGR_PLLMUL))
            | RCC_CFGR_PLLMUL16; /* (4) */
SwitchOnPLL(); /* (5) */
```

A.2.2 Decreasing the CPU frequency preparation sequence code

```
/* (1) Switch the clock on HSI16/4 and disable PLL */
/* (2) Set PLLMUL to 4 to get 8MHz on CPU clock */
/* (3) Enable and switch on PLL */
/* (4) Set one wait state in Latency bit of FLASH_ACR */
/* (5) Check the latency is set */
SwitchFromPLLtoHSI(); /* (1) */
RCC->CFGR = (RCC->CFGR & (~(uint32_t)RCC_CFGR_PLLMUL))
            | RCC_CFGR_PLLMUL4; /* (2) */
SwitchOnPLL(); /* (3) */
FLASH->ACR &= ~FLASH_ACR_LATENCY; /* (4) */
while ((FLASH->ACR & FLASH_ACR_LATENCY) != 0); /* (5) */
```

A.2.3 Switch from PLL to HSI16 sequence code

```
uint32_t tickstart;
/* (1) Switch the clock on HSI16/4 */
/* (2) Wait for clock switched on HSI16/4 */
/* (3) Disable the PLL by resetting PLLON */
/* (4) Wait until PLLRDY is cleared */
RCC->CFGR = (RCC->CFGR & (~RCC_CFGR_SW)) | RCC_CFGR_SW_HSI; /* (1) */
tickstart = Tick;
while ((RCC->CFGR & RCC_CFGR_SWS) != RCC_CFGR_SWS_HSI) /* (2) */
{
  if ((Tick - tickstart ) > CLOCKSWITCH_TIMEOUT_VALUE)
  {
    /* Manage error */
    return;
  }
}
RCC->CR &= ~RCC_CR_PLLON; /* (3) */
tickstart = Tick;
while ((RCC->CR & RCC_CR_PLLRDY) != 0) /* (4) */
{
  if ((Tick - tickstart ) > PLL_TIMEOUT_VALUE)
  {
    /* Manage error */
  }
}
```

Note: Tick is a global variable incremented in the SysTick ISR each millisecond.

A.2.4 Switch to PLL sequence code

```
uint32_t tickstart;
/* (1) Switch on the PLL */
/* (2) Wait for PLL ready */
/* (3) Switch the clock to the PLL */
/* (4) Wait until the clock is switched to the PLL */
RCC->CR |= RCC_CR_PLLON; /* (1) */
tickstart = Tick;
while ((RCC->CR & RCC_CR_PLLRDY) == 0) /* (2) */
{
  if ((Tick - tickstart ) > PLL_TIMEOUT_VALUE)
  {
    error = ERROR_PLL_TIMEOUT; /* Report an error */
    return;
  }
}
RCC->CFGR = (RCC->CFGR & (~RCC_CFGR_SW)) | RCC_CFGR_SW_PLL; /* (3) */
```

```
tickstart = Tick;
while ((RCC->CFGR & RCC_CFGR_SWS) != RCC_CFGR_SWS_PLL) /* (4) */
{
  if ((Tick - tickstart ) > CLOCKSWITCH_TIMEOUT_VALUE)
  {
    error = ERROR_CLKSWITCH_TIMEOUT; /* Report an error */
    return;
  }
}
```

Note: Tick is a global variable incremented in the SysTick ISR each millisecond.

A.3 NVM Operation code example

A.3.1 Unlocking the data EEPROM and FLASH_PECR register code example

```
/* (1) Wait till no operation is on going */
/* (2) Check if the PELOCK is unlocked */
/* (3) Perform unlock sequence */
while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (1) */
{
   /* For robust implementation, add here time-out management */
}
if ((FLASH->PECR & FLASH_PECR_PELOCK) != 0) /* (2) */
{
  FLASH->PEKEYR = FLASH_PEKEY1; /* (3) */
  FLASH->PEKEYR = FLASH_PEKEY2;
}
```

A.3.2 Locking data EEPROM and FLASH_PECR register code example

```
/* (1) Wait till no operation is on going */
/* (2) Locks the NVM by setting PELOCK in PECR */
while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (1) */
{
  /* For robust implementation, add here time-out management */
}
FLASH->PECR |= FLASH_PECR_PELOCK; /* (2) */
```

A.3.3 Unlocking the NVM program memory code example

```
/* (1) Wait till no operation is on going */
/* (2) Check that the PELOCK is unlocked */
/* (3) Check if the PRGLOCK is unlocked */
/* (4) Perform unlock sequence */
while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (1) */
```

```
{
  /* For robust implementation, add here time-out management */
}
if ((FLASH->PECR & FLASH_PECR_PELOCK) == 0) /* (2) */
{
  if ((FLASH->PECR & FLASH_PECR_PRGLOCK) != 0) /* (3) */
  {
    FLASH->PRGKEYR = FLASH_PRGKEY1; /* (4) */
    FLASH->PRGKEYR = FLASH_PRGKEY2;
  }
}
```

A.3.4 Unlocking the option bytes area code example

```
/* (1) Wait till no operation is on going */
/* (2) Check that the PELOCK is unlocked */
/* (3) Check if the OPTLOCK is unlocked */
/* (4) Perform unlock sequence */
while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (1) */
{
  /* For robust implementation, add here time-out management */
}
if ((FLASH->PECR & FLASH_PECR_PELOCK) == 0) /* (2) */
{
  if ((FLASH->PECR & FLASH_PECR_OPTLOCK) != 0) /* (2) */
  {
    FLASH->OPTKEYR = FLASH_OPTKEY1; /* (3) */
    FLASH->OPTKEYR = FLASH_OPTKEY2;
  }
}
```

A.3.5 Write to data EEPROM code example

```
*(uint8_t *)(DATA_E2_ADDR+i) = DATA_BYTE;
*(uint16_t *)(DATA_E2_ADDR+j) = DATA_16B_WORD;
*(uint32_t *)(DATA_E2_ADDR) = DATA_32B_WORD;
```

DATA_E2_ADDR is an aligned address in the data EEPROM area.

i can be any integer.

j must be an even integer.

A.3.6 Erase to data EEPROM code example

```
/* (1) Set the ERASE and DATA bits in the FLASH_PECR register
       to enable page erasing */
/* (2) Write a 32-bit word value at the desired address
       to start the erase sequence */
```

```
/* (3) Enter in wait for interrupt. The EOP check is done in the Flash ISR
       */
/* (6) Reset the ERASE and DATA bits in the FLASH_PECR register
       to disable the page erase */
FLASH->PECR |= FLASH_PECR_ERASE | FLASH_PECR_DATA; /* (1) */
*(__IO uint32_t *)addr = (uint32_t)0; /* (2) */
__WFI(); /* (3) */
FLASH->PECR &= ~(FLASH_PECR_ERASE | FLASH_PECR_DATA); /* (4) */
```

A.3.7 Program Option byte code example

```
/**
  * This function programs a 16-bit option byte and its complement word.
  * Param None
  * Retval None
  */
__INLINE __RAM_FUNC void OptionByteProg(uint8_t index, uint16_t data)
{
  /* (1) Write a 32-bit word value at the option byte address,
         the 16-bit data is extended with its compemented value */
  /* (3) Wait until the BSY bit is reset in the FLASH_SR register */
  /* (4) Check the EOP flag in the FLASH_SR register */
  /* (5) Clear EOP flag by software by writing EOP at 1 */
  *(__IO uint32_t *)(OB_BASE + index) = (uint32_t)((~data << 16) | data);
   /* (1) */
  while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (2) */
  {
    /* For robust implementation, add here time-out management */
  }
  if ((FLASH->SR & FLASH_SR_EOP) != 0) /* (3) */
  {
    FLASH->SR = FLASH_SR_EOP; /* (4) */
  }
  else
  {
    /* Manage the error cases */
  }
}
```

Note: This function must be loaded in RAM.

A.3.8 Erase Option byte code example

```
/**
  * This function erases a 16-bit option byte and its complement
    word.
  * Param None
```

```
  * Retval None
*/
__INLINE __RAM_FUNC void OptionByteErase(uint8_t index)
{
  /* (1) Set the ERASE bit in the FLASH_PECR register
         to enable option byte erasing */
  /* (2) Write a 32-bit word value at the option byte address to be erased
         to start the erase sequence */
  /* (3) Wait until the BSY bit is reset in the FLASH_SR register */
  /* (4) Check the EOP flag in the FLASH_SR register */
  /* (5) Clear EOP flag by software by writing EOP at 1 */
  /* (6) Reset the ERASE and PROG bits in the FLASH_PECR register
         to disable the page erase */
  FLASH->PECR |= FLASH_PECR_ERASE; /* (1) */
  *(__IO uint32_t *)(OB_BASE + index) = 0; /* (2) */
  while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (3) */
  {
    /* For robust implementation, add here time-out management */
  }
  if ((FLASH->SR & FLASH_SR_EOP) != 0) /* (4) */
  {
    FLASH->SR |= FLASH_SR_EOP; /* (5) */
  }
  else
  {
    /* Manage the error cases */
  }
  FLASH->PECR &= ~(FLASH_PECR_ERASE); /* (6) */
}
```

Note: This function must be loaded in RAM.

A.3.9 Program a single word to Flash program memory code example

```
/* (1) Perform the data write (32-bit word) at the desired address */
/* (2) Wait until the BSY bit is reset in the FLASH_SR register */
/* (3) Check the EOP flag in the FLASH_SR register */
/* (4) clear it by software by writing it at 1 */
*(__IO uint32_t*)(flash_addr) = data; /* (1) */
while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (2) */
{
  /* For robust implementation, add here time-out management */
}
if ((FLASH->SR & FLASH_SR_EOP) != 0) /* (3) */
{
  FLASH->SR = FLASH_SR_EOP; /* (4) */
```

```
}
else
{
  /* Manage the error cases */
}
```

A.3.10 Program half-page to Flash program memory code example

```
/**
  * This function programs a half page. It is executed from the RAM.
  * The Programming bit (PROG) and half-page programming bit (FPRG)
  * is set at the beginning and reset at the end of the function,
  * in case of successive programming, these two operations
  * could be performed outside the function.
  * This function waits the end of programming, clears the appropriate
  * bit in the Status register and eventually reports an error.
  * Param flash_addr is the first address of the half-page to be programmed
  * data is the 32-bit word array to program
  * Retval None
  */
__RAM_FUNC void FlashHalfPageProg(uint32_t flash_addr, uint32_t *data)
{
  uint8_t i;
  /* (1) Set the PROG and FPRG bits in the FLASH_PECR register
         to enable a half page programming */
  /* (2) Perform the data write (half-word) at the desired address */
  /* (3) Wait until the BSY bit is reset in the FLASH_SR register */
  /* (4) Check the EOP flag in the FLASH_SR register */
  /* (5) clear it by software by writing it at 1 */
  /* (6) Reset the PROG and FPRG bits to disable programming */
  FLASH->PECR |= FLASH_PECR_PROG | FLASH_PECR_FPRG; /* (1) */
  for (i = 0; i < ((FLASH_PAGE_SIZE/2) / 4); i++)
  {
    *(__IO uint32_t*)(flash_addr) = *data++; /* (2) */
  }
  while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (3) */
  {
    /* For robust implementation, add here time-out management */
  }
  if ((FLASH->SR & FLASH_SR_EOP) != 0) /* (4) */
  {
    FLASH->SR = FLASH_SR_EOP; /* (5) */
  }
  else
  {
```

```
    /* Manage the error cases */
  }
  FLASH->PECR &= ~(FLASH_PECR_PROG | FLASH_PECR_FPRG); /* (6) */
}
```

Note: This function must be loaded in RAM.

A.3.11 Erase a page in Flash program memory code example

```
/**
  * This function erases a page of flash.
  * The Page Erase bit (PER) is set at the beginning and reset
  * at the end of the function, in case of successive erase,
  * these two operations could be performed outside the function.
  * Param page_addr is an address inside the page to erase
  * Retval None
  */
__INLINE void FlashErase(uint32_t page_addr)
{
  /* (1) Set the ERASE and PROG bits in the FLASH_PECR register
         to enable page erasing */
  /* (2) Write a 32-bit word value in an address of the selected page
         to start the erase sequence */
  /* (3) Wait until the BSY bit is reset in the FLASH_SR register */
  /* (4) Check the EOP flag in the FLASH_SR register */
  /* (5) Clear EOP flag by software by writing EOP at 1 */
  /* (6) Reset the ERASE and PROG bits in the FLASH_PECR register
         to disable the page erase */
  FLASH->PECR |= FLASH_PECR_ERASE | FLASH_PECR_PROG; /* (1) */
  *(__IO uint32_t *)page_addr = (uint32_t)0; /* (2) */
  while ((FLASH->SR & FLASH_SR_BSY) != 0) /* (3) */
  {
    /* For robust implementation, add here time-out management */
  }
  if ((FLASH->SR & FLASH_SR_EOP) != 0) /* (4) */
  {
    FLASH->SR = FLASH_SR_EOP; /* (5) */
  }
  else
  {
    /* Manage the error cases */
  }
  FLASH->PECR &= ~(FLASH_PECR_ERASE | FLASH_PECR_PROG); /* (6) */
}
```

A.3.12 Mass erase code example

```
/**
  * This function performs a mass erase of the flash.
  * This function is loaded in RAM.
  * Param None
  * Retval while successful, the function never returns except if executed
    from RAM
  */
__RAM_FUNC void FlashMassErase(void)
{
  /* (1) Check if the read protection is not level 2 */
  /* (2) Check if the read protection is not level 1 */
  /* (3) Erase the Option byte containing the read protection */
  /* (4) Reload the Option bytes */
  /* (5) Program read protection to level 1 by writing 0xAA
         to start the mass erase */
  /* (6) Lock the NVM by setting the PELOCK bit */
  if ((FLASH->OPTR & 0x000000FF) == 0xCC) /* (1) */
  {
    /* Report the error and abort*/
    return;
  }
  else if ((FLASH->OPTR & 0x000000FF) == 0xAA) /* (2) */
  {
    OptionByteErase(FLASH_OPTR0); /* (3) */
    FLASH->PECR |= FLASH_PECR_OBL_LAUNCH; /* (4) */
    /* The MCU will reset while executing the option bytes reloading */
  }
  OptionByteProg(FLASH_OPTR0, 0x00AA); /* (5) */
  if (*(uint32_t *)(FLASH_MAIN_ADDR ) != (uint32_t)0) /* Check the erasing
  of the page by reading all the page value */
  {
    /* Report the error */
  }
  LockNVM(); /* (6) */
  while (1) /* Infinite loop */
  {
  }
}
```

Note: This function uses two other ones in A.3.7: Program Option byte code example and A.3.8: Erase Option byte code example.

A.4 Clock Controller

A.4.1 HSE start sequence code example

```
/**
  * This function enables the interrupton HSE ready,
  * and start the HSE as external clock.
  * Param None
  * Retval None
*/
__INLINE void StartHSE(void)
{
  /* Configure NVIC for RCC */
  /* (1) Enable Interrupt on RCC */
  /* (2) Set priority for RCC */
  NVIC_EnableIRQ(RCC_CRS_IRQn); /* (1) */
  NVIC_SetPriority(RCC_CRS_IRQn,0); /* (2) */

  /* (1) Enable interrupt on HSE ready */
  /* (2) Enable the CSS
         Enable the HSE and set HSEBYP to use the external clock
         instead of an oscillator
         Enable HSE */
  /* Note : the clock is switched to HSE in the RCC_CRS_IRQHandler ISR */
  RCC->CIER |= RCC_CIER_HSERDYIE; /* (1) */
  RCC->CR |= RCC_CR_CSSHSEON | RCC_CR_HSEBYP | RCC_CR_HSEON; /* (2) */
}

/**
  * This function handles RCC interrupt request
  * and switch the system clock to HSE.
  * Param None
  * Retval None
  */
void RCC_CRS_IRQHandler(void)
{
  /* (1) Check the flag HSE ready */
  /* (2) Clear the flag HSE ready */
  /* (3) Switch the system clock to HSE */
  if ((RCC->CifR & RCC_CifR_HSERDYF) != 0) /* (1) */
  {
    RCC->CICR |= RCC_CICR_HSERDYC; /* (2) */
    RCC->CFGR = ((RCC->CFGR & (~RCC_CFGR_SW)) | RCC_CFGR_SW_HSE); /* (3) */
  }
  else
```

```
  {
    /* Manage error */
  }
}
```

A.4.2 PLL configuration modification code example

```
/* (1) Test if PLL is used as System clock */
/* (2) Select HSI as system clock */
/* (3) Wait for HSI switched */
/* (4) Disable the PLL */
/* (5) Wait until PLLRDY is cleared */
/* (6) Set latency to 1 wait state */
/* (7) Set the PLL multiplier to 24 and divider by 3 */
/* (8) Enable the PLL */
/* (9) Wait until PLLRDY is set */
/* (10) Select PLL as system clock */
/* (11) Wait until the PLL is switched on */
if ((RCC->CFGR & RCC_CFGR_SWS) == RCC_CFGR_SWS_PLL) /* (1) */
{
  RCC->CFGR = (RCC->CFGR & (uint32_t) (~RCC_CFGR_SW))
            | RCC_CFGR_SW_HSI; /* (2) */
  while ((RCC->CFGR & RCC_CFGR_SWS) != RCC_CFGR_SWS_HSI) /* (3) */
  {
    /* For robust implementation, add here time-out management */
  }
}
RCC->CR &= (uint32_t)(~RCC_CR_PLLON);/* (4) */
while((RCC->CR & RCC_CR_PLLRDY) != 0) /* (5) */
{
  /* For robust implementation, add here time-out management */
}
FLASH->ACR |= FLASH_ACR_LATENCY; /* (6) */
RCC->CFGR = RCC->CFGR & (~(RCC_CFGR_PLLMUL| RCC_CFGR_PLLDIV ))
          | (RCC_CFGR_PLLMUL24 | RCC_CFGR_PLLDIV2); /* (7) */
RCC->CR |= RCC_CR_PLLON; /* (8) */
while ((RCC->CR & RCC_CR_PLLRDY) == 0) /* (9) */
{
  /* For robust implementation, add here time-out management */
}
RCC->CFGR |= (uint32_t) (RCC_CFGR_SW_PLL); /* (10) */
while ((RCC->CFGR & RCC_CFGR_SWS) != RCC_CFGR_SWS_PLL) /* (11) */
{
  /* For robust implementation, add here time-out management */
}
```

A.4.3 MCO selection code example

```
/* (1) Clear the MCO selection bits */
/* (2)Select system clock/4 to be output on the MCO without prescaler */
RCC->CFGR &= (uint32_t) RCC_CFGR_MCOSEL; /* (1) */
RCC->CFGR |= RCC_CFGR_MCO_SYSCLK | RCC_CFGR_MCO_PRE_4; /* (2) */
```

A.5 GPIOs

A.5.1 Locking mechanism code example

```
/* (1) Write LCKK bit to 1 and set the pin bits to lock */
/* (2) Write LCKK bit to 0 and set the pin bits to lock */
/* (3) Write LCKK bit to 1 and set the pin bits to lock */
/* (4) Read the Lock register */
/* (5) Check the Lock register (optionnal) */
GPIOA->LCKR = GPIO_LCKR_LCKK + lock; /* (1) */
GPIOA->LCKR = lock; /* (2) */
GPIOA->LCKR = GPIO_LCKR_LCKK + lock; /* (3) */
GPIOA->LCKR; /* (4) */
if ((GPIOA->LCKR & GPIO_LCKR_LCKK) == 0) /* (5) */
{
  /* Manage error */
}
```

A.5.2 Alternate function selection sequence code example

```
/* (1) Enable the peripheral clock of Timer 2 */
/* (2) Enable the peripheral clock of GPIOA */
/* (3) Select Alternate function mode (10) on GPIOA pin 0 */
/* (4) Select TIM2_CH1 on PA0 by enabling AF2 for pin 0 in GPIOA AFRL
       register */
RCC->APB1ENR |= RCC_APB1ENR_TIM2EN; /* (1) */
RCC->IOPENR |= RCC_IOPENR_GPIOAEN; /* (2) */
GPIOA->MODER = (GPIOA->MODER & ~(GPIO_MODER_MODE0)) \
             | (GPIO_MODER_MODE0_1); /* (3) */
GPIOA->AFR[0] |= 0x2; /* (4) */
```

A.5.3 Analog GPIO configuration code example

```
/* (1) Enable the peripheral clock of GPIOA */
/* (2) Select Analog mode (00- default) on GPIOA pin 0 */
RCC->IOPENR |= RCC_IOPENR_GPIOAEN; /* (1) */
GPIOA->MODER &= ~(GPIO_MODER_MODE0); /* (2) */
```

A.6 DMA

A.6.1 DMA Channel Configuration sequence code example

```
/* (1) Enable the peripheral clock on DMA */
/* (2) Remap DMA channel1 on ADC (reset value) */
/* (3) Enable DMA transfer on ADC */
/* (4) Configure the peripheral data register address */
/* (5) Configure the memory address */
/* (6) Configure the number of DMA tranfer to be performs on channel 1 */
/* (7) Configure increment, size and interrupts */
/* (8) Enable DMA Channel 1 */
RCC->AHBENR |= RCC_AHBENR_DMA1EN; /* (1) */
//DMA1_CSELR->CSELR &= (uint32_t)(~DMA_CSELR_C1S); /* (2) */
ADC1->CFGR1 |= ADC_CFGR1_DMAEN; /* (3) */
DMA1_Channel1->CPAR = (uint32_t) (&(ADC1->DR)); /* (4) */
DMA1_Channel1->CMAR = (uint32_t)(ADC_array); /* (5) */
DMA1_Channel1->CNDTR = 3; /* (6) */
DMA1_Channel1->CCR |= DMA_CCR_MINC | DMA_CCR_MSIZE_0 | DMA_CCR_PSIZE_0 \
                    | DMA_CCR_TEIE | DMA_CCR_TCIE ; /* (7) */
DMA1_Channel1->CCR |= DMA_CCR_EN; /* (8) */

/* Configure NVIC for DMA */
/* (1) Enable Interrupt on DMA Channel 1 */
/* (2) Set priority for DMA Channel 1 */
NVIC_EnableIRQ(DMA1_Channel1_IRQn); /* (1) */
NVIC_SetPriority(DMA1_Channel1_IRQn,0); /* (2) */
```

A.7 Interrupts and event

A.7.1 NVIC initialization example

```
/* Configure NVIC for ADC */
/* (1) Enable Interrupt on ADC */
/* (2) Set priority for ADC */
NVIC_EnableIRQ(ADC1_COMP_IRQn); /* (1) */
NVIC_SetPriority(ADC1_COMP_IRQn,0); /* (2) */
```

A.7.2 Extended interrupt selection code example

```
/* (1) Enable the peripheral clock of GPIOA */
/* (2) Select input mode (00) on GPIOA pin 0 */
/* (3) Select Port A for pin 0 extended interrupt by writing 0000
       in EXTI0 (reset value) */
/* (4) Configure the corresponding mask bit in the EXTI_IMR register */
```

```
/* (5) Configure the Trigger Selection bits of the Interrupt line
       on rising edge */
/* (6) Configure the Trigger Selection bits of the Interrupt line
       on falling edge */
RCC->IOPENR |= RCC_IOPENR_GPIOAEN; /* (1) */
GPIOA->MODER = (GPIOA->MODER & ~(GPIO_MODER_MODE0)); /* (2) */
//SYSCFG->EXTICR[0] &= (uint16_t)~SYSCFG_EXTICR1_EXTI0_PA; /* (3) */
EXTI->IMR |= 0x0001; /* (4) */
EXTI->RTSR |= 0x0001; /* (5) */
//EXTI->FTSR |= 0x0001; /* (6) */

/* Configure NVIC for Extended Interrupt */
/* (7) Enable Interrupt on EXTI0_1 */
/* (8) Set priority for EXTI0_1 */
NVIC_EnableIRQ(EXTI0_1_IRQn); /* (7) */
NVIC_SetPriority(EXTI0_1_IRQn,0); /* (8) */
```

A.8 ADC

A.8.1 Calibration code example

```
/* (1) Ensure that ADEN = 0 */
/* (2) Clear ADEN */
/* (3) Set ADCAL=1 */
/* (4) Wait until EOCAL=1 */
/* (5) Clear EOCAL */
if ((ADC1->CR & ADC_CR_ADEN) != 0) /* (1) */
{
   ADC1->CR |= ADC_CR_ADDIS; /* (2) */
}
ADC1->CR |= ADC_CR_ADCAL; /* (3) */
while ((ADC1->ISR & ADC_ISR_EOCAL) == 0) /* (4) */
{
  /* For robust implementation, add here time-out management */
}
ADC1->ISR |= ADC_ISR_EOCAL; /* (5) */
```

A.8.2 ADC enable sequence code example

```
/* (1) Clear the ADRDY bit */
/* (2) Enable the ADC */
/* (3) Wait until ADC ready */
ADC1->ISR |= ADC_ISR_ADRDY; /* (1) */
ADC1->CR |= ADC_CR_ADEN; /* (2) */
if ((ADC1->CFGR1 & ADC_CFGR1_AUTOFF) == 0)
```

```
{
  while ((ADC1->ISR & ADC_ISR_ADRDY) == 0) /* (3) */
  {
    /* For robust implementation, add here time-out management */
  }
}
```

A.8.3 ADC disable sequence code example

```
/* (1) Ensure that no conversion on going */
/* (2) Stop any ongoing conversion */
/* (3) Wait until ADSTP is reset by hardware i.e. conversion is stopped */
/* (4) Disable the ADC */
/* (5) Wait until the ADC is fully disabled */
if ((ADC1->CR & ADC_CR_ADSTART) != 0) /* (1) */
{
  ADC1->CR |= ADC_CR_ADSTP; /* (2) */
}
while ((ADC1->CR & ADC_CR_ADSTP) != 0) /* (3) */
{
  /* For robust implementation, add here time-out management */
}
ADC1->CR |= ADC_CR_ADDIS; /* (4) */
while ((ADC1->CR & ADC_CR_ADEN) != 0) /* (5) */
{
  /* For robust implementation, add here time-out management */
}
```

A.8.4 ADC clock selection code example

```
/* (1) Select PCLK by writing 11 in CKMODE */
ADC1->CFGR2 |= ADC_CFGR2_CKMODE; /* (1) */
```

A.8.5 Single conversion sequence code example - Software trigger

```
/* (1) Select HSI16 by writing 00 in CKMODE (reset value) */
/* (2) Select the auto off mode */
/* (3) Select CHSEL17 for VRefInt */
/* (4) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater than
       17.1us */
/* (5) Wake-up the VREFINT (only for VRefInt) */
//ADC1->CFGR2 &= ~ADC_CFGR2_CKMODE; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_AUTOFF; /* (2) */
ADC1->CHSELR = ADC_CHSELR_CHSEL17; /* (3) */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (4) */
ADC->CCR |= ADC_CCR_VREFEN; /* (5) */
...
```

```
/* Performs the AD conversion */
ADC1->CR |= ADC_CR_ADSTART; /* start the ADC conversion */
while ((ADC1->ISR & ADC_ISR_EOC) == 0) /* wait end of conversion */
{
  /* For robust implementation, add here time-out management */
}
```

A.8.6 Continuous conversion sequence code example - Software trigger

```
/* (1) Select HSI16 by writing 00 in CKMODE (reset value) */
/* (2) Select the continuous mode and scanning direction */
/* (3) Select CHSEL4, CHSEL9 and CHSEL17 */
/* (4) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater
       than 5 us */
/* (5) Enable interrupts on EOC, EOSEQ and overrrun */
/* (6) Wake-up the VREFINT (only for VRefInt) */
//ADC1->CFGR2 &= ~ADC_CFGR2_CKMODE; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_WAIT |ADC_CFGR1_CONT | ADC_CFGR1_SCANDIR;/* (2) */
ADC1->CHSELR = ADC_CHSELR_CHSEL4 | ADC_CHSELR_CHSEL9 \
             | ADC_CHSELR_CHSEL17; /* (3) */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (4) */
ADC1->IER = ADC_IER_EOCIE | ADC_IER_EOSEQIE | ADC_IER_OVRIE; /* (5) */
ADC->CCR |= ADC_CCR_VREFEN; /* (6) */

/* Configure NVIC for ADC */
/* (1) Enable Interrupt on ADC */
/* (2) Set priority for ADC */
NVIC_EnableIRQ(ADC1_COMP_IRQn); /* (1) */
NVIC_SetPriority(ADC1_COMP_IRQn,0); /* (2) */
```

A.8.7 Single conversion sequence code example - Hardware trigger

```
/* (1) Select HSI16 by writing 00 in CKMODE (reset value) */
/* (2) Select the external trigger on falling edge and external trigger on
       TIM22_TRGO by selecting TRG4 (EXTSEL = 100) */
/* (3) Select CHSEL17 for VRefInt */
/* (4) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater
       than 5us */
/* (5) Wake-up the VREFINT (only for VRefInt) */
//ADC1->CFGR2 &= ~ADC_CFGR2_CKMODE; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_EXTEN_0 | ADC_CFGR1_EXTSEL_2 ; /* (2) */
ADC1->CHSELR = ADC_CHSELR_CHSEL17; /* (3) */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (4) */
ADC->CCR |= ADC_CCR_VREFEN; /* (5) */
```

Note: Then TIM22 must be configured to generate an external trigger on TRG0 periodically.

A.8.8 Continuous conversion sequence code example - Hardware trigger

```
/* (1) Select HSI16 by writing 00 in CKMODE (reset value) */
/* (2) Select the external trigger on TIM22_TRGO (TRG4 i.e. EXTSEL = 100
       and rising edge, the continuous mode and scanning direction */
/* (3) Select CHSEL4, CHSEL9 and CHSEL17 */
/* (4) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater
       than 5us */
/* (5) Enable interrupts on EOC, EOSEQ and overrrun */
/* (6) Wake-up the VREFINT (only for VRefInt) */
//ADC1->CFGR2 &= ~ADC_CFGR2_CKMODE; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_EXTEN_0 | ADC_CFGR1_EXTSEL_2 | ADC_CFGR1_CONT \
             | ADC_CFGR1_SCANDIR; /* (2) */
ADC1->CHSELR = ADC_CHSELR_CHSEL4 | ADC_CHSELR_CHSEL9 \
             | ADC_CHSELR_CHSEL17; /* (3 */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (4) */
ADC1->IER = ADC_IER_EOCIE | ADC_IER_EOSEQIE | ADC_IER_OVRIE; /* (5) */
ADC->CCR |= ADC_CCR_VREFEN; /* (6) */
/* Configure NVIC for ADC */
/* (1) Enable Interrupt on ADC */
/* (2) Set priority for ADC */
NVIC_EnableIRQ(ADC1_COMP_IRQn); /* (1) */
NVIC_SetPriority(ADC1_COMP_IRQn,0); /* (2) */
```

A.8.9 DMA one shot mode sequence code example

```
/* (1) Enable the peripheral clock on DMA */
/* (2) Enable DMA transfer on ADC - DMACFG is kept at 0 for one shot mode */
/* (3) Configure the peripheral data register address */
/* (4) Configure the memory address */
/* (5) Configure the number of DMA transfer to be performs
       on DMA channel 1 */
/* (6) Configure increment, size and interrupts */
/* (7) Enable DMA Channel 1 */
RCC->AHBENR |= RCC_AHBENR_DMA1EN; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_DMAEN; /* (2) */
DMA1_Channel1->CPAR = (uint32_t) (&(ADC1->DR)); /* (3) */
DMA1_Channel1->CMAR = (uint32_t)(ADC_array); /* (4) */
DMA1_Channel1->CNDTR = NUMBER_OF_ADC_CHANNEL; /* (5) */
DMA1_Channel1->CCR |= DMA_CCR_MINC | DMA_CCR_MSIZE_0 | DMA_CCR_PSIZE_0 \
                    | DMA_CCR_TEIE | DMA_CCR_TCIE ; /* (6) */
DMA1_Channel1->CCR |= DMA_CCR_EN; /* (7) */
```

A.8.10 DMA circular mode sequence code example

```
/* (1) Enable the peripheral clock on DMA */
/* (2) Enable DMA transfer on ADC and circular mode */
/* (3) Configure the peripheral data register address */
/* (4) Configure the memory address */
/* (5) Configure the number of DMA tranfer to be performs
       on DMA channel 1 */
/* (6) Configure increment, size, interrupts and circular mode */
/* (7) Enable DMA Channel 1 */
RCC->AHBENR |= RCC_AHBENR_DMA1EN; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_DMAEN | ADC_CFGR1_DMACFG; /* (2) */
DMA1_Channel1->CPAR = (uint32_t) (&(ADC1->DR)); /* (3) */
DMA1_Channel1->CMAR = (uint32_t)(ADC_array); /* (4) */
DMA1_Channel1->CNDTR = NUMBER_OF_ADC_CHANNEL; /* (5) */
DMA1_Channel1->CCR |= DMA_CCR_MINC | DMA_CCR_MSIZE_0 | DMA_CCR_PSIZE_0 \
                    | DMA_CCR_TEIE | DMA_CCR_CIRC; /* (6) */
DMA1_Channel1->CCR |= DMA_CCR_EN; /* (7) */
```

A.8.11 Wait mode sequence code example

```
/* (1) Select PCLK by writing 11 in CKMODE */
/* (2) Select the continuous mode and the wait mode */
/* (3) Select CHSEL4, CHSEL9 and CHSEL17 */
/* (4) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater
       than 17.1us */
/* (5) Enable interrupts on overrrun */
/* (6) Wake-up the VREFINT (only for VRefInt) */
ADC1->CFGR2 |= ADC_CFGR2_CKMODE; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_CONT | ADC_CFGR1_WAIT; /* (2) */
ADC1->CHSELR = ADC_CHSELR_CHSEL4 | ADC_CHSELR_CHSEL9 \
             | ADC_CHSELR_CHSEL17; /* (3 */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (4) */
ADC1->IER = ADC_IER_OVRIE; /* (5) */
ADC->CCR |= ADC_CCR_VREFEN; /* (6) */
```

A.8.12 Auto off and no wait mode sequence code example

```
/* (1) Select HSI16 by writing 00 in CKMODE (reset value) */
/* (2) Select the external trigger on TIM22_TRGO and falling edge,
       the continuous mode, scanning direction and auto off */
/* (3) Select CHSEL4, CHSEL9 and CHSEL17 */
/* (4) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater
       than 5us */
/* (5) Enable interrupts on EOC, EOSEQ and overrrun */
/* (6) Wake-up the VREFINT (only for VRefInt) */
//ADC1->CFGR2 &= ~ADC_CFGR2_CKMODE; /* (1) */
```

```
ADC1->CFGR1 |= ADC_CFGR1_EXTEN_0 | ADC_CFGR1_EXTSEL_2 \
             | ADC_CFGR1_SCANDIR | ADC_CFGR1_AUTOFF; /* (2) */
ADC1->CHSELR = ADC_CHSELR_CHSEL4 | ADC_CHSELR_CHSEL9 \
             | ADC_CHSELR_CHSEL17; /* (3) */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (4) */
ADC1->IER = ADC_IER_EOCIE | ADC_IER_EOSEQIE | ADC_IER_OVRIE; /* (5) */
ADC->CCR |= ADC_CCR_VREFEN; /* (6) */
```

A.8.13 Auto off and wait mode sequence code example

```
/* (1) Select HSI16 by writing 00 in CKMODE (reset value) */
/* (2) Select the continuous mode, the wait mode and the Auto off */
/* (3) Select CHSEL4, CHSEL9 and CHSEL17 */
/* (4) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater
       than 5us */
/* (5) Enable interrupt on overrrun */
/* (6) Wake-up the VREFINT (only for VRefInt) */
//ADC1->CFGR2 &= ~ADC_CFGR2_CKMODE; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_CONT | ADC_CFGR1_WAIT | ADC_CFGR1_AUTOFF;/* (2) */
ADC1->CHSELR = ADC_CHSELR_CHSEL4 | ADC_CHSELR_CHSEL9 \
             | ADC_CHSELR_CHSEL17; /* (3) */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (4) */
ADC1->IER = ADC_IER_OVRIE; /* (5) */
ADC->CCR |= ADC_CCR_VREFEN; /* (6) */
```

A.8.14 Analog watchdog code example

```
/* Define the upper limit 15% above the factory value
   the value is adapted according to the application power supply
   versus the factory calibration power supply */
uint16_t vrefint_high = (*VREFINT_CAL_ADDR)* VDD_CALIB / VDD_APPLI * 115 /
100;

/* Define the lower limit 15% below the factory value
   the value is adapted according to the application power supply
   versus the factory calibration power supply */
uint16_t vrefint_low = (*VREFINT_CAL_ADDR) * VDD_CALIB / VDD_APPLI * 85 /
100;

/* (1) Select HSI16 by writing 00 in CKMODE (reset value) */
/* (2) Select the continuous mode
       and configure the Analog watchdog to monitor only CH17 */
/* (3) Define analog watchdog range : 16b-MSW is the high limit
       and 16b-LSW is the low limit */
/* (4) Select CHSEL4, CHSEL9 and CHSEL17 */
/* (5) Select a sampling mode of 111 i.e. 239.5 ADC clk to be greater
       than 5us */
```

```
/* (6) Enable interrupts on EOC, EOSEQ and Analog Watchdog */
/* (7) Wake-up the VREFINT (only for VBAT and VRefInt) */
//ADC1->CFGR2 &= ~ADC_CFGR2_CKMODE; /* (1) */
ADC1->CFGR1 |= ADC_CFGR1_CONT \
            | (17<<26) | ADC_CFGR1_AWDEN | ADC_CFGR1_AWDSGL; /* (2) */
ADC1->TR = (vrefint_high << 16) + vrefint_low; /* (3 */
ADC1->CHSELR = ADC_CHSELR_CHSEL4 | ADC_CHSELR_CHSEL9
             | ADC_CHSELR_CHSEL17; /* (4) */
ADC1->SMPR |= ADC_SMPR_SMP_0 | ADC_SMPR_SMP_1 | ADC_SMPR_SMP_2; /* (5) */
ADC1->IER = ADC_IER_EOCIE | ADC_IER_EOSEQIE | ADC_IER_AWDIE; /* (6) */
ADC->CCR |= ADC_CCR_VREFEN; /* (7) */
```

A.8.15 Oversampling code example

```
/* (1) Select HSI16 by writing 00 in CKMODE (reset value)
       Enable oversampling with ratio 16 and shifted by 1,
       without trigger */
ADC1->CFGR2 = (ADC1->CFGR2 & (~ADC_CFGR2_CKMODE))
            | (ADC_CFGR2_OVSE | ADC_CFGR2_OVSR_1 | ADC_CFGR2_OVSR_0
            | ADC_CFGR2_OVSS_0); /* (1) */
```

A.9 Timers

A.9.1 Upcounter on TI2 rising edge code example

```
/* (1) Configure channel 1 to detect rising edges on the TI1 input
       by writing CC1S = '01', and configure the input filter
       duration by writing the IC1F[3:0] bits in the TIMx_CCMR1
       register (if no filter is needed, keep IC2F=0000).*/
/* (2) Select rising edge polarity by writing CC1P=0 in the TIMx_CCER
       register
       Not necessary as it keeps the reset value. */
/* (3) Configure the timer in external clock mode 1 by writing SMS=111
       Select TI1 as the trigger input source by writing TS=101
       in the TIMx_SMCR register. */
/* (4) Enable the counter by writing CEN=1 in the TIMx_CR1 register. */
TIMx->CCMR1 |= TIM_CCMR1_IC1F_0 | TIM_CCMR1_IC1F_1
             | TIM_CCMR1_CC1S_0; /* (1 */
//TIMx->CCER &= (uint16_t)(~TIM_CCER_CC1P); /* (2) */
TIMx->SMCR |= TIM_SMCR_SMS | TIM_SMCR_TS_2 | TIM_SMCR_TS_0; /* (3) */
TIMx->CR1 |= TIM_CR1_CEN; /* (4) */
```

A.9.2 Up counter on each 2 ETR rising edges code example

```
/* (1) As no filter is needed in this example, write ETF[3:0]=0000
       in the TIMx_SMCR register. Keep the reset value.
```

```
        Set the prescaler by writing ETPS[1:0]=01 in the TIMx_SMCR
        register.
        Select rising edge detection on the ETR pin by writing ETP=0
        in the TIMx_SMCR register. Keep the reset value.
        Enable external clock mode 2 by writing ECE=1 in the TIMx_SMCR
        register. */
/* (2) Enable the counter by writing CEN=1 in the TIMx_CR1 register. */
TIMx->SMCR |= TIM_SMCR_ETPS_0 | TIM_SMCR_ECE; /* (1) */
TIMx->CR1 |= TIM_CR1_CEN; /* (2) */
```

A.9.3 Input capture configuration code example

```
/* (1) Select the active input TI1 (CC1S = 01),
       program the input filter for 8 clock cycles (IC1F = 0011),
       select the rising edge on CC1 (CC1P = 0, reset value)
       and prescaler at each valid transition (IC1PS = 00, reset value) */
/* (2) Enable capture by setting CC1E */
/* (3) Enable interrupt on Capture/Compare */
/* (4) Enable counter */
TIMx->CCMR1 |= TIM_CCMR1_CC1S_0 \
             | TIM_CCMR1_IC1F_0 | TIM_CCMR1_IC1F_1; /* (1 */
TIMx->CCER |= TIM_CCER_CC1E; /* (2) */
TIMx->DIER |= TIM_DIER_CC1IE; /* (3) */
TIMx->CR1 |= TIM_CR1_CEN; /* (4) */
```

A.9.4 Input capture data management code example

This code must be inserted in the timer interrupt subroutine.

```
if ((TIMx->SR & TIM_SR_CC1IF) != 0)
{
  if ((TIMx->SR & TIM_SR_CC1OF) != 0) /* Check the overflow */
  {
    /* Overflow error management */
    gap = 0; /* Reinitialize the laps computing */
    TIMx->SR = ~(TIM_SR_CC1OF | TIM_SR_CC1IF); /* Clear the flags */
    return;
  }
  if (gap == 0) /* Test if it is the first rising edge */
  {
    counter0 = TIMx->CCR1; /* Read the capture counter which clears the
CC1ICF */
    gap = 1; /* Indicate that the first rising edge has yet been detected */
  }
  else
  {
    counter1 = TIMx->CCR1; /* Read the capture counter which clears the
CC1ICF */
```

```
      if (counter1 > counter0) /* Check capture counter overflow */
      {
        Counter = counter1 - counter0;
      }
      else
      {
        Counter = counter1 + 0xFFFF - counter0 + 1;
      }
      counter0 = counter1;
    }
  }
else
{
  /* Manage error */
}
```

Note: This code manages only single counter overflows. To manage several counter overflows, the update interrupt must be enabled (UIE = 1) and properly managed.

A.9.5 PWM input configuration code example

```
/* (1) Select the active input TI1 for TIMx_CCR1 (CC1S = 01),
       select the active input TI1 for TIMx_CCR2 (CC2S = 10) */
/* (2) Select TI1FP1 as valid trigger input (TS = 101)
       configure the slave mode in reset mode (SMS = 100) */
/* (3) Enable capture by setting CC1E and CC2E
       select the rising edge on CC1 and CC1N (CC1P = 0 and CC1NP = 0,
       reset value),
       select the falling edge on CC2 (CC2P = 1). */
/* (4) Enable interrupt on Capture/Compare 1 */
/* (5) Enable counter */
TIMx->CCMR1 |= TIM_CCMR1_CC1S_0 | TIM_CCMR1_CC2S_1; /* (1 */
TIMx->SMCR |= TIM_SMCR_TS_2 | TIM_SMCR_TS_0 \
            | TIM_SMCR_SMS_2; /* (2) */
TIMx->CCER |= TIM_CCER_CC1E | TIM_CCER_CC2E | TIM_CCER_CC2P; /* (3) */
TIMx->DIER |= TIM_DIER_CC1IE; /* (4) */
TIMx->CR1 |= TIM_CR1_CEN; /* (5) */
```

A.9.6 PWM input with DMA configuration code example

```
/* (1) Enable the peripheral clock on DMA */
/* (2) Remap DMA channel5 and 7 on TIM2_CH1 and TIM2_CH2
       by writing 1000 in DMA_CSELR_C5S and DMA_CSELR_C7S */
/* (3) Configure the peripheral data register address for DMA channel x */
/* (4) Configure the memory address for DMA channel x */
```

```
/* (5) Configure the number of DMA tranfer to be performed
       on DMA channel x */
/* (6) Configure no increment (reset value), size (16-bits), interrupts,
transfer from peripheral to memory and circular mode
       for DMA channel x */
/* (7) Enable DMA Channel x */
RCC->AHBENR |= RCC_AHBENR_DMA1EN; /* (1) */
DMA1_CSELR->CSELR |= 8 << (4 * (5-1)) | 8 << (4 * (7-1)); /* (2) */
DMA1_Channel5->CPAR = (uint32_t) (&(TIMx->CCR1)); /* (3) */
DMA1_Channel5->CMAR = (uint32_t)(&Period); /* (4) */
DMA1_Channel5->CNDTR = 1; /* (5) */
DMA1_Channel5->CCR |= DMA_CCR_MSIZE_0 | DMA_CCR_PSIZE_0 \
                    | DMA_CCR_TEIE | DMA_CCR_CIRC; /* (6) */
DMA1_Channel5->CCR |= DMA_CCR_EN; /* (7) */
/* repeat (3) to (6) for channel 6 */
DMA1_Channel7->CPAR = (uint32_t) (&(TIMx->CCR2)); /* (2) */
DMA1_Channel7->CMAR = (uint32_t)(&DutyCycle); /* (3) */
DMA1_Channel7->CNDTR = 1; /* (4) */
DMA1_Channel7->CCR |= DMA_CCR_MSIZE_0 | DMA_CCR_PSIZE_0 \
                    | DMA_CCR_TEIE | DMA_CCR_CIRC; /* (5) */
DMA1_Channel7->CCR |= DMA_CCR_EN; /* (6) */

/* Configure NVIC for DMA */
/* (1) Enable Interrupt on DMA Channels x */
/* (2) Set priority for DMA Channels x */
NVIC_EnableIRQ(DMA1_Channel4_5_6_7_IRQn); /* (1) */
NVIC_SetPriority(DMA1_Channel4_5_6_7_IRQn,3); /* (2) */
```

A.9.7 Output compare configuration code example

```
/* (1) Set prescaler to 3, so APBCLK/4 i.e 4MHz */
/* (2) Set ARR = 4000 - 1 */
/* (3) Set CCRx = ARR, as timer clock is 4MHz, an event occurs each 1 ms */
/* (4) Select toggle mode on OC1 (OC1M = 011),
       disable preload register on OC1 (OC1PE = 0, reset value) */
/* (5) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (6) Enable output (MOE = 1 */
/* (7) Enable counter */
TIMx->PSC |= 3; /* (1) */
TIMx->ARR = 4000 - 1; /* (2) */
TIMx->CCR1 = 4000 - 1; /* (3) */
TIMx->CCMR1 |= TIM_CCMR1_OC1M_0 | TIM_CCMR1_OC1M_1; /* (4) */
TIMx->CCER |= TIM_CCER_CC1E; /* (5 */
TIMx->CR1 |= TIM_CR1_CEN; /* (6) */
```

A.9.8 Edge-aligned PWM configuration example

```
/* (1) Set prescaler to 15, so APBCLK/16 i.e 1MHz */
/* (2) Set ARR = 8, as timer clock is 1MHz the period is 9 us */
/* (3) Set CCRx = 4, , the signal will be high during 4 us */
/* (4) Select PWM mode 1 on OC1 (OC1M = 110),
       enable preload register on OC1 (OC1PE = 1) */
/* (5) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1) */
/* (6) Enable output (MOE = 1)- optional*/
/* (7) Enable counter (CEN = 1)
      select edge aligned mode (CMS = 00, reset value)
       select direction as upcounter (DIR = 0, reset value) */
/* (8) Force update generation (UG = 1) */
TIMx->PSC = 15; /* (1) */
TIMx->ARR = 8; /* (2) */
TIMx->CCR1 = 4; /* (3) */
TIMx->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1
             | TIM_CCMR1_OC1PE; /* (4) */
TIMx->CCER |= TIM_CCER_CC1E; /* (5) */
TIMx->CR1 |= TIM_CR1_CEN; /* (6) */
TIMx->EGR |= TIM_EGR_UG; /* (7) */
```

A.9.9 Center-aligned PWM configuration example

```
/* (1) Set prescaler to 15, so APBCLK/16 i.e 1MHz */
/* (2) Set ARR = 8, as timer clock is 1MHz and center-aligned counting,
       the period is 16 us */
/* (3) Set CCRx = 7, the signal will be high during 14 us */
/* (4) Select PWM mode 1 on OC1 (OC1M = 110),
       enable preload register on OC1 (OC1PE = 1, reset value) */
/* (5) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (6) Enable output (MOE = 1 */
/* (7) Enable counter (CEN = 1)
       select center-aligned mode 1 (CMS = 01) */
/* (8) Force update generation (UG = 1) */
TIMx->PSC = 15; /* (1) */
TIMx->ARR = 8; /* (2) */
TIMx->CCR1 = 7; /* (3) */
TIMx->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1
             | TIM_CCMR1_OC1PE; /* (4) */
TIMx->CCER |= TIM_CCER_CC1E; /* (5) */
TIMx->CR1 |= TIM_CR1_CMS_0 | TIM_CR1_CEN; /* (6) */
TIMx->EGR |= TIM_EGR_UG; /* (7) */
```

A.9.10 ETR configuration to clear OCxREF code example

```
/* (1) Set prescaler to 15, so APBCLK/16 i.e 1MHz */
/* (2) Set ARR = 8, as timer clock is 1MHz the period is 9 us */
/* (3) Set CCRx = 4, , the signal will be high during 4 us */
/* (4) Select PWM mode 1 on OC1  (OC1M = 110),
       enable preload register on OC1 (OC1PE = 1)
       enable clearing on OC1 for ETR clearing (OC1CE = 1)*/
/* (5) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1)*/
/* (6) Select ETR as OCREF clear source (reserved bit = 1)
       select External Trigger Prescaler off (ETPS = 00, reset value)
       disable external clock mode 2 (ECE = 0, reset value)
       select active at high level (ETP = 0, reset value) */
/* (7) Enable counter (CEN = 1)
       select edge aligned mode (CMS = 00, reset value)
       select direction as upcounter (DIR = 0, reset value) */
/* (8) Force update generation (UG = 1) */

TIMx->PSC = 15; /* (1) */
TIMx->ARR = 8; /* (2) */
TIMx->CCR1 = 4; /* (3) */
TIMx->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1 | TIM_CCMR1_OC1PE \
             | TIM_CCMR1_OC1CE; /* (4) */
TIMx->CCER |= TIM_CCER_CC1E; /* (5) */
TIMx->SMCR |= (1<<3); /* (6) */
TIMx->CR1 |= TIM_CR1_CEN; /* (7) */
TIMx->EGR |= TIM_EGR_UG; /* (8) */
```

A.9.11 Encoder interface code example

```
/* (1) Configure TI1FP1 on TI1 (CC1S = 01)
       configure TI1FP2 on TI2 (CC2S = 01) */
/* (2) Configure TI1FP1 and TI1FP2 non inverted (CC1P = CC2P = 0, reset
       value) */
/* (3) Configure both inputs are active on both rising and falling edges
       (SMS = 011) */
/* (4) Enable the counter by writing CEN=1 in the TIMx_CR1 register. */
TIMx->CCMR1 |= TIM_CCMR1_CC1S_0 | TIM_CCMR1_CC2S_0; /* (1 */
//TIMx->CCER &= (uint16_t)(~(TIM_CCER_CC21 | TIM_CCER_CC2P); /* (2) */
TIMx->SMCR |= TIM_SMCR_SMS_0 | TIM_SMCR_SMS_1; /* (3) */
TIMx->CR1 |= TIM_CR1_CEN; /* (4) */
```

A.9.12 Reset mode code example

```
/* (1) Configure channel 1 to detect rising edges on the TI1 input
       by writing CC1S = '01',
       and configure the input filter duration by writing the IC1F[3:0]
       bits
       in the TIMx_CCMR1 register (if no filter is needed, keep
       IC1F=0000).*/
/* (2) Select rising edge polarity by writing CC1P=0 in the TIMx_CCER
       register
       Not necessary as it keeps the reset value. */
/* (3) Configure the timer in reset mode by writing SMS=100
       Select TI1 as the trigger input source by writing TS=101
       in the TIMx_SMCR register.*/
/* (4) Set prescaler to 16000-1 in order to get an increment each 1ms */
/* (5) Enable the counter by writing CEN=1 in the TIMx_CR1 register. */
TIMx->CCMR1 |= TIM_CCMR1_CC1S_0; /* (1 */
//TIMx->CCER &= (uint16_t)(~TIM_CCER_CC1P); /* (2) */
TIMx->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_TS_2 | TIM_SMCR_TS_0; /* (3) */
TIMx->PSC = 15999; /* (4) */
TIMx->CR1 |= TIM_CR1_CEN; /* (5) */
```

A.9.13 Gated mode code example

```
/* (1) Configure channel 1 to detect low level on the TI1 input
       by writing CC1S = '01',
       and configure the input filter duration by writing the IC1F[3:0]
       bits
       in the TIMx_CCMR1 register (if no filter is needed, keep
       IC1F=0000).*/
/* (2) Select polarity by writing CC1P=1 in the TIMx_CCER register */
/* (3) Configure the timer in gated mode by writing SMS=101
       Select TI1 as the trigger input source by writing TS=101
       in the TIMx_SMCR register.*/
/* (4) Set prescaler to 4000-1 in order to get an increment each 250us */
/* (5) Enable the counter by writing CEN=1 in the TIMx_CR1 register. */
TIMx->CCMR1 |= TIM_CCMR1_CC1S_0; /* (1 */
TIMx->CCER |= TIM_CCER_CC1P; /* (2) */
TIMx->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_SMS_0 \
            | TIM_SMCR_TS_2 | TIM_SMCR_TS_0; /* (3) */
TIMx->PSC = 3999; /* (4) */
TIMx->CR1 |= TIM_CR1_CEN; /* (5) */
```

A.9.14 Trigger mode code example

```
/* (1) Configure channel 2 to detect rising edge on the TI2 input
       by writing CC2S = '01',
       and configure the input filter duration by writing the IC1F[3:0]
       bits
       in the TIMx_CCMR1 register (if no filter is needed, keep
       IC1F=0000).*/
/* (2) Select polarity by writing CC2P=0 (reset value) in the TIMx_CCER
       register */
/* (3) Configure the timer in trigger mode by writing SMS=110
       Select TI2 as the trigger input source by writing TS=110
       in the TIMx_SMCR register.*/
/* (4) Set prescaler to 4000-1 in order to get an increment each 250us */
TIMx->CCMR1 |= TIM_CCMR1_CC2S_0; /* (1 */
//TIMx->CCER &= ~TIM_CCER_CC2P; /* (2) */
TIMx->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_SMS_1 \
            | TIM_SMCR_TS_2 | TIM_SMCR_TS_1; /* (3) */
TIMx->PSC = 3999; /* (4) */
```

A.9.15 External clock mode 2 + trigger mode code example

```
/* (1) Configure no input filter (ETF=0000, reset value)
       configure prescaler disabled (ETPS = 0, reset value)
       select detection on rising edge on ETR (ETP = 0, reset value)
       enable external clock mode 2 (ECE = 1 */
/* (2) Configure no input filter (IC1F=0000, reset value)
       select input capture source on TI1 (CC1S = 01) */
/* (3) Select polarity by writing CC1P=0 (reset value) in the TIMx_CCER
       register */
/* (4) Configure the timer in trigger mode by writing SMS=110
       Select TI1 as the trigger input source by writing TS=101
       in the TIMx_SMCR register.*/
TIMx->SMCR |= TIM_SMCR_ECE; /* (1) */
TIMx->CCMR1 |= TIM_CCMR1_CC1S_0; /* (2 */
//TIMx->CCER &= ~TIM_CCER_CC1P; /* (3) */
TIMx->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_SMS_1 \
            | TIM_SMCR_TS_2 | TIM_SMCR_TS_0; /* (4) */
```

A.9.16 One-Pulse mode code example

```
/* The OPM waveform is defined by writing the compare registers */
/* (1) Set prescaler to 15, so APBCLK/16 i.e 1MHz */
/* (2) Set ARR = 7, as timer clock is 1MHz the period is 8 us */
/* (3) Set CCRx = 5, the burst will be delayed for 5 us (must be > 0 */
/* (4) Select PWM mode 2 on OC1 (OC1M = 111),
```

```
       enable preload register on OC1 (OC1PE = 1, reset value)
       enable fast enable (no delay) if PULSE_WITHOUT_DELAY is set*/
/* (5) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (6) Enable output (MOE = 1) */
/* (7) Write '1 in the OPM bit in the TIMx_CR1 register to stop the
       counter
       at the next update event (OPM = 1)
       enable auto-reload register(ARPE = 1) */
TIMx->PSC = 15; /* (1) */
TIMx->ARR = 7; /* (2) */
TIMx->CCR1 = 5; /* (3) */
TIMx->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1 | TIM_CCMR1_OC1M_0
             | TIM_CCMR1_OC1PE
#if PULSE_WITHOUT_DELAY > 0
             | TIM_CCMR1_OC1FE
#endif
; /* (4) */
TIMx->CCER |= TIM_CCER_CC1E; /* (5) */
TIMx->CR1 |= TIM_CR1_OPM | TIM_CR1_ARPE; /* (6) */
```

A.9.17 Timer prescaling another timer code example

```
/* (1) Select Update Event as Trigger output (TRG0) by writing MMS = 010
       in TIMx_CR2. */
/* (2) Configure TIMy in slave mode using ITR1 as internal trigger
       by writing TS = 000 in TIMy_SMCR (reset value)
       Configure TIMy in external clock mode 1, by writing SMS=111 in the
       TIMy_SMCR register. */
/* (3) Set TIMx prescaler to 15999 in order to get an increment each 1ms */
/* (4) Set TIMx Autoreload to 999 in order to get an overflow (so an UEV)
       each second */
/* (5) Set TIMx Autoreload to 24*3600-1 in order to get an overflow
       each 24-hour */
/* (6) Enable the counter by writing CEN=1 in the TIMx_CR1 register. */
/* (7) Enable the counter by writing CEN=1 in the TIMy_CR1 register. */
TIMx->CR2 |= TIM_CR2_MMS_1; /* (1 */
TIMy->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_SMS_1 | TIM_SMCR_SMS_0; /* (2) */
TIMx->PSC = 15999; /* (3) */
TIMx->ARR = 999; /* (4) */
TIMy->ARR = (24 * 3600) - 1; /* (5) */
TIMx->CR1 |= TIM_CR1_CEN; /* (6) */
TIMy->CR1 |= TIM_CR1_CEN; /* (7) */
```

A.9.18 Timer enabling another timer code example

```
/* (1) Configure Timer x master mode to send its Output Compare 1
       Reference (OC1REF)
       signal as trigger output (MMS=100 in the TIMx_CR2 register). */
/* (2) Configure the Timer x OC1REF waveform (TIMx_CCMR1 register)
       Channel 1 is in PWM mode 1 when the counter is less than the
       capture/compare
       register (write OC1M = 110) */
/* (3) Configure TIMy in slave mode using ITR1 as internal trigger
       by writing TS = 000 in TIMy_SMCR (reset value)
       Configure TIMy in gated mode, by writing SMS=101 in the
       TIMy_SMCR register. */
/* (4) Set TIMx prescaler to 2 */
/* (5) Set TIMy prescaler to 2 */
/* (6) Set TIMx Autoreload to 999 in order to get an overflow (so an UEV)
       each 100ms */
/* (7) Set capture compare register to a value between 0 and 999 */
TIMx->CR2 |= TIM_CR2_MMS_2; /* (1 */
TIMx->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1; /* (2) */
TIMy->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_SMS_0; /* (3) */
TIMx->PSC = 2; /* (4) */
TIMy->PSC = 2; /* (5) */
TIMx->ARR = 999; /* (6) */
TIMx-> CCR1 = 700; /* (7) */

/* Configure the slave timer to generate toggling on each count */
/* (1) Configure the Timer 2 in PWM mode 1 (write OC1M = 110) */
/* (2) Set TIMx Autoreload to 1 */
/* (3) Set capture compare register to 1 */
TIMy->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1; /* (1) */
TIMy->ARR = 1; /* (2) */
TIMy-> CCR1 = 1; /* (3) */
/* Enable the output of TIMx OC1 */
/* (1) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (2) Enable output (MOE = 1 */
TIMx->CCER |= TIM_CCER_CC1E;

/* Enable the output of TIMy OC1 */
/* (1) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (2) Enable output (MOE = 1 */
TIMy->CCER |= TIM_CCER_CC1E;
```

```
/* (1) Enable the slave counter first by writing CEN=1 in the TIMy_CR1
       register. */
/* (2) Enable the master counter by writing CEN=1 in the TIMx_CR1
       register. */
TIMy->CR1 |= TIM_CR1_CEN; /* (1) */
TIMx->CR1 |= TIM_CR1_CEN; /* (2) */
```

A.9.19 Master and slave synchronization code example

```
/* (1) Configure Timer x in master mode to send its enable signal
       as trigger output (MMS=001 in the TIMx_CR2 register). */
/* (2) Configure the Timer x Channel 1 waveform (TIMx_CCMR1 register)
       is in PWM mode 1 (write OC1M = 110) */
/* (3) Configure TIMy in slave mode using ITR1 as internal trigger
       by writing TS = 000 in TIMy_SMCR (reset value)
       Configure TIMy in gated mode, by writing SMS=101 in the
       TIMy_SMCR register. */
/* (4) Set TIMx prescaler to 2 */
/* (5) Set TIMy prescaler to 2 */
/* (6) Set TIMx Autoreload to 99 in order to get an overflow (so an UEV)
       each 10ms */
/* (7) Set capture compare register to a value between 0 and 99 */
TIMx->CR2 |= TIM_CR2_MMS_0; /* (1 */
TIMx->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1; /* (2) */
TIMy->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_SMS_0; /* (3) */
TIMx->PSC = 2; /* (4) */
TIMy->PSC = 2; /* (5) */
TIMx->ARR = 99; /* (6) */
TIMx-> CCR1 = 25; /* (7) */

/* Configure the slave timer Channel 1 as PWM as Timer to show
   synchronicity */
/* (1) Configure the Timer y in PWM mode 1 (write OC1M = 110) */
/* (2) Set TIMx Autoreload to 99 */
/* (3) Set capture compare register to 25 */
TIMy->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1; /* (1) */
TIMy->ARR = 99; /* (2) */
TIMy-> CCR1 = 25; /* (3) */

/* Enable the output of TIMx OC1 */
/* (1) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (2) Enable output (MOE = 1 */
TIMx->CCER |= TIM_CCER_CC1E;
/* Enable the output of TIMy OC1 */
/* (1) Select active high polarity on OC1 (CC1P = 0, reset value),
```

```
       enable the output on OC1 (CC1E = 1 */
/* (2) Enable output (MOE = 1 */
TIMy->CCER |= TIM_CCER_CC1E;
/* (1) Reset Timer x by writing ‘1 in UG bit (TIMx_EGR register) */
/* (2) Reset Timer y by writing ‘1 in UG bit (TIMy_EGR register) */
TIMx->EGR |= TIM_EGR_UG;
TIMy->EGR |= TIM_EGR_UG;
/* (1) Enable the slave counter first by writing CEN=1
       in the TIMy_CR1 register.
       TIMy will start synchronously with the master timer*/
/* (2) Start the master counter by writing CEN=1 in the TIMx_CR1
       register. */
TIMy->CR1 |= TIM_CR1_CEN; /* (1) */
TIMx->CR1 |= TIM_CR1_CEN; /* (2) */
```

A.9.20 Two timers synchronized by an external trigger code example

```
/* (1) Configure TIMx master mode to send its enable signal
       as trigger output (MMS=001 in the TIMx_CR2 register). */
/* (2) Configure TIMx in slave mode to get the input trigger from TI1
       by writing TS = 100 in TIMx_SMCR
       Configure TIMx in trigger mode, by writing SMS=110 in the
       TIMx_SMCR register.
       Configure TIMx in Master/Slave mode by writing MSM = 1
       in TIMx_SMCR */
/* (3) Configure TIMy in slave mode to get the input trigger from Timer1
       by writing TS = 000 in TIMy_SMCR (reset value)
       Configure TIMy in trigger mode, by writing SMS=110 in the
       TIMy_SMCR register. */
/* (4) Reset Timer x counter by writing '1' in UG bit (TIMx_EGR register) */
/* (5) Reset Timer y counter by writing '1' in UG bit (TIMy_EGR register) */
TIMx->CR2 |= TIM_CR2_MMS_0; /* (1 */
TIMx->SMCR |= TIM_SMCR_TS_2 | TIM_SMCR_SMS_2 | TIM_SMCR_SMS_1
            | TIM_SMCR_MSM; /* (2) */
TIMy->SMCR |= TIM_SMCR_SMS_2 | TIM_SMCR_SMS_1; /* (3) */
TIMx->EGR |= TIM_EGR_UG; /* (4) */
TIMy->EGR |= TIM_EGR_UG; /* (5) */

/* Configure the Timer Channel 2 as PWM as PWM */
/* (1) Configure the Timer 1 Channel 2 waveform (TIM1_CCMR1 register)
       is in PWM mode 1 (write OC2M = 110) */
/* (2) Set TIMx prescaler to 2 */
/* (3) Set TIMx Autoreload to 99 in order to get an overflow (so an UEV)
       each 10ms */
/* (4) Set capture compare register to a value between 0 and 99 */
TIMx->CCMR1 |= TIM_CCMR1_OC2M_2 | TIM_CCMR1_OC2M_1; /* (1) */
```

```
TIMx->PSC = 2; /* (2) */
TIMx->ARR = 99; /* (3) */
TIMx-> CCR2 = 25; /* (4) */

/* Configure the slave timer Channel 1 as PWM as Timer
   to show synchronicity */
/* (1) Configure the Timer 2 in PWM mode 1 (write OC1M = 110) */
/* (2) Set TIMy prescaler to 2 */
/* (3) Set TIMx Autoreload to 99 */
/* (4) Set capture compare register to 25 */
TIMy->CCMR1 |= TIM_CCMR1_OC1M_2 | TIM_CCMR1_OC1M_1; /* (1) */
TIMy->PSC = 2; /* (2) */
TIMy->ARR = 99; /* (2) */
TIMy-> CCR1 = 25; /* (3) */

/* Enable the output of TIMx OC1 */
/* (1) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (2) Enable output (MOE = 1 */
TIMx->CCER |= TIM_CCER_CC2E;

/* Enable the output of TIMy OC1 */
/* (1) Select active high polarity on OC1 (CC1P = 0, reset value),
       enable the output on OC1 (CC1E = 1 */
/* (2) Enable output (MOE = 1 */
TIMy->CCER |= TIM_CCER_CC1E;
```

A.9.21 DMA burst feature code example

```
/* Configure DMA Burst Feature */
/* Configure the corresponding DMA channel */
/* (1) Enable the peripheral clocks of Timer x and DMA*/
/* (2) Remap DMA channel2 on TIM2_UP by writing 1000 in DMA_CSELR_C2S */
/* (3) Set DMA channel peripheral address is the DMAR register address */
/* (4) Set DMA channel memory address is the address of the buffer in the
       RAM containing the data to be transferred by DMA into CCRx
       registers */
/* (5) Set the number of data transfer to sizeof(Duty_Cycle_Table) */
/* (6) Configure DMA transfer in CCR register
       enable the circular mode by setting CIRC bit (optional)
       set memory size to 16_bits MSIZE = 01
       set peripheral size to 32_bits PSIZE = 10
       enable memory increment mode by setting MINC
       set data transfer direction read from memory by setting DIR */
/* (7) Configure TIMx_DCR register with DBL = 3 transfers
       and DBA = (@TIMx->CCR2 - @TIMx->CR1) >> 2 = 0xE */
```

```
/* (8) Enable the TIMx update DMA request by setting UDE bit in DIER
       register */
/* (9) Enable TIMx */
/* (10)Enable DMA channel */
RCC->AHBENR |= RCC_AHBENR_DMA1EN; /* (1) */
DMA1_CSELR->CSELR |= 8 << (4 * (2-1)); /* (2) */
DMA1_Channel2->CPAR = (uint32_t)(&(TIMx->DMAR)); /* (3) */
DMA1_Channel2->CMAR = (uint32_t)(Duty_Cycle_Table); /* (4) */
DMA1_Channel2->CNDTR = 10*3; /* (5) */
DMA1_Channel2->CCR |= DMA_CCR_CIRC | DMA_CCR_MSIZE_0 | DMA_CCR_PSIZE_1
                    | DMA_CCR_MINC | DMA_CCR_DIR; /* (6) */
TIMx->DCR = (3 << 8)
          + ((((uint32_t)(&TIM2->CCR2)) - ((uint32_t)(&TIM2->CR1))) >> 2)
          ; /* (7) */
TIMx->DIER |= TIM_DIER_UDE; /* (8) */
TIMx->CR1 |= TIM_CR1_CEN; /* (9) */
DMA1_Channel2->CCR |= DMA_CCR_EN; /* (10) */
```

A.10 Low-power timer (LPTIM)

A.10.1 Pulse counter configuration code example

```
/* (1) Configure LPTimer in Counter on External Input1.*/
/* (2) Enable interrupt on Autoreload match */
/* (3) Enable LPTimer */
/* (4) Set Autoreload to 4 in order to get an interrupt after 10 pulses
       because the 5 first pulses don't increment the counter */
LPTIM1->CFGR |= LPTIM_CFGR_COUNTMODE | LPTIM_CFGR_CKSEL; /* (1 */
LPTIM1->IER |= LPTIM_IER_ARRMIE; /* (2) */
LPTIM1->CR |= LPTIM_CR_ENABLE; /* (3) */
LPTIM1->ARR = 4; /* (4) */
LPTIM1->CR |= LPTIM_CR_CNTSTRT; /* start the counter in continuous */
```

A.11 IWDG code example

A.11.1 IWDG configuration code example

```
/* (1) Activate IWDG (not needed if done in option bytes) */
/* (2) Enable write access to IWDG registers */
/* (3) Set prescaler by 8 */
/* (4) Set reload value to have a rollover each 100ms */
/* (5) Check if flags are reset */
/* (6) Refresh counter */
IWDG->KR = IWDG_START; /* (1) */
IWDG->KR = IWDG_WRITE_ACCESS; /* (2) */
```

```
IWDG->PR = IWDG_PR_PR_0; /* (3) */
IWDG->RLR = IWDG_RELOAD; /* (4) */
while(IWDG->SR) /* (5) */
{
  /* add time out here for a robust application */
}
IWDG->KR = IWDG_REFRESH; /* (6) */
```

A.11.2 IWDG configuration with window code example

```
/* (1) Activate IWDG (not needed if done in option bytes) */
/* (2) Enable write access to IWDG registers */
/* (3) Set prescaler by 8 */
/* (4) Set reload value to have a rollover each 100ms */
/* (5) Check if flags are reset */
/* (6) Set a 50ms window, this will refresh the IWDG */
IWDG->KR = IWDG_START; /* (1) */
IWDG->KR = IWDG_WRITE_ACCESS; /* (2) */
IWDG->PR = IWDG_PR_PR_0; /* (3) */
IWDG->RLR = IWDG_RELOAD; /* (4) */
while(IWDG->SR) /* (5) */
{
  /* add time out here for a robust application */
}
IWDG->WINR = IWDG_RELOAD >> 1; /* (6) */
```

A.12 WWDG code example

A.12.1 WWDG configuration code example

```
/* (1) set prescaler to have a rollover each about 16.5ms, set window
       value (about 7.5ms) */
/* (2) Refresh WWDG before activate it */
/* (3) Activate WWDG */
WWDG->CFR = 0x0060; /* (1) */
WWDG->CR = WWDG_REFRESH; /* (2) */
WWDG->CR |= WWDG_CR_WDGA; /* (3) */
```

A.13 RTC code example

A.13.1 RTC calendar configuration code example

```
/* (1) Write access for RTC registers */
/* (2) Enable init phase */
/* (3) Wait until it is allow to modify RTC register values */
```

```
/* (4) set prescaler, 40kHz/64 => 625Hz, 625Hz/625 => 1Hz */
/* (5) New time in TR */
/* (6) Disable init phase */
/* (7) Disable write access for RTC registers */
RTC->WPR = 0xCA; /* (1) */
RTC->WPR = 0x53; /* (1) */
RTC->ISR = RTC_ISR_INIT; /* (2) */
while((RTC->ISR & RTC_ISR_INITF)!=RTC_ISR_INITF) /* (3) */
{
  /* add time out here for a robust application */
}
RTC->PRER = 0x003F0270; /* (4) */
RTC->TR = RTC_TR_PM | Time; /* (5) */
RTC->ISR =~ RTC_ISR_INIT; /* (6) */
RTC->WPR = 0xFE; /* (7) */
RTC->WPR = 0x64; /* (7) */
```

A.13.2 RTC alarm configuration code example

```
/* (1) Write access for RTC registers */
/* (2) Disable alarm A to modify it */
/* (3) Wait until it is allow to modify alarm A value */
/* (4) Modify alarm A mask to have an interrupt each 1Hz */
/* (5) Enable alarm A and alarm A interrupt */
/* (6) Disable write access */
RTC->WPR = 0xCA; /* (1) */
RTC->WPR = 0x53; /* (1) */
RTC->CR &=~ RTC_CR_ALRAE; /* (2) */
while((RTC->ISR & RTC_ISR_ALRAWF) != RTC_ISR_ALRAWF) /* (3) */
{
  /* add time out here for a robust application */
}
RTC->ALRMAR = RTC_ALRMAR_MSK4 | RTC_ALRMAR_MSK3 | RTC_ALRMAR_MSK2 |
RTC_ALRMAR_MSK1; /* (4) */
RTC->CR = RTC_CR_ALRAIE | RTC_CR_ALRAE; /* (5) */
RTC->WPR = 0xFE; /* (6) */
RTC->WPR = 0x64; /* (6) */
```

A.13.3 RTC WUT configuration code example

```
/* (1) Write access for RTC registers */
/* (2) Disable wake up timerto modify it */
/* (3) Wait until it is allow to modify wake up reload value */
/* (4) Modify wake up value reload counter to have a wake up each 1Hz */
/* (5) Enable wake up counter and wake up interrupt */
/* (6) Disable write access */
```

```
RTC->WPR = 0xCA; /* (1) */
RTC->WPR = 0x53; /* (1) */
RTC->CR &=~ RTC_CR_WUTE; /* (2) */
while((RTC->ISR & RTC_ISR_WUTWF) != RTC_ISR_WUTWF) /* (3) */
{
  /* add time out here for a robust application */
}
RTC->WUTR = 0x9C0; /* (4) */
RTC->CR = RTC_CR_WUTE | RTC_CR_WUTIE; /* (5) */
RTC->WPR = 0xFE; /* (6) */
RTC->WPR = 0x64; /* (6) */
```

A.13.4 RTC read calendar code example

```
if((RTC->ISR & RTC_ISR_RSF) == RTC_ISR_RSF)
{
  TimeToCompute = RTC->TR; /* get time */
  DateToCompute = RTC->DR; /* need to read date also */
}
```

A.13.5 RTC calibration code example

```
/* (1) Write access for RTC registers */
/* (2) Enable init phase */
/* (3) Wait until it is allow to modify RTC register values */
/* (4) set prescaler, 40kHz/125 => 320 Hz, 320Hz/320 => 1Hz */
/* (5) New time in TR */
/* (6) Disable init phase */
/* (7) Wait until it's allow to modify calibartion register */
/* (8) Set calibration to around +20ppm, which is a standard value @25°C */
/* Note: the calibration is relevant when LSE is selected for RTC clock */
/* (9) Disable write access for RTC registers */
RTC->WPR = 0xCA; /* (1) */
RTC->WPR = 0x53; /* (1) */
RTC->ISR = RTC_ISR_INIT; /* (2) */
while((RTC->ISR & RTC_ISR_INITF)!=RTC_ISR_INITF) /* (3) */
{
  /* add time out here for a robust application */
}
RTC->PRER = (124<<16) | 319; /* (4) */
RTC->TR = RTC_TR_PM | Time; /* (5) */
RTC->ISR &=~ RTC_ISR_INIT; /* (6) */
while((RTC->ISR & RTC_ISR_RECALPF) == RTC_ISR_RECALPF) /* (7) */
{
  /* add time out here for a robust application */
}
```

```
RTC->CALR = RTC_CALR_CALP | 482; /* (8) */
RTC->WPR = 0xFE; /* (9) */
RTC->WPR = 0x64; /* (9) */
```

A.13.6 RTC tamper and time stamp configuration code example

```
/* Tamper configuration:
   - Disable precharge (PU)
   - RTCCLK/256 tamper sampling frequency
   - Activate time stamp on tamper detection
   - input rising edge trigger detection on RTC_TAMP2 (PA0)
   - Tamper interrupt enable */
RTC->TAFCR = RTC_TAFCR_TAMPPUDIS | RTC_TAFCR_TAMPFREQ | RTC_TAFCR_TAMPTS
           | RTC_TAFCR_TAMP2E | RTC_TAFCR_TAMPIE;
```

A.13.7 RTC tamper and time stamp code example

```
/* Check tamper and timestamp flag */
if(((RTC->ISR & (RTC_ISR_TAMP2F)) == (RTC_ISR_TAMP2F)) && ((RTC->ISR &
                                    (RTC_ISR_TSF)) == (RTC_ISR_TSF)))
{
  RTC->ISR =~ (RTC_ISR_TAMP2F); /* clear tamper flag */
  EXTI->PR = EXTI_PR_PR19; /* clear exti line 19 flag */
  TimeToCompute = RTC->TSTR; /* get tamper time in timestamp register */
  RTC->ISR =~ (RTC_ISR_TSF); /* clear timestamp flag */
}
```

A.13.8 RTC clock output code example

```
/* (1) Write access for RTC registers */
/* (2) Disable alarm A to modify it */
/* (3) Wait until it is allow to modify alarm A value */
/* (4) Modify alarm A mask to have an interrupt each 1Hz */
/* (5) Enable alarm A and alarm A interrupt, calibration output (1Hz)
       enable */
/* (6) Disable write access */
RTC->WPR = 0xCA; /* (1) */
RTC->WPR = 0x53; /* (1) */
RTC->CR &=~ RTC_CR_ALRAE; /* (2) */
while((RTC->ISR & RTC_ISR_ALRAWF) != RTC_ISR_ALRAWF) /* (3) */
{
  /* add time out here for a robust application */
}
RTC->ALRMAR = RTC_ALRMAR_MSK4 | RTC_ALRMAR_MSK3 | RTC_ALRMAR_MSK2 |
RTC_ALRMAR_MSK1; /* (4) */
RTC->CR = RTC_CR_ALRAIE | RTC_CR_ALRAE | RTC_CR_COE | RTC_CR_COSEL; /*(5 */
RTC->WPR = 0xFE; /* (6) */
```

```
RTC->WPR = 0x64; /* (6) */
```

A.14 I2C code example

A.14.1 I2C configured in slave mode code example

```
/* (1) Timing register value is computed with the AN4235 xls file,
       fast Mode @400kHz with I2CCLK = 16MHz, rise time = 100ns,
       fall time = 10ns */
/* (2) Periph enable, address match interrupt enable */
/* (3) 7-bit address = 0x5A */
/* (4) Enable own address 1 */
I2C1->TIMINGR = (uint32_t)0x00300619; /* (1) */
I2C1->CR1 = I2C_CR1_PE | I2C_CR1_ADDRIE; /* (2) */
I2C1->OAR1 |= (uint32_t)(I2C1_OWN_ADDRESS << 1); /* (3) */
I2C1->OAR1 |= I2C_OAR1_OA1EN; /* (4) */
```

A.14.2 I2C slave transmitter code example

```
uint32_t I2C_InterruptStatus = I2C1->ISR; /* Get interrupt status */
/* Check address match */
if((I2C_InterruptStatus & I2C_ISR_ADDR) == I2C_ISR_ADDR)
{
  I2C1->ICR |= I2C_ICR_ADDRCF; /* Clear address match flag */
  /* Check if transfer direction is read (slave transmitter) */
  if((I2C1->ISR & I2C_ISR_DIR) == I2C_ISR_DIR)
  {
    I2C1->CR1 |= I2C_CR1_TXIE; /* Set transmit IT */
  }
}
else if((I2C_InterruptStatus & I2C_ISR_TXIS) == I2C_ISR_TXIS)
{
  I2C1->CR1 &=~ I2C_CR1_TXIE; /* Disable transmit IT */
  I2C1->TXDR = I2C_BYTE_TO_SEND; /* Byte to send */
}
```

A.14.3 I2C slave receiver code example

```
uint32_t I2C_InterruptStatus = I2C1->ISR; /* Get interrupt status */
if((I2C_InterruptStatus & I2C_ISR_ADDR) == I2C_ISR_ADDR)
{
  I2C1->ICR |= I2C_ICR_ADDRCF; /* Address match event */
}
else if((I2C_InterruptStatus & I2C_ISR_RXNE) == I2C_ISR_RXNE)
{
  /* Read receive register, will clear RXNE flag */
```

```
  if(I2C1->RXDR == I2C_BYTE_TO_SEND)
  {
    /* Process */
  }
}
```

A.14.4 I2C configured in master mode to receive code example

```
/* (1) Timing register value is computed with the AN4235 xls file,
       fast Mode @400kHz with I2CCLK = 16MHz, rise time = 100ns, fall time =
       10ns */
/* (2) Periph enable, receive interrupt enable */
/* (3) Slave address = 0x5A, read transfer, 1 byte to receive, autoend */
I2C1->TIMINGR = (uint32_t)0x00300619; /* (1) */
I2C1->CR1 = I2C_CR1_PE | I2C_CR1_RXIE; /* (2) */
I2C1->CR2 = I2C_CR2_AUTOEND | (1<<16) | I2C_CR2_RD_WRN |
           (I2C1_OWN_ADDRESS<<1); /* (3) */
```

A.14.5 I2C configured in master mode to transmit code example

```
/* (1) Timing register value is computed with the AN4235 xls file,
       fast Mode @400kHz with I2CCLK = 16MHz, rise time = 100ns, fall time =
       10ns */
/* (2) Periph enable */
/* (3) Slave address = 0x5A, write transfer, 1 byte to transmit, autoend */
I2C1->TIMINGR = (uint32_t)0x00300619; /* (1) */
I2C1->CR1 = I2C_CR1_PE; /* (2) */
I2C1->CR2 = I2C_CR2_AUTOEND | (1<<16) | (I2C1_OWN_ADDRESS<<1); /* (3) */
```

A.14.6 I2C master transmitter code example

```
/* Check Tx empty */
if((I2C1->ISR & I2C_ISR_TXE) == (I2C_ISR_TXE))
{
  I2C1->TXDR = I2C_BYTE_TO_SEND; /* Byte to send */
  I2C1->CR2 |= I2C_CR2_START; /* Go */
}
```

A.14.7 I2C master receiver code example

```
if((I2C1->ISR & I2C_ISR_RXNE) == I2C_ISR_RXNE)
{
  /* Read receive register, will clear RXNE flag */
  if(I2C1->RXDR == I2C_BYTE_TO_SEND)
  {
    /* Process */
  }
}
```

A.14.8 I2C configured in master mode to transmit with DMA code example

```
/* (1) Timing register value is computed with the AN4235 xls file,
       fast Mode @400kHz with I2CCLK = 16MHz, rise time = 100ns, fall time =
       10ns */
/* (2) Periph enable */
/* (3) Slave address = 0x5A, write transfer, 2 bytes to transmit, autoend */
I2C1->TIMINGR = (uint32_t)0x00300619; /* (1) */
I2C1->CR1 = I2C_CR1_PE | I2C_CR1_TXDMAEN; /* (2) */
I2C1->CR2 = I2C_CR2_AUTOEND | (SIZE_OF_DATA << 16) |
            (I2C1_OWN_ADDRESS<<1); /* (3) */
```

A.14.9 I2C configured in slave mode to receive with DMA code example

```
/* (1) Timing register value is computed with the AN4235 xls file,
       fast Mode @400kHz with I2CCLK = 16MHz, rise time = 100ns, fall time =
       10ns */
/* (2) Periph enable, receive DMA enable */
/* (3) 7-bit address = 0x5A */
/* (4) Enable own address 1 */
I2C1->TIMINGR = (uint32_t)0x00300619; /* (1) */
I2C1->CR1 = I2C_CR1_PE | I2C_CR1_RXDMAEN | I2C_CR1_ADDRIE; /* (2) */
I2C1->OAR1 |= (uint32_t)(I2C1_OWN_ADDRESS << 1); /* (3) */
I2C1->OAR1 |= I2C_OAR1_OA1EN; /* (4) */
```

A.15 USART code example

A.15.1 USART transmitter configuration code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) 8 data bit, 1 start bit, 1 stop bit, no parity */
USART2->BRR = 160000 / 96; /* (1) */
USART2->CR1 = USART_CR1_TE | USART_CR1_UE; /* (2) */
```

A.15.2 USART transmit byte code example

```
/* start USART transmission */
USART2->TDR = stringtosend[send++]; /* Will inititiate TC if TXE */
```

A.15.3 USART transfer complete code example

```
if((USART2->ISR & USART_ISR_TC) == USART_ISR_TC)
{
  if(send == sizeof(stringtosend))
  {
    send=0;
    USART2->ICR = USART_ICR_TCCF; /* Clear transfer complete flag */
```

```
  }
  else
  {
    /* clear transfer complete flag and fill TDR with a new char */
    USART2->TDR = stringtosend[send++];
  }
}
```

A.15.4 USART receiver configuration code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) 8 data bit, 1 start bit, 1 stop bit, no parity, reception mode */
USART2->BRR = 160000 / 96; /* (1) */
USART2->CR1 = USART_CR1_RXNEIE | USART_CR1_RE | USART_CR1_UE; /* (2) */
```

A.15.5 USART receive byte code example

```
if((USART2->ISR & USART_ISR_RXNE) == USART_ISR_RXNE)
{
  chartoreceive = (uint8_t)(USART2->RDR); /* Receive data, clear flag */
}
```

A.15.6 USART LIN mode code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) LIN mode */
/* (3) 8 data bit, 1 start bit, 1 stop bit, no parity, reception and
       transmission enabled */
USART2->BRR = 160000 / 96; /* (1) */
USART2->CR2 = USART_CR2_LINEN | USART_CR2_LBDIE; /* (2) */
USART2->CR1 = USART_CR1_TE | USART_CR1_RXNEIE | USART_CR1_RE |
              USART_CR1_UE; /* (3) */
while((USART2->ISR & USART_ISR_TC) != USART_ISR_TC)/* polling idle frame
Transmission */
{
  /* add time out here for a robust application */
}
USART2->ICR = USART_ICR_TCCF;/* Clear TC flag */
USART2->CR1 |= USART_CR1_TCIE;/* Enable TC interrupt */
```

A.15.7 USART synchronous mode code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) Synchronous mode */
/* CPOL and CPHA = 0 => rising first edge */
/* Last bit clock pulse */
/* Most significant bit first in transmit/receive */
/* (3) 8 data bit, 1 start bit, 1 stop bit, no parity */
```

```
/* Transmission enabled, reception enabled */
USART2->BRR = 160000 / 96; /* (1) */
USART2->CR2 = USART_CR2_MSBFIRST | USART_CR2_CLKEN | USART_CR2_LBCL; /* (2)
*/
USART2->CR1 = USART_CR1_TE | USART_CR1_RXNEIE | USART_CR1_RE |
USART_CR1_UE; /* (3) */
/* polling idle frame Transmission w/o clock */
while((USART2->ISR & USART_ISR_TC) != USART_ISR_TC)
{
  /* add time out here for a robust application */
}
USART2->ICR = USART_ICR_TCCF;/* clear TC flag */
USART2->CR1 |= USART_CR1_TCIE;/* enable TC interrupt */
```

A.15.8 USART single-wire half-duplex code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) Single-wire half-duplex mode */
/* (3) 8 data bit, 1 start bit, 1 stop bit, no parity, reception and
       transmission enabled */
USART2->BRR = 160000 / 96; /* (1) */
USART2->CR3 = USART_CR3_HDSEL; /* (2) */
USART2->CR1 = USART_CR1_TE | USART_CR1_RXNEIE | USART_CR1_RE |
              USART_CR1_UE; /* (3) */
while((USART2->ISR & USART_ISR_TC) != USART_ISR_TC)/* polling idle frame
Transmission */
{
  /* add time out here for a robust application */
}
USART2->ICR = USART_ICR_TCCF;/* Clear TC flag */
USART2->CR1 |= USART_CR1_TCIE;/* Enable TC interrupt */
```

A.15.9 USART smartcard mode code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) Clock divided by 16 = 1MHz */
/* (3) Samrt card mode enable */
/* (4) 1.5 stop bits, clock enable */
/* (5) 8-data bit plus parity, 1 start bit */
USART2->BRR = 160000 / 96; /* (1) */
USART2->GTPR = 16 >> 1; /* (2) */
USART2->CR3 = USART_CR3_SCEN; /* (3) */
USART2->CR2 = USART_CR2_STOP_1 | USART_CR2_STOP_0 | USART_CR2_CLKEN;/*(4 */
USART2->CR1 = USART_CR1_M | USART_CR1_PCE | USART_CR1_TE |
USART_CR1_UE;/* (5) */
/* Polling idle frame transmission transfer complete (this frame is not
sent) */
```

```
while((USART2->ISR & USART_ISR_TC) != USART_ISR_TC)
{
  /* add time out here for a robust application */
}
USART2->ICR = USART_ICR_TCCF;/* clear TC flag */
USART2->CR1 |= USART_CR1_TCIE;/* enable TC interrupt */
```

A.15.10 USART DMA code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) Enable DMA in reception and transmission */
/* (3) 8 data bit, 1 start bit, 1 stop bit, no parity, reception and
       transmission enabled */
USART2->BRR = 160000 / 96; /* (1) */
USART2->CR3 = USART_CR3_DMAT | USART_CR3_DMAR; /* (2) */
USART2->CR1 = USART_CR1_TE | USART_CR1_RE | USART_CR1_UE; /* (3) */
while((USART2->ISR & USART_ISR_TC) != USART_ISR_TC)/* polling idle frame
Transmission */
{
  /* add time out here for a robust application */
}
USART2->ICR = USART_ICR_TCCF;/* Clear TC flag */
```

A.15.11 USART IrDA mode code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) Divide by 24 to achieve the low power frequency */
/* (3) Enable IrDA */
/* (4) 8 data bit, 1 start bit, 1 stop bit, no parity */
USART2->BRR = 160000 / 96; /* (1) */
USART2->GTPR = 24; /* (2) */
USART2->CR3 = USART_CR3_IREN; /* (3) */
USART2->CR1 = USART_CR1_TE | USART_CR1_UE; /* (4) */
/* polling idle frame Transmission */
while((USART2->ISR & USART_ISR_TC) != USART_ISR_TC)
{
  /* add time out here for a robust application */
}
USART2->ICR = USART_ICR_TCCF;/* clear TC flag */
USART2->CR1 |= USART_CR1_TCIE;/* enable TC interrupt */
```

A.15.12 USART hardware flow control code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) RTS and CTS enabled */
/* (3) 8 data bit, 1 start bit, 1 stop bit, no parity, reception and
       transmission enabled */
```

```
USART2->BRR = 160000 / 96; /* (1) */
USART2->CR3 = USART_CR3_RTSE | USART_CR3_CTSE; /* (2) */
USART2->CR1 = USART_CR1_TE | USART_CR1_RXNEIE | USART_CR1_RE |
USART_CR1_UE; /* (3) */
while((USART2->ISR & USART_ISR_TC) != USART_ISR_TC)/* polling idle frame
Transmission */
{
  /* add time out here for a robust application */
}
USART2->ICR = USART_ICR_TCCF;/* Clear TC flag */
USART2->CR1 |= USART_CR1_TCIE;/* Enable TC interrupt */
```

A.16 LPUART code example

A.16.1 LPUART receiver configuration code example

```
/* (1) oversampling by 16, 9600 baud */
/* (2) Enable STOP mode, 8 data bit, 1 start bit, 1 stop bit, no parity,
       reception mode */
LPUART1->BRR = 0x369; /* (1) */
LPUART1->CR1 = USART_CR1_UESM | USART_CR1_RXNEIE | USART_CR1_RE |
               USART_CR1_UE; /* (2) */
```

A.16.2 LPUART receive byte code example

```
if((LPUART1->ISR & USART_ISR_RXNE) == USART_ISR_RXNE)
{
  chartoreceive = (uint8_t)(LPUART1->RDR); /* Receive data, clear flag */
}
```

A.17 SPI code example

A.17.1 SPI master configuration code example

```
/* (1) Master selection, BR: Fpclk/256,
       CPOL and CPHA at zero (rising first edge) */
/* (2) Slave select output enabled, RXNE IT, 8-bit Rx fifo */
/* (3) Enable SPI1 */
SPI1->CR1 = SPI_CR1_MSTR | SPI_CR1_BR; /* (1) */
SPI1->CR2 = SPI_CR2_SSOE | SPI_CR2_RXNEIE; /* (2) */
SPI1->CR1 |= SPI_CR1_SPE; /* (3) */
```

A.17.2 SPI slave configuration code example

```
/* nSS hard, slave, CPOL and CPHA at zero (rising first edge) */
/* (1) RXNE IT, 8-bit Rx fifo */
```

```
/* (2) Enable SPI1 */
SPI1->CR2 = SPI_CR2_RXNEIE; /* (1) */
SPI1->CR1 |= SPI_CR1_SPE; /* (2) */
```

A.17.3 SPI full duplex communication code example

```
if((SPI1->SR & SPI_SR_TXE) == SPI_SR_TXE) /* Test Tx empty */
{
  /* Will inititiate 8-bit transmission if TXE */
  *(uint8_t *)&(SPI1->DR) = SPI1_DATA;
}
```

A.17.4 SPI master configuration with DMA code example

```
/* (1) Master selection, BR: Fpclk/256
       CPOL and CPHA at zero (rising first edge) */
/* (2) TX and RX with DMA, slave select output enabled, RXNE IT, 8-bit Rx
       fifo */
/* (3) Enable SPI1 */
SPI1->CR1 = SPI_CR1_MSTR | SPI_CR1_BR; /* (1) */
SPI1->CR2 = SPI_CR2_TXDMAEN | SPI_CR2_RXDMAEN | SPI_CR2_SSOE;; /* (2) */
SPI1->CR1 |= SPI_CR1_SPE; /* (3) */
```

A.17.5 SPI slave configuration with DMA code example

```
/* nSS hard, slave, CPOL and CPHA at zero (rising first edge) */
/* (1) TX and RX with DMA, RXNE IT, 8-bit Rx fifo */
/* (2) Enable SPI1 */
SPI1->CR2 = SPI_CR2_TXDMAEN | SPI_CR2_RXDMAEN; /* (1) */
SPI1->CR1 |= SPI_CR1_SPE; /* (2) */
```

A.17.6 SPI interrupt code example

```
if((SPI1->SR & SPI_SR_RXNE) == SPI_SR_RXNE)
{
  SPI1_Data = (uint8_t)SPI1->DR; /* receive data, clear flag */
  /* Process */
}
```

A.18 DBG code example

A.18.1 DBG read device Id code example

```
MCU_Id = DBGMCU->IDCODE; /* Read MCU Id, 32-bit access */
```

A.18.2 DBG debug in LPM code example

```
DBGMCU->CR |= DBGMCU_CR_DBG_STOP; /* To be able to debug in stop mode */
```

Revision history

Table 126. Document revision history

Date	Revision	Changes
12-Dec-2017	1	Initial release.

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