Silicon identification

This errata sheet applies to the revisions ‘A’, ‘Z’, ‘1’, ‘2’ and ‘Y’ of STMicroelectronics STM32F405xx/STM32F407xx and STM32F415xx/STM32F417xx microcontroller families. In this document, they will be referred to as STM32F40x and STM32F41x, respectively, unless otherwise specified.

The STM32F40x and STM32F41x families feature an ARM® 32-bit Cortex™-M4 core with FPU, for which an errata notice is also available (see Section 1 for details).

The full list of part numbers is shown in Table 2. The products are identifiable as shown in Table 1:

- by the revision code marked below the order code on the device package
- by the last three digits of the Internal order code printed on the box label

### Table 1. Device identification

<table>
<thead>
<tr>
<th>Order code</th>
<th>Revision code marked on device</th>
</tr>
</thead>
<tbody>
<tr>
<td>STM32F415xx, STM32F417xx</td>
<td></td>
</tr>
</tbody>
</table>

1. The REV_ID bits in the DBGMCU_IDCODE register show the revision code of the device (see the STM32F40x and STM32F41x reference manual for details on how to find the revision code).

2. Refer to Appendix A: Revision code on device marking for details on how to identify the revision code and the date code on the different packages.

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<table>
<thead>
<tr>
<th>Reference</th>
<th>Part number</th>
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<tbody>
<tr>
<td>STM32F405xx</td>
<td>STM32F405OG, STM32F405OE, STM32F405RG, STM32F405VG, STM32F405ZG</td>
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<tr>
<td>STM32F415xx</td>
<td>STM32F415OG, STM32F415RG, STM32F415VG, STM32F415ZG</td>
</tr>
<tr>
<td>STM32F417xx</td>
<td>STM32F417VG, STM32F417IG, STM32F417ZG, STM32F417VE, STM32F417ZE, STM32F417IE</td>
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1 ARM 32-bit Cortex-M4 with FPU limitations

An errata notice of the STM32F40x and STM32F41x core is available from http://infocenter.arm.com.

All the described limitations are minor and related to the revision r0p1-v1 of the Cortex-M4 core. Table 3 summarizes these limitations and their implications on the behavior of STM32F40x and STM32F41x devices.

Table 3. Cortex-M4 core limitations and impact on microcontroller behavior

<table>
<thead>
<tr>
<th>ARM ID</th>
<th>ARM category</th>
<th>ARM summary of errata</th>
<th>Impact on STM32F40x and STM32F41x</th>
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<td>752770</td>
<td>Cat B</td>
<td>Interrupted loads to SP can cause erroneous behavior</td>
<td>Minor</td>
</tr>
<tr>
<td>776924</td>
<td>Cat B</td>
<td>VDIV or VSQRT instructions might not complete correctly when very short ISRs are used</td>
<td>Minor</td>
</tr>
</tbody>
</table>

1.1 Cortex-M4 interrupted loads to stack pointer can cause erroneous behavior

Description

An interrupt occurring during the data-phase of a single word load to the stack pointer (SP/R13) can cause an erroneous behavior of the device. In addition, returning from the interrupt results in the load instruction being executed an additional time.

For all the instructions performing an update of the base register, the base register is erroneously updated on each execution, resulting in the stack pointer being loaded from an incorrect memory location.

The instructions affected by this limitation are the following:

- LDR SP, [Rn],#imm
- LDR SP, [Rn,#imm]!
- LDR SP, [Rn,#imm]
- LDR SP, [Rn]
- LDR SP, [Rn,Rm]

Workaround

As of today, no compiler generates these particular instructions. This limitation can only occur with hand-written assembly code.

Both limitations can be solved by replacing the direct load to the stack pointer by an intermediate load to a general-purpose register followed by a move to the stack pointer.

Example:

Replace LDR SP, [R0] by

LDR R2, [R0]
MOV SP, R2
1.2 VDIV or VSQRT instructions might not complete correctly when very short ISRs are used

Description
On Cortex-M4 with FPU core, 14 cycles are required to execute a VDIV or VSQRT instruction.

This limitation is present when the following conditions are met:
- A VDIV or VSQRT is executed
- The destination register for VDIV or VSQRT is one of s0 - s15
- An interrupt occurs and is taken
- The ISR being executed does not contain a floating point instruction
- 14 cycles after the VDIV or VSQRT is executed, an interrupt return is executed

In this case, if there are only one or two instructions inside the interrupt service routine, then the VDIV or VQSRT instruction does not complete correctly and the register bank and FPSCR are not updated, meaning that these registers hold incorrect out-of-date data.

Workaround
Two workarounds are applicable:
- Disable lazy context save of floating point state by clearing LSPEN to 0 (bit 30 of the FPCCR at address 0xE000EF34).
- Ensure that every ISR contains more than 2 instructions in addition to the exception return instruction.
2 STM32F40x and STM32F41x silicon limitations

Table 4 gives quick references to all documented limitations.

Legend for Table 4: A = workaround available; N = no workaround available; P = partial workaround available, '-' and grayed = fixed.

<table>
<thead>
<tr>
<th>Links to silicon limitations</th>
<th>Revision</th>
<th>Revision</th>
<th>(Z), ‘1’, ‘2’ and ‘Y’</th>
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<tr>
<td>Section 2.1.1: System limitations</td>
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<td></td>
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<tr>
<td>Section 2.1.1: ART Accelerator prefetch queue instruction is not supported</td>
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<td>-</td>
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<td>Section 2.1.2: MCU device ID is incorrect</td>
<td>A</td>
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<td>Section 2.1.3: Debugging Stop mode and system tick timer</td>
<td>A</td>
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<td>A</td>
<td></td>
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<td>Section 2.1.5: Wakeup sequence from Standby mode when using more than one wakeup source</td>
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<td>Section 2.1.6: Full JTAG configuration without NJTRST pin cannot be used</td>
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<td>Section 2.1.7: PDR_ON pin not available on LQFP100 package for revision Z devices</td>
<td>-</td>
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<tr>
<td>Section 2.1.8: Incorrect BOR option byte when consecutively programming BOR option byte</td>
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<tr>
<td>Section 2.1.9: Configuration of PH10 and PI10 as external interrupts is erroneous</td>
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<td>Section 2.1.10: DMA2 data corruption when managing AHB and APB peripherals in a concurrent way</td>
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<td>Section 2.1.11: Slowing down APB clock during a DMA transfer</td>
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<tr>
<td>Section 2.1.13: Delay after an RCC peripheral clock enabling</td>
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<td>Section 2.1.15: Internal noise impacting the ADC accuracy</td>
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<td>Section 2.2: IWDG peripheral limitation</td>
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<tr>
<td>Section 2.2.1: RVU and PVU flags are not reset in STOP mode</td>
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<td>Section 2.3: RTC_Tamper limitations</td>
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<tr>
<td>Section 2.3.1: Spurious tamper detection when disabling the tamper channel</td>
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<td>Section 2.3.2: Detection of a tamper event occurring before enabling the tamper detection is not supported in edge detection mode</td>
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### Table 4. Summary of silicon limitations (continued)

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<th>Section 2.4: I2C peripheral limitations</th>
<th>Links to silicon limitations</th>
<th>Revision A</th>
<th>Revision ‘Z’, ‘1’, ‘2’ and ‘Y’</th>
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<tbody>
<tr>
<td><strong>Section 2.4.1:</strong> SMBus standard not fully supported</td>
<td>Section 2.4.1: SMBus standard not fully supported</td>
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<tr>
<td><strong>Section 2.4.2:</strong> Start cannot be generated after a misplaced Stop</td>
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<tr>
<td><strong>Section 2.4.3:</strong> Mismatch on the “Setup time for a repeated Start condition” timing parameter</td>
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<td><strong>Section 2.4.5:</strong> Both SDA and SCL maximum rise time (tr) violated when VDD_I2C bus higher than ((VDD+0.3) / 0.7) V</td>
<td>Section 2.4.5: Both SDA and SCL maximum rise time (tr) violated when VDD_I2C bus higher than ((VDD+0.3) / 0.7) V</td>
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<th>Section 2.5: I2S peripheral limitation</th>
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<tr>
<td><strong>Section 2.5.1:</strong> In I2S slave mode, WS level must be set by the external master when enabling the I2S</td>
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<tr>
<td><strong>Section 2.5.2:</strong> I2S2 in full-duplex mode may not work properly when SCK and WS signals are mapped on PI1 and PI0 respectively</td>
<td>Section 2.5.2: I2S2 in full-duplex mode may not work properly when SCK and WS signals are mapped on PI1 and PI0 respectively</td>
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### 2.1 System limitations

#### 2.1.1 ART Accelerator prefetch queue instruction is not supported

**Description**

The ART Accelerator prefetch queue instruction is not supported on revision A devices.
This limitation does not prevent the ART Accelerator from using the cache enable/disable capability and the selection of the number of wait states according to the system frequency.

**Workaround**

- Revision A devices: none
- Revision Z and 1 devices: fixed.

### 2.1.2 MCU device ID is incorrect

**Description**

On revision A devices, the STM32F40x and STM32F41x have the same MCU device ID as the STM32F20x and STM32F21x devices. On revision A devices, when reading the Revision identifier, this will return 0x2000 instead of 0x1000. The device ID and revision ID can be read from address 0xE0042000.

**Workaround**

- Revision A devices
  
  To differentiate the STM32F4xxx from the STM32F2xxx series, read the MCU device ID and the Core Device.
  
  - For STM32F2xxx
    
    MCU device ID = STM32F2xxx device ID
    
    Core Device = CortexM3
  
  - For STM32F4xxx
    
    MCU device ID = STM32F4xxx device ID
    
    Core Device = CortexM4

- Revision Z and 1 devices: fixed.

### 2.1.3 Debugging Stop mode and system tick timer

**Description**

If the system tick timer interrupt is enabled during the Stop mode debug (DBG_STOP bit set in the DBGMCU_CR register), it will wake up the system from Stop mode.

**Workaround**

To debug the Stop mode, disable the system tick timer interrupt.

### 2.1.4 Debugging Stop mode with WFE entry

**Description**

When the Stop debug mode is enabled (DBG_STOP bit set in the DBGMCU_CR register), this allows software debugging during Stop mode.

However, if the application software uses the WFE instruction to enter Stop mode, after wakeup some instructions could be missed if the WFE is followed by sequential instructions. This affects only Stop debug mode with WFE entry.
Workaround

To debug Stop mode with WFE entry, the WFE instruction must be inside a dedicated function with 1 instruction (NOP) between the execution of the WFE and the Bx LR.

Example:

```c
__asm void _WFE(void) {
    WFE
    NOP
    BX lr }
```

### 2.1.5 Wakeup sequence from Standby mode when using more than one wakeup source

**Description**

The various wakeup sources are logically OR-ed in front of the rising-edge detector which generates the wakeup flag (WUF). The WUF needs to be cleared prior to Standby mode entry, otherwise the MCU wakes up immediately.

If one of the configured wakeup sources is kept high during the clearing of the WUF (by setting the CWUF bit), it may mask further wakeup events on the input of the edge detector. As a consequence, the MCU might not be able to wake up from Standby mode.

**Workaround**

To avoid this problem, the following sequence should be applied before entering Standby mode:

- Disable all used wakeup sources,
- Clear all related wakeup flags,
- Re-enable all used wakeup sources,
- Enter Standby mode

**Note:** Be aware that, when applying this workaround, if one of the wakeup sources is still kept high, the MCU enters Standby mode but then it wakes up immediately generating a power reset.

### 2.1.6 Full JTAG configuration without NJTRST pin cannot be used

**Description**

When using the JTAG debug port in debug mode, the connection with the debugger is lost if the NJTRST pin (PB4) is used as a GPIO. Only the 4-wire JTAG port configuration is impacted.

**Workaround**

Use the SWD debug port instead of the full 4-wire JTAG port.
2.1.7 **PDR_ON pin not available on LQFP100 package for revision Z devices**

**Description**

On revision Z devices, the PDR_ON pin (pin 99) available on LQFP100 package is replaced by $V_{SS}$. As a consequence, the POR/PDR feature is always enabled.

**Workaround**

- Applications using on revision A devices with PDR_ON pin connected to $V_{DD}$ (POR/PDR feature enabled)
  
  Connect the former PDR_ON pin to $V_{SS}$ on revision Z devices.

- Applications using revision A devices with PDR_ON pin connected to $V_{SS}$ (POR/PDR feature disabled)
  
  No modification is required when migrating to revision Z devices. However, it is no longer possible to supply the product from a 1.7 V $V_{DD}$ on LQFP100 package since $V_{DD}$ minimum value is 1.8 V when the POR/PDR feature is enabled.

2.1.8 **Incorrect BOR option byte when consecutively programming BOR option byte**

**Description**

When the AHB prescaler is greater than 2, and consecutive BOR option byte program operations are performed without resetting the device, then an incorrect value might be programmed in the BOR option byte.

**Workaround**

To program consecutive BOR option byte values, either configure the AHB prescaler to 1 or 2, or perform a system reset between each BOR option byte program operation.

2.1.9 **Configuration of PH10 and PI10 as external interrupts is erroneous**

**Description**

PH10 or PI10 is selected as the source for the EXTI10 external interrupt by setting bits EXTI10[3:0] of SYSCFG_EXTICR3 register to 0x0111 or 0x1000, respectively. However, this erroneous operation enables PH2 and PI2 as external interrupt inputs.

As a result, it is not possible to use PH10/PI10 as interrupt sources if PH2/PI2 are not selected as the interrupt source, as well. This means that bits EXTI10[3:0] of SYSCFG_EXTICR3 register and bits EXTI2[3:0] of SYSCFG_EXTICR1 should be programmed to the same value:

- 0x0111 to select PH10/PH2
- 0x1000 to select PI10/PI2

**Workaround**

None.
2.1.10 DMA2 data corruption when managing AHB and APB peripherals in a concurrent way

Description
When the DMA2 is managing AHB Peripherals (only peripherals embedding FIFOs) and also APB transfers in a concurrent way, this generates a data corruption (multiple DMA access).

When this condition occurs:
- The data transferred by the DMA to the AHB peripherals could be corrupted in case of a FIFO target.
- For memories, it will result in multiple access (not visible by the Software) and the data is not corrupted.
- For the DCMI, a multiple unacknowledged request could be generated, which implies an unknown behavior of the DMA.

AHB peripherals embedding FIFO are DCMI, CRYPTO, and HASH. On sales types without CRYPTO, only the DCMI is impacted. External FIFO controlled by the FSMC is also impacted.

Workaround
Avoid concurrent AHB (DCMI, CRYPTO, HASH, FSMC with external FIFO) and APB transfer management using the DMA2.

2.1.11 Slowing down APB clock during a DMA transfer

Description
When the CPU modifies the APB clock (slows down the clock: changes AHB/APB prescaler from 1 to 2, 1 to 4, 1 to 8 or 1 to 16) while the DMA is performing a write access to the same APB peripherals, the current DMA transfer will be blocked. Only system reset will recover.

Workaround
Before slowing down the APB clock, wait until the end of the DMA transfer on this APB.

2.1.12 MPU attribute to RTC and IWDG registers could be managed incorrectly

Description
If the MPU is used and the non bufferable attribute is set to the RTC or IWDG memory map region, the CPU access to the RTC or IWDG registers could be treated as bufferable, provided that there is no APB prescaler configured (AHB/APB prescaler is equal to 1).

Workaround
If the non bufferable attribute is required for these registers, the software could perform a read after the write to guaranty the completion of the write access.
2.1.13 Delay after an RCC peripheral clock enabling

Description
A delay between an RCC peripheral clock enable and the effective peripheral enabling should be taken into account in order to manage the peripheral read/write to registers.

This delay depends on the peripheral’s mapping:
- If the peripheral is mapped on AHB: the delay should be equal to 2 AHB cycles.
- If the peripheral is mapped on APB: the delay should be equal to 1 + (AHB/APB prescaler) cycles.

Workarounds
1. Use the DSB instruction to stall the Cortex-M4 CPU pipeline until the instruction is completed.
2. Insert “n” NOPs between the RCC enable bit write and the peripheral register writes (n = 2 for AHB peripherals, n = 1 + AHB/APB prescaler in case of APB peripherals).

2.1.14 Battery charge monitoring lower than 2.4 Volts

Description
If (VDD = VDDA) is lower than or equal to 2.4 V, the VBAT conversion correctness is not guaranteed in full temperature and voltage ranges. When VBAT is set, the voltage divider bridge is enabled and VBAT/2 is connected to the ADC input. In order to monitor the battery charge correctly, the input of the ADC must not be higher than (VDDA - 0.6 V).

Thus, VBAT/2 < VDD – 0.6 V implies that VDD > 2.4 V.

Workaround
None. (VDD = VDDA) should be greater than 2.4 V.

2.1.15 Internal noise impacting the ADC accuracy

Description
An internal noise generated on VDD supplies and propagated internally may impact the ADC accuracy.

This noise is always active whatever the power mode of the MCU (RUN or Sleep).

Workarounds
Two steps could be followed to adapt the accuracy level to the application requirements:
1. Configure the Flash ART as Prefetch OFF and (Data + Instruction) cache ON.
2. Use averaging and filtering algorithms on ADC output codes.

For more workaround details of this limitation, refer to AN4073.
2.2  IWDG peripheral limitation

2.2.1  RVU and PVU flags are not reset in STOP mode

Description
The RVU and PVU flags of the IWDG_SR register are set by hardware after a write access to the IWDG_RLR and the IWDG_PR registers, respectively. If the Stop mode is entered immediately after the write access, the RVU and PVU flags are not reset by hardware.

Before performing a second write operation to the IWDG_RLR or the IWDG_PR register, the application software must wait for the RVU or PVU flag to be reset. However, since the RVU/PVU bit is not reset after exiting the Stop mode, the software goes into an infinite loop and the independent watchdog (IWDG) generates a reset after the programmed timeout period.

Workaround
Wait until the RVU or PVU flag of the IWDG_SR register is reset before entering the Stop mode.

2.3  RTC_Tamper limitations

2.3.1  Spurious tamper detection when disabling the tamper channel

Description
If the tamper detection is configured for detection on falling edge event (TAMPFLT=00 and TAMPxTRG=1) and if the tamper event detection is disabled when the tamper pin is at high level, a false tamper event is detected.

Workaround
None

2.3.2  Detection of a tamper event occurring before enabling the tamper detection is not supported in edge detection mode

Description
When the tamper detection is enabled in edge detection mode (TAMPFLT=00):

- When TAMPxTRG=0 (rising edge detection): if the tamper input is already high before enabling the tamper detection, the tamper event may or may not be detected when enabling the tamper detection. The probability to detect it increases with the APB frequency.

- When TAMPxTRG=1 (falling edge detection): if the tamper input is already low before enabling the tamper detection, the tamper event is not detected when enabling the tamper detection.
Workaround
The I/O state should be checked by software in the GPIO registers, just after enabling the tamper detection and before writing sensitive values in the backup registers, in order to ensure that no active edge occurred before enabling the tamper event detection.

2.4 I2C peripheral limitations

2.4.1 SMBus standard not fully supported

Description
The I^2^C peripheral is not fully compliant with the SMBus v2.0 standard since it does not support the capability to NACK an invalid byte/command.

Workarounds
A higher-level mechanism should be used to verify that a write operation is being performed correctly at the target device, such as:
1. Using the SMBAL pin if supported by the host
2. the alert response address (ARA) protocol
3. the Host notify protocol

2.4.2 Start cannot be generated after a misplaced Stop

Description
If a master generates a misplaced Stop on the bus (bus error), the peripheral cannot generate a Start anymore.

Workaround
In the I^2^C standard, it is allowed to send a Stop only at the end of the full byte (8 bits + acknowledge), so this scenario is not allowed. Other derived protocols like CBUS allow it, but they are not supported by the I^2^C peripheral.

A software workaround consists in asserting the software reset using the SWRST bit in the I2C_CR1 control register.

2.4.3 Mismatch on the “Setup time for a repeated Start condition” timing parameter

Description
In case of a repeated Start, the “Setup time for a repeated Start condition” (named Tsu;sta in the I^2^C specification) can be slightly violated when the I^2^C operates in Master Standard mode at a frequency between 88 kHz and 100 kHz.
The limitation can occur only in the following configuration:

- in Master mode
- in Standard mode at a frequency between 88 kHz and 100 kHz (no limitation in Fast-mode)
- SCL rise time:
  - If the slave does not stretch the clock and the SCL rise time is more than 300 ns (if the SCL rise time is less than 300 ns, the limitation cannot occur)
  - If the slave stretches the clock

The setup time can be violated independently of the APB peripheral frequency.

**Workaround**

Reduce the frequency down to 88 kHz or use the I²C Fast-mode, if supported by the slave.

### 2.4.4 Data valid time (t\text{VD;DAT}) violated without the OVR flag being set

**Description**

The data valid time (t\text{VD;DAT}, t\text{VD;ACK}) described by the I²C standard can be violated (as well as the maximum data hold time of the current data (t\text{HD;DAT})) under the conditions described below. This violation cannot be detected because the OVR flag is not set (no transmit buffer underrun is detected).

This limitation can occur only under the following conditions:

- in Slave transmit mode
- with clock stretching disabled (NOSTRETCH=1)
- if the software is late to write the DR data register, but not late enough to set the OVR flag (the data register is written before)

**Workaround**

If the master device allows it, use the clock stretching mechanism by programming the bit NOSTRETCH=0 in the I2C_CR1 register.

If the master device does not allow it, ensure that the software is fast enough when polling the TXE or ADDR flag to immediately write to the DR data register. For instance, use an interrupt on the TXE or ADDR flag and boost its priority to the higher level.
2.4.5 Both SDA and SCL maximum rise time (tᵣ) violated when VDD_I2C bus higher than ((VDD+0.3) / 0.7) V

**Description**

When an external legacy I²C bus voltage (VDD_I2C) is set to 5 V while the MCU is powered from V_DD, the internal 5-Volt tolerant circuitry is activated as soon the input voltage (V_IN) reaches the V_DD + diode threshold level. An additional internal large capacitance then prevents the external pull-up resistor (R_P) from rising the SDA and SCL signals within the maximum timing (tᵣ) which is 300 ns in fast mode and 1000 ns in Standard mode.

The rise time (tᵣ) is measured from V_IL and V_IH with levels set at 0.3VDD_I2C and 0.7VDD_I2C.

**Workaround**

The external VDD_I2C bus voltage should be limited to a maximum value of ((VDD+0.3) / 0.7) V. As a result, when the MCU is powered from V_DD=3.3 V, VDD_I2C should not exceed 5.14 V to be compliant with I²C specifications.

2.5 I2S peripheral limitation

2.5.1 In I2S slave mode, WS level must be set by the external master when enabling the I2S

**Description**

In slave mode, the WS signal level is used only to start the communication. If the I2S (in slave mode) is enabled while the master is already sending the clock and the WS signal level is low (for I2S protocol) or is high (for the LSB or MSB-justified mode), the slave starts communicating data immediately. In this case, the master and slave will be desynchronized throughout the whole communication.

**Workaround**

The I2S peripheral must be enabled when the external master sets the WS line at:

- High level when the I2S protocol is selected.
- Low level when the LSB or MSB-justified mode is selected.
2.5.2 I2S2 in full-duplex mode may not work properly when SCK and WS signals are mapped on PI1 and PI0 respectively

Description
When SCK and WS signals are used to support I2S full-duplex through GPIO port I: PI1 and PI0 respectively, the I2S2 peripheral cannot be able to provide internally SCK signal and WS signal to I2S2_ext interface. In this case, I2S2_ext interface will not be able to send/receive data.

Workaround
Other mapped pins for SCK and WS signals can be used on GPIO Port B as below:
- I2S2 CK signal: PB10 pin or PB13 pin.
- I2S2 WS signal: PB12 pin or PB9 pin.

2.6 USART peripheral limitations

2.6.1 Idle frame is not detected if receiver clock speed is deviated

Description
If the USART receives an idle frame followed by a character, and the clock of the transmitter device is faster than the USART receiver clock, the USART receive signal falls too early when receiving the character start bit, with the result that the idle frame is not detected (IDLE flag is not set).

Workaround
None.

2.6.2 In full duplex mode, the Parity Error (PE) flag can be cleared by writing to the data register

Description
In full duplex mode, when the Parity Error flag is set by the receiver at the end of a reception, it may be cleared while transmitting by reading the USART_SR register to check the TXE or TC flags and writing data to the data register.

Consequently, the software receiver can read the PE flag as '0' even if a parity error occurred.

Workaround
The Parity Error flag should be checked after the end of reception and before transmission.
2.6.3 Parity Error (PE) flag is not set when receiving in Mute mode using address mark detection

Description
The USART receiver is in Mute mode and is configured to exit the Mute mode using the address mark detection. When the USART receiver recognizes a valid address with a parity error, it exits the Mute mode without setting the Parity Error flag.

Workaround
None.

2.6.4 Break frame is transmitted regardless of nCTS input line status

Description
When CTS hardware flow control is enabled (CTSE = 1) and the Send Break bit (SBK) is set, the transmitter sends a break frame at the end of the current transmission regardless of nCTS input line status.

Consequently, if an external receiver device is not ready to accept a frame, the transmitted break frame is lost.

Workaround
None.

2.6.5 nRTS signal abnormally driven low after a protocol violation

Description
When RTS hardware flow control is enabled, the nRTS signal goes high when data is received. If this data was not read and new data is sent to the USART (protocol violation), the nRTS signal goes back to low level at the end of this new data.

Consequently, the sender gets the wrong information that the USART is ready to receive further data.

On USART side, an overrun is detected, which indicates that data has been lost.

Workaround
Workarounds are required only if the other USART device violates the communication protocol, which is not the case in most applications.

Two workarounds can be used:
- After data reception and before reading the data in the data register, the software takes over the control of the nRTS signal as a GPIO and holds it high as long as needed. If the USART device is not ready, the software holds the nRTS pin high, and releases it when the device is ready to receive new data.
- The time required by the software to read the received data must always be lower than the duration of the second data reception. For example, this can be ensured by treating all the receptions by DMA mode.
2.6.6 Start bit detected too soon when sampling for NACK signal from the smartcard

**Description**

According to ISO/IEC 7816-3 standard, when a character parity error is detected, the receiver shall transmit a NACK error signal 10.5 ± 0.2 ETUs after the character START bit falling edge. In this case, the transmitter should be able to detect correctly the NACK signal until 11 ± 0.2 ETUs after the character START bit falling edge.

In Smartcard mode, the USART peripheral monitors the NACK signal during the receiver time frame (10.5 ± 0.2 ETUs), while it should wait for it during the transmitter one (11 ± 0.2 ETUs). In real cases, this would not be a problem as the card itself needs to respect a 10.7 ETU period when sending the NACK signal. However this may be an issue to undertake a certification.

**Workaround**

None

2.6.7 Break request can prevent the Transmission Complete flag (TC) from being set

**Description**

After the end of transmission of a data (D1), the Transmission Complete (TC) flag will not be set if the following conditions are met:

- CTS hardware flow control is enabled.
- D1 is being transmitted.
- A break transfer is requested before the end of D1 transfer.
- nCTS is de-asserted before the end of D1 data transfer.

**Workaround**

If the application needs to detect the end of a data transfer, the break request should be issued after checking that the TC flag is set.

2.6.8 Guard time is not respected when data are sent on TXE events

**Description**

In smartcard mode, when sending a data on TXE event, the programmed guard time is not respected i.e. the data written in the data register is transferred on the bus without waiting the completion of the guardtime duration corresponding to the previous transmitted data.

**Workaround**

Write the data after TC is set because in smartcard mode, the TC flag is set at the end of the guard time duration.
2.6.9 nRTS is active while RE or UE = 0

Description
The nRTS line is driven low as soon as RTSE bit is set even if the USART is disabled (UE = 0) or if the receiver is disabled (RE=0) i.e. not ready to receive data.

Workaround
Configure the I/O used for nRTS as an alternate function after setting the UE and RE bits.

2.7 bxCAN limitation

2.7.1 bxCAN time triggered communication mode not supported

Description
The time triggered communication mode described in the reference manual is not supported. As a result timestamp values are not available. TTCM bit must be kept cleared in the CAN_MCR register (time triggered communication mode disabled).

Workaround
None

2.8 OTG_FS peripheral limitations

2.8.1 Data in RxFIFO is overwritten when all channels are disabled simultaneously

Description
If the available RxFIFO is just large enough to host 1 packet + its data status, and is currently occupied by the last received data + its status and, at the same time, the application requests that more IN channels be disabled, the OTG_FS peripheral does not first check for available space before inserting the disabled status of the IN channels. It just inserts them by overwriting the existing data payload.

Workaround
Use one of the following recommendations:
1. Configure the RxFIFO to host a minimum of $2 \times \text{MPSIZ} + 2 \times \text{data status entries}$.
2. The application has to check the RXFLVL bit (RxFIFO non-empty) in the OTG_FS_GINTSTS register before disabling each IN channel. If this bit is not set, then the application can disable an IN channel at a time. Each time the application disables an IN channel, however, it first has to check that the RXFLVL bit = 0 condition is true.
2.8.2 OTG host blocks the receive channel when receiving IN packets and no TxFIFO is configured

Description
When receiving data, the OTG_FS core erroneously checks for available TxFIFO space when it should only check for RxFIFO space. If the OTG_FS core cannot see any space allocated for data transmission, it blocks the reception channel and no data is received.

Workaround
Set at least one TxFIFO equal to the maximum packet size. In this way, the host application, which intends to support only IN traffic, also has to allocate some space for the TxFIFO.

Since a USB host is expected to support any kind of connected endpoint, it is good practice to always configure enough TxFIFO space for OUT endpoints.

2.8.3 Host channel-halted interrupt not generated when the channel is disabled

Description
When the application enables, then immediately disables the host channel before the OTG_FS host has had time to begin the transfer sequence, the OTG_FS core, as a host, does not generate a channel-halted interrupt. The OTG_FS core continues to operate normally.

Workaround
Do not disable the host channel immediately after enabling it.

2.8.4 Error in software-read OTG_FS_DCFG register values

Description
When the application writes to the DAD and PFIVL bitfields in the OTG_FS_DCFG register, and then reads the newly written bitfield values, the read values may not be correct.

The values written by the application, however, are correctly retained by the core, and the normal operation of the device is not affected.

Workaround
Do not read from the OTG_FS_DCFG register’s DAD and PFIVL bitfields just after programming them.
2.9 Ethernet peripheral limitations

2.9.1 Incorrect layer 3 (L3) checksum is inserted in transmitted IPv6 packets without TCP, UDP or ICMP payloads

Description
The application provides the per-frame control to instruct the MAC to insert the L3 checksums for TCP, UDP and ICMP packets. When automatic checksum insertion is enabled and the input packet is an IPv6 packet without the TCP, UDP or ICMP payload, then the MAC may incorrectly insert a checksum into the packet. For IPv6 packets without a TCP, UDP or ICMP payload, the MAC core considers the next header (NH) field as the extension header and continues to parse the extension header. Sometimes, the payload data in such packets matches the NH field for TCP, UDP or ICMP and, as a result, the MAC core inserts a checksum.

Workaround
When the IPv6 packets have a TCP, UDP or ICMP payload, enable checksum insertion for transmit frames, or bypass checksum insertion by using the CIC (checksum insertion control) bits in TDES0 (bits 23:22).

2.9.2 The Ethernet MAC processes invalid extension headers in the received IPv6 frames

Description
In IPv6 frames, there can be zero or some extension headers preceding the actual IP payload. The Ethernet MAC processes the following extension headers defined in the IPv6 protocol: Hop-by-Hop Options header, Routing header and Destination Options header. All extension headers, except the Hop-by-Hop extension header, can be present multiple times and in any order before the actual IP payload. The Hop-by-Hop extension header, if present, has to come immediately after the IPv6’s main header.

The Ethernet MAC processes all (valid or invalid) extension headers including the Hop-by-Hop extension headers that are present after the first extension header. For this reason, the GMAC core will accept IPv6 frames with invalid Hop-by-Hop extension headers. As a consequence, it will accept any IP payload as valid IPv6 frames with TCP, UDP or ICMP payload, and then incorrectly update the Receive status of the corresponding frame.

Workaround
None.

2.9.3 MAC stuck in the Idle state on receiving the TxFIFO flush command exactly 1 clock cycle after a transmission completes

Description
When the software issues a TxFIFO flush command, the transfer of frame data stops (even in the middle of a frame transfer). The TxFIFO read controller goes into the Idle state (TFRS=00 in ETH_MACDBG) and then resumes its normal operation.
However, if the TxFIFO read controller receives the TxFIFO flush command exactly one clock cycle after receiving the status from the MAC, the controller remains stuck in the Idle state and stops transmitting frames from the TxFIFO. The system can recover from this state only with a reset (e.g. a soft reset).

**Workaround**

Do not use the TxFIFO flush feature.

If TxFIFO flush is really needed, wait until the TxFIFO is empty prior to using the TxFIFO flush command.

### 2.9.4 Transmit frame data corruption

Frame data corrupted when the TxFIFO is repeatedly transitioning from non-empty to empty and then back to non-empty.

**Description**

Frame data may get corrupted when the TxFIFO is repeatedly transitioning from non-empty to empty for a very short period, and then from empty to non-empty, without causing an underflow.

This transitioning from non-empty to empty and back to non-empty happens when the rate at which the data is being written to the TxFIFO is almost equal to or a little less than the rate at which the data is being read.

This corruption cannot be detected by the receiver when the CRC is inserted by the MAC, as the corrupted data is used for the CRC computation.

**Workaround**

Use the Store-and-Forward mode: TSF=1 (bit 21 in ETH_DMAOMR). In this mode, the data is transmitted only when the whole packet is available in the TxFIFO.

### 2.9.5 Successive write operations to the same register might not be fully taken into account

**Description**

A write to a register might not be fully taken into account if a previous write to the same register is performed within a time period of four TX_CLK/RX_CLK clock cycles. When this error occurs, reading the register returns the most recently written value, but the Ethernet MAC continues to operate as if the latest write operation never occurred.

See *Table 5: Impacted registers and bits* for the registers and bits impacted by this limitation.
<table>
<thead>
<tr>
<th>Register name</th>
<th>Bit number</th>
<th>Bit name</th>
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<tbody>
<tr>
<td>DMA registers</td>
<td></td>
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<tr>
<td>ETH_DMABMR</td>
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<td>EDFE</td>
</tr>
<tr>
<td>ETH_DMAOMR</td>
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<td>DTCEFD</td>
</tr>
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<td></td>
<td>25</td>
<td>RSF</td>
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<td>7</td>
<td>FEF</td>
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<tr>
<td></td>
<td>6</td>
<td>FUGF</td>
</tr>
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<td></td>
<td>4:3</td>
<td>RTC</td>
</tr>
<tr>
<td>GMAC registers</td>
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<td></td>
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<tr>
<td>ETH_MACCR</td>
<td>25</td>
<td>CSTF</td>
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<td></td>
<td>23</td>
<td>WD</td>
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<tr>
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<td>9</td>
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<td></td>
<td>7</td>
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<td>6:5</td>
<td>BL</td>
</tr>
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<td>TE</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>RE</td>
</tr>
<tr>
<td>ETH_MACFFFR</td>
<td></td>
<td>MAC frame filter register</td>
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<tr>
<td>ETH_MACHTHR</td>
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<td>Hash Table High Register</td>
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<tr>
<td>ETH_MACHTLR</td>
<td>31:0</td>
<td>Hash Table Low Register</td>
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<tr>
<td>ETH_MACFCR</td>
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<td>PT</td>
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<td></td>
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<td>5:4</td>
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<td>3</td>
<td>UPFD</td>
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<td></td>
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<td>TFCE</td>
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<td></td>
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<td>FCB/BPA</td>
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Table 5. Impacted registers and bits (continued)

<table>
<thead>
<tr>
<th>Register name</th>
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<td>ETH_MACVLANTR</td>
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<td>VLANTC</td>
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<td></td>
<td>15:0</td>
<td>VLANTI</td>
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<tr>
<td>ETH_MACRWUFR</td>
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<td>all remote wakeup registers</td>
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<tr>
<td>ETH_MACPMTCSR</td>
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<td>WFFRPR</td>
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<tr>
<td></td>
<td>9</td>
<td>GU</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>WFE</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>MPE</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>PD</td>
</tr>
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<td>ETH_MACA0HR</td>
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<td>MAC address 0 high register</td>
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<tr>
<td>ETH_MACA0LR</td>
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<td>MAC address 0 low register</td>
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<tr>
<td>ETH_MACA1HR</td>
<td></td>
<td>MAC address 1 high register</td>
</tr>
<tr>
<td>ETH_MACA1LR</td>
<td></td>
<td>MAC address 1 low register</td>
</tr>
<tr>
<td>ETH_MACA2HR</td>
<td></td>
<td>MAC address 2 high register</td>
</tr>
<tr>
<td>ETH_MACA2LR</td>
<td></td>
<td>MAC address 2 low register</td>
</tr>
<tr>
<td>ETH_MACA3HR</td>
<td></td>
<td>MAC address 3 high register</td>
</tr>
<tr>
<td>ETH_MACA3LR</td>
<td></td>
<td>MAC address 3 low register</td>
</tr>
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<td>TSPTPPSV2E</td>
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<td></td>
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<td>TSSSR</td>
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<td>TSFCU</td>
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<tr>
<td></td>
<td>0</td>
<td>TSE</td>
</tr>
</tbody>
</table>
Workaround
Two workarounds could be applicable:

- Ensure a delay of four TX_CLK/RX_CLK clock cycles between the successive write operations to the same register.
- Make several successive write operations without delay, then read the register when all the operations are complete, and finally reprogram it after a delay of four TX_CLK/RX_CLK clock cycles.

2.10 FSMC peripheral limitation

2.10.1 Dummy read cycles inserted when reading synchronous memories

Description
When performing a burst read access to a synchronous memory, two dummy read accesses are performed at the end of the burst cycle whatever the type of AHB burst access. However, the extra data values which are read are not used by the FSMC and there is no functional failure.

Workaround
None.

2.10.2 FSMC synchronous mode and NWAIT signal disabled

Description
When the FSMC synchronous mode operates with the NWAIT signal disabled, if the polarity (WAITPOL in the FSMC_BCRx register) of the NWAIT signal is identical to that of the NWAIT input signal level, the system hangs and no fault is generated.

Workaround
PD6 (NWAIT signal) must not be connected to AF12 and the NWAIT polarity must be configured to active high (set WAITPOL bit to 1 in FSMC_BCRx register).

2.10.3 FSMC NOR Flash/PSRAM controller asynchronous access on bank 2 to 4 when bank 1 is in synchronous mode (CBURSTRW bit is set)

Description
If bank 1 of NOR/PSRAM controller is enabled in synchronous write mode (CBURSTRW bit set), while any other NOR/PSRAM banks (2 to 4) are enabled in asynchronous mode, two limitations occur:

- The byte lane NBL[1:0] are not active (kept at ‘1’) for the first write access to the asynchronous memory.
- The system hangs without any fault generation when a write access is performed to an asynchronous memory with the extended feature enabled.
These two limitations occur only when the NOR/PSRAM bank 1 is configured in synchronous write mode (CBURSTRW bit set).

**Workaround**

If multiple banks are enabled with mixed asynchronous and synchronous write modes, use any NOR/PSRAM bank for synchronous write access, except for bank 1.

### 2.11 SDIO peripheral limitations

#### 2.11.1 SDIO HW flow control

**Description**

When enabling the HW flow control by setting bit 14 of the SDIO_CLKCR register to ‘1’, glitches can occur on the SDIOCLK output clock resulting in wrong data to be written into the SD/MMC card or into the SDIO device. As a consequence, a CRC error will be reported to the SD/SDIO MMC host interface (DCRCFAIL bit set to ‘1’ in SDIO_STA register).

**Workaround**

None.

*Note:* Do not use the HW flow control. Overrun errors (Rx mode) and FIFO underrun (Tx mode) should be managed by the application software.

#### 2.11.2 Wrong CCRCFAIL status after a response without CRC is received

**Description**

The CRC is calculated even if the response to a command does not contain any CRC field. As a consequence, after the SDIO command IO_SEND_OP_COND (CMD5) is sent, the CCRCFAIL bit of the SDIO_STA register is set.

**Workaround**

The CCRCFAIL bit in the SDIO_STA register shall be ignored by the software. CCRCFAIL must be cleared by setting CCRCFAILC bit of the SDIO_ICR register after reception of the response to the CMD5 command.

#### 2.11.3 SDIO clock divider BYPASS mode may not work properly

**Description**

In high speed communication mode, when SDIO_CK is equal to 48 MHz (PLL48_output = 48 MHz), the BYPASS bit is equal to ‘1’ and the NEGEDGE bit is equal to ‘0’ (respectively bit 10 and bit 13 in the SDIO_CLKCR register), the hold timing at the I/O pin is not aligned with the SD/MMC 2.0 specifications.
Workaround
When not using USB nor RNG, PLL48_output (SDIOCLK) frequency can be raised up to 75 MHz, allowing to reach 37.5 MHz on SDIO_CK in high speed mode. The BYPASS bit, the CLKDIV bit and the NEGEDGE bit are equal to ‘0’.

2.11.4 Data corruption in SDIO clock dephasing (NEGEDGE) mode

Description
When NEGEDGE bit is set to ‘1’, it may lead to invalid data and command response read.

Workaround
None. A configuration with the NEGEDGE bit equal to ‘1’ should not be used.

2.11.5 CE-ATA multiple write command and card busy signal management

Description
The CE-ATA card may inform the host that it is busy by driving the SDIO_D0 line low, two cycles after the transfer of a write command (RW_MULTIPLE_REGISTER or RW_MULTIPLE_BLOCK). When the card is in a busy state, the host must not send any data until the BUSY signal is de-asserted (SDIO_D0 released by the card).

This condition is not respected if the data state machine leaves the IDLE state (Write operation programmed and started, DTEN = 1, DTDIR = 0 in SDIO_DCTRL register and TXFIFOE = 0 in SDIO_STA register).

As a consequence, the write transfer fails and the data lines are corrupted.

Workaround
After sending the write command (RW_MULTIPLE_REGISTER or RW_MULTIPLE_BLOCK), the application must check that the card is not busy by polling the BSY bit of the ATA status register using the FAST_IO (CMD39) command before enabling the data state machine.

2.11.6 No underrun detection with wrong data transmission

Description
In case there is an ongoing data transfer from the SDIO host to the SD card and the hardware flow control is disabled (bit 14 of the SDIO_CLKCR is not set), if an underrun condition occurs, the controller may transmit a corrupted data block (with wrong data word) without detecting the underrun condition when the clock frequencies have the following relationship:

\[3 \times \text{period(PCLK2)} + 3 \times \text{period(SDIOCLK)} \geq (32 / \text{(BusWidth)}) \times \text{period(SDIO_CK)}\]
Workaround
Avoid the above-mentioned clock frequency relationship, by:
- Incrementing the APB frequency
- or decreasing the transfer bandwidth
- or reducing SDIO_CK frequency

2.12 ADC peripheral limitations

2.12.1 ADC sequencer modification during conversion

Description
When a software start of conversion is used as an ADC trigger, and if the ADC_SQRx or ADC_JSQRx registers are modified during the conversion, the current conversion is reset and the ADC does not automatically restart the new conversion sequence. The hardware start of conversion trigger is not impacted and the ADC automatically restarts the new sequence when the next hardware trigger occurs.

Workaround
When a software start of conversion is used, the user application must first set the SWSART bit in the ADC_CR2 register, and then restart the new conversion sequence.
2.13 DAC peripheral limitations

2.13.1 DMA underrun flag management

Description
If the DMA is not fast enough to input the next digital data to the DAC, as a consequence, the same digital data is converted twice. In these conditions, the DMAUDR flag is set, which usually leads to disable the DMA data transfers. This is not the case: the DMA is not disabled by DMAUDR=1, and it keeps servicing the DAC.

Workaround
To disable the DAC DMA stream, reset the EN bit (corresponding to the DAC DMA stream) in the DMA_SxCR register.

2.13.2 DMA request not automatically cleared by DMAEN=0

Description
If the application wants to stop the current DMA-to-DAC transfer, the DMA request is not automatically cleared by DMAEN=0, or by DACEN=0.

If the application stops the DAC operation while the DMA request is high, the DMA request will be pending while the DAC is reinitialized and restarted; with the risk that a spurious unwanted DMA request is serviced as soon as the DAC is re-enabled.

Workaround
To stop the current DMA-to-DAC transfer and restart, the following sequence should be applied:
1. Check if DMAUDR is set.
2. Clear the DAC/DMAEN bit.
3. Clear the EN bit of the DAC DMA/Stream
4. Reconfigure by software the DAC, DMA, triggers etc.
5. Restart the application.
Appendix A  Revision code on device marking

*Figure 1, Figure 2, Figure 3, Figure 4, Figure 5 and Figure 6* show the marking compositions for the UFBGA176, LQFP176, LQFP144, LQFP100, LQFP64 and WLCSP90 packages, respectively. The only fields shown are the Additional field containing the revision code and the Year and Week fields making up the date code.

*Figure 1. UFBGA176 top package view*
Figure 2. LQFP176 top package view

Figure 3. LQFP144 top package view
STM32F40x and STM32F41x

Revision code on device marking

Figure 4. LQFP100 top package view

Figure 5. LQFP64 top package view
Figure 6. WLCSP90 top package view
# Revision history

Table 6. Document revision history

<table>
<thead>
<tr>
<th>Date</th>
<th>Revision</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>19-Sep-2011</td>
<td>1</td>
<td>Initial release.</td>
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<tr>
<td></td>
<td></td>
<td>Replaced STM42F4xx by STM32F4xx on cover page.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Added silicon revision Z.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Modified link to ARM 32-bit Cortex-M4F errata notice in Section 1: ARM 32-bit Cortex-M4 with FPU limitations.</td>
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<tr>
<td></td>
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<td>Updated status of ART Accelerator prefetch queue and MCU device ID limitations for revision Z in Table 4: Summary of silicon limitations.</td>
</tr>
<tr>
<td></td>
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<td>Updated Section 2.1.1: ART Accelerator prefetch queue instruction is not supported and Section 2.1.2: MCU device ID is incorrect to make differentiate between revision A and revision Z devices.</td>
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<tr>
<td></td>
<td></td>
<td>Added Section 2.1.6: Full JTAG configuration without NJTRST pin cannot be used, Section 2.1.7: PDR_ON pin not available on LOFP100 package for revision Z devices, Section 2.1.8: Incorrect BOR option byte when consecutively programming BOR option byte, and Section 2.1.9: Configuration of PH10 and PI10 as external interrupts is erroneous.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Updated workaround for Section 2.6.5: nRTS signal abnormally driven low after a protocol violation.</td>
</tr>
<tr>
<td>12-Dec-2011</td>
<td>2</td>
<td>Added Section 2.1.10: DMA2 data corruption when managing AHB and APB peripherals in a concurrent way, Section 2.1.11: Slowing down APB clock during a DMA transfer, Section 2.1.12: MPU attribute to RTC and IWDG registers could be managed incorrectly, Section 2.1.13: Delay after an RCC peripheral clock enabling, Section 2.1.14: Battery charge monitoring lower than 2.4 Volts and Appendix A: Revision code on device marking.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Added Section 2.10.2: FSMC synchronous mode and NWAIT signal disabled.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Added Section 2.11.3: SDIO clock divider BYPASS mode may not work properly, Section 2.11.4: Data corruption in SDIO clock dephasing (NEGEDGE) mode and Section 2.11.5: CE-ATA multiple write command and card busy signal management.</td>
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<tr>
<td>03-Aug-2012</td>
<td>3</td>
<td>Added Section 2.13: DAC peripheral limitations with Section 2.13.1: DMA underrun flag management and Section 2.13.2: DMA request not automatically cleared by DMAEN=0.</td>
</tr>
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Table 6. Document revision history (continued)

<table>
<thead>
<tr>
<th>Date</th>
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<th>Changes</th>
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<tbody>
<tr>
<td>25-Apr-2013</td>
<td>4</td>
<td>Added Section 1.2: VDIV or VSQRT instructions might not complete correctly when very short ISRs are used. Removed the reference to ‘Cortex-M4F’ in the whole document. Updated Table 2: Device summary, Section 2.1.2: MCU device ID is incorrect. Added Section 2.1.5: Wakeup sequence from Standby mode when using more than one wakeup source. Updated Section 2.10.1: Dummy read cycles inserted when reading synchronous memories. Added Section 2.2: IWDG peripheral limitation, Section 2.5.2: I2S2 in full-duplex mode may not work properly when SCK and WS signals are mapped on PI1 and PI0 respectively, Section 2.9.5: Successive write operations to the same register might not be fully taken into account and Section 2.10.3: FSMC NOR Flash/PSRAM controller asynchronous access on bank 2 to 4 when bank 1 is in synchronous mode (CBURSTRW bit is set), Section 2.11.6: No underrun detection with wrong data transmission and Section 2.12.1: ADC sequencer modification during conversion. Added Figure 6: WLCSP90 top package view.</td>
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<tr>
<td>11-Oct-2013</td>
<td>5</td>
<td>Added silicon revision 1. Added Section 2.4.5: Both SDA and SCL maximum rise time (tr) violated when VDD_I2C bus higher than ((VDD+0.3) / 0.7) V. Moved device marking to datasheets.</td>
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</table>
| 21-Jan-2015| 6        | Added:  
– rev 2 and Y on Table 1: Device identification,  
– Section 1.2: VDIV or VSQRT instructions might not complete correctly when very short ISRs are used  
– Section 2.3: RTC, Tamper limitations  
– from Section 2.6.6: Start bit detected too soon when sampling for NACK signal from the smartcard to Section 2.6.9: nRTS is active while RE or UE = 0  
– Section 2.7: bxCAN limitation  
Updated Table 4: Summary of silicon limitations |
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