Introduction

This reference manual targets application developers. It provides complete information on how to use the memory and the peripherals of the STM32F410 microcontrollers. The STM32F410 is a line of microcontrollers with different memory sizes, packages and peripherals.

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

For information on the Arm® Cortex®-M4 with FPU core, refer to the Cortex®-M4 with FPU Technical Reference Manual.

Related documents

Available from STMicroelectronics web site (http://www.st.com):

- STM32F410 datasheet
- PM0214 “STM32F3 Series, STM32F4 Series, STM32L4 Series and STM32L4+ Series Cortex®-M4 programming manual” for information on Arm® Cortex®-M4 with FPU
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1 Documentation conventions

1.1 General information

The STM32F410 devices have an Arm® (a) Cortex®-M4 with FPU core.

1.2 List of abbreviations for registers

The following abbreviations(b) 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 write0 (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 write1 (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 write (rc_w)**: Software can read as well as clear this bit by writing to the register. The value written to this bit is not important.
- **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 by read (rs_r)**: Software can read this bit. Reading this bit automatically sets it to 1. 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.
- **read/write once (rwo)**: Software can only write once to this bit and can also read it at any time. Only a reset can return the bit to its reset value.
- **toggle (t)**: The software can toggle this bit by writing 1. Writing 0 has no effect.
- **read-only write trigger (rt_w1)**: Software can read this bit. Writing 1 triggers an event but has no effect on the bit value.
- **Reserved (Res.)**: Reserved bit, must be kept at reset value.

---

a. Arm is a registered trademark of Arm Limited (or its subsidiaries) in the US and/or elsewhere.

b. This is an exhaustive list of all abbreviations applicable to STM microcontrollers, some of them may not be used in the current document.
1.3 Glossary

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

- The CPU core integrates two debug ports:
  - JTAG debug port (JTAG-DP) provides a 5-pin standard interface based on the Joint Test Action Group (JTAG) protocol.
  - SWD debug port (SWD-DP) provides a 2-pin (clock and data) interface based on the Serial Wire Debug (SWD) protocol.
    For both the JTAG and SWD protocols, refer to the Cortex®-M4 with FPU Technical Reference Manual.
- **Word**: data of 32-bit length.
- **Half-word**: data of 16-bit length.
- **Byte**: data of 8-bit length.
- **IAP (in-application programming)**: IAP is the ability to re-program the Flash memory of a microcontroller while the user program is running.
- **ICP (in-circuit programming)**: ICP is the ability to program the Flash memory of a microcontroller using the JTAG protocol, the SWD protocol or the bootloader while the device is mounted on the user application board.
- **I-Code**: this bus connects the Instruction bus of the CPU core to the Flash instruction interface. Prefetch is performed on this bus.
- **D-Code**: this bus connects the D-Code bus (literal load and debug access) of the CPU to the Flash data interface.
- **Option bytes**: product configuration bits stored in the Flash memory.
- **OBL**: option byte loader.
- **AHB**: advanced high-performance bus.
- **CPU**: refers to the Cortex®-M4 with FPU core.

1.4 Availability of peripherals

For availability of peripherals and their number across all sales types, refer to the particular device datasheet.
2 System and memory overview

2.1 System architecture

In STM32F410, the main system consists of 32-bit multilayer AHB bus matrix that interconnects:

- **Six masters:**
  - Cortex®-M4 with FPU core I-bus, D-bus and S-bus
  - DMA1 memory bus
  - DMA2 memory bus
  - DMA2 peripheral bus

- **Five slaves:**
  - Internal Flash memory ICode bus
  - Internal Flash memory DCode bus
  - Main internal SRAM
  - AHB1 peripherals including AHB to APB bridges and APB peripherals
  - AHB2 peripherals

The bus matrix provides access from a master to a slave, enabling concurrent access and efficient operation even when several high-speed peripherals work simultaneously. This architecture is shown in *Figure 1*.

![Figure 1. System architecture](image_url)

1. The Flash memory size is 512 Kbytes or 128 Mbytes while SRAM1 size is 256 Kbytes.
2.1.1 I-bus
This bus connects the Instruction bus of the Cortex®-M4 with FPU core to the BusMatrix. This bus is used by the core to fetch instructions. The target of this bus is a memory containing code (internal Flash memory/SRAM1).

2.1.2 D-bus
This bus connects the databus of the Cortex®-M4 with FPU to the BusMatrix. This bus is used by the core for literal load and debug access. The target of this bus is a memory containing code or data (internal Flash memory/SRAM1).

2.1.3 S-bus
This bus connects the system bus of the Cortex®-M4 with FPU core to a BusMatrix. This bus is used to access data located in a peripheral or in SRAM1. Instructions may also be fetch on this bus (less efficient than ICode). The targets of this bus are the internal SRAM1, the AHB1 peripherals including the APB peripherals, and the AHB2 peripherals.

2.1.4 DMA memory bus
This bus connects the DMA memory bus master interface to the BusMatrix. It is used by the DMA to perform transfer to/from memories. The targets of this bus are data memories: internal Flash memory, internal SRAM1 and additionally for S4 the AHB1/AHB2 peripherals including the APB peripherals.

2.1.5 DMA peripheral bus
This bus connects the DMA peripheral master bus interface to the BusMatrix. This bus is used by the DMA to access AHB peripherals or to perform memory-to-memory transfers. The targets of this bus are the AHB and APB peripherals plus data memories: Flash memory and internal SRAM1.

2.1.6 BusMatrix
The BusMatrix manages the access arbitration between masters. The arbitration uses a round-robin algorithm.

2.1.7 AHB/APB bridges (APB)
The two AHB/APB bridges, APB1 and APB2, provide full synchronous connections between the AHB and the two APB buses, allowing flexible selection of the peripheral frequency.

Refer to the device datasheets for more details on APB1 and APB2 maximum frequencies, and to Table 1 for the address mapping of AHB and APB peripherals.

After each device reset, all peripheral clocks are disabled (except for the SRAM and Flash memory interface). Before using a peripheral you have to enable its clock in the RCC_AHBxENR or RCC_APBxENR register.

Note: When a 16- or an 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 eight main blocks, of 512 Mbytes each.

2.2.2 Memory map and register boundary addresses

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 the following table.

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

### Table 1. Register boundary addresses

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<th>Boundary address</th>
<th>Peripheral</th>
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<tr>
<td>-</td>
<td>0xE010 0000 - 0xFFFF FFFF</td>
<td>Reserved</td>
</tr>
<tr>
<td>Cortex®-M4</td>
<td>0xE000 0000 - 0xE00F FFFF</td>
<td>Cortex-M4 internal peripherals</td>
</tr>
<tr>
<td>-</td>
<td>0x5000 0000 - 0xDFFF FFFF</td>
<td>Reserved</td>
</tr>
<tr>
<td>AHB1</td>
<td>0x4008 0400 - 0x4FFF FFFF</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>0x4008 0000 - 0x4008 03FF</td>
<td>RNG</td>
</tr>
<tr>
<td></td>
<td>0x4002 6800 - 0x4007 FFFF</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>0x4002 6400 - 0x4002 67FF</td>
<td>DMA2</td>
</tr>
<tr>
<td></td>
<td>0x4002 6000 - 0x4002 63FF</td>
<td>DMA1</td>
</tr>
<tr>
<td></td>
<td>0x4002 5000 - 0x4002 4FFF</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>0x4002 3C00 - 0x4002 3FFF</td>
<td>Flash interface register</td>
</tr>
<tr>
<td></td>
<td>0x4002 3800 - 0x4002 3BFF</td>
<td>RCC</td>
</tr>
<tr>
<td></td>
<td>0x4002 3400 - 0x4002 37FF</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>0x4002 3000 - 0x4002 33FF</td>
<td>CRC</td>
</tr>
<tr>
<td></td>
<td>0x4002 2800 - 0x4002 2FFF</td>
<td>Reserved</td>
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<tr>
<td></td>
<td>0x4002 2400 - 0x4002 27FF</td>
<td>LPTIM1</td>
</tr>
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<td></td>
<td>0x4002 2000 - 0x4002 23FF</td>
<td>Reserved</td>
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<td></td>
<td>0x4002 1C00 - 0x4002 1FFF</td>
<td>GPIOH</td>
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<td>0x4002 0800 - 0x4002 0BFF</td>
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<td>0x4002 0400 - 0x4002 07FF</td>
<td>GPIOB</td>
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<td></td>
<td>0x4002 0000 - 0x4002 03FF</td>
<td>GPIOA</td>
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<tr>
<td>Bus</td>
<td>Boundary address</td>
<td>Peripheral</td>
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<td>APB2</td>
<td>0x4001 5400 - 0x4001 FFFF</td>
<td>Reserved</td>
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<td>0x4001 5000 - 0x4001 53FF</td>
<td>SPI5/I2S5</td>
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<td>0x4001 4C00 - 0x4001 4FFF</td>
<td>Reserved</td>
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<td>0x4001 4800 - 0x4001 4BFF</td>
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<td>0x4001 4400 - 0x4001 47FF</td>
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<td>0x4001 3C00 - 0x4001 3FFF</td>
<td>EXT1</td>
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<td>0x4001 3800 - 0x4001 3BFF</td>
<td>SYSCFG</td>
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<td>0x4001 3400 - 0x4001 37FF</td>
<td>Reserved</td>
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<td>0x4001 3000 - 0x4001 33FF</td>
<td>SPI1/I2S1</td>
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<tr>
<td></td>
<td>0x4001 2400 - 0x4001 2FF</td>
<td>Reserved</td>
</tr>
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<td></td>
<td>0x4001 2000 - 0x4001 23FF</td>
<td>ADC1</td>
</tr>
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<td></td>
<td>0x4001 1800 - 0x4001 1FFF</td>
<td>Reserved</td>
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<td>0x4001 1400 - 0x4001 17FF</td>
<td>USART6</td>
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<td>0x4001 1000 - 0x4001 13FF</td>
<td>USART1</td>
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<td></td>
<td>0x4001 0400 - 0x4001 0FF</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>0x4001 0000 - 0x4001 03FF</td>
<td>TIM1</td>
</tr>
</tbody>
</table>
2.3 Embedded SRAM

STM32F410 devices feature 32 Kbytes of system SRAM.

The embedded SRAM can be accessed as bytes, half-words (16 bits) or full words (32 bits). Read and write operations are performed at CPU speed with 0 wait state.

The CPU can access the embedded SRAM, through the System Bus or through the I-Code/D-Code buses when boot from SRAM is selected or when physical remap is selected (**Section 7.2.1: SYSCFG memory remap register (SYSCFG_MEMRMP)** in the SYSCFG controller). To get the max performance on SRAM execution, physical remap should be selected (boot or software selection).

2.4 Flash memory overview

The Flash memory interface manages CPU AHB I-Code and D-Code accesses to the Flash memory. It implements the erase and program Flash memory operations and the read and write protection mechanisms. It accelerates code execution with a system of instruction prefetch and cache lines.
The Flash memory is organized as follows:

- A main memory block divided into sectors.
- System memory from which the device boots in System memory boot mode
- 512 OTP (one-time programmable) bytes for user data.
- Option bytes to configure read and write protection, BOR level, watchdog software/hardware and reset when the device is in Standby or Stop mode.

Refer to Section 3: Embedded Flash memory interface for more details.

2.5 Bit banding

The Cortex®-M4 with FPU memory map includes two bit-band regions. These regions map each word in an alias region of memory to a bit in a bit-band region of memory. Writing to a word in the alias region has the same effect as a read-modify-write operation on the targeted bit in the bit-band region.

In the STM32F410 devices both the peripheral registers and the SRAM1 are mapped to a bit-band region, so that single bit-band write and read operations are allowed. The operations are only available for Cortex®-M4 with FPU accesses, and not from other bus masters (e.g. DMA).

A mapping formula shows how to reference each word in the alias region to a corresponding bit in the bit-band region. The mapping formula is:

\[
\text{bit_word_addr} = \text{bit_band_base} + (\text{byte_offset} \times 32) + (\text{bit_number} \times 4)
\]

where:

- \( \text{bit_word_addr} \) is the address of the word in the alias memory region that maps to the targeted bit
- \( \text{bit_band_base} \) is the starting address of the alias region
- \( \text{byte_offset} \) is the number of the byte in the bit-band region that contains the targeted bit
- \( \text{bit_number} \) is the bit position (0-7) of the targeted bit

Example

The following example shows how to map bit 2 of the byte located at SRAM1 address 0x20000300 to the alias region:

\[
0x22006008 = 0x22000000 + (0x300*32) + (2*4)
\]

Writing to address 0x22006008 has the same effect as a read-modify-write operation on bit 2 of the byte at SRAM1 address 0x20000300.

Reading address 0x22006008 returns the value (0x01 or 0x00) of bit 2 of the byte at SRAM1 address 0x20000300 (0x01: bit set; 0x00: bit reset).

For more information on bit-banding, refer to the Cortex®-M4 with FPU programming manual (see Related documents on page 1).
2.6 Boot configuration

Due to its fixed memory map, the code area starts from address 0x0000 0000 (accessed through the ICode/DCode buses) while the data area (SRAM) starts from address 0x2000 0000 (accessed through the system bus). The Cortex®-M4 with FPU CPU always fetches the reset vector on the ICode bus, which implies to have the boot space available only in the code area (typically, Flash memory). STM32F4xx microcontrollers implement a special mechanism to be able to boot from other memories (like the internal SRAM).

In the STM32F410, three different boot modes can be selected through the BOOT[1:0] pins as shown in Table 2.

<table>
<thead>
<tr>
<th>Boot mode selection pins</th>
<th>Boot mode</th>
<th>Aliasing</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOOT1</td>
<td>BOOT0</td>
<td>Main Flash memory</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>System memory</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>Embedded SRAM</td>
</tr>
</tbody>
</table>

The values on the BOOT pins are latched on the 4th rising edge of SYSCLK after a reset. It is up to the user to set the BOOT1 and BOOT0 pins after reset to select the required boot mode.

BOOT0 is a dedicated pin while BOOT1 is shared with a GPIO pin. Once BOOT1 has been sampled, the corresponding GPIO pin is free and can be used for other purposes.

The BOOT pins are also resampled when the device exits the Standby mode. Consequently, they must be kept in the required Boot mode configuration when the device is in the Standby mode. After this startup delay is over, the CPU fetches the top-of-stack value from address 0x0000 0000, then starts code execution from the boot memory starting from 0x0000 0004.

Note: When the device boots from SRAM, in the application initialization code, you have to relocate the vector table in SRAM using the NVIC exception table and the offset register.

Embedded bootloader

The embedded bootloader mode is used to reprogram the Flash memory using interfaces that depend on the package (refer to Table 3).

<table>
<thead>
<tr>
<th>Package</th>
<th>USART1</th>
<th>USART2</th>
<th>I2C1</th>
<th>I2C2</th>
<th>I2C4 FM+</th>
<th>SPI1</th>
<th>SPI3</th>
</tr>
</thead>
<tbody>
<tr>
<td>WLCSP36</td>
<td>X</td>
<td>PA2/PA3</td>
<td>PB6/PB7</td>
<td>X</td>
<td>PB10/PB3</td>
<td>PA15/PA5/PA4/PA9</td>
<td>PA15/PA4/PA14</td>
</tr>
</tbody>
</table>
The USART peripherals operate at the internal 16 MHz oscillator (HSI) frequency.
The embedded bootloader code is located in system memory. It is programmed by ST during production. For additional information, refer to application note AN2606.

**Physical remap in STM32F410**

Once the boot pins are selected, the application software can modify the memory accessible in the code area (in this way the code can be executed through the ICode bus in place of the System bus). This modification is performed by programming the Section 7.2.1: SYSCFG memory remap register (SYSCFG_MEMRMP) in the SYSCFG controller.

The following memories can thus be remapped:
- Main Flash memory
- System memory
- Embedded SRAM

<table>
<thead>
<tr>
<th>Addresses</th>
<th>Boot/Remap in main Flash memory</th>
<th>Boot/Remap in embedded SRAM</th>
<th>Boot/Remap in System memory</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x2000 0000 - 0x2002 7FFF</td>
<td>SRAM (32 KB)</td>
<td>SRAM (32KB)</td>
<td>SRAM (32KB)</td>
</tr>
<tr>
<td>0x1FFF 0000 - 0x1FFF 77FF</td>
<td>System memory</td>
<td>System memory</td>
<td>System memory</td>
</tr>
<tr>
<td>0x0802 0000 - 0x1FFE FFFF</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
<tr>
<td>0x0800 0000 - 0x0801 FFFF</td>
<td>Flash memory</td>
<td>Flash memory</td>
<td>Flash memory</td>
</tr>
<tr>
<td>0x0400 0000 - 0x07FF FFFF</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
<tr>
<td>0x0000 0000 - 0x0001 FFFF(1)</td>
<td>Flash (128 KB) Aliased</td>
<td>SRAM1 (32 KB) Aliased</td>
<td>System memory (30 KB) Aliased</td>
</tr>
</tbody>
</table>

1. Even when aliased in the boot memory space, the related memory is still accessible at its original memory space.
3 Embedded Flash memory interface

3.1 Introduction

The Flash memory interface manages CPU AHB I-Code and D-Code accesses to the Flash memory. It implements the erase and program Flash memory operations and the read and write protection mechanisms.

The Flash memory interface accelerates code execution with a system of instruction prefetch and cache lines.

3.2 Main features

- Flash memory read operations
- Flash memory program/erase operations
- Read / write protections
- Prefetch on I-Code
- 64 cache lines of 128 bits on I-Code
- 8 cache lines of 128 bits on D-Code

*Figure 3* shows the Flash memory interface connection inside the system architecture.

*Figure 3. Flash memory interface connection inside system architecture*
3.3 Embedded Flash memory

The Flash memory has the following main features:

- Capacity up to 128 Kbytes
- 128 bits wide data read
- Byte, half-word, word and double word write
- Sector and mass erase
- Memory organization

The Flash memory is organized as follows:

- A main memory block divided into 4 sectors of 16 Kbytes plus 1 sector of 64 Kbytes.
- System memory from which the device boots in System memory boot mode
- 512 OTP (one-time programmable) bytes for user data
  The OTP area contains 16 additional bytes used to lock the corresponding OTP data block.
- Option bytes to configure read and write protection, BOR level, watchdog software/hardware and reset when the device is in Standby or Stop mode.
- Low-power modes (for details refer to the Power control (PWR) section of the reference manual)

<table>
<thead>
<tr>
<th>Block</th>
<th>Name</th>
<th>Block base addresses</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main memory</td>
<td>Sector 0</td>
<td>0x0800 0000 - 0x0800 3FFF</td>
<td>16 Kbytes</td>
</tr>
<tr>
<td></td>
<td>Sector 1</td>
<td>0x0800 4000 - 0x0800 7FFF</td>
<td>16 Kbytes</td>
</tr>
<tr>
<td></td>
<td>Sector 2</td>
<td>0x0800 8000 - 0x0800 BFFF</td>
<td>16 Kbytes</td>
</tr>
<tr>
<td></td>
<td>Sector 3</td>
<td>0x0800 C000 - 0x0800 FFFF</td>
<td>16 Kbytes</td>
</tr>
<tr>
<td></td>
<td>Sector 4</td>
<td>0x0801 1000 - 0x0801 FFFF</td>
<td>64 Kbytes</td>
</tr>
<tr>
<td></td>
<td>System memory</td>
<td>0x1FFF 0000 - 0x1FFF 77FF</td>
<td>30 Kbytes</td>
</tr>
<tr>
<td></td>
<td>OTP area</td>
<td>0x1FFF 7800 - 0x1FFF 7A0F</td>
<td>528 bytes</td>
</tr>
<tr>
<td></td>
<td>Option bytes</td>
<td>0x1FFF C000 - 0x1FFF C0F</td>
<td>16 bytes</td>
</tr>
</tbody>
</table>
3.4 Read interface

3.4.1 Relation between CPU clock frequency and Flash memory read time

To correctly read data from Flash memory, the number of wait states (LATENCY) must be correctly programmed in the Flash access control register (FLASH_ACR) according to the frequency of the CPU clock (HCLK) and the supply voltage of the device.

The prefetch buffer must be disabled when the supply voltage is below 2.1 V. The correspondence between wait states and CPU clock frequency is given in Table 6:

- When VOS[1:0] = 0x01, the maximum value of \( f_{HCLK} \) = 64 MHz.
- When VOS[1:0] = 0x10, the maximum value of \( f_{HCLK} \) = 84 MHz.
- When VOS[1:0] = 0x11, the maximum value of \( f_{HCLK} \) = 100 MHz.

Table 6. Number of wait states according to CPU clock (HCLK) frequency

<table>
<thead>
<tr>
<th>Wait states (WS) (LATENCY)</th>
<th>Voltage range 2.7 V - 3.6 V</th>
<th>Voltage range 2.4 V - 2.7 V</th>
<th>Voltage range 2.1 V - 2.4 V</th>
<th>Voltage range 1.7 V - 2.1 V</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 WS (1 CPU cycle)</td>
<td>0 &lt; HCLK ≤ 30</td>
<td>0 &lt; HCLK ≤ 24</td>
<td>0 &lt; HCLK ≤ 18</td>
<td>0 &lt; HCLK ≤ 16</td>
</tr>
<tr>
<td>1 WS (2 CPU cycles)</td>
<td>30 &lt; HCLK ≤ 64</td>
<td>24 &lt; HCLK ≤ 48</td>
<td>18 &lt; HCLK ≤ 36</td>
<td>16 &lt; HCLK ≤ 32</td>
</tr>
<tr>
<td>2 WS (3 CPU cycles)</td>
<td>64 &lt; HCLK ≤ 90</td>
<td>48 &lt; HCLK ≤ 72</td>
<td>36 &lt; HCLK ≤ 54</td>
<td>32 &lt; HCLK ≤ 48</td>
</tr>
<tr>
<td>3 WS (4 CPU cycles)</td>
<td>90 &lt; HCLK ≤ 100</td>
<td>72 &lt; HCLK ≤ 96</td>
<td>54 &lt; HCLK ≤ 72</td>
<td>48 &lt; HCLK ≤ 64</td>
</tr>
<tr>
<td>4 WS (5 CPU cycles)</td>
<td>-</td>
<td>96 &lt; HCLK ≤ 100</td>
<td>72 &lt; HCLK ≤ 90</td>
<td>64 &lt; HCLK ≤ 80</td>
</tr>
<tr>
<td>5 WS (6 CPU cycles)</td>
<td>-</td>
<td>-</td>
<td>90 &lt; HCLK ≤ 100</td>
<td>80 &lt; HCLK ≤ 96</td>
</tr>
<tr>
<td>6 WS (7 CPU cycles)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>96 &lt; HCLK ≤ 100</td>
</tr>
</tbody>
</table>

After reset, the CPU clock frequency is 16 MHz and 0 wait state (WS) is configured in the FLASH_ACR register.

It is highly recommended to use the following software sequences to tune the number of wait states needed to access the Flash memory with the CPU frequency.

**Increasing the CPU frequency**

1. Program the new number of wait states to the LATENCY bits in the FLASH_ACR register
2. Check that the new number of wait states is taken into account to access the Flash memory by reading the FLASH_ACR register
3. Modify the CPU clock source by writing the SW bits in the RCC_CFGR register
4. If needed, modify the CPU clock prescaler by writing the HPRE bits in RCC_CFGR
5. Check that the new CPU clock source or/and the new CPU clock prescaler value is/are taken into account by reading the clock source status (SWS bits) or/and the AHB prescaler value (HPRE bits), respectively, in the RCC_CFGR register.
Decreasing the CPU frequency

1. Modify the CPU clock source by writing the SW bits in the RCC_CFRG register
2. If needed, modify the CPU clock prescaler by writing the HPRE bits in RCC_CFRG
3. Check that the new CPU clock source or/and the new CPU clock prescaler value is/are taken into account by reading the clock source status (SWS bits) or/and the AHB prescaler value (HPRE bits), respectively, in the RCC_CFRG register
4. Program the new number of wait states to the LATENCY bits in FLASH_ACR
5. Check that the new number of wait states is used to access the Flash memory by reading the FLASH_ACR register

Note: A change in CPU clock configuration or wait state (WS) configuration may not be effective straight away. To make sure that the current CPU clock frequency is the one you have configured, you can check the AHB prescaler factor and clock source status values. To make sure that the number of WS you have programmed is effective, you can read the FLASH_ACR register.

3.4.2 Adaptive real-time memory accelerator (ART Accelerator™)

The proprietary Adaptive real-time (ART) memory accelerator is optimized for STM32 industry-standard Arm® Cortex®-M4 with FPU processors. It balances the inherent performance advantage of the Arm® Cortex®-M4 with FPU over Flash memory technologies, which normally requires the processor to wait for the Flash memory at higher operating frequencies.

To release the processor full performance, the accelerator implements an instruction prefetch queue and branch cache which increases program execution speed from the 128-bit Flash memory. Based on CoreMark benchmark, the performance achieved thanks to the ART accelerator is equivalent to 0 wait state program execution from Flash memory at a CPU frequency up to 100 MHz.

Instruction prefetch

Each Flash memory read operation provides 128 bits from either four instructions of 32 bits or 8 instructions of 16 bits according to the program launched. So, in case of sequential code, at least four CPU cycles are needed to execute the previous read instruction line. Prefetch on the I-Code bus can be used to read the next sequential instruction line from the Flash memory while the current instruction line is being requested by the CPU. Prefetch is enabled by setting the PRFTEN bit in the FLASH_ACR register. This feature is useful if at least one wait state is needed to access the Flash memory.

*Figure 4* shows the execution of sequential 32-bit instructions with and without prefetch when 3 WSs are needed to access the Flash memory.
When the code is not sequential (branch), the instruction may not be present in the currently used instruction line or in the prefetched instruction line. In this case (miss), the penalty in terms of number of cycles is at least equal to the number of wait states.
Instruction cache memory

To limit the time lost due to jumps, it is possible to retain 64 lines of 128 bits in an instruction cache memory. This feature can be enabled by setting the instruction cache enable (ICEN) bit in the FLASH_ACR register. Each time a miss occurs (requested data not present in the currently used instruction line, in the prefetched instruction line or in the instruction cache memory), the line read is copied into the instruction cache memory. If some data contained in the instruction cache memory are requested by the CPU, they are provided without inserting any delay. Once all the instruction cache memory lines have been filled, the LRU (least recently used) policy is used to determine the line to replace in the instruction memory cache. This feature is particularly useful in case of code containing loops.

Data management

Literal pools are fetched from Flash memory through the D-Code bus during the execution stage of the CPU pipeline. The CPU pipeline is consequently stalled until the requested literal pool is provided. To limit the time lost due to literal pools, accesses through the AHB databus D-Code have priority over accesses through the AHB instruction bus I-Code.

If some literal pools are frequently used, the data cache memory can be enabled by setting the data cache enable (DCEN) bit in the FLASH_ACR register. This feature works like the instruction cache memory, but the retained data size is limited to 8 rows of 128 bits.

Note: Data in user configuration sector are not cacheable.

3.5 Erase and program operations

For any Flash memory program operation (erase or program), the CPU clock frequency (HCLK) must be at least 1 MHz. The contents of the Flash memory are not guaranteed if a device reset occurs during a Flash memory operation.

Any attempt to read the Flash memory on STM32F4xx while it is being written or erased, causes the bus to stall. Read operations are processed correctly once the program operation has completed. This means that code or data fetches cannot be performed while a write/erase operation is ongoing.

3.5.1 Unlocking the Flash control register

After reset, write is not allowed in the Flash control register (FLASH_CR) to protect the Flash memory against possible unwanted operations due, for example, to electric disturbances. The following sequence is used to unlock this register:

1. Write KEY1 = 0x45670123 in the Flash key register (FLASH_KEYR)
2. Write KEY2 = 0xCDEF89AB in the Flash key register (FLASH_KEYR)

Any wrong sequence will return a bus error and lock up the FLASH_CR register until the next reset.

The FLASH_CR register can be locked again by software by setting the LOCK bit in the FLASH_CR register.

Note: The FLASH_CR register is not accessible in write mode when the BSY bit in the FLASH_SR register is set. Any attempt to write to it with the BSY bit set will cause the AHB bus to stall until the BSY bit is cleared.
3.5.2 Program/erase parallelism

The Parallelism size is configured through the PSIZE field in the FLASH_CR register. It represents the number of bytes to be programmed each time a write operation occurs to the Flash memory. PSIZE is limited by the supply voltage and by whether the external V\text{PP} supply is used or not. It must therefore be correctly configured in the FLASH_CR register before any programming/erasing operation.

A Flash memory erase operation can only be performed by sector or for the whole Flash memory (mass erase). The erase time depends on PSIZE programmed value. For more details on the erase time, refer to the electrical characteristics section of the device datasheet. 

*Table 7* provides the correct PSIZE values.

<table>
<thead>
<tr>
<th>Voltage range with External V\text{PP}</th>
<th>Voltage range 2.7 - 3.6 V</th>
<th>Voltage range 2.4 - 2.7 V</th>
<th>Voltage range 1.7 V - 2.1 V</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parallelism size</td>
<td>x64</td>
<td>x32</td>
<td>x16</td>
</tr>
<tr>
<td>PSIZE(1:0)</td>
<td>11</td>
<td>10</td>
<td>01</td>
</tr>
</tbody>
</table>

**Note:** Any program or erase operation started with inconsistent program parallelism/voltage range settings may lead to unpredicted results. Even if a subsequent read operation indicates that the logical value was effectively written to the memory, this value may not be retained.

To use V\text{PP}, an external high-voltage supply (between 8 and 9 V) must be applied to the V\text{PP} pad. The external supply must be able to sustain this voltage range even if the DC consumption exceeds 10 mA. It is advised to limit the use of VPP to initial programming on the factory line. The V\text{PP} supply must not be applied for more than an hour, otherwise the Flash memory might be damaged.

3.5.3 Erase

The Flash memory erase operation can be performed at sector level or on the whole Flash memory (Mass Erase). Mass Erase does not affect the OTP sector or the configuration sector.

**Sector Erase**

To erase a sector, follow the procedure below:

1. Check that no Flash memory operation is ongoing by checking the BSY bit in the FLASH_SR register.
2. Set the SER bit and select the sector out of the 5 sectors in the main memory block you wish to erase (SNB) in the FLASH_CR register.
3. Set the STRT bit in the FLASH_CR register.
4. Wait for the BSY bit to be cleared.
Mass Erase

To perform Mass Erase, the following sequence is recommended:

1. Check that no Flash memory operation is ongoing by checking the BSY bit in the FLASH_SR register
2. Set the MER bit in the FLASH_CR register
3. Set the STRT bit in the FLASH_CR register
4. Wait for the BSY bit to be cleared

*Note:* *If MERx and SER bits are both set in the FLASH_CR register, mass erase is performed.*
*If both MERx and SER bits are reset and the STRT bit is set, an unpredictable behavior may occur without generating any error flag. This condition should be forbidden.*

3.5.4 Programming

Standard programming

The Flash memory programming sequence is as follows:

1. Check that no main Flash memory operation is ongoing by checking the BSY bit in the FLASH_SR register.
2. Set the PG bit in the FLASH_CR register
3. Perform the data write operation(s) to the desired memory address (inside main memory block or OTP area):
   - Byte access in case of x8 parallelism
   - Half-word access in case of x16 parallelism
   - Word access in case of x32 parallelism
   - Double word access in case of x64 parallelism
4. Wait for the BSY bit to be cleared.

*Note:* *Successive write operations are possible without the need of an erase operation when changing bits from ‘1’ to ‘0’. Writing ‘1’ requires a Flash memory erase operation.*
*If an erase and a program operation are requested simultaneously, the erase operation is performed first.*

Programming errors

It is not allowed to program data to the Flash memory that would cross the 128-bit row boundary. In such a case, the write operation is not performed and a program alignment error flag (PGAERR) is set in the FLASH_SR register.

The write access type (byte, half-word, word or double word) must correspond to the type of parallelism chosen (x8, x16, x32 or x64). If not, the write operation is not performed and a program parallelism error flag (PGPERR) is set in the FLASH_SR register.

If the standard programming sequence is not respected (for example, if there is an attempt to write to a Flash memory address when the PG bit is not set), the operation is aborted and a program sequence error flag (PGSERR) is set in the FLASH_SR register.
Programming and caches

If a Flash memory write access concerns some data in the data cache, the Flash write access modifies the data in the Flash memory and the data in the cache.

If an erase operation in Flash memory also concerns data in the data or instruction cache, you have to make sure that these data are rewritten before they are accessed during code execution. If this cannot be done safely, it is recommended to flush the caches by setting the DCRST and ICRST bits in the FLASH_CR register.

Note: The I/D cache should be flushed only when it is disabled (I/DCEN = 0).

3.5.5 Interrupts

Setting the end of operation interrupt enable bit (EOPIE) in the FLASH_CR register enables interrupt generation when an erase or program operation ends, that is when the busy bit (BSY) in the FLASH_SR register is cleared (operation completed, correctly or not). In this case, the end of operation (EOP) bit in the FLASH_SR register is set.

If an error occurs during a program, an erase, or a read operation request, one of the following error flags is set in the FLASH_SR register:

- PGAERR, PGPERR, PGSERR (Program error flags)
- WRPERR (Protection error flag)

In this case, if the error interrupt enable bit (ERRIE) is set in the FLASH_CR register, an interrupt is generated and the operation error bit (OPERR) is set in the FLASH_SR register.

Note: If several successive errors are detected (for example, in case of DMA transfer to the Flash memory), the error flags cannot be cleared until the end of the successive write requests.

<table>
<thead>
<tr>
<th>Interrupt event</th>
<th>Event flag</th>
<th>Enable control bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>End of operation</td>
<td>EOP</td>
<td>EOPIE</td>
</tr>
<tr>
<td>Write protection error</td>
<td>WRPERR</td>
<td>ERRIE</td>
</tr>
<tr>
<td>Programming error</td>
<td>PGAERR, PGPERR, PGSERR</td>
<td>ERRIE</td>
</tr>
</tbody>
</table>

3.6 Option bytes

3.6.1 Description of user option bytes

The option bytes are configured by the end user depending on the application requirements. Table 9 shows the organization of these bytes inside the user configuration sector.

<table>
<thead>
<tr>
<th>Address</th>
<th>[63:16]</th>
<th>[15:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x1FFFC0000</td>
<td>Reserved</td>
<td>ROP &amp; user option bytes (RDP &amp; USER)</td>
</tr>
<tr>
<td>0x1FFFC008</td>
<td>Reserved</td>
<td>Write protection nWRP bits for sectors 0 to 4</td>
</tr>
</tbody>
</table>
### Table 10. Description of the option bytes

<table>
<thead>
<tr>
<th>Option bytes (word, address 0x1FFF C000)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>RDP:</strong> Read protection option byte.</td>
</tr>
<tr>
<td>The read protection is used to protect the software code stored in Flash memory.</td>
</tr>
<tr>
<td>Bits 15:8</td>
</tr>
<tr>
<td>0xAA: Level 0, no protection</td>
</tr>
<tr>
<td>0xCC: Level 2, chip protection (debug and boot from RAM features disabled)</td>
</tr>
<tr>
<td>Others: Level 1, read protection of memories (debug features limited)</td>
</tr>
</tbody>
</table>

**USER:** User option byte

This byte is used to configure the following features:
- Select the watchdog event: Hardware or software
- Reset event when entering the Stop mode
- Reset event when entering the Standby mode

<table>
<thead>
<tr>
<th>Bit 7</th>
<th>nRST_STDBY</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0: Reset generated when entering the Standby mode</td>
</tr>
<tr>
<td></td>
<td>1: No reset generated</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 6</th>
<th>nRST_STOP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0: Reset generated when entering the Stop mode</td>
</tr>
<tr>
<td></td>
<td>1: No reset generated</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 5</th>
<th>WDG_SW</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0: Hardware independent watchdog</td>
</tr>
<tr>
<td></td>
<td>1: Software independent watchdog</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 4</th>
<th>0x1: Not used</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Bits 3:2</th>
<th>BOR_LEV: BOR reset Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>00: BOR Level 3 (VBOR3), brownout threshold level 3</td>
<td></td>
</tr>
<tr>
<td>01: BOR Level 2 (VBOR2), brownout threshold level 2</td>
<td></td>
</tr>
<tr>
<td>10: BOR Level 1 (VBOR1), brownout threshold level 1</td>
<td></td>
</tr>
<tr>
<td>11: BOR off, POR/PDR reset threshold level is applied</td>
<td></td>
</tr>
</tbody>
</table>

*Note: For full details on BOR characteristics, refer to the “Electrical characteristics” section of the product datasheet.*

<table>
<thead>
<tr>
<th>Bits 1:0</th>
<th>0x1: Not used</th>
</tr>
</thead>
</table>

**Option bytes (word, address 0x1FFF C008)**

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>SPRMOD: Selection of Protection Mode of nWPRi bits</th>
</tr>
</thead>
<tbody>
<tr>
<td>0: nWPRi bits used for sector i write protection (Default)</td>
<td></td>
</tr>
<tr>
<td>1: nWPRi bits used for sector i PCROP protection (Sector)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bits 14:5</th>
<th>Reserved</th>
</tr>
</thead>
</table>
3.6.2 Programming user option bytes

To run any operation on this sector, the option lock bit (OPTLOCK) in the Flash option control register (FLASH_OPTCR) must be cleared. To be allowed to clear this bit, you have to perform the following sequence:

1. Write OPTKEY1 = 0x0819 2A3B in the Flash option key register (FLASH_OPTKEYR)
2. Write OPTKEY2 = 0x4C5D 6E7F in the Flash option key register (FLASH_OPTKEYR)

The user option bytes can be protected against unwanted erase/program operations by setting the OPTLOCK bit by software.

Modifying user option bytes

To modify the user option value, follow the sequence below:

1. Check that no Flash memory operation is ongoing by checking the BSY bit in the FLASH_SR register
2. Write the desired option value in the FLASH_OPTCR register.
3. Set the option start bit (OPTSTRT) in the FLASH_OPTCR register
4. Wait for the BSY bit to be cleared.

Note: The value of an option is automatically modified by first erasing the user configuration sector and then programming all the option bytes with the values contained in the FLASH_OPTCR register.

3.6.3 Read protection (RDP)

The user area in the Flash memory can be protected against read operations by an entrusted code. Three read protection levels are defined:

- Level 0: no read protection
  
  When the read protection level is set to Level 0 by writing 0xAA into the read protection option byte (RDP), all read/write operations (if no write protection is set) from/to the
Flash memory are possible in all boot configurations (Flash user boot, debug or boot from RAM).

- **Level 1: read protection enabled**

  It is the default read protection level after option byte erase. The read protection Level 1 is activated by writing any value (except for 0xAA and 0xCC used to set Level 0 and Level 2, respectively) into the RDP option byte. When the read protection Level 1 is set:
  
  - No access (read, erase, program) to Flash memory can be performed while the debug feature is connected or while booting from RAM or system memory bootloader. A bus error is generated in case of read request.
  
  - When booting from Flash memory, accesses (read, erase, program) to Flash memory from user code are allowed.

  When Level 1 is active, programming the protection option byte (RDP) to Level 0 causes the Flash memory to be mass-erased. As a result the user code area is cleared before the read protection is removed. The mass erase only erases the user code area. The other option bytes including write protections remain unchanged from before the mass-erase operation. The OTP area is not affected by mass erase and remains unchanged. Mass erase is performed only when Level 1 is active and Level 0 requested. When the protection level is increased (0->1, 1->2, 0->2) there is no mass erase.

- **Level 2: debug/chip read protection disabled**

  The read protection Level 2 is activated by writing 0xCC to the RDP option byte. When the read protection Level 2 is set:
  
  - All protections provided by Level 1 are active.
  
  - Booting from RAM or system memory bootloader is no more allowed.
  
  - JTAG, SWV (single-wire viewer), ETM, and boundary scan are disabled.
  
  - User option bytes can no longer be changed.
  
  - When booting from Flash memory, accesses (read, erase and program) to Flash memory from user code are allowed.

  Memory read protection Level 2 is an irreversible operation. When Level 2 is activated, the level of protection cannot be decreased to Level 0 or Level 1.

*Note:* The JTAG port is permanently disabled when Level 2 is active (acting as a JTAG fuse). As a consequence, boundary scan cannot be performed. STMicroelectronics is not able to perform analysis on defective parts on which the Level 2 protection has been set.
3.6.4 Write protections

Up to 5 user sectors in Flash memory can be protected against unwanted write operations due to loss of program counter contexts. When the non-write protection nWRPi bit \((0 \leq i \leq 4)\) in the FLASH_OPTCR registers is low, the corresponding sector cannot be erased or programmed. Consequently, a mass erase cannot be performed if one of the sectors is write-protected.
If an erase/program operation to a write-protected part of the Flash memory is attempted (sector protected by write protection bit, OTP part locked or part of the Flash memory that can never be written like the ICP), the write protection error flag (WRPERR) is set in the FLASH_SR register.

Note: When the memory read protection level is selected (RDP level = 1), it is not possible to program or erase Flash memory sector if the CPU debug features are connected (JTAG or single wire) or boot code is being executed from RAM, even if nWRPi = 1.

Write protection error flag

If an erase/program operation to a write protected area of the Flash memory is performed, the Write Protection Error flag (WRPERR) is set in the FLASH_SR register.

If an erase operation is requested, the WRPERR bit is set when:
- Mass, sector erase are configured (MER or MER/MER1 and SER = 1)
- A sector erase is requested and the Sector Number SNB field is not valid
- A mass erase is requested while at least one of the user sector is write protected by option bit (MER or MER/MER1 = 1 and nWRPi = 0 with 0 ≤ i ≤ 4 bits in the FLASH_OPTCRx register)
- A sector erase is requested on a write protected sector. (SER = 1, SNB = i and nWRPi = 0 with 0 ≤ i ≤ 4 bits in the FLASH_OPTCRx register)
- The Flash memory is readout protected and an intrusion is detected.

If a program operation is requested, the WRPERR bit is set when:
- A write operation is performed on system memory or on the reserved part of the user specific sector.
- A write operation is performed to the user configuration sector
- A write operation is performed on a sector write protected by option bit.
- A write operation is requested on an OTP area which is already locked
- The Flash memory is read protected and an intrusion is detected.

3.6.5 Proprietary code readout protection (PCROP)

Flash memory user sectors (0 to 4) can be protected against D-bus read accesses by using the proprietary readout protection (PCROP).

The PCROP protection is selected as follows, through the SPRMOD option bit in the FLASH_CR register:
- SPRMOD = 0: nWRPi control the write protection of respective user sectors
- SPRMOD = 1: nWRPi control the read and write protection (PCROP) of respective user sectors.

When a sector is readout protected (PCROP mode activated), it can only be accessed for code fetch through ICODE Bus on Flash interface:
- Any read access performed through the D-bus triggers a RDERR flag error.
- Any program/erase operation on a PCROPed sector triggers a WRPERR flag error.
The deactivation of the SPRMOD and/or the unprotection of PCROPed user sectors can only occur when, at the same time, the RDP level changes from 1 to 0. If this condition is not respected, the user option byte modification is canceled and the write error WRPERR flag is set. The modification of the users option bytes (BOR_LEV, RST_STDBY, ..) is allowed since none of the active nWRPi bits is reset and SPRMOD is kept active.

Note: The active value of nWRPi bits is inverted when PCROP mode is active (SPRMODE =1).
3.7 One-time programmable bytes

Table 12 shows the organization of the one-time programmable (OTP) part of the OTP area.

<table>
<thead>
<tr>
<th>Block</th>
<th>[128:96]</th>
<th>[95:64]</th>
<th>[63:32]</th>
<th>[31:0]</th>
<th>Address byte 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>OTP0</td>
<td>OTP0</td>
<td>OTP0</td>
<td>OTP0</td>
<td>0x1FFF 7800</td>
</tr>
<tr>
<td></td>
<td>OTP0</td>
<td>OTP0</td>
<td>OTP0</td>
<td>OTP0</td>
<td>0x1FFF 7810</td>
</tr>
<tr>
<td>1</td>
<td>OTP1</td>
<td>OTP1</td>
<td>OTP1</td>
<td>OTP1</td>
<td>0x1FFF 7820</td>
</tr>
<tr>
<td></td>
<td>OTP1</td>
<td>OTP1</td>
<td>OTP1</td>
<td>OTP1</td>
<td>0x1FFF 7830</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>15</td>
<td>OTP15</td>
<td>OTP15</td>
<td>OTP15</td>
<td>OTP15</td>
<td>0x1FFF 79E0</td>
</tr>
<tr>
<td></td>
<td>OTP15</td>
<td>OTP15</td>
<td>OTP15</td>
<td>OTP15</td>
<td>0x1FFF 79F0</td>
</tr>
<tr>
<td>Lock block</td>
<td>LOCKB15 ...</td>
<td>LOCKB11 ...</td>
<td>LOCKB7 ...</td>
<td>LOCKB3 ...</td>
<td>0x1FFF 7A00</td>
</tr>
<tr>
<td></td>
<td>LOCKB12</td>
<td>LOCKB8</td>
<td>LOCKB4</td>
<td>LOCKB0</td>
<td></td>
</tr>
</tbody>
</table>

The OTP area is divided into 16 OTP data blocks of 32 bytes and one lock OTP block of 16 bytes. The OTP data and lock blocks cannot be erased. The lock block contains 16 bytes LOCKB\(i\) (0 ≤ \(i\) ≤ 15) to lock the corresponding OTP data block (blocks 0 to 15). Each OTP data block can be programmed until the value 0x00 is programmed in the corresponding OTP lock byte. The lock bytes must only contain 0x00 and 0xFF values, otherwise the OTP bytes might not be taken into account correctly.
### 3.8 Flash interface registers

#### 3.8.1 Flash access control register (FLASH_ACR)

The Flash access control register is used to enable/disable the acceleration features and control the Flash memory access time according to CPU frequency.

Address offset: 0x00  
Reset value: 0x0000 0000  
Access: no wait state, word, half-word and byte access

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
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<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>rw</td>
<td>w</td>
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<td>rw</td>
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<td>rw</td>
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<td>rw</td>
<td>rw</td>
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</tbody>
</table>

Bits 31:13 Reserved, must be kept cleared.

Bit 12 **DCST**: Data cache reset  
0: Data cache is not reset  
1: Data cache is reset  
This bit can be written only when the D cache is disabled.

Bit 11 **ICST**: Instruction cache reset  
0: Instruction cache is not reset  
1: Instruction cache is reset  
This bit can be written only when the I cache is disabled.

Bit 10 **DCEN**: Data cache enable  
0: Data cache is disabled  
1: Data cache is enabled

Bit 9 **ICEN**: Instruction cache enable  
0: Instruction cache is disabled  
1: Instruction cache is enabled

Bit 8 **PRFTEN**: Prefetch enable  
0: Prefetch is disabled  
1: Prefetch is enabled

Bits 7:4 Reserved, must be kept cleared.

Bits 3:0 **LATENCY**: Latency  
These bits represent the ratio of the CPU clock period to the Flash memory access time.  
0000: Zero wait state  
0001: One wait state  
0010: Two wait states  
-  
-  
1110: Fourteen wait states  
1111: Fifteen wait states
3.8.2 Flash key register (FLASH_KEYR)

The Flash key register is used to allow access to the Flash control register and so, to allow program and erase operations.

Address offset: 0x04
Reset value: 0x0000 0000
Access: no wait state, word access

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
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<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
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<tbody>
<tr>
<td>w</td>
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<td>w</td>
<td>w</td>
<td>w</td>
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<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:0 FKEYR: FPEC key
The following values must be programmed consecutively to unlock the FLASH_CR register and allow programming/erasing it:
   a) KEY1 = 0x45670123
   b) KEY2 = 0xCDEF89AB

3.8.3 Flash option key register (FLASH_OPTKEYR)

The Flash option key register is used to allow program and erase operations in the user configuration sector.

Address offset: 0x08
Reset value: 0x0000 0000
Access: no wait state, word access

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
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<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>w</td>
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<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:0 OPTKEYR: Option byte key
The following values must be programmed consecutively to unlock the FLASH_OPTCR register and allow programming it:
   a) OPTKEY1 = 0x08192A3B
   b) OPTKEY2 = 0x4C5D6E7F
3.8.4 Flash status register (FLASH_SR)

The Flash status register gives information on ongoing program and erase operations.

Address offset: 0x0C
Reset value: 0x0000 0000
Access: no wait state, word, half-word and byte access

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
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<th>17</th>
<th>16</th>
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<tbody>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>BSY</td>
</tr>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
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<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:17 Reserved, must be kept cleared.

Bit 16 **BSY**: Busy
This bit indicates that a Flash memory operation is in progress. It is set at the beginning of a Flash memory operation and cleared when the operation finishes or an error occurs.

0: no Flash memory operation ongoing
1: Flash memory operation ongoing

Bits 15:9 Reserved, must be kept cleared.

Bit 8 **RDERR**: Read Protection Error (PCROP)
Set by hardware when an address to be read through the Dbus belongs to a read protected part of the flash.
Reset by writing 1.

Bit 7 **PGSERR**: Programming sequence error
Set by hardware when a write access to the Flash memory is performed by the code while the control register has not been correctly configured.
Cleared by writing 1.

Bit 6 **PGPERR**: Programming parallelism error
Set by hardware when the size of the access (byte, half-word, word, double word) during the program sequence does not correspond to the parallelism configuration PSIZE (x8, x16, x32, x64).
Cleared by writing 1.

Bit 5 **PGAERR**: Programming alignment error
Set by hardware when the data to program cannot be contained in the same 128-bit Flash memory row.
Cleared by writing 1.

Bit 4 **WRPERR**: Write protection error
Set by hardware when an address to be erased/programmed belongs to a write-protected part of the Flash memory.
Cleared by writing 1.
3.8.5 Flash control register (FLASH_CR)

The Flash control register is used to configure and start Flash memory operations.

Address offset: 0x10

Reset value: 0x8000 0000

Access: no wait state when no Flash memory operation is ongoing, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit</th>
<th>Bit</th>
<th>Bit</th>
<th>Bit</th>
<th>Bit</th>
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<th>Bit</th>
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</thead>
<tbody>
<tr>
<td>rs</td>
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<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
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</tbody>
</table>

Bit 31 **LOCK**: Lock

Write to 1 only. When it is set, this bit indicates that the FLASH_CR register is locked. It is cleared by hardware after detecting the unlock sequence. In the event of an unsuccessful unlock operation, this bit remains set until the next reset.

Bits 30:26 Reserved, must be kept cleared.

Bit 25 **ERRIE**: Error interrupt enable

This bit enables the interrupt generation when the OERR bit in the FLASH_SR register is set to 1.

0: Error interrupt generation disabled
1: Error interrupt generation enabled

Bit 24 **EOPIE**: End of operation interrupt enable

This bit enables the interrupt generation when the EOP bit in the FLASH_SR register goes to 1.

0: Interrupt generation disabled
1: Interrupt generation enabled

Bits 23:17 Reserved, must be kept cleared.

Bit 16 **STRT**: Start

This bit triggers an erase operation when set. It is set only by software and cleared when the BSY bit is cleared.

Bits 15:10 Reserved, must be kept cleared.
3.8.6 Flash option control register (FLASH_OPTCR)

The FLASH_OPTCR register is used to modify the user option bytes.
Address offset: 0x14
Reset value: 0x0FFF FFED. The option bits are loaded with values from Flash memory at reset release.
Access: no wait state when no Flash memory operation is ongoing, word, half-word and byte access.

<table>
<thead>
<tr>
<th>31</th>
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<th>29</th>
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<th>18</th>
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<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
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<td>rw</td>
<td>rw</td>
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<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>RDP[7:0]</td>
<td>nRST_STOP</td>
<td>nRST_STDBY</td>
<td>nRST_STOP</td>
<td>WDG_S W</td>
<td>Res.</td>
<td>BOR_LEV</td>
<td>OPTST RT</td>
<td>OPTLO CK</td>
<td></td>
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<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rs</td>
<td>rs</td>
</tr>
</tbody>
</table>

Bits 9:8 **PSIZE**: Program size
These bits select the program parallelism.
00 program x8
01 program x16
10 program x32
11 program x64

Bit 7 Reserved, must be kept cleared.

Bits 6:3 **SNB**: Sector number
These bits select the sector to erase.
0000 sector 0
0001 sector 1
0010 sector 2
0011 sector 3
0100 sector 4
0101: not allowed
... 1011 not allowed
1100 user specific sector
1101 user configuration sector
1110 not allowed
1111 not allowed

Bit 2 **MER**: Mass Erase
Erase activated for all user sectors.

Bit 1 **SER**: Sector Erase
Sector Erase activated.

Bit 0 **PG**: Programming
Flash programming activated.
Bit 31  **SPRMODE**: Selection of Protection Mode of nWPRi bits
   0: PCROP disabled, nWPRi bits used for Write Protection on sector i
   1: PCROP enabled, nWPRi bits used for PCROP Protection on sector i

Bits 30:21  Reserved, must be kept cleared.

Bits 20:16  **nWRP[4:0]**: Not write protect
   These bits contain the value of the write-protection option bytes of sectors after reset. They can be written to program a new write protect value into Flash memory.
   0: Write protection active on selected sector
   1: Write protection not active on selected sector

   These bits contain the value of the write-protection and read-protection (PCROP) option bytes for sectors 0 to 5 after reset. They can be written to program a new write-protect or PCROP value into Flash memory.
   If SPRMODE is reset:
   0: Write protection active on sector i
   1: Write protection not active on sector i
   If SPRMODE is set:
   0: PCROP protection not active on sector i
   1: PCROP protection active on sector i

Bits 15:8  **RDP**: Read protect
   These bits contain the value of the read-protection option level after reset. They can be written to program a new read protection value into Flash memory.
   0xAA: Level 0, read protection not active
   0xCC: Level 2, chip read protection active
   Others: Level 1, read protection of memories active

Bits 7:5  **USER**: User option bytes
   These bits contain the value of the user option byte after reset. They can be written to program a new user option byte value into Flash memory.
   Bit 7: nRST_STDBY
   Bit 6: nRST_STOP
   Bit 5: WDG_SW

   *Note*: When changing the WDG mode from hardware to software or from software to hardware, a system reset is required to make the change effective.

Bit 4  Reserved, must be kept cleared. Always read as “0”.

---

Embedded Flash memory interface

RM0401
Bits 3:2 **BOR_LEV**: BOR reset Level
These bits contain the supply level threshold that activates/releases the reset. They can be written to program a new BOR level. By default, BOR is off. When the supply voltage (VDD) drops below the selected BOR level, a device reset is generated.
00: BOR Level 3 (VBOR3), brownout threshold level 3
01: BOR Level 2 (VBOR2), brownout threshold level 2
10: BOR Level 1 (VBOR1), brownout threshold level 1
11: BOR off, POR/PDR reset threshold level is applied

*Note: For full details about BOR characteristics, refer to the “Electrical characteristics” section in the device datasheet.*

Bit 1 **OPTSTRT**: Option start
This bit triggers a user option operation when set. It is set only by software and cleared when the BSY bit is cleared.

Bit 0 **OPTLOCK**: Option lock
Write to 1 only. When this bit is set, it indicates that the FLASH_OPTCR register is locked. This bit is cleared by hardware after detecting the unlock sequence.
In the event of an unsuccessful unlock operation, this bit remains set until the next reset.
### 3.8.7 Flash interface register map

#### Table 13. Flash register map and reset values

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>FLASH_ACR</td>
<td>0x04</td>
<td>FLASH_KEYR</td>
</tr>
<tr>
<td>0x08</td>
<td>FLASH_OPTKEYR</td>
<td>0x0C</td>
<td>FLASH_SR</td>
</tr>
<tr>
<td>0x10</td>
<td>FLASH_CR</td>
<td>0x14</td>
<td>FLASH_OPTCR</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>FLASH_ACR</td>
<td>0x04</td>
<td>FLASH_KEYR</td>
<td>0x08</td>
<td>FLASH_OPTKEYR</td>
</tr>
<tr>
<td>0x08</td>
<td>FLASH_SR</td>
<td>0x10</td>
<td>FLASH_CR</td>
<td>0x14</td>
<td>FLASH_OPTCR</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>FLASH_ACR</td>
<td>0x04</td>
<td>FLASH_KEYR</td>
<td>0x08</td>
<td>FLASH_OPTKEYR</td>
<td>0x10</td>
<td>FLASH_CR</td>
<td>0x14</td>
<td>FLASH_OPTCR</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Refer to [Section 2.2 on page 41](#) for the register boundary addresses.
4 Power controller (PWR)

4.1 Power supplies

There are two main power supply schemes:

- \( V_{DD} = 1.7 \) to 3.6 V: external power supply for I/Os with the internal regulator disabled, provided externally through \( V_{DD} \) pins. Requires the use of an external power supply supervisor connected to the \( V_{DD} \) and PDR_ON pins.
- \( V_{DD} = 1.8 \) to 3.6 V: external power supply for I/Os and the internal regulator (when enabled), provided externally through \( V_{DD} \) pins.

The real-time clock (RTC), and the RTC backup registers can be powered from the \( V_{BAT} \) voltage when the main \( V_{DD} \) supply is powered off.

Note: Depending on the operating power supply range, some peripheral may be used with limited functionality and performance. For more details refer to section "General operating conditions" in the datasheet.

Figure 7. Power supply overview

1. \( V_{DDA} \) and \( V_{SSA} \) must be connected to \( V_{DD} \) and \( V_{SS} \), respectively.
4.1.1 Independent A/D converter supply and reference voltage

To improve conversion accuracy, the ADC has an independent power supply which can be separately filtered 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 pin \( V_{SSA} \).

To ensure a better accuracy of low voltage inputs, the user can connect a separate external reference voltage ADC input on \( V_{REF} \). The voltage on \( V_{REF} \) ranges from 1.7 V to \( V_{DDA} \).

4.1.2 Battery backup domain

Backup domain description

To retain the content of the RTC backup registers and supply the RTC when \( V_{DD} \) is turned off, \( V_{BAT} \) pin can be connected to an optional standby voltage supplied by a battery or by another source.

To allow the RTC to operate even when the main digital supply (\( V_{DD} \)) is turned off, the \( V_{BAT} \) pin powers the following blocks:

- The RTC
- The LSE oscillator
- PC13 to PC15 I/Os

The switch to the \( V_{BAT} \) supply is controlled by the power-down reset embedded in the Reset block.

---

Warning: During \( t_{RSTTEMPO} \) (temporization at \( V_{DD} \) startup) or after a PDR is detected, the power switch between \( V_{BAT} \) and \( V_{DD} \) remains connected to \( V_{BAT} \).

During the startup phase, if \( V_{DD} \) is established in less than \( t_{RSTTEMPO} \) (Refer to the datasheet for the value of \( t_{RSTTEMPO} \)) and \( V_{DD} > V_{BAT} + 0.6 \) V, a current may be injected into \( V_{BAT} \) through an internal diode connected between \( V_{DD} \) and the power switch (\( V_{BAT} \)).

If the power supply/battery connected to the \( V_{BAT} \) pin cannot support this current injection, it is strongly recommended to connect an external low-drop diode between this power supply and the \( V_{BAT} \) pin.

---

If no external battery is used in the application, it is recommended to connect the \( V_{BAT} \) pin to \( V_{DD} \) with a 100 nF external decoupling ceramic capacitor in parallel.

When the backup domain is supplied by \( V_{DD} \) (analog switch connected to \( V_{DD} \)), the following functions are available:

- PC14 and PC15 can be used as either GPIO or LSE pins
- PC13 can be used as a GPIO or additional functions can be configured (refer to Table 26: RTC additional functions for more details about this pin configuration)

Note: Due to the fact that the switch only sinks a limited amount of current (3 mA), the use of PC13 to PC15 GPIOs in output mode is restricted: the speed has to be limited to 2 MHz with
a maximum load of 30 pF and these I/Os must not be used as a current source (e.g. to drive an LED).

When the backup domain is supplied by $V_{BAT}$ (analog switch connected to $V_{BAT}$ because $V_{DD}$ is not present), the following functions are available:

- PC14 and PC15 can be used as LSE pins only
- PC13 can be used as the RTC additional function pin (refer to Table 26: RTC additional functions for more details about this pin configuration)

**Backup domain access**

After reset, the backup domain (RTC registers, and RTC backup register) is protected against possible unwanted write accesses. To enable access to the backup domain, proceed as follows:

1. Enable the power interface clock by setting the PWREN bits in the RCC_APB1ENR register (see Section 5.3.9: RCC APB1 peripheral clock enable register (RCC_APB1ENR))
2. Set the DBP bit in the Section 4.4.1 to enable access to the backup domain
3. Select the RTC clock source: see Section 5.2.8: RTC/AWU clock
4. Enable the RTC clock by programming the RTCEN [15] bit in the Section 5.3.14: RCC Backup domain control register (RCC_BDCR)

**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 20 backup data registers (80 bytes) which are reset when a tamper detection event occurs. For more details refer to Section 21: Real-time clock (RTC).

**4.1.3 Voltage regulator**

An embedded linear voltage regulator supplies all the digital circuitries except for the backup domain and the Standby circuitry. The regulator output voltage is around 1.2 V.

This voltage regulator requires one capacitor to be connected to the dedicated pin, $V_{CAP,1}$.

When activated by software, the voltage regulator is always enabled after Reset. It works in three different modes depending on the application modes.

- In **Run mode**, the regulator supplies full power to the 1.2 V domain (core, memories and digital peripherals). In this mode, the regulator output voltage (around 1.2 V) can be scaled by software to different voltage values:
  - Scale 1, scale 2, or scale 3 can be configured through the VOS[1:0] bits of the PWR_CR register. After reset the VOS register is set to scale 2. When the PLL is OFF, the voltage regulator is set to scale 3 independently of the VOS register content. The VOS register content is only taken into account once the PLL is activated and the HSI or HSE is selected as clock source.
  - The voltage scaling allows optimizing the power consumption when the device is clocked below the maximum system frequency.
- In **Stop mode**, the main regulator or the low-power regulator supplies low power to the 1.2 V domain, thus preserving the content of registers and internal SRAM.
regulator can be put either in main regulator mode (MR) or in low-power mode (LPR). The programmed voltage scale remains the same during Stop mode:

Voltage scale 3 is automatically selected when the microcontroller enters Stop mode (see Section 4.4.1: PWR power control register (PWR_CR)).

- In Standby mode, the regulator is powered down. The content of the registers and SRAM are lost except for the Standby circuitry and the backup domain.

**Note:** For more details, refer to the voltage regulator section in the datasheet.

## 4.2 Power supply supervisor

### 4.2.1 Power-on reset (POR)/power-down reset (PDR)

The device has an integrated POR/PDR circuitry that allows proper operation starting from 1.8 V.

To use the device below 1.8 V, the internal power supervisor must be switched off using the PDR_ON pin (please refer to section Power supply supervisor of the datasheet). The device remains in Reset mode when \( V_{DD}/V_{DDA} \) is below a specified threshold, \( V_{POR/PDR} \), without the need for an external reset circuit. For more details concerning the power on/power-down reset threshold, refer to the electrical characteristics of the datasheet.

**Figure 8. Power-on reset/power-down reset waveform**

![Figure 8. Power-on reset/power-down reset waveform](image)
4.2.2 Brownout reset (BOR)

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

$V_{\text{BOR}}$ is configured through device option bytes. By default, BOR is off. 3 programmable $V_{\text{BOR}}$ threshold levels can be selected:

- BOR Level 3 (VBOR3). Brownout threshold level 3.
- BOR Level 2 (VBOR2). Brownout threshold level 2.
- BOR Level 1 (VBOR1). Brownout threshold level 1.

**Note:** For full details about BOR characteristics, refer to the "Electrical characteristics" section in the device datasheet.

When the supply voltage ($V_{\text{DD}}$) drops below the selected $V_{\text{BOR}}$ threshold, a device reset is generated.

The BOR can be disabled by programming the device option bytes. In this case, the power-on and power-down is then monitored by the POR/ PDR or by an external power supervisor if the PDR is switched off through the PDR_ON pin (see Section 4.2.1: 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 9. BOR thresholds**

![BOR thresholds diagram](MS00433V1)
4.2.3 Programmable voltage detector (PVD)

You can use the PVD to monitor the $V_{DD}$ power supply by comparing it to a threshold selected by the PLS[2:0] bits in the PWR power control register (PWR_CR).

The PVD is enabled by setting the PVDE bit.

A PVDO flag is available, in the PWR power control/status register (PWR_CSR), to indicate if $V_{DD}$ is higher or lower than the PVD threshold. This event is internally connected to the EXTI line16 and can generate an interrupt if enabled through the EXTI registers. The PVD output interrupt can be generated when $V_{DD}$ drops below the PVD threshold and/or when $V_{DD}$ rises above the PVD threshold depending on EXTI line16 rising/falling edge configuration. As an example the service routine could perform emergency shutdown tasks.

![Figure 10. PVD thresholds](image)

4.3 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, short startup time and available wakeup sources.

The devices feature four low-power modes:

- **Sleep mode**: Cortex®-M4 with FPU core is stopped, peripherals are kept running.
- **Stop mode**: all clocks are stopped.
- **Standby mode**: 1.2 V domain is powered off.
- **Batch acquisition mode (BAM)**: the devices are in Sleep mode, the Flash memory is off, needed peripheral are kept running, data transfer are still possible through DMA.
In addition, the power consumption in Run mode can be reduced by one of the following means:

- Optimizing PLL VCO frequency (see Section 4.3.1: Optimizing PLL VCO frequency)
- Slowing down the system clocks (see Section 4.3.2: Slowing down system clocks)
- Gating the clocks to the APBx and AHBx peripherals when they are unused (see Section 4.3.3: Peripheral clock gating)
- Configuring the Flash memory in low-power mode (Stop or Deep-power down) to execute code from RAM (see Section 4.3.4: Flash memory in low-power mode for code execution from RAM).

### Entering low-power mode

Low-power modes are entered by the MCU by executing the WFI (Wait For Interrupt), or WFE (Wait for Event) instructions, or when the SLEEPONEXIT bit in the Cortex®-M4 with FPU System Control register is set on Return from ISR.

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

### Exiting low-power mode

The MCU exits from Sleep and Stop modes low-power mode depending on the way the low-power 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.
- If the WFE instruction is used to enter the low-power mode, the MCU exits the low-power mode as soon as an event occurs. The wakeup event can be generated either by:
  - NVIC IRQ interrupt:
    When SEVONPEND = 0 in the Cortex®-M4 with FPU System Control register: by enabling an interrupt in the peripheral control register and in the NVIC. When the MCU resumes from WFE, the peripheral interrupt pending bit and the NVIC peripheral IRQ channel pending bit (in the NVIC interrupt clear pending register) have to be cleared. Only NVIC interrupts with sufficient priority will wakeup and interrupt the MCU.
    When SEVONPEND = 1 in the Cortex®-M4 with FPU System Control register: by enabling an interrupt in the peripheral control register and optionally in the NVIC. When the MCU resumes from WFE, the peripheral interrupt pending bit and when enabled the NVIC peripheral IRQ channel pending bit (in the NVIC interrupt clear pending register) have to be cleared. All NVIC interrupts will wakeup the MCU, even the disabled ones. Only enabled NVIC interrupts with sufficient priority will wakeup and interrupt the MCU.
  - Event
    This is done by configuring a EXTI line in event mode. When the CPU resumes from WFE, it is not necessary to clear the EXTI peripheral interrupt pending bit or the NVIC IRQ channel pending bit as the pending bits corresponding to the event line is not set. It may be necessary to clear the interrupt flag in the peripheral.

The MCU exits from Standby low-power mode through an external reset (NRST pin), an IWDG reset, a rising edge on one of the enabled WKUPx pins or a RTC event occurs (see Figure 176: RTC block diagram).
After waking up from Standby mode, program execution restarts in the same way as after a Reset (boot pin sampling, option bytes loading, reset vector is fetched, etc.). Only enabled NVIC interrupts with sufficient priority will wakeup and interrupt the MCU.

### Table 14. Low-power mode summary

<table>
<thead>
<tr>
<th>Mode name</th>
<th>Entry</th>
<th>Wakeup</th>
<th>Effect on 1.2 V domain clocks</th>
<th>Effect on ( V_{DD} ) domain clocks</th>
<th>Voltage regulator</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep and BAM(^{(1)})</td>
<td>WFI or Return from ISR</td>
<td>Any interrupt</td>
<td>CPU CLK OFF</td>
<td>no effect on other clocks or analog clock sources</td>
<td>None</td>
</tr>
<tr>
<td>(Sleep now or Sleep-on-exit)</td>
<td>WFE</td>
<td>Wakeup event</td>
<td></td>
<td></td>
<td>ON</td>
</tr>
<tr>
<td>Stop</td>
<td>SLEEPDEEP bit + WFI, Return from ISR or WFE</td>
<td>Any EXTI line (configured in the EXTI registers, internal and external lines)</td>
<td>All 1.2 V domain clocks OFF</td>
<td>All 1.2 V domain clocks OFF</td>
<td>Main regulator or Low-Power regulator (depends on ( PWR ) power control register ( PWR_CR ))</td>
</tr>
<tr>
<td>Standby</td>
<td>PDDS bit + SLEEPDEEP bit + WFI, Return from ISR or WFE</td>
<td>WKUP pin rising edge, RTC alarm (Alarm A or Alarm B), RTC Wakeup event, RTC tamper events, RTC time stamp event, external reset in NRST pin, IWDG reset</td>
<td></td>
<td></td>
<td>OFF</td>
</tr>
</tbody>
</table>

1. Refer to Section 4.3.6: Batch acquisition mode for specific BAM entry and exit requirements.

#### 4.3.1 Optimizing PLL VCO frequency

When the devices operate in a mode where one or more PLL is used, the power consumption can be optimized by avoiding to run the VCO at higher frequency than needed (refer to the datasheet).

#### 4.3.2 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 5.3.3: RCC clock configuration register (RCC\_CFGR).

#### 4.3.3 Peripheral clock gating

In Run mode, the HCLKx 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 AHB1 peripheral clock enable register (RCC\_AHB1ENR), AHB2 peripheral clock enable register (RCC\_AHB2ENR) (see...
Disabling the peripherals clocks in Sleep mode can be performed automatically by resetting the corresponding bit in RCC_AHBxLPENR and RCC_APBxLPENR registers.

4.3.4 Flash memory in low-power mode for code execution from RAM

For applications where the code is executed from RAM, the Flash memory can be put in two possible low-power mode.

- Stop mode
- Deep-power down mode

Putting the Flash memory in Deep-power down mode allows to achieve the best power consumption. However the Flash memory wakeup time is the slowest (refer to the Electrical characteristics section of the datasheet).

From Run mode, the Flash memory can be configured anytime by software to enter any of these low-power mode.

From Sleep mode, setting the Flash memory low-power down mode must be done before entering Sleep mode.

The Flash memory wakeup time has to be handled by software counter.

4.3.5 Sleep mode

Entering Sleep mode

The Sleep mode is entered according to Section: Entering low-power mode, when the SLEEPDEEP bit in the Cortex®-M4 with FPU System Control register is cleared.

Refer to Table 15 and Table 16 for details on how to enter Sleep mode.

Exiting Sleep mode

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

Refer to Table 15 and Table 16 for more details on how to exit Sleep mode.

Table 15. Sleep-now entry and exit

<table>
<thead>
<tr>
<th>Sleep-now mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mode entry</td>
<td></td>
</tr>
<tr>
<td>WFI (Wait for Interrupt) or WFE (Wait for Event) while:</td>
<td>On Return from ISR while:</td>
</tr>
<tr>
<td>– SLEEPDEEP = 0</td>
<td>– SLEEPDEEP = 0 and</td>
</tr>
<tr>
<td>– No interrupt (for WFI) or event (for WFE) is pending</td>
<td>– SLEEPONEXIT = 1</td>
</tr>
<tr>
<td>Refer to the Cortex®-M4 with FPU System Control register.</td>
<td>– No interrupt is pending</td>
</tr>
<tr>
<td></td>
<td>Refer to the Cortex®-M4 with FPU System Control register.</td>
</tr>
</tbody>
</table>
4.3.6 Batch acquisition mode

**Entering BAM**

The BAM is entered according to Section: Entering low-power mode, when the SLEEPDEEP bit in the Cortex®-M4 with FPU System Control register is cleared. Refer to Table 17 and Table 18 for details on how to enter Sleep mode.

Before entering Sleep mode, the Flash memory must be configured by software to operate in the required low-power mode. If data need to be transferred from peripheral to RAM during BAM, the DMA must be enabled before entering Sleep mode.

**Exiting BAM**

The BAM is exited according to Section: Exiting low-power mode.

Refer to Table 17 and Table 18 for more details on how to exit Sleep mode.

After waking up from BAM, the Flash memory must first to be waked up if code execution restarts from Flash memory.

This wakeup time must be managed by software running from the internal SRAM.
4.3.7 Stop mode

The Stop mode is based on the Cortex®-M4 with FPU 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 1.2 V domain are stopped, the PLLs, the HSI and the HSE RC oscillators are disabled. Internal SRAM and register contents are preserved.

Some settings in the PWR_CR register allow to further reduce the power consumption. When the Flash memory is in power-down mode, an additional startup delay is incurred when waking up from Stop mode (see Table 19: Stop operating modes and Section 4.4.1: PWR power control register (PWR_CR)).
When the code is executed from internal SRAM and the Flash memory is configured in low-power mode before entering Stop mode, the Flash memory stays in low-power mode after waking up from Stop. In this case, only the HSI RC clock startup time and the regulator wakeup time apply.

### Table 19. Stop operating modes

<table>
<thead>
<tr>
<th>Stop mode</th>
<th>MRLV bit</th>
<th>LPLV bit</th>
<th>FPDS bit</th>
<th>LPDS bit</th>
<th>Wakeup latency</th>
</tr>
</thead>
<tbody>
<tr>
<td>STOP MR</td>
<td>0</td>
<td>-</td>
<td>0</td>
<td>0</td>
<td>HSI RC startup time</td>
</tr>
<tr>
<td>STOP MRFPD</td>
<td>0</td>
<td>-</td>
<td>1</td>
<td>0</td>
<td>HSI RC startup time + Flash wakeup time from Deep Power Down mode</td>
</tr>
<tr>
<td>STOP LP</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>HSI RC startup time + regulator wakeup time from LP mode</td>
</tr>
<tr>
<td>STOP LPFPD</td>
<td>-</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>HSI RC startup time + Flash wakeup time from Deep Power Down mode + regulator wakeup time from LP mode</td>
</tr>
<tr>
<td>STOP MRLV</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>0</td>
<td>HSI RC startup time + Flash wakeup time from Deep Power Down mode + Main regulator from low voltage mode</td>
</tr>
<tr>
<td>STOP LPLV</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>1</td>
<td>HSI RC startup time + Flash wakeup time from Deep Power Down mode + regulator wakeup time from Low Voltage LP mode</td>
</tr>
</tbody>
</table>

### Entering Stop mode

The Stop mode is entered according to Section: Entering low-power mode, when the SLEEPDEEP bit in the Cortex®-M4 with FPU System Control register is set.

Refer to Table 20 for details on how to enter the 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 LPDS bit of the PWR power control register (PWR_CR).

If Flash memory programming is ongoing, the Stop mode entry is delayed until the memory access is finished.

If an access to the APB domain is ongoing, The Stop mode entry is delayed until the APB access is finished.

The following features can be selected by programming individual control bits before entering Stop mode:

- 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. See
Section 20.3 in Section 20: Independent watchdog (IWDG).

- Real-time clock (RTC); this is configured by the RTCEN bit in the Section 5.3.14: RCC Backup domain control register (RCC_BDCR).
- Internal RC oscillator (LSI RC); this is configured by the LSION bit in the Section 5.3.15: RCC clock control & status register (RCC_CSR).
- External 32.768 kHz oscillator (LSE OSC); this is configured by the LSEON bit in the Section 5.3.14: RCC Backup domain control register (RCC_BDCR).

The ADC can also consume power during the Stop mode, unless it is disabled before entering it. To disable it, the ADON bit in the ADC_CR2 register must be written to 0.

Note: If the application needs to disable the external clock before entering Stop mode, the HSEON bit must first be disabled and the system clock switched to HSI. Otherwise, if the HSEON bit is kept enabled while the 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.

Exiting Stop mode

The Stop mode is exited according to Section : Exiting low-power mode.

Refer to Table 20 for more details on how to exit Stop mode.

When exiting Stop mode by issuing an interrupt or a wakeup event, the HSI RC oscillator is selected as system clock.

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.

If the code is executed from internal SRAM while the Flash memory in low-power mode, the Stop wakeup time is reduced since the code execution restarts from SRAM which is directly available when the clocks are stable.

Table 20. Stop mode entry and exit

<table>
<thead>
<tr>
<th>Stop mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mode entry</td>
<td>WFI (Wait for Interrupt) or WFE (Wait for Event) while:</td>
</tr>
<tr>
<td></td>
<td>– SLEEPDEEP bit is set in Cortex®-M4 with FPU System Control register</td>
</tr>
<tr>
<td></td>
<td>– PDDS bit is cleared in Power Control register (PWR_CR)</td>
</tr>
<tr>
<td></td>
<td>– Select the voltage regulator mode by configuring LPDS bit in PWR_CR</td>
</tr>
<tr>
<td></td>
<td>– No interrupt (for WFI) or event (for WFE) is pending</td>
</tr>
<tr>
<td>On Return from ISR:</td>
<td>– SLEEPDEEP bit is set in Cortex®-M4 with FPU System Control register</td>
</tr>
<tr>
<td></td>
<td>– SLEEPONEXIT = 1</td>
</tr>
<tr>
<td></td>
<td>– PDDS bit is cleared in Power Control register (PWR_CR)</td>
</tr>
<tr>
<td></td>
<td>– No interrupt is pending</td>
</tr>
</tbody>
</table>

Note: To enter Stop mode, all EXTI Line pending bits (in Pending register (EXTI_PR)), all peripheral interrupts 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.
4.3.8 Standby mode

The Standby mode allows to achieve the lowest power consumption. It is based on the Cortex®-M4 with FPU deepsleep mode, with the voltage regulator disabled. The 1.2 V domain is consequently powered off. The PLLs, the HSI oscillator and the HSE oscillator are also switched off. SRAM and register contents are lost except for registers in the backup domain (RTC registers and RTC backup register), and Standby circuitry (see Figure 7).

Entering Standby mode

The Standby mode is entered according to Section : Entering low-power mode, when the SLEEPDEEP bit in the Cortex®-M4 with FPU System Control register is set. Refer to Table 21 for more 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. See Section 20.3 in Section 20: Independent watchdog (IWDG).
- Real-time clock (RTC): this is configured by the RTCEN bit in the backup domain control register (RCC_BDCR)
- Internal RC oscillator (LSI RC): this is configured by the LSION bit in the Control/status register (RCC_CSR).
- External 32.768 kHz oscillator (LSE OSC): this is configured by the LSEON bit in the backup domain control register (RCC_BDCR)

Exiting Standby mode

The Standby mode is exited according to Section : Exiting low-power mode. The SBF status flag in PWR_CR (see Section 4.4.2: PWR power control/status register (PWR_CSR)) indicates that the MCU was in Standby mode. All registers are reset after wakeup from Standby except for PWR_CR.

Refer to Table 21 for more details on how to exit Standby mode.
I/O states in Standby mode

In Standby mode, all I/O pins are high impedance except for:
- Reset pad (still available)
- RTC_AF1 pin (PC13) if configured for tamper, time stamp, RTC Alarm out, or RTC clock calibration out
- WKUP1 pin (PA0), WKUP2 pin (PC0) and WKUP3 pin (PC1) if enabled

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®-M4 with FPU core is no longer clocked.

However, by setting some configuration bits in the DBGMCU_CR register, the software can be debugged even when using the low-power modes extensively. For more details, refer to Section 26.16.1: Debug support for low-power modes.

4.3.9 Programming the RTC alternate functions to wake up the device from the Stop and Standby modes

The MCU can be woken up from a low-power mode by an RTC alternate function. The RTC alternate functions are the RTC alarms (Alarm A and Alarm B), RTC wakeup, RTC tamper event detection and RTC time stamp event detection.

These RTC alternate functions can wake up the system from the 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 the Stop or Standby mode at regular intervals.

For this purpose, two of the three alternate RTC clock sources can be selected by programming the RTCSEL[1:0] bits in the Section 5.3.14: RCC Backup domain control register (RCC_BDCR):

- Low-power 32.768 kHz external crystal oscillator (LSE OSC)
  This clock source provides a precise time base with a very low-power consumption (additional consumption of less than 1 µA under 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.

**RTC alternate functions to wake up the device from the Stop mode**

- To wake up the device 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 the device from the Stop mode with an RTC tamper or time stamp event, it is necessary to:
  a) Configure the EXTI Line 21 to be sensitive to rising edges (Interrupt or Event modes)
  b) Enable the RTC time stamp Interrupt in the RTC_CR register or the RTC tamper interrupt in the RTC_TAFCR register
  c) Configure the RTC to detect the tamper or time stamp event
- To wake up the device from the Stop mode with an RTC wakeup event, it is necessary to:
  a) Configure the EXTI Line 22 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 alternate functions to wake up the device from the Standby mode**

- To wake up the device 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 the device from the Standby mode with an RTC tamper or time stamp event, it is necessary to:
  a) Enable the RTC time stamp interrupt in the RTC_CR register or the RTC tamper interrupt in the RTC_TAFCR register
  b) Configure the RTC to detect the tamper or time stamp event
To wake up the device from the Standby mode with an RTC wakeup event, it is necessary to:

- Enable the RTC wakeup interrupt in the RTC_CR register
- Configure the RTC to generate the RTC wakeup event

**Safe RTC alternate function wakeup flag clearing sequence**

If the selected RTC alternate function is set before the PWR wakeup flag (WUTF) is cleared, it will not be detected on the next event as detection is made once on the rising edge.

To avoid bouncing on the pins onto which the RTC alternate functions are mapped, and exit correctly from the Stop and Standby modes, it is recommended to follow the sequence below before entering the Standby mode:

- When using RTC alarm to wake up the device from the low-power modes:
  - Disable the RTC alarm interrupt (ALRAIE or ALRBIE bits in the RTC_CR register)
  - Clear the RTC alarm (ALRAF/ALRBF) flag
  - Clear the PWR Wakeup (WUF) flag
  - Enable the RTC alarm interrupt
  - Re-enter the low-power mode

- When using RTC wakeup to wake up the device from the low-power modes:
  - Disable the RTC Wakeup interrupt (WUTIE bit in the RTC_CR register)
  - Clear the RTC Wakeup (WUTF) flag
  - Clear the PWR Wakeup (WUF) flag
  - Enable the RTC Wakeup interrupt
  - Re-enter the low-power mode

- When using RTC tamper to wake up the device from the low-power modes:
  - Disable the RTC tamper interrupt (TAMPIE bit in the RTC_TAFCR register)
  - Clear the Tamper (TAMP1F/TSF) flag
  - Clear the PWR Wakeup (WUF) flag
  - Enable the RTC tamper interrupt
  - Re-enter the low-power mode

- When using RTC time stamp to wake up the device from the low-power modes:
  - Disable the RTC time stamp interrupt (TSIE bit in RTC_CR)
  - Clear the RTC time stamp (TSF) flag
  - Clear the PWR Wakeup (WUF) flag
  - Enable the RTC TimeStamp interrupt
  - Re-enter the low-power mode
4.4 Power control registers

4.4.1 PWR power control register (PWR_CR)

Address offset: 0x00

Reset value: 0x0000 8000 (reset by wakeup from Standby mode)

| Bits 31:22 | Reserved, must be kept at reset value. |
| Bit 21 | FISSR: Flash Interface Stop while System Run |
| 0: Flash Interface clock run (Default value). |
| 1: Flash Interface clock off. |
| Note: This bit could not be set while executing with the Flash itself. It should be done with specific routine executed from RAM. |
| Bit 20 | FMSSR: Flash Memory Sleep System Run. |
| 0: Flash standard mode (Default value) |
| 1: Flash forced to be in STOP or Deep-power down mode (depending of FPDS value bit) by hardware. |
| Note: This bit could not be set while executing with the Flash itself. It should be done with specific routine executed from RAM. |
| Bits 19:16 | Reserved, must be kept at reset value. |
| Bits 15:14 | VOS[1:0]: Regulator voltage scaling output selection |
| These bits control the main internal voltage regulator output voltage to achieve a trade-off between performance and power consumption when the device does not operate at the maximum frequency (refer to the corresponding datasheet for more details). |
| These bits can be modified only when the PLL is OFF. The new value programmed is active only when the PLL is ON. When the PLL is OFF, the voltage regulator is set to scale 3 independently of the VOS register content. |
| 00: Reserved (Scale 3 mode selected) |
| 01: Scale 3 mode <= 64 MHz |
| 10: Scale 2 mode (reset value) <= 84 MHz |
| 11: Scale 1 mode <= 100 MHz |
| Bit 13 | ADCDC1: |
| 0: No effect. |
| 1: Refer to AN4073 for details on how to use this bit. |
| Note: This bit can only be set when operating at supply voltage range 2.7 to 3.6V and when the Prefetch is OFF. |
Bit 12  Reserved, must be kept at reset value.

Bit 11 **MRLVDS**: Main regulator Low Voltage in Deep Sleep
0: Main regulator in Voltage scale 3 when the device is in Stop mode.
1: Main regulator in Low Voltage and Flash memory in Deep Sleep mode when the device is in Stop mode.

Bit 10 **LPLVDS**: Low-power regulator Low Voltage in Deep Sleep
0: Low-power regulator on if LPDS bit is set when the device is in Stop mode.
1: Low-power regulator in Low Voltage and Flash memory in Deep Sleep mode if LPDS bit is set when device is in Stop mode.

Bit 9 **FPDS**: Flash power-down in Stop mode
When set, the Flash memory enters power-down mode when the device enters Stop mode. This allows to achieve a lower consumption in stop mode but a longer restart time.
0: Flash memory not in power-down when the device is in Stop mode
1: Flash memory in power-down when the device is in Stop mode

Bit 8 **DBP**: Disable backup domain write protection
In reset state, the RCC_BDCR register, the RTC registers (including the backup registers), and the BRE bit of the PWR_CSR register, are protected against parasitic write access. This bit must be set to enable write access to these registers.
0: Access to RTC and RTC Backup registers.
1: Access to RTC and RTC Backup registers.

Bits 7:5 **PLS[2:0]**: PVD level selection
These bits are written by software to select the voltage threshold detected by the Power Voltage Detector
000: 2.2 V
001: 2.3 V
010: 2.4 V
011: 2.5 V
100: 2.6 V
101: 2.7 V
110: 2.8 V
111: 2.9 V

*Note: Refer to the electrical characteristics of the datasheet for more details.*

Bit 4 **PVDE**: Power voltage detector enable
This bit is set and cleared by software.
0: PVD disabled
1: PVD enabled

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. It works together with the LPDS bit.
   0: Enter Stop mode when the CPU enters deepsleep. The regulator status depends on the LPDS bit.
   1: Enter Standby mode when the CPU enters deepsleep.

Bit 0 **LPDS**: Low-power deepsleep
   This bit is set and cleared by software. It works together with the PDDS bit.
   0: Voltage regulator on during Stop mode.
   1: Low-power Voltage regulator on during Stop mode.

### 4.4.2 PWR power control/status register (PWR_CSR)

Address offset: 0x04
Reset value: 0x0000 0000 (not reset by wakeup from Standby mode)
Additional APB cycles are needed to read this register versus a standard APB read.

<p>| | | | | | | | | | | | | | | | |</p>
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<tbody>
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<td>31</td>
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<td>8</td>
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<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:15 Reserved, must be kept at reset value.

Bit 14 **VOSRDY**: Regulator voltage scaling output selection ready bit
   0: Not ready
   1: Ready

Bits 13:10 Reserved, must be kept at reset value.

Bit 9 **BRE**: Backup regulator enable
   When set, the Backup regulator (used to maintain the backup domain content) is enabled. If BRE is reset, the backup regulator is switched off. Once set, the application must wait that the Backup Regulator Ready flag (BRR) is set to indicate that the data written into the backup registers will be maintained in the Standby and VBAT modes.
   0: Backup regulator disabled
   1: Backup regulator enabled

   **Note**: This bit is not reset when the device wakes up from Standby mode, by a system reset, or by a power reset.
Bit 8 **EWUP1**: Enable WKUP1 pin (PA0)
This bit is set and cleared by software.
0: WKUP1 pin is used for general purpose I/O. An event on the WKUP1 pin does not wakeup the device from Standby mode.
1: WKUP1 pin is used for wakeup from Standby mode and forced in input pull down configuration (rising edge on WKUP1 pin wakes up the system from Standby mode).
*Note:* *This bit is reset by a system reset.*

Bit 7 **EWUP2**: Enable WKUP2 pin (PC0)
This bit is set and cleared by software.
0: WKUP2 pin is used for general purpose I/O. An event on the WKUP2 pin does not wakeup the device from Standby mode.
1: WKUP2 pin is used for wakeup from Standby mode and forced in input pull down configuration (rising edge on WKUP2 pin wakes up the system from Standby mode).
*Note:* *This bit is reset by a system reset.*

Bit 6 **EWUP3**: Enable WKUP3 pin (PC1)
This bit is set and cleared by software.
0: WKUP3 pin is used for general purpose I/O. An event on the WKUP3 pin does not wakeup the device from Standby mode.
1: WKUP3 pin is used for wakeup from Standby mode and forced in input pull down configuration (rising edge on WKUP3 pin wakes up the system from Standby mode).
*Note:* *This bit is reset by a system reset.*

Bits 5:4 Reserved, must be kept at reset value.

Bit 3 **BRR**: Backup regulator ready
Set by hardware to indicate that the Backup Regulator is ready.
0: Backup Regulator not ready
1: Backup Regulator ready
*Note:* *This bit is not reset when the device wakes up from Standby mode or by a system reset or power reset.*

Bit 2 **PVDO**: PVD output
This bit is set and cleared by hardware. It is valid only if PVD is enabled by the PVDE bit.
0: VDD is higher than the PVD threshold selected with the PLS[2:0] bits.
1: VDD is lower than the PVD threshold selected with the PLS[2:0] bits.
*Note:* *The PVD is stopped by Standby mode. For this reason, this bit is equal to 0 after Standby or reset until the PVDE bit is set.*

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_CR register.
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 either by a system reset or by setting the CWUF bit in the PWR_CR register.
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 pin is enabled (by setting the EWUP bit) when the WKUP pin level is already high.*
4.5 PWR register map

The following table summarizes the PWR registers.

| 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      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  |
| 0x004  | PWR_CSR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  |

Refer to Section 2.2 on page 41 for the register boundary addresses.
5 Reset and clock control (RCC)

5.1 Reset

There are three types of reset, defined as system Reset, power Reset and backup domain Reset.

5.1.1 System reset

A system reset sets all registers to their reset values except the reset flags in the clock controller CSR register and the registers in the Backup domain.

A system reset is generated when one of the following events occurs:

1. A low level on the NRST pin (external reset)
2. Window watchdog end of count condition (WWDG reset)
3. Independent watchdog end of count condition (IWDG reset)
4. A software reset (SW reset) (see Software reset)
5. Low-power management reset (see Low-power management reset)

Software reset

The reset source can be identified by checking the reset flags in the RCC clock control & status register (RCC_CSR).

The SYSRESETREQ bit in Cortex®-M4 with FPU Application Interrupt and Reset Control Register must be set to force a software reset on the device. Refer to the Cortex®-M4 with FPU technical reference manual for more details.
Low-power management reset

There are two ways of generating a low-power management reset:

1. Reset generated when entering the Standby mode:
   This type of reset is enabled by resetting the nRST_STDBY bit in the user option bytes. In this case, whenever a Standby mode entry sequence is successfully executed, the device is reset instead of entering the Standby mode.

2. Reset when entering the Stop mode:
   This type of reset is enabled by resetting the nRST_STOP bit in the user option bytes. In this case, whenever a Stop mode entry sequence is successfully executed, the device is reset instead of entering the Stop mode.

For further information on the user option bytes, refer to the STM32F410 Flash programming manual available from your ST sales office.

5.1.2 Power reset

A power reset is generated when one of the following events occurs:

1. Power-on/power-down reset (POR/PDR reset) or brownout (BOR) reset
2. When exiting the Standby mode

A power reset sets all registers to their reset values except the Backup domain.

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.

The system reset signal provided to the device is output on the NRST pin. 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.

Figure 11. Simplified diagram of the reset circuit
5.1.3 **Backup domain reset**

The backup domain reset sets all RTC registers and the RCC_BDCR register to their reset values.

A backup domain reset is generated when one of the following events occurs:

1. Software reset, triggered by setting the BDRST bit in the **RCC Backup domain control register (RCC_BDCR)**.
2. \(V_{\text{DD}}\) or \(V_{\text{BAT}}\) power on, if both supplies have previously been powered off.

5.2 **Clocks**

Three different clock sources can be used to drive the system clock (SYSCLK):

- HSI oscillator clock
- HSE oscillator clock
- PLL (PLL) clock

The devices have the two following secondary clock sources:

- 32 kHz low-speed internal RC (LSI RC) which drives the independent watchdog and, optionally, the RTC used for Auto-wakeup from the Stop/Standby mode.
- 32.768 kHz low-speed external crystal (LSE crystal) which optionally drives the RTC clock (RTCCLOCK)
Each clock source can be switched on or off independently when it is not used, to optimize power consumption.

1. For full details about the internal and external clock source characteristics, refer to the Electrical characteristics section in the device datasheet.
The clock controller provides a high degree of flexibility to the application in the choice of the external crystal or the oscillator to run the core and peripherals at the highest frequency and, guarantee the appropriate frequency for peripherals that need a specific clock like RNG, I2S and low-power timer.

Several prescalers are used to configure the AHB frequency, the high-speed APB (APB2) and the low-speed APB (APB1) domains. The maximum frequency of the AHB domain is 100 MHz. The maximum allowed frequency of the high-speed APB2 domain is 100 MHz. The maximum allowed frequency of the low-speed APB1 domain is 50 MHz.

All peripheral clocks are derived from the system clock (SYSCLK) except for:

- The low-power timer clock which is derived either from the low-speed internal or low-speed external oscillator (LSI/LSE), from the high-speed internal (HSI) or from the system clock.
- The RNG and I2S clocks which come from a specific PLL output.

To achieve high-quality audio performance, the I2S clock can be derived either from the PLL or from an external clock mapped on the I2S_CKIN pin. For more information about I2S clock frequency and precision, refer to Section 25.6.4: Clock generator.

The RCC feeds the external clock of the Cortex System Timer (SysTick) 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.

The timer clock frequencies are automatically set 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.

The timer clock frequencies are automatically set by hardware. There are two cases depending on the value of TIMPRE bit in RCC_DCKCFGR register:

- If TIMPRE bit is reset:
  If the APB prescaler is configured to a division factor of 1, the timer clock frequencies (TIMxCLK) are set to HCLK. Otherwise, the timer clock frequencies are twice the frequency of the APB domain to which the timers are connected: TIMxCLK = 2xPCLKx.

- If TIMPRE bit is set:
  If the APB prescaler is configured to a division factor of 1 or 2, the timer clock frequencies (TIMxCLK) are set to HCLK. Otherwise, the timer clock frequencies is four times the frequency of the APB domain to which the timers are connected: TIMxCLK = 4xPCLKx.

FCLK acts as Cortex®-M4 with FPU free-running clock. For more details, refer to the Cortex®-M4 with FPU technical reference manual.
5.2.1 HSE clock

The high speed external clock signal (HSE) can be generated from two possible clock sources:
- HSE external crystal/ceramic resonator
- HSE external user 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.

**Figure 13. HSE/ LSE clock sources**

<table>
<thead>
<tr>
<th>Hardware configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>External clock</strong></td>
</tr>
<tr>
<td>OSC_IN OSC_OUT</td>
</tr>
<tr>
<td>(HI-Z)</td>
</tr>
<tr>
<td>External source</td>
</tr>
<tr>
<td><strong>Crystal/ceramic resonators</strong></td>
</tr>
<tr>
<td>OSC_IN OSC_OUT</td>
</tr>
<tr>
<td>Load capacitors</td>
</tr>
<tr>
<td>C_L1 C_L2</td>
</tr>
</tbody>
</table>

External source (HSE bypass)

In this mode, an external clock source must be provided. You select this mode by setting the HSEBYP and HSEON bits in the **RCC clock control register (RCC_CR)**. The external clock signal (square, sinus or triangle) with ~50% duty cycle has to drive the OSC_IN pin while the OSC_OUT pin should be left HI-Z. See **Figure 13**.

External crystal/ceramic resonator (HSE crystal)

The HSE has the advantage of producing a very accurate rate on the main clock.

The associated hardware configuration is shown in **Figure 13**. Refer to the electrical characteristics section of the **datasheet** for more details.

The HSERDY flag in the **RCC clock control register (RCC_CR)** indicates if the high-speed external 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 clock interrupt register (RCC_CIR)**.

The HSE Crystal can be switched on and off using the HSEON bit in the **RCC clock control register (RCC_CR)**.
5.2.2 HSI clock

The HSI clock signal is generated from an internal 16 MHz RC oscillator and can be used directly as a system clock, or used as PLL input.

The HSI 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.

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 $T_A = 25 \, {}^\circ C$.

After reset, the factory calibration value is loaded in the HSICAL[7:0] bits in the RCC clock control register (RCC_CR).

If the application is subject to voltage or temperature variations this may affect the RC oscillator speed. You can trim the HSI frequency in the application using the HSITRIM[4:0] bits in the RCC clock control register (RCC_CR).

The HSIRDY flag in the RCC clock control register (RCC_CR) indicates if the HSI RC is stable or not. At startup, the HSI RC output clock is not released until this bit is set by hardware.

The HSI RC can be switched on and off using the HSION bit in the RCC clock control register (RCC_CR).

The HSI signal can also be used as a backup source (Auxiliary clock) if the HSE crystal oscillator fails. Refer to Section 5.2.7: Clock security system (CSS) on page 98.

5.2.3 PLL configuration

The STM32F410 devices feature one PLL. The PLL (PLL) is clocked by the HSE or HSI oscillator and features three different output clocks:

- The first output is used to generate the high speed system clock (up to 100 MHz)
- The second output is used to generate the RNG clock.
- The third output is used to generate an accurate clock to achieve high-quality audio performance on the I2S interface.

Since the PLL configuration parameters cannot be changed once the PLL is enabled, it is recommended to configure the PLL before enabling it (selection of the HSI or HSE oscillator as PLL clock source, and configuration of division factors M, P, Q, R and multiplication factor N).

The PLL is disabled by hardware when entering Stop and Standby modes, or when an HSE failure occurs when HSE or PLL (clocked by HSE) are used as system clock. The PLL can be configured through RCC PLL configuration register (RCC_PLLCFGR).

5.2.4 LSE clock

The LSE clock is generated using a 32.768kHz low speed external crystal or ceramic resonator. It has the advantage 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 oscillator is switched on and off using the LSEON bit in **RCC Backup domain control register (RCC_BDCR)**.

The LSERDY flag in the **RCC Backup domain control register (RCC_BDCR)** indicates if 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 clock interrupt register (RCC_CIR)**.

**External source (LSE bypass)**

In this mode, an external clock source must be provided. It must have a frequency up to 1 MHz. You select this mode by setting the LSEBYP and LSEON bits in the **RCC Backup domain control register (RCC_BDCR)**. 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 13**.

5.2.5 **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) and Auto-wakeup unit (AWU). The clock frequency is around 32 kHz. For more details, refer to the electrical characteristics section of the datasheets.

The LSI RC can be switched on and off using the LSION bit in the **RCC clock control & status register (RCC_CSR)**.

The LSIRDY flag in the **RCC clock control & status register (RCC_CSR)** indicates if 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 clock interrupt register (RCC_CIR)**.

5.2.6 **System clock (SYSCLK) selection**

After a system reset, the HSI oscillator is selected as the system clock. When a clock source is used directly or through PLL as the 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 that is not yet ready is selected, the switch occurs when the clock source is ready. Status bits in the **RCC clock control register (RCC_CR)** indicate which clock(s) is (are) ready and which clock is currently used as the system clock.

5.2.7 **Clock security system (CSS)**

The clock security system can be activated by software. In this case, the clock detector is enabled after the HSE oscillator startup delay, and disabled when this oscillator is stopped.

If a failure is detected on the HSE clock, this oscillator is automatically disabled, a clock failure event is sent to the break inputs of advanced-control timer TIM1, and an interrupt is generated to inform the software about the failure (clock security system interrupt CSSI), allowing the MCU to perform rescue operations. The CSSI is linked to the Cortex®-M4 with FPU NMI (non-maskable interrupt) exception vector.

**Note:** When the CSS is enabled, if the HSE clock happens to fail, the CSS generates an interrupt, which causes the automatic generation of an NMI. The NMI is executed indefinitely unless the CSS interrupt pending bit is cleared. As a consequence, the application has to clear the
CSS interrupt in the NMI ISR by setting the CSSC bit in the Clock interrupt register (RCC_CIR).

If the HSE oscillator is used directly or indirectly as the system clock (indirectly meaning that it is directly used as PLL input clock, and that PLL clock is the system clock) and a failure is detected, then the system clock switches to the HSI oscillator and the HSE oscillator is disabled.

If the HSE oscillator clock was the clock source of PLL used as the system clock when the failure occurred, PLL is also disabled.

5.2.8 RTC/AWU clock

Once the RTCCCLK clock source has been selected, the only possible way of modifying the selection is to reset the power domain.

The RTCCCLK clock source can be either the HSE 1 MHz (HSE divided by a programmable prescaler), the LSE or the LSI clock. This is selected by programming the RTCSEL[1:0] bits in the RCC Backup domain control register (RCC_BDCR) and the RTCPRE[4:0] bits in RCC clock configuration register (RCC_CFGR). This selection cannot be modified without resetting the Backup domain.

If the LSE is selected as the RTC clock, the RTC will work normally if the backup or the system supply disappears. If the LSI is selected as the AWU clock, the AWU state is not guaranteed if the system supply disappears. If the HSE oscillator divided by a value between 2 and 31 is used as the RTC clock, the RTC state is not guaranteed if the backup or the system supply disappears.

The LSE clock is in the Backup domain, whereas the HSE and LSI clocks are not. As a consequence:

- If LSE is selected as the RTC clock:
  - The RTC continues to work even if the V_DD supply is switched off, provided the V_BAT supply is maintained.
- If LSI is selected as the Auto-wakeup unit (AWU) clock:
  - The AWU state is not guaranteed if the V_DD supply is powered off. Refer to Section 5.2.5: LSI clock on page 98 for more details on LSI calibration.
- If the HSE clock is used as the RTC clock:
  - The RTC state is not guaranteed if the V_DD supply is powered off or if the internal voltage regulator is powered off (removing power from the 1.2 V domain).

Note: To read the RTC calendar register when the APB1 clock frequency is less than seven times the RTC clock frequency (f_{APB1} < 7f_{RTCCLOCK}), the software must read the calendar time and date registers twice. The data are correct if the second read access to RTC_TR gives the same result than the first one. Otherwise a third read access must be performed.

5.2.9 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.
5.2.10 Clock-out capability

Two microcontroller clock output (MCO) pins are available:

- **MCO1**
  - You can output four different clock sources onto the MCO1 pin (PA8) using the configurable prescaler (from 1 to 5):
    - HSI clock
    - LSE clock
    - HSE clock
    - PLL clock
  The desired clock source is selected using the MCO1PRE[2:0] and MCO1[1:0] bits in the **RCC clock configuration register (RCC_CFGR)**.

- **MCO2**
  - You can output four different clock sources onto the MCO2 pin (PC9) using the configurable prescaler (from 1 to 5):
    - System clock (SYSCLK)
    - I2S clock (I2S gated clock)
    - HSE clock
    - PLL clock
  The desired clock source is selected using the MCO2PRE[2:0] and MCO2 bits in the **RCC clock configuration register (RCC_CFGR)**.

For the different MCO pins, the corresponding GPIO port has to be programmed in alternate function mode.

The selected clock to output onto MCO must not exceed 100 MHz (the maximum I/O speed).

5.2.11 Internal/external clock measurement using TIM5/TIM11

It is possible to indirectly measure the frequencies of all on-board clock source generators by means of the input capture of TIM5 channel4 and TIM11 channel1 as shown in **Figure 14** and **Figure 15**.

**Internal/external clock measurement using TIM5 channel4**

TIM5 has an input multiplexer which allows choosing whether the input capture is triggered by the I/O or by an internal clock. This selection is performed through the TI4_RMP [1:0] bits in the TIM5_OR register.

The primary purpose of having the LSE connected to the channel4 input capture is to be able to precisely measure the HSI (this requires to have the HSI used as the system clock source). The number of HSI clock counts between consecutive edges of the LSE signal provides a measurement of the internal clock period. Taking advantage of the high precision of LSE crystals (typically a few tens of ppm) we can determine the internal clock frequency with the same resolution, and trim the source to compensate for manufacturing-process and/or temperature-related frequency deviations.

The HSI oscillator has dedicated, user-accessible calibration bits for this purpose.
The basic concept consists in providing a relative measurement (e.g. HSI/LSE ratio): the precision is therefore tightly linked to the ratio between the two clock sources. The greater the ratio, the better the measurement.

It is also possible to measure the LSI frequency: this is useful for applications that do not have a crystal. The ultralow-power LSI oscillator has a large manufacturing process deviation: by measuring it versus the HSI clock source, it is possible to determine its frequency with the precision of the HSI. The measured value can be used to have more accurate RTC time base timeouts (when LSI is used as the RTC clock source) and/or an IWDG timeout with an acceptable accuracy.

Use the following procedure to measure the LSI frequency:

1. Enable the TIM5 timer and configure channel4 in Input capture mode.
2. Set the TI4_RMP bits in the TIM5_OR register to 0x01 to connect the LSI clock internally to TIM5 channel4 input capture for calibration purposes.
3. Measure the LSI clock frequency using the TIM5 capture/compare 4 event or interrupt.
4. Use the measured LSI frequency to update the prescaler of the RTC depending on the desired time base and/or to compute the IWDG timeout.

**Figure 14. Frequency measurement with TIM5 in Input capture mode**

Internal/external clock measurement using TIM11 channel1

TIM11 has an input multiplexer which allows choosing whether the input capture is triggered by the I/O or by an internal clock. This selection is performed through TI1_RMP [1:0] bits in the TIM11_OR register. The HSE_RTC clock (HSE divided by a programmable prescaler) is connected to channel 1 input capture to have a rough indication of the external crystal frequency. This requires that the HSI is the system clock source. This can be useful for instance to ensure compliance with the IEC 60730/IEC 61335 standards which require to be able to determine harmonic or subharmonic frequencies (−50/+100% deviations).

**Figure 15. Frequency measurement with TIM11 in Input capture mode**
5.3 RCC registers

Refer to Section 1.2: List of abbreviations for registers for a list of abbreviations used in register descriptions.

5.3.1 RCC clock control register (RCC_CR)

Address offset: 0x00

Reset value: 0x0000 XX81 where X is undefined.

Access: no wait state, word, half-word and byte access

<table>
<thead>
<tr>
<th>31</th>
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<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>r</td>
<td>r</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>ON</td>
<td>BYP</td>
<td>RDY</td>
<td>ON</td>
</tr>
</tbody>
</table>

Bits 31:26 Reserved, must be kept at reset value.

Bit 25 PLLRDY: Main PLL (PLL) clock ready flag
Set by hardware to indicate that PLL is locked.
0: PLL unlocked
1: PLL locked

Bit 24 PLLON: Main PLL (PLL) enable
Set and cleared by software to enable PLL.
Cleared by hardware when entering Stop or Standby mode. This bit cannot be reset if PLL clock is used as the system clock.
0: PLL OFF
1: PLL ON

Bits 23:20 Reserved, must be kept at reset value.

Bit 19 CSSON: Clock security system enable
Set and cleared by software to enable the clock security system. When CSSON 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 if not)

Bit 18 HSEBYP: HSE clock bypass
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.
0: HSE oscillator not bypassed
1: HSE oscillator bypassed with an external clock

Bit 17 HSERDY: HSE clock ready flag
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
   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 15:8  **HSICAL[7:0]**: Internal high-speed clock calibration
   These bits are initialized automatically at startup.

Bits 7:3  **HSITRIM[4:0]**: Internal high-speed clock trimming
   These bits provide an additional user-programmable trimming value that is added to the HSICAL[7:0] bits. It can be programmed to adjust to variations in voltage and temperature that influence the frequency of the internal HSI RC.

Bit 2  Reserved, must be kept at reset value.

Bit 1  **HSIRDY**: Internal high-speed clock ready flag
   Set by hardware to indicate that the HSI oscillator is stable. After the HSION bit is cleared, HSIRDY goes low after 6 HSI clock cycles.
   0: HSI oscillator not ready
   1: HSI oscillator ready

Bit 0  **HSION**: Internal high-speed clock enable
   Set and cleared by software.
   Set by hardware to force the HSI oscillator ON when leaving the Stop or Standby mode or in case of a failure of the HSE oscillator used directly or indirectly as the system clock. This bit cannot be cleared if the HSI is used directly or indirectly as the system clock.
   0: HSI oscillator OFF
   1: HSI oscillator ON
### 5.3.2 RCC PLL configuration register (RCC_PLLCFGR)

Address offset: 0x04
Reset value: 0x7F00 3010

Access: no wait state, word, half-word and byte access.

This register is used to configure the PLL clock outputs according to the formulas:

- \( f_{\text{VCO clock}} = f_{\text{PLL clock input}} \times \left( \frac{\text{PLLN}}{\text{PLLM}} \right) \)
- \( f_{\text{PLL general clock output}} = \frac{f_{\text{VCO clock}}}{\text{PLLP}} \)
- \( f_{\text{I2S, System}} = \frac{f_{\text{VCO clock}}}{\text{PLLQ}} \)

<table>
<thead>
<tr>
<th>Bit 31</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 30:28</td>
<td><strong>PLLR</strong>: PLL division factor for I2S and System clocks</td>
</tr>
<tr>
<td>Set and cleared by software to control the clock frequency. These bits should be written only if PLL is disabled.</td>
<td></td>
</tr>
<tr>
<td>clock frequency = VCO frequency / PLLR with ( 2 \leq \text{PLLR} \leq 7 )</td>
<td></td>
</tr>
<tr>
<td>000: PLL = 0, wrong configuration</td>
<td></td>
</tr>
<tr>
<td>001: PLL = 1, wrong configuration</td>
<td></td>
</tr>
<tr>
<td>010: PLL = 2</td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
</tr>
<tr>
<td>111: PLL = 7</td>
<td></td>
</tr>
</tbody>
</table>

| Bit 27:24 | **PLLQ**: Main PLL (PLL) division factor for random number generator clocks |
| Set and cleared by software to control the frequency of the random number generator clock. These bits should be written only if PLL is disabled. |
| 0000: PLLQ = 0, wrong configuration |
| 0001: PLLQ = 1, wrong configuration |
| 0010: PLLQ = 2 |
| 0011: PLLQ = 3 |
| 0100: PLLQ = 4 |
| ... |
| 1111: PLLQ = 15 |

| Bit 23 | Reserved, must be kept at reset value. |

| Bit 22 | **PLLSRC**: Main PLL(PLL) entry clock source |
| Set and cleared by software to select PLL clock source. This bit can be written only when the PLL is disabled. |
| 0: HSI clock selected as PLL clock entry |
| 1: HSE oscillator clock selected as PLL clock entry |

| Bits 21:18 | Reserved, must be kept at reset value. |
Bits 17:16 **PLLp**: Main PLL (PLL) division factor for main system clock

Set and cleared by software to control the frequency of the general PLL output clock. These bits can be written only if PLL is disabled.

**Caution**: The software has to set these bits correctly not to exceed 100 MHz on this domain.

PLL output clock frequency = VCO frequency / PLLp with PLLp = 2, 4, 6, or 8

00: PLLp = 2
01: PLLp = 4
10: PLLp = 6
11: PLLp = 8

Bit 15 Reserved, must be kept at reset value.

Bits 14:6 **PLLN**: Main PLL (PLL) multiplication factor for VCO

Set and cleared by software to control the multiplication factor of the VCO. These bits can be written only when PLL is disabled. Only half-word and word accesses are allowed to write these bits.

**Caution**: The software has to set these bits correctly to ensure that the VCO output frequency is between 100 and 432 MHz. (check also Section 5.3.17: RCC Dedicated Clocks Configuration Register (RCC_DCKCFGR))

VCO output frequency = VCO input frequency × PLLN with 50 ≤ PLLN ≤ 432

000000000: PLLN = 0, wrong configuration
000000001: PLLN = 1, wrong configuration
...
000110010: PLLN = 50
...
001100011: PLLN = 99
001101000: PLLN = 100
...
110110000: PLLN = 432
110110001: PLLN = 433, wrong configuration
...
111111111: PLLN = 511, wrong configuration

*Note*: Multiplication factors possible for VCO input frequency higher than 1 MHz but care must be taken to fulfill the minimum VCO output frequency as specified above.

Bits 5:0 **PLLM**: Division factor for the main PLL (PLL) input clock

Set and cleared by software to divide the PLL input clock before the VCO. These bits can be written only when the PLL is disabled.

**Caution**: The software has to set these bits correctly to ensure that the VCO input frequency ranges from 1 to 2 MHz. It is recommended to select a frequency of 2 MHz to limit PLL jitter.

VCO input frequency = PLL input clock frequency / PLLM with 2 ≤ PLLM ≤ 63

000000: PLLM = 0, wrong configuration
000001: PLLM = 1, wrong configuration
000010: PLLM = 2
000011: PLLM = 3
000100: PLLM = 4
...
111110: PLLM = 62
111111: PLLM = 63
5.3.3 RCC clock configuration register (RCC_CFGR)

Address offset: 0x08
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 a clock source switch.

<table>
<thead>
<tr>
<th>Address Offset: 0x08</th>
<th>Reset Value: 0x0000 0000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bits 31:30</td>
<td>MCO2[1:0]: Microcontroller clock output 2</td>
</tr>
<tr>
<td></td>
<td>Set and cleared by software. Clock source selection may generate glitches on MCO2. It is highly recommended to configure these bits only after reset before enabling the external oscillators and the PLLs.</td>
</tr>
<tr>
<td></td>
<td>00: System clock (SYSCLK) selected</td>
</tr>
<tr>
<td></td>
<td>01: Main PLL clock (I2S)</td>
</tr>
<tr>
<td></td>
<td>10: HSE oscillator clock selected</td>
</tr>
<tr>
<td></td>
<td>11: PLL clock selected</td>
</tr>
</tbody>
</table>

| Bits 29:27          | MCO2PRE: MCO2 prescaler |
|                     | Set and cleared by software to configure the prescaler of the MCO2. Modification of this prescaler may generate glitches on MCO2. It is highly recommended to change this prescaler only after reset before enabling the external oscillators and the PLLs. |
|                     | 000: no division |
|                     | 100: division by 2 |
|                     | 101: division by 3 |
|                     | 110: division by 4 |
|                     | 111: division by 5 |

| Bits 26:24          | MCO1PRE: MCO1 prescaler |
|                     | Set and cleared by software to configure the prescaler of the MCO1. Modification of this prescaler may generate glitches on MCO1. It is highly recommended to change this prescaler only after reset before enabling the external oscillators and the PLL. |
|                     | 000: no division |
|                     | 100: division by 2 |
|                     | 101: division by 3 |
|                     | 110: division by 4 |
|                     | 111: division by 5 |

| Bit 23              | Reserved, must be kept at reset value. |
Bits 22:21 **MCO1**: Microcontroller clock output 1
Set and cleared by software. Clock source selection may generate glitches on MCO1. It is highly recommended to configure these bits only after reset before enabling the external oscillators and PLL.
- 00: HSI clock selected
- 01: LSE oscillator selected
- 10: HSE oscillator clock selected
- 11: PLL clock selected

Bits 20:16 **RTCPRE**: HSE division factor for RTC clock
Set and cleared by software to divide the HSE clock input clock to generate a 1 MHz clock for RTC.

**Caution**: The software has to set these bits correctly to ensure that the clock supplied to the RTC is 1 MHz. These bits must be configured if needed before selecting the RTC clock source.
- 00000: no clock
- 00001: no clock
- 00010: HSE/2
- 00011: HSE/3
- 00100: HSE/4
  ...
- 11110: HSE/30
- 11111: HSE/31

Bits 15:13 **PPRE2**: APB high-speed prescaler (APB2)
Set and cleared by software to control APB high-speed clock division factor.

**Caution**: The software has to set these bits correctly not to exceed 100 MHz on this domain.
The clocks are divided with the new prescaler factor from 1 to 16 AHB cycles after PPRE2 write.
- 0xx: AHB clock not divided
- 100: AHB clock divided by 2
- 101: AHB clock divided by 4
- 110: AHB clock divided by 8
- 111: AHB clock divided by 16

Bits 12:10 **PPRE1**: APB Low speed prescaler (APB1)
Set and cleared by software to control APB low-speed clock division factor.

**Caution**: The software has to set these bits correctly not to exceed 50 MHz on this domain.
The clocks are divided with the new prescaler factor from 1 to 16 AHB cycles after PPRE1 write.
- 0xx: AHB clock not divided
- 100: AHB clock divided by 2
- 101: AHB clock divided by 4
- 110: AHB clock divided by 8
- 111: AHB clock divided by 16

Bit 9 **MCO2EN**: MCO2 output enable
- 0: MCO2 output disabled
- 1: MCO2 output enabled

Bit 8 **MCO1EN**: MCO1 output enable
- 0: MCO1 output disabled
- 1: MCO1 output enabled
Bits 7:4  **HPRE**: AHB prescaler
Set and cleared by software to control AHB clock division factor.

**Caution**: The clocks are divided with the new prescaler factor from 1 to 16 AHB cycles after HPRE write.

**Caution**: The AHB clock frequency must be at least 25 MHz when the Ethernet is used.

0xxx: system clock not divided
1000: system clock divided by 2
1001: system clock divided by 4
1010: system clock divided by 8
1011: system clock divided by 16
1100: system clock divided by 64
1101: system clock divided by 128
1110: system clock divided by 256
1111: system clock divided by 512

Bits 3:2  **SWS**: System clock switch status
Set and cleared by hardware to indicate which clock source is used as the system clock.
00: HSI oscillator used as the system clock
01: HSE oscillator used as the system clock
10: PLL used as the system clock
11: not applicable

Bits 1:0  **SW**: System clock switch
Set and cleared by software to select the system clock source.
Set by hardware to force the HSI selection when leaving the Stop or Standby mode or in case of failure of the HSE oscillator used directly or indirectly as the system clock.
00: HSI oscillator selected as system clock
01: HSE oscillator selected as system clock
10: PLL selected as system clock
11: not allowed
### 5.3.4 RCC clock interrupt register (RCC_CIR)

Address offset: 0x0C

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access

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</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
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<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

Bit 23 **CSSC**: Clock security system interrupt clear

This bit is set by software to clear the CSSF flag.

0: No effect
1: Clear CSSF flag

Bits 22:21 Reserved, must be kept at reset value.

Bit 20 **PLLRDYC**: Main PLL(PLL) ready interrupt clear

This bit is set by software to clear the PLLRDYF flag.

0: No effect
1: PLLRDYF cleared

Bit 19 **HSERDYC**: HSE ready interrupt clear

This bit is set by software to clear the HSERDYF flag.

0: No effect
1: HSERDYF cleared

Bit 18 **HSIRDYC**: HSI ready interrupt clear

This bit is set by software to clear the HSIRDYF flag.

0: No effect
1: HSIRDYF cleared

Bit 17 **LSERDYC**: LSE ready interrupt clear

This bit is set by software to clear the LSERDYF flag.

0: No effect
1: LSERDYF cleared

Bit 16 **LSIRDYC**: LSI ready interrupt clear

This bit is set by software to clear the LSIRDYF flag.

0: No effect
1: LSIRDYF cleared

Bits 15:13 Reserved, must be kept at reset value.
Bit 12 **PLLRDYIE**: Main PLL (PLL) ready interrupt enable
Set and cleared by software to enable/disable interrupt caused by PLL lock.
0: PLL lock interrupt disabled
1: PLL lock interrupt enabled

Bit 11 **HSERDYIE**: HSE ready interrupt enable
Set and cleared by software to enable/disable interrupt caused by the HSE oscillator stabilization.
0: HSE ready interrupt disabled
1: HSE ready interrupt enabled

Bit 10 **HSIRDYIE**: HSI ready interrupt enable
Set and cleared by software to enable/disable interrupt caused by the HSI oscillator stabilization.
0: HSI ready interrupt disabled
1: HSI ready interrupt enabled

Bit 9 **LSERDYIE**: LSE ready interrupt enable
Set and cleared by software to enable/disable interrupt caused by the LSE oscillator stabilization.
0: LSE ready interrupt disabled
1: LSE ready interrupt enabled

Bit 8 **LSIRDYIE**: LSI ready interrupt enable
Set and cleared by software to enable/disable interrupt caused by LSI oscillator stabilization.
0: LSI ready interrupt disabled
1: LSI ready interrupt enabled

Bit 7 **CSSF**: Clock security system interrupt flag
Set by hardware when a failure is detected in the HSE oscillator.
Cleared by software setting the CSSC bit.
0: No clock security interrupt caused by HSE clock failure
1: Clock security interrupt caused by HSE clock failure

Bits 6:5 Reserved, must be kept at reset value.

Bit 4 **PLLRDYF**: Main PLL (PLL) ready interrupt flag
Set by hardware when PLL locks and PLLRDYDIE is set.
Cleared by software setting the PLLRDYC bit.
0: No clock ready interrupt caused by PLL lock
1: Clock ready interrupt caused by PLL lock

Bit 3 **HSERDYF**: HSE ready interrupt flag
Set by hardware when External High Speed clock becomes stable and HSERDYDIE is set.
Cleared by software setting the HSERDYC bit.
0: No clock ready interrupt caused by the HSE oscillator
1: Clock ready interrupt caused by the HSE oscillator

Bit 2 **HSIRDYF**: HSI ready interrupt flag
Set by hardware when the Internal High Speed clock becomes stable and HSIRDYDIE is set.
Cleared by software setting the HSIRDYC bit.
0: No clock ready interrupt caused by the HSI oscillator
1: Clock ready interrupt caused by the HSI oscillator
Bit 1 **LSERDYF**: LSE ready interrupt flag
Set by hardware when the External Low Speed clock becomes stable and LSERDYDIE is set.
Cleared by software setting the LSERDYC bit.
0: No clock ready interrupt caused by the LSE oscillator
1: Clock ready interrupt caused by the LSE oscillator

Bit 0 **LSIRDYF**: LSI ready interrupt flag
Set by hardware when the internal low speed clock becomes stable and LSIRDYDIE is set.
Cleared by software setting the LSIRDYC bit.
0: No clock ready interrupt caused by the LSI oscillator
1: Clock ready interrupt caused by the LSI oscillator

### 5.3.5 RCC AHB1 peripheral reset register (RCC_AHB1RSTR)

Address offset: 0x10
Reset value: 0x0000 0000
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RNGRST: RNG reset</td>
<td>Set and cleared by software.</td>
<td>rw</td>
</tr>
<tr>
<td></td>
<td>0: does not reset RNG</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: resets RNG</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Bits 30:23 Reserved, must be kept at reset value.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>DMA2RST: DMA2 reset</td>
<td>Set and cleared by software.</td>
<td>rw</td>
</tr>
<tr>
<td></td>
<td>0: does not reset DMA2</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: resets DMA2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>DMA1RST: DMA1 reset</td>
<td>Set and cleared by software.</td>
<td>rw</td>
</tr>
<tr>
<td></td>
<td>0: does not reset DMA1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: resets DMA1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Bits 20:13 Reserved, must be kept at reset value.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>CRCRST: CRC reset</td>
<td>Set and cleared by software.</td>
<td>rw</td>
</tr>
<tr>
<td></td>
<td>0: does not reset CRC</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: resets CRC</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Bits 11:8 Reserved, must be kept at reset value.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Bit 7 **GPIOHRST**: IO port H reset
   Set and cleared by software.
   0: does not reset IO port H
   1: resets IO port H

Bits 6:3 Reserved, must be kept at reset value.

Bit 2 **GPIOCRST**: IO port C reset
   Set and cleared by software.
   0: does not reset IO port C
   1: resets IO port C

Bit 1 **GPIOBRST**: IO port B reset
   Set and cleared by software.
   0: does not reset IO port B
   1: resets IO port B

Bit 0 **GPIOARST**: IO port A reset
   Set and cleared by software.
   0: does not reset IO port A
   1: resets IO port A

### 5.3.6 RCC APB1 peripheral reset register for (RCC_APB1RSTR)

Address offset: 0x20

Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td></td>
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<td>30</td>
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<td>25</td>
<td>24</td>
<td>23</td>
<td>22</td>
<td>21</td>
<td>20</td>
<td>19</td>
<td>18</td>
<td>17</td>
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</tr>
<tr>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
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<td>rw</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bits 31:30 Reserved, must be kept at reset value.

Bit 29 **DACRST**: DAC reset
   Set and cleared by software.
   0: does not reset the DAC interface
   1: resets the DAC interface

Bit 28 **PWRRST**: Power interface reset
   Set and cleared by software.
   0: does not reset the power interface
   1: resets the power interface

Bits 27:25 Reserved, must be kept at reset value.
Bit 24  **I2C4RST**: I2C4 reset
Set and cleared by software.
0: does not reset I2C4
1: resets I2C4

Bit 23  Reserved, must be kept at reset value.

Bit 22  **I2C2RST**: I2C2 reset
Set and cleared by software.
0: does not reset I2C2
1: resets I2C2

Bit 21  **I2C1RST**: I2C1 reset
Set and cleared by software.
0: does not reset I2C1
1: resets I2C1

Bits 20:18  Reserved, must be kept at reset value.

Bit 17  **USART2RST**: USART2 reset
Set and cleared by software.
0: does not reset USART2
1: resets USART2

Bits 16:15  Reserved, must be kept at reset value.

Bit 14  **SPI2RST**: SPI2 reset
Set and cleared by software.
0: does not reset SPI2
1: resets SPI2

Bits 13:12  Reserved, must be kept at reset value.

Bit 11  **WWDGRST**: Window watchdog reset
Set and cleared by software.
0: does not reset the window watchdog
1: resets the window watchdog

Bit 10  Reserved, must be kept at reset value.

Bit 9  **LPTIM1RST**: LPTIM1 reset
Set and cleared by software.
0: does not reset LPTIM1
1: resets LPTIM1

Bits 8:5  Reserved, must be kept at reset value.

Bit 4  **TIM6RST**: TIM6 reset
Set and cleared by software.
0: does not reset TIM6
1: resets TIM6

Bit 3  **TIM5RST**: TIM5 reset
Set and cleared by software.
0: does not reset TIM5
1: resets TIM5

Bits 2:0  Reserved, must be kept at reset value.
### 5.3.7 RCC APB2 peripheral reset register (RCC_APB2RSTR)

Address offset: 0x24  
Reset value: 0x0000 0000  
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Reset Value</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>30</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>29</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>28</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>27</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>26</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>25</td>
<td>Reserved</td>
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</tr>
<tr>
<td>22</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>21</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>20</td>
<td>SPI5RST: SPI5 reset</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>19</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>18</td>
<td>TIM11RST: TIM11 reset</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>17</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>16</td>
<td>TIM9RST: TIM9 reset</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>15</td>
<td>SYSCFGRST: System configuration controller reset</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>14</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>13</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>12</td>
<td>SPI1RST: SPI1 reset</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>11</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>10</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>9</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>8</td>
<td>ADC1RST: ADC interface reset</td>
<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>7</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
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<td>6</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
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<td>5</td>
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<td>rw</td>
</tr>
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<td>rw</td>
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<td>0</td>
<td>rw</td>
</tr>
<tr>
<td>1</td>
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</tr>
<tr>
<td>0</td>
<td>Reserved</td>
<td>0</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 31:21: Reserved, must be kept at reset value.

**Bit 20 SPI5RST: SPI5 reset**  
This bit is set and cleared by software.  
0: does not reset SPI5  
1: resets SPI5

**Bit 19**: Reserved, must be kept at reset value.

**Bit 18 TIM11RST: TIM11 reset**  
Set and cleared by software.  
0: does not reset TIM11  
1: resets TIM11

**Bit 17**: Reserved, must be kept at reset value.

**Bit 16 TIM9RST: TIM9 reset**  
Set and cleared by software.  
0: does not reset TIM9  
1: resets TIM9

**Bit 15**: Reserved, must be kept at reset value.

**Bit 14 SYSCFGRST: System configuration controller reset**  
Set and cleared by software.  
0: does not reset the System configuration controller  
1: resets the System configuration controller

**Bit 13**: Reserved, must be kept at reset value.

**Bit 12 SPI1RST: SPI1 reset**  
Set and cleared by software.  
0: does not reset SPI1  
1: resets SPI1

**Bit 11**: Reserved, must be kept at reset value.

**Bits 10:9**: Reserved, must be kept at reset value.

**Bit 8 ADC1RST: ADC interface reset**  
Set and cleared by software.  
0: does not reset the ADC interface  
1: resets the ADC interface
Bits 7:6  Reserved, must be kept at reset value.

Bit 5  **USART6RST**: USART6 reset
       Set and cleared by software.
       0: does not reset USART6
       1: resets USART6

Bit 4  **USART1RST**: USART1 reset
       Set and cleared by software.
       0: does not reset USART1
       1: resets USART1

Bits 3:1  Reserved, must be kept at reset value.

Bit 0  **TIM1RST**: TIM1 reset
       Set and cleared by software.
       0: does not reset TIM1
       1: resets TIM1
### 5.3.8 RCC AHB1 peripheral clock enable register (RCC_AHB1ENR)

Address offset: 0x30
Reset value: 0x0000 0000
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit</th>
<th>Bit Name</th>
<th>Description</th>
<th>Access</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RNGEN</td>
<td>RNG clock enable</td>
<td>rw</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>29</td>
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<td></td>
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<tr>
<td>28</td>
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<td>27</td>
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<td>24</td>
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<td>23</td>
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<td>22</td>
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<tr>
<td>21</td>
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<tr>
<td>20</td>
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<tr>
<td>19</td>
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<td>18</td>
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<tr>
<td>17</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>DMA2EN</td>
<td>DMA2 clock enable</td>
<td>rw</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
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<td>12</td>
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<td>10</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>CRCEN</td>
<td>CRC clock enable</td>
<td>rw</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>GPIOHEN</td>
<td>IO port H clock enable</td>
<td>rw</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>GPIOCEN</td>
<td>IO port C clock enable</td>
<td>rw</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>GPIOBEN</td>
<td>IO port B clock enable</td>
<td>rw</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bit 31 RNGEN**: RNG clock enable
- Set and cleared by software.
- 0: RNG clock disabled
- 1: RNG clock enabled

**Bits 30:23** Reserved, must be kept at reset value.

**Bit 22 DMA2EN**: DMA2 clock enable
- Set and cleared by software.
- 0: DMA2 clock disabled
- 1: DMA2 clock enabled

**Bit 21 DMA1EN**: DMA1 clock enable
- Set and cleared by software.
- 0: DMA1 clock disabled
- 1: DMA1 clock enabled

**Bits 20:13** Reserved, must be kept at reset value.

**Bit 12 CRCEN**: CRC clock enable
- Set and cleared by software.
- 0: CRC clock disabled
- 1: CRC clock enabled

**Bits 11:8** Reserved, must be kept at reset value.

**Bit 7 GPIOHEN**: IO port H clock enable
- Set and reset by software.
- 0: IO port H clock disabled
- 1: IO port H clock enabled

**Bits 6:3** Reserved, must be kept at reset value.

**Bit 2 GPIOCEN**: IO port C clock enable
- Set and cleared by software.
- 0: IO port C clock disabled
- 1: IO port C clock enabled

**Bit 1 GPIOBEN**: IO port B clock enable
- Set and cleared by software.
- 0: IO port B clock disabled
- 1: IO port B clock enabled
5.3.9 RCC APB1 peripheral clock enable register (RCC_APB1ENR)

Address offset: 0x40
Reset value: 0x0000 0000
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Reset Value</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>GPIOAEN: IO port A clock enable</td>
<td>0x0000 0000</td>
<td>rw</td>
</tr>
<tr>
<td>30</td>
<td>Set and cleared by software.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>0: IO port A clock disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>1: IO port A clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>DAC interface clock enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>26</td>
<td>Set and cleared by software.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>0: DAC interface clock disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>1: DAC interface clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>Power interface clock enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>22</td>
<td>Set and cleared by software.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>0: Power interface clock disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>1: Power interface clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>I2C4 clock enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>18</td>
<td>Set and cleared by software.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>0: I2C4 clock disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>1: I2C4 clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>I2C2 clock enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>14</td>
<td>Set and cleared by software.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>0: I2C2 clock disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>1: I2C2 clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>I2C1 clock enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>10</td>
<td>Set and cleared by software.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>0: I2C1 clock disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>1: I2C1 clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>SPI3 clock enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>6</td>
<td>SPI2 clock enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>5</td>
<td>Set and cleared by software.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>0: SPI3 clock disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>1: SPI3 clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>1: SPI2 clock enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bits 31:30 Reserved, must be kept at reset value.

Bit 29 DACEB: DAC interface clock enable
Set and cleared by software.
0: DAC interface clock disabled
1: DAC interface clock enable

Bit 28 PWREN: Power interface clock enable
Set and cleared by software.
0: Power interface clock disabled
1: Power interface clock enable

Bits 27:25 Reserved, must be kept at reset value.

Bit 24 I2C4EN: I2C4 clock enable
Set and cleared by software.
0: I2C4 clock disabled
1: I2C4 clock enabled

Bit 23 Reserved, must be kept at reset value.

Bit 22 I2C2EN: I2C2 clock enable
Set and cleared by software.
0: I2C2 clock disabled
1: I2C2 clock enabled

Bit 21 I2C1EN: I2C1 clock enable
Set and cleared by software.
0: I2C1 clock disabled
1: I2C1 clock enabled

Bits 20:18 Reserved, must be kept at reset value.
Bit 17 **USART2EN**: USART2 clock enable  
Set and cleared by software.  
0: USART2 clock disabled  
1: USART2 clock enabled  

Bits 16:15 Reserved, must be kept at reset value.  

Bit 14 **SPI2EN**: SPI2 clock enable  
Set and cleared by software.  
0: SPI2 clock disabled  
1: SPI2 clock enabled  

Bits 13:12 Reserved, must be kept at reset value.  

Bit 11 **WWDGEN**: Window watchdog clock enable  
Set and cleared by software.  
0: Window watchdog clock disabled  
1: Window watchdog clock enabled  

Bit 10 **RTCAPBEN**: RTC APB clock enable  
Set and cleared by software.  
0: RTC clock disabled  
1: RTC clock enabled  

Bit 9 **LPTIM1EN**: LPTIM1 clock enable  
Set and cleared by software.  
0: LPTIM1 clock disabled  
1: LPTIM1 clock enabled  

Bits 8:3 Reserved, must be kept at reset value.  

Bit 4 **TIM6EN**: TIM6 clock enable  
Set and cleared by software.  
0: TIM6 clock disabled  
1: TIM5 clock enabled  

Bit 3 **TIM5EN**: TIM5 clock enable  
Set and cleared by software.  
0: TIM5 clock disabled  
1: TIM5 clock enabled  

Bits 2:0 Reserved, must be kept at reset value.
### 5.3.10 RCC APB2 peripheral clock enable register (RCC_APB2ENR)

Address offset: 0x44  
Reset value: 0x0000 0000  
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit 31:21</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 20</td>
<td>SPI5EN: SPI5 clock enable</td>
</tr>
<tr>
<td></td>
<td>This bit is set and cleared by software</td>
</tr>
<tr>
<td></td>
<td>0: SPI5 clock disabled</td>
</tr>
<tr>
<td></td>
<td>1: SPI5 clock enabled</td>
</tr>
<tr>
<td>Bit 19</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bit 18</td>
<td>TIM11EN: TIM11 clock enable</td>
</tr>
<tr>
<td></td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: TIM11 clock disabled</td>
</tr>
<tr>
<td></td>
<td>1: TIM11 clock enabled</td>
</tr>
<tr>
<td>Bit 17</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bit 16</td>
<td>TIM9EN: TIM9 clock enable</td>
</tr>
<tr>
<td></td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: TIM9 clock disabled</td>
</tr>
<tr>
<td></td>
<td>1: TIM9 clock enabled</td>
</tr>
<tr>
<td>Bit 15</td>
<td>EXTIEN: System controller and external interrupt clock enable</td>
</tr>
<tr>
<td></td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: EXTI clock disabled</td>
</tr>
<tr>
<td></td>
<td>1: EXTI clock enabled</td>
</tr>
<tr>
<td>Bit 14</td>
<td>SYSCFGEN: System configuration controller clock enable</td>
</tr>
<tr>
<td></td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: System configuration controller clock disabled</td>
</tr>
<tr>
<td></td>
<td>1: System configuration controller clock enabled</td>
</tr>
<tr>
<td>Bit 13</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bit 12</td>
<td>SPI1EN: SPI1 clock enable</td>
</tr>
<tr>
<td></td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: SPI1 clock disabled</td>
</tr>
<tr>
<td></td>
<td>1: SPI1 clock enabled</td>
</tr>
<tr>
<td>Bit 11:9</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
</tbody>
</table>
Bit 8 **ADC1EN**: ADC1 clock enable
Set and cleared by software.
0: ADC1 clock disabled
1: ADC1 clock enabled

Bits 7:6 Reserved, must be kept at reset value.

Bit 5 **USART6EN**: USART6 clock enable
Set and cleared by software.
0: USART6 clock disabled
1: USART6 clock enabled

Bit 4 **USART1EN**: USART1 clock enable
Set and cleared by software.
0: USART1 clock disabled
1: USART1 clock enabled

Bits 3:1 Reserved, must be kept at reset value.

Bit 0 **TIM1EN**: TIM1 clock enable
Set and cleared by software.
0: TIM1 clock disabled
1: TIM1 clock enabled
5.3.11 RCC AHB1 peripheral clock enable in low power mode register (RCC_AHB1LPENR)

Address offset: 0x50
Reset value: 0x0061 900F
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit 31</th>
<th>RNGPEN: RNG clock enable during Sleep mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td>0: RNG clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>1: RNG clock enabled during Sleep mode</td>
<td></td>
</tr>
</tbody>
</table>

Bits 30:23 Reserved, must be kept at reset value.

<table>
<thead>
<tr>
<th>Bit 22</th>
<th>DMA2LPEN: DMA2 clock enable during Sleep mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td>0: DMA2 clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>1: DMA2 clock enabled during Sleep mode</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 21</th>
<th>DMA1LPEN: DMA1 clock enable during Sleep mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td>0: DMA1 clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>1: DMA1 clock enabled during Sleep mode</td>
<td></td>
</tr>
</tbody>
</table>

Bits 20:17 Reserved, must be kept at reset value.

<table>
<thead>
<tr>
<th>Bit 16</th>
<th>SRAM1LPEN: SRAM1 interface clock enable during Sleep mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td>0: SRAM1 interface clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>1: SRAM1 interface clock enabled during Sleep mode</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>FLITFLPEN: Flash interface clock enable during Sleep mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td>0: Flash interface clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>1: Flash interface clock enabled during Sleep mode</td>
<td></td>
</tr>
</tbody>
</table>

Bits 14:13 Reserved, must be kept at reset value.

<table>
<thead>
<tr>
<th>Bit 12</th>
<th>CRCLPEN: CRC clock enable during Sleep mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td>0: CRC clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>1: CRC clock enabled during Sleep mode</td>
<td></td>
</tr>
</tbody>
</table>

Bits 11:8 Reserved, must be kept at reset value.
Bit 7  **GPIOHLREN**: IO port H clock enable during sleep mode  
Set and reset by software.  
0: IO port H clock disabled during sleep mode  
1: IO port H clock enabled during sleep mode  

Bits 6:3  Reserved, must be kept at reset value.  

Bit 2  **GPIOCLREN**: IO port C clock enable during Sleep mode  
Set and cleared by software.  
0: IO port C clock disabled during Sleep mode  
1: IO port C clock enabled during Sleep mode  

Bit 1  **GPIOBLREN**: IO port B clock enable during Sleep mode  
Set and cleared by software.  
0: IO port B clock disabled during Sleep mode  
1: IO port B clock enabled during Sleep mode  

Bit 0  **GPIOALREN**: IO port A clock enable during sleep mode  
Set and cleared by software.  
0: IO port A clock disabled during Sleep mode  
1: IO port A clock enabled during Sleep mode
### 5.3.12 RCC APB1 peripheral clock enable in low power mode register (RCC_APB1LPENR)

Address offset: 0x60

Reset value: 0x10E2 C80F

Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:30</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>DACLPEN: DAC interface clock enable during Sleep mode</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: DAC interface clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: DAC interface clock enabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>PWRLPEN: Power interface clock enable during Sleep mode</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: Power interface clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: Power interface clock enabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>27:25</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>I2C4LPEN: I2C4 clock enable during Sleep mode</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: I2C4 clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: I2C4 clock enabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>I2C2LPEN: I2C2 clock enable during Sleep mode</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: I2C2 clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: I2C2 clock enabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>I2C1LPEN: I2C1 clock enable during Sleep mode</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: I2C1 clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: I2C1 clock enabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>20:18</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>USART2LPEN: USART2 clock enable during Sleep mode</td>
<td>Set and cleared by software.</td>
</tr>
<tr>
<td></td>
<td>0: USART2 clock disabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: USART2 clock enabled during Sleep mode</td>
<td></td>
</tr>
<tr>
<td>16:15</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
</tr>
</tbody>
</table>
Bit 14  **SPI2LPEN**: SPI2 clock enable during Sleep mode
        Set and cleared by software.
        0: SPI2 clock disabled during Sleep mode
        1: SPI2 clock enabled during Sleep mode

Bits 13:12  Reserved, must be kept at reset value.

Bit 11  **WWDGLPEN**: Window watchdog clock enable during Sleep mode
        Set and cleared by software.
        0: Window watchdog clock disabled during sleep mode
        1: Window watchdog clock enabled during sleep mode

Bit 10  **RTCAPBLPEN**: RTC APB clock enable during Sleep mode
        Set and cleared by software.
        0: RTC watchdog clock disabled during sleep mode
        1: RTC watchdog clock enabled during sleep mode

Bit 9  **LPTIM1LPEN**: LPTIM1 clock enable during Sleep mode
        Set and cleared by software.
        0: LPTIM1 clock disabled during sleep mode
        1: LPTIM1 clock enabled during sleep mode

Bits 8:5  Reserved, must be kept at reset value.

Bit 4  **TIM6LPEN**: TIM6 clock enable during Sleep mode
        Set and cleared by software.
        0: TIM6 clock disabled during Sleep mode
        1: TIM6 clock enabled during Sleep mode

Bit 3  **TIM5LPEN**: TIM5 clock enable during Sleep mode
        Set and cleared by software.
        0: TIM5 clock disabled during Sleep mode
        1: TIM5 clock enabled during Sleep mode

Bits 2:0  Reserved, must be kept at reset value.
5.3.13 RCC APB2 peripheral clock enabled in low power mode register (RCC_APB2LPENR)

Address offset: 0x64
Reset value: 0x0007 7930
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>Bit 31-21</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
</table>
| Bit 20    | **SPI5LPEN**: SPI5 clock enable during Sleep mode  
            This bit is set and cleared by software.  
            0: SPI5 clock disabled during Sleep mode  
            1: SPI5 clock enabled during Sleep mode |
| Bit 19    | Reserved, must be kept at reset value. |
| Bit 18    | **TIM11LPEN**: TIM11 clock enable during Sleep mode  
            Set and cleared by software.  
            0: TIM11 clock disabled during Sleep mode  
            1: TIM11 clock enabled during Sleep mode |
| Bit 17    | Reserved, must be kept at reset value. |
| Bit 16    | **TIM9LPEN**: TIM9 clock enable during sleep mode  
            Set and cleared by software.  
            0: TIM9 clock disabled during Sleep mode  
            1: TIM9 clock enabled during Sleep mode |
| Bit 15    | **EXTILPEN**: System controller and external interrupt clock enable during sleep mode  
            Set and cleared by software.  
            0: EXTI clock disabled during Sleep mode  
            1: EXTI clock enabled during Sleep mode |
| Bit 14    | **SYSCFGLPEN**: System configuration controller clock enable during Sleep mode  
            Set and cleared by software.  
            0: System configuration controller clock disabled during Sleep mode  
            1: System configuration controller clock enabled during Sleep mode |
| Bit 13    | Reserved, must be kept at reset value. |
| Bit 12    | **SPI1LPEN**: SPI1 clock enable during Sleep mode  
            Set and cleared by software.  
            0: SPI1 clock disabled during Sleep mode  
            1: SPI1 clock enabled during Sleep mode |
| Bits 11:9 | Reserved, must be kept at reset value. |
Bit 8  **ADC1LPEN**: ADC1 clock enable during Sleep mode
Set and cleared by software.
0: ADC1 clock disabled during Sleep mode
1: ADC1 clock enabled during Sleep mode

Bits 7:6  Reserved, must be kept at reset value.

Bit 5  **USART6LPEN**: USART6 clock enable during Sleep mode
Set and cleared by software.
0: USART6 clock disabled during Sleep mode
1: USART6 clock enabled during Sleep mode

Bit 4  **USART1LPEN**: USART1 clock enable during Sleep mode
Set and cleared by software.
0: USART1 clock disabled during Sleep mode
1: USART1 clock enabled during Sleep mode

Bits 3:1  Reserved, must be kept at reset value.

Bit 0  **TIM1LPEN**: TIM1 clock enable during Sleep mode
Set and cleared by software.
0: TIM1 clock disabled during Sleep mode
1: TIM1 clock enabled during Sleep mode
### 5.3.14 RCC Backup domain control register (RCC_BDCR)

Address offset: 0x70

Reset value: 0x0000 0000, reset by Backup domain reset.

Access: 0 ≤ wait state ≤ 3, word, half-word and byte access

Wait states are inserted in case of successive accesses to this register.

The LSEON, LSEBYP, RTCSEL and RTCEN bits in the *Section 5.3.14: RCC Backup domain control register (RCC_BDCR)* are in the Backup domain. As a result, after Reset, these bits are write-protected and the DBP bit in the *Section 4.4.1: PWR power control register (PWR_CR)* has to be set before these can be modified. Refer to *Section 5.1.2: Power reset* for further information. These bits are only reset after a Backup domain Reset (see *Section 5.1.3: Backup domain reset*). Any internal or external Reset will not have any effect on these bits.

<table>
<thead>
<tr>
<th>Bit 31:17</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 16</td>
<td><strong>BDRST</strong>: Backup domain software reset</td>
</tr>
<tr>
<td>Set and cleared by software.</td>
<td>0: Reset not activated</td>
</tr>
<tr>
<td>1: Resets the entire Backup domain</td>
<td></td>
</tr>
<tr>
<td>Bit 15</td>
<td><strong>RTCEN</strong>: RTC clock enable</td>
</tr>
<tr>
<td>Set and cleared by software.</td>
<td>0: RTC clock disabled</td>
</tr>
<tr>
<td>1: RTC clock enabled</td>
<td></td>
</tr>
<tr>
<td>Bits 14:10</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bits 9:8</td>
<td><strong>RTCSEL[1:0]</strong>: RTC clock source selection</td>
</tr>
<tr>
<td>Set by software to select the clock source for the RTC. Once the RTC clock source has been selected, it cannot be changed anymore unless the Backup domain is reset. The BDRST bit can be used to reset them.</td>
<td></td>
</tr>
<tr>
<td>00: No clock</td>
<td>01: LSE oscillator clock used as the RTC clock</td>
</tr>
<tr>
<td>10: LSI oscillator clock used as the RTC clock</td>
<td>11: HSE oscillator clock divided by a programmable prescaler (selection through the RTCPRE[4:0] bits in the RCC clock configuration register (RCC_CFGR)) used as the RTC clock</td>
</tr>
<tr>
<td>Bits 7:4</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bit 3</td>
<td><strong>LSEMOD</strong>: External low-speed oscillator bypass</td>
</tr>
<tr>
<td>Set and reset by software to select crystal mode for low speed oscillator. Two power modes are available.</td>
<td></td>
</tr>
<tr>
<td>0: LSE oscillator &quot;low power&quot; mode selection</td>
<td>1: LSE oscillator &quot;high drive&quot; mode selection</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Res.</td>
</tr>
<tr>
<td>30</td>
<td>Res.</td>
</tr>
<tr>
<td>29</td>
<td>Res.</td>
</tr>
<tr>
<td>28</td>
<td>Res.</td>
</tr>
<tr>
<td>27</td>
<td>Res.</td>
</tr>
<tr>
<td>26</td>
<td>Res.</td>
</tr>
<tr>
<td>25</td>
<td>Res.</td>
</tr>
<tr>
<td>24</td>
<td>Res.</td>
</tr>
<tr>
<td>23</td>
<td>Res.</td>
</tr>
<tr>
<td>22</td>
<td>Res.</td>
</tr>
<tr>
<td>21</td>
<td>Res.</td>
</tr>
<tr>
<td>20</td>
<td>Res.</td>
</tr>
<tr>
<td>19</td>
<td>Res.</td>
</tr>
<tr>
<td>18</td>
<td>Res.</td>
</tr>
<tr>
<td>17</td>
<td>Res.</td>
</tr>
<tr>
<td>16</td>
<td>BDRST</td>
</tr>
<tr>
<td>15</td>
<td>RTCEN</td>
</tr>
<tr>
<td>14</td>
<td>RTCSEL[1:0]</td>
</tr>
<tr>
<td>13</td>
<td>LSEMOD</td>
</tr>
<tr>
<td>12</td>
<td>LSEBYP</td>
</tr>
<tr>
<td>11</td>
<td>LSERDY</td>
</tr>
<tr>
<td>10</td>
<td>LSEON</td>
</tr>
</tbody>
</table>

*Access: rw = read/write, r = read only, rw = read/write, r = read only*
Bit 2 **LSEBYP:** External low-speed oscillator bypass
Set and cleared by software to bypass oscillator in debug mode. This bit can be written only when the LSE clock is disabled.
0: LSE oscillator not bypassed
1: LSE oscillator bypassed

Bit 1 **LSERDY:** External low-speed oscillator ready
Set and cleared by hardware to indicate when the external 32 kHz oscillator is stable. After the LSEON bit is cleared, LSERDY goes low after 6 external low-speed oscillator clock cycles.
0: LSE clock not ready
1: LSE clock ready

Bit 0 **LSEON:** External low-speed oscillator enable
Set and cleared by software.
0: LSE clock OFF
1: LSE clock ON

5.3.15 **RCC clock control & status register (RCC_CSR)**

Address offset: 0x74

Reset value: 0x0E00 0000, reset by system reset, except reset flags by power reset only.

Access: 0 ≤ wait state ≤ 3, word, half-word and byte access

Wait states are inserted in case of successive accesses to this register.

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>rt_w</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bit 31 **LPWRSTF:** Low-power reset flag
Set by hardware when a Low-power management reset occurs.
Cleared by writing to the RMVF bit.
0: No Low-power management reset occurred
1: Low-power management reset occurred
For further information on Low-power management reset, refer to *Low-power management reset*.

Bit 30 **WWDGRSTF:** Window watchdog reset flag
Set by hardware when a window watchdog reset occurs.
Cleared by writing to the RMVF bit.
0: No window watchdog reset occurred
1: Window watchdog reset occurred

Bit 29 **IWDGRSTF:** Independent watchdog reset flag
Set by hardware when an independent watchdog reset from V_DD domain occurs.
Cleared by writing to the RMVF bit.
0: No watchdog reset occurred
1: Watchdog reset occurred
Bit 28  **SFTRSTF**: Software reset flag
Set by hardware when a software reset occurs.
Cleared by writing to the RMVF bit.
0: No software reset occurred
1: Software reset occurred

Bit 27  **PORRSTF**: POR/PDR reset flag
Set by hardware when a POR/PDR reset occurs.
Cleared by writing to the RMVF bit.
0: No POR/PDR reset occurred
1: POR/PDR reset occurred

Bit 26  **PINRSTF**: PIN reset flag
Set by hardware when a reset from the NRST pin occurs.
Cleared by writing to the RMVF bit.
0: No reset from NRST pin occurred
1: Reset from NRST pin occurred

Bit 25  **BORRSTF**: BOR reset flag
Cleared by software by writing the RMVF bit.
Set by hardware when a POR/PDR or BOR reset occurs.
0: No POR/PDR or BOR reset occurred
1: POR/PDR or BOR reset occurred

Bit 24  **RMVF**: Remove reset flag
Set by software to clear the reset flags.
0: No effect
1: Clear the reset flags

Bits 23:2  Reserved, must be kept at reset value.

Bit 1  **LSIRDY**: Internal low-speed oscillator ready
Set and cleared by hardware to indicate when the internal RC 40 kHz oscillator is stable.
After the LSION bit is cleared, LSIRDY goes low after 3 LSI clock cycles.
0: LSI RC oscillator not ready
1: LSI RC oscillator ready

Bit 0  **LSION**: Internal low-speed oscillator enable
Set and cleared by software.
0: LSI RC oscillator OFF
1: LSI RC oscillator ON
5.3.16 RCC spread spectrum clock generation register (RCC_SSCGR)

Address offset: 0x80
Reset value: 0x0000 0000
Access: no wait state, word, half-word and byte access.

The spread spectrum clock generation is available only for the main PLL.
The RCC_SSCGR register must be written either before the main PLL is enabled or after the main PLL disabled.

Note: For full details about PLL spread spectrum clock generation (SSCG) characteristics, refer to the “Electrical characteristics” section in your device datasheet.

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

| 15  | 14  | 13  | 12  | 11  | 10  | 9   | 8   | 7   | 6   | 5   | 4   | 3   | 2   | 1   | 0   |
| INCSTEP | MODPER |
| rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw |

Bit 31 **SSGEN**: Spread spectrum modulation enable
Set and cleared by software.
0: Spread spectrum modulation DISABLE. (To write after clearing CR[24]=PLLON bit)
1: Spread spectrum modulation ENABLE. (To write before setting CR[24]=PLLON bit)

Bit 30 **SPREADSEL**: Spread Select
Set and cleared by software.
0: Center spread
1: Down spread

Bits 29:28 Reserved, must be kept at reset value.

Bits 27:13 **INCSTEP**: Incrementation step
Configuration input for modulation profile amplitude.

Bits 12:0 **MODPER**: Modulation period
Configuration input for modulation profile period.
### 5.3.17 RCC Dedicated Clocks Configuration Register (RCC_DCKCFGR)

Address offset: 0x8C  
Reset value: 0x0000 0000  
Access: no wait state, word, half-word and byte access.

![Register Configuration Table](image)

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:27 Reserved, must be kept at reset value.

Bits 26:25 **I2SSRC**: I2S APB clock source selection  
Set and reset by software to configure the frequency of the I2S clock. These bits must be written when the PLL is disabled.  
00: I2S clock frequency = \( f_{\text{PPLCLK}_R} \)  
01: I2S clock frequency = Alternate function input frequency  
1x: I2S clock frequency = HSI/HSE depending on PLLRC (bit 22 of RCC_PLLCFGR register)

Bit 24 **TIMPRE**: Timers clocks prescalers selection  
Set and reset by software to control the clock frequency of all the timers connected to APB1 and APB2 domain.  
0: If the APB prescaler (PPRE1, PPRE2 in the RCC_CFGR register) is configured to a division factor of 1, \( \text{TIMxCLK} = \text{HCKL} \). Otherwise, the timer clock frequencies are set to twice to the frequency of the APB domain to which the timers are connected: \( \text{TIMxCLK} = 2 \times \text{PCLKx} \).  
1: If the APB prescaler (PPRE1, PPRE2 in the RCC_CFGR register) is configured to a division factor of 1 or 2, \( \text{TIMxCLK} = \text{HCKL} \). Otherwise, the timer clock frequencies are set to four times to the frequency of the APB domain to which the timers are connected: \( \text{TIMxCLK} = 4 \times \text{PCLKx} \).

Bits 23: 0 Reserved, must be kept at reset value.
### 5.3.18 RCC dedicated Clocks Configuration Register 2 (RCC_DCKCFGR2)

Address offset: 0x94  
Reset value: 0x0000 0000  
Access: no wait state, word, half-word and byte access.

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

**Bits 31:30**  
**LPTIMSEL**: LPTIM1 kernel clock source selection  
Set and reset by software to select the LPTIM1 clock source.  
- 00: LPTIM1 clock = APB clock  
- 01: LPTIM1 clock = HSI clock  
- 10: LPTIM1 clock = LSI clock  
- 11: LPTIM1 clock = LSE clock  

**Bits 29:24**  
Reserved, must be kept at reset value.  

**Bits 23:22**  
**I2C4SEL**: I2C4 kernel clock source selection  
Set and reset by software to select the I2C4 clock source.  
- 00 and 11: I2C4 clock = APB clock  
- 01: I2C4 clock = system clock  
- 10: I2C4 clock = HSI clock  

**Bits 21:0**  
Reserved, must be kept at reset value.
## 5.3.19 RCC register map

Table 23 gives the register map and reset values

### Table 23. RCC register map and reset values

<table>
<thead>
<tr>
<th>Addr. offset</th>
<th>Register name</th>
<th>Register name</th>
<th>Addr. offset</th>
<th>Register name</th>
<th>Register name</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>RCC_CR</td>
<td>RCC_PLLCFGR</td>
<td>0x04</td>
<td>RCC_CFGR</td>
<td>RCC_CIR</td>
</tr>
<tr>
<td>0x08</td>
<td>RCC_CIR</td>
<td>RCC_AHB1RSTR</td>
<td>0x10</td>
<td>RCC_PODR</td>
<td>RCC_AHB1ENR</td>
</tr>
<tr>
<td>0x14 to 0x1C</td>
<td>Reserved</td>
<td></td>
<td>0x20</td>
<td>RCC_APB1RSTR</td>
<td>RCC_2RSTR</td>
</tr>
<tr>
<td>0x24</td>
<td>RCC_APB2RSTR</td>
<td></td>
<td>0x28 to 0x2C</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>0x30</td>
<td>RCC_AHB1ENR</td>
<td></td>
<td>0x34 to 0x3C</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>0x40</td>
<td>RCC_APB1ENR</td>
<td></td>
<td>0x44</td>
<td>RCC_APB2ENR</td>
<td></td>
</tr>
<tr>
<td>0x48 to 0x4C</td>
<td>Reserved</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Table 23. RCC register map and reset values (continued)

| Addr. 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        | RCC_AHB1LPENR  | PENR | RNGLPEN |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x54 to 0x5C| Reserved      |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x60        | RCC_APB1LPENR  | PENR | DACLPEN | PWRLPEN |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x64        | RCC_APB2LPENR  | PENR | DACLPEN | PWRLPEN |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x68 to 0x6C| Reserved      |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x70        | RCC_BDCR      |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x74        | RCC_CSR       |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x78 to 0x7C| Reserved      |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x80        | RCC_SSCGR     |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x84 to 0x88| Reserved      |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x8C        | RCC_DCKCFGR   |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x90        | Reserved      |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0x94        | RCC_DCKCFGR2  |     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Refer to Section 2.2: Memory organization for the register boundary addresses.
6 General-purpose I/Os (GPIO)

6.1 GPIO 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), a 32-bit set/reset register (GPIOx_BSRR), a 32-bit locking register (GPIOx_LCKR) and two 32-bit alternate function selection register (GPIOx_AFRH and GPIOx_AFRL).

6.2 GPIO main features
- Up to 16 I/Os under control
- 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 configuration
- Analog function
- Alternate function input/output selection registers (at most 16 AFs per I/O)
- 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

6.3 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 register is to allow atomic read/modify accesses to any of the GPIO registers. In this way, there is no risk of an IRQ occurring between the read and the modify access.
Figure 16 shows the basic structure of a 5 V tolerant I/O port bit. Table 27 gives the possible port bit configurations.

Figure 16. Basic structure of a five-volt tolerant I/O port bit

Table 24. Port bit configuration table

<table>
<thead>
<tr>
<th>MODER(i) [1:0]</th>
<th>OTYPER(i) [B:A]</th>
<th>OSPEEDR(i) [1:0]</th>
<th>PUPDR(i) [1:0]</th>
<th>I/O configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>GP output PP</td>
</tr>
<tr>
<td>00</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>GP output PP + PU</td>
</tr>
<tr>
<td>00</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>GP output PP + PD</td>
</tr>
<tr>
<td>00</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Reserved</td>
</tr>
<tr>
<td>01</td>
<td>SPEED</td>
<td>B:A</td>
<td></td>
<td></td>
</tr>
<tr>
<td>01</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>GP output OD</td>
</tr>
<tr>
<td>01</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>GP output OD + PU</td>
</tr>
<tr>
<td>01</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>GP output OD + PD</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Reserved (GP output OD)</td>
</tr>
</tbody>
</table>

1. \( V_{DO-FT} \) is a potential specific to five-volt tolerant I/Os and different from \( V_{DD} \).
6.3.1 General-purpose I/O (GPIO)

During and just after reset, the alternate functions are not active and the I/O ports are configured in input floating mode.

The debug pins are in AF pull-up/pull-down after reset:
- PA15: JTDI in pull-up
- PA14: JTCK/SWCLK in pull-down
- PA13: JTMS/SWDAT in pull-up
- PB4: NJTRST in pull-up
- PB3: JTD0 in floating state

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 N-MOS is activated when 0 is output).

The input data register (GPIOx_IDR) captures the data present on the I/O pin at every AHB1 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.

### Table 24. Port bit configuration table (continued)

<table>
<thead>
<tr>
<th>MODER(i) [1:0]</th>
<th>OTYPER(i)</th>
<th>OSPEEDR(i) [B:A]</th>
<th>PUPDR(i) [1:0]</th>
<th>I/O configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>AF PP</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>AF PP + PU</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>AF PP + PD</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>AF OD</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>AF OD + PU</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

1. GP = general-purpose, PP = push-pull, PU = pull-up, PD = pull-down, OD = open-drain, AF = alternate function.
6.3.2 I/O pin multiplexer and mapping

The microcontroller I/O pins are connected to onboard peripherals/modules through a multiplexer that allows only one peripherals alternate function (AF) connected to an I/O pin at a time. In this way, there can be no conflict between peripherals sharing the same I/O pin.

Each I/O pin has a multiplexer with 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 all I/Os are connected to the system’s alternate function 0 (AF0)
- The peripherals’ alternate functions are mapped from AF1 to AF13
- Cortex®-M4 with FPU EVENTOUT is mapped on AF15

This structure is shown in Figure 17 below.

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, proceed as follows:

- **System function**
  - Connect the I/O to AF0 and configure it depending on the function used:
    - JTAG/SWD, after each device reset these pins are assigned as dedicated pins immediately usable by the debugger host (not controlled by the GPIO controller)
    - RTC_REFIN: this pin should be configured in Input floating mode
    - MCO1 and MCO2: these pins have to be configured in alternate function mode.

*Note:* You can disable some or all of the JTAG/SWD pins and so release the associated pins for GPIO usage.

For more details please refer to Section 5.2.10: Clock-out capability.
• **GPIO**
  Configure the desired I/O as output or input in the GPIOx_MODER register.

• **Peripheral alternate function**
  For the ADC configure the desired I/O as analog in the GPIOx_MODER register.
  For other peripherals:
  – Configure the desired I/O as an alternate function in the GPIOx_MODER register
  – Select the type, pull-up/pull-down and output speed via the GPIOx_OTYPER, GPIOx_PUPDR and GPIOx_OSPEEDER registers, respectively
  – Connect the I/O to the desired AFx in the GPIOx_AFRL or GPIOx_AFRH register

• **EVENTOUT**
  Configure the I/O pin used to output the Cortex®-M4 with FPU EVENTOUT signal by connecting it to AF15

Please refer to the “Alternate function mapping” table in the datasheets for the detailed mapping of the system and peripherals’ alternate function I/O pins.

### Table 25. Flexible SWJ-DP pin assignment

<table>
<thead>
<tr>
<th>Available debug ports</th>
<th>SWJ I/O pin assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>PA13 / JTMS/SWDIO</td>
</tr>
<tr>
<td>Full SWJ (JTAG-DP + SW-DP) - Reset state</td>
<td>X</td>
</tr>
<tr>
<td>Full SWJ (JTAG-DP + SW-DP) but without NJTRST</td>
<td>X</td>
</tr>
<tr>
<td>JTAG-DP Disabled and SW-DP Enabled</td>
<td>X</td>
</tr>
<tr>
<td>JTAG-DP Disabled and SW-DP Disabled</td>
<td></td>
</tr>
</tbody>
</table>
6.3.3 I/O port control registers

Each of the GPIOs 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 direction (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 I/O speed pins are directly connected to the corresponding GPIOx_OSPEEDR register bits whatever the I/O direction). The GPIOx_PUPDR register is used to select the pull-up/pull-down whatever the I/O direction.
6.3.4 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 6.4.5: GPIO port input data register (GPIOx_IDR) (x = A..C and H) and Section 6.4.6: GPIO port output data register (GPIOx_ODR) (x = A..C and H) for the register descriptions.

6.3.5 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: BSRR(i) and BSRR(i+SIZE). When written to 1, bit BSRR(i) sets the corresponding ODR(i) bit. When written to 1, bit BSRR(i+SIZE) 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 AHB1 write access.

6.3.6 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 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 6.4.8: GPIO port configuration lock register (GPIOx_LCKR) (x = A..C 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 more details please refer to LCKR register description in Section 6.4.8: GPIO port configuration lock register (GPIOx_LCKR) (x = A..C and H).
6.3.7 I/O alternate function input/output

Two registers are provided to select one out of the sixteen alternate function inputs/outputs available for each I/O. With these registers, you can connect an alternate function to some other pin as required by your 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 one I/O.

To know which functions are multiplexed on each GPIO pin, refer to the datasheets.

*Note:* The application is allowed to select one of the possible peripheral functions for each I/O at a time.

6.3.8 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 12.2: External interrupt/event controller (EXTI) and Section 12.2.3: Wakeup event management.

6.3.9 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 AHB1 clock cycle
- A read access to the input data register provides the I/O State

*Figure 18* shows the input configuration of the I/O port bit.

*Figure 18. Input floating/pull up/pull down configurations*
6.3.10 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 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 AHB1 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 19* shows the output configuration of the I/O port bit.

![Output configuration diagram](image)

6.3.11 Alternate function configuration

When the I/O port is programmed as alternate function:
- The output buffer can be configured as open-drain or push-pull
- The output buffer is driven by the signal 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 AHB1 clock cycle
- A read access to the input data register gets the I/O state

*Figure 20* shows the Alternate function configuration of the I/O port bit.
6.3.12 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
- Read access to the input data register gets the value “0”

**Note:** In the analog configuration, the I/O pins cannot be 5 Volt tolerant.

Figure 21 shows the high-impedance, analog-input configuration of the I/O port bit.
6.3.13 Using the OSC32_IN/OSC32_OUT pins as GPIO PC14/PC15 port pins

The LSE oscillator pins OSC32_IN and OSC32_OUT can be used as general-purpose PC14 and PC15 I/Os, respectively, when the LSE oscillator is off. The PC14 and PC15 I/Os are only configured as LSE oscillator pins OSC32_IN and OSC32_OUT when the LSE oscillator is ON. This is done by setting the LSEON bit in the RCC_BDCR register. The LSE has priority over the GPIO function.

Note: The PC14/PC15 GPIO functionality is lost when the 1.2 V domain is powered off (by the device entering the standby mode) or when the backup domain is supplied by V_{BAT} (V_{DD} no more supplied). In this case the I/Os are set in analog input mode.

6.3.14 Using the OSC_IN/OSC_OUT pins as GPIO PH0/PH1 port pins

The HSE oscillator pins OSC_IN/OSC_OUT can be used as general-purpose PH0/PH1 I/Os, respectively, when the HSE oscillator is OFF. (after reset, the HSE oscillator is off). The PH0/PH1 I/Os are only configured as OSC_IN/OSC_OUT HSE oscillator pins when the HSE oscillator is ON. This is done by setting the HSEON bit in the RCC_CR register. The HSE has priority over the GPIO function.

6.3.15 Selection of RTC additional functions

The devices feature one GPIO pin, RTC_AF1 (PC13), that can be used for the detection to a tamper event, a time stamp event, an RTC_ALARM or an RTC_CALIB:

- RTC_ALARM output: this output can be RTC Alarm A, RTC Alarm B or RTC Wakeup depending on the value of OSEL[1:0] bits in the RTC_CR register
- RTC_CALIB output: this feature is enabled by setting the COE[23] in the RTC_CR register
- RTC_TAMP1: tamper event detection
- RTC_TS: time stamp event detection

The selection of the corresponding pin is performed through the RTC_TAFCR register as follows:

- TAMP1INSEL is used to select which pin is used as the RTC_TAMP1 tamper input
- TSINSEL is used to select which pin is used as the RTC_TS time stamp input
- ALARMOUTTYPE is used to select whether the RTC_ALARM is output in push-pull or open-drain mode

The output mechanism follows the priority order listed in **Table 26**.

**Table 26. RTC additional functions**(1)

<table>
<thead>
<tr>
<th>Pin configuration and function</th>
<th>RTC_ALARM enabled</th>
<th>RTC_CALIB enabled</th>
<th>Tamper enabled</th>
<th>Time stamp enabled</th>
<th>TAMP1INSEL TAMPER1 pin selection</th>
<th>TSINSEL TIMESTAMP pin selection</th>
<th>ALARMOUTTYPE RTC_ALARM configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alarm out output OD</td>
<td>1</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>0</td>
</tr>
<tr>
<td>Alarm out output PP</td>
<td>1</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>1</td>
</tr>
<tr>
<td>Pin configuration and function</td>
<td>RTC_ALARM enabled</td>
<td>RTC_CALIB enabled</td>
<td>Tamper enabled</td>
<td>Time stamp enabled</td>
<td>TAMPER1INSEL TAMPER1 pin selection</td>
<td>TSINSEL TIMESTAMP pin selection</td>
<td>ALARMOUTTYPE RTC_ALARM configuration</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>------------------</td>
<td>------------------</td>
<td>----------------</td>
<td>-------------------</td>
<td>-----------------------------------</td>
<td>-------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>Calibration out output PP</td>
<td>0</td>
<td>1</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
</tr>
<tr>
<td>TAMPER1 input floating</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Don’t care</td>
<td>Don’t care</td>
</tr>
<tr>
<td>TIMESTAMP and TAMPER1 input floating</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Don’t care</td>
</tr>
<tr>
<td>TIMESTAMP input floating</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Don’t care</td>
<td>0</td>
<td>Don’t care</td>
</tr>
<tr>
<td>Standard GPIO</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Don’t care</td>
<td>Don’t care</td>
<td>Don’t care</td>
</tr>
</tbody>
</table>

1. OD: open drain; PP: push-pull.
6.4 **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 27. The GPIO registers can be accessed by byte (8 bits), half-words (16 bits) or words (32 bits).

6.4.1 **GPIO port mode register (GPIOx_MODER) (x = A..C and H)**

Address offset: 0x00

Reset values:
- 0x0C00 0000 for port A
- 0x0000 0280 for port B
- 0x0000 0000 for other ports

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

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

6.4.2 **GPIO port output type register (GPIOx_OTyper) (x = A..C and H)**

Address offset: 0x04

Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>OT15</th>
<th>OT14</th>
<th>OT13</th>
<th>OT12</th>
<th>OT11</th>
<th>OT10</th>
<th>OT9</th>
<th>OT8</th>
<th>OT7</th>
<th>OT6</th>
<th>OT5</th>
<th>OT4</th>
<th>OT3</th>
<th>OT2</th>
<th>OT1</th>
<th>OT0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
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<td>rw</td>
<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

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 output type of the I/O port.
- 0: Output push-pull (reset state)
- 1: Output open-drain
6.4.3  GPIO port output speed register (GPIOx_OSPEEDR)
(x = A..C and H)

Address offset: 0x08

Reset values:
- 0x0C00 0000 for port A
- 0x0000 00C0 for port B
- 0x0000 0000 for other ports

<table>
<thead>
<tr>
<th>Bit 15-12</th>
<th>Bit 11-8</th>
<th>Bit 7-4</th>
<th>Bit 3-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>OSPEEDR15</td>
<td>OSPEEDR14</td>
<td>OSPEEDR13</td>
<td>OSPEEDR12</td>
</tr>
<tr>
<td>15 14</td>
<td>13 12</td>
<td>11 10</td>
<td>9 8</td>
</tr>
<tr>
<td>OSPEEDR11</td>
<td>OSPEEDR10</td>
<td>OSPEEDR9</td>
<td>OSPEEDR8</td>
</tr>
<tr>
<td>7 6</td>
<td>5 4</td>
<td>3 2</td>
<td>1 0</td>
</tr>
</tbody>
</table>

Bits 2y:2y+1 \( OSPEEDRy[1:0] \): 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 product datasheets for the values of OSPEEDRy bits versus \( V_{DD} \) range and external load.

6.4.4  GPIO port pull-up/pull-down register (GPIOx_PUPDR)
(x = A..C and H)

Address offset: 0x0C

Reset values:
- 0x6400 0000 for port A
- 0x0000 0100 for port B
- 0x0000 0000 for other ports

<table>
<thead>
<tr>
<th>Bit 15-12</th>
<th>Bit 11-8</th>
<th>Bit 7-4</th>
<th>Bit 3-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 14</td>
<td>13 12</td>
<td>11 10</td>
<td>9 8</td>
</tr>
<tr>
<td>PUPDR11[1:0]</td>
<td>PUPDR10[1:0]</td>
<td>PUPDR9[1:0]</td>
<td>PUPDR8[1:0]</td>
</tr>
<tr>
<td>7 6</td>
<td>5 4</td>
<td>3 2</td>
<td>1 0</td>
</tr>
</tbody>
</table>

Bits 2y:2y+1 \( PUPDRy[1:0] \): 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
6.4.5 GPIO port input data register (GPIOx_IDR) (x = A..C and H)

Address offset: 0x10
Reset value: 0x0000 XXXX (where X means undefined)

![GPIOx_IDR Register](image)

Bits 31:16 Reserved, must be kept at reset value.
Bits 15:0 IDRy: Port input data (y = 0..15)
These bits are read-only and can be accessed in word mode only. They contain the input value of the corresponding I/O port.

6.4.6 GPIO port output data register (GPIOx_ODR) (x = A..C and H)

Address offset: 0x14
Reset value: 0x0000 0000

![GPIOx_ODR Register](image)

Bits 31:16 Reserved, must be kept at reset value.
Bits 15:0 ODRy: Port output data (y = 0..15)
These bits can be read and written by software.

Note: For atomic bit set/reset, the ODR bits can be individually set and reset by writing to the GPIOx_BSRR register (x = A..C and H).

6.4.7 GPIO port bit set/reset register (GPIOx_BSRR) (x = A..C and H)

Address offset: 0x18
Reset value: 0x0000 0000

![GPIOx_BSRR Register](image)
6.4.8 GPIO port configuration lock register (GPIOx_LCKR) (x = A..C 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 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 write sequence.

Each lock bit freezes a specific configuration register (control and alternate function registers).

Address offset: 0x1C
Reset value: 0x0000 0000
Access: 32-bit word only, read/write register

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
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<th>22</th>
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<table>
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<tbody>
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<td>LCK15</td>
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</tbody>
</table>

Bits 31:16 **BRy**: Port x reset bit y (y = 0..15)
These bits are write-only and can be accessed in word, half-word or byte mode. A read to these bits returns the value 0x0000.
0: No action on the corresponding ODRx bit
1: Resets the corresponding ODRx 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 and can be accessed in word, half-word or byte mode. A read to these bits returns the value 0x0000.
0: No action on the corresponding ODRx bit
1: Sets the corresponding ODRx bit
Bits 31:17 Reserved, must be kept at reset value.

Bit 16 **LCKK[16]: 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 an MCU reset or a peripheral reset occurs.

**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 CPU 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

**6.4.9 GPIO alternate function low register (GPIOx_AFRL) (x = A..C and H)**

Address offset: 0x20

Reset value: 0x0000 0000

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Bits 31:0 **AFRLy: Alternate function selection for port x bit y (y = 0..7)**

These bits are written by software to configure alternate function I/Os

AFRLy selection:

- 0000: AF0
- 0001: AF1
- 0010: AF2
- 0011: AF3
- 0100: AF4
- 0101: AF5
- 0110: AF6
- 0111: AF7
- 1000: AF8
- 1001: AF9
- 1010: AF10
- 1011: AF11
- 1100: AF12
- 1101: AF13
- 1110: AF14
- 1111: AF15
### 6.4.10 GPIO alternate function high register (GPIOx_AFRH)

**(x = A..C and H)**

Address offset: 0x24

Reset value: 0x0000 0000

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<tr>
<td>rw</td>
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</table>

Bits 31:0 **AFRHx**: Alternate function selection for port x bit y (y = 8..15)

These bits are written by software to configure alternate function I/Os

AFRHx selection:
- 0000: AF0
- 0001: AF1
- 0010: AF2
- 0011: AF3
- 0100: AF4
- 0101: AF5
- 0110: AF6
- 0111: AF7
- 1000: AF8
- 1001: AF9
- 1010: AF10
- 1011: AF11
- 1100: AF12
- 1101: AF13
- 1110: AF14
- 1111: AF15

### 6.4.11 GPIO register map

The following table gives the GPIO register map and the reset values.

<p>| 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   | GPIOA_MODER | 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] | MODER1[1:0] | MODER0[1:0] | Reset value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0x00   | GPIOB_MODER | 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] | MODER1[1:0] | MODER0[1:0] | Reset value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0x00   | GPIOx_MODER (where x = C and H) | 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] | MODER1[1:0] | MODER0[1:0] | Reset value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |</p>
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<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Reset value</th>
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<tbody>
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<td>0x04</td>
<td>GPIOx_OTYPER (where x = A..C and H)</td>
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<td>Reset value</td>
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<tr>
<td>0x08</td>
<td>GPIOx_OSPEEDER (where x = A..C and H)</td>
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<tr>
<td></td>
<td>Reset value</td>
<td></td>
</tr>
<tr>
<td>0x08</td>
<td>GPIOA_OSPEEDER</td>
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</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
</tr>
<tr>
<td>0x0C</td>
<td>GPIOA_PUPDR</td>
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<tr>
<td></td>
<td>Reset value</td>
<td></td>
</tr>
<tr>
<td>0x0C</td>
<td>GPIOB_PUPDR</td>
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<tr>
<td></td>
<td>Reset value</td>
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</tr>
<tr>
<td>0x0C</td>
<td>GPIOx_PUPDR (where x = A..C and H)</td>
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<td>Reset value</td>
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<td>0x10</td>
<td>GPIOx_IDR (where x = A..C and H)</td>
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<td></td>
<td>Reset value</td>
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<tr>
<td>0x14</td>
<td>GPIOx_ODR (where x = A..C and H)</td>
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<td></td>
<td>Reset value</td>
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</tr>
<tr>
<td>0x18</td>
<td>GPIOx_BSR (where x = A..C and H)</td>
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<tr>
<td></td>
<td>Reset value</td>
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</tbody>
</table>
### Table 27. GPIO 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  |
|--------|---------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0x1C   | GPIOx_LCKR (where x =A..C and H) |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  |
|        | 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  |
|        | 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 on page 41 for the register boundary addresses.
7 System configuration controller (SYSCFG)

The system configuration controller is mainly used to remap the memory accessible in the code area and manage the external interrupt line connection to the GPIOs.

7.1 I/O compensation cell

By default the I/O compensation cell is not used. However when the I/O output buffer speed is configured in 50 MHz or 100 MHz mode, it is recommended to use the compensation cell for slew rate control on I/O $t_{(IO)\text{out}}/t_{r(IO)\text{out}}$ commutation to reduce the I/O noise on power supply.

When the compensation cell is enabled, a READY flag is set to indicate that the compensation cell is ready and can be used. The I/O compensation cell can be used only when the supply voltage ranges from 2.4 to 3.6 V.

7.2 SYSCFG registers

7.2.1 SYSCFG memory remap register (SYSCFG_MEMRMP)

This register is used for specific configurations on memory remap:

- Two bits are used to configure the type of memory accessible at address 0x0000 0000. These bits are used to select the physical remap by software and so, bypass the BOOT pins.
- After reset these bits take the value selected by the BOOT pins. When booting from main Flash memory with BOOT0 pin set to 0, this register takes the value 0x00.

In remap mode, the CPU can access the external memory via ICode bus instead of System bus which boosts up the performance.

Address offset: 0x00
Reset value: 0x0000 000X (X is the memory mode selected by the BOOT pins)
Bits 31:2  Reserved, must be kept at reset value.

Bits 1:0 **MEM_MODE**: Memory mapping selection

Set and cleared by software. This bit controls the memory internal mapping at address 0x0000 0000. After reset these bits take the value selected by the Boot pins.

00: Main Flash memory mapped at 0x0000 0000
01: System Flash memory mapped at 0x0000 0000
10: reserved
11: Embedded SRAM mapped at 0x0000 0000

*Note: Refer to Figure 2: Memory map for details about the memory mapping at address 0x0000 0000.*

### 7.2.2 SYSCFG peripheral mode configuration register (SYSCFG_PMC)

Address offset: 0x04
Reset value: 0x0000 0000

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<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
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</table>

Bits 31:17  Reserved, must be kept at reset value.

Bit 16 **ADC1DC2**:

0: No effect.
1: Refer to AN4073 on how to use this bit

*Note: These bits can be set only if the following conditions are met:
- ADC clock higher or equal to 30 MHz.
- Only one ADC1DC2 bit must be selected if ADC conversions do not start at the same time and the sampling times differ.
- These bits must not be set when the ADCDC1 bit is set in PWR_CR register.*

Bits 15:0  Reserved, must be kept at reset value.
7.2.3 SYSCFG external interrupt configuration register 1
(SYSCFG_EXTICR1)

Address offset: 0x08
Reset value: 0x0000 0000

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Bits 31:16 Reserved, must be kept at reset value.
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
0111: PH[x] pin
Other configurations: reserved

7.2.4 SYSCFG external interrupt configuration register 2
(SYSCFG_EXTICR2)

Address offset: 0x0C
Reset value: 0x0000 0000

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Bits 31:16 Reserved, must be kept at reset value.
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
0111: PH[x] pin
Other configurations: reserved
### 7.2.5 SYSCFG external interrupt configuration register 3
(SYSCFG_EXTICR3)

Address offset: 0x10  
Reset value: 0x0000 0000

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

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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 **EXTI[x][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  
0101: Reserved  
0110: Reserved  
0111: PH[x] pin

Other configurations: reserved

### 7.2.6 SYSCFG external interrupt configuration register 4
(SYSCFG_EXTICR4)

Address offset: 0x14  
Reset value: 0x0000 0000

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

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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 **EXTI[x][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  
0101: Reserved  
0110: Reserved  
0111: PH[x] pin
### 7.2.7 SYSCFG configuration register 2 (SYSCFG_CFGR2)

Address offset: 0x1C  
Reset value: 0x0000 0000

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</table>

**Bit 8 PVDL:** PVD lock  
This bit is set by software. It can be cleared only by a system reset. It enables and locks the PVD connection to TIM1 Break input. It also locks (write protection) the PVDE and PVDS[2:0] bits of PWR_CR register.  
0: PVD interrupt not connected to TIM1 Break input. PVDE and PVDS[2:0] can be read and modified  
1: PVD interrupt connected to TIM1 Break input. PVDE and PVDS[2:0] are read-only

**Bit 1 Reserved, must be kept at reset value.**

**Bit 0 CLL:** core lockup lock  
This bit is set and cleared by software. It enables and locks the LOCKUP (Hardfault) output of the Cortex-M4 core with TIM1 Break input.  
0: Cortex-M4 LOCKUP output not connected to TIM1 Break input  
1: Cortex-M4 LOCKUP output connected to TIM1 Break input

### 7.2.8 Compensation cell control register (SYSCFG_CMPCR)

Address offset: 0x20  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
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<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
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<td>8</td>
<td>7</td>
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</tr>
<tr>
<td>Bits 31:3 Reserved, must be kept at reset value.</td>
<td></td>
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</tbody>
</table>

**Bit 15 READY:** Ready flag  
This bit indicates if the compensation cell is ready.  
0: Compensation cell not ready  
1: Compensation cell ready

**Bit 0 CMP_PD:** CMP_PD flag  
This bit indicates if the compensation cell is powered.  
0: Compensation cell not powered  
1: Compensation cell powered
Bits 31:9 Reserved, must be kept at reset value.

Bit 8 **READY**: Compensation cell ready flag
- 0: I/O compensation cell not ready
- 1: Compensation cell ready

Bits 7:2 Reserved, must be kept at reset value.

Bit 0 **CMP_PD**: Compensation cell power-down
- 0: I/O compensation cell power-down mode
- 1: I/O compensation cell enabled

### 7.2.9 Compensation cell control register (SYSCFG_CFGR)

Address offset: 0x2C
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
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<th>26</th>
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<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>rw</td>
<td>rw</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

Bits 31:2 Reserved, must be kept at reset value.

Bit 1 **FMP12C4_SDA**
Set and cleared by software. When this bit is set, it forces FM+ drive capability on FMP12C4_SDA pin selected through GPIO port mode register and GPIO alternate function selection bits.

Bit 0 **FMP12C4_SCL**
Set and cleared by software. When this bit is set, it forces FM+ drive capability on FMP12C4_SCL pin selected through GPIO port mode register and GPIO alternate function selection bits.
### SYSCFG register map

The following table gives the SYSCFG register map and the reset values.

#### Table 28. 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_MEMRMP  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | Reset value |
| 0x04   | SYSCFG_PMC     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 0 x x |
| 0x08   | SYSCFG_EXTICR1 |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | EXT1[3:0] EXT1[2:0] EXT1[1:0] EXT1[0:0] |
| 0x0C   | SYSCFG_EXTICR2 |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | EXT1[7:0] EXT1[6:0] EXT1[5:0] EXT1[4:0] |
| 0x10   | SYSCFG_EXTICR3 |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | EXT1[15:0] EXT1[14:0] EXT1[13:0] EXT1[12:0] |
| 0x14   | SYSCFG_EXTICR4 |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | EXT1[23:0] |
| 0x1C   | SYSCFG_CFGR2   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | |
| 0x20   | SYSCFG_CMPCR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | |
| 0x24   | SYSCFG_CFGR    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | |

Refer to [Section 2.2 on page 41](#) for the register boundary addresses.
8 Direct memory access controller (DMA)

8.1 DMA introduction

Direct memory access (DMA) is used in order to provide high-speed data transfer between peripherals and memory and between memory and memory. Data can be quickly moved by DMA without any CPU action. This keeps CPU resources free for other operations.

The DMA controller combines a powerful dual AHB master bus architecture with independent FIFO to optimize the bandwidth of the system, based on a complex bus matrix architecture.

The two DMA controllers (DMA1 and DMA2) have 16 streams in total (8 for each controller), each dedicated to managing memory access requests from one or more peripherals.

Each stream can have up to 8 channels (requests) in total.

Each DMA controller has an arbiter for handling the priority between DMA requests.

8.2 DMA main features

The main DMA features are:

- Dual AHB master bus architecture, one dedicated to memory accesses and one dedicated to peripheral accesses
- AHB slave programming interface supporting only 32-bit accesses
- 8 streams for each DMA controller, up to 8 channels (requests) per stream
- Four-word depth 32 first-in, first-out memory buffers (FIFOs) per stream, that can be used in FIFO mode or direct mode:
  - FIFO mode: with threshold level software selectable between 1/4, 1/2 or 3/4 of the FIFO size
  - Direct mode: each DMA request immediately initiates a transfer from/to the memory. When it is configured in direct mode (FIFO disabled), to transfer data in memory-to-peripheral mode, the DMA preloads only one data from the memory to the internal FIFO to ensure an immediate data transfer as soon as a DMA request is triggered by a peripheral.
- Each stream can be configured to be:
  - a regular channel that supports peripheral-to-memory, memory-to-peripheral and memory-to-memory transfers
  - a double buffer channel that also supports double buffering on the memory side
- Priorities between DMA stream requests are software-programmable (4 levels consisting of very high, high, medium, low) or hardware in case of equality (for example, request 0 has priority over request 1)
- Each stream also supports software trigger for memory-to-memory transfers (only available for the DMA2 controller)
- Each stream request can be selected among up to 8 possible channel requests. This selection is software-configurable and allows several peripherals to initiate DMA requests
- The number of data items to be transferred can be managed either by the DMA controller or by the peripheral:
– DMA flow controller: the number of data items to be transferred is software-programmable from 1 to 65535
– Peripheral flow controller: the number of data items to be transferred is unknown and controlled by the source or the destination peripheral that signals the end of the transfer by hardware

- Independent source and destination transfer width (byte, half-word, word): when the data widths of the source and destination are not equal, the DMA automatically packs/unpacks the necessary transfers to optimize the bandwidth. This feature is only available in FIFO mode
- Incrementing or non-incrementing addressing for source and destination
- Supports incremental burst transfers of 4, 8 or 16 beats. The size of the burst is software-configurable, usually equal to half the FIFO size of the peripheral
- Each stream supports circular buffer management
- 5 event flags (DMA half transfer, DMA transfer complete, DMA transfer error, DMA FIFO error, direct mode error) logically ORed together in a single interrupt request for each stream
8.3 DMA functional description

8.3.1 DMA block diagram

Figure 22 shows the block diagram of a DMA.

Figure 22. DMA block diagram

8.3.2 DMA overview

The DMA controller performs direct memory transfer: as an AHB master, it can take the control of the AHB bus matrix to initiate AHB transactions.

It carries out the following transactions:
- peripheral-to-memory
- memory-to-peripheral
- memory-to-memory

The DMA controller provides two AHB master ports: the AHB memory port, intended to be connected to memories and the AHB peripheral port, intended to be connected to peripherals. However, to allow memory-to-memory transfers, the AHB peripheral port must also have access to the memories.

The AHB slave port is used to program the DMA controller (it supports only 32-bit accesses).

See Figure 23 for the implementation of the system of two DMA controllers.
1. The DMA1 controller AHB peripheral port is not connected to the bus matrix like in the case of the DMA2 controller, thus only DMA2 streams are able to perform memory-to-memory transfers.

8.3.3 DMA transactions

A DMA transaction consists of a sequence of a given number of data transfers. The number of data items to be transferred and their width (8-bit, 16-bit or 32-bit) are software-programmable.

Each DMA transfer consists of three operations:
- a loading from the peripheral data register or a location in memory, addressed through the DMA_SxPAR or DMA_SxM0AR register
- a storage of the data loaded to the peripheral data register or a location in memory addressed through the DMA_SxPAR or DMA_SxM0AR register
- a post-decrement of the DMA_SxNDTR register, containing the number of transactions that still have to be performed

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 signal is sent to the peripheral by the
DMA controller. The peripheral releases its request as soon as it gets the Acknowledge
signal from the DMA controller. Once the request has been deasserted by the peripheral,
the DMA controller releases the Acknowledge signal. If there are more requests, the
peripheral can initiate the next transaction.

8.3.4 Channel selection

Each stream is associated with a DMA request that can be selected out of 8 possible
channel requests. The selection is controlled by the CHSEL[2:0] bits in the DMA_SxCR
register.

The 8 requests from the peripherals (such as TIM, ADC, SPI, I2C) are independently
connected to each channel and their connection depends on the product implementation.

Table 29 and Table 30 give examples of DMA request mappings.

<table>
<thead>
<tr>
<th>Peripheral requests</th>
<th>Stream 0</th>
<th>Stream 1</th>
<th>Stream 2</th>
<th>Stream 3</th>
<th>Stream 4</th>
<th>Stream 5</th>
<th>Stream 6</th>
<th>Stream 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Channel 0</td>
<td>-</td>
<td>I2C1_TX</td>
<td>-</td>
<td>SPI2_RX</td>
<td>SPI2_TX</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Channel 1</td>
<td>I2C1_RX</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>I2C1_RX</td>
<td>I2C1_TX</td>
<td>I2C1_TX</td>
</tr>
<tr>
<td>Channel 2</td>
<td>-</td>
<td>I2C4_TX</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Channel 3</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Channel 4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>USART2_RX</td>
<td>USART2_TX</td>
</tr>
<tr>
<td>Channel 5</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Channel 6</td>
<td>TIM5_CH3</td>
<td>TIM5_UP</td>
<td>TIM5_CH4</td>
<td>TIM5_TRIG</td>
<td>TIM5_CH1</td>
<td>TIM5_CH4</td>
<td>TIM5_TRIG</td>
<td>TIM5_CH2</td>
</tr>
<tr>
<td>Channel 7</td>
<td>I2C4_RX</td>
<td>TIM5_UP</td>
<td>I2C2_RX</td>
<td>I2C2_RX</td>
<td>-</td>
<td>DAC1</td>
<td>DAC2</td>
<td>I2C2_TX</td>
</tr>
</tbody>
</table>
An arbiter manages the 8 DMA stream requests based on their priority for each of the two AHB master ports (memory and peripheral ports) and launches the peripheral/memory access sequences.

Priorities are managed in two stages:

- **Software**: each stream priority can be configured in the DMA_SxCR register. There are four levels:
  - Very high priority
  - High priority
  - Medium priority
  - Low priority
- **Hardware**: If two requests have the same software priority level, the stream with the lower number takes priority over the stream with the higher number. For example, stream 2 takes priority over stream 4.

### 8.3.6 DMA streams

Each of the 8 DMA controller streams provides a unidirectional transfer link between a source and a destination.

Each stream can be configured to perform:

- **Regular type transactions**: memory-to-peripherals, peripherals-to-memory or memory-to-memory transfers
- **Double-buffer type transactions**: double buffer transfers using two memory pointers for the memory (while the DMA is reading/writing from/to a buffer, the application can write/read to/from the other buffer).

The amount of data to be transferred (up to 65535) is programmable and related to the source width of the peripheral that requests the DMA transfer connected to the peripheral AHB port. The register that contains the amount of data items to be transferred is decremented after each transaction.
8.3.7 Source, destination and transfer modes

Both source and destination transfers can address peripherals and memories in the entire 4 Gbytes area, at addresses comprised between 0x0000 0000 and 0xFFFF FFFF.

The direction is configured using the DIR[1:0] bits in the DMA_SxCR register and offers three possibilities: memory-to-peripheral, peripheral-to-memory or memory-to-memory transfers. *Table 31* describes the corresponding source and destination addresses.

### Table 31. Source and destination address

<table>
<thead>
<tr>
<th>Bits DIR[1:0] of the DMA_SxCR register</th>
<th>Direction</th>
<th>Source address</th>
<th>Destination address</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>Peripheral-to-memory</td>
<td>DMA_SxPAR</td>
<td>DMA_SxM0AR</td>
</tr>
<tr>
<td>01</td>
<td>Memory-to-peripheral</td>
<td>DMA_SxM0AR</td>
<td>DMA_SxPAR</td>
</tr>
<tr>
<td>10</td>
<td>Memory-to-memory</td>
<td>DMA_SxPAR</td>
<td>DMA_SxM0AR</td>
</tr>
<tr>
<td>11</td>
<td>Reserved</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

When the data width (programmed in the PSIZE or MSIZE bits in the DMA_SxCR register) is a half-word or a word, respectively, the peripheral or memory address written into the DMA_SxPAR or DMA_SxM0AR/M1AR registers has to be aligned on a word or half-word address boundary, respectively.

**Peripheral-to-memory mode**

*Figure 25* describes this mode.

When this mode is enabled (by setting the bit EN in the DMA_SxCR register), each time a peripheral request occurs, the stream initiates a transfer from the source to fill the FIFO.

When the threshold level of the FIFO is reached, the contents of the FIFO are drained and stored into the destination.

The transfer stops once the DMA_SxNDTR register reaches zero, when the peripheral requests the end of transfers (in case of a peripheral flow controller) or when the EN bit in the DMA_SxCR register is cleared by software.

In direct mode (when the DMDIS value in the DMA_SxFCR register is '0'), the threshold level of the FIFO is not used: after each single data transfer from the peripheral to the FIFO, the corresponding data are immediately drained and stored into the destination.

The stream has access to the AHB source or destination port only if the arbitration of the corresponding stream is won. This arbitration is performed using the priority defined for each stream using the PL[1:0] bits in the DMA_SxCR register.
Memory-to-peripheral mode

*Figure 26* describes this mode.

When this mode is enabled (by setting the EN bit in the DMA_SxCR register), the stream immediately initiates transfers from the source to entirely fill the FIFO.

Each time a peripheral request occurs, the contents of the FIFO are drained and stored into the destination. When the level of the FIFO is lower than or equal to the predefined threshold level, the FIFO is fully reloaded with data from the memory.

The transfer stops once the DMA_SxNDTR register reaches zero, when the peripheral requests the end of transfers (in case of a peripheral flow controller) or when the EN bit in the DMA_SxCR register is cleared by software.

In direct mode (when the DMDIS value in the DMA_SxFCR register is '0'), the threshold level of the FIFO is not used. Once the stream is enabled, the DMA preloads the first data to transfer into an internal FIFO. As soon as the peripheral requests a data transfer, the DMA transfers the preloaded value into the configured destination. It then reloads again the empty internal FIFO with the next data to be transfer. The preloaded data size corresponds to the value of the PSIZE bitfield in the DMA_SxFCR register.

The stream has access to the AHB source or destination port only if the arbitration of the corresponding stream is won. This arbitration is performed using the priority defined for each stream using the PL[1:0] bits in the DMA_SxFCR register.

---

1. For double-buffer mode.
1. For double-buffer mode.

**Memory-to-memory mode**

The DMA channels can also work without being triggered by a request from a peripheral. This is the memory-to-memory mode, described in Figure 27.

When the stream is enabled by setting the Enable bit (EN) in the DMA_SxCR register, the stream immediately starts to fill the FIFO up to the threshold level. When the threshold level is reached, the FIFO contents are drained and stored into the destination.

The transfer stops once the DMA_SxNDTR register reaches zero or when the EN bit in the DMA_SxCR register is cleared by software.

The stream has access to the AHB source or destination port only if the arbitration of the corresponding stream is won. This arbitration is performed using the priority defined for each stream using the PL[1:0] bits in the DMA_SxCR register.

*Note:* When memory-to-memory mode is used, the circular and direct modes are not allowed. Only the DMA2 controller is able to perform memory-to-memory transfers.
8.3.8 Pointer incrementation

Peripheral and memory pointers can optionally be automatically post-incremented or kept constant after each transfer depending on the PINC and MINC bits in the DMA_SxCR register.

Disabling the increment mode is useful when the peripheral source or destination data is accessed through a single register.

If the increment mode is enabled, the address of the next transfer is the address of the previous one incremented by 1 (for bytes), 2 (for half-words) or 4 (for words) depending on the data width programmed in the PSIZE or MSIZE bits in the DMA_SxCR register.

In order to optimize the packing operation, it is possible to fix the increment offset size for the peripheral address whatever the size of the data transferred on the AHB peripheral port. The PINCOS bit in the DMA_SxCR register is used to align the increment offset size with the data size on the peripheral AHB port, or on a 32-bit address (the address is then incremented by 4). The PINCOS bit has an impact on the AHB peripheral port only.

If the PINCOS bit is set, the address of the following transfer is the address of the previous one incremented by 4 (automatically aligned on a 32-bit address), whatever the PSIZE value. The AHB memory port, however, is not impacted by this operation.
8.3.9 Circular mode

The 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_SxCR register.

When the circular mode is activated, the number of data items to be transferred is automatically reloaded with the initial value programmed during the stream configuration phase, and the DMA requests continue to be served.

Note: In the circular mode, it is mandatory to respect the following rule in case of a burst mode configured for memory:

\[
\text{DMA}_\text{SxNDTR} = \text{Multiple of } ((\text{Mburst beat}) \times (\text{Msize})/(\text{Psize})), \text{ where:}
\]

- \((\text{Mburst beat}) = 4, 8 \text{ or } 16 \text{ (depending on the MBURST bits in the DMA_SxCR register)}\)
- \((\text{Msize})/(\text{Psize}) = 1, 2, 4, 1/2 \text{ or } 1/4 \text{ (Msize and Psize represent the MSIZE and PSIZE bits in the DMA_SxCR register. They are byte dependent)}\)
- \(\text{DMA}_\text{SxNDTR} = \text{Number of data items to transfer on the AHB peripheral port}\\
\]

For example: \(\text{Mburst beat} = 8 \text{ (INCR8)}, \text{MSIZE} = '00' \text{ (byte)} \text{ and } \text{PSIZE} = '01' \text{ (half-word)}, \text{ in this case: } \text{DMA}_\text{SxNDTR} \text{ must be a multiple of } (8 \times 1/2 = 4).\\

If this formula is not respected, the DMA behavior and data integrity are not guaranteed.

NDTR must also be a multiple of the Peripheral burst size multiplied by the peripheral data size, otherwise this could result in a bad DMA behavior.

8.3.10 Double-buffer mode

This mode is available for all the DMA1 and DMA2 streams.

The double-buffer mode is enabled by setting the DBM bit in the DMA_SxCR register.

A double-buffer stream works as a regular (single buffer) stream with the difference that it has two memory pointers. When the double-buffer mode is enabled, the circular mode is automatically enabled (CIRC bit in DMA_SxCR is not relevant) and at each end of transaction, the memory pointers are swapped.

In this mode, the DMA controller swaps from one memory target to another at each end of transaction. This allows the software to process one memory area while the second memory area is being filled/used by the DMA transfer. The double-buffer stream can work in both directions (the memory can be either the source or the destination) as described in Table 32: Source and destination address registers in double-buffer mode (DBM = 1).

Note: In double-buffer mode, it is possible to update the base address for the AHB memory port on-the-fly (DMA_SxM0AR or DMA_SxM1AR) when the stream is enabled, by respecting the following conditions:

- When the CT bit is ‘0’ in the DMA_SxCR register, the DMA_SxM1AR register can be written. Attempting to write to this register while CT = ‘1’ sets an error flag (TEIF) and the stream is automatically disabled.
- When the CT bit is ‘1’ in the DMA_SxCR register, the DMA_SxM0AR register can be written. Attempting to write to this register while CT = ‘0’, sets an error flag (TEIF) and the stream is automatically disabled.

To avoid any error condition, it is advised to change the base address as soon as the TCIF flag is asserted because, at this point, the targeted memory must have changed from
memory 0 to 1 (or from 1 to 0) depending on the value of CT in the DMA_SxCR register in accordance with one of the two above conditions.

For all the other modes (except the double-buffer mode), the memory address registers are write-protected as soon as the stream is enabled.

### Table 32. Source and destination address registers in double-buffer mode (DBM = 1)

<table>
<thead>
<tr>
<th>Bits DIR[1:0] of the DMA_SxCR register</th>
<th>Direction</th>
<th>Source address</th>
<th>Destination address</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>Peripheral-to-memory</td>
<td>DMA_SxPAR</td>
<td>DMA_SxM0AR / DMA_SxM1AR</td>
</tr>
<tr>
<td>01</td>
<td>Memory-to-peripheral</td>
<td>DMA_SxM0AR / DMA_SxM1AR</td>
<td>DMA_SxPAR</td>
</tr>
<tr>
<td>10</td>
<td></td>
<td>Not allowed(1)</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Reserved</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

1. When the double-buffer mode is enabled, the circular mode is automatically enabled. Since the memory-to-memory mode is not compatible with the circular mode, when the double-buffer mode is enabled, it is not allowed to configure the memory-to-memory mode.

### 8.3.11 Programmable data width, packing/unpacking, endianness

The number of data items to be transferred has to be programmed into DMA_SxNDTR (number of data items to transfer bit, NDT) before enabling the stream (except when the flow controller is the peripheral, PFCTRL bit in DMA_SxCR is set).

When using the internal FIFO, the data widths of the source and destination data are programmable through the PSIZE and MSIZE bits in the DMA_SxCR register (can be 8-, 16- or 32-bit).

When PSIZE and MSIZE are not equal:

- The data width of the number of data items to transfer, configured in the DMA_SxNDTR register is equal to the width of the peripheral bus (configured by the PSIZE bits in the DMA_SxCR register). For instance, in case of peripheral-to-memory, memory-to-peripheral or memory-to-memory transfers and if the PSIZE[1:0] bits are configured for half-word, the number of bytes to be transferred is equal to 2 × NDT.

- The DMA controller only copes with little-endian addressing for both source and destination. This is described in Table 33: Packing/unpacking and endian behavior (bit PINC = MINC = 1).

This packing/unpacking procedure may present a risk of data corruption when the operation is interrupted before the data are completely packed/unpacked. So, to ensure data coherence, the stream may be configured to generate burst transfers: in this case, each group of transfers belonging to a burst are indivisible (refer to Section 8.3.12: Single and burst transfers).

In direct mode (DMDIS = 0 in the DMA_SxFCR register), the packing/unpacking of data is not possible. In this case, it is not allowed to have different source and destination transfer data widths: both are equal and defined by the PSIZE bits in the DMA_SxCR register. MSIZE bits are not relevant.
Table 33. Packing/unpacking and endian behavior (bit PINC = MINC = 1)

<table>
<thead>
<tr>
<th>AHB memory port width</th>
<th>AHB peripheral port width</th>
<th>Number of data items to transfer (NDT)</th>
<th>Memory transfer number</th>
<th>Memory port address / byte lane</th>
<th>Peripheral transfer number</th>
<th>Peripheral port address / byte lane</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>PINCOS = 1</td>
<td>PINCOS = 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>4</td>
<td>1</td>
<td>0x0 / B0[7:0]</td>
<td>0x0 / B0[7:0]</td>
<td>0x0 / B0[7:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B1[7:0]</td>
<td>0x4 / B1[7:0]</td>
<td>0x1 / B1[7:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B2[7:0]</td>
<td>0x8 / B2[7:0]</td>
<td>0x2 / B2[7:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B3[7:0]</td>
<td>0xC / B3[7:0]</td>
<td>0x3 / B3[7:0]</td>
</tr>
<tr>
<td>8</td>
<td>16</td>
<td>2</td>
<td>1</td>
<td>0x0 / B0[7:0]</td>
<td>0x0 / B1[8:15]</td>
<td>0x0 / B1[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B1[7:0]</td>
<td>0x4 / B3[15:2]</td>
<td>0x1 / B3[15:2]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B2[7:0]</td>
<td>0x8 / B2[7:0]</td>
<td>0x2 / B2[7:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B3[7:0]</td>
<td>0xC / B3[7:0]</td>
<td>0x3 / B3[7:0]</td>
</tr>
<tr>
<td>8</td>
<td>32</td>
<td>1</td>
<td>1</td>
<td>0x0 / B0[7:0]</td>
<td>0x0 / B3[31:0]</td>
<td>0x0 / B3[31:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B1[7:0]</td>
<td>0x4 / B3[31:0]</td>
<td>0x1 / B3[31:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B2[7:0]</td>
<td>0x8 / B3[31:0]</td>
<td>0x2 / B3[31:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B3[7:0]</td>
<td>0xC / B3[31:0]</td>
<td>0x3 / B3[31:0]</td>
</tr>
<tr>
<td>16</td>
<td>8</td>
<td>4</td>
<td>1</td>
<td>0x0 / B1[15:0]</td>
<td>0x0 / B0[8:15]</td>
<td>0x0 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B2[15:0]</td>
<td>0x4 / B0[8:15]</td>
<td>0x1 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B3[15:0]</td>
<td>0x8 / B0[8:15]</td>
<td>0x2 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B4[15:0]</td>
<td>0xC / B0[8:15]</td>
<td>0x3 / B0[8:15]</td>
</tr>
<tr>
<td>16</td>
<td>16</td>
<td>2</td>
<td>1</td>
<td>0x0 / B1[15:0]</td>
<td>0x0 / B0[8:15]</td>
<td>0x0 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B2[15:0]</td>
<td>0x4 / B0[8:15]</td>
<td>0x1 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B3[15:0]</td>
<td>0x8 / B0[8:15]</td>
<td>0x2 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B4[15:0]</td>
<td>0xC / B0[8:15]</td>
<td>0x3 / B0[8:15]</td>
</tr>
<tr>
<td>16</td>
<td>32</td>
<td>1</td>
<td>1</td>
<td>0x0 / B1[15:0]</td>
<td>0x0 / B3[31:0]</td>
<td>0x0 / B3[31:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B2[15:0]</td>
<td>0x4 / B3[31:0]</td>
<td>0x1 / B3[31:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B3[15:0]</td>
<td>0x8 / B3[31:0]</td>
<td>0x2 / B3[31:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B4[15:0]</td>
<td>0xC / B3[31:0]</td>
<td>0x3 / B3[31:0]</td>
</tr>
<tr>
<td>32</td>
<td>8</td>
<td>4</td>
<td>1</td>
<td>0x0 / B3[31:0]</td>
<td>0x0 / B0[8:15]</td>
<td>0x0 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B4[31:0]</td>
<td>0x4 / B0[8:15]</td>
<td>0x1 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B5[31:0]</td>
<td>0x8 / B0[8:15]</td>
<td>0x2 / B0[8:15]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B6[31:0]</td>
<td>0xC / B0[8:15]</td>
<td>0x3 / B0[8:15]</td>
</tr>
<tr>
<td>32</td>
<td>16</td>
<td>2</td>
<td>1</td>
<td>0x0 / B3[31:0]</td>
<td>0x0 / B1[15:0]</td>
<td>0x0 / B1[15:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>0x1 / B4[31:0]</td>
<td>0x4 / B1[15:0]</td>
<td>0x1 / B1[15:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>0x2 / B5[31:0]</td>
<td>0x8 / B1[15:0]</td>
<td>0x2 / B1[15:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>0x3 / B6[31:0]</td>
<td>0xC / B1[15:0]</td>
<td>0x3 / B1[15:0]</td>
</tr>
<tr>
<td>32</td>
<td>32</td>
<td>1</td>
<td>1</td>
<td>0x0 / B3[31:0]</td>
<td>0x0 / B1[31:0]</td>
<td>0x0 / B1[31:0]</td>
</tr>
</tbody>
</table>

Note: Peripheral port may be the source or the destination (it could also be the memory source in the case of memory-to-memory transfer).

PSIZE, MSIZE and NDT[15:0] have to be configured so as to ensure that the last transfer will not be incomplete. This can occur when the data width of the peripheral port (PSIZE bits) is lower than the data width of the memory port (MSIZE bits). This constraint is summarized in Table 34.

Table 34. Restriction on NDT versus PSIZE and MSIZE

<table>
<thead>
<tr>
<th>PSIZE[1:0] of DMA_SxCR</th>
<th>MSIZE[1:0] of DMA_SxCR</th>
<th>NDT[15:0] of DMA_SxNDTR</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 (8-bit)</td>
<td>01 (16-bit)</td>
<td>must be a multiple of 2</td>
</tr>
<tr>
<td>00 (8-bit)</td>
<td>10 (32-bit)</td>
<td>must be a multiple of 4</td>
</tr>
<tr>
<td>01 (16-bit)</td>
<td>10 (32-bit)</td>
<td>must be a multiple of 2</td>
</tr>
</tbody>
</table>
8.3.12 Single and burst transfers

The DMA controller can generate single transfers or incremental burst transfers of 4, 8 or 16 beats.

The size of the burst is configured by software independently for the two AHB ports by using the MBURST[1:0] and PBURST[1:0] bits in the DMA_SxCR register.

The burst size indicates the number of beats in the burst, not the number of bytes transferred.

To ensure data coherence, each group of transfers that form a burst are indivisible: AHB transfers are locked and the arbiter of the AHB bus matrix does not degrant the DMA master during the sequence of the burst transfer.

Depending on the single or burst configuration, each DMA request initiates a different number of transfers on the AHB peripheral port:

- When the AHB peripheral port is configured for single transfers, each DMA request generates a data transfer of a byte, half-word or word depending on the PSIZE[1:0] bits in the DMA_SxCR register.
- When the AHB peripheral port is configured for burst transfers, each DMA request generates 4, 8 or 16 beats of byte, half word or word transfers depending on the PBURST[1:0] and PSIZE[1:0] bits in the DMA_SxCR register.

The same as above has to be considered for the AHB memory port considering the MBURST and MSIZE bits.

In direct mode, the stream can only generate single transfers and the MBURST[1:0] and PBURST[1:0] bits are forced by hardware.

The address pointers (DMA_SxPAR or DMA_SxM0AR registers) must be chosen so as to ensure that all transfers within a burst block are aligned on the address boundary equal to the size of the transfer.

The burst configuration has to be selected in order to respect the AHB protocol, where bursts must not cross the 1 Kbyte address boundary because the minimum address space that can be allocated to a single slave is 1 Kbyte. This means that the 1 Kbyte address boundary must not be crossed by a burst block transfer, otherwise an AHB error is generated, that is not reported by the DMA registers.

8.3.13 FIFO

FIFO structure

The FIFO is used to temporarily store data coming from the source before transmitting them to the destination.

Each stream has an independent 4-word FIFO and the threshold level is software-configurable between 1/4, 1/2, 3/4 or full.

To enable the use of the FIFO threshold level, the direct mode must be disabled by setting the DMDIS bit in the DMA_SxFCR register.

The structure of the FIFO differs depending on the source and destination data widths, and is described in Figure 28: FIFO structure.
FIFO threshold and burst configuration

Caution is required when choosing the FIFO threshold (bits FTH[1:0] of the DMA_SxFCR register) and the size of the memory burst (MBURST[1:0] of the DMA_SxCR register): The content pointed by the FIFO threshold must exactly match an integer number of memory burst transfers. If this is not the case, a FIFO error (flag FEIFx of the DMA_HISR or DMA_LISR register) is generated when the stream is enabled, then the stream is automatically disabled. The allowed and forbidden configurations are described in Table 35. The forbidden configurations are highlighted in gray in the table.

Table 35. FIFO threshold configurations

<table>
<thead>
<tr>
<th>MSIZE</th>
<th>FIFO level</th>
<th>MBURST = INCR4</th>
<th>MBURST = INCR8</th>
<th>MBURST = INCR16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Byte</td>
<td>1/4</td>
<td>1 burst of 4 beats</td>
<td>Forbidden</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1/2</td>
<td>2 bursts of 4 beats</td>
<td>1 burst of 8 beats</td>
<td>Forbidden</td>
</tr>
<tr>
<td></td>
<td>3/4</td>
<td>3 bursts of 4 beats</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Full</td>
<td>4 bursts of 4 beats</td>
<td>2 bursts of 8 beats</td>
<td>1 burst of 16 beats</td>
</tr>
</tbody>
</table>
In all cases, the burst size multiplied by the data size must not exceed the FIFO size (data size can be: 1 (byte), 2 (half-word) or 4 (word)).

Incomplete burst transfer at the end of a DMA transfer may happen if one of the following conditions occurs:

- For the AHB peripheral port configuration: the total number of data items (set in the DMA_SxNDTR register) is not a multiple of the burst size multiplied by the data size.
- For the AHB memory port configuration: the number of remaining data items in the FIFO to be transferred to the memory is not a multiple of the burst size multiplied by the data size.

In such cases, the remaining data to be transferred is managed in single mode by the DMA, even if a burst transaction is requested during the DMA stream configuration.

**Note:** When burst transfers are requested on the peripheral AHB port and the FIFO is used (DMDIS = 1 in the DMA_SxCR register), it is mandatory to respect the following rule to avoid permanent underrun or overrun conditions, depending on the DMA stream direction:

If \((\text{PBURST} \times \text{PSIZE}) = \text{FIFO\_SIZE} (4 \text{ words})\), \(\text{FIFO\_Threshold} = 3/4\) is forbidden with \(\text{PSIZE} = 1, 2\) or 4 and \(\text{PBURST} = 4, 8\) or 16.

This rule ensures that enough FIFO space at a time is free to serve the request from the peripheral.

**FIFO flush**

The FIFO can be flushed when the stream is disabled by resetting the EN bit in the DMA_SxCR register and when the stream is configured to manage peripheral-to-memory or memory-to-memory transfers. If some data are still present in the FIFO when the stream is disabled, the DMA controller continues transferring the remaining data to the destination (even though stream is effectively disabled). When this flush is completed, the transfer complete status bit (TCIFx) in the DMA_LISR or DMA_HISR register is set.

The remaining data counter DMA_SxNDTR keeps the value in this case to indicate how many data items are currently available in the destination memory.

Note that during the FIFO flush operation, if the number of remaining data items in the FIFO to be transferred to memory (in bytes) is less than the memory data width (for example 2 bytes in FIFO while MSIZE is configured to word), data is sent with the data width set in the MSIZE bit in the DMA_SxCR register. This means that memory is written with an undesired

<table>
<thead>
<tr>
<th>MSIZE</th>
<th>FIFO level</th>
<th>MBURST = INCR4</th>
<th>MBURST = INCR8</th>
<th>MBURST = INCR16</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1/4</td>
<td>Forbidden</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1/2</td>
<td>1 burst of 4 beats</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>3/4</td>
<td>Forbidden</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Full</td>
<td>2 bursts of 4 beats</td>
<td>1 burst of 8 beats</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Word</th>
<th>FIFO level</th>
<th>MBURST = INCR4</th>
<th>MBURST = INCR8</th>
<th>MBURST = INCR16</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1/4</td>
<td>Forbidden</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1/2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>3/4</td>
<td>Forbidden</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Full</td>
<td>1 burst of 4 beats</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 35. FIFO threshold configurations (continued)
value. The software may read the DMA_SxNDTR register to determine the memory area that contains the good data (start address and last address).

If the number of remaining data items in the FIFO is lower than a burst size (if the MBURST bits in DMA_SxCR register are set to configure the stream to manage burst on the AHB memory port), single transactions are generated to complete the FIFO flush.

**Direct mode**

By default, the FIFO operates in direct mode (DMDIS bit in the DMA_SxFCR is reset) and the FIFO threshold level is not used. This mode is useful when the system requires an immediate and single transfer to or from the memory after each DMA request.

When the DMA is configured in direct mode (FIFO disabled), to transfer data in memory-to-peripheral mode, the DMA preloads one data from the memory to the internal FIFO to ensure an immediate data transfer as soon as a DMA request is triggered by a peripheral.

To avoid saturating the FIFO, it is recommended to configure the corresponding stream with a high priority.

This mode is restricted to transfers where:
- the source and destination transfer widths are equal and both defined by the PSIZE[1:0] bits in DMA_SxFCR (MSIZE[1:0] bits are not relevant)
- burst transfers are not possible (PBURST[1:0] and MBURST[1:0] bits in DMA_SxFCR are don’t care)

Direct mode must not be used when implementing memory-to-memory transfers.

### 8.3.14 DMA transfer completion

Different events can generate an end of transfer by setting the TCIFx bit in the DMA_LISR or DMA_HISR status register:

- In DMA flow controller mode:
  - The DMA_SxNDTR counter has reached zero in the memory-to-peripheral mode.
  - The stream is disabled before the end of transfer (by clearing the EN bit in the DMA_SxCR register) and (when transfers are peripheral-to-memory or memory-to-memory) all the remaining data have been flushed from the FIFO into the memory.

- In Peripheral flow controller mode:
  - The last external burst or single request has been generated from the peripheral and (when the DMA is operating in peripheral-to-memory mode) the remaining data have been transferred from the FIFO into the memory
  - The stream is disabled by software, and (when the DMA is operating in peripheral-to-memory mode) the remaining data have been transferred from the FIFO into the memory

**Note:** The transfer completion is dependent on the remaining data in FIFO to be transferred into memory only in the case of peripheral-to-memory mode. This condition is not applicable in memory-to-peripheral mode.

If the stream is configured in noncircular mode, after the end of the transfer (that is when the number of data to be transferred reaches zero), the DMA is stopped (EN bit in DMA_SxFCR register is cleared by Hardware) and no DMA request is served unless the software reprograms the stream and re-enables it (by setting the EN bit in the DMA_SxFCR register).
8.3.15 DMA transfer suspension

At any time, a DMA transfer can be suspended to be restarted later on or to be definitively disabled before the end of the DMA transfer.

There are two cases:

- The stream disables the transfer with no later-on restart from the point where it was stopped. There is no particular action to do, except to clear the EN bit in the DMA_SxCR register to disable the stream. The stream may take time to be disabled (ongoing transfer is completed first). The transfer complete interrupt flag (TCIF in the DMA_LISR or DMA_HISR register) is set in order to indicate the end of transfer. The value of the EN bit in DMA_SxCR is now ‘0’ to confirm the stream interruption. The DMA_SxNDTR register contains the number of remaining data items at the moment when the stream was stopped so that the software can determine how many data items have been transferred before the stream was interrupted.

- The stream suspends the transfer before the number of remaining data items to be transferred in the DMA_SxNDTR register reaches 0. The aim is to restart the transfer later by re-enabling the stream. In order to restart from the point where the transfer was stopped, the software has to read the DMA_SxNDTR register after disabling the stream by writing the EN bit in DMA_SxCR register (and then checking that it is at ‘0’) to know the number of data items already collected. Then:
  - The peripheral and/or memory addresses have to be updated in order to adjust the address pointers
  - The SxNDTR register has to be updated with the remaining number of data items to be transferred (the value read when the stream was disabled)
  - The stream may then be re-enabled to restart the transfer from the point it was stopped

Note: A transfer complete interrupt flag (TCIF in DMA_LISR or DMA_HISR) is set to indicate the end of transfer due to the stream interruption.

8.3.16 Flow controller

The entity that controls the number of data to be transferred is known as the flow controller. This flow controller is configured independently for each stream using the PFCTRL bit in the DMA_SxCR register.

The flow controller can be:

- The DMA controller: in this case, the number of data items to be transferred is programmed by software into the DMA_SxNDTR register before the DMA stream is enabled.

- The peripheral source or destination: this is the case when the number of data items to be transferred is unknown. The peripheral indicates by hardware to the DMA controller when the last data are being transferred. This feature is only supported for peripherals that are able to signal the end of the transfer.

When the peripheral flow controller is used for a given stream, the value written into the DMA_SxNDTR has no effect on the DMA transfer. Actually, whatever the value written, it will be forced by hardware to 0xFFFF as soon as the stream is enabled, to respect the following schemes:

- Anticipated stream interruption: EN bit in DMA_SxCR register is reset to 0 by the software to stop the stream before the last data hardware signal (single or burst) is sent by the peripheral. In such a case, the stream is switched off and the FIFO flush is
triggered in the case of a peripheral-to-memory DMA transfer. The TCIFx flag of the corresponding stream is set in the status register to indicate the DMA completion. To know the number of data items transferred during the DMA transfer, read the DMA_SxNDTR register and apply the following formula:

\[
\text{Number of data transferred} = 0xFFFF - \text{DMA}_\text{SxNDTR}
\]

- Normal stream interruption due to the reception of a last data hardware signal: the stream is automatically interrupted when the peripheral requests the last transfer (single or burst) and when this transfer is complete. The TCIFx flag of the corresponding stream is set in the status register to indicate the DMA transfer completion. To know the number of data items transferred, read the DMA_SxNDTR register and apply the same formula as above.

- The DMA_SxNDTR register reaches 0: the TCIFx flag of the corresponding stream is set in the status register to indicate the forced DMA transfer completion. The stream is automatically switched off even though the last data hardware signal (single or burst) has not been yet asserted. The already transferred data is not lost. This means that a maximum of 65535 data items can be managed by the DMA in a single transaction, even in peripheral flow control mode.

**Note:** When configured in memory-to-memory mode, the DMA is always the flow controller and the PFCTRL bit is forced to 0 by hardware.

The circular mode is forbidden in the peripheral flow controller mode.

### 8.3.17 Summary of the possible DMA configurations

Table 36 summarizes the different possible DMA configurations. The forbidden configurations are highlighted in gray in the table.

<table>
<thead>
<tr>
<th>DMA transfer mode</th>
<th>Source</th>
<th>Destination</th>
<th>Flow controller</th>
<th>Circular mode</th>
<th>Transfer type</th>
<th>Direct mode</th>
<th>Double-buffer mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Peripheral-to-memory</td>
<td>AHB peripheral port</td>
<td>AHB memory port</td>
<td>DMA</td>
<td>Possible</td>
<td>single</td>
<td>Possible</td>
<td>Possible</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>burst</td>
<td>Forbidden</td>
<td></td>
</tr>
<tr>
<td>Peripheral</td>
<td></td>
<td></td>
<td>Peripheral</td>
<td>Forbidden</td>
<td>single</td>
<td>Possible</td>
<td>Forbidden</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>burst</td>
<td>Forbidden</td>
<td></td>
</tr>
<tr>
<td>Memory-to-peripheral</td>
<td>AHB memory port</td>
<td>AHB peripheral port</td>
<td>DMA</td>
<td>Possible</td>
<td>single</td>
<td>Possible</td>
<td>Possible</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>burst</td>
<td>Forbidden</td>
<td></td>
</tr>
<tr>
<td>Peripheral</td>
<td></td>
<td></td>
<td>Peripheral</td>
<td>Forbidden</td>
<td>single</td>
<td>Possible</td>
<td>Forbidden</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>burst</td>
<td>Forbidden</td>
<td></td>
</tr>
<tr>
<td>Memory-to-memory</td>
<td>AHB peripheral port</td>
<td>AHB memory port</td>
<td>DMA only</td>
<td>Forbidden</td>
<td>single</td>
<td>Forbidden</td>
<td>Forbidden</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>burst</td>
<td>Forbidden</td>
<td></td>
</tr>
</tbody>
</table>
8.3.18 Stream configuration procedure

The following sequence must be followed to configure a DMA stream x (where x is the stream number):

1. If the stream is enabled, disable it by resetting the EN bit in the DMA_SxCR register, then read this bit in order to confirm that there is no ongoing stream operation. Writing this bit to 0 is not immediately effective since it is actually written to 0 once all the current transfers are finished. When the EN bit is read as 0, this means that the stream is ready to be configured. It is therefore necessary to wait for the EN bit to be cleared before starting any stream configuration. All the stream dedicated bits set in the status register (DMA_LISR and DMA_HISR) from the previous data block DMA transfer must be cleared before the stream can be re-enabled.

2. Set the peripheral port register address in the DMA_SxPAR register. The data is moved from/to this address to/from the peripheral port after the peripheral event.

3. Set the memory address in the DMA_SxMA0R register (and in the DMA_SxMA1R register in the case of a double-buffer mode). The data is written to or read from this memory after the peripheral event.

4. Configure the total number of data items to be transferred in the DMA_SxNDTR register. After each peripheral event or each beat of the burst, this value is decremented.

5. Select the DMA channel (request) using CHSEL[2:0] in the DMA_SxCR register.

6. If the peripheral is intended to be the flow controller and if it supports this feature, set the PFCTRL bit in the DMA_SxCR register.

7. Configure the stream priority using the PL[1:0] bits in the DMA_SxCR register.

8. Configure the FIFO usage (enable or disable, threshold in transmission and reception)

9. Configure the data transfer direction, peripheral and memory incremented/fixed mode, single or burst transactions, peripheral and memory data widths, circular mode, double-buffer mode and interrupts after half and/or full transfer, and/or errors in the DMA_SxCR register.

10. Activate the stream by setting the EN bit in the DMA_SxCR register.

As soon as the stream is enabled, it can serve any DMA request from the peripheral connected to the stream.

Once half the data have been transferred on the AHB destination port, 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.

---

**Warning:** To switch off a peripheral connected to a DMA stream request, it is mandatory to, first, switch off the DMA stream to which the peripheral is connected, then to wait for EN bit = 0. Only then can the peripheral be safely disabled.
8.3.19  Error management

The DMA controller can detect the following errors:

- **Transfer error**: the transfer error interrupt flag (TEIFx) is set when:
  - a bus error occurs during a DMA read or a write access
  - a write access is requested by software on a memory address register in double-buffer mode whereas the stream is enabled and the current target memory is the one impacted by the write into the memory address register (refer to Section 8.3.10: Double-buffer mode)

- **FIFO error**: the FIFO error interrupt flag (FEIFx) is set if:
  - a FIFO underrun condition is detected
  - a FIFO overrun condition is detected (no detection in memory-to-memory mode because requests and transfers are internally managed by the DMA)
  - the stream is enabled while the FIFO threshold level is not compatible with the size of the memory burst (refer to Table 35: FIFO threshold configurations)

- **Direct mode error**: the direct mode error interrupt flag (DMEIFx) can only be set in the peripheral-to-memory mode while operating in direct mode and when the MINC bit in the DMA_SxCR register is cleared. This flag is set when a DMA request occurs while the previous data have not yet been fully transferred into the memory (because the memory bus was not granted). In this case, the flag indicates that 2 data items were be transferred successively to the same destination address, which could be an issue if the destination is not able to manage this situation.

In direct mode, the FIFO error flag can also be set under the following conditions:

- In the peripheral-to-memory mode, the FIFO can be saturated (overrun) if the memory bus is not granted for several peripheral requests.
- In the memory-to-peripheral mode, an underrun condition may occur if the memory bus has not been granted before a peripheral request occurs.

If the TEIFx or the FEIFx flag is set due to incompatibility between burst size and FIFO threshold level, the faulty stream is automatically disabled through a hardware clear of its EN bit in the corresponding stream configuration register (DMA_SxCR).

If the DMEIFx or the FEIFx flag is set due to an overrun or underrun condition, the faulty stream is not automatically disabled and it is up to the software to disable or not the stream by resetting the EN bit in the DMA_SxCR register. This is because there is no data loss when this kind of errors occur.

When the stream’s error interrupt flag (TEIF, FEIF, DMEIF) in the DMA_LISR or DMA_HISR register is set, an interrupt is generated if the corresponding interrupt enable bit (TEIE, FEIE, DMIE) in the DMA_SxCR or DMA_SxFCR register is set.

**Note:** When a FIFO overrun or underrun condition occurs, the data is not lost because the peripheral request is not acknowledged by the stream until the overrun or underrun condition is cleared. If this acknowledge takes too much time, the peripheral itself may detect an overrun or underrun condition of its internal buffer and data might be lost.
8.4 DMA interrupts

For each DMA stream, an interrupt can be produced on the following events:

- Half-transfer reached
- Transfer complete
- Transfer error
- FIFO error (overrun, underrun or FIFO level error)
- Direct mode error

Separate interrupt enable control bits are available for flexibility as shown in Table 37.

Table 37. DMA interrupt requests

<table>
<thead>
<tr>
<th>Interrupt event</th>
<th>Event flag</th>
<th>Enable control bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Half-transfer</td>
<td>HTIF</td>
<td>HTIE</td>
</tr>
<tr>
<td>Transfer complete</td>
<td>TCIF</td>
<td>TCIE</td>
</tr>
<tr>
<td>Transfer error</td>
<td>TEIF</td>
<td>TEIE</td>
</tr>
<tr>
<td>FIFO overrun/underrun</td>
<td>FEIF</td>
<td>FEIE</td>
</tr>
<tr>
<td>Direct mode error</td>
<td>DMEIF</td>
<td>DMEIE</td>
</tr>
</tbody>
</table>

Note: Before setting an enable control bit $EN = 1$, the corresponding event flag must be cleared, otherwise an interrupt is immediately generated.
8.5 DMA registers

The DMA registers have to be accessed by words (32 bits).

8.5.1 DMA low interrupt status register (DMA_LISR)

Address offset: 0x00
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit 31:28, 15:12</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 27, 21, 11, 5</td>
<td>TCIFx: stream x transfer complete interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_LIFCR register.</td>
</tr>
<tr>
<td></td>
<td>0: no transfer complete event on stream x</td>
</tr>
<tr>
<td></td>
<td>1: a transfer complete event occurred on stream x</td>
</tr>
<tr>
<td>Bit 26, 20, 10, 4</td>
<td>HTIFx: stream x half transfer interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_LIFCR register.</td>
</tr>
<tr>
<td></td>
<td>0: no half transfer event on stream x</td>
</tr>
<tr>
<td></td>
<td>1: a half transfer event occurred on stream x</td>
</tr>
<tr>
<td>Bit 25, 19, 9, 3</td>
<td>TEIFx: stream x transfer error interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_LIFCR register.</td>
</tr>
<tr>
<td></td>
<td>0: no transfer error on stream x</td>
</tr>
<tr>
<td></td>
<td>1: a transfer error occurred on stream x</td>
</tr>
<tr>
<td>Bit 24, 18, 8, 2</td>
<td>DMEIFx: stream x direct mode error interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_LIFCR register.</td>
</tr>
<tr>
<td></td>
<td>0: No direct mode error on stream x</td>
</tr>
<tr>
<td></td>
<td>1: a direct mode error occurred on stream x</td>
</tr>
<tr>
<td>Bit 23, 17, 7, 1</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bit 22, 16, 6, 0</td>
<td>FEIFx: stream x FIFO error interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_LIFCR register.</td>
</tr>
<tr>
<td></td>
<td>0: no FIFO error event on stream x</td>
</tr>
<tr>
<td></td>
<td>1: a FIFO error event occurred on stream x</td>
</tr>
</tbody>
</table>
### 8.5.2 DMA high interrupt status register (DMA_HISR)

Address offset: 0x04  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td></td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td></td>
<td>r</td>
</tr>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>Res</td>
<td>Res</td>
<td>Res</td>
<td>Res</td>
<td>TCIF5</td>
<td>HTIF5</td>
<td>TEIF5</td>
<td>DMEIF5</td>
<td>Res</td>
<td>FEIF5</td>
<td>TCIF4</td>
<td>HTIF4</td>
<td>TEIF4</td>
<td>DMEIF4</td>
<td>Res</td>
<td>FEIF4</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td></td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td>r</td>
<td></td>
<td>r</td>
</tr>
</tbody>
</table>

- **Bits 31:28, 15:12** Reserved, must be kept at reset value.
- **Bits 27, 21, 11, 5** **TCIFx**: stream x transfer complete interrupt flag (x = 7..4)  
  This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_HIFCR register.  
  0: no transfer complete event on stream x  
  1: a transfer complete event occurred on stream x
- **Bits 26, 20, 10, 4** **HTIFx**: stream x half transfer interrupt flag (x = 7..4)  
  This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_HIFCR register.  
  0: no half transfer event on stream x  
  1: a half transfer event occurred on stream x
- **Bits 25, 19, 9, 3** **TEIFx**: stream x transfer error interrupt flag (x = 7..4)  
  This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_HIFCR register.  
  0: no transfer error on stream x  
  1: a transfer error occurred on stream x
- **Bits 24, 18, 8, 2** **DMEIFx**: stream x direct mode error interrupt flag (x = 7..4)  
  This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_HIFCR register.  
  0: no direct mode error on stream x  
  1: a direct mode error occurred on stream x
- **Bits 23, 17, 7, 1** Reserved, must be kept at reset value.
- **Bits 22, 16, 6, 0** **FEIFx**: stream x FIFO error interrupt flag (x = 7..4)  
  This bit is set by hardware. It is cleared by software writing 1 to the corresponding bit in the DMA_HIFCR register.  
  0: no FIFO error event on stream x  
  1: a FIFO error event occurred on stream x
8.5.3 DMA low interrupt flag clear register (DMA_LIFCR)

Address offset: 0x08
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bits 31:28, 15:12</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bits 27, 21, 11, 5</td>
<td><strong>CTCIFx</strong>: stream x clear transfer complete interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding TCIFx flag in the DMA_LISR register.</td>
</tr>
<tr>
<td>Bits 26, 20, 10, 4</td>
<td><strong>CHTIFx</strong>: stream x clear half transfer interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding HTIFx flag in the DMA_LISR register</td>
</tr>
<tr>
<td>Bits 25, 19, 9, 3</td>
<td><strong>CTEIFx</strong>: Stream x clear transfer error interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding TEIFx flag in the DMA_LISR register.</td>
</tr>
<tr>
<td>Bits 24, 18, 8, 2</td>
<td><strong>CDMEIFx</strong>: stream x clear direct mode error interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding DMEIFx flag in the DMA_LISR register.</td>
</tr>
<tr>
<td>Bits 23, 17, 7, 1</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bits 22, 16, 6, 0</td>
<td><strong>CFEIFx</strong>: stream x clear FIFO error interrupt flag (x = 3..0)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding CFEIFx flag in the DMA_LISR register.</td>
</tr>
</tbody>
</table>

8.5.4 DMA high interrupt flag clear register (DMA_HIFCR)

Address offset: 0x0C
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bits 31:28, 15:12</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bits 27, 21, 11, 5</td>
<td><strong>CTCIFx</strong>: stream x clear transfer complete interrupt flag (x = 7..4)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding TCIFx flag in the DMA_HISR register.</td>
</tr>
<tr>
<td>Bits 26, 20, 10, 4</td>
<td><strong>CHTIFx</strong>: stream x clear half transfer interrupt flag (x = 7..4)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding HTIFx flag in the DMA_HISR register.</td>
</tr>
<tr>
<td>Bits 25, 19, 9, 3</td>
<td><strong>CTEIFx</strong>: Stream x clear transfer error interrupt flag (x = 7..4)</td>
</tr>
<tr>
<td></td>
<td>Writing 1 to this bit clears the corresponding TEIFx flag in the DMA_HISR register.</td>
</tr>
</tbody>
</table>
8.5.5 DMA stream x configuration register (DMA_SxCR)

This register is used to configure the concerned stream.

Address offset: 0x10 + 0x18 * x, (x = 0 to 7)

Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:28</td>
<td>Reserved, must be kept at reset value.</td>
<td>rw</td>
</tr>
<tr>
<td>27:25</td>
<td>CHSEL[2:0]: channel selection</td>
<td>rw</td>
</tr>
<tr>
<td>24:23</td>
<td>MBURST[1:0]: memory burst transfer configuration</td>
<td>rw</td>
</tr>
<tr>
<td>22:21</td>
<td>PBURST[1:0]: peripheral burst transfer configuration</td>
<td>rw</td>
</tr>
<tr>
<td>20</td>
<td>MBURST[1:0]</td>
<td>rw</td>
</tr>
<tr>
<td>19</td>
<td>PBURST[1:0]</td>
<td>rw</td>
</tr>
<tr>
<td>18</td>
<td>CHSEL[2:0]</td>
<td>rw</td>
</tr>
<tr>
<td>17</td>
<td>Reserved, must be kept at reset value.</td>
<td>rw</td>
</tr>
<tr>
<td>16</td>
<td>PINCOS</td>
<td>rw</td>
</tr>
<tr>
<td>15</td>
<td>MSIZE[1:0]</td>
<td>rw</td>
</tr>
<tr>
<td>14</td>
<td>PSIZE[1:0]</td>
<td>rw</td>
</tr>
<tr>
<td>13</td>
<td>PINC</td>
<td>rw</td>
</tr>
<tr>
<td>12</td>
<td>CIRC</td>
<td>rw</td>
</tr>
<tr>
<td>11</td>
<td>DIR[1:0]</td>
<td>rw</td>
</tr>
<tr>
<td>10</td>
<td>PFCTRL</td>
<td>rw</td>
</tr>
<tr>
<td>9</td>
<td>TCIE</td>
<td>rw</td>
</tr>
<tr>
<td>8</td>
<td>HTIE</td>
<td>rw</td>
</tr>
<tr>
<td>7</td>
<td>TEIE</td>
<td>rw</td>
</tr>
<tr>
<td>6</td>
<td>DMEIE</td>
<td>rw</td>
</tr>
<tr>
<td>5</td>
<td>EN</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 24, 18, 8, 2  CDMEIFx: stream x clear direct mode error interrupt flag (x = 7..4)
Writing 1 to this bit clears the corresponding DMEIFx flag in the DMA_HISR register.

Bits 23, 17, 7, 1  Reserved, must be kept at reset value.

Bits 22, 16, 6, 0  CFEIFx: stream x clear FIFO error interrupt flag (x = 7..4)
Writing 1 to this bit clears the corresponding CFEIFx flag in the DMA_HISR register.
Bit 19  **CT**: current target (only in double-buffer mode)
This bit is set and cleared by hardware. It can also be written by software.
0: current target memory is Memory 0 (addressed by the DMA_SxM0AR pointer)
1: current target memory is Memory 1 (addressed by the DMA_SxM1AR pointer)
This bit can be written only if EN is ‘0’ to indicate the target memory area of the first transfer.
Once the stream is enabled, this bit operates as a status flag indicating which memory area is the current target.

Bit 18  **DBM**: double-buffer mode
This bit is set and cleared by software.
0: no buffer switching at the end of transfer
1: memory target switched at the end of the DMA transfer
This bit is protected and can be written only if EN is ‘0’.

Bits 17:16  **PL[1:0]**: priority level
These bits are set and cleared by software.
00: low
01: medium
10: high
11: very high
These bits are protected and can be written only if EN is ‘0’.

Bit 15  **PINCOS**: peripheral increment offset size
This bit is set and cleared by software
0: The offset size for the peripheral address calculation is linked to the PSIZE
1: The offset size for the peripheral address calculation is fixed to 4 (32-bit alignment).
This bit has no meaning if bit PINC = ‘0’.
This bit is protected and can be written only if EN = ‘0’.
This bit is forced low by hardware when the stream is enabled (bit EN = ‘1’) if the direct mode is selected or if PBURST are different from “00”.

Bits 14:13  **MSIZE[1:0]**: memory data size
These bits are set and cleared by software.
00: byte (8-bit)
01: half-word (16-bit)
10: word (32-bit)
11: reserved
These bits are protected and can be written only if EN is ‘0’.
In direct mode, MSIZE is forced by hardware to the same value as PSIZE as soon as bit EN = ‘1’.

Bits 12:11  **PSIZE[1:0]**: peripheral data size
These bits are set and cleared by software.
00: byte (8-bit)
01: half-word (16-bit)
10: word (32-bit)
11: reserved
These bits are protected and can be written only if EN is ‘0’.

Bit 10  **MINC**: memory increment mode
This bit is set and cleared by software.
0: memory address pointer is fixed
1: memory address pointer is incremented after each data transfer (increment is done according to MSIZE)
This bit is protected and can be written only if EN is ‘0’.
Bit 9 PINC: peripheral increment mode
This bit is set and cleared by software.
0: peripheral address pointer is fixed
1: peripheral address pointer is incremented after each data transfer (increment is done according to PSIZE)
This bit is protected and can be written only if EN is ‘0’.

Bit 8 CIRC: circular mode
This bit is set and cleared by software and can be cleared by hardware.
0: circular mode disabled
1: circular mode enabled
When the peripheral is the flow controller (bit PFCTRL = 1) and the stream is enabled (bit EN = 1), then this bit is automatically forced by hardware to 0.
It is automatically forced by hardware to 1 if the DBM bit is set, as soon as the stream is enabled (bit EN =’1’).

Bits 7:6 DIR[1:0]: data transfer direction
These bits are set and cleared by software.
00: peripheral-to-memory
01: memory-to-peripheral
10: memory-to-memory
11: reserved
These bits are protected and can be written only if EN is ‘0’.

Bit 5 PFCTRL: peripheral flow controller
This bit is set and cleared by software.
0: DMA is the flow controller
1: The peripheral is the flow controller
This bit is protected and can be written only if EN is ‘0’.
When the memory-to-memory mode is selected (bits DIR[1:0]=10), then this bit is automatically forced to 0 by hardware.

Bit 4 TCIE: transfer complete interrupt enable
This bit is set and cleared by software.
0: TC interrupt disabled
1: TC interrupt enabled

Bit 3 HTIE: half transfer interrupt enable
This bit is set and cleared by software.
0: HT interrupt disabled
1: HT interrupt enabled

Bit 2 TEIE: transfer error interrupt enable
This bit is set and cleared by software.
0: TE interrupt disabled
1: TE interrupt enabled

Bit 1 DMEIE: direct mode error interrupt enable
This bit is set and cleared by software.
0: DME interrupt disabled
1: DME interrupt enabled
Bit 0 **EN**: stream enable / flag stream ready when read low
   This bit is set and cleared by software.
   0: stream disabled
   1: stream enabled
   This bit may be cleared by hardware:
   – on a DMA end of transfer (stream ready to be configured)
   – if a transfer error occurs on the AHB master buses
   – when the FIFO threshold on memory AHB port is not compatible with the size of the burst
   When this bit is read as 0, the software is allowed to program the configuration and FIFO bits registers. It is forbidden to write these registers when the EN bit is read as 1.

**Note:** Before setting EN bit to ‘1’ to start a new transfer, the event flags corresponding to the stream in DMA_LISR or DMA_HISR register must be cleared.

### 8.5.6 DMA stream x number of data register (DMA_SxNDTR)

**Address offset:** 0x14 + 0x18 * x, (x = 0 to 7)

**Reset value:** 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
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**NDT[15:0]**

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

Bits 15:0 **NDT[15:0]**: number of data items to transfer (0 up to 65535)

This register can be written only when the stream is disabled. When the stream is enabled, this register is read-only, indicating the remaining data items to be transmitted. This register decrements after each DMA transfer.

Once the transfer is completed, this register can either stay at zero (when the stream is in normal mode) or be reloaded automatically with the previously programmed value in the following cases:

– when the stream is configured in circular mode.
– when the stream is enabled again by setting EN bit to ‘1’.

If the value of this register is zero, no transaction can be served even if the stream is enabled.
8.5.7 DMA stream x peripheral address register (DMA_SxPAR)

Address offset: 0x18 + 0x18 * x, (x = 0 to 7)
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>PAR[31:16]</td>
<td>rw</td>
</tr>
<tr>
<td>30</td>
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</table>

Bits 31:0 PAR[31:0]: peripheral address
Base address of the peripheral data register from/to which the data is read/written.
These bits are write-protected and can be written only when bit EN = '0' in the DMA_SxCR register.

8.5.8 DMA stream x memory 0 address register (DMA_SxM0AR)

Address offset: 0x1C + 0x18 * x, (x = 0 to 7)
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>M0A[31:16]</td>
<td>rw</td>
</tr>
<tr>
<td>30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>29</td>
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<td>16</td>
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</table>

Bits 31:0 M0A[31:0]: memory 0 address
Base address of memory area 0 from/to which the data is read/written.
These bits are write-protected. They can be written only if:
– the stream is disabled (bit EN = '0' in the DMA_SxCR register) or
– the stream is enabled (EN='1' in DMA_SxCR register) and bit CT = '1' in the DMA_SxCR register (in double-buffer mode).

8.5.9 DMA stream x memory 1 address register (DMA_SxM1AR)

Address offset: 0x20 + 0x18 * x, (x = 0 to 7)
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>M1A[31:16]</td>
<td>rw</td>
</tr>
<tr>
<td>30</td>
<td></td>
<td></td>
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<td>29</td>
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<td>16</td>
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</tbody>
</table>

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8.5.10 DMA stream x FIFO control register (DMA_SxFCR)

Address offset: 0x24 + 0x18 * x, (x = 0 to 7)

Reset value: 0x0000 0021

| Bit 31:8 Reserved, must be kept at reset value. |
| Bit 7 **FEIE**: FIFO error interrupt enable |
| This bit is set and cleared by software. |
| 0: FE interrupt disabled |
| 1: FE interrupt enabled |
| Bit 6 Reserved, must be kept at reset value. |
| Bits 5:3 **FS[2:0]**: FIFO status |
| These bits are read-only. |
| 000: 0 < fifo_level < 1/4 |
| 001: 1/4 ≤ fifo_level < 1/2 |
| 010: 1/2 ≤ fifo_level < 3/4 |
| 011: 3/4 ≤ fifo_level < full |
| 100: FIFO is empty |
| 101: FIFO is full |
| others: no meaning |
| These bits are not relevant in the direct mode (DMDIS bit is zero). |
| Bit 2 **DMDIS**: direct mode disable |
| This bit is set and cleared by software. It can be set by hardware. |
| 0: direct mode enabled |
| 1: direct mode disabled |
| This bit is protected and can be written only if EN is '0'. |
| This bit is set by hardware if the memory-to-memory mode is selected (DIR bit in DMA_SxCR are "10") and the EN bit in the DMA_SxCR register is '1' because the direct mode is not allowed in the memory-to-memory configuration. |
Bits 1:0  **FTH[1:0]:** FIFO threshold selection
These bits are set and cleared by software.
00: 1/4 full FIFO
01: 1/2 full FIFO
10: 3/4 full FIFO
11: full FIFO
These bits are not used in the direct mode when the DMIS value is zero.
These bits are protected and can be written only if EN is ‘0’.
### Table 38. 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  |
|--------|----------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0x0000 | DMA_LISR       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x0004 | DMA_HISR       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x0008 | DMA_LIFCR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x000C | DMA_HIFCR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x0010 | DMA_S0CR       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x0014 | DMA_S0NDTR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x0018 | DMA_S0PAR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 0  |
|        | PA[31:0]       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |    |    |    |    | 0  |
| 0x001C | DMA_S0M0AR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 0  |
|        | MOA[31:0]      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |    |    |    |    | 0  |
| 0x0020 | DMA_S0M1AR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 0  |
|        | MA[31:0]       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |    |    |    |    | 0  |
| 0x0024 | DMA_S0FCR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x0028 | DMA_S1CR       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x002C | DMA_S1NDTR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 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  |
| 0x0030 | DMA_S1PAR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 0  |
|        | PA[31:0]       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |    |    |    |    | 0  |

**8.5.11 DMA register map**

Table 38 summarizes the DMA registers.
Table 38. 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 |
|--------|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0x0034 | DMA_S1M0AR    | M0A[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 0 0 0 0 0 0 0 0 |
| 0x0038 | DMA_S1M1AR    | M1A[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 0 0 0 0 0 0 0 0 |
| 0x003C | DMA_S1FCR     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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 0 0 0 0 0 0 0 0 |
| 0x0040 | DMA_S2CR      |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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 0 0 0 0 0 0 0 0 |
| 0x0044 | DMA_S2NDTR    | NDT[15:0]  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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 0 0 0 0 0 0 0 0 |
| 0x0048 | DMA_S2PAR     | 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 0 0 0 0 0 0 0 0 |
| 0x004C | DMA_S2M0AR    | M0A[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 0 0 0 0 0 0 0 0 |
| 0x0050 | DMA_S2M1AR    | M1A[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 0 0 0 0 0 0 0 0 |
| 0x0054 | DMA_S2FCR     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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 0 0 0 0 0 0 0 0 |
| 0x0058 | DMA_S3CR      |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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 0 0 0 0 0 0 0 0 |
| 0x005C | DMA_S3NDTR    | NDT[15:0]  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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 0 0 0 0 0 0 0 0 |
| 0x0060 | DMA_S3PAR     | 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 0 0 0 0 0 0 0 0 |
| 0x0064 | DMA_S3M0AR    | M0A[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 0 0 0 0 0 0 0 0 |
| 0x0068 | DMA_S3M1AR    | M1A[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 0 0 0 0 0 0 0 0 |
### Table 38. DMA register map and reset values (continued)

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register name</th>
<th>Register definition</th>
<th>Reset value</th>
</tr>
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<tbody>
<tr>
<td>0x006C</td>
<td>DMA_S3FCR</td>
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<td>0x0070</td>
<td>DMA_S4CR</td>
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<td>0x0078</td>
<td>DMA_S4PAR</td>
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<td>0x007C</td>
<td>DMA_S4M0AR</td>
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<td>0x0098</td>
<td>DMA_S5M1AR</td>
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<tr>
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<td></td>
<td></td>
</tr>
<tr>
<td>0x009C</td>
<td>DMA_S5FCR</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

**Offset**: 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

**Register definition**: CHSE[2:0], MBURST[1:0], PBURST[1:0], CIRC, DIR[1:0], TCIE, HTIE, TEIE, DMEIE, EN
### Table 38. 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   |
|--------|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0x00A0 | DMA_S6CR       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | 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 0 |
| 0x00A4 | DMA_S6NDTR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | 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 0 |
| 0x00A8 | DMA_S6PAR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | 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 0 |
| 0x00AC | DMA_S6MOAR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | M0A[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 0 |
| 0x00B0 | DMA_S6M1AR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | M1A[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 0 |
| 0x00B4 | DMA_S6FCR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                |            |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | 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 0 |
| 0x00B8 | DMA_S7CR       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                |            |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | 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 0 |
| 0x00BC | DMA_S7NDTR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | ND[15:0]   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | 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 0 |
| 0x00C0 | DMA_S7PAR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | 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 0 |
| 0x00C4 | DMA_S7MOAR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | M0A[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 0 |
| 0x00C8 | DMA_S7M1AR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | M1A[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 0 |
| 0x00CC | DMA_S7FCR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                |            |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |                | Reset value | 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 0 0 0 0 0 |

Refer to Section 2.2 on page 41 for the register boundary addresses.
9 Interrupts and events

9.1 Nested vectored interrupt controller (NVIC)

9.1.1 NVIC features

The nested vector interrupt controller NVIC includes the following features:

- 52 maskable interrupt channels (not including the 16 interrupt lines of Cortex®-M4 with FPU)
- 16 programmable priority levels (4 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 programming manual PM0214.

9.1.2 SysTick calibration value register

The SysTick calibration value is fixed to 12500, which gives a reference time base of 1 ms with the SysTick clock set to 12.5 MHz (HCLK/8, with HCLK set to 100 MHz).

9.1.3 Interrupt and exception vectors

Refer to Table 39: Vector table.

9.2 External interrupt/event controller (EXTI)

The external interrupt/event controller consists of up to 23 edge detectors for generating event/interrupt requests. Each input line can be independently configured to select the type (interrupt or event) and the corresponding trigger event (rising or falling or both). Each line can also masked independently. A pending register maintains the status line of the interrupt requests.

Table 39. Vector table

<table>
<thead>
<tr>
<th>Position</th>
<th>Priority</th>
<th>Type of priority</th>
<th>Acronym</th>
<th>Description</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Reserved</td>
<td>0x0000 0000</td>
</tr>
<tr>
<td>-3</td>
<td>fixed</td>
<td>Reset</td>
<td>Reset</td>
<td></td>
<td>0x0000 0004</td>
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</table>
Table 39. Vector table (continued)

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<tr>
<th>Position</th>
<th>Priority</th>
<th>Type of priority</th>
<th>Acronym</th>
<th>Description</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>fixed</td>
<td></td>
<td>NMI</td>
<td>Non maskable interrupt, Clock Security System</td>
<td>0x0000 0008</td>
</tr>
<tr>
<td>-1</td>
<td>fixed</td>
<td></td>
<td>HardFault</td>
<td>All class of fault</td>
<td>0x0000 000C</td>
</tr>
<tr>
<td>0</td>
<td>settable</td>
<td></td>
<td>MemManage</td>
<td>Memory management</td>
<td>0x0000 0010</td>
</tr>
<tr>
<td>1</td>
<td>settable</td>
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<td>BusFault</td>
<td>Prefetch fault, memory access fault</td>
<td>0x0000 0014</td>
</tr>
<tr>
<td>2</td>
<td>settable</td>
<td></td>
<td>UsageFault</td>
<td>Undefined instruction or illegal state</td>
<td>0x0000 0018</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td></td>
<td>Reserved</td>
<td></td>
<td>0x0000 001C - 0x0000 002B</td>
</tr>
<tr>
<td>3</td>
<td>settable</td>
<td></td>
<td>SVCall</td>
<td>System Service call via SWI instruction</td>
<td>0x0000 002C</td>
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<tr>
<td>4</td>
<td>settable</td>
<td></td>
<td>Debug Monitor</td>
<td>Debug Monitor</td>
<td>0x0000 0030</td>
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<tr>
<td>-</td>
<td>-</td>
<td></td>
<td>Reserved</td>
<td></td>
<td>0x0000 0034</td>
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<tr>
<td>5</td>
<td>settable</td>
<td></td>
<td>PendSV</td>
<td>Pendable request for system service</td>
<td>0x0000 0038</td>
</tr>
<tr>
<td>6</td>
<td>settable</td>
<td></td>
<td>Systick</td>
<td>System tick timer</td>
<td>0x0000 003C</td>
</tr>
<tr>
<td>0</td>
<td>7</td>
<td>settable</td>
<td>WWDG</td>
<td>Window Watchdog interrupt</td>
<td>0x0000 0040</td>
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<td>1</td>
<td>8</td>
<td>settable</td>
<td>PVD</td>
<td>PVD through EXTI line detection interrupt</td>
<td>0x0000 0044</td>
</tr>
<tr>
<td>2</td>
<td>9</td>
<td>settable</td>
<td>EXTI21 / TAMPESTAMP</td>
<td>EXTI Line 21 interrupt / Tamper and TimeStamp interrupts through the EXTI line</td>
<td>0x0000 0048</td>
</tr>
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<td>settable</td>
<td>EXTI22 / RTC_WKUP</td>
<td>EXTI Line 22 interrupt / RTC Wakeup interrupt through the EXTI line</td>
<td>0x0000 004C</td>
</tr>
<tr>
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<td>settable</td>
<td>FLASH</td>
<td>Flash memory global interrupt</td>
<td>0x0000 0050</td>
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<td>12</td>
<td>settable</td>
<td>RCC</td>
<td>RCC global interrupt</td>
<td>0x0000 0054</td>
</tr>
<tr>
<td>6</td>
<td>13</td>
<td>settable</td>
<td>EXTI0</td>
<td>EXTI Line0 interrupt</td>
<td>0x0000 0058</td>
</tr>
<tr>
<td>7</td>
<td>14</td>
<td>settable</td>
<td>EXTI1</td>
<td>EXTI Line1 interrupt</td>
<td>0x0000 005C</td>
</tr>
<tr>
<td>8</td>
<td>15</td>
<td>settable</td>
<td>EXTI2</td>
<td>EXTI Line2 interrupt</td>
<td>0x0000 0060</td>
</tr>
<tr>
<td>9</td>
<td>16</td>
<td>settable</td>
<td>EXTI3</td>
<td>EXTI Line3 interrupt</td>
<td>0x0000 0064</td>
</tr>
<tr>
<td>10</td>
<td>17</td>
<td>settable</td>
<td>EXTI4</td>
<td>EXTI Line4 interrupt</td>
<td>0x0000 0068</td>
</tr>
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<td>11</td>
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<td>settable</td>
<td>DMA1_Stream0</td>
<td>DMA1 Stream0 global interrupt</td>
<td>0x0000 006C</td>
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<tr>
<td>12</td>
<td>19</td>
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<td>DMA1_Stream1</td>
<td>DMA1 Stream1 global interrupt</td>
<td>0x0000 0070</td>
</tr>
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<td>13</td>
<td>20</td>
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<td>DMA1_Stream2</td>
<td>DMA1 Stream2 global interrupt</td>
<td>0x0000 0074</td>
</tr>
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<td>14</td>
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<td>DMA1_Stream3</td>
<td>DMA1 Stream3 global interrupt</td>
<td>0x0000 0078</td>
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<td>Priority</td>
<td>Type of priority</td>
<td>Acronym</td>
<td>Description</td>
<td>Address</td>
</tr>
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<td>DMA1_Stream4</td>
<td>DMA1 Stream4 global interrupt</td>
<td>0x0000 007C</td>
</tr>
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<td>DMA1_Stream5</td>
<td>DMA1 Stream5 global interrupt</td>
<td>0x0000 0080</td>
</tr>
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<td>DMA1_Stream6</td>
<td>DMA1 Stream6 global interrupt</td>
<td>0x0000 0084</td>
</tr>
<tr>
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<td>ADC</td>
<td>ADC1 global interrupts</td>
<td>0x0000 0088</td>
</tr>
<tr>
<td>19 to</td>
<td>22</td>
<td>-</td>
<td>Reserved</td>
<td>-</td>
<td>0x0000 008C to 0x0000 0098</td>
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<td>23</td>
<td>30</td>
<td>settable</td>
<td>EXTI9_5</td>
<td>EXTI Line[9:5] interrupts</td>
<td>0x0000 009C</td>
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<tr>
<td>24</td>
<td>31</td>
<td>settable</td>
<td>TIM1_BRK_TIM9</td>
<td>TIM1 Break interrupt and TIM9 global interrupt</td>
<td>0x0000 00A0</td>
</tr>
<tr>
<td>25</td>
<td>32</td>
<td>settable</td>
<td>TIM1_UP</td>
<td>TIM1 Update interrupt</td>
<td>0x0000 00A4</td>
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<td>26</td>
<td>33</td>
<td>settable</td>
<td>TIM1_TRG_COM_TIM11</td>
<td>TIM1 Trigger and Commutation interrupts and TIM11 global interrupt</td>
<td>0x0000 00A8</td>
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<td>TIM1_CC</td>
<td>TIM1 Capture Compare interrupt</td>
<td>0x0000 00AC</td>
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<td>28 to</td>
<td>30</td>
<td>-</td>
<td>Reserved</td>
<td>-</td>
<td>0x0000 00B0 to 0x0000 00B8</td>
</tr>
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<td>I2C1_EV</td>
<td>I2C1 event interrupt</td>
<td>0x0000 00BC</td>
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<td>39</td>
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<td>I2C1 error interrupt</td>
<td>0x0000 00C0</td>
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<td>I2C2 event interrupt</td>
<td>0x0000 00C4</td>
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<td>0x0000 00C8</td>
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<td>SPI1</td>
<td>SPI1 global interrupt</td>
<td>0x0000 00CC</td>
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<td>36</td>
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<td>SPI2</td>
<td>SPI2 global interrupt</td>
<td>0x0000 00D0</td>
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<tr>
<td>37</td>
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<td>USART1</td>
<td>USART1 global interrupt</td>
<td>0x0000 00D4</td>
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<td>38</td>
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<td>USART2</td>
<td>USART2 global interrupt</td>
<td>0x0000 00D8</td>
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<td>0x0000 00DC</td>
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<td>EXTI15_10</td>
<td>EXTI Line[15:10] interrupts</td>
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<td>EXTI17_RTC_Alarm</td>
<td>EXTI Line 17 interrupt / RTC Alarms (A and B) through EXTI line interrupt</td>
<td>0x0000 00E4</td>
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<td>42 to</td>
<td>46</td>
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<td>0x0000 00E8 to 0x0000 00F8</td>
</tr>
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<td>DMA1_Stream7</td>
<td>DMA1 Stream7 global interrupt</td>
<td>0x0000 00FC</td>
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<td>48 to</td>
<td>49</td>
<td>-</td>
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<td>-</td>
<td>0x0000 0100 to 0x0000 0104</td>
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<td>TIM5</td>
<td>TIM5 global interrupt</td>
<td>0x0000 0108</td>
</tr>
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<td>Acronym</td>
<td>Description</td>
<td>Address</td>
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<td>51 to 53</td>
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<td>-</td>
<td>-</td>
<td>Reserved</td>
<td>0x0000 010C to 0x0000 0114</td>
</tr>
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<td>54</td>
<td>61</td>
<td>settable</td>
<td>TIM6_DAC</td>
<td>TIM6 global interrupt, DAC1 underrun error interrupt</td>
<td>0x0000 0118</td>
</tr>
<tr>
<td>55</td>
<td>-</td>
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<td>-</td>
<td>Reserved</td>
<td>0x0000 011C</td>
</tr>
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<td>56</td>
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<td>DMA2_Stream0</td>
<td>DMA2 Stream0 global interrupt</td>
<td>0x0000 0120</td>
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<td>DMA2_Stream1</td>
<td>DMA2 Stream1 global interrupt</td>
<td>0x0000 0124</td>
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<td>DMA2_Stream2</td>
<td>DMA2 Stream2 global interrupt</td>
<td>0x0000 0128</td>
</tr>
<tr>
<td>59</td>
<td>66</td>
<td>settable</td>
<td>DMA2_Stream3</td>
<td>DMA2 Stream3 global interrupt</td>
<td>0x0000 012C</td>
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<td>60</td>
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<td>DMA2_Stream4</td>
<td>DMA2 Stream4 global interrupt</td>
<td>0x0000 0130</td>
</tr>
<tr>
<td>61</td>
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<td>-</td>
<td>Reserved</td>
<td>0x0000 0134</td>
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<td>62</td>
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<td>EXTI19</td>
<td>EXTI Line 19 interrupt</td>
<td>0x0000 0138</td>
</tr>
<tr>
<td>63 to 67</td>
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<td>-</td>
<td>Reserved</td>
<td>0x0000 013C to 0x0000 014C</td>
</tr>
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<td>68</td>
<td>75</td>
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<td>DMA2_Stream5</td>
<td>DMA2 Stream5 global interrupt</td>
<td>0x0000 0150</td>
</tr>
<tr>
<td>69</td>
<td>76</td>
<td>settable</td>
<td>DMA2_Stream6</td>
<td>DMA2 Stream6 global interrupt</td>
<td>0x0000 0154</td>
</tr>
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<td>70</td>
<td>77</td>
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<td>DMA2_Stream7</td>
<td>DMA2 Stream7 global interrupt</td>
<td>0x0000 0158</td>
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<td>71</td>
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<td>USART6</td>
<td>USART6 global interrupt</td>
<td>0x0000 015C</td>
</tr>
<tr>
<td>72 to 75</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Reserved</td>
<td>0x0000 0160 to 0x0000 016C</td>
</tr>
<tr>
<td>76</td>
<td>83</td>
<td>settable</td>
<td>EXTI20</td>
<td>EXTI Line 20 interrupt</td>
<td>0x0000 0170</td>
</tr>
<tr>
<td>77 to 79</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Reserved</td>
<td>0x0000 0174 to 0x0000 017C</td>
</tr>
<tr>
<td>80</td>
<td>87</td>
<td>settable</td>
<td>RNG</td>
<td>RNG global interrupt</td>
<td>0x0000 0180</td>
</tr>
<tr>
<td>81</td>
<td>88</td>
<td>Settable</td>
<td>FPU</td>
<td>FPU global interrupt</td>
<td>0x0000 0184</td>
</tr>
<tr>
<td>82 to 84</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Reserved</td>
<td>0x0000 0188 to 0x0000 0190</td>
</tr>
<tr>
<td>85</td>
<td>92</td>
<td>settable</td>
<td>SPI5</td>
<td>SPI 5 global interrupt</td>
<td>0x0000 0194</td>
</tr>
<tr>
<td>86 to 94</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Reserved</td>
<td>0x0000 0198 to 0x0000 01B8</td>
</tr>
<tr>
<td>95</td>
<td>102</td>
<td>settable</td>
<td>I2C4_EV</td>
<td>I2C4 event interrupt</td>
<td>0x0000 01C0</td>
</tr>
</tbody>
</table>
9.2.1 EXTI main features

The main features of the EXTI controller are the following:

- independent trigger and mask on each interrupt/event line
- dedicated status bit for each interrupt line
- generation of up to 23 software event/interrupt requests
- detection of external signals with a pulse width lower than the APB2 clock period. Refer to the electrical characteristics section of the datasheets for details on this parameter.

Table 39. Vector table (continued)

<table>
<thead>
<tr>
<th>Position</th>
<th>Priority</th>
<th>Type of priority</th>
<th>Acronym</th>
<th>Description</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>96</td>
<td>103</td>
<td>settable</td>
<td>I2C4_ER</td>
<td>I2C4 error interrupt</td>
<td>0x0000 01C4</td>
</tr>
<tr>
<td>97</td>
<td>103</td>
<td>settable</td>
<td>LPTIM1/EXTI23</td>
<td>LPTIM1 global interrupt or EXTI Line 23 interrupt</td>
<td>0x0000 01C8</td>
</tr>
</tbody>
</table>
9.2.2 EXTI block diagram

Figure 29 shows the block diagram.

Figure 29. External interrupt/event controller block diagram

9.2.3 Wakeup event management

The STM32F4xx are able to handle external or internal events in order to wake up the core (WFE). The wakeup event can be generated either by:

- enabling an interrupt in the peripheral control register but not in the NVIC, and enabling the SEVONPEND bit in the Cortex®-M4 with FPU System Control register. 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 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.

To use an external line as a wakeup event, refer to Section 9.2.4: Functional description.

9.2.4 Functional description

To generate the interrupt, the interrupt line should be configured and enabled. 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 external interrupt line, an interrupt request is
Interrupts and events

generated. The pending bit corresponding to the interrupt line is also set. This request is reset by writing a ‘1’ in the pending register.

To generate the 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.

An interrupt/event request can also be generated by software by writing a ‘1’ in the software interrupt/event register.

**Hardware interrupt selection**

To configure the 23 lines as interrupt sources, use the following procedure:

- Configure the mask bits of the 23 interrupt lines (EXTI_IMR)
- Configure the Trigger selection bits of the interrupt lines (EXTI_RTSR and EXTI_FTSR)
- Configure the enable and mask bits that control the NVIC IRQ channel mapped to the external interrupt controller (EXTI) so that an interrupt coming from one of the 23 lines can be correctly acknowledged.

**Hardware event selection**

To configure the 23 lines as event sources, use the following procedure:

- Configure the mask bits of the 23 event lines (EXTI_EMR)
- Configure the Trigger selection bits of the event lines (EXTI_RTSR and EXTI_FTSR)

**Software interrupt/event selection**

The 23 lines can be configured as software interrupt/event lines. The following is the procedure to generate a software interrupt.

- Configure the mask bits of the 23 interrupt/event lines (EXTI_IMR, EXTI_EMR)
- Set the required bit in the software interrupt register (EXTI_SWIER)
9.2.5 External interrupt/event line mapping

Up to 50 GPIOs are connected to the 16 external interrupt/event lines in the following manner:

Figure 30. External interrupt/event GPIO mapping

The five other EXTI lines are connected as follows:
- EXTI line 16 is connected to the PVD output
- EXTI line 17 is connected to the RTC Alarm event
- EXTI line 21 is connected to the RTC Tamper and TimeStamp events
- EXTI line 22 is connected to the RTC Wakeup event
- EXTI line 23 is connected to the LPTIM1 asynchronous interrupt
### 9.3 EXTI registers

Refer to [Section 1.2: List of abbreviations for registers](#) for a list of abbreviations used in register descriptions.

#### 9.3.1 Interrupt mask register (EXTI_IMR)

Address offset: 0x00

Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bits 31:23</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bits 22:21</td>
<td>MRx: Interrupt mask on line x</td>
</tr>
<tr>
<td>0</td>
<td>Interrupt request from line x is masked</td>
</tr>
<tr>
<td>1</td>
<td>Interrupt request from line x is not masked</td>
</tr>
<tr>
<td>Bits 20-19</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bits 18:0</td>
<td>MRx: Interrupt mask on line x</td>
</tr>
<tr>
<td>0</td>
<td>Interrupt request from line x is masked</td>
</tr>
<tr>
<td>1</td>
<td>Interrupt request from line x is not masked</td>
</tr>
</tbody>
</table>

#### 9.3.2 Event mask register (EXTI_EMR)

Address offset: 0x04

Reset value: 0x0000 0000

<table>
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<th>Reserved, must be kept at reset value.</th>
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<tbody>
<tr>
<td>Bits 22:21</td>
<td>MRx: Event mask on line x</td>
</tr>
<tr>
<td>0</td>
<td>Event request from line x is masked</td>
</tr>
<tr>
<td>1</td>
<td>Event request from line x is not masked</td>
</tr>
<tr>
<td>Bits 20-19</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bits 18:0</td>
<td>MRx: Event mask on line x</td>
</tr>
<tr>
<td>0</td>
<td>Event request from line x is masked</td>
</tr>
<tr>
<td>1</td>
<td>Event request from line x is not masked</td>
</tr>
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</table>
9.3.3 Rising trigger selection register (EXTI_RTSR)

Address offset: 0x08  
Reset value: 0x0000 0000

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<tr>
<td>Bits 22:21</td>
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</tbody>
</table>

Bits 31:23  
Reserved, must be kept at reset value.

Bits 22:21  
TRx: Rising trigger event configuration bit of line x

0: Rising trigger disabled (for Event and Interrupt) for input line
1: Rising trigger enabled (for Event and Interrupt) for input line

Bits 20:19  
Reserved, must be kept at reset value.

Bits 18-0  
TRx: Rising trigger event configuration bit of line x

0: Rising trigger disabled (for Event and Interrupt) for input line
1: Rising trigger enabled (for Event and Interrupt) for input line

**Note:** The external wakeup lines are edge triggered, no glitch must be generated on these lines. If a rising edge occurs on the external interrupt line while writing to the EXTI_RTSR register, the pending bit is be set. Rising and falling edge triggers can be set for the same interrupt line. In this configuration, both generate a trigger condition.

9.3.4 Falling trigger selection register (EXTI_FTSR)

Address offset: 0x0C  
Reset value: 0x0000 0000

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</tbody>
</table>

Bits 31:23  
Reserved, must be kept at reset value.
Interrupts and events

Note: The external wakeup lines are edge triggered, no glitch must be generated on these lines.
If a falling edge occurs on the external interrupt line while writing to the EXTI_FTSR register, the pending bit is not set.
Rising and falling edge triggers can be set for the same interrupt line. In this configuration, both generate a trigger condition.

9.3.5 Software interrupt event register (EXTI_SWIER)

Address offset: 0x10
Reset value: 0x0000 0000

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<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWIER</td>
<td>15</td>
<td>SWIER</td>
<td>14</td>
<td>SWIER</td>
<td>13</td>
<td>SWIER</td>
<td>12</td>
<td>SWIER</td>
<td>11</td>
<td>SWIER</td>
<td>10</td>
<td>SWIER</td>
<td>9</td>
<td>SWIER</td>
<td>8</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 31:23 Reserved, must be kept at reset value.

Bits 22:21 SWIERx: Software Interrupt on line x
If interrupt are enabled on line x in the EXTI_IMR register, writing '1' to SWIERx bit when it is set at '0' sets the corresponding pending bit in the EXTI_PR register, thus resulting in an interrupt request generation.
This bit is cleared by clearing the corresponding bit in EXTI_PR (by writing a 1 to the bit).

Bits 20:19 Reserved, must be kept at reset value.

Bits 18:0 SWIERx: Software Interrupt on line x
If interrupt are enabled on line x in the EXTI_IMR register, writing '1' to SWIERx bit when it is set at '0' sets the corresponding pending bit in the EXTI_PR register, thus resulting in an interrupt request generation.
This bit is cleared by clearing the corresponding bit in EXTI_PR (by writing a 1 to the bit).

9.3.6 Pending register (EXTI_PR)

Address offset: 0x14
Reset value: undefined

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
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<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PR22</td>
<td>PR21</td>
<td>PR18</td>
<td>PR17</td>
<td>PR16</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
</tr>
</tbody>
</table>
### Bits 31:23
Reserved, must be kept at reset value.

### Bits 22:21
**PRx**: Pending bit
- 0: No trigger request occurred
- 1: selected trigger request occurred
  - This bit is set when the selected edge event arrives on the external interrupt line.
  - This bit is cleared by programming it to ‘1’.

### Bits 20:19
Reserved, must be kept at reset value.

### Bits 18:0
**PRx**: Pending bit
- 0: No trigger request occurred
- 1: selected trigger request occurred
  - This bit is set when the selected edge event arrives on the external interrupt line.
  - This bit is cleared by programming it to ‘1’.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>PR15</td>
<td>PR14</td>
<td>PR13</td>
<td>PR12</td>
<td>PR11</td>
<td>PR10</td>
<td>PR9</td>
<td>PR8</td>
<td>PR7</td>
<td>PR6</td>
<td>PR5</td>
<td>PR4</td>
<td>PR3</td>
<td>PR2</td>
<td>PR1</td>
<td>PR0</td>
</tr>
<tr>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
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<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td>rc_w1</td>
<td></td>
</tr>
</tbody>
</table>
## 9.3.7 EXTI register map

Table 40 gives the EXTI register map and the reset values.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>EXTI_IMR</td>
<td>0x04</td>
<td>EXTI_EMR</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td></td>
<td>000000000000</td>
<td>000000000000</td>
<td></td>
</tr>
<tr>
<td>0x08</td>
<td>EXTI_RTSR</td>
<td>0x0C</td>
<td>EXTI_FTSR</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td></td>
<td>000000000000</td>
<td>000000000000</td>
<td></td>
</tr>
<tr>
<td>0x10</td>
<td>EXTI_SWIER</td>
<td>0x14</td>
<td>EXTI_PR</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td></td>
<td>000000000000</td>
<td>000000000000</td>
<td></td>
</tr>
</tbody>
</table>

Refer to Section 2.2 on page 41 for the register boundary addresses.
10 CRC calculation unit

10.1 CRC introduction

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

Among other applications, CRC-based techniques are used to verify data transmission or storage integrity. In the scope of the EN/IEC 60335-1 standard, they offer a way 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.

10.2 CRC main features

- Uses CRC-32 (Ethernet) polynomial: 0x4C11DB7
  \[-X^{32} + X^{26} + X^{23} + X^{22} + X^{16} + X^{12} + X^{11} + X^{10} + X^{8} + X^{7} + X^{5} + X^{4} + X^{2} + X + 1\]
- Single input/output 32-bit data register
- CRC computation done in four AHB clock cycles (HCLK)
- General-purpose 8-bit register (can be used for temporary storage)

The block diagram is shown in Figure 31.

![Figure 31. CRC calculation unit block diagram](image)

10.3 CRC functional description

The CRC calculation unit mainly consists of a single 32-bit data register, which:

- is used as an input register to enter new data in the CRC calculator (when writing into the register)
- holds the result of the previous CRC calculation (when reading the register)
Each write operation into the data register creates a combination of the previous CRC value and the new one (CRC computation is done on the whole 32-bit data word, and not byte per byte).

The write operation is stalled until the end of the CRC computation, thus allowing back-to-back write accesses or consecutive write and read accesses.

The CRC calculator can be reset to 0xFFFF FFFF with the RESET control bit in the CRC_CR register. This operation does not affect the contents of the CRC_IDR register.

10.4 CRC registers

The CRC calculation unit contains two data registers and a control register. The peripheral The CRC registers have to be accessed by words (32 bits).

10.4.1 Data register (CRC_DR)

Address offset: 0x00
Reset value: 0xFFFF FFFF

<table>
<thead>
<tr>
<th>Bits 31:0</th>
<th>Data register bits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Used as an input register when writing new data into the CRC calculator.</td>
<td></td>
</tr>
<tr>
<td>Holds the previous CRC calculation result when it is read.</td>
<td></td>
</tr>
</tbody>
</table>
10.4.2 Independent data register (CRC_IDR)

Address offset: 0x04
Reset value: 0x0000 0000

<table>
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<th>31</th>
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<tbody>
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<td>15</td>
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<td></td>
<td>IDR[7:0]</td>
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</tr>
</tbody>
</table>

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

Bits 7:0  **General-purpose 8-bit data register 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.

10.4.3 Control register (CRC_CR)

Address offset: 0x08
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
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<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:1  Reserved, must be kept at reset value.

Bit 0  **RESET bit**

Resets the CRC calculation unit and sets the data register to 0xFFFF FFFF.
This bit can only be set, it is automatically cleared by hardware.
10.4.4 CRC register map

Table 41. CRC calculation unit 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   | CRC_DR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        |          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Data register |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value | 0xFFFF FFFF |
| 0x04   | CRC_IDR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Independent data register |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value | 0x0000 |
| 0x08   | CRC_CR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | RESET    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value | 0 |

Refer to Section 2.2 on page 41 for the register boundary addresses.
11 Analog-to-digital converter (ADC)

11.1 ADC introduction

The 12-bit ADC is a successive approximation analog-to-digital converter. It has up to 19 multiplexed channels allowing it to measure signals from 16 external sources, two internal sources, and the V\text{BAT} channel. The A/D conversion of the channels can be performed in single, continuous, scan or discontinuous mode. The result of the ADC is stored into a left-or right-aligned 16-bit data register.

The analog watchdog feature allows the application to detect if the input voltage goes beyond the user-defined, higher or lower thresholds.

11.2 ADC main features

- 12-bit, 10-bit, 8-bit or 6-bit configurable resolution
- Interrupt generation at the end of conversion, end of injected conversion, and in case of analog watchdog or overrun events
- Single and continuous conversion modes
- Scan mode for automatic conversion of channel 0 to channel ‘n’
- Data alignment with in-built data coherency
- Channel-wise programmable sampling time
- External trigger option with configurable polarity for both regular and injected conversions
- Discontinuous mode
- Configurable delay between conversions in Dual/Triple interleaved mode
- ADC supply requirements: 2.4 V to 3.6 V at full speed and down to 1.8 V at slower speed
- ADC input range: V\text{SSA} ≤ V\text{IN} ≤ V\text{REF+}
- DMA request generation during regular channel conversion

Figure 32 shows the block diagram of the ADC.

11.3 ADC functional description

Figure 32 shows a single ADC block diagram and Table 42 gives the ADC pin description.
Figure 32. Single ADC block diagram

- **Flags**
  - OVR
  - EOC
  - JEOC
  - AWD

- **Interrupt enable bits**
  - OVRIE
  - EOCIE
  - JEOCIE
  - AWDIE

- **Analog watchdog**
  - Compare result
  - Higher threshold (12 bits)
  - Lower threshold (12 bits)

- **Injected data registers**
  - (4 x 16 bits)

- **Regular data register**
  - (16 bits)

- **DMA request**
  - From ADC prescaler

- **Address/data bus**

- **Analog to digital converter**
  - ADCCLK

- **GPIO ports**
  - Temp. sensor
  - VREFINT
  - VBAT

- **Injected channels**
  - up to 4

- **Regular channels**
  - up to 16

- **EXTSEL[3:0] bits**

- **JEXTSEL[3:0] bits**

- **Start trigger**
  - (injected group)
  - (regular group)

- **TIM1_CH4**
- **TIM1_TRGO**
- **TIM5_CH4**
- **TIM5_TRGO**

- **EXT15**
- **EXT11**
11.3.1 ADC on-off control

The ADC is powered on by setting the ADON bit in the ADC_CR2 register. When the ADON bit is set for the first time, it wakes up the ADC from the Power-down mode.

The conversion starts when either the SWSTART or the JSWSTART bit is set.

The user can stop conversion and put the ADC in power down mode by clearing the ADON bit. In this mode the ADC consumes almost no power (only a few µA).

11.3.2 ADC clock

The ADC features two clock schemes:

- Clock for the analog circuitry: ADCCLK
  This clock is generated from the APB2 clock divided by a programmable prescaler that allows the ADC to work at fPCLK2/2, /4, /6 or /8. Refer to the datasheets for the maximum value of ADCCLK.

- Clock for the digital interface (used for registers read/write access)
  This clock is equal to the APB2 clock. The digital interface clock can be enabled/disabled individually for each ADC through the RCC APB2 peripheral clock enable register (RCC_APB2ENR).

11.3.3 Channel selection

There are 16 multiplexed channels. It is possible to organize the conversions in two groups: regular and injected. A group consists of a sequence of conversions that can be done on any channel and in any order. For instance, it is possible to implement the conversion sequence in the following order: ADC_IN3, ADC_IN8, ADC_IN2, ADC_IN2, ADC_IN0, ADC_IN2, ADC_IN2, ADC_IN15.

- A **regular group** is composed of up to 16 conversions. The regular channels and their order in the conversion sequence must be selected in the ADC_SQRx registers. The total number of conversions in the regular group must be written in the L[3:0] bits in the ADC_SQR1 register.

- An **injected group** is composed of up to 4 conversions. The injected channels and their order in the conversion sequence must be selected in the ADC_JSQR register.

---

**Table 42. ADC pins**

<table>
<thead>
<tr>
<th>Name</th>
<th>Signal type</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>VREF+</td>
<td>Input, analog reference positive</td>
<td>The higher/positive reference voltage for the ADC, (1.8 \leq V_{\text{REF+}} \leq V_{\text{DDA}})</td>
</tr>
<tr>
<td>VDDA</td>
<td>Input, analog supply</td>
<td>Analog power supply equal to (V_{\text{DD}}) and (2.4 \leq V_{\text{DDA}} \leq V_{\text{DD}}) (3.6 V) for full speed (1.8 \leq V_{\text{DDA}} \leq V_{\text{DD}}) (3.6 V) for reduced speed</td>
</tr>
<tr>
<td>VREF−</td>
<td>Input, analog reference negative</td>
<td>The lower/negative reference voltage for the ADC, (V_{\text{REF−}} = V_{\text{SSA}})</td>
</tr>
<tr>
<td>VSSA</td>
<td>Input, analog supply</td>
<td>Ground for analog power supply equal to (V_{\text{SS}})</td>
</tr>
<tr>
<td>ADCx_IN[15:0]</td>
<td>Analog input signals</td>
<td>16 analog input channels</td>
</tr>
</tbody>
</table>

---

**Notes:**

- **VDDA** and **VSS** are the analog power supply for the ADC. 
- **VDD** and **VDDA** are used for full speed operation. 
- **VDDA** and **VSS** are used for reduced speed operation. 
- **VREF+** is the positive reference voltage. 
- **VREF−** is the negative reference voltage.
The total number of conversions in the injected group must be written in the L[1:0] bits in the ADC_JSQR register.

If the ADC_SQRx or ADC_JSQR registers are modified during a conversion, the current conversion is reset and a new start pulse is sent to the ADC to convert the newly chosen group.

**Temperature sensor, VREFINT and VBAT internal channels**

- The temperature sensor is internally connected to ADC1_IN18 and ADC1_IN16 channels which is shared with VBAT. Only one conversion, temperature sensor or VBAT, must be selected at a time. When the temperature sensor and VBAT conversion are set simultaneously, only the VBAT conversion is performed.

  The internal reference voltage VREFINT is connected to ADC1_IN17.

The VBAT channel is connected to ADC1_IN18 and ADC1_IN16 channels. It can also be converted as an injected or regular channel.

### 11.3.4 Single conversion mode

In Single conversion mode the ADC does one conversion. This mode is started with the CONT bit at 0 by either:

- setting the SWSTART bit in the ADC_CR2 register (for a regular channel only)
- setting the JSWSTART bit (for an injected channel)
- external trigger (for a regular or injected channel)

Once the conversion of the selected channel is complete:

- If a regular channel was converted:
  - The converted data are stored into the 16-bit ADC_DR register
  - The EOC (end of conversion) flag is set
  - An interrupt is generated if the EOCIE bit is set

- If an injected channel was converted:
  - The converted data are stored into the 16-bit ADC_JDR1 register
  - The JEOC (end of conversion injected) flag is set
  - An interrupt is generated if the JEOCIE bit is set

Then the ADC stops.

### 11.3.5 Continuous conversion mode

In continuous conversion mode, the ADC starts a new conversion as soon as it finishes one. This mode is started with the CONT bit at 1 either by external trigger or by setting the SWSTRT bit in the ADC_CR2 register (for regular channels only).

After each conversion:

- If a regular group of channels was converted:
  - The last converted data are stored into the 16-bit ADC_DR register
  - The EOC (end of conversion) flag is set
  - An interrupt is generated if the EOCIE bit is set

**Note:** Injected channels cannot be converted continuously. The only exception is when an injected channel is configured to be converted automatically after regular channels in continuous.
11.3.6 Timing diagram

As shown in Figure 33, the ADC needs a stabilization time of $t_{STAB}$ before it starts converting accurately. After the start of the ADC conversion and after 15 clock cycles, the EOC flag is set and the 16-bit ADC data register contains the result of the conversion.

![Figure 33. Timing diagram](image)

11.3.7 Analog watchdog

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 the 12 least significant bits of the ADC_HTR and ADC_LTR 16-bit registers. An interrupt can be enabled by using the AWDIE bit in the ADC_CR1 register.

The threshold value is independent of the alignment selected by the ALIGN bit in the ADC_CR2 register. The analog voltage is compared to the lower and higher thresholds before alignment.

Table 43 shows how the ADC_CR1 register should be configured to enable the analog watchdog on one or more channels.

![Figure 34. Analog watchdog's guarded area](image)
11.3.8 Scan mode

This mode is used to scan a group of analog channels.

The Scan mode is selected by setting the SCAN bit in the ADC_CR1 register. Once this bit has been set, the ADC scans all the channels selected in the ADC_SQRx registers (for regular channels) or in the ADC_JSQR register (for injected channels). A single conversion is performed for each channel of the group. After each end of conversion, the next channel in the group is converted automatically. If the CONT bit is set, regular channel conversion does not stop at the last selected channel in the group but continues again from the first selected channel.

If the DMA bit is set, the direct memory access (DMA) controller is used to transfer the data converted from the regular group of channels (stored in the ADC_DR register) to SRAM after each regular channel conversion.

The EOC bit is set in the ADC_SR register:

- At the end of each regular group sequence if the EOCS bit is cleared to 0
- At the end of each regular channel conversion if the EOCS bit is set to 1

The data converted from an injected channel are always stored into the ADC_JDRx registers.

11.3.9 Injected channel management

Triggered injection

To use triggered injection, the JAUTO bit must be cleared in the ADC_CR1 register.

1. Start the conversion of a group of regular channels either by external trigger or by setting the SWSTART bit in the ADC_CR2 register.
2. If an external injected trigger occurs or if the JSWSTART bit is set during the conversion of a regular group of channels, the current conversion is reset and the injected channel sequence switches to Scan-once mode.
3. Then, the regular conversion of the regular group of channels is resumed from the last interrupted regular conversion.

If a regular event occurs during an injected conversion, the injected conversion is not

<table>
<thead>
<tr>
<th>Channels guarded by the analog watchdog</th>
<th>ADC_CR1 register control bits (x = don’t care)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>AWDSGL bit</td>
</tr>
<tr>
<td>None</td>
<td>x</td>
</tr>
<tr>
<td>All injected channels</td>
<td>0</td>
</tr>
<tr>
<td>All regular channels</td>
<td>0</td>
</tr>
<tr>
<td>All regular and injected channels</td>
<td>0</td>
</tr>
<tr>
<td>Single(1) injected channel</td>
<td>1</td>
</tr>
<tr>
<td>Single(1) regular channel</td>
<td>1</td>
</tr>
<tr>
<td>Single(1) regular or injected channel</td>
<td>1</td>
</tr>
</tbody>
</table>

1. Selected by the AWDCH[4:0] bits
interrupted but the regular sequence is executed at the end of the injected sequence. Figure 35 shows the corresponding timing diagram.

**Note:** When using triggered injection, one must ensure that the interval between trigger events is longer than the injection sequence. For instance, if the sequence length is 30 ADC clock cycles (that is two conversions with a sampling time of 3 clock periods), the minimum interval between triggers must be 31 ADC clock cycles.

### Auto-injection

If the JAUTO bit is set, then the channels in the injected group are automatically converted after the regular group of channels. This can be used to convert a sequence of up to 20 conversions programmed in the ADC_SQRx and ADC_JSQR registers.

In this mode, external trigger on injected channels must be disabled.

If the CONT bit is also set in addition to the JAUTO bit, regular channels followed by injected channels are continuously converted.

**Note:** It is not possible to use both the auto-injected and discontinuous modes simultaneously.

#### Figure 35. Injected conversion latency

1. The maximum latency value can be found in the electrical characteristics of the STM32F410 datasheets.

### 11.3.10 Discontinuous mode

#### Regular group

This mode is enabled by setting the DISCEN bit in the ADC_CR1 register. It can be used to convert a short sequence of \( n \) conversions \((n \leq 8)\) that is part of the sequence of conversions selected in the ADC_SQRx registers. The value of \( n \) is specified by writing to the DISCNUM[2:0] bits in the ADC_CR1 register.

When an external trigger occurs, it starts the next \( n \) conversions selected in the ADC_SQRx registers until all the conversions in the sequence are done. The total sequence length is defined by the L[3:0] bits in the ADC_SQR1 register.
Example:
- \( n = 3 \), channels to be converted = 0, 1, 2, 3, 6, 7, 9, 10
- 1st trigger: sequence converted 0, 1, 2. An EOC event is generated at each conversion.
- 2nd trigger: sequence converted 3, 6, 7. An EOC event is generated at each conversion
- 3rd trigger: sequence converted 9, 10. An EOC event is generated at each conversion
- 4th trigger: sequence converted 0, 1, 2. An EOC event is generated at each conversion

Note: 
*When a regular group is converted in discontinuous mode, no rollover occurs.
When all subgroups are converted, the next trigger starts the conversion of the first subgroup. In the example above, the 4th trigger reconverts the channels 0, 1 and 2 in the 1st subgroup.*

**Injected group**

This mode is enabled by setting the JDISCEN bit in the ADC_CR1 register. It can be used to convert the sequence selected in the ADC_JSQR register, channel by channel, after an external trigger event.

When an external trigger occurs, it starts the next channel conversions selected in the ADC_JSQR registers until all the conversions in the sequence are done. The total sequence length is defined by the JL[1:0] bits in the ADC_JSQR register.

Example:
- \( n = 1 \), channels to be converted = 1, 2, 3
  
  1st trigger: channel 1 converted
  2nd trigger: channel 2 converted
  3rd trigger: channel 3 converted and JEOC event generated
  4th trigger: channel 1

Note: 
*When all injected channels are converted, the next trigger starts the conversion of the first injected channel. In the example above, the 4th trigger reconverts the 1st injected channel 1.*

*It is not possible to use both the auto-injected and discontinuous modes simultaneously.
Discontinuous mode must not be set for regular and injected groups at the same time.
Discontinuous mode must be enabled only for the conversion of one group.*

### 11.4 Data alignment

The ALIGN bit in the ADC_CR2 register selects the alignment of the data stored after conversion. Data can be right- or left-aligned as shown in *Figure 36* and *Figure 37*.

The converted data value from the injected group of channels is decreased by the user-defined offset written in the ADC_JOFRx registers so the result can be a negative value. The SEXT bit represents the extended sign value.

For channels in a regular group, no offset is subtracted so only twelve bits are significant.
Figure 36. Right alignment of 12-bit data

| Injected group | 0 0 0 0 0 0 D11 D10 D9 D8 D7 D6 D5 D4 D3 D2 D1 D0 |
| Regular group  | D11 D10 D9 D8 D7 D6 D5 D4 D3 D2 D1 D0 0 0 0 0 |

Figure 37. Left alignment of 12-bit data

| Injected group | SEXT SEXT SEXT D11 D10 D9 D8 D7 D6 D5 D4 D3 D2 D1 D0 0 0 0 |
| Regular group  | D11 D10 D9 D8 D7 D6 D5 D4 D3 D2 D1 D0 0 0 0 0 |

Special case: when left-aligned, the data are aligned on a half-word basis except when the resolution is set to 6-bit. In that case, the data are aligned on a byte basis as shown in Figure 38.

Figure 38. Left alignment of 6-bit data

| Injected group | SEXT SEXT SEXT SEXT SEXT SEXT SEXT SEXT SEXT SEXT SEXT SEXT SEXT SEX D5 D4 D3 D2 D1 D0 0 |
| Regular group  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 D5 D4 D3 D2 D1 D0 0 0 |

11.5 Channel-wise programmable sampling time

The ADC samples the input voltage for a number of ADCCLK cycles that can be modified using the SMP[2:0] bits in the ADC_SMPR1 and ADC_SMPR2 registers. Each channel can be sampled with a different sampling time.

The total conversion time is calculated as follows:

\[ T_{\text{conv}} = \text{Sampling time} + 12 \text{ cycles} \]

Example:

With ADCCLK = 30 MHz and sampling time = 3 cycles:

\[ T_{\text{conv}} = 3 + 12 = 15 \text{ cycles} = 0.5 \mu\text{s} \text{ with APB2 at 60 MHz} \]
Conversion on external trigger and trigger polarity

Conversion can be triggered by an external event (e.g. timer capture, EXTI line). If the EXTEN[1:0] control bits (for a regular conversion) or JEXTEN[1:0] bits (for an injected conversion) are different from “0b00”, then external events are able to trigger a conversion with the selected polarity. *Table 44* provides the correspondence between the EXTEN[1:0] and JEXTEN[1:0] values and the trigger polarity.

**Table 44. Configuring the trigger polarity**

<table>
<thead>
<tr>
<th>Source</th>
<th>EXTEN[1:0] / JEXTEN[1:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger detection disabled</td>
<td>00</td>
</tr>
<tr>
<td>Detection on the rising edge</td>
<td>01</td>
</tr>
<tr>
<td>Detection on the falling edge</td>
<td>10</td>
</tr>
<tr>
<td>Detection on both the rising and falling edges</td>
<td>11</td>
</tr>
</tbody>
</table>

*Note:* The polarity of the external trigger can be changed on the fly.

The EXTSEL[3:0] and JEXTSEL[3:0] control bits are used to select which out of 16 possible events can trigger conversion for the regular and injected groups.

*Table 45* gives the possible external trigger for regular conversion.

**Table 45. External trigger for regular channels**

<table>
<thead>
<tr>
<th>Source</th>
<th>Type</th>
<th>EXTSEL[3:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIM1_CH1 event</td>
<td>Internal signal from on-chip timers</td>
<td>0000</td>
</tr>
<tr>
<td>TIM1_CH2 event</td>
<td></td>
<td>0001</td>
</tr>
<tr>
<td>TIM1_CH3 event</td>
<td></td>
<td>0010</td>
</tr>
<tr>
<td>TIM5_CH1 event</td>
<td></td>
<td>1010</td>
</tr>
<tr>
<td>TIM5_CH2 event</td>
<td></td>
<td>1011</td>
</tr>
<tr>
<td>TIM5_CH3 event</td>
<td></td>
<td>1100</td>
</tr>
<tr>
<td>Not used</td>
<td></td>
<td>1101</td>
</tr>
<tr>
<td>Not used</td>
<td></td>
<td>1110</td>
</tr>
<tr>
<td>EXTI line11</td>
<td>External pin</td>
<td>1111</td>
</tr>
</tbody>
</table>
Table 46 gives the possible external trigger for injected conversion.

Table 46. External trigger for injected channels

<table>
<thead>
<tr>
<th>Source</th>
<th>Connection type</th>
<th>JEXTSEL[3:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIM1_CH4 event</td>
<td></td>
<td>0000</td>
</tr>
<tr>
<td>TIM1_TRGO event</td>
<td></td>
<td>0001</td>
</tr>
<tr>
<td>TIM5_CH4 event</td>
<td>Internal signal from on-chip timers</td>
<td>1010</td>
</tr>
<tr>
<td>TIM5_TRGO event</td>
<td></td>
<td>1011</td>
</tr>
<tr>
<td>Not used</td>
<td></td>
<td>1100</td>
</tr>
<tr>
<td>Not used</td>
<td></td>
<td>1101</td>
</tr>
<tr>
<td>Not used</td>
<td></td>
<td>1110</td>
</tr>
<tr>
<td>EXTI line15</td>
<td>External pin</td>
<td>1111</td>
</tr>
</tbody>
</table>

Software source trigger events can be generated by setting SWSTART (for regular conversion) or JSWSTART (for injected conversion) in ADC_CR2.

A regular group conversion can be interrupted by an injected trigger.

*Note:* The trigger selection can be changed on the fly. However, when the selection changes, there is a time frame of 1 APB clock cycle during which the trigger detection is disabled. This is to avoid spurious detection during transitions.

### 11.7 Fast conversion mode

It is possible to perform faster conversion by reducing the ADC resolution. The RES bits are used to select the number of bits available in the data register. The minimum conversion time for each resolution is then as follows:
- 12 bits: $3 + 12 = 15$ ADCCLK cycles
- 10 bits: $3 + 10 = 13$ ADCCLK cycles
- 8 bits: $3 + 8 = 11$ ADCCLK cycles
- 6 bits: $3 + 6 = 9$ ADCCLK cycles

### 11.8 Data management

#### 11.8.1 Using the DMA

Since converted regular channel values are stored into a unique data register, it is useful to use DMA for conversion of more than one regular channel. This avoids the loss of the data already stored in the ADC_DR register.

When the DMA mode is enabled (DMA bit set to 1 in the ADC_CR2 register), after each conversion of a regular channel, a DMA request is generated. This allows the transfer of the converted data from the ADC_DR register to the destination location selected by the software.

Despite this, if data are lost (overrun), the OVR bit in the ADC_SR register is set and an interrupt is generated (if the OVRIE enable bit is set). DMA transfers are then disabled and...
DMA requests are no longer accepted. In this case, if a DMA request is made, the regular conversion in progress is aborted and further regular triggers are ignored. It is then necessary to clear the OVR flag and the DMAEN bit in the used DMA stream, and to re-initialize both the DMA and the ADC to have the wanted converted channel data transferred to the right memory location. Only then can the conversion be resumed and the data transfer, enabled again. Injected channel conversions are not impacted by overrun errors.

When OVR = 1 in DMA mode, the DMA requests are blocked after the last valid data have been transferred, which means that all the data transferred to the RAM can be considered as valid.

At the end of the last DMA transfer (number of transfers configured in the DMA controller’s DMA_SxNTR register):

- No new DMA request is issued to the DMA controller if the DDS bit is cleared to 0 in the ADC_CR2 register (this avoids generating an overrun error). However the DMA bit is not cleared by hardware. It must be written to 0, then to 1 to start a new transfer.
- Requests can continue to be generated if the DDS bit is set to 1. This allows configuring the DMA in double-buffer circular mode.

To recover the ADC from OVR state when the DMA is used, follow the steps below:
1. Reinitialize the DMA (adjust destination address and NDTR counter)
2. Clear the ADC OVR bit in ADC_SR register
3. Trigger the ADC to start the conversion.

### 11.8.2 Managing a sequence of conversions without using the DMA

If the conversions are slow enough, the conversion sequence can be handled by the software. In this case the EOCS bit must be set in the ADC_CR2 register for the EOC status bit to be set at the end of each conversion, and not only at the end of the sequence. When EOCS = 1, overrun detection is automatically enabled. Thus, each time a conversion is complete, EOC is set and the ADC_DR register can be read. The overrun management is the same as when the DMA is used.

To recover the ADC from OVR state when the EOCS is set, follow the steps below:
1. Clear the ADC OVR bit in ADC_SR register
2. Trigger the ADC to start the conversion.

### 11.8.3 Conversions without DMA and without overrun detection

It may be useful to let the ADC convert one or more channels without reading the data each time (if there is an analog watchdog for instance). For that, the DMA must be disabled (DMA = 0) and the EOC bit must be set at the end of a sequence only (EOCS = 0). In this configuration, overrun detection is disabled.

### 11.9 Temperature sensor

The temperature sensor can be used to measure the ambient temperature ($T_A$) of the device.

*Figure 39* shows the block diagram of the temperature sensor.

When not in use, the sensor can be put in power down mode.
**Note:** The TSVREFE bit must be set to enable the conversion of both internal channels: the ADC1_IN18 or ADC1_IN16 (temperature sensor) and the ADC1_IN17 (VREFINT).

**Main features**
- Supported temperature range: –40 to 125 °C
- Precision: ±1.5 °C

**Reading the temperature**
To use the sensor:

1. Select ADC1_IN18 input channel.
2. Select a sampling time greater than the minimum sampling time specified in the datasheet.
3. Set the TSVREFE bit in the ADC_CCR register to wake up the temperature sensor from power down mode.
4. Start the ADC conversion by setting the SWSTART bit (or by external trigger).
5. Read the resulting VSENSE data in the ADC data register.
6. Calculate the temperature using the following formula:
   \[
   \text{Temperature (in } ^\circ\text{C}) = \{(V_{\text{SENSE}} - V_{25}) / \text{Avg\_Slope}\} + 25
   \]
   Where:
   - \(V_{25}\) = VSENSE value for 25°C
   - \(\text{Avg\_Slope}\) = average slope of the temperature vs. VSENSE curve (given in mV/°C or µV/°C)

Refer to the datasheet electrical characteristics section for the actual values of \(V_{25}\) and \(\text{Avg\_Slope}\).
Analog-to-digital converter (ADC)

**Note:** The sensor has a startup time after waking from power down mode before it can output \( V_{\text{SENSE}} \) at the correct level. The ADC also has a startup time after power-on, so to minimize the delay, the ADON and TSVREFE bits should be set at the same time.

The temperature sensor output voltage changes linearly with temperature. The offset of this linear function depends on each chip due to process variation (up to 45 °C from one chip to another).

The internal temperature sensor is more suited for applications that detect temperature variations instead of absolute temperatures. If accurate temperature reading is required, an external temperature sensor should be used.

### 11.10 Battery charge monitoring

The VBATE bit in the ADC_CCR register is used to switch to the battery voltage. As the \( V_{\text{BAT}} \) voltage could be higher than \( V_{\text{DDA}} \), to ensure the correct operation of the ADC, the \( V_{\text{BAT}} \) pin is internally connected to a bridge divider.

When the VBATE is set, the bridge is automatically enabled to connect:

- \( V_{\text{BAT}}/4 \) to the ADC1_IN18 and ADC1_IN16 input channels

**Note:** The \( V_{\text{BAT}} \) and temperature sensor are connected to the same ADC internal channels (ADC1_IN18 and ADC1_IN16). Only one conversion, either temperature sensor or \( V_{\text{BAT}} \), must be selected at a time. When both conversion are enabled simultaneously, only the \( V_{\text{BAT}} \) conversion is performed.

### 11.11 ADC interrupts

An interrupt can be produced on the end of conversion for regular and injected groups, when the analog watchdog status bit is set and when the overrun status bit is set. Separate interrupt enable bits are available for flexibility.

Two other flags are present in the ADC_SR register, but there is no interrupt associated with them:

- JSTRT (Start of conversion for channels of an injected group)
- STRT (Start of conversion for channels of a regular group)

<table>
<thead>
<tr>
<th>Table 47. ADC interrupts</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Interrupt event</strong></td>
</tr>
<tr>
<td>End of conversion of a regular group</td>
</tr>
<tr>
<td>End of conversion of an injected group</td>
</tr>
<tr>
<td>Analog watchdog status bit is set</td>
</tr>
<tr>
<td>Overrun</td>
</tr>
</tbody>
</table>
11.12 ADC registers

Refer to Section 1.2 on page 34 for a list of abbreviations used in register descriptions.

The peripheral registers must be written at word level (32 bits). Read accesses can be done by bytes (8 bits), half-words (16 bits) or words (32 bits).

11.12.1 ADC status register (ADC_SR)

Address offset: 0x00
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit 31:6</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
</table>

Bit 5 **OVR**: Overrun

This bit is set by hardware when data are lost (either in single mode or in dual/triple mode). It is cleared by software. Overrun detection is enabled only when DMA = 1 or EOCS = 1.

- 0: No overrun occurred
- 1: Overrun has occurred

Bit 4 **STRT**: Regular channel start flag

This bit is set by hardware when regular channel conversion starts. It is cleared by software.

- 0: No regular channel conversion started
- 1: Regular channel conversion has started

Bit 3 **JSTRT**: Injected channel start flag

This bit is set by hardware when injected group conversion starts. It is cleared by software.

- 0: No injected group conversion started
- 1: Injected group conversion has started

Bit 2 **JEOC**: Injected channel end of conversion

This bit is set by hardware at the end of the conversion of all injected channels in the group. It is cleared by software.

- 0: Conversion is not complete
- 1: Conversion complete

Bit 1 **EOC**: Regular channel end of conversion

This bit is set by hardware at the end of the conversion of a regular group of channels. It is cleared by software or by reading the ADC_DR register.

- 0: Conversion not complete (EOCS=0), or sequence of conversions not complete (EOCS=1)
- 1: Conversion complete (EOCS=0), or sequence of conversions complete (EOCS=1)

Bit 0 **AWD**: Analog watchdog flag

This bit is set by hardware when the converted voltage crosses the values programmed in the ADC_LTR and ADC_HTR registers. It is cleared by software.

- 0: No analog watchdog event occurred
- 1: Analog watchdog event occurred
### ADC control register 1 (ADC_CR1)

Address offset: 0x04  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:27</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| 26 | OVRIE: Overrun interrupt enable | rw | 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. |
| 25:24 | RES[1:0]: Resolution | rw | These bits are written by software to select the resolution of the conversion.  
00: 12-bit (minimum 15 ADCCLK cycles)  
01: 10-bit (minimum 13 ADCCLK cycles)  
10: 8-bit (minimum 11 ADCCLK cycles)  
11: 6-bit (minimum 9 ADCCLK cycles) |
| 23 | AWDEN: Analog watchdog enable on regular channels | rw | This bit is set and cleared by software.  
0: Analog watchdog disabled on regular channels  
1: Analog watchdog enabled on regular channels |
| 22 | JAWDEN: Analog watchdog enable on injected channels | rw | This bit is set and cleared by software.  
0: Analog watchdog disabled on injected channels  
1: Analog watchdog enabled on injected channels |
| 21:16 | Reserved, must be kept at reset value. | | |
| 15:13 | DISCNUM[2:0]: Discontinuous mode channel count | rw | These bits are written by software to define the number of regular channels to be converted in discontinuous mode, after receiving an external trigger.  
000: 1 channel  
001: 2 channels  
...  
111: 8 channels |
| 12 | JDISCEN: Discontinuous mode on injected channels | rw | This bit is set and cleared by software to enable/disable discontinuous mode on the injected channels of a group.  
0: Discontinuous mode on injected channels disabled  
1: Discontinuous mode on injected channels enabled |
Bit 11 **DISCEN**: Discontinuous mode on regular channels
This bit is set and cleared by software to enable/disable Discontinuous mode on regular channels.
0: Discontinuous mode on regular channels disabled
1: Discontinuous mode on regular channels enabled

Bit 10 **JAUTO**: Automatic injected group conversion
This bit is set and cleared by software to enable/disable automatic injected group conversion after regular group conversion.
0: Automatic injected group conversion disabled
1: Automatic injected group conversion enabled

Bit 9 **AWDSGL**: Enable the watchdog on a single channel in scan mode
This bit is set and cleared by software to enable/disable the analog watchdog on the channel identified by the AWDCH[4:0] bits.
0: Analog watchdog enabled on all channels
1: Analog watchdog enabled on a single channel

Bit 8 **SCAN**: Scan mode
This bit is set and cleared by software to enable/disable the Scan mode. In Scan mode, the inputs selected through the ADC_SQRx or ADC_JSQRx registers are converted.
0: Scan mode disabled
1: Scan mode enabled

*Note: An EOC interrupt is generated if the EOCIE bit is set:*
– At the end of each regular group sequence if the EOCS bit is cleared to 0
– At the end of each regular channel conversion if the EOCs bit is set to 1

*Note: A JEOC interrupt is generated only on the end of conversion of the last channel if the JEOCIE bit is set.*

Bit 7 **JEOCIE**: Interrupt enable for injected channels
This bit is set and cleared by software to enable/disable the end of conversion interrupt for injected channels.
0: JEOC interrupt disabled
1: JEOC interrupt enabled. An interrupt is generated when the JEOC bit is set.

Bit 6 **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

Bit 5 **EOCIE**: Interrupt enable for EOC
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.

Bits 4:0 **AWDCH[4:0]**: Analog watchdog channel select bits
These bits are set and cleared by software. They select the input channel to be guarded by the analog watchdog.

*Note: 00000: ADC analog input Channel0
00001: ADC analog input Channel1
...
01111: ADC analog input Channel15
10000: ADC analog input Channel16
10001: ADC analog input Channel17
10010: ADC analog input Channel18
Other values reserved*
### 11.12.3 ADC control register 2 (ADC_CR2)

Address offset: 0x08  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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<td>5</td>
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<td>3</td>
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<td>rw</td>
</tr>
</tbody>
</table>

- **Bit 31**  Reserved, must be kept at reset value.
- **Bit 30**  **SWSTART**: Start conversion of regular channels  
  This bit is set by software to start conversion and cleared by hardware as soon as the conversion starts.  
  0: Reset state  
  1: Starts conversion of regular channels  
  **Note**: This bit can be set only when ADON = 1 otherwise no conversion is launched.
- **Bits 29:28**  **EXTEN**: External trigger enable for regular channels  
  These bits are set and cleared by software to select the external trigger polarity and enable the trigger of a regular group.  
  00: Trigger detection disabled  
  01: Trigger detection on the rising edge  
  10: Trigger detection on the falling edge  
  11: Trigger detection on both the rising and falling edges
- **Bits 27:24**  **EXTSEL[3:0]**: External event select for regular group  
  These bits select the external event used to trigger the start of conversion of a regular group:  
  0000: Timer 1 CC1 event  
  0001: Timer 1 CC2 event  
  0010: Timer 1 CC3 event  
  0100: Timer 5 CC1 event  
  0101: Timer 5 CC2 event  
  1010: Timer 5 CC3 event  
  1100: EXTI line 11  
  Other configurations: reserved
- **Bit 23**  Reserved, must be kept at reset value.
- **Bit 22**  **JSWSTART**: Start conversion of injected channels  
  This bit is set by software and cleared by hardware as soon as the conversion starts.  
  0: Reset state  
  1: Starts conversion of injected channels  
  This bit can be set only when ADON = 1 otherwise no conversion is launched.
Bits 21:20 **JEXTEN**: External trigger enable for injected channels

These bits are set and cleared by software to select the external trigger polarity and enable the trigger of an injected group.

- 00: Trigger detection disabled
- 01: Trigger detection on the rising edge
- 10: Trigger detection on the falling edge
- 11: Trigger detection on both the rising and falling edges

Bits 19:16 **JEXTSEL[3:0]**: External event select for injected group

These bits select the external event used to trigger the start of conversion of an injected group.

- 0000: Timer 1 CC4 event
- 0001: Timer 1 TRGO event
- 1010: Timer 5 CC4 event
- 1011: Timer 5 TRGO event
- 1111: EXTI line15

Other configurations: reserved

Bits 15:12 Reserved, must be kept at reset value.

Bit 11 **ALIGN**: Data alignment

This bit is set and cleared by software. Refer to Figure 36 and Figure 37.

- 0: Right alignment
- 1: Left alignment

Bit 10 **EOCS**: End of conversion selection

This bit is set and cleared by software.

- 0: The EOC bit is set at the end of each sequence of regular conversions. Overrun detection is enabled only if DMA=1.
- 1: The EOC bit is set at the end of each regular conversion. Overrun detection is enabled.

Bit 9 **DDS**: DMA disable selection (for single ADC mode)

This bit is set and cleared by software.

- 0: No new DMA request is issued after the last transfer (as configured in the DMA controller)
- 1: DMA requests are issued as long as data are converted and DMA=1

Bit 8 **DMA**: Direct memory access mode (for single ADC mode)

This bit is set and cleared by software. Refer to the DMA controller chapter for more details.

- 0: DMA mode disabled
- 1: DMA mode enabled

Bits 7:2 Reserved, must be kept at reset value.

Bit 1 **CONT**: Continuous conversion

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

Bit 0 **ADON**: A/D Converter ON / OFF

This bit is set and cleared by software.

- 0: Disable ADC conversion and go to power down mode
- 1: Enable ADC
### 11.12.4 ADC sample time register 1 (ADC_SMPR1)

Address offset: 0x0C  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th></th>
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<tbody>
<tr>
<td>31</td>
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<td>12</td>
<td>11</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 31: 27 Reserved, must be kept at reset value.

Bits 26:0 **SMPx[2:0]**: Channel x sampling time selection  
These bits are written by software to select the sampling time individually for each channel.  
During sampling cycles, the channel selection bits must remain unchanged.  
Note:  
- 000: 3 cycles  
- 001: 15 cycles  
- 010: 28 cycles  
- 011: 56 cycles  
- 100: 84 cycles  
- 101: 112 cycles  
- 110: 144 cycles  
- 111: 480 cycles

---

### 11.12.5 ADC sample time register 2 (ADC_SMPR2)

Address offset: 0x10  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th></th>
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<td>11</td>
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</tbody>
</table>

Bits 31:30 Reserved, must be kept at reset value.

Bits 29:0 **SMPx[2:0]**: Channel x sampling time selection  
These bits are written by software to select the sampling time individually for each channel.  
During sampling cycles, the channel selection bits must remain unchanged.  
Note:  
- 000: 3 cycles  
- 001: 15 cycles  
- 010: 28 cycles  
- 011: 56 cycles  
- 100: 84 cycles  
- 101: 112 cycles  
- 110: 144 cycles  
- 111: 480 cycles
11.12.6 ADC injected channel data offset register x (ADC_JOFRx) (x=1..4)

Address offset: 0x14-0x20
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
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<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:12 Reserved, must be kept at reset value.

Bits 11:0 JOFFSETx[11:0]: Data offset for injected channel x
These bits are written by software to define the offset to be subtracted from the raw converted data when converting injected channels. The conversion result can be read from the ADC_JDRx registers.

11.12.7 ADC watchdog higher threshold register (ADC_HTR)

Address offset: 0x24
Reset value: 0x0000 0FFF

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
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<tbody>
<tr>
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<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:12 Reserved, must be kept at reset value.

Bits 11:0 HT[11:0]: Analog watchdog higher threshold
These bits are written by software to define the higher threshold for the analog watchdog.

Note: The software can write to these registers when an ADC conversion is ongoing. The programmed value will be effective when the next conversion is complete. Writing to this register is performed with a write delay that can create uncertainty on the effective time at which the new value is programmed.

11.12.8 ADC watchdog lower threshold register (ADC_LTR)

Address offset: 0x28
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
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<th>26</th>
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<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
</table>
Analog-to-digital converter (ADC)

### 11.12.9 ADC regular sequence register 1 (ADC_SQR1)

Address offset: 0x2C

<table>
<thead>
<tr>
<th>Bits 31:24</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bits 23:20</td>
<td>L[3:0]: Regular channel sequence length</td>
</tr>
<tr>
<td>Bits 19:15</td>
<td>SQ16[4:0]: 16th conversion in regular sequence</td>
</tr>
<tr>
<td>Bits 14:10</td>
<td>SQ15[4:0]: 15th conversion in regular sequence</td>
</tr>
<tr>
<td>Bits 9:5</td>
<td>SQ14[4:0]: 14th conversion in regular sequence</td>
</tr>
<tr>
<td>Bits 4:0</td>
<td>SQ13[4:0]: 13th conversion in regular sequence</td>
</tr>
</tbody>
</table>

Note: The software can write to these registers when an ADC conversion is ongoing. The programmed value will be effective when the next conversion is complete. Writing to this register is performed with a write delay that can create uncertainty on the effective time at which the new value is programmed.
### 11.12.10 ADC regular sequence register 2 (ADC_SQR2)

**Address offset:** 0x30  
**Reset value:** 0x0000 0000

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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 | rw | rw | rw | rw | rw | rw | rw | rw | rw |

- Bits 31:30 Reserved, must be kept at reset value.
- Bits 29:26 **SQ12[4:0]:** 12th conversion in regular sequence  
  These bits are written by software with the channel number (0..18) assigned as the 12th in the sequence to be converted.
- Bits 24:20 **SQ11[4:0]:** 11th conversion in regular sequence
- Bits 19:15 **SQ10[4:0]:** 10th conversion in regular sequence
- Bits 14:10 **SQ9[4:0]:** 9th conversion in regular sequence
- Bits 9:5 **SQ8[4:0]:** 8th conversion in regular sequence
- Bits 4:0 **SQ7[4:0]:** 7th conversion in regular sequence

### 11.12.11 ADC regular sequence register 3 (ADC_SQR3)

**Address offset:** 0x34  
**Reset value:** 0x0000 0000

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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 | rw | rw | rw | rw | rw | rw | rw | rw | rw |

- Bits 31:30 Reserved, must be kept at reset value.
- Bits 29:25 **SQ6[4:0]:** 6th conversion in regular sequence  
  These bits are written by software with the channel number (0..18) assigned as the 6th in the sequence to be converted.
- Bits 24:20 **SQ5[4:0]:** 5th conversion in regular sequence
- Bits 19:15 **SQ4[4:0]:** 4th conversion in regular sequence
- Bits 14:10 **SQ3[4:0]:** 3rd conversion in regular sequence
- Bits 9:5 **SQ2[4:0]:** 2nd conversion in regular sequence
- Bits 4:0 **SQ1[4:0]:** 1st conversion in regular sequence
Analog-to-digital converter (ADC) RM0401

11.12.12  ADC injected sequence register (ADC_JSQR)

Address offset: 0x38
Reset value: 0x0000 0000

Note: When JL[1:0]=3 (4 injected conversions in the sequencer), the ADC converts the channels in the following order: JSQ1[4:0], JSQ2[4:0], JSQ3[4:0], and JSQ4[4:0].

When JL=2 (3 injected conversions in the sequencer), the ADC converts the channels in the following order: JSQ2[4:0], JSQ3[4:0], and JSQ4[4:0].

When JL=1 (2 injected conversions in the sequencer), the ADC converts the channels in the following order: JSQ3[4:0], and then JSQ4[4:0].

When JL=0 (1 injected conversion in the sequencer), the ADC converts only JSQ4[4:0] channel.

11.12.13  ADC injected data register x (ADC_JDRx) (x= 1..4)

Address offset: 0x3C - 0x48
Reset value: 0x0000 0000

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

Bits 21:20  JL[1:0]: Injected sequence length
These bits are written by software to define the total number of conversions in the injected channel conversion sequence.
00: 1 conversion
01: 2 conversions
10: 3 conversions
11: 4 conversions

Bits 19:15  JSQ4[4:0]: 4th conversion in injected sequence (when JL[1:0]=3, see note below)
These bits are written by software with the channel number (0..18) assigned as the 4th in the sequence to be converted.

Bits 14:10  JSQ3[4:0]: 3rd conversion in injected sequence (when JL[1:0]=3, see note below)

Bits 9:5  JSQ2[4:0]: 2nd conversion in injected sequence (when JL[1:0]=3, see note below)

Bits 4:0  JSQ1[4:0]: 1st conversion in injected sequence (when JL[1:0]=3, see note below)

Note: When JL[1:0]=3 (4 injected conversions in the sequencer), the ADC converts the channels in the following order: JSQ1[4:0], JSQ2[4:0], JSQ3[4:0], and JSQ4[4:0].

When JL=2 (3 injected conversions in the sequencer), the ADC converts the channels in the following order: JSQ2[4:0], JSQ3[4:0], and JSQ4[4:0].

When JL=1 (2 injected conversions in the sequencer), the ADC converts the channels in the following order: JSQ3[4:0], and then JSQ4[4:0].

When JL=0 (1 injected conversion in the sequencer), the ADC converts only JSQ4[4:0] channel.
11.12.14  ADC regular data register (ADC_DR)

Address offset: 0x4C
Reset value: 0x0000 0000

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

Bits 15:0  JDATA[15:0]: Injected data
These bits are read-only. They contain the conversion result from injected channel x. The
data are left- or right-aligned as shown in Figure 36 and Figure 37.

11.12.15  ADC Common status register (ADC_CSR)

Address offset: 0x00 (this offset address is relative to ADC1 base address + 0x300)
Reset value: 0x0000 0000

This register provides an image of the status bits of ADC1. Nevertheless it is read-only and
does not allow to clear the different status bits. Instead each status bit must be cleared by
writing it to 0 in the corresponding ADC_SR register.

Bits 31:6  Reserved, must be kept at reset value.

Bit 5  OVR1: Overrun flag of ADC1
This bit is a copy of the OVR bit in the ADC1_SR register.

Bit 4  STRT1: Regular channel Start flag of ADC1
This bit is a copy of the STRT bit in the ADC1_SR register.

Bit 3  JSTRT1: Injected channel Start flag of ADC1
This bit is a copy of the JSTRT bit in the ADC1_SR register.
**11.12.16 ADC common control register (ADC_CCR)**

> Address offset: 0x04 (this offset address is relative to ADC1 base address + 0x300)

> Reset value: 0x0000 0000

| Bit 31:24 | Reserved, must be kept at reset value.
| --- | --- |
| Bit 23 | **TSVREFE**: Temperature sensor and VREFINT enable  
This bit is set and cleared by software to enable/disable the temperature sensor and the VREFINT channel.  
0: Temperature sensor and VREFINT channel disabled  
1: Temperature sensor and VREFINT channel enabled  
Note: VBATE must be disabled when TSVREFE is set. If both bits are set, only the VBAT conversion is performed.
| | **VBATE**: VBAT enable  
This bit is set and cleared by software to enable/disable the VBAT channel.  
0: VBAT channel disabled  
1: VBAT channel enabled  
| Bits 21:18 | Reserved, must be kept at reset value.
| Bits 17:16 | **ADCPRE**: ADC prescaler  
Set and cleared by software to select the frequency of the clock to the ADC. The clock is common for all the ADCs.  
Note:  
00: PCLK2 divided by 2  
01: PCLK2 divided by 4  
10: PCLK2 divided by 6  
11: PCLK2 divided by 8
| Bits 15:0 | Reserved, must be kept at reset value.
### 11.12.17 ADC register map

The following table summarizes the ADC registers.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x000 - 0x04C</td>
<td>ADC1</td>
<td>Analog-to-digital converter (ADC)</td>
</tr>
<tr>
<td>0x050 - 0x2FC</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
<tr>
<td>0x300 - 0x308</td>
<td>Common registers</td>
<td>Common registers</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>ADC_SR</td>
<td>ADC status register</td>
</tr>
<tr>
<td>0x04</td>
<td>ADC_CR1</td>
<td>ADC control register</td>
</tr>
<tr>
<td>0x08</td>
<td>ADC_CR2</td>
<td>ADC channel configuration register</td>
</tr>
<tr>
<td>0x10</td>
<td>ADC_SMPR1</td>
<td>Sample time register</td>
</tr>
<tr>
<td>0x14</td>
<td>ADC_JOFR1</td>
<td>AD converter offset registers</td>
</tr>
<tr>
<td>0x18</td>
<td>ADC_JOFR2</td>
<td>AD converter offset registers</td>
</tr>
<tr>
<td>0x1C</td>
<td>ADC_JOFR3</td>
<td>AD converter offset registers</td>
</tr>
<tr>
<td>0x20</td>
<td>ADC_JOFR4</td>
<td>AD converter offset registers</td>
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<tr>
<td>0x24</td>
<td>ADC_HTR</td>
<td>HT register</td>
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<tr>
<td>0x28</td>
<td>ADC_LTR</td>
<td>LT register</td>
</tr>
<tr>
<td>0x2C</td>
<td>ADC_SQR1</td>
<td>SQX register (1 to 4)</td>
</tr>
<tr>
<td>0x30</td>
<td>ADC_SQR2</td>
<td>SQX register (1 to 4)</td>
</tr>
</tbody>
</table>

#### Table 48. ADC global register map

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x000 - 0x04C</td>
<td>ADC1</td>
<td>Analog-to-digital converter (ADC)</td>
</tr>
<tr>
<td>0x050 - 0x2FC</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
<tr>
<td>0x300 - 0x308</td>
<td>Common registers</td>
<td>Common registers</td>
</tr>
</tbody>
</table>

#### Table 49. ADC register map and reset values

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
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<td>ADC status register</td>
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<tr>
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<td>ADC_CR1</td>
<td>ADC control register</td>
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<tr>
<td>0x08</td>
<td>ADC_CR2</td>
<td>ADC channel configuration register</td>
</tr>
<tr>
<td>0x10</td>
<td>ADC_SMPR1</td>
<td>Sample time register</td>
</tr>
<tr>
<td>0x14</td>
<td>ADC_JOFR1</td>
<td>AD converter offset registers</td>
</tr>
<tr>
<td>0x18</td>
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<td>AD converter offset registers</td>
</tr>
<tr>
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<td>ADC_JOFR3</td>
<td>AD converter offset registers</td>
</tr>
<tr>
<td>0x20</td>
<td>ADC_JOFR4</td>
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<td>0x28</td>
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<td>0x2C</td>
<td>ADC_SQR1</td>
<td>SQX register (1 to 4)</td>
</tr>
<tr>
<td>0x30</td>
<td>ADC_SQR2</td>
<td>SQX register (1 to 4)</td>
</tr>
</tbody>
</table>
Refer to Section 2.2 on page 41 for the register boundary addresses.
12 Digital-to-analog converter (DAC)

12.1 Introduction

The DAC module is a 12-bit, voltage output digital-to-analog converter. The DAC can be configured in 8- or 12-bit mode and may be used in conjunction with the DMA controller. In 12-bit mode, the data could be left- or right-aligned. An input reference voltage, $V_{REF+}$ (shared with ADC), is available. The output can optionally be buffered for higher current drive.

12.2 DAC main features

- One DAC converter
- Left or right data alignment in 12-bit mode
- Synchronized update capability
- Noise-wave generation
- Triangular-wave generation
- DMA capability
- DMA underrun error detection
- External triggers for conversion
- Input voltage reference, $V_{REF+}$

*Figure 40* shows the block diagram of a DAC channel and *Table 51* gives the pin description.
Note: Once DAC_Channelx is enabled, the corresponding GPIO pin (PA5) is automatically connected to the analog converter output (DAC1_OUT). In order to avoid parasitic consumption, the PA5 pin should first be configured to analog (AIN).

12.3 DAC output buffer enable

The DAC integrates one output buffer that can be used to reduce the output impedance on DAC1_OUT1 output, and to drive external loads directly without having to add an external operational amplifier.
The DAC channel output buffer can be enabled and disabled through the BOFF1 bit in the DAC_CR register.

### 12.4 DAC channel enable

The DAC channel can be powered on by setting the EN1 bit in the DAC_CR register. The DAC channel is then enabled after a startup time $t_{\text{WAKEUP}}$.

*Note:* The EN1 bit enables the analog DAC Channel macrocell only. The DAC Channel digital interface is enabled even if the EN1 bit is reset.

### 12.5 Single mode functional description

#### 12.5.1 DAC data format

There are three possibilities:

- **8-bit right alignment:** the software has to load data into the DAC_DHR8Rx [7:0] bits (stored into the DHRx[11:4] bits)
- **12-bit left alignment:** the software has to load data into the DAC_DHR12Lx [15:4] bits (stored into the DHRx[11:0] bits)
- **12-bit right alignment:** the software has to load data into the DAC_DHR12Rx [11:0] bits (stored into the DHRx[11:0] bits)

Depending on the loaded DAC_DHRyyyx register, the data written by the user is shifted and stored into the corresponding DHRx (data holding registersx, which are internal non-memory-mapped registers). The DHRx register is then loaded into the DORx register either automatically, by software trigger or by an external event trigger.

![Figure 41. Data registers in single DAC channel mode](image)

**12.5.2 DAC channel conversion**

The DAC_DORx cannot be written directly and any data transfer to the DAC channel must be performed by loading the DAC_DHRx register (write to DAC_DHR8Rx, DAC_DHR12Lx, DAC_DHR12Rx).

Data stored in the DAC_DHRx register are automatically transferred to the DAC_DORx register after one APB1 clock cycle, if no hardware trigger is selected (TENx bit in DAC_CR register is reset). However, when a hardware trigger is selected (TENx bit in DAC_CR register is set) and a trigger occurs, the transfer is performed three PCLK clock cycles later.
When DAC_DORx is loaded with the DAC_DHRx contents, the analog output voltage becomes available after a time $t_{SETTLING}$ that depends on the power supply voltage and the analog output load.

**Figure 42. Timing diagram for conversion with trigger disabled TEN = 0**

![Timing diagram](image)

**Independent trigger with single LFSR generation**

To configure the DAC in this conversion mode (see *Section 12.6: Noise generation*), the following sequence is required:

1. Set the DAC channel trigger enable bit TENx.
2. Configure the trigger source by setting TSELx[2:0] bits.
3. Configure the DAC channel WAVEx[1:0] bits as "01" and the same LFSR mask value in the MAMPx[3:0] bits.
4. Load the DAC channel data into the desired DAC_DHRx register (DHR12RD, DHR12LD or DHR8RD).

When a DAC channelx trigger arrives, the LFSRx counter, with the same mask, is added to the DHRx register and the sum is transferred into DAC_DORx (three APB clock cycles later). Then the LFSRx counter is updated.

**Independent trigger with single triangle generation**

To configure the DAC in this conversion mode (see *Section 12.7: Triangle-wave generation*), the following sequence is required:

1. Set the DAC channelx trigger enable TENx bits.
2. Configure the trigger source by setting TSELx[2:0] bits.
3. Configure the DAC channelx WAVEx[1:0] bits as "1x" and the same maximum amplitude value in the MAMPx[3:0] bits.
4. Load the DAC channelx data into the desired DAC_DHRx register (DHR12RD, DHR12LD or DHR8RD).

When a DAC channelx trigger arrives, the DAC channelx triangle counter, with the same amplitude, is added to the DHRx register and the sum is transferred into DAC_DORx (three APB clock cycles later). The DAC channelx triangle counter is then updated.
12.5.3 **DAC output voltage**

Digital inputs are converted to output voltages on a linear conversion between 0 and $V_{\text{REF}+}$. The analog output voltages on each DAC channel pin are determined by the following equation:

$$\text{DAC output} = V_{\text{REF}+} \times \frac{\text{DOR}}{4096}$$

12.5.4 **DAC trigger selection**

If the TENx control bit is set, conversion can then be triggered by an external event (timer counter, external interrupt line). The TSELx[2:0] control bits determine which possible events will trigger conversion as shown in *Table 52*.

<table>
<thead>
<tr>
<th>Source</th>
<th>Type</th>
<th>TSEL[2:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIM5 TRGO event</td>
<td>Internal signal from on-chip timers</td>
<td>011</td>
</tr>
<tr>
<td>EXTI line9</td>
<td>External pin</td>
<td>110</td>
</tr>
<tr>
<td>SWTRIG</td>
<td>Software control bit</td>
<td>111</td>
</tr>
</tbody>
</table>

Each time a DAC interface detects a rising edge on the selected timer TRGO output, or on the selected external interrupt line 9, the last data stored into the DAC_DHRx register are transferred into the DAC_DORx register. The DAC_DORx register is updated three APB1 cycles after the trigger occurs.

If the software trigger is selected, the conversion starts once the SWTRIG bit is set. SWTRIG is reset by hardware once the DAC_DORx register has been loaded with the DAC_DHRx register contents.

**Note:** TSELx[2:0] bit cannot be changed when the ENx bit is set. When software trigger is selected, the transfer from the DAC_DHRx register to the DAC_DORx register takes only one APB1 clock cycle.
12.6 Noise generation

In order to generate a variable-amplitude pseudonoise, an LFSR (linear feedback shift register) is available. DAC noise generation is selected by setting WAVEx[1:0] to "01". The preloaded value in LFSR is 0xAAA. This register is updated three APB clock cycles after each trigger event, following a specific calculation algorithm.

**Figure 43. DAC LFSR register calculation algorithm**

The LFSR value, that may be masked partially or totally by means of the MAMPx[3:0] bits in the DAC_CR register, is added up to the DAC_DHRx contents without overflow and this value is then stored into the DAC_DORx register.

If LFSR is 0x0000, a '1 is injected into it (antilock-up mechanism).

It is possible to reset LFSR wave generation by resetting the WAVEx[1:0] bits.

**Figure 44. DAC conversion (SW trigger enabled) with LFSR wave generation**

*Note:* The DAC trigger must be enabled for noise generation by setting the TENx bit in the DAC_CR register.
12.7 Triangle-wave generation

It is possible to add a small-amplitude triangular waveform on a DC or slowly varying signal. DAC triangle-wave generation is selected by setting WAVEx[1:0] to “10”. The amplitude is configured through the MAMPx[3:0] bits in the DAC_CR register. An internal triangle counter is incremented three APB clock cycles after each trigger event. The value of this counter is then added to the DAC_DHRx register without overflow and the sum is stored into the DAC_DORx register. The triangle counter is incremented as long as it is less than the maximum amplitude defined by the MAMPx[3:0] bits. Once the configured amplitude is reached, the counter is decremented down to 0, then incremented again and so on.

It is possible to reset triangle wave generation by resetting the WAVEx[1:0] bits.

**Figure 45. DAC triangle wave generation**

![Diagram of DAC triangle wave generation](image)

**Figure 46. DAC conversion (SW trigger enabled) with triangle wave generation**

![Diagram of DAC conversion with triangle wave generation](image)

**Note:** The DAC trigger must be enabled for triangle generation by setting the TENx bit in the DAC_CR register.

The MAMPx[3:0] bits must be configured before enabling the DAC, otherwise they cannot be changed.
12.8 DMA request

The DAC channel has a DMA capability. One DMA channel is used to service DAC channel DMA requests.

A DAC DMA request is generated when an external trigger (but not a software trigger) occurs while the DMAENx bit is set. The value of the DAC_DHRx register is then transferred to the DAC_DORx register.

DMA underrun

The DAC DMA request is not queued so that if a second external trigger arrives before the acknowledgment for the first external trigger is received (first request), then no new request is issued and the DMA channelx underrun flag DMAUDRx in the DAC_SR register is set, reporting the error condition. DMA data transfers are then disabled and no further DMA request is treated. The DAC channelx continues to convert old data.

The software should clear the DMAUDRx flag by writing “1”, clear the DMAEN bit of the used DMA stream and re-initialize both DMA and DAC channelx to restart the transfer correctly. The software should modify the DAC trigger conversion frequency or lighten the DMA workload to avoid a new DMA. Finally, the DAC conversion can be resumed by enabling both DMA data transfer and conversion trigger.

An interrupt is also generated if the corresponding DMAUDRIE1 bit in the DAC_CR register is enabled.
12.9 DAC registers

Refer to Section 1.2 on page 34 for a list of abbreviations used in register descriptions.

The peripheral registers have to be accessed by words (32-bit).

12.9.1 DAC control register (DAC_CR)

Address offset: 0x00
Reset value: 0x0000 0000

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Bits 31:14 Reserved, must be kept at reset value.

- **Bit 13 DMAUDRIE1**: DAC channel1 DMA Underrun Interrupt enable
  - This bit is set and cleared by software.
  - 0: DAC channel1 DMA Underrun Interrupt disabled
  - 1: DAC channel1 DMA Underrun Interrupt enabled

- **Bit 12 DMAEN1**: DAC channel1 DMA enable
  - This bit is set and cleared by software.
  - 0: DAC channel1 DMA mode disabled
  - 1: DAC channel1 DMA mode enabled

- **Bits 11:8 MAMP1[3:0]**: DAC channel1 mask/amplitude selector
  - These bits are written by software to select mask in wave generation mode or amplitude in triangle generation mode.
  - 0000: Unmask bit0 of LFSR/ triangle amplitude equal to 1
  - 0001: Unmask bits[1:0] of LFSR/ triangle amplitude equal to 3
  - 0010: Unmask bits[2:0] of LFSR/ triangle amplitude equal to 7
  - 0011: Unmask bits[3:0] of LFSR/ triangle amplitude equal to 15
  - 0100: Unmask bits[4:0] of LFSR/ triangle amplitude equal to 31
  - 0101: Unmask bits[5:0] of LFSR/ triangle amplitude equal to 63
  - 0110: Unmask bits[6:0] of LFSR/ triangle amplitude equal to 127
  - 0111: Unmask bits[7:0] of LFSR/ triangle amplitude equal to 255
  - 1000: Unmask bits[8:0] of LFSR/ triangle amplitude equal to 511
  - 1001: Unmask bits[9:0] of LFSR/ triangle amplitude equal to 1023
  - 1010: Unmask bits[10:0] of LFSR/ triangle amplitude equal to 2047
  - ≥1011: Unmask bits[11:0] of LFSR/ triangle amplitude equal to 4095

- **Bits 7:6 WAVE1[1:0]**: DAC channel1 noise/triangle wave generation enable
  - These bits are set and cleared by software.
  - 00: Wave generation disabled
  - 01: Noise wave generation enabled
  - 1x: Triangle wave generation enabled

*Note: Only used if bit TEN1 = 1 (DAC channel1 trigger enabled).*
Bits 5:3  **TSEL[2:0]:** DAC channel1 trigger selection
These bits select the external event used to trigger DAC channel1.
- 011: TIM5 TRGO event
- 110: EXTI line9
- 111: Software trigger

*Note:* Only used if bit **TEN1** = 1 (DAC channel1 trigger enabled).

Bit 2  **TEN1**: DAC channel1 trigger enable
This bit is set and cleared by software to enable/disable DAC channel1 trigger.
- 0: DAC channel1 trigger disabled and data written into the DAC_DHRx register are transferred one APB1 clock cycle later to the DAC_DOR1 register
- 1: DAC channel1 trigger enabled and data from the DAC_DHRx register are transferred three APB1 clock cycles later to the DAC_DOR1 register

*Note:* When software trigger is selected, the transfer from the DAC_DHRx register to the DAC_DOR1 register takes only one APB1 clock cycle.

Bit 1  **BOFF1**: DAC channel1 output buffer disable
This bit is set and cleared by software to enable/disable DAC channel1 output buffer.
- 0: DAC channel1 output buffer enabled
- 1: DAC channel1 output buffer disabled

Bit 0  **EN1**: DAC channel1 enable
This bit is set and cleared by software to enable/disable DAC channel1.
- 0: DAC channel1 disabled
- 1: DAC channel1 enabled
12.9.2 DAC software trigger register (DAC_SWTRIGR)

Address offset: 0x04
Reset value: 0x0000 0000

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Bits 31:1 Reserved, must be kept at reset value.

Bit 0 **SWTRIG1**: DAC channel1 software trigger

This bit is set and cleared by software to enable/disable the software trigger.

0: Software trigger disabled
1: Software trigger enabled

*Note: This bit is cleared by hardware (one APB1 clock cycle later) once the DAC_DHR1 register value has been loaded into the DAC_DOR1 register.*

12.9.3 DAC channel1 12-bit right-aligned data holding register (DAC_DHR12R1)

Address offset: 0x08
Reset value: 0x0000 0000

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Bits 31:12 Reserved, must be kept at reset value.

Bits 11:0 **DACC1DHR[11:0]**: DAC channel1 12-bit right-aligned data

These bits are written by software which specifies 12-bit data for DAC channel1.
12.9.4 DAC channel1 12-bit left-aligned data holding register (DAC_DHR12L1)

Address offset: 0x0C
Reset value: 0x0000 0000

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DAC1DHR[11:0]

| 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 DAC1DHR[11:0]: DAC channel1 12-bit left-aligned data
These bits are written by software which specifies 12-bit data for DAC channel1.

Bits 3:0 Reserved, must be kept at reset value.

12.9.5 DAC channel1 8-bit right-aligned data holding register (DAC_DHR8R1)

Address offset: 0x10
Reset value: 0x0000 0000

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| rw | rw | rw | rw | rw | rw | rw | rw |

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

Bits 7:0 DAC1DHR[7:0]: DAC channel1 8-bit right-aligned data
These bits are written by software which specifies 8-bit data for DAC channel1.

12.9.6 DAC channel1 data output register (DAC_DOR1)

Address offset: 0x2C
Reset value: 0x0000 0000

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| r  | r  | r  | r  | r  | r  | r  | r  |

254/771
Bits 31:12  Reserved, must be kept at reset value.

Bits 11:0  **DAC\textsubscript{1}DOR[11:0]**: DAC channel1 data output
These bits are read-only, they contain data output for DAC channel1.

### 12.9.7 DAC status register (DAC\_SR)

Address offset: 0x34
Reset value: 0x0000 0000

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Bits 31:14  Reserved, must be kept at reset value.

Bit 13  **DMAUDR1**: DAC channel1 DMA underrun flag
This bit is set by hardware and cleared by software (by writing it to 1).

0: No DMA underrun error condition occurred for DAC channel1
1: DMA underrun error condition occurred for DAC channel1 (the currently selected trigger is driving DAC channel1 conversion at a frequency higher than the DMA service capability rate)

Bits 12:0  Reserved, must be kept at reset value.
### 12.9.8 DAC register map

Table 53 summarizes the DAC registers.

| 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    | DAC_CR        |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x04    | DAC_SWTRIGR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x08    | DAC_DHR12R1   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x0C    | DAC_DHR12L1   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x10    | DAC_DHR8R1    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x2C    | DAC_DOR1      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x34    | DAC_SR        |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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Refer to Section 2.2 on page 41 for the register boundary addresses.
13 **True random number generator (RNG)**

13.1 **Introduction**

The RNG is a true random number generator that continuously provides 32-bit entropy samples, based on an analog noise source. It can be used by the application as a live entropy source to build a NIST compliant Deterministic Random Bit Generator (DRBG).

The RNG true random number generator has been tested using NIST statistical test suite SP800 rev1a (April 2010).

13.2 **RNG main features**

- The RNG delivers 32-bit true random numbers, produced by an analog entropy source post-processed with linear-feedback shift registers (LFSR).
- It produces one 32-bit random samples every 42 RNG clock cycles (dedicated clock).
- It allows embedded continuous basic health tests with associated error management – Includes too low sampling clock detection and repetition count tests.
- It can be disabled to reduce power consumption.
- It has an AMBA AHB slave peripheral, accessible through 32-bit word single accesses only (else an AHB bus error is generated). Warning! any write not equal to 32 bits might corrupt the register content.
13.3 RNG functional description

13.3.1 RNG block diagram

*Figure 47* shows the RNG block diagram.

*Figure 47. RNG block diagram*

13.3.2 RNG internal signals

*Table 54* describes a list of useful-to-know internal signals available at the RNG level, not at the STM32 product level (on pads).

*Table 54. RNG internal input/output signals*

<table>
<thead>
<tr>
<th>Signal name</th>
<th>Signal type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>rng_it</td>
<td>Digital output</td>
<td>RNG global interrupt request</td>
</tr>
<tr>
<td>rng_hclk -</td>
<td>Digital input</td>
<td>AHB - clock</td>
</tr>
<tr>
<td>rng_clk</td>
<td>Digital input</td>
<td>RNG dedicated clock, asynchronous to rng_hclk -</td>
</tr>
</tbody>
</table>
13.3.3 Random number generation

The true random number generator (RNG) delivers truly random data through its AHB interface at deterministic intervals. The RNG implements the entropy source model pictured on Figure 48, and provides three main functions to the application:

- Collects the bitstring output of the entropy source box
- Obtains samples of the noise source for validation purpose
- Collects error messages from continuous health tests

![Figure 48. Entropy source model](image)

The main components of the RNG are:

- A source of physical randomness (analog noise source)
- A digitization stage for this analog noise source
- A stage delivering post-processed noise source (raw data)
- An output buffer for the raw data. If further cryptographic conditioning is required by the application it will need to be performed by software.
- An optional output for the digitized noise source (unbuffered, on digital pads)
- Basic health tests on the digitized noise source

All those components are detailed below.

Noise source

The noise source is the component that contains the non-deterministic, entropy-providing activity that is ultimately responsible for the uncertainty associated with the bitstring output by the entropy source. It is composed of:

- Two analog noise sources, each based on three XORed free-running ring oscillator outputs. It is possible to disable those analog oscillators to save power, as described in
Section 13.4: RNG low-power usage.

- A sampling stage of these outputs clocked by a dedicated clock input (rng_clk), delivering a 2-bit raw data output.

This noise source sampling is independent to the AHB interface clock frequency (rng_hclk).

Note: In Section 13.7: Entropy source validation recommended RNG clock frequencies are given.

Post processing

The sample values obtained from a true random noise source consist of 2-bit bitstrings. Because this noise source output is biased, the RNG implements a post-processing component that reduces that bias to a tolerable level.

The RNG post-processing consists of two stages, applied to each noise source bits:

- The RNG takes half of the bits from the sampled noise source, and half of the bits from inverted sampled noise source. Thus, if the source generates more ‘1’ than ‘0’ (or the opposite), it is filtered
- A linear feedback shift register (LFSR) performs a whitening process, producing 8-bit strings.

This component is clocked by the RNG clock.

The times required between two random number generations, and between the RNG initialization and availability of first sample are described in Section 13.6: RNG processing time.

Output buffer

The RNG_DR data output register can store up to two 16-bit words which have been output from the post-processing component (LFSR). In order to read back 32-bit random samples it is required to wait 42 RNG clock cycles.

Whenever a random number is available through the RNG_DR register the DRDY flag transitions from “0” to “1”. This flag remains high until output buffer becomes empty after reading one word from the RNG_DR register.

Note: When interrupts are enabled an interrupt is generated when this data ready flag transitions from “0” to “1”. Interrupt is then cleared automatically by the RNG as explained above.
Health checks

This component ensures that the entire entropy source (with its noise source) starts then operates as expected, obtaining assurance that failures are caught quickly and with a high probability and reliability.

The RNG implements the following health check features:

1. Continuous health tests, running indefinitely on the outputs of the noise source
   - Repetition count test, flagging an error when:
     a) One of the noise source has provided more than 64 consecutive bits at a constant value ("0" or "1")
     b) One of the noise sources has delivered more than 32 consecutive occurrence of two bits patterns ("01" or "10")

2. Vendor specific continuous test
   - Real-time “too slow” sampling clock detector, flagging an error when one RNG clock cycle is smaller than AHB clock cycle divided by 16.

The CECS and SECS status bits in the RNG_SR register indicate when an error condition is detected, as detailed in Section 13.3.7: Error management.

Note: An interrupt can be generated when an error is detected.

13.3.4 RNG initialization

When a hardware reset occurs the following chain of events occurs:

1. The analog noise source is enabled, and logic starts sampling the analog output after four RNG clock cycles, filling LFSR shift register and associated 16-bit post-processing shift register.

2. The output buffer is refilled automatically according to the RNG usage.

The associated initialization time can be found in Section 13.6: RNG processing time.

13.3.5 RNG operation

Normal operations

To run the RNG using interrupts the following steps are recommended:

1. Enable the interrupts by setting the IE bit in the RNG_CR register. At the same time enable the RNG by setting the bit RNGEN=1.

2. An interrupt is now generated when a random number is ready or when an error occurs. Therefore at each interrupt, check that:
   - No error occurred. The SEIS and CEIS bits should be set to ‘0’ in the RNG_SR register.
   - A random number is ready. The DRDY bit must be set to ‘1’ in the RNG_SR register.
   - If above two conditions are true the content of the RNG_DR register can be read.
To run the RNG in polling mode following steps are recommended:

1. Enable the random number generation by setting the RNGEN bit to “1” in the RNG_CR register.

2. Read the RNG_SR register and check that:
   - No error occurred (the SEIS and CEIS bits should be set to '0')
   - A random number is ready (the DRDY bit should be set to ‘1’)

3. If above conditions are true read the content of the RNG_DR register.

*Note:* When data is not ready (DRDY='0') RNG_DR returns zero.

**Low-power operations**

If the power consumption is a concern to the application, low-power strategies can be used, as described in Section 13.4: RNG low-power usage on page 263.

**Software post-processing**

If a NIST approved DRBG with 128 bits of security strength is required an approved random generator software must be built around the RNG true random number generator.

### 13.3.6 RNG clocking

The RNG runs on two different clocks: the AHB bus clock and a dedicated RNG clock.

The AHB clock is used to clock the AHB banked registers and the post-processing component. The RNG clock is used for noise source sampling. Recommended clock configurations are detailed in Section 13.7: Entropy source validation.

*Caution:* When the CED bit in the RNG_CR register is set to “0”, the RNG clock frequency must be higher than AHB clock frequency divided by 16, otherwise the clock checker will flag a clock error (CECS or CEIS in the RNG_SR register) and the RNG will stop producing random numbers.

See Section 13.3.1: RNG block diagram for details (AHB and RNG clock domains).

### 13.3.7 Error management

In parallel to random number generation an health check block verifies the correct noise source behavior and the frequency of the RNG source clock as detailed in this section. Associated error state is also described.

**Clock error detection**

When the clock error detection is enabled (CED = 0) and if the RNG clock frequency is too low, the RNG stops generating random numbers and sets to “1” both the CEIS and CECS bits to indicate that a clock error occurred. In this case, the application should check that the RNG clock is configured correctly (see Section 13.3.6: RNG clocking) and then it must clear the CEIS bit interrupt flag. As soon as the RNG clock operates correctly, the CECS bit will be automatically cleared.

The RNG operates only when the CECS flag is set to “0”. However note that the clock error has no impact on the previously generated random numbers, and the RNG_DR register contents can still be used.
Noise source error detection

When a noise source (or seed) error occurs, the RNG stops generating random numbers and sets to “1” both SEIS and SECS bits to indicate that a seed error occurred. If a value is available in the RNG_DR register, it must not be used as it may not have enough entropy.

In order to fully recover from a seed error application must clear the SEIS bit by writing it to “0”, then clear and set the RNGEN bit to reinitialize and restart the RNG.

13.4 RNG low-power usage

If power consumption is a concern, the RNG can be disabled as soon as the DRDY bit is set to “1” by setting the RNGEN bit to “0” in the RNG_CR register. The 32-bit random value stored in the RNG_DR register will be still be available. If a new random is needed the application will need to re-enable the RNG and wait for 42+4 RNG clock cycles.

When disabling the RNG the user deactivates all the analog seed generators, whose power consumption is given in the datasheet electrical characteristics section.

13.5 RNG interrupts

In the RNG an interrupt can be produced on the following events:
- Data ready flag
- Seed error, see Section 13.3.7: Error management
- Clock error, see Section 13.3.7: Error management

Dedicated interrupt enable control bits are available as shown in Table 55.

Table 55. RNG interrupt requests

<table>
<thead>
<tr>
<th>Interrupt event</th>
<th>Event flag</th>
<th>Enable control bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data ready flag</td>
<td>DRDY</td>
<td>IE</td>
</tr>
<tr>
<td>Seed error flag</td>
<td>SEIS</td>
<td>IE</td>
</tr>
<tr>
<td>Clock error flag</td>
<td>CEIS</td>
<td>IE</td>
</tr>
</tbody>
</table>

The user can enable or disable the above interrupt sources individually by changing the mask bits or the general interrupt control bit IE in the RNG_CR register. The status of the individual interrupt sources can be read from the RNG_SR register.

Note: Interrupts are generated only when RNG is enabled.

13.6 RNG processing time

The RNG can produce one 32-bit random numbers every 42 RNG clock cycles.

After enabling or re-enabling the RNG using the RNGEN bit it takes 46 RNG clock cycles before random data are available.
13.7  Entropy source validation

13.7.1  Introduction

In order to assess the amount of entropy available from the RNG, STMicroelectronics has tested the peripheral using NIST SP800-22 rev1a statistical tests.

For more information on running this NIST statistical test suite, refer to *STM32 microcontrollers random number generation validation using NIST statistical test suite* application note (AN4230), available on STMicroelectronics website.

13.7.2  Validation conditions

STMicroelectronics has tested the RNG true random number generator in the following conditions:

- RNG clock rng_clk= 48 MHz (CED bit = ‘0’ in RNG_CR register) and rng_clk= 400kHz (CED bit="1" in RNG_CR register)
13.8  **RNG registers**

The RNG is associated with a control register, a data register and a status register.

13.8.1  **RNG control register (RNG_CR)**

Address offset: 0x000

Reset value: 0x0000 0000

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<td>1</td>
<td>0</td>
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</table>

Bits 31:6  Reserved, must be kept at reset value

Bit 5  **CED**: Clock error detection

0: Clock error detection is enable
1: Clock error detection is disable

The clock error detection cannot be enabled nor disabled on-the-fly when the RNG is enabled, i.e. to enable or disable CED the RNG must be disabled.

Bit 4  Reserved, must be kept at reset value.

Bit 3  **IE**: Interrupt Enable

0: RNG Interrupt is disabled
1: RNG Interrupt is enabled. An interrupt is pending as soon as DRDY='1', SEIS='1' or CEIS='1' in the RNG_SR register.

Bit 2  **RNGEN**: True random number generator enable

0: True random number generator is disabled. Analog noise sources are powered off and logic clocked by the RNG clock is gated.
1: True random number generator is enabled.

Bits 1:0  Reserved, must be kept at reset value.
### 13.8.2 RNG status register (RNG_SR)

Address offset: 0x004  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit 31:7 Reserved, must be kept at reset value.</th>
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<tbody>
<tr>
<td>Bit 6 SEIS: Seed error interrupt status</td>
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<td>Bit 5 CEIS: Clock error interrupt status</td>
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<tr>
<td>Bits 4:3 Reserved, must be kept at reset value.</td>
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<tr>
<td>Bit 2 SECS: Seed error current status</td>
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<tr>
<td>Bit 1 CECS: Clock error current status</td>
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<tr>
<td>Bit 0 DRDY: Data Ready</td>
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13.8.3 RNG data register (RNG_DR)

Address offset: 0x008
Reset value: 0x0000 0000

The RNG_DR register is a read-only register that delivers a 32-bit random value when read. After being read this register delivers a new random value after 42 periods of RNG clock if the output FIFO is empty.

The content of this register is valid when DRDY='1', even if RNGEN='0'.

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<tbody>
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<td>RNDATA[31:16]</td>
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<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

| 15:0 |
| r | r | r | r | r | r | r | r | r | r | r | r | r | r | r |

Bits 31:0 RNDATA[31:0]: Random data
32-bit random data which are valid when DRDY='1'. When DRDY='0' RNDATA value is zero.
### 13.8.4 RNG register map

*Table 56* gives the RNG register map and reset values.

#### Table 56. RNG register map and reset map

| 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  |
|--------|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0x000  | RNG_CR        |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value   |    |    |    | 0  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x004  | RNG_SR        |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value   |    |    |    | 0  | 0  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x008  | RNG_DR        |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | RNDATA[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  | 0  | 0  | 0  | 0  |

Refer to *Section 2.2 on page 41* for the register boundary addresses.
14Advanced-control timers (TIM1)

14.1 TIM1 introduction

The advanced-control timer (TIM1) 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 length of input signals (input capture) or generating output waveforms (output compare, PWM, complementary PWM with dead-time insertion).

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.

The advanced-control (TIM1) and general-purpose (TIMx) timers are completely independent, and do not share any resources. They can be synchronized together as described in Section.

14.2 TIM1 main features

TIM1 timer features include:

- 16-bit up, down, up/down auto-reload counter.
- 16-bit programmable prescaler allowing dividing (also “on the fly”) the counter clock frequency either by any factor between 1 and 65536.
- Up to 4 independent channels for:
  - Input Capture
  - Output Compare
  - PWM generation (Edge and Center-aligned Mode)
  - One-pulse mode output
- Complementary outputs with programmable dead-time
- Synchronization circuit to control the timer with external signals and to interconnect several timers together.
- Repetition counter to update the timer registers only after a given number of cycles of the counter.
- Break input to put the timer’s output signals in reset state or in a known state.
- 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
  - Break input
- Supports incremental (quadrature) encoder and Hall-sensor circuitry for positioning purposes
- Trigger input for external clock or cycle-by-cycle current management
Figure 49. Advanced-control timer block diagram

Legend
- Interrupt & DMA output
- Event
- DTG
- Output control

Reg: Preload registers transferred to active registers on U event according to control bit
14.3 TIM1 functional description

14.3.1 Time-base unit

The main block of the programmable advanced-control timer is a 16-bit counter with its related auto-reload register. The counter can count up, 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)
- Repetition counter register (TIMx_RCR)

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 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 50* and *Figure 51* give some examples of the counter behavior when the prescaler ratio is changed on the fly:
Figure 50. Counter timing diagram with prescaler division change from 1 to 2

Figure 51. 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.

If the repetition counter is used, the update event (UEV) is generated after upcounting is repeated for the number of times programmed in the repetition counter register plus one (TIMx_RCR+1). Else the update event is generated at each counter overflow.

Setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller) 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 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 repetition counter is reloaded with the content of TIMx_RCR register,
- 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 52. Counter timing diagram, internal clock divided by 1
Figure 53. Counter timing diagram, internal clock divided by 2

Figure 54. Counter timing diagram, internal clock divided by 4

Figure 55. Counter timing diagram, internal clock divided by N
Figure 56. Counter timing diagram, update event when ARPE=0 (TIMx_ARR not preloaded)

Figure 57. 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.

If the repetition counter is used, the update event (UEV) is generated after downcounting is repeated for the number of times programmed in the repetition counter register plus one (TIMx_RCR+1). Else the update event is generated at each counter underflow.

Setting the UG bit in the TIMx_EGR register (by software or by using the slave mode controller) also generates an update event.

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 repetition counter is reloaded with the content of TIMx_RCR register
- 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 58. Counter timing diagram, internal clock divided by 1**

CK_PSC

CNT_EN

Timer clock = CK_CNT

Counter register: 05 04 03 02 01 00 36 35 34 33 32 31 30 2F

Counter underflow (cnt_udf)

Update event (UEV)

Update interrupt flag (UIF)

**Figure 59. Counter timing diagram, internal clock divided by 2**

CK_PSC

CNT_EN

Timer clock = CK_CNT

Counter register: 0002 0001 0000 0036 0035 0034 0033

Counter underflow

Update event (UEV)

Update interrupt flag (UIF)
**Figure 60. Counter timing diagram, internal clock divided by 4**

- **CK_PSC**
- **CNT_EN**
- **Timer clock = CK_CNT**
- **Counter register**: 0001, 0000, 0000, 0001
- **Counter underflow**
- **Update event (UEV)**
- **Update interrupt flag (UIF)**

**Figure 61. Counter timing diagram, internal clock divided by N**

- **CK_PSC**
- **Timer clock = CK_CNT**
- **Counter register**: 20, 1F, 00, 36
- **Counter underflow**
- **Update event (UEV)**
- **Update interrupt flag (UIF)**
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 DIR direction bit in the 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 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 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 UEV update event 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 repetition counter is reloaded with the content of TIMx_RCR register
- 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 63. Counter timing diagram, internal clock divided by 1, TIMx_ARR = 0x6**

**Figure 64. Counter timing diagram, internal clock divided by 2**

1. Here, center-aligned mode 1 is used (for more details refer to Section 14.4: TIM1 registers).
Figure 65. 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 66. Counter timing diagram, internal clock divided by N
### 14.3.3 Repetition counter

Section 14.3.1: Time-base unit describes how the update event (UEV) is generated with respect to the counter overflows/underflows. It is actually generated only when the repetition counter has reached zero. This can be useful when generating PWM signals.

This means that data are transferred from the preload registers to the shadow registers (TIMx_ARR auto-reload register, TIMx_PSC prescaler register, but also TIMx_CCRx capture/compare registers in compare mode) every N+1 counter overflows or underflows, where N is the value in the TIMx_RCR repetition counter register.
The repetition counter is decremented:

- At each counter overflow in upcounting mode,
- At each counter underflow in downcounting mode,
- At each counter overflow and at each counter underflow in center-aligned mode.

Although this limits the maximum number of repetition to 128 PWM cycles, it makes it possible to update the duty cycle twice per PWM period. When refreshing compare registers only once per PWM period in center-aligned mode, maximum resolution is $2\times T_{ck}$, due to the symmetry of the pattern.

The repetition counter is an auto-reload type; the repetition rate is maintained as defined by the TIMx_RCR register value (refer to Figure 69). When the update event is generated by software (by setting the UG bit in TIMx_EGR register) or by hardware through the slave mode controller, it occurs immediately whatever the value of the repetition counter is and the repetition counter is reloaded with the content of the TIMx_RCR register.

In center-aligned mode, for odd values of RCR, the update event occurs either on the overflow or on the underflow depending on when the RCR register was written and when the counter was started. If the RCR was written before starting the counter, the UEV occurs on the overflow. If the RCR was written after starting the counter, the UEV occurs on the underflow. For example for RCR = 3, the UEV is generated on each 4th overflow or underflow event depending on when RCR was written.

**Figure 69. Update rate examples depending on mode and TIMx_RCR register settings**

<table>
<thead>
<tr>
<th>RCR</th>
<th>Counter-aligned mode</th>
<th>Edge-aligned mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td><img src="image" alt="Counter-aligned mode" /></td>
<td><img src="image" alt="Edge-aligned mode" /></td>
</tr>
<tr>
<td>1</td>
<td><img src="image" alt="Counter-aligned mode" /></td>
<td><img src="image" alt="Edge-aligned mode" /></td>
</tr>
<tr>
<td>2</td>
<td><img src="image" alt="Counter-aligned mode" /></td>
<td><img src="image" alt="Edge-aligned mode" /></td>
</tr>
<tr>
<td>3</td>
<td><img src="image" alt="Counter-aligned mode" /></td>
<td><img src="image" alt="Edge-aligned mode" /></td>
</tr>
<tr>
<td>3</td>
<td><img src="image" alt="Counter-aligned mode" /> and re-synchronization</td>
<td><img src="image" alt="Edge-aligned mode" /></td>
</tr>
</tbody>
</table>

**UEV**: Update event: Preload registers transferred to active registers and update interrupt generated.

**UEV Event**: if the repetition counter underflow occurs when the counter is equal to the auto-reload value.
14.3.4 Clock selection

The counter clock can be provided by the following clock sources:

- Internal clock (CK_INT)
- External clock mode1: external input pin
- External clock mode2: external trigger input ETR
- Internal trigger inputs (ITRx): using one timer as prescaler for another timer

**Internal clock source (CK_INT)**

If the slave mode controller is disabled (SMS=000), 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**

![Control circuit diagram](image)

**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.
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 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.

**Note:** The capture prescaler is not used for triggering, so it does not need to be configured.

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.
Advanced-control timers (TIM1)

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.

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.

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**

<table>
<thead>
<tr>
<th>f_{CK_INT}</th>
<th>CNT_EN</th>
<th>ETR</th>
<th>ETRP</th>
<th>ETRF</th>
<th>Counter clock = CK_INT =CK_PSC</th>
<th>Counter register</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>34</td>
<td>35</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>36</td>
</tr>
</tbody>
</table>

### 14.3.5 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 75 to Figure 78* 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).
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
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.
14.3.6 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 it is written with 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:

- 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.

- Program the appropriate input filter duration in relation with the signal connected to the timer (by programming ICxF bits in the TIMx_CCMRx register if the input is a TIx input). Let’s imagine that, when toggling, the input signal is not stable during at most 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 fDTS frequency). Then write IC1F bits to 0011 in the TIMx_CCMR1 register.

- Select the edge of the active transition on the TI1 channel by writing CC1P and CC1NP bits to 0 in the TIMx_CCER register (rising edge in this case).

- 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).

- Enable capture from the counter into the capture register by setting the CC1E bit in the TIMx_CCER register.

- 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.

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.

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.
14.3.7 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, one 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):
- Select the active input for TIMx_CCR1: write the CC1S bits to 01 in the TIMx_CCMR1 register (TI1 selected).
- Select the active polarity for TI1FP1 (used both for capture in TIMx_CCR1 and counter clear): write the CC1P and CC1NP bits to ‘0’ (active on rising edge).
- Select the active input for TIMx_CCR2: write the CC2S bits to 10 in the TIMx_CCMR1 register (TI1 selected).
- Select the active polarity for TI1FP2 (used for capture in TIMx_CCR2): write the CC2P and CC2NP bits to ‘1’ (active on falling edge).
- Select the valid trigger input: write the TS bits to 101 in the TIMx_SMCR register (TI1FP1 selected).
- Configure the slave mode controller in reset mode: write the SMS bits to 100 in the TIMx_SMCR register.
- Enable the captures: write the CC1E and CC2E bits to ‘1’ in the TIMx_CCER register.

![Figure 79. PWM input mode timing](image_url)

14.3.8 Forced output mode

In output mode (CCxS bits = 00 in the TIMx_CCMRx register), each output compare signal (OCxREF and then OCx/OCxN) 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, one just needs 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 and DMA requests can be sent accordingly. This is described in the output compare mode section below.

### 14.3.9 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 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.

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 80.
14.3.10  PWM mode

Pulse Width Modulation mode allows 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. The corresponding preload register must be enabled 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, all registers must be initialized 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 a combination of the CCxE, CCxNE, MOE, OSSI and OSSR bits (TIMx_CCER and TIMx_BDTR registers). Refer to the TIMx_CCER 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).

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 [Upcounting mode](#).

  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 81](#) shows some edge-aligned PWM waveforms in an example where TIMx_ARR=8.

```
<table>
<thead>
<tr>
<th>Counter register</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>0</th>
<th>1</th>
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</thead>
<tbody>
<tr>
<td>CCRx=4 OCXREF</td>
<td></td>
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<tr>
<td>CCRx=8 OCXREF</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>CCRx&gt;8 OCXREF</td>
<td>'1'</td>
<td></td>
<td></td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>CCRx=0 OCXREF</td>
<td>'0'</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>
```

- **Downcounting configuration**
  Downcounting is active when DIR bit in TIMx_CR1 register is high. Refer to [Downcounting mode](#).

  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 [Center-aligned mode (up/down counting)](#).
Figure 82 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.

Figure 82. Center-aligned PWM waveforms (ARR=8)

Counter register

<table>
<thead>
<tr>
<th></th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>OcxREF</td>
<td>CCRx=4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| CCIxF | CMS=01  
CMS=10  
CMS=11  |
| OcxREF | CCRx=7 |
| CCIxF | CMS=10 or 11  |
| OcxREF | CCRx=8 |
| CCIxF | CMS=01  
CMS=10  
CMS=11  |
| OcxREF | CCRx>8 |
| CCIxF | CMS=01  
CMS=10  
CMS=11  |
| OcxREF | CCRx=0 |
| CCIxF | CMS=01  
CMS=10  
CMS=11  |
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 a value greater than the auto-reload value is written in the counter (TIMx_CNT>TIMx_ARR). For example, if the counter was counting up, it continues to count up.
  - The direction is updated if 0 or the TIMx_ARR value is written 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.

### 14.3.11 Complementary outputs and dead-time insertion

The advanced-control timers (TIM1) can output two complementary signals and manage the switching-off and the switching-on instants of the outputs.

This time is generally known as dead-time and it has to be adjusted depending on the devices that are connected to the outputs and their characteristics (intrinsic delays of level-shifters, delays due to power switches...)

The polarity of the outputs (main output OCx or complementary OCxN) can be selected independently for each output. This is done by writing to the CCxP and CCxNP bits in the TIMx_CCER register.

The complementary signals OCx and OCxN are activated by a combination of several control bits: the CCxE and CCxNE bits in the TIMx_CCER register and the MOE, OISx, OISxN, OSSI and OSSR bits in the TIMx_BDTR and TIMx_CR2 registers. Refer to Table 59 for more details. In particular, the dead-time is activated when switching to the IDLE state (MOE falling down to 0).

Dead-time insertion is enabled by setting both CCxE and CCxNE bits, and the MOE bit if the break circuit is present. DTG[7:0] bits of the TIMx_BDTR register are used to control the dead-time generation for all channels. From a reference waveform OCxREF, it generates 2 outputs OCx and OCxN. If OCx and OCxN are active high:

- The OCx output signal is the same as the reference signal except for the rising edge, which is delayed relative to the reference rising edge.
- The OCxN output signal is the opposite of the reference signal except for the rising edge, which is delayed relative to the reference falling edge.

If the delay is greater than the width of the active output (OCx or OCxN) then the corresponding pulse is not generated.

The following figures show the relationships between the output signals of the dead-time generator and the reference signal OCxREF. (we suppose CCxP=0, CCxNP=0, MOE=1, CCxE=1 and CCxNE=1 in these examples).
Figure 83. Complementary output with dead-time insertion.

Figure 84. Dead-time waveforms with delay greater than the negative pulse.

Figure 85. Dead-time waveforms with delay greater than the positive pulse.

The dead-time delay is the same for each of the channels and is programmable with the DTG bits in the TIMx_BDTR register. Refer to Section 14.4.18: TIM1 break and dead-time register (TIMx_BDTR) for delay calculation.

Re-directing OCxREF to OCx or OCxN

In output mode (forced, output compare or PWM), OCxREF can be re-directed to the OCx output or to OCxN output by configuring the CCxE and CCxNE bits in the TIMx_CCER register.

This allows to send a specific waveform (such as PWM or static active level) on one output while the complementary remains at its inactive level. Other alternative possibilities are to
have both outputs at inactive level or both outputs active and complementary with dead-time.

**Note:** When only OCxN is enabled (CCxE=0, CCxNE=1), it is not complemented and becomes active as soon as OCxREF is high. For example, if CCxNP=0 then OCxN=OCxRef. On the other hand, when both OCx and OCxN are enabled (CCxE=CCxNE=1) OCx becomes active when OCxREF is high whereas OCxN is complemented and becomes active when OCxREF is low.

### 14.3.12 Using the break function

When using the break function, the output enable signals and inactive levels are modified according to additional control bits (MOE, OSSI and OSSR bits in the TIMx_BDTR register, OISx and OISxN bits in the TIMx_CR2 register). In any case, the OCx and OCxN outputs cannot be set both to active level at a given time. Refer to Table 59 for more details.

The break source can be either the break input pin or a clock failure event, generated by the Clock Security System (CSS), from the Reset Clock Controller. For further information on the Clock Security System, refer to Section 6.2.7: Clock security system (CSS).

When exiting from reset, the break circuit is disabled and the MOE bit is low. The break function can be enabled by setting the BKE bit in the TIMx_BDTR register. The break input polarity can be selected by configuring the BKP bit in the same register. BKE and BKP can be modified at the same time. When the BKE and BKP bits are written, a delay of 1 APB clock cycle is applied before the writing is effective. Consequently, it is necessary to wait 1 APB clock period to correctly read back the bit after the write operation.

Because MOE falling edge can be asynchronous, a resynchronization circuit has been inserted between the actual signal (acting on the outputs) and the synchronous control bit (accessed in the TIMx_BDTR register). It results in some delays between the asynchronous and the synchronous signals. In particular, when writing MOE to 1 whereas it was low, user must insert a delay (dummy instruction) before reading it correctly. This is because user writes the asynchronous signal and reads the synchronous signal.

When a break occurs (selected level on the break input):

- The MOE bit is cleared asynchronously, putting the outputs in inactive state, idle state or in reset state (selected by the OSSI bit). This feature functions even if the MCU oscillator is off.
- Each output channel is driven with the level programmed in the OISx bit in the TIMx_CR2 register as soon as MOE=0. If OSSI=0 then the timer releases the enable output else the enable output remains high.
- When complementary outputs are used:
  - The outputs are first put in reset state inactive state (depending on the polarity). This is done asynchronously so that it works even if no clock is provided to the timer.
  - If the timer clock is still present, then the dead-time generator is reactivated in order to drive the outputs with the level programmed in the OISx and OISxN bits after a dead-time. Even in this case, OCx and OCxN cannot be driven to their
active level together. Note that because of the resynchronization on MOE, the
dead-time duration is a bit longer than usual (around 2 ck_tim clock cycles).

– If OSSI=0 then the timer releases the enable outputs else the enable outputs
remain or become high as soon as one of the CCxE or CCxNE bits is high.

• The break status flag (BIF bit in the TIMx_SR register) is set. An interrupt can be
  generated if the BIE bit in the TIMx_DIER register is set. A DMA request can be sent if
  the BDE bit in the TIMx_DIER register is set.

• If the AOE bit in the TIMx_BDTR register is set, the MOE bit is automatically set again
  at the next update event UEV. This can be used to perform a regulation, for instance.
  Else, MOE remains low until it is written with 1 again. In this case, it can be used for
  security and the break input can be connected to an alarm from power drivers, thermal
  sensors or any security components.

Note: The break inputs is acting on level. Thus, the MOE cannot be set while the break input is
active (neither automatically nor by software). In the meantime, the status flag BIF cannot
be cleared.

The break can be generated by the BRK input which has a programmable polarity and an
enable bit BKE in the TIMx_BDTR Register.

There are two solutions to generate a break:

• By using the BRK input which has a programmable polarity and an enable bit BKE in
  the TIMx_BDTR register

• By software through the BG bit of the TIMx_EGR register.

In addition to the break input and the output management, a write protection has been
implemented inside the break circuit to safeguard the application. It allows to freeze the
configuration of several parameters (dead-time duration, OCx/OCxN polarities and state
when disabled, OCxM configurations, break enable and polarity). The protection can be
selected among 3 levels with the LOCK bits in the TIMx_BDTR register. Refer to
Section 14.4.18: TIM1 break and dead-time register (TIMx_BDTR). The LOCK bits can be
written only once after an MCU reset.

Figure 86 shows an example of behavior of the outputs in response to a break.
Figure 86. Output behavior in response to a break.

OCxREF

OCx
(OCxN not implemented, CCxP=0, OISx=1)

OCx
(OCxN not implemented, CCxP=0, OISx=0)

OCx
(OCxN not implemented, CCxP=1, OISx=1)

OCx
(OCxN not implemented, CCxP=1, OISx=0)

OCx

OCxN
(delay delay delay)
(CCxE=1, CCxP=0, OISx=0, CCxE=1, CCxNP=0, OISxN=1)

OCx

OCxN
(delay delay delay)
(CCxE=1, CCxP=0, OISx=1, CCxE=1, CCxNP=1, OISxN=1)

OCx

OCxN
(delay)
(CCxE=1, CCxP=0, OISx=0, CCxE=0, CCxNP=0, OISxN=1)

OCx

OCxN
(delay)
(CCxE=1, CCxP=0, OISx=1, CCxE=0, CCxNP=0, OISxN=0)

OCx

OCxN
(CCxE=1, CCxP=0, CCxE=0, CCxNP=0, OISx=OISxN=0 or OISx=OISxN=1)
14.3.13 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.

*Figure 87* 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 87. Clearing TIMx OCxREF*

![Clearing TIMx OCxREF](chart)

Note: In case of a PWM with a 100% duty cycle (if CCRx>ARR), then OCxREF is enabled again at the next counter overflow.
14.3.14 6-step PWM generation

When complementary outputs are used on a channel, preload bits are available on the OCxM, CCxE and CCxNE bits. The preload bits are transferred to the shadow bits at the COM commutation event. Thus one can program in advance the configuration for the next step and change the configuration of all the channels at the same time. COM can be generated by software by setting the COM bit in the TIMx_EGR register or by hardware (on TRGI rising edge).

A flag is set when the COM event occurs (COMIF bit in the TIMx_SR register), which can generate an interrupt (if the COMIE bit is set in the TIMx_DIER register) or a DMA request (if the COMDE bit is set in the TIMx_DIER register).

Figure 88 describes the behavior of the OCx and OCxN outputs when a COM event occurs, in 3 different examples of programmed configurations.

![Figure 88. 6-step generation, COM example (OSSR=1)](image)
14.3.15 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. One-pulse mode is selected 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: $\text{CNT} < \text{CCRx} \leq \text{ARR}$ (in particular, $0 < \text{CCRx}$)
- In downcounting: $\text{CNT} > \text{CCRx}$

**Figure 89. Example of one pulse mode.**

For example one may want to generate a positive pulse on OC1 with a length of $t_{\text{PULSE}}$ and after a delay of $t_{\text{DELAY}}$ as soon as a positive edge is detected on the TI2 input pin.

Let’s use TI2FP2 as trigger 1:

- Map TI2FP2 to TI2 by writing CC2S='01' in the TIMx_CCMR1 register.
- TI2FP2 must detect a rising edge, write CC2P='0' and CC2NP='0' in the TIMx_CCER register.
- Configure TI2FP2 as trigger for the slave mode controller (TRGI) by writing TS='110' in the TIMx_SMCR register.
- 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 $t_{\text{DELAY}}$ is defined by the value written in the TIMx_CCR1 register.
- The $t_{\text{PULSE}}$ is defined by the difference between the auto-reload value and the compare value (TIMx_ARR - TIMx_CCR1).
- Let's say one wants 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 PWM mode 2 must be enabled by writing OC1M=111 in the TIMx_CCMR1 register. Optionally the preload registers can be enabled by writing OC1PE=’1’ in the TIMx_CCMR1 register and ARPE in the TIMx_CR1 register. In this case one has 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.

Since only 1 pulse (Single mode) is needed, a 1 must be written 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 T1x 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 $t_{\text{DELAY}}$ min we can get.

If one wants to output a waveform with the minimum delay, the OCxFE bit can be set 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.

### 14.3.16 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. When needed, the input filter can be programmed 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 57. 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 the
TIMx_ARR must be configured before starting. In the same way, the capture, compare, prescaler, repetition counter, trigger output features continue to work as normal. Encoder mode and External clock mode 2 are not compatible and must not be selected together.

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. *Table 57* summarizes the possible combinations, assuming Ti1 and Ti2 do not switch at the same time.

### Table 57. Counting direction versus encoder signals

<table>
<thead>
<tr>
<th>Active edge</th>
<th>Level on opposite signal (TI1FP1 for Ti2, TI2FP2 for TI1)</th>
<th>TI1FP1 signal</th>
<th>TI2FP2 signal</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Rising</td>
<td>Falling</td>
<td>Rising</td>
</tr>
<tr>
<td>Counting on Ti1 only</td>
<td>High</td>
<td>Down</td>
<td>Up</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>Up</td>
<td>Down</td>
</tr>
<tr>
<td>Counting on Ti2 only</td>
<td>High</td>
<td>No Count</td>
<td>No Count</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>No Count</td>
<td>No Count</td>
</tr>
<tr>
<td>Counting on Ti1 and Ti2</td>
<td>High</td>
<td>Down</td>
<td>Up</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>Up</td>
<td>Down</td>
</tr>
</tbody>
</table>

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 90* 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, TI1FP2 mapped on Ti2).
- **CC1P='0’, CC1NP='0’, and IC1F = ‘0000’** (TIMx_CCER register, TI1FP1 non-inverted, TI1FP1=Ti1).
- **CC2P='0’, CC2NP='0’, and IC2F = ‘0000’** (TIMx_CCER register, TI1FP2 non-inverted, TI1FP2= Ti2).
- **SMS='011’** (TIMx_SMCR register, both inputs are active on both rising and falling edges).
- **CEN='1’** (TIMx_CR1 register, Counter enabled).
The timer, when configured in Encoder Interface mode provides information on the sensor’s current position. Dynamic information can be obtained (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. This can be done 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.
14.3.17 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, TIMx_CH2 and TIMx_CH3.

The XOR output can be used with all the timer input functions such as trigger or input capture. An example of this feature used to interface Hall sensors is given in Section 14.3.18 below.

14.3.18 Interfacing with Hall sensors

This is done using the advanced-control timers (TIM1) to generate PWM signals to drive the motor and another timer TIMx (TIM5) referred to as “interfacing timer” in Figure 92. The “interfacing timer” captures the 3 timer input pins (TIMx_CH1, TIMx_CH2, and TIMx_CH3) connected through a XOR to the TI1 input channel (selected by setting the TI1S bit in the TIMx_CR2 register).

The slave mode controller is configured in reset mode; the slave input is TI1F_ED. Thus, each time one of the 3 inputs toggles, the counter restarts counting from 0. This creates a time base triggered by any change on the Hall inputs.

On the “interfacing timer”, capture/compare channel 1 is configured in capture mode, capture signal is TRC (see Figure 75). The captured value, which corresponds to the time elapsed between 2 changes on the inputs, gives information about motor speed.

The “interfacing timer” can be used in output mode to generate a pulse which changes the configuration of the channels of the advanced-control timer (TIM1) (by triggering a COM event). The TIM1 timer is used to generate PWM signals to drive the motor. To do this, the interfacing timer channel must be programmed so that a positive pulse is generated after a programmed delay (in output compare or PWM mode). This pulse is sent to the advanced-control timer (TIM1) through the TRGO output.

Example: one wants to change the PWM configuration of the advanced-control timer TIM1 after a programmed delay each time a change occurs on the Hall inputs connected to one of the TIMx timers.

• Configure 3 timer inputs ORed to the TI1 input channel by writing the TI1S bit in the TIMx_CR2 register to ‘1’,
• Program the time base: write the TIMx_ARR to the max value (the counter must be cleared by the TI1 change. Set the prescaler to get a maximum counter period longer than the time between 2 changes on the sensors,
• Program channel 1 in capture mode (TRC selected): write the CC1S bits in the TIMx_CCMR1 register to ‘11’. The digital filter can also be programmed if needed,
• Program channel 2 in PWM 2 mode with the desired delay: write the OC2M bits to ‘111’ and the CC2S bits to ‘00’ in the TIMx_CCMR1 register,
• Select OC2REF as trigger output on TRGO: write the MMS bits in the TIMx_CR2 register to ‘101’,

In the advanced-control timer TIM1, the right ITR input must be selected as trigger input, the timer is programmed to generate PWM signals, the capture/compare control signals are preloaded (CCPC=1 in the TIMx_CR2 register) and the COM event is controlled by the trigger input (CCUS=1 in the TIMx_CR2 register). The PWM control bits (CCxE, OCxM) are written after a COM event for the next step (this can be done in an interrupt subroutine generated by the rising edge of OC2REF).
Figure 92 describes this example.

**Figure 92. Example of Hall sensor interface**
14.3.19 **TIMx and external trigger synchronization**

The TIMx timer 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 do not need any filter, so we keep IC1F=0000). The capture prescaler is not used for triggering, so it does not need to be configured. The CC1S bits select the input capture source only, CC1S = 01 in the TIMx_CCMR1 register. Write CC1P=0 and CC1NP='0' in TIMx_CCROR 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.

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 93. Control circuit in reset mode**

---

TI1

UG

Counter clock = ck_cnt = ck_psc

Counter register

30 31 32 33 34 35 36 00 01 02 03 00 01 02 03

TIF
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:

- Configure the channel 1 to detect low levels on TI1. Configure the input filter duration (in this example, we do not need any filter, so we keep IC1F=0000). The capture prescaler is not used for triggering, so it does not need to be configured. 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).
- 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.
- 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).

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 94. 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:
- Configure the channel 2 to detect rising edges on TI2. Configure the input filter duration (in this example, we do not need any filter, so we keep IC2F=0000). The capture prescaler is not used for triggering, so it does not need to be configured. The CC2S bits are configured to select 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).
- 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.

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 95. Control circuit in trigger mode](image)

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 (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=01 in 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.

   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 96. Control circuit in external clock mode 2 + trigger mode**

14.3.20 Debug mode

When the microcontroller enters debug mode (Cortex®-M4 with FPU core halted), the TIMx counter either continues to work normally or stops, depending on DBG_TIMx_STOP configuration bit in DBGMCU module. For more details, refer to Section 26.16.2: Debug support for timers, watchdog, and I2C.
14.4 **TIM1 registers**

Refer to *Section 1.2: List of abbreviations for registers* for a list of abbreviations used in register descriptions.

The peripheral registers must be written by half-words (16 bits) or words (32 bits). Read accesses can be done by bytes (8 bits), half-word (16 bits) or words (32 bits).

14.4.1 **TIM1 control register 1 (TIMx_CR1)**

Address offset: 0x00

Reset value: 0x0000

| Bit 15:10 | Reserved, must be kept at reset value. |
| Bit 9:8   | **CKD[1:0]**: Clock division |
|          | This bit-field indicates the division ratio between the timer clock (CK_INT) frequency and the dead-time and sampling clock (tDTS) used by the dead-time generators and the digital filters (ETR, Tlx), |
|          | 00: tDTS=CK_INT |
|          | 01: tDTS=2*CK_INT |
|          | 10: tDTS=4*CK_INT |
|          | 11: Reserved, do not program this value |
| 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 |
| **Note**: This bit is read only when the timer is configured in Center-aligned mode or Encoder mode.
14.4.2 TIM1 control register 2 (TIMx_CR2)

Address offset: 0x04
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>Reserved</td>
<td>Must be kept at reset value.</td>
</tr>
<tr>
<td>14</td>
<td>OIS4</td>
<td>Output Idle state 4 (OC4 output)</td>
</tr>
<tr>
<td>13</td>
<td>OIS3N</td>
<td>Output Idle state 3 (OC3N output)</td>
</tr>
<tr>
<td>12</td>
<td>OIS3</td>
<td>Output Idle state 3 (OC3 output)</td>
</tr>
<tr>
<td>11</td>
<td>OIS2N</td>
<td>Output Idle state 2 (OC2N output)</td>
</tr>
<tr>
<td>10</td>
<td>OIS2</td>
<td>Output Idle state 2 (OC2 output)</td>
</tr>
<tr>
<td>9</td>
<td>OIS1N</td>
<td>Output Idle state 1 (OC1N output)</td>
</tr>
<tr>
<td>8</td>
<td>OIS1</td>
<td>Output Idle state 1 (OC1 output)</td>
</tr>
<tr>
<td>7</td>
<td>TI1S</td>
<td>Trigger Input 1 state</td>
</tr>
<tr>
<td>6</td>
<td>MMS[2:0]</td>
<td>Multiply Match Select bits</td>
</tr>
<tr>
<td>5</td>
<td>CCDS</td>
<td>Channel Count Selection</td>
</tr>
<tr>
<td>4</td>
<td>CCUS</td>
<td>Channel Count Select</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Bit 7 to Bit 0: OIS4, OIS3N, OIS3, OIS2N, OIS2, OIS1N, OIS1, TI1S, MMS[2:0], CCDS, CCUS

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.
Bit 11  **OIS2N**: Output Idle state 2 (OC2N output)  
refer to OIS1N bit

Bit 10  **OIS2**: Output Idle state 2 (OC2 output)  
refer to OIS1 bit

Bit 9  **OIS1N**: Output Idle state 1 (OC1N output)  
0: OC1N=0 after a dead-time when MOE=0  
1: OC1N=1 after a dead-time when MOE=0  
*Note: This bit can not be modified as long as LOCK level 1, 2 or 3 has been programmed  
(LOCK bits in TIMx_BDTR register).*

Bit 8  **OIS1**: Output Idle state 1 (OC1 output)  
0: OC1=0 (after a dead-time if OC1N is implemented) when MOE=0  
1: OC1=1 (after a dead-time if OC1N is implemented) when MOE=0  
*Note: This bit can not be modified as long as LOCK level 1, 2 or 3 has been programmed  
(LOCK bits in TIMx_BDTR register).*

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[2:0]**: 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 enable. 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)

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

Bit 2  **CCUS**: Capture/compare control update selection  
0: When capture/compare control bits are preloaded (CCPC=1), they are updated by setting the COMG bit only  
1: When capture/compare control bits are preloaded (CCPC=1), they are updated by setting the COMG bit or when an rising edge occurs on TRGI  
*Note: This bit acts only on channels that have a complementary output.*
Advanced-control timers (TIM1) RM0401

14.4.3 TIM1 slave mode control register (TIMx_SMCR)

Address offset: 0x08
Reset value: 0x0000

<table>
<thead>
<tr>
<th></th>
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<th></th>
</tr>
</thead>
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<tr>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

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*: 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[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

Note: This bit acts only on channels that have a complementary output.
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[2:0]: 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: Internal Trigger 2 (ITR2)
011: Internal Trigger 3 (ITR3)
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 62: TIMx internal trigger connection 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 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 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 TI2FP2 edge depending on TI1FP1 level.
010: Encoder mode 2 - Counter counts up/down on TI1FP1 edge depending on TI2FP2 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.

Table 58. TIMx Internal trigger connection

<table>
<thead>
<tr>
<th>Slave TIM</th>
<th>ITR0 (TS = 000)</th>
<th>ITR1 (TS = 001)</th>
<th>ITR2 (TS = 010)</th>
<th>ITR3 (TS = 011)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIM1</td>
<td>TIM5</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

14.4.4 **TIM1 DMA/interrupt enable register (TIMx_DIER)**

Address offset: 0x0C

Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
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<th>7</th>
<th>6</th>
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<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>TDE</td>
<td>COMDE</td>
<td>CC4DE</td>
<td>CC3DE</td>
<td>CC2DE</td>
<td>CC1DE</td>
<td>UDE</td>
<td>BIE</td>
<td>TIE</td>
<td>COMIE</td>
<td>CC4IE</td>
<td>CC3IE</td>
<td>CC2IE</td>
<td>CC1IE</td>
<td>UIE</td>
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<td>rw</td>
</tr>
</tbody>
</table>

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 **COMDE**: COM DMA request enable

0: COM DMA request disabled
1: COM DMA request enabled

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 **BIE**: Break interrupt enable
   0: Break interrupt disabled
   1: Break interrupt enabled

Bit 6 **TIE**: Trigger interrupt enable
   0: Trigger interrupt disabled
   1: Trigger interrupt enabled

Bit 5 **COMIE**: COM interrupt enable
   0: COM interrupt disabled
   1: COM interrupt enabled

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  TIM1 status register (TIMx_SR)

Address offset: 0x10  
Reset value: 0x0000

| Bit 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 |
| Bit 8   Reserved, must be kept at reset value. |
| Bit 7   BIF: Break interrupt flag \  
\ This flag is set by hardware as soon as the break input goes active. It can be cleared by software if the break input is not active. \  
\ 0: No break event occurred. \  
\ 1: An active level has been detected on the break input. |
| 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   COMIF: COM interrupt flag \  
\ This flag is set by hardware on COM event (when Capture/compare Control bits - CCxE, CCxNE, OCxM - have been updated). It is cleared by software. \  
\ 0: No COM event occurred. \  
\ 1: COM interrupt pending. |
| 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 regarding the repetition counter value (update if repetition counter = 0) and if the 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 Section 14.4.3: TIM1 slave mode control register (TIMx_SMCR)), if URS=0 and UDIS=0 in the TIMx_CR1 register.

### 14.4.6 TIM1 event generation register (TIMx_EGR)

Address offset: 0x14  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>B6</td>
<td>B5</td>
<td>B4</td>
<td>B3</td>
<td>B2</td>
<td>B1</td>
<td>B0</td>
<td>BG</td>
<td>TG</td>
<td>COMG</td>
<td>CC4G</td>
<td>CC3G</td>
<td>CC2G</td>
<td>CC1G</td>
<td>UG</td>
<td></td>
</tr>
</tbody>
</table>

Bits 15:8 Reserved, must be kept at reset value.

Bit 7 **BG**: Break generation  
This bit is set by software in order to generate an event, it is automatically cleared by hardware.  
0: No action  
1: A break event is generated. MOE bit is cleared and BIF flag is set. Related interrupt or DMA transfer can occur if enabled.

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 **COMG**: Capture/Compare control update generation
   This bit can be set by software, it is automatically cleared by hardware
   0: No action
   1: When CCPC bit is set, it allows to update CCxE, CCxNE and OCxM bits
   *Note*: This bit acts only on channels having a complementary output.

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: Reinitialize 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 TIM1 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 one must take care that the same bit can have a different meaning for the input stage and for the output stage.

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:** 1: These bits can not be modified as long as LOCK level 3 has been programmed (LOCK bits in TIMx_BDTR register) and CC1S='00' (the channel is configured in output).

2: 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.

3: On channels having a complementary output, this bit field is preloaded. If the CCPC bit is set in the TIMx_CR2 register then the OC1M active bits take the new value from the preloaded bits only when a COM event is generated.

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:** 1: These bits can not be modified as long as LOCK level 3 has been programmed (LOCK bits in TIMx_BDTR register) and CC1S='00' (the channel is configured in output).

2: 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[3:0]**: 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: \( f_{SAMPLING} = f_{DTS/32} \), \( N=8 \)
Advanced-control timers (TIM1)

14.4.8 TIM1 capture/compare mode register 2 (TIMx_CCMR2)

Address offset: 0x1C
Reset value: 0x0000

Refer to the above CCMR1 register description.

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>OC3CE: Output compare 3 clear enable</td>
</tr>
<tr>
<td>10</td>
<td>OC3PE: Output compare 3 preload enable</td>
</tr>
<tr>
<td>9</td>
<td>OC3FE: Output compare 3 fast enable</td>
</tr>
<tr>
<td>8</td>
<td>CC3S: Capture/Compare 3 selection</td>
</tr>
<tr>
<td>7</td>
<td>OC2CE: Output compare 2 clear enable</td>
</tr>
<tr>
<td>6</td>
<td>OC2PE: Output compare 2 preload enable</td>
</tr>
<tr>
<td>5</td>
<td>OC2FE: Output compare 2 fast enable</td>
</tr>
<tr>
<td>4</td>
<td>CC2S: Capture/Compare 2 selection</td>
</tr>
</tbody>
</table>

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).

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 TIM1 capture/compare enable register (TIMx_CCER)**

Address offset: 0x20
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 15:14 **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 complementary output polarity  
refer to CC1NP description

Bit 10 **CC3NE**: Capture/Compare 3 complementary output enable  
refer to CC1NE description

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 complementary output polarity  
refer to CC1NP description

Bit 6 **CC2NE**: Capture/Compare 2 complementary output enable  
refer to CC1NE description

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:**  
0: OC1N active high.  
1: OC1N active low.

**CC1 channel configured as input:**  
This bit is used in conjunction with CC1P to define the polarity of TI1FP1 and TI2FP1. Refer to CC1P description.

**Note:** On channels having a complementary output, this bit is preloaded. If the CCPC bit is set in the TIMx_CR2 register then the CC1NP active bit takes the new value from the preloaded bit only when a Commutation event is generated.

**Note:** This bit is not writable as soon as LOCK level 2 or 3 has been programmed (LOCK bits in TIMx_BDTR register) and CC1S="00" (the channel is configured in output).

Bit 2 **CC1NE**: Capture/Compare 1 complementary output enable  
0: Off - OC1N is not active. OC1N level is then function of MOE, OSSI, OSSR, OIS1, OIS1N and CC1E bits.  
1: On - OC1N signal is output on the corresponding output pin depending on MOE, OSSI, OSSR, OIS1, OIS1N and CC1E bits.

**Note:** On channels having a complementary output, this bit is preloaded. If the CCPC bit is set in the TIMx_CR2 register then the CC1NE active bit takes the new value from the preloaded bit only when a Commutation event is generated.
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 the active polarity of TI1FP1 and TI2FP1 for trigger or capture operations.  
00: non-inverted/rising edge  
The circuit is sensitive to TIxFP1 rising edge (capture or trigger operations in reset, external clock or trigger mode), TIxFP1 is not inverted (trigger operation in gated mode or encoder mode).  
01: inverted/falling edge  
The circuit is sensitive to TIxFP1 falling edge (capture or trigger operations in reset, external clock or trigger mode), TIxFP1 is inverted (trigger operation in gated mode or encoder mode).  
10: reserved, do not use this configuration.  
11: non-inverted/both edges  
The circuit is sensitive to both TIxFP1 rising and falling edges (capture or trigger operations in reset, external clock or trigger mode), TIxFP1 is not inverted (trigger operation in gated mode). This configuration must not be used in encoder mode.  

**Note:** On channels having a complementary output, this bit is preloaded. If the CCPC bit is set in the TIMx_CR2 register then the CC1P active bit takes the new value from the preloaded bit only when a Commutation event is generated.  

**Note:** This bit is not writable as soon as LOCK level 2 or 3 has been programmed (LOCK bits in TIMx_BDTR register).  

Bit 0 **CC1E**: Capture/Compare 1 output enable  
**CC1 channel configured as output:**  
0: Off - OC1 is not active. OC1 level is then function of MOE, OSSI, OSSR, OIS1, OIS1N and CC1NE bits.  
1: On - OC1 signal is output on the corresponding output pin depending on MOE, OSSI, OSSR, OIS1, OIS1N and CC1NE bits.  
**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.  

**Note:** On channels having a complementary output, this bit is preloaded. If the CCPC bit is set in the TIMx_CR2 register then the CC1E active bit takes the new value from the preloaded bit only when a Commutation event is generated.
**Table 59. Output control bits for complementary OCx and OCxN channels with break feature**

<table>
<thead>
<tr>
<th>Control bits</th>
<th>Output states(1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOE bit</td>
<td>OSSI bit</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
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<td>0</td>
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1. When both outputs of a channel are not used (CCxE = CCxNE = 0), the OISx, OISxN, CCxP and CCxNP bits must be kept cleared.
Note: The state of the external I/O pins connected to the complementary OCx and OCxN channels depends on the OCx and OCxN channel state and the GPIO registers.

14.4.10 TIM1 counter (TIMx_CNT)

Address offset: 0x24
Reset value: 0x0000

| 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

14.4.11 TIM1 prescaler (TIMx_PSC)

Address offset: 0x28
Reset value: 0x0000

| 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 TIM1 auto-reload register (TIMx_ARR)

Address offset: 0x2C
Reset value: 0x0000

| 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 in the actual auto-reload register.
Refer to Section 14.3.1: Time-base unit for more details about ARR update and behavior.
The counter is blocked while the auto-reload value is null.
14.4.13 TIM1 repetition counter register (TIMx_RCR)

Address offset: 0x30
Reset value: 0x0000

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</table>

Bits 15:8 Reserved, must be kept at reset value.

Bits 7:0 Repetition counter value
These bits allow the user to set-up the update rate of the compare registers (i.e. periodic transfers from preload to active registers) when preload registers are enabled, as well as the update interrupt generation rate, if this interrupt is enable.

Each time the REP_CNT related downcounter reaches zero, an update event is generated and it restarts counting from REP value. As REP_CNT is reloaded with REP value only at the repetition update event U_RC, any write to the TIMx_RCR register is not taken in account until the next repetition update event.
It means in PWM mode (REP+1) corresponds to:
- the number of PWM periods in edge-aligned mode
- the number of half PWM period in center-aligned mode.

14.4.14 TIM1 capture/compare register 1 (TIMx_CCR1)

Address offset: 0x34
Reset value: 0x0000

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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>CCR1[15:0]</td>
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<td>rw</td>
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</table>

Bits 15:0 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 CC1 is configured as input:
CCR1 is the counter value transferred by the last input capture 1 event (IC1).
14.4.15 TIM1 capture/compare register 2 (TIMx_CCR2)

Address offset: 0x38
Reset value: 0x0000

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</table>

Bits 15:0 CCR2[15:0]: 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).

14.4.16 TIM1 capture/compare register 3 (TIMx_CCR3)

Address offset: 0x3C
Reset value: 0x0000

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<tbody>
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</table>

Bits 15:0 CCR3[15:0]: 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 CC3 is configured as input:
CCR3 is the counter value transferred by the last input capture 3 event (IC3).
14.4.17 TIM1 capture/compare register 4 (TIMx_CCR4)

Address offset: 0x40  
Reset value: 0x0000

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<tr>
<th>Bit 15</th>
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<th>Bit 12</th>
<th>Bit 11</th>
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</table>
| CCR4[15:0]: Capture/Compare value
  If channel CC4 is configured as output:
  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 channel CC4 is configured as input:
  CCR4 is the counter value transferred by the last input capture 4 event (IC4).

14.4.18 TIM1 break and dead-time register (TIMx_BDTR)

Address offset: 0x44  
Reset value: 0x0000

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<tr>
<th>Bit 15</th>
<th>Bit 14</th>
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<th>Bit 12</th>
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</thead>
<tbody>
<tr>
<td>MOE</td>
<td>AOE</td>
<td>BKP</td>
<td>BKE</td>
<td>OSSR</td>
<td>OSSI</td>
<td>LOCK[1:0]</td>
<td>DTG[7:0]</td>
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</table>

Note: As the bits AOE, BKP, BKE, OSSI, OSSR and DTG[7:0] can be write-locked depending on the LOCK configuration, it can be necessary to configure all of them during the first write access to the TIMx_BDTR register.

Bit 15 MOE: Main output enable
  This bit is cleared asynchronously by hardware as soon as the break input is active. It is set by software or automatically depending on the AOE bit. It is acting only on the channels which are configured in output.
  0: OC and OCN outputs are disabled or forced to idle state.
  1: OC and OCN outputs are enabled if their respective enable bits are set (CCxE, CCxNE in TIMx_CCMR register).
  See OC/OCN enable description for more details (Section 14.4.9: TIM1 capture/compare enable register (TIMx_CCMR) on page 327).

Bit 14 AOE: Automatic output enable
  0: MOE can be set only by software
  1: MOE can be set by software or automatically at the next update event (if the break input is not be active)

Note: This bit can not be modified as long as LOCK level 1 has been programmed (LOCK bits in TIMx_BDTR register).
Bit 13  **BKP**: Break polarity

0: Break input BRK is active low
1: Break input BRK is active high

*Note*: This bit can not be modified as long as LOCK level 1 has been programmed (LOCK bits in TIMx_BDTR register).

*Note*: Any write operation to this bit takes a delay of 1 APB clock cycle to become effective.

Bit 12  **BKE**: Break enable

0: Break inputs (BRK and CSS clock failure event) disabled
1: Break inputs (BRK and CSS clock failure event) enabled

*Note*: This bit cannot be modified when LOCK level 1 has been programmed (LOCK bits in TIMx_BDTR register).

*Note*: Any write operation to this bit takes a delay of 1 APB clock cycle to become effective.

Bit 11  **OSSR**: Off-state selection for Run mode

This bit is used when MOE=1 on channels having a complementary output which are configured as outputs. OSSR is not implemented if no complementary output is implemented in the timer.

See OC/OCN enable description for more details (*Section 14.4.9: TIM1 capture/compare enable register (TIMx_CCMRx) on page 327*).

0: When inactive, OC/OCN outputs are disabled (OC/OCN enable output signal=0).
1: When inactive, OC/OCN outputs are enabled with their inactive level as soon as CCxE=1 or CCxNE=1. Then, OC/OCN enable output signal=1

*Note*: This bit can not be modified as soon as the LOCK level 2 has been programmed (LOCK bits in TIMx_BDTR register).

Bit 10  **OSSI**: Off-state selection for Idle mode

This bit is used when MOE=0 on channels configured as outputs.

See OC/OCN enable description for more details (*Section 14.4.9: TIM1 capture/compare enable register (TIMx_CCMRx) on page 327*).

0: When inactive, OC/OCN outputs are disabled (OC/OCN enable output signal=0).
1: When inactive, OC/OCN outputs are forced first with their idle level as soon as CCxE=1 or CCxNE=1. OC/OCN enable output signal=1

*Note*: This bit can not be modified as soon as the LOCK level 2 has been programmed (LOCK bits in TIMx_BDTR register).

Bits 9:8  **LOCK[1:0]**: Lock configuration

These bits offer a write protection against software errors.

00: LOCK OFF - No bit is write protected.
01: LOCK Level 1 = DTG bits in TIMx_BDTR register, OISx and OISxN bits in TIMx_CR2 register and BKE/BKP/AOE bits in TIMx_BDTR register can no longer be written.
10: LOCK Level 2 = LOCK Level 1 + CC Polarity bits (CCxP/CCxNP bits in TIMx_CCMRx register, as long as the related channel is configured in output through the CCxS bits) as well as OSSR and OSSI bits can no longer be written.
11: LOCK Level 3 = LOCK Level 2 + CC Control bits (OCxM and OCxPE bits in TIMx_CCMRx registers, as long as the related channel is configured in output through the CCxS bits) can no longer be written.

*Note*: The LOCK bits can be written only once after the reset. Once the TIMx_BDTR register has been written, their content is frozen until the next reset.
14.4.19 TIM1 DMA control register (TIMx_DCR)

Address offset: 0x48
Reset value: 0x0000

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<tr>
<th>Bit 15</th>
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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 detects a burst transfer when a read or a write access to the TIMx_DMAR register address is performed).

- 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-bits 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 and DBA = TIMx_CR1. In this case the transfer is done to/from 7 registers starting from the TIMx_CR1 address.
14.4.20 TIM1 DMA address for full transfer (TIMx_DMAR)

Address offset: 0x4C
Reset value: 0x0000

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</table>

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

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.
### 14.4.21 TIM1 register map

TIM1 registers are mapped as 16-bit addressable registers as described in the table below:

| Offset | Register     | 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   | TIMx_CR1     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x04   | TIMx_CR2     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x08   | TIMx_SMCR    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x0C   | TIMx_DIER    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x10   | TIMx_SR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x14   | TIMx_EGR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x18   | TIMx_CCMR1   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Output Compare mode |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x1C   | TIMx_CCMR2   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Output Compare mode |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x20   | TIMx_CCER    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x24   | TIMx_CNT     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x28   | TIMx_PSC     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x2C   | TIMx_ARR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x30   | TIMx_RCR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset value  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

Table 60. TIM1 register map and reset values
Table 60. TIM1 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  |
|--------|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0x34   | TIMx_CCR1     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  |
| 0x38   | TIMx_CCR2     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  |
| 0x3C   | TIMx_CCR3     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  |
| 0x40   | TIMx_CCR4     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  |
| 0x44   | TIMx_BDTR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  |
| 0x48   | TIMx_DCR      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  |
| 0x4C   | TIMx_DMAR     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  |

Refer to Section 2.2 on page 41 for the register boundary addresses.
15 General-purpose timers (TIM5)

15.1 TIM5 introduction

The general-purpose timer consists of a 32-bit auto-reload counter driven by a programmable prescaler.

It can 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.

The timer is completely independent, and do not share any resources.

15.2 TIM5 main features

General-purpose TIMx timer features include:

- 32-bit 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 65536.
- 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
15.3 TIM5 functional description

15.3.1 Time-base unit

The main block of the programmable timer is a 32-bit counter with its related auto-reload register. The counter can count up. 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 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 98 and Figure 99* give some examples of the counter behavior when the prescaler ratio is changed on the fly:

**Figure 98. Counter timing diagram with prescaler division change from 1 to 2**

![Figure 98: Counter timing diagram with prescaler division change from 1 to 2](image-url)
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.

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 103. Counter timing diagram, internal clock divided by N

Figure 104. Counter timing diagram, Update event when ARPE=0 (TIMx_ARR not 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 generated 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 106. Counter timing diagram, internal clock divided by 1

Figure 107. Counter timing diagram, internal clock divided by 2

Figure 108. Counter timing diagram, internal clock divided by 4
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 111. 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: TIMx control register 1 (TIMx_CR1) on page 369).
1. Center-aligned mode 2 or 3 is used with an UIF on 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)
- Internal trigger inputs (ITRx): using one timer as prescaler for another timer.
**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 117* shows the behavior of the control circuit and the upcounter in normal mode, without prescaler.

*Figure 117. Control circuit in normal mode, internal clock divided by 1*

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**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 118. 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 it does not need to be configured.
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.

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 119. Control circuit in external clock mode 1**

![Control circuit in external clock mode 1](image)

### 15.3.4 Capture/compare channels

Each Capture/Compare channel is built around a capture/compare register (including a shadow register), an 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 Tlx input to generate a filtered signal TlxF.
Then, an edge detector with polarity selection generates a signal (TlxFPx) 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).
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 120. Capture/compare channel (example: channel 1 input stage)**

**Figure 121. Capture/compare channel 1 main circuit**
Figure 122. 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.

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 it is written with 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:

- 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.

- Program the appropriate input filter duration in relation with the signal connected to the timer (by programming the ICxF bits in the TIMx_CCMRx register if the input is one of the TiX inputs). Let’s imagine that, when toggling, the input signal is not stable during at least 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.

- Select the edge of the active transition on the TI1 channel by writing the CC1P and CC1NP bits to 00 in the TIMx_CCRER register (rising edge in this case).
- 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).
- Enable capture from the counter into the capture register by setting the CC1E bit in the TIMx_CCRER register.
- 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.

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.

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.

### 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, one 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):

- Select the active input for TIMx_CCR1: write the CC1S bits to 01 in the TIMx_CCMR1 register (TI1 selected).
- 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).
- Select the active input for TIMx_CCR2: write the CC2S bits to 10 in the TIMx_CCMR1 register (TI1 selected).
- 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).
- Select the valid trigger input: write the TS bits to 101 in the TIMx_SMCR register (TI1FP1 selected).
- Configure the slave mode controller in reset mode: write the SMS bits to 100 in the TIMx_SMCR register.
- Enable the captures: write the CC1E and CC2E bits to ‘1’ in the TIMx_CCER register.

**Figure 123. PWM input mode timing**

<table>
<thead>
<tr>
<th>TIMx_CNT</th>
<th>0004</th>
<th>0002</th>
<th>0003</th>
<th>0004</th>
<th>0000</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIMx_CCR1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TIMx_CCR2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

IC1 capture  IC2 capture  reset counter  IC2 capture pulse width measurement  IC1 capture period measurement

**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, one just needs 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.

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:

- 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, one 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.

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.
15.3.9 PWM mode

Pulse width modulation mode allows 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. The corresponding preload register must be enabled by setting the OCxPE bit in the TIMx_CCMRx register, and eventually the auto-reload preload register 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, all registers must be initialized 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, 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 343.

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.

Figure 125. 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 346.

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 348.

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.

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 a value greater than the auto-reload value is written in the counter (TIMx_CNT>TIMx_ARR). For example, if the counter was counting up, it continues to count up.
  - The direction is updated if 0 or the TIMx_ARR value is written 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 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. One-pulse mode is selected 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 127. Example of one-pulse mode

For example one may want to generate a positive pulse on OC1 with a length of tPULSE and after a delay of tDELAY as soon as a positive edge is detected on the TI2 input pin.
Let’s use TI2FP2 as trigger 1:

- Map TI2FP2 on TI2 by writing CC2S=01 in the TIMx_CCMR1 register.
- TI2FP2 must detect a rising edge, write CC2P=0 and CC2NP='0' in the TIMx_CCER register.
- Configure TI2FP2 as trigger for the slave mode controller (TRGI) by writing TS=110 in the TIMx_SMCR register.
- 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\text{DELAY} is defined by the value written in the TIMx_CCR1 register.
- The t\text{PULSE} is defined by the difference between the auto-reload value and the compare value (TIMx_ARR - TIMx_CCR + 1).
- Let’s say one 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 PWM mode 2 must be enabled by writing OC1M=111 in the TIMx_CCMR1 register. Optionally the preload registers can be enabled by writing OC1PE=1 in the TIMx_CCMR1 register and ARPE in the TIMx_CR1 register. In this case one has 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.

Since only 1 pulse (Single mode) is needed, a 1 must be written 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\text{DELAY} min we can get.

If one wants to output a waveform with the minimum delay, the OCxFE bit can be set 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.

### 15.3.11 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. When needed, the input filter can be programmed as well.

The two inputs TI1 and TI2 are used to interface to an incremental encoder. Refer to Table 61. 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 the TIMx_ARR must be configured 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 do not switch at the same time.

### Table 61. Counting direction versus encoder signals

<table>
<thead>
<tr>
<th>Active edge</th>
<th>Level on opposite signal (TI1FP1 for TI2, TI2FP2 for TI1)</th>
<th>TI1FP1 signal</th>
<th>TI2FP2 signal</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Rising</td>
<td>Falling</td>
<td>Rising</td>
</tr>
<tr>
<td>Counting on TI1 only</td>
<td>High</td>
<td>Down</td>
<td>Up</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>Up</td>
<td>Down</td>
</tr>
<tr>
<td>Counting on TI2 only</td>
<td>High</td>
<td>No Count</td>
<td>No Count</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>No Count</td>
<td>No Count</td>
</tr>
<tr>
<td>Counting on TI1 and TI2</td>
<td>High</td>
<td>Down</td>
<td>Up</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>Up</td>
<td>Down</td>
</tr>
</tbody>
</table>

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 128 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', IC1F = '0000' (TIMx_CCER register, TI1FP1 noninverted, TI1FP1 = TI1)
- CC2P = '0', CC2NP = '0', IC2F = '0000' (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)
The timer, when configured in Encoder Interface mode provides information on the sensor’s current position. Dynamic information can be obtained (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. This can be done 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.
15.3.12 Timer input XOR function

The TI1S bit in the TIM_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.

15.3.13 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 do not need any filter, so we keep IC1F=0000). The capture prescaler is not used for triggering, so it does not need to be configured. The CC1S bits select the input capture source only, CC1S = 01 in the TIMx_CCMR1 register. Write CC1P=0 and CC1NP=0 in TIMx_CCRER 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.

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 130. Control circuit in reset mode

```
Figure 130. Control circuit in reset mode
```

```
<table>
<thead>
<tr>
<th>TI1</th>
</tr>
</thead>
<tbody>
<tr>
<td>UG</td>
</tr>
<tr>
<td>Counter clock = CK_CNT = CK_PSC</td>
</tr>
<tr>
<td>Counter register 30</td>
</tr>
<tr>
<td>TIF</td>
</tr>
</tbody>
</table>
```
**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:

- Configure the channel 1 to detect low levels on TI1. Configure the input filter duration (in this example, we do not need any filter, so we keep IC1F=0000). The capture prescaler is not used for triggering, so it does not need to be configured. The CC1S bits select the input capture source only, CC1S=01 in TIMx_CCMR1 register. Write CC1P=1 in TIMx_CCER register to validate the polarity (and detect low level only).
- 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.
- 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).

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 131. Control circuit in gated mode**

![Control circuit in gated mode](image)

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:

- Configure the channel 2 to detect rising edges on TI2. Configure the input filter duration (in this example, we do not need any filter, so we keep IC2F=0000). The capture prescaler is not used for triggering, so it does not need to be configured. CC2S bits are selecting the input capture source only, CC2S=01 in TIMx_CCMR1 register. Write CC2P=1 in TIMx_CCER register to validate the polarity (and detect low level only).
- 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.

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 132. Control circuit in trigger mode

15.3.14 Debug mode

When the microcontroller enters debug mode (Cortex®-M4 with FPU core - halted), the TIMx counter either continues to work normally or stops, depending on DBG_TIMx_STOP configuration bit in DBGMCU module. For more details, refer to Section 26.16.2: Debug support for timers, watchdog, and I2C.
### 15.4 TIM5 registers

Refer to Section 1.2 on page 34 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).

#### 15.4.1 TIMx control register 1 (TIMx_CR1)

Address offset: 0x00

Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>Reserved</td>
<td>Must be kept at reset value.</td>
</tr>
<tr>
<td>14</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>CKD</td>
<td>Clock division</td>
</tr>
<tr>
<td>8</td>
<td>ARPE</td>
<td>Auto-reload preload enable</td>
</tr>
<tr>
<td>7</td>
<td>CMS</td>
<td>Center-aligned mode selection</td>
</tr>
<tr>
<td>6</td>
<td>DIR</td>
<td>Direction</td>
</tr>
<tr>
<td>5</td>
<td>OPM</td>
<td>One-pulse mode</td>
</tr>
</tbody>
</table>

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: $t_{DTS} = \frac{1}{t_{CK_INT}}$
- 01: $t_{DTS} = \frac{1}{2 \times t_{CK_INT}}$
- 10: $t_{DTS} = \frac{1}{4 \times t_{CK_INT}}$
- 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.
15.4.2 TIMx control register 2 (TIMx_CR2)

Address offset: 0x04
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>TI1S</td>
<td>MMS[2:0]</td>
<td>CCDS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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[2:0]**: 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.
- 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.
- 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)

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.
15.4.3  TIMx slave mode control register (TIMx_SMCR)

Address offset: 0x08
Reset value: 0x0000

<p>| | | | | | | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
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<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bits 15:8  Reserved, must be kept at reset value.

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: Internal Trigger 2 (ITR2).
011: Internal Trigger 3 (ITR3).
100: TI1 Edge Detector (TI1F_ED)
101: Filtered Timer Input 1 (TI1FP1)
110: Filtered Timer Input 2 (TI2FP2)
111: Reserved

See Table 62: TIMx internal trigger connection on page 373 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 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 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 TI2FP2 edge depending on TI1FP1 level.
010: Encoder mode 2 - Counter counts up/down on TI1FP1 edge depending on TI2FP2 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.*
15.4.4 TIMx DMA/Interrupt enable register (TIMx_DIER)

Address offset: 0x0C

Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserved</td>
<td>TDE: Trigger DMA request enable</td>
<td>Reserved</td>
<td>CC4DE: Capture/Compare 4 DMA request enable</td>
<td>CC3DE: Capture/Compare 3 DMA request enable</td>
<td>CC2DE: Capture/Compare 2 DMA request enable</td>
<td>CC1DE: Capture/Compare 1 DMA request enable</td>
<td>UDE: Update DMA request enable</td>
<td>TIE: Trigger interrupt enable</td>
<td>Reserved</td>
<td>TIE: Trigger interrupt enable</td>
<td>Reserved</td>
<td>CC4IE: Capture/Compare 4 interrupt enable</td>
</tr>
</tbody>
</table>

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
15.4.5 TIMx status register (TIMx_SR)

Address offset: 0x10

Reset value: 0x0000

| Bit 15:13 | Reserved, must be kept at reset value. |
| Bit 12   | CC4OF: Capture/Compare 4 overcapture flag <br>refer to CC1OF description |
| Bit 11   | CC3OF: Capture/Compare 3 overcapture flag <br>refer to CC1OF description |
| Bit 10   | CC2OF: Capture/Compare 2 overcapture flag <br>refer to CC1OF description |
| Bit 9    | CC1OF: Capture/Compare 1 overcapture flag <br>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'.<br>0: No overcapture has been detected<br>1: The counter value has been captured in TIMx_CCR1 register while CC1IF flag was already set |
| Bit 8:7  | Reserved, must be kept at reset value. |
| Bit 6    | TIF: Trigger interrupt flag <br>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.<br>0: No trigger event occurred<br>1: Trigger interrupt pending |
| Bit 5    | Reserved, must be kept at reset value. |
| Bit 4    | CC4IF: Capture/Compare 4 interrupt flag <br>refer to CC1IF description |
| Bit 3    | CC3IF: Capture/Compare 3 interrupt flag <br>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.
15.4.6  TIMx event generation register (TIMx_EGR)

Address offset: 0x14
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
<th>Res</th>
<th>Res</th>
<th>Res</th>
<th>Res</th>
<th>Res</th>
<th>TG</th>
<th>CC4G</th>
<th>CC3G</th>
<th>CC2G</th>
<th>CC1G</th>
<th>UG</th>
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</tbody>
</table>

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).
15.4.7 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 one must take care that the same bit can have a different meaning for the input stage and for the output stage.

### 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 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_CCRER).

- 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 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**: 1: These bits can not be modified as long as LOCK level 3 has been programmed (LOCK bits in TIMx_BDTR register) and CC1S=00 (the channel is configured in output).

2: 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_CCR1).
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 events are needed to validate a transition on the output:

0000: No filter, sampling is done at fDTS
0001: fSAMPLING=fCK_INT, N=2
0010: fSAMPLING=fCK_INT, N=4
0011: fSAMPLING=fCK_INT, N=8
0100: fSAMPLING=fDTS/2, N=6
0101: fSAMPLING=fDTS/2, N=8
0110: fSAMPLING=fDTS/4, N=6
0111: fSAMPLING=fDTS/4, N=8
1000: fSAMPLING=fDTS/8, N=6
1001: fSAMPLING=fDTS/8, N=8
1010: fSAMPLING=fDTS/16, N=5
1011: fSAMPLING=fDTS/16, N=6
1100: fSAMPLING=fDTS/16, N=8
1101: fSAMPLING=fDTS/32, N=5
1110: fSAMPLING=fDTS/32, N=6
1111: fSAMPLING=fDTS/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).*
15.4.8 TIMx capture/compare mode register 2 (TIMx_CCMR2)

Address offset: 0x1C

Reset value: 0x0000

Refer to the above CCMR1 register description.

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14-12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9-8</th>
<th>Bit 7</th>
<th>Bit 6-4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Output compare mode

Bit 15  Reserved, must be kept at reset value.

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  Reserved, must be kept at reset value.

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).*

15.4.9  **TIMx capture/compare enable register (TIMx_CCER)**

Address offset: 0x20

Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
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<th>7</th>
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<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>CC4NP</td>
<td>Res</td>
<td>CC4P</td>
<td>CC4E</td>
<td>CC3NP</td>
<td>Res</td>
<td>CC3P</td>
<td>CC3E</td>
<td>CC2NP</td>
<td>Res</td>
<td>CC2P</td>
<td>CC2E</td>
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</tr>
</tbody>
</table>

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>
<thead>
<tr>
<th>CCxE bit</th>
<th>OCx output state</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Output Disabled (OCx=0, OCx_EN=0)</td>
</tr>
<tr>
<td>1</td>
<td>OCx=OCxREF + Polarity, OCx_EN=1</td>
</tr>
</tbody>
</table>

**Note:** The state of the external IO pins connected to the standard OCx channels depends on the OCx channel state and the GPIO registers.
15.4.10 TIMx counter (TIMx_CNT)
Address offset: 0x24
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bits 15:0</th>
<th>CNT[15:0]</th>
<th>rw</th>
</tr>
</thead>
</table>

Bits 15:0 CNT[15:0]: Counter value

15.4.11 TIMx prescaler (TIMx_PSC)
Address offset: 0x28
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bits 15:0</th>
<th>PSC[15:0]</th>
<th>rw</th>
</tr>
</thead>
</table>

Bits 15:0 PSC[15:0]: Prescaler value
The counter clock frequency CK_CNT is equal to fCK_PSC / (PSC[15:0] + 1).
PSC contains the value to be loaded in the active prescaler register at each update event.

15.4.12 TIMx auto-reload register (TIMx_ARR)
Address offset: 0x2C
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bits 15:0</th>
<th>ARR[15:0]</th>
<th>rw</th>
</tr>
</thead>
</table>

Bits 15:0 ARR[15:0]: Auto-reload value
ARR is the value to be loaded in the actual auto-reload register.
Refer to the Section 15.3.1: Time-base unit on page 341 for more details about ARR update and behavior.
The counter is blocked while the auto-reload value is null.
### 15.4.13 TIMx capture/compare register 1 (TIMx_CCR1)

Address offset: 0x34  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
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<tbody>
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Bits 31:16 **CCR1[31:16]**: High Capture/Compare 1 value

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 CC1 is configured as input:**
- CCR1 is the counter value transferred by the last input capture 1 event (IC1).

### 15.4.14 TIMx capture/compare register 2 (TIMx_CCR2)

Address offset: 0x38  
Reset value: 0x0000 0000

<table>
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<th>31</th>
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Bits 31:16 **CCR2[31:16]**: High Capture/Compare 2 value.

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_CCMR 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).

### 15.4.15 TIMx capture/compare register 3 (TIMx_CCR3)

Address offset: 0x3C
Reset value: 0x0000 0000

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<tr>
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Bits 31:16 **CCR3[31:16]**: High Capture/Compare 3 value.

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_CCMR 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 signaled on OC3 output.

*If channel CC3 is configured as input:*

CCR3 is the counter value transferred by the last input capture 3 event (IC3).

15.4.16 TIMx capture/compare register 4 (TIMx_CCR4)

Address offset: 0x40

Reset value: 0x0000 0000

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<tr>
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Bits 31:16 **CCR4[31:16]**: High Capture/Compare 4 value

Bits 15:0 **CCR4[15:0]**: Low Capture/Compare value

1. 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_CCMR 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 signaled on OC4 output.

2. 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).

15.4.17 TIMx DMA control register (TIMx_DCR)

Address offset: 0x48
15.4.18 TIMx DMA address for full transfer (TIMx_DMAR)

Address offset: 0x4C
Reset value: 0x0000

<table>
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<tr>
<th>15</th>
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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

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.

### 15.4.19 TIM5 option register (TIM5_OR)

Address offset: 0x50
Reset value: 0x0000

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  | 0  |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

Bits 15:8 Reserved, must be kept at reset value.

Bits 7:6 **TI4_RMP**: Timer Input 4 remap

Set and cleared by software.

- 00: TIM5 Channel4 is connected to the GPIO: Refer to the Alternate function mapping table in the datasheets.
- 01: the LSI internal clock is connected to the TIM5_CH4 input for calibration purposes
- 10: the LSE internal clock is connected to the TIM5_CH4 input for calibration purposes
- 11: the RTC wakeup interrupt is connected to TIM5_CH4 input for calibration purposes. Wakeup interrupt should be enabled.

Bits 5:0 Reserved, must be kept at reset value.
### 15.4.20 TIMx register map

TIMx registers are mapped as described in the table below:

| 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   | TIMx_CCR1  | CKD [1:0]   | AEPE        | ARPE        | TWS         | CMS [1:0]   | DR          | DP [1:0]    | USR         | CDDS        | UMIS        | UDS         | UXS         | TXS         | MSIS        | MSBO        | MCOE        | MSPI        | MS[1:0]     | MS1         | MS0         | NMI         | NMI         | NMI         | NMI         | NMI         | NMI         | NMI         | NMI         | NMI         | NMI         |
| 0x04   | TIMx_CCR2  |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
| 0x08   | TIMx_SMCR  | ETP         | ECE         | ETPS [1:0]  | ETF[3:0]    | CMS [1:0]   | DR          | SRR         | CC2M        | CC2E        | CC2I        | CC2F        | CC2O        | CC2P        | CC2U        | CC2G        | CC2H        | CC2S        | CC2R        | CC2Q        | CC2P        | CC2U        | CC2G        | CC2H        | CC2S        | CC2R        | CC2Q        | CC2P        | CC2U        | CC2G        | CC2H        | CC2S        | CC2R        | CC2Q        |
| 0x0C   | TIMx_DIER  | TDE         | COMDE       | CADE        | CBDE        | CCDE        | CCVE        | UCCE        | TE          | TEI         | CEI         | CC4M        | CC4E        | CC4I        | CC4F        | CC4O        | CC4P        | CC4U        | CC4G        | CC4H        | CC4S        | CC4R        | CC4Q        | CC4P        | CC4U        | CC4G        | CC4H        | CC4S        | CC4R        | CC4Q        | CC4P        | CC4U        | CC4G        | CC4H        | CC4S        | CC4R        | CC4Q        |
| 0x10   | TIMx_SR    |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
| 0x14   | TIMx_EGR   |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
| 0x18   | TIMx_CCMR1 | OC2M [2:0]  | OC2E        | OC2PE       | OC2FE       | CC2S [1:0]  | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        |
|        | Output Compare mode |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
|        |             | Reset value |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
| 0x18   | TIMx_CCMR1 | IC2F[3:0]   | IC2S [1:0]  | IC2M        | IC2E        | CC2S [1:0]  | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        | CC2M        | CC2E        | CC2I        |
|        | Input Capture mode |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
|        |             | Reset value |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
|        | Output Compare mode |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
|        |             | Reset value |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
|        | Input Capture mode |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
|        |             | Reset value |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
| 0x24   | TIMx_CNT   | CNT[31:16]  |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |
|        |             | CNT[15:0]   |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |             |

Table 64. TIM5 register map and reset values

Reset value 0x00 0x04 0x08 0x0C 0x10 0x14 0x18 0x1C 0x20 0x24
Refer to *Section 2.2 on page 41* for the register boundary addresses.
16 \hspace{1em} \textbf{General-purpose timers (TIM9 and TIM11)}

16.1 \hspace{1em} \textbf{TIM9 and TIM11 introduction}

The TIM9 and TIM11 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.

16.2 \hspace{1em} \textbf{TIM9 and TIM11 main features}

16.2.1 \hspace{1em} \textbf{TIM9 main features}

The features of the TIM9 general-purpose timer include:

- 16-bit auto-reload upcounter
- 16-bit programmable prescaler used to divide the counter clock frequency by any factor between 1 and 65536 (can be changed “on the fly”)
- Up to 2 independent channels for:
  - Input capture
  - Output compare
  - PWM generation (edge-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, counter initialization (by software or internal trigger)
  - Trigger event (counter start, stop, initialization or count by internal trigger)
  - Input capture
  - Output compare
16.2.2 **TIM11 main features**

The features of general-purpose timer TIM11 include:

- 16-bit auto-reload upcounter
- 16-bit programmable prescaler used to divide the counter clock frequency by any factor between 1 and 65536 (can be changed “on the fly”)
- independent channel for:
  - Input capture
  - Output compare
  - PWM generation (edge-aligned mode)
  - One-pulse mode output
- Interrupt generation on the following events:
  - Update: counter overflow, counter initialization (by software)
  - Input capture
  - Output compare
Figure 134. General-purpose timer block diagram (TIM11)

- **Internal clock (CK_INT)**
  - **Trigger Controller**
  - **Enable counter**
  - **Auto-reload register**
  - **Stop, Clear**

- **Input filter & edge detector**
  - **Prescaler**
  - **Capture/Compare register**

- **Output control**
  - **OC1**
  - **TIMx_CH1**

- **Notes:**
  - Preload registers transferred to active registers on U event according to control bit.
  - Event
  - Interrupt & DMA output

Device: 392/771 RM0401 Rev 3
16.3 TIM9 and TIM11 functional description

16.3.1 Time-base unit

The main block of the timer is a 16-bit counter with its related auto-reload register. The counters counts up.

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 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 details 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 135* and *Figure 136* give some examples of the counter behavior when the prescaler ratio is changed on the fly.
Figure 135. Counter timing diagram with prescaler division change from 1 to 2

![Counter timing diagram with prescaler division change from 1 to 2](image1)

Figure 136. Counter timing diagram with prescaler division change from 1 to 4

![Counter timing diagram with prescaler division change from 1 to 4](image2)
16.3.2 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 TIM9) 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 137. Counter timing diagram, internal clock divided by 1

![Counter timing diagram](image-url)
Figure 138. Counter timing diagram, internal clock divided by 2

Figure 139. Counter timing diagram, internal clock divided by 4

Figure 140. Counter timing diagram, internal clock divided by N
Figure 141. Counter timing diagram, update event when ARPE=0
(TIMx_ARR not preloaded)

Figure 142. Counter timing diagram, update event when ARPE=1
(TIMx_ARR preloaded)

Write a new value in TIMx_ARR

Write a new value in TIMx_ARR
16.3.3 Clock selection

The counter clock can be provided by the following clock sources:

- Internal clock (CK_INT)
- External clock mode1 (for TIM9): external input pin (TIx)
- Internal trigger inputs (ITRx) (for TIM9): connecting the trigger output from another timer.

Internal clock source (CK_INT)

The internal clock source is the default clock source for TIM11.

For TIM9, 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 143* shows the behavior of the control circuit and the upcounter in normal mode, without prescaler.

![Figure 143. Control circuit in normal mode, internal clock divided by 1](image)

**External clock source mode 1(TIM9)**

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.
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.

Note: The capture prescaler is not used for triggering, so it does not need to be configured.

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.
16.3.4 Capture/compare channels

Each Capture/Compare channel is built around a capture/compare register (including a shadow register), an input stage for capture (with digital filter, multiplexing and prescaler) and an output stage (with comparator and output control).

Figure 146 to Figure 148 give an overview of one capture/compare channel.

The input stage samples the corresponding Tlx input to generate a filtered signal TlxF. Then, an edge detector with polarity selection generates a signal (TlxFPx) 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 146. 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.
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.

16.3.5 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 it is written with 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 appropriate input filter duration in relation with the signal connected to the timer (by programming the ICxF bits in the TIMx_CCMRx register if the input is one of the TIx inputs). Let’s imagine that, when toggling, the input signal is not stable during at least 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 fDTS 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.

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.

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.

### 16.3.6 PWM input mode (only for TIM9)

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, one 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.

**Figure 149. 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.

### 16.3.7 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, one just needs 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.
16.3.8 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_CCMRx 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.

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 150.
16.3.9 PWM mode

Pulse Width Modulation mode allows 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. The corresponding preload register must be enabled 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, all registers must be initialized 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.

PWM edge-aligned mode

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 151 shows some edge-aligned PWM waveforms in an example where TIMx_ARR=8.

![Figure 150. Output compare mode, toggle on OC1.](image-url)
16.3.10 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. One-pulse mode is selected 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:

\[ \text{CNT} < \text{CCR}x \leq \text{ARR} \quad (\text{in particular, } 0 < \text{CCR}x) \]
For example one may want to generate a positive pulse on OC1 with a length of \( t_{\text{PULSE}} \) and after a delay of \( t_{\text{DELAY}} \) 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 \( \text{CC2S} = '01' \) in the TIMx_CCMR1 register.
2. TI2FP2 must detect a rising edge, write \( \text{CC2P} = '0' \) and \( \text{CC2NP} = '0' \) in the TIMx_CCER register.
3. Configure TI2FP2 as trigger for the slave mode controller (TRGI) by writing \( \text{TS} = '110' \) in the TIMx_SMCR register.
4. TI2FP2 is used to start the counter by writing \( \text{SMS} = '110' \) 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 \( t_{\text{DELAY}} \) is defined by the value written in the TIMx_CCR1 register.
- The \( t_{\text{PULSE}} \) is defined by the difference between the auto-reload value and the compare value (TIMx_ARR - TIMx_CCR1).
- Let’s say one 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 PWM mode 2 must be enabled by writing \( \text{OC1M} = '111' \) in the TIMx_CCMR1 register. Optionally the preload registers can be enabled by writing \( \text{OC1PE} = '1' \) in the TIMx_CCMR1 register and \( \text{ARPE} \) in the TIMx_CR1 register. In this case one has 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.

Since only 1 pulse (Single mode) is needed, a 1 must be written 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 $t_{\text{DELAY \, min}}$ we can get.

If one wants to output a waveform with the minimum delay, the OCxFE bit can be set in the TIMx_CCMRx register. Then OCxRef (and OCx) are forced in response to the stimulus, without taking into 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.

16.3.11 TIM9 external trigger synchronization

The TIM9 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 do not need any filter, so we keep IC1F='0000'). The capture prescaler is not used for triggering, so it does not need to be configured. 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.

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.
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 do not need any filter, so we keep IC1F='0000'). The capture prescaler is not used for triggering, so it does not need to be configured. 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).

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.
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 do not need any filter, so we keep IC2F='0000'). The capture prescaler is not used for triggering, so it does not need to be configured. 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.

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.
16.3.12 Debug mode

When the microcontroller enters debug mode (Cortex®-M4 with FPU core halted), the TIMx counter either continues to work normally or stops, depending on DBG_TIMx_STOP configuration bit in DBGMCU module. For more details, refer to Section 26.16.2: Debug support for timers, watchdog, and I2C.

16.4 TIM9 registers

Refer to Section 1.2 on page 34 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).

16.4.1 TIM9 control register 1 (TIMx_CR1)

Address offset: 0x00

Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
<th>CKD[1:0]</th>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

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 6:4 Reserved, must be kept at reset value.

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.
16.4.2 TIM9 slave mode control register (TIMx_SMCR)

Address offset: 0x08
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
</table>

Bits 15:8 Reserved, must be kept at reset value.

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)
001: Internal Trigger 1 (ITR1)
010: Internal Trigger 2 (ITR2)
011: Internal Trigger 3 (ITR3)
100: TI1 Edge Detector (TI1F_ED)
101: Filtered Timer Input 1 (TI1FP1)
110: Filtered Timer Input 2 (TI2FP2)
111: Reserved.

See Table 65 for more details on the meaning of ITRx 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 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: Reserved
010: Reserved
011: Reserved
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 - 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.
### 16.4.3 TIM9 Interrupt enable register (TIMx_DIER)

Address offset: 0x0C

Reset value: 0x0000

<table>
<thead>
<tr>
<th>Slave TIM</th>
<th>ITR0 (TS = ‘000’)</th>
<th>ITR1 (TS = ‘001’)</th>
<th>ITR2 (TS = ‘010’)</th>
<th>ITR3 (TS = ‘011’)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIM5</td>
<td>Reserved</td>
<td>LPTIM</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
<tr>
<td>TIM9</td>
<td>Reserved</td>
<td>LPTIM</td>
<td>Reserved</td>
<td>TIM11</td>
</tr>
</tbody>
</table>

| Bit 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. |
### 16.4.4 TIM9 status register (TIMx_SR)

Address offset: 0x10  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>CC2OF</td>
<td>0</td>
<td>0</td>
<td>TIF</td>
<td>0</td>
<td>CC2IF</td>
<td>0</td>
<td>CC1IF</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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.
16.4.5 TIM9 event generation register (TIMx_EGR)

Address offset: 0x14
Reset value: 0x0000

| Bit 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 |
| Bit 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. |

16.4.6 TIM9 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 one must take care that the same bit can have different meanings for the input stage and the output stage.
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 fDTS
0001: fSAMPLING = fDTS/8, N=6
0010: fSAMPLING = fCK_INT, N=21001: fSAMPLING = fDTS/8, N=8
0100: fSAMPLING = fDTS/2, N=61010: fSAMPLING = fDTS/16, N=5
0110: fSAMPLING = fDTS/4, N=61011: fSAMPLING = fDTS/32, N=5
0111: fSAMPLING = fDTS/4, N=81110: fSAMPLING = fDTS/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).*
### 16.4.7 TIM9 capture/compare enable register (TIMx_CCER)

Address offset: 0x20  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>CC2NP</th>
<th>CC2P</th>
<th>CC2E</th>
<th>CC1NP</th>
<th>CC1P</th>
<th>CC1E</th>
</tr>
</thead>
<tbody>
<tr>
<td>15:8</td>
<td>Reserved</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>7</td>
<td>CC2NP</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>6</td>
<td>Reserved</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>5</td>
<td>CC2P</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>4</td>
<td>CC2E</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>3</td>
<td>CC1NP</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>2</td>
<td>Reserved</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>1</td>
<td>CC1P</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
<tr>
<td>0</td>
<td>CC1E</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

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.
General-purpose timers (TIM9 and TIM11)

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Table 66. Output control bit for standard OCx channels

<table>
<thead>
<tr>
<th>CCxE bit</th>
<th>OCx output state</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Output disabled (OCx='0', OCx_EN='0')</td>
</tr>
<tr>
<td>1</td>
<td>OCx=OCxREF + Polarity, OCx_EN='1'</td>
</tr>
</tbody>
</table>

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.

16.4.8 TIM9 counter (TIMx_CNT)

Address offset: 0x24
Reset value: 0x0000 0000

| 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

16.4.9 TIM9 prescaler (TIMx_PSC)

Address offset: 0x28
Reset value: 0x0000

| 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 fCK_PSC / (PSC[15:0] + 1).
PSC contains the value to be loaded into the active prescaler register at each update event.

16.4.10 TIM9 auto-reload register (TIMx_ARR)

Address offset: 0x2C
Reset value: 0x0000

| 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 Section 16.3.1: Time-base unit for more details about ARR update and behavior.
The counter is blocked while the auto-reload value is null.
16.4.11  TIM9 capture/compare register 1 (TIMx_CCR1)

Address offset: 0x34
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

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 CC1 is configured as input:**
  - CCR1 is the counter value transferred by the last input capture 1 event (IC1).

16.4.12  TIM9 capture/compare register 2 (TIMx_CCR2)

Address offset: 0x38
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

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 signaled 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).
## 16.4.13 TIM9 register map

TIM9 registers are mapped as 16-bit addressable registers as described below:

### Table 67. TIM9 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   | TIMx_CCR1|     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x08   | TIMx_SMCR |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x0C   | TIMx_DIER |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x10   | TIMx_SR  |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x14   | TIMx_EGR |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x18   | TIMx_CCMR1 Output Compare mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|        | Reset value |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |
| 0x1C   | TIMx_CCMR1 Input Capture mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|        | Reset value |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |
| 0x20   | TIMx_CCER |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x24   | TIMx_CNT |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x26   | TIMx_PSC |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x2C   | TIMx_ARR |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x30   | TIMx_DECR |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reserved |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |

**Note:** The table is a simplified representation of the TIM9 register map. The actual content includes detailed information about each register and reset values, which are not shown here for brevity.
Refer to Section 2.2 on page 41 for the register boundary addresses.
16.5 TIM11 registers

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).

16.5.1 TIM11 control register 1 (TIMx_CR1)

Address offset: 0x00
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
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<th>5</th>
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</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>CKD[1:0]</td>
<td>ARPE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>URS</td>
<td>UDIS</td>
<td>CEN</td>
</tr>
<tr>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td></td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

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: tDTS = tCK_INT
01: tDTS = 2 × tCK_INT
10: tDTS = 4 × tCK_INT
11: Reserved

Bit 7 ARPE: Auto-reload preload enable
0: TIMx_ARR register is not buffered
1: TIMx_ARR register is buffered

Bits 6:3 Reserved, must be kept at reset value.

Bit 2 URS: Update request source
This bit is set and cleared by software to select the update interrupt (UEV) sources.
0: Any of the following events generate an UEV if enabled:
  – Counter overflow
  – Setting the UG bit
1: Only counter overflow generates an UEV if enabled.

Bit 1 UDIS: Update disable
This bit is set and cleared by software to enable/disable update interrupt (UEV) event 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
16.5.2 **TIM11 Interrupt enable register (TIMx_DIER)**  
Address offset: 0x0C  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>15:2</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td>1</td>
<td>CC1IE: Capture/Compare 1 interrupt enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td></td>
<td>0: CC1 interrupt disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: CC1 interrupt enabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>UIE: Update interrupt enable</td>
<td></td>
<td>rw</td>
</tr>
<tr>
<td></td>
<td>0: Update interrupt disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1: Update interrupt enabled</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

16.5.3 **TIM11 status register (TIMx_SR)**  
Address offset: 0x10  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>15:10</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
<td>rc_w0</td>
</tr>
<tr>
<td>9</td>
<td>CC1OF: Capture/Compare 1 overcapture flag</td>
<td></td>
<td>rc_w0</td>
</tr>
<tr>
<td></td>
<td>This flag is set by hardware only when</td>
<td></td>
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<tr>
<td></td>
<td>the corresponding channel is configured</td>
<td></td>
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<tr>
<td></td>
<td>in input capture mode. It is cleared by</td>
<td></td>
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</tr>
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<td></td>
<td>software by writing it to ‘0’.</td>
<td></td>
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</tr>
<tr>
<td></td>
<td>0: No overcapture has been detected.</td>
<td></td>
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<tr>
<td></td>
<td>1: The counter value has been captured</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>in TIMx_CCR1 register while CC1IF flag</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>was already set</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8:2</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
<td>rc_w0</td>
</tr>
</tbody>
</table>


16.5.4 TIM11 event generation register (TIMx_EGR)

Address offset: 0x14

Reset value: 0x0000

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<tr>
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<td></td>
<td></td>
<td></td>
<td>CC1G</td>
<td>UG</td>
</tr>
</tbody>
</table>

Bits 15:2 Reserved, must be kept at reset value.

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:**

The current value of the counter is captured in TIMx_CCR1 register. The CC1IF flag is set, corresponding interrupt 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, 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-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.
16.5.5 TIM11 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 the user must take care that the same bit can have a different meaning for the input stage and for the output stage.

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<th></th>
<th></th>
<th></th>
<th>OC1M[2:0]</th>
<th>OC1PE</th>
<th>OC1FE</th>
<th>CC1S[1:0]</th>
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</thead>
<tbody>
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<td></td>
<td></td>
<td></td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

rw rw rw rw rw rw rw rw
Output compare mode

Bits 15:7  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 is derived. OC1REF is active high whereas OC1 active level depends on CC1P bit.

000: Frozen. The comparison between the output compare register TIMx_CCR1 and the counter TIMx_CNT has no effect on the outputs.

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 - Channel 1 is active as long as TIMx_CNT < TIMx_CCR1 else inactive.

111: PWM mode 2 - Channel 1 is inactive as long as TIMx_CNT < TIMx_CCR1 else active.

**Note**: In PWM mode 1 or 2, the OCREF level changes when the result of the comparison changes or when the output compare mode switches from frozen 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. OC is then 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 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:

11:

**Note**: CC1S bits are writable only when the channel is OFF (CC1E = 0 in TIMx_CCER).
**Input capture mode**

**Bits 15:8**  Reserved, must be kept at reset value.

**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:** $f_{SAMPLING} = f_{CK\_INT}$, $N=6$
- **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:** $f_{SAMPLING} = f_{DTS}/4$, $N=6$
- **0110:** $f_{SAMPLING} = f_{DTS}/4$, $N=6$
- **0111:** $f_{SAMPLING} = f_{DTS}/32$, $N=5$
- **1000:** $f_{SAMPLING} = f_{DTS}/16$, $N=6$
- **1001:** $f_{SAMPLING} = f_{DTS}/16$, $N=8$
- **1010:** $f_{SAMPLING} = f_{DTS}/8$, $N=6$
- **1011:** $f_{SAMPLING} = f_{DTS}/32$, $N=8$
- **1100:** $f_{SAMPLING} = f_{DTS}/32$, $N=5$
- **1101:** $f_{SAMPLING} = f_{DTS}/32$, $N=8$

**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:** Reserved
- **11:** Reserved

*Note: CC1S bits are writable only when the channel is OFF (CC1E = 0 in TIMx_CCER).*
16.5.6 TIM11 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 |   |   |   |   |   |   |   |   |   |
| rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw |

Bits 15:4 Reserved, must be kept at reset value.

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 bit is used in conjunction with CC1P to define
TI1FP1 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:**
The CC1P bit selects TI1FP1 and TI2FP1 polarity for trigger or capture operations.
00: noninverted/rising edge
Circuit is sensitive to TI1FP1 rising edge (capture mode), TI1FP1 is not inverted.
01: inverted/falling edge
Circuit is sensitive to TI1FP1 falling edge (capture mode), TI1FP1 is inverted.
10: reserved, do not use this configuration.
11: noninverted/both edges
Circuit is sensitive to both TI1FP1 rising and falling edges (capture mode), TI1FP1 is not
inverted.

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 68. Output control bit for standard OCx channels**

<table>
<thead>
<tr>
<th>CCxE bit</th>
<th>OCx output state</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Output Disabled (OCx=’0’, OCx_EN=’0’)</td>
</tr>
<tr>
<td>1</td>
<td>OCx=OCxREF + Polarity, OCx_EN=’1’</td>
</tr>
</tbody>
</table>

**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.
**16.5.7 TIM11 counter (TIMx_CNT)**

Address offset: 0x24
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
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<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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</tr>
</tbody>
</table>

Bits 15:0 **CNT[15:0]**: Counter value

**16.5.8 TIM11 prescaler (TIMx_PSC)**

Address offset: 0x28
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
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<tbody>
<tr>
<td>rw</td>
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</tbody>
</table>

Bits 15:0 **PSC[15:0]**: Prescaler value

The counter clock frequency $f_{CK\_CNT}$ 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.

**16.5.9 TIM11 auto-reload register (TIMx_ARR)**

Address offset: 0x2C
Reset value: 0x0000

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<tr>
<th>15</th>
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<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 15:0 **ARR[15:0]**: Auto-reload value

ARR is the value to be loaded in the actual auto-reload register.
Refer to *Section 16.3.1: Time-base unit* for more details about ARR update and behavior.
The counter is blocked while the auto-reload value is null.
16.5.10  TIM11 capture/compare register 1 (TIMx_CCR1)

Address offset: 0x34
Reset value: 0x0000

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<tr>
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</table>

Bits 15:0  **CCR1[15:0]**: 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 CC1 is configured as input:**
CCR1 is the counter value transferred by the last input capture 1 event (IC1).

16.5.11  TIM11 option register 1 (TIM11_OR)

Address offset: 0x50
Reset value: 0x0000

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<th>Ti1_RMP[1:0]</th>
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<td>rw</td>
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</table>

Bits 15:2  Reserved, must be kept at reset value.

Bits 1:0  **Ti1_RMP[1:0]**: TIM11 Input 1 remapping capability
Set and cleared by software.
00, 01, 11: TIM11 Channel 1 is connected to the GPIO (refer to the Alternate function mapping table in the datasheets).
10: HSE_RTC clock (HSE divided by programmable prescaler) is connected to the TIM11_CH1 input for measurement purposes.
### 16.5.12 TIM11 register map

TIMx registers are mapped as 16-bit addressable registers as described in the table below:

**Table 69. TIM11 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   | Reset value |
|--------|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0x00   | TIMx_CR1       |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x08   | TIMx_SMCR      |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x0C   | TIMx_DIER      |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x10   | TIMx_SR        |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x14   | TIMx_EGR       |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x18   | TIMx_CCMR1     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Output compare mode |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x1C   | Reserved       |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x20   | TIMx_CCER      |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x24   | TIMx_CNT       |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x28   | TIMx_PSC       |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x2C   | TIMx_ARR       |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        | Reset value    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 0x30   | Reserved       |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
Refer to Section 2.2.2 on page 38 for the register boundary addresses.

### Table 69. TIM11 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  |
|---------|----------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|    |
| 0x34    | TIMx_CCR1      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|         | 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  |    |
| 0x38 to | Reserved       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x50    | TIMx_OR        |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|         | Reset value    | 0  | 0  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

Refer to Section 2.2.2 on page 38 for the register boundary addresses.
17 Basic timers (TIM6)

17.1 Introduction

The basic timer TIM6 consists of a 16-bit auto-reload counter driven by a programmable prescaler.

It can be used as generic timer for timebase generation but it is also specifically used to drive the digital-to-analog converter (DAC). In fact, the timer is internally connected to the DAC and is able to drive it through its trigger output.

The timers are completely independent, and do not share any resources.

They can be used as generic timers for timebase generation but they are also specifically used to drive the digital-to-analog converter (DAC). In fact, the timers are internally connected to the DAC and are able to drive it through their trigger outputs.

The timers are completely independent, and do not share any resources.

17.2 TIM6 main features

Basic timer (TIM6) features include:

- 16-bit auto-reload upcounter
- 16-bit programmable prescaler used to divide (also “on the fly”) the counter clock frequency by any factor between 1 and 65536
- Synchronization circuit to trigger the DAC
- Interrupt/DMA generation on the update event: counter overflow

![Figure 156. Basic timer block diagram](image-url)
17.3 TIM6 functional description

17.3.1 Time-base unit

The main block of the programmable timer is a 16-bit upcounter with its related auto-reload register. 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. The preload register is accessed each time an attempt is made to write or read the auto-reload register. The contents 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 the TIMx_CR1 register. The update event is sent when the counter reaches the overflow value 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 the TIMx_CR1 register is set.

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 register (in the TIMx_PSC register). It can be changed on the fly as the TIMx_PSC control register is buffered. The new prescaler ratio is taken into account at the next update event.

Figure 157 and Figure 158 give some examples of the counter behavior when the prescaler ratio is changed on the fly.
**Figure 157. Counter timing diagram with prescaler division change from 1 to 2**

![Counter timing diagram with prescaler division change from 1 to 2](image1)

**Figure 158. Counter timing diagram with prescaler division change from 1 to 4**

![Counter timing diagram with prescaler division change from 1 to 4](image2)
17.3.2 Counting mode

The counter counts from 0 to the auto-reload value (contents of the TIMx_ARR register), then restarts from 0 and generates a counter overflow event.

An update event can be generate 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 the TIMx_CR1 register. This avoids updating the shadow registers while writing new values into the preload registers. In this way, no update event occurs until the UDIS bit has been written to 0, however, the counter and the prescaler counter both restart from 0 (but the prescale rate does not change). In addition, if the URS (update request selection) bit in the TIMx_CR1 register is set, setting the UG bit generates an update event UEV, but the UIF flag is not set (so no interrupt or DMA request is sent).

When an update event occurs, all the registers are updated and the update flag (UIF bit in the TIMx_SR register) is set (depending on the URS bit):

- The buffer of the prescaler is reloaded with the preload value (contents 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 159. Counter timing diagram, internal clock divided by 1**
Figure 160. Counter timing diagram, internal clock divided by 2

Figure 161. Counter timing diagram, internal clock divided by 4
Figure 162. Counter timing diagram, internal clock divided by N

Figure 163. Counter timing diagram, update event when ARPE = 0 (TIMx_ARR not preloaded)
17.3.3 Clock source

The counter clock is provided by the Internal clock (CK_INT) source.

The CEN (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 for UG that remains cleared automatically). As soon as the CEN bit is written to 1, the prescaler is clocked by the internal clock CK_INT.

Figure 165 shows the behavior of the control circuit and the upcounter in normal mode, without prescaler.
17.3.4 Debug mode

When the microcontroller enters the debug mode (Cortex®-M4 with FPU core - halted), the TIMx counter either continues to work normally or stops, depending on the DBG_TIMx_STOP configuration bit in the DBGMCU module. For more details, refer to Section 26.16.2: Debug support for timers, watchdog, and I2C.
17.4 TIM6 registers

Refer to Section 1.2: List of abbreviations for registers 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).

17.4.1 TIM6 control register 1 (TIMx_CR1)

Address offset: 0x00
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit 15:8</th>
<th>Bit 7</th>
<th>Bit 6:4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
</table>

Bits 15:8 Reserved, must be kept at reset value.

Bit 7 ARPE: Auto-reload preload enable
0: TIMx_ARR register is not buffered.
1: TIMx_ARR register is buffered.

Bits 6:4 Reserved, must be kept at reset value.

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 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 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). 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: Gated 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.
### 17.4.2 TIM6 control register 2 (TIMx_CR2)

**Address offset:** 0x04  
**Reset value:** 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td></td>
<td></td>
<td></td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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</tr>
</tbody>
</table>

Bits 15:7 Reserved, must be kept at reset value.

**Bits 6:4 MMS: Master mode selection**

These bits are used 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 a trigger output (TRGO). If 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 a 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 the TIMx_SMCR register).
- **010: Update** - The update event is selected as a trigger output (TRGO). For instance a master timer can then be used as a prescaler for a slave timer.

Bits 3:0 Reserved, must be kept at reset value.

### 17.4.3 TIM6 DMA/Interrupt enable register (TIMx_DIER)

**Address offset:** 0x0C  
**Reset value:** 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>UDE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>UIE</td>
<td>rw</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td></td>
<td>rw</td>
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</tr>
</tbody>
</table>

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

**Bit 8 UDE: Update DMA request enable**

- **0**: Update DMA request disabled.
- **1**: Update DMA request enabled.

Bits 7:1 Reserved, must be kept at reset value.

**Bit 0 UIE: Update interrupt enable**

- **0**: Update interrupt disabled.
- **1**: Update interrupt enabled.
17.4.4 TIM6 status register (TIMx_SR)

Address offset: 0x10
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
</table>

Bits 15:1 Reserved, must be kept at reset value.

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 regarding the repetition counter value and if UDIS = 0 in the TIMx_CR1 register.
  - When CNT is reinitialized by software using the UG bit in the TIMx_EGR register, if URS = 0 and UDIS = 0 in the TIMx_CR1 register.

17.4.5 TIM6 event generation register (TIMx_EGR)

Address offset: 0x14
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
</table>

Bits 15:1 Reserved, must be kept at reset value.

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 timer counter and generates an update of the registers. Note that the prescaler counter is cleared too (but the prescaler ratio is not affected).

17.4.6 TIM6 counter (TIMx_CNT)

Address offset: 0x24
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 15:0 **CNT[15:0]:** Counter value
17.4.7 TIM6 prescaler (TIMx_PSC)

Address offset: 0x28
Reset value: 0x0000

<table>
<thead>
<tr>
<th>PSC[15:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw</td>
</tr>
</tbody>
</table>

Bits 15:0 **PSC[15:0]**: Prescaler value

The counter clock frequency (CK_CNT) is equal to fCK_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”).

17.4.8 TIM6 auto-reload register (TIMx_ARR)

Address offset: 0x2C
Reset value: 0xFFFF

<table>
<thead>
<tr>
<th>ARR[15:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw</td>
</tr>
</tbody>
</table>

Bits 15:0 **ARR[15:0]**: Auto-reload value

ARR is the value to be loaded into the actual auto-reload register.
Refer to Section 17.3.1: Time-base unit on page 438 for more details about ARR update and behavior.
The counter is blocked while the auto-reload value is null.
### 17.4.9 TIM6 register map

TIMx registers are mapped as 16-bit addressable registers as described in the table below:

#### Table 70. TIM6 register map and reset values

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>TIMx_CR1</td>
<td>0x00</td>
<td>TIMx_CR1</td>
<td>0x04</td>
<td>TIMx_CR2</td>
<td>0x08</td>
<td>TIMx_CR2</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td>0x04</td>
<td>TIMx_CR2</td>
<td>0x08</td>
<td>TIMx_DIER</td>
<td>0x0C</td>
<td>TIMx_DIER</td>
<td>0x10</td>
<td>TIMx_SR</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td>0x10</td>
<td>TIMx_SR</td>
<td>0x10</td>
<td>TIMx_SR</td>
<td>0x14</td>
<td>TIMx_EGR</td>
<td>0x18</td>
<td>TIMx_EGR</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td>0x18</td>
<td>TIMx_EGR</td>
<td>0x18</td>
<td>TIMx_EGR</td>
<td>0x20</td>
<td>TIMx_CNT</td>
<td>0x24</td>
<td>TIMx_CNT</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td>0x24</td>
<td>TIMx_CNT</td>
<td>0x24</td>
<td>TIMx_CNT</td>
<td>0x28</td>
<td>TIMx_PSC</td>
<td>0x28</td>
<td>TIMx_PSC</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td>0x28</td>
<td>TIMx_PSC</td>
<td>0x28</td>
<td>TIMx_PSC</td>
<td>0x2C</td>
<td>TIMx_ARR</td>
<td>0x2C</td>
<td>TIMx_ARR</td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
</tbody>
</table>

Refer to Section 2.2 on page 41 for the register boundary addresses.
18 Low-power timer (LPTIM)

18.1 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.

18.2 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, HSI 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

18.3 LPTIM implementation

Table 71 describes LPTIM implementation on STM32F410 devices.

<table>
<thead>
<tr>
<th>LPTIM modes/features(1)</th>
<th>LPTIM1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Encoder mode</td>
<td>X</td>
</tr>
</tbody>
</table>

1. X = supported.
18.4 LPTIM functional description

18.4.1 LPTIM block diagram

Figure 166. Low-power timer block diagram

18.4.2 LPTIM trigger mapping

The LPTIM external trigger connections are detailed hereafter:

Table 72. LPTIM1 external trigger connection

<table>
<thead>
<tr>
<th>TRIGSEL</th>
<th>External trigger</th>
</tr>
</thead>
<tbody>
<tr>
<td>lptim_ext_trig0</td>
<td>PB6 or PC3 input on AF1</td>
</tr>
<tr>
<td>lptim_ext_trig1</td>
<td>RTC alarm A output signal</td>
</tr>
<tr>
<td>lptim_ext_trig2</td>
<td>RTC alarm B output signal</td>
</tr>
<tr>
<td>lptim_ext_trig3</td>
<td>RTC tamper output signal</td>
</tr>
<tr>
<td>lptim_ext_trig4</td>
<td>TIM1 trigger output (0) output signal</td>
</tr>
<tr>
<td>lptim_ext_trig5</td>
<td>TIM5 trigger output (3) output signal</td>
</tr>
</tbody>
</table>
18.4.3 LPTIM input1 multiplexing

Various inputs can be selected for LPTIM1 input 1 through the LPTMI option register (LPTIM1_OR).

This input can either be connected to the pads selected by the LPTIM alternate function (AF1) or directly connected internally to PA4, PB9 pad or to TIM6/DAC trigger.

In case of internal connection to PA4 or PB9, the selected alternate function for this pad defines the peripheral to which the timer is connected.

PA4 and PB9 can also be configured as GPIO.

18.4.4 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 HSI 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 HSI.
- 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.

18.4.5 Glitch filter

The LPTIM inputs, either external (mapped to 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.

<table>
<thead>
<tr>
<th>TRIGSEL</th>
<th>External trigger</th>
</tr>
</thead>
<tbody>
<tr>
<td>lptim_ext_trig6</td>
<td>Reserved</td>
</tr>
<tr>
<td>lptim_ext_trig7</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
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 167* shows an example of glitch filter behavior in case of a 2 consecutive samples programmed.

![Glitch filter timing diagram](image)

**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.

### 18.4.6 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>
<thead>
<tr>
<th>programming</th>
<th>dividing factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>1</td>
</tr>
<tr>
<td>001</td>
<td>2</td>
</tr>
<tr>
<td>010</td>
<td>4</td>
</tr>
<tr>
<td>011</td>
<td>8</td>
</tr>
<tr>
<td>100</td>
<td>16</td>
</tr>
<tr>
<td>101</td>
<td>32</td>
</tr>
<tr>
<td>110</td>
<td>64</td>
</tr>
<tr>
<td>111</td>
<td>128</td>
</tr>
</tbody>
</table>
18.4.7 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.

18.4.8 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 168.
- Set-once mode activated:

It should be noted that when the WAVE bit-field in the LPTIM_CFRG 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 169.

**Figure 169. 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.

**Continuous 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 170.

In case of software start (TRIGEN[1:0] = ‘00’), setting CNTSTRT will start the counter for continuous counting.
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.

### 18.4.9 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.

### 18.4.10 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 the counter value in LPTIM.CNT exceeds the compare value in LPTIM.CMP. 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 171 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 171. Waveform generation**

18.4.11 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.

### 18.4.12 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 not to 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.

### 18.4.13 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.

18.4.14 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 LPTIM.ARR must be configured 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 DOWNIE bit.

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>
<thead>
<tr>
<th>Active edge</th>
<th>Level on opposite signal (Input1 for Input2, Input2 for Input1)</th>
<th>Input1 signal</th>
<th>Input2 signal</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Rising</td>
<td>Falling</td>
<td>Rising</td>
</tr>
<tr>
<td>Rising Edge</td>
<td>High</td>
<td>Down</td>
<td>No count</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>Up</td>
<td>No count</td>
</tr>
<tr>
<td>Falling Edge</td>
<td>High</td>
<td>No count</td>
<td>Up</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>No count</td>
<td>Down</td>
</tr>
<tr>
<td>Both Edges</td>
<td>High</td>
<td>Down</td>
<td>Up</td>
</tr>
<tr>
<td></td>
<td>Low</td>
<td>Up</td>
<td>Down</td>
</tr>
</tbody>
</table>

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’).
18.4.15 Debug mode

When the microcontroller enters debug mode (core halted), the LPTIM counter either continues to work normally or stops, depending on the DBG_LPTIM_STOP configuration bit in the DBGMCU module.

18.5 LPTIM low-power modes

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>No effect. LPTIM interrupts cause the device to exit Sleep mode.</td>
</tr>
<tr>
<td>Stop</td>
<td>The LPTIM peripheral is active when it is clocked by LSE or LSI. LPTIM interrupts cause the device to exit Stop mode</td>
</tr>
<tr>
<td>Standby</td>
<td>The LPTIM peripheral is powered down and must be reinitialized after exiting Standby mode.</td>
</tr>
</tbody>
</table>
18.6 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>
<thead>
<tr>
<th>Interrupt event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compare match</td>
<td>Interrupt flag is raised when the content of the Counter register (LPTIM_CNT) matches the content of the compare register (LPTIM_CMP).</td>
</tr>
<tr>
<td>Auto-reload match</td>
<td>Interrupt flag is raised when the content of the Counter register (LPTIM_CNT) matches the content of the Auto-reload register (LPTIM_ARR).</td>
</tr>
<tr>
<td>External trigger event</td>
<td>Interrupt flag is raised when an external trigger event is detected</td>
</tr>
<tr>
<td>Auto-reload register</td>
<td>Update OK</td>
</tr>
<tr>
<td>Compare register</td>
<td>Update OK</td>
</tr>
<tr>
<td></td>
<td>Used in Encoder mode. Two interrupt flags are embedded to signal direction change:</td>
</tr>
<tr>
<td></td>
<td>– UP flag signals up-counting direction change</td>
</tr>
<tr>
<td></td>
<td>– DOWN flag signals down-counting direction change</td>
</tr>
</tbody>
</table>

18.7 LPTIM registers

18.7.1 LPTIM interrupt and status register (LPTIM_ISR)

Address offset: 0x000
Reset value: 0x0000 0000
Bits 31:22  Reserved, must be kept at reset value.
Bit 21  Reserved, must be kept at reset value.
Bit 20  Reserved, must be kept at reset value.
Bit 19  Reserved, must be kept at reset value.
Bits 18:16  Reserved, must be kept at reset value.
Bit 15  Reserved, must be kept at reset value.
Bit 14  Reserved, must be kept at reset value.
Bit 13  Reserved, must be kept at reset value.
Bit 12  Reserved, must be kept at reset value.
Bit 11  Reserved, must be kept at reset value.
Bit 10  Reserved, must be kept at reset value.
Bit 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. DOWN flag can be cleared by writing 1 to the DOWNCF bit in the LPTIM_ICR register.
Note: If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.

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. UP flag can be cleared by writing 1 to the UPCF bit in the LPTIM_ICR register.
Note: If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.

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. ARROK flag can be cleared by writing 1 to the ARROKCF bit in the LPTIM_ICR register.

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. EXTTRIG flag can be cleared by writing 1 to the EXTTRIGCF bit in the LPTIM_ICR register.

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. ARRM flag can be cleared by writing 1 to the ARRMCF bit in the LPTIM_ICR register.

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.
18.7.2 LPTIM interrupt clear register (LPTIM_ICR)

Address offset: 0x004
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>DOWN CF</td>
<td>UP CF</td>
<td>ARRO KCF</td>
<td>CMPO KCF</td>
<td>EXTTR IGF</td>
<td>ARRM CF</td>
<td>CMPM CF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td>w</td>
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<td>w</td>
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<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

Bit 21 Reserved, must be kept at reset value.

Bit 20 Reserved, must be kept at reset value.

Bit 19 Reserved, must be kept at reset value.

Bits 18:16 Reserved, must be kept at reset value.

Bit 15 Reserved, must be kept at reset value.

Bit 14 Reserved, must be kept at reset value.

Bit 13 Reserved, must be kept at reset value.

Bit 12 Reserved, must be kept at reset value.

Bit 11 Reserved, must be kept at reset value.

Bit 10 Reserved, must be kept at reset value.

Bit  9 Reserved, must be kept at reset value.

Bits 8:7 Reserved, must be kept at reset value.

Bit  6 **DOWN CF**: Direction change to down clear flag

Writing 1 to this bit clear the DOWN flag in the LPTIM_ISR register.

**Note**: If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.

Bit  5 **UP CF**: Direction change to UP clear flag

Writing 1 to this bit clear the UP flag in the LPTIM_ISR register.

**Note**: If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.

Bit  4 **ARRO KCF**: Autoreload register update OK clear flag

Writing 1 to this bit clears the ARROK flag in the LPTIM_ISR register

Bit  3 **CMPO KCF**: Compare register update OK clear flag

Writing 1 to this bit clears the CMPOK flag in the LPTIM_ISR register
### Low-power timer (LPTIM) RM0401

Bit 2 **EXTTRIGCF**: External trigger valid edge clear flag
   Writing 1 to this bit clears the EXTTRIG flag in the LPTIM_ISR register

Bit 1 **ARRMCF**: Autoreload match clear flag
   Writing 1 to this bit clears the ARRM flag in the LPTIM_ISR register

Bit 0 **CMPMCF**: Compare match clear flag
   Writing 1 to this bit clears the CMP flag in the LPTIM_ISR register

#### 18.7.3 LPTIM interrupt enable register (LPTIM_IER)

Address offset: 0x008
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit 31-28</th>
<th>Bit 27-24</th>
<th>Bit 23-20</th>
<th>Bit 19-16</th>
<th>Bit 15-12</th>
<th>Bit 11-8</th>
<th>Bit 7-4</th>
<th>Bit 3-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(\text{DOWNI}E)</td>
<td>UPIE</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ARRO KIE</td>
<td>CMPO KIE</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>EXT TRIGIE</td>
<td>ARRMI E</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>CMPMI E</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 31:28 Reserved, must be kept at reset value.

Bit 27 Reserved, must be kept at reset value.

Bit 26 Reserved, must be kept at reset value.

Bit 25 Reserved, must be kept at reset value.

Bit 24 Reserved, must be kept at reset value.

Bit 23 Reserved, must be kept at reset value.

Bit 22 Reserved, must be kept at reset value.

Bit 21 Reserved, must be kept at reset value.

Bit 20 Reserved, must be kept at reset value.

Bit 19 Reserved, must be kept at reset value.

Bits 18:17 Reserved, must be kept at reset value.

Bit 16 Reserved, must be kept at reset value.

Bit 15 Reserved, must be kept at reset value.

Bit 14 Reserved, must be kept at reset value.

Bit 13 Reserved, must be kept at reset value.

Bit 12 Reserved, must be kept at reset value.

Bit 11 Reserved, must be kept at reset value.

Bit 10 Reserved, must be kept at reset value.

Bit 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
   \*Note: If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.\*

Bit 5 **UPIE**: Direction change to UP Interrupt Enable
   0: UP interrupt disabled
   1: UP interrupt enabled
   \*Note: If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.\*

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
   \*Note: If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.\*

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')

### 18.7.4 LPTIM configuration register (LPTIM_CFRG)

Address offset: 0x00C

Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
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<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td>Rw</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
</table>

Bits 31:30 Reserved, must be kept at reset value.

Bit 29 Reserved, must be kept at reset value.

Bits 28:25 Reserved, must be kept at reset value.
<table>
<thead>
<tr>
<th>Bit 24</th>
<th>ENC: Encoder mode enable</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The ENC bit controls the Encoder mode</td>
</tr>
<tr>
<td>0:</td>
<td>Encoder mode disabled</td>
</tr>
<tr>
<td>1:</td>
<td>Encoder mode enabled</td>
</tr>
<tr>
<td><strong>Note:</strong> If the LPTIM does not support encoder mode feature, this bit is reserved. Please refer to Section 18.3: LPTIM implementation.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 23</th>
<th>COUNTMODE: counter mode enabled</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The COUNTMODE bit selects which clock source is used by the LPTIM to clock the counter:</td>
</tr>
<tr>
<td>0:</td>
<td>the counter is incremented following each internal clock pulse</td>
</tr>
<tr>
<td>1:</td>
<td>the counter is incremented following each valid clock pulse on the LPTIM external Input1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 22</th>
<th>PRELOAD: Registers update mode</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The PRELOAD bit controls the LPTIM_ARR and the LPTIM_CMP registers update modality</td>
</tr>
<tr>
<td>0:</td>
<td>Registers are updated after each APB bus write access</td>
</tr>
<tr>
<td>1:</td>
<td>Registers are updated at the end of the current LPTIM period</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 21</th>
<th>WAVPOL: Waveform shape polarity</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The WAVPOL bit controls the output polarity</td>
</tr>
<tr>
<td>0:</td>
<td>The LPTIM output reflects the compare results between LPTIM_ARR and LPTIM_CMP registers</td>
</tr>
<tr>
<td>1:</td>
<td>The LPTIM output reflects the inverse of the compare results between LPTIM_ARR and LPTIM_CMP registers</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 20</th>
<th>WAVE: Waveform shape</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The WAVE bit controls the output shape</td>
</tr>
<tr>
<td>0:</td>
<td>Deactivate Set-once mode, PWM or One Pulse waveform depending on how the timer was started, CNTSTRT for PWM or SNGSTRT for One Pulse waveform.</td>
</tr>
<tr>
<td>1:</td>
<td>Activate the Set-once mode</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 19</th>
<th>TIMOUT: Timeout enable</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The TIMOUT bit controls the Timeout feature</td>
</tr>
<tr>
<td>0:</td>
<td>A trigger event arriving when the timer is already started will be ignored</td>
</tr>
<tr>
<td>1:</td>
<td>A trigger event arriving when the timer is already started will reset and restart the counter</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bits 18:17</th>
<th>TRIGEN[1:0]: Trigger enable and polarity</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>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:</td>
</tr>
<tr>
<td>00:</td>
<td>software trigger (counting start is initiated by software)</td>
</tr>
<tr>
<td>01:</td>
<td>rising edge is the active edge</td>
</tr>
<tr>
<td>10:</td>
<td>falling edge is the active edge</td>
</tr>
<tr>
<td>11:</td>
<td>both edges are active edges</td>
</tr>
</tbody>
</table>

| 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 18.4.2: 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.
Caution: The LPTIM_CFGR register must only be modified when the LPTIM is disabled (ENABLE bit reset to ‘0’).

### 18.7.5 LPTIM control register (LPTIM_CR)

Address offset: 0x010

Reset value: 0x0000 0000

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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 |
| rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw | rw |

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:**
  - The CKPOL bits are 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 times 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 18.4.14: 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
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

### 18.7.6 LPTIM compare register (LPTIM_CMP)

Address offset: 0x014
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
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<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

**CMP[15:0]**

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’).
18.7.7 LPTIM autoreload register (LPTIM_ARR)

Address offset: 0x018
Reset value: 0x0000 0001

<table>
<thead>
<tr>
<th></th>
<th>Bits 31:16</th>
<th>Bits 15:0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Reserved</td>
<td>ARR[15:0]</td>
</tr>
</tbody>
</table>

Caution: The LPTIM_ARR register must only be modified when the LPTIM is enabled (ENABLE bit set to ‘1’).

18.7.8 LPTIM counter register (LPTIM_CNT)

Address offset: 0x01C
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th></th>
<th>Bits 31:16</th>
<th>Bits 15:0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Reserved</td>
<td>CNT[15:0]</td>
</tr>
</tbody>
</table>

Caution: 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.
18.7.9 LPTIM1 option register (LPTIM1_OR)

Address offset: 0x020
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
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<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
</table>

Bits 31:2 Reserved, must be kept at reset value.

Bits 1:0 **OR_1/0**: Low-power timer input 1 remap

These bits are set and cleared by software.

- **00**: LPTIM1 input 1 connected to PB5 (AF1) or PC0 (AF1) for timer input
- **01**: LPTIM1 input 1 is connected to PA4, the input signal depends on the alternate function that has been selected for PA4
- **10**: LPTIM1 input 1 is connected to PB9, the input signal depends on the alternate function that has been selected for PB9
- **11**: LPTIM1 input 1 is connected to TIM6/DAC trigger
### 18.7.10 LPTIM register map

The following table summarizes the LPTIM registers.

#### Table 77. 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  | Reset value | 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  | Reset value |
|--------|--------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---
19 Window watchdog (WWDG)

19.1 WWDG introduction

The window watchdog 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.

19.2 WWDG main features

- Programmable free-running downcounter
- Conditional reset
  - Reset (if watchdog activated) when the downcounter value becomes less than 0x40
  - Reset (if watchdog activated) if the downcounter is reloaded outside the window (see Figure 174)
- Early wakeup interrupt (EWI); triggered (if enabled and the watchdog activated) when the downcounter is equal to 0x40.

19.3 WWDG functional description

If the watchdog is activated (the WDGA bit is set in the WWDG_CTR register) and when the 7-bit downcounter (T[6:0] bits) rolls over 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. The value to be stored in the WWDG_CR register must be between 0xFF and 0xC0.

**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.

**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 174). 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 174 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).

**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.

### 19.4 How to program the watchdog timeout

The formula in Figure 174 must be used 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 174. Window watchdog timing diagram

The formula to calculate the timeout value is given by:

\[
 t_{\text{WWDG}} = t_{\text{PCLK1}} \times 4096 \times 2^{\text{WDGTB}[1:0]} \times (T5:0) + 1 \quad \text{(ms)}
\]

where:

- \( t_{\text{WWDG}} \): WWDG timeout
- \( t_{\text{PCLK1}} \): APB1 clock period measured in ms
- 4096: value corresponding to internal divider.
As an example, let us assume APB1 frequency is equal to 24 MHz, WDGTB[1:0] is set to 3 and T[5:0] is set to 63:

\[ t_{WWDG} = \frac{1}{24000 \times 4096 \times 2^3 \times (63 + 1)} = 21.85 \text{ ms} \]

Refer to the datasheets for the minimum and maximum values of the \( t_{WWDG} \).

### 19.5 Debug mode

When the microcontroller enters debug mode (Cortex®-M4 with FPU core halted), the WWDG counter either continues to work normally or stops, depending on DBG_WWDG_STOP configuration bit in DBGMCU module. For more details, refer to Section 26.16.4: Debug MCU APB1 freeze register (DBGMCU_APB1_FZ).
19.6 **WWDG registers**

Refer to *Section 1.2 on page 34* for a list of abbreviations used in register descriptions.

The peripheral registers have to be accessed by half-words (16 bits) or words (32 bits).

19.6.1 **Control register (WWDG_CR)**

Address offset: 0x00

Reset value: 0x0000 007F

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-8</td>
<td>Reserved, must be kept at reset value.</td>
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<tr>
<td>7</td>
<td>WDGA: Activation bit</td>
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<td></td>
<td>This bit is set by software and only cleared by hardware after a reset. When WDGA = 1, the watchdog can generate a reset.</td>
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<tr>
<td></td>
<td>0: Watchdog disabled</td>
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<tr>
<td></td>
<td>1: Watchdog enabled</td>
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<tr>
<td>6-0</td>
<td>T[6:0]: 7-bit counter (MSB to LSB)</td>
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<td></td>
<td>These bits contain the value of the watchdog counter. It is decremented every ((4096 \times 2^{WDGTB[1:0]})) PCLK1 cycles. A reset is produced when it rolls over from 0x40 to 0x3F (T6 becomes cleared).</td>
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</tbody>
</table>
### 19.6.2 Configuration register (WWDG_CFR)

Address offset: 0x04  
Reset value: 0x0000 007F

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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 (PCLK1 div 4096) div 1  
01: CK Counter Clock (PCLK1 div 4096) div 2  
10: CK Counter Clock (PCLK1 div 4096) div 4  
11: CK Counter Clock (PCLK1 div 4096) div 8

Bits 6:0  **W[6:0]**: 7-bit window value  
These bits contain the window value to be compared to the downcounter.

### 19.6.3 Status register (WWDG_SR)

Address offset: 0x08  
Reset value: 0x0000 0000

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<tr>
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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’. A write of ‘1’ has no effect. This bit is also set if the interrupt is not enabled.
## 19.6.4 WWDG register map

The following table gives the WWDG register map and reset values.

### Table 78. 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  |
|--------|----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0x00   | WWDG_CR  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x04   | WWDG_CFR |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 0x08   | WWDG_SR  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | Reset    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

Reset value 01111111

Reset value 0001111111

Refer to Section 2.2 on page 41 for the register boundary addresses.
20  Independent watchdog (IWDG)

20.1  IWDG introduction

The devices feature two embedded watchdog peripherals that offer a combination of high safety level, timing accuracy and flexibility of use. Both watchdog peripherals (Independent and Window) serve to detect and resolve malfunctions due to software failure, and to trigger system reset or an interrupt (window watchdog only) 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 window watchdog (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 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. The WWDG is best suited for applications that require the watchdog to react within an accurate timing window. For further information on the window watchdog, refer to Section 19: Window watchdog (WWDG).

20.2  IWDG main features

- Free-running downcounter
- Clocked from an independent RC oscillator (can operate in Standby and Stop modes)
- Reset (if watchdog activated) when the downcounter value of 0x000 is reached

20.3  IWDG functional description

Figure 175 shows the functional blocks of the independent watchdog module.

When the independent watchdog is started by writing the value 0xCCCC 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 0xAAAA is written in the IWDG_KR register, the IWDG_RLR value is reloaded in the counter and the watchdog reset is prevented.

20.3.1  Hardware watchdog

If the “Hardware watchdog” feature is enabled through the device option bits, the watchdog is automatically enabled at power-on, and will generate a reset unless the Key register is written by the software before the counter reaches end of count.

20.3.2  Register access protection

Write access to the IWDG_PR and IWDG_RLR registers is protected. To modify them, you must first write the code 0x5555 in the IWDG_KR register. A write access to this register with a different value will break the sequence and register access will be protected again. This implies that it is the case of the reload operation (writing 0xAAAA).
A status register is available to indicate that an update of the prescaler or the down-counter reload value is on going.

### 20.3.3 Debug mode

When the microcontroller enters debug mode (Cortex®-M4 with FPU core halted), the IWDG counter either continues to work normally or stops, depending on DBG_IWDG_STOP configuration bit in DBGMCU module. For more details, refer to Section 26.16.4: Debug MCU APB1 freeze register (DBGMCU_APB1_FZ).

![Figure 175. Independent watchdog block diagram](image_url)

**Note:** The watchdog function is implemented in the VDD voltage domain that is still functional in Stop and Standby modes.

<table>
<thead>
<tr>
<th>Prescaler divider</th>
<th>PR[2:0] bits</th>
<th>Min timeout (ms) RL[11:0]= 0x000</th>
<th>Max timeout (ms) RL[11:0]= 0xFFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>/4</td>
<td>0</td>
<td>0.125</td>
<td>512</td>
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<tr>
<td>/8</td>
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<td>0.25</td>
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<tr>
<td>/256</td>
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<td>8</td>
<td>32768</td>
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</table>

1. These timings are given for a 32 kHz clock but the microcontroller internal RC frequency can vary. Refers to LSI oscillator characteristics table in device datasheet for from max and min values.
20.4 IWDG registers

Refer to Section 1.2 on page 34 for a list of abbreviations used in register descriptions.

The peripheral registers have to be accessed by half-words (16 bits) or words (32 bits).

20.4.1 Key register (IWDG_KR)

Address offset: 0x00

Reset value: 0x0000 0000 (reset by Standby mode)

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</table>

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

Bits 15:0 **KEY[15:0]: Key value (write only, read 0000h)**

These bits must be written by software at regular intervals with the key value AAAAh, otherwise the watchdog generates a reset when the counter reaches 0.

Writing the key value 5555h to enable access to the IWDG_PR and IWDG_RLR registers (see Section 20.3.2)

Writing the key value CCCCh starts the watchdog (except if the hardware watchdog option is selected)
### 20.4.2 Prescaler register (IWDG_PR)

Address offset: 0x04  
Reset value: 0x0000 0000

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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 20.3.2. They are written by software to select the prescaler divider feeding the counter clock. PVU bit of 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 VDD 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 IWDG_SR register is reset.
20.4.3  Reload register (IWDG_RLR)

Address offset: 0x08
Reset value: 0x0000 0FFF (reset by Standby mode)

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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 Section 20.3.2. They are written by software to define the value to be loaded in the watchdog counter each time the value AAAAh is written in the IWDG_KR register. The watchdog counter counts down from this value. The timeout period is a function of this value and the clock prescaler. Refer to Table 79.

The RVU bit in the IWDG_SR register must be reset in order to be able to change the reload value.

Note: Reading this register returns the reload value from the VDD voltage domain. This value may not be up to date/valid if a write operation to this register is ongoing on this register. For this reason the value read from this register is valid only when the RVU bit in the IWDG_SR register is reset.

20.4.4  Status register (IWDG_SR)

Address offset: 0x0C
Reset value: 0x0000 0000 (not reset by Standby mode)

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| | | | | | | | | | | | | | | | | PVU |

| | | | | | | | | | | | | | | | | |

Bits 31:2 Reserved, must be kept at reset value.

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 VDD voltage domain (takes up to 5 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 VDD voltage domain (takes up to 5 RC 40 kHz cycles).

Prescaler value can be updated only when PVU bit is reset.
Note: If several reload values or prescaler values are used by application, it is mandatory to wait until RVU bit is reset before changing the reload value and to wait until PVU bit is reset before changing the prescaler value. However, after updating the prescaler and/or the reload value it is not necessary to wait until RVU or PVU is reset before continuing code execution (even in case of low-power mode entry, the write operation is taken into account and will complete)

20.4.5 IWDG register map

The following table gives the IWDG 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   | IWDG_KR  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x04   | IWDG_PR  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x08   | IWDG_RLR |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 0x0C   | IWDG_SR  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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Refer to Section 2.2 on page 41 for the register boundary addresses.
21 Real-time clock (RTC)

21.1 Introduction

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 also includes an automatic wakeup unit to manage low power modes.

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 backup 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).

21.2 RTC main features

The RTC unit main features are the following (see Figure 176):

- 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.
- Two programmable alarms with interrupt function. The alarms 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.
- Maskable interrupts/events:
  - Alarm A
  - Alarm B
  - Wakeup interrupt
  - Timestamp
  - Tamper detection
- Digital calibration circuit (periodic counter correction)
  - 5 ppm accuracy
- 0.95 ppm accuracy, obtained in a calibration window of several seconds
- Timestamp function for event saving (1 event)
- Tamper detection:
  - 2 tamper events with configurable filter and internal pull-up.
- 20 backup registers (80 bytes). The backup registers are reset when a tamper detection event occurs.
- Alternate function output (RTC_OUT) which selects one of the following two outputs:
  - RTC_CALIB: 512 Hz or 1 Hz clock output (with an LSE frequency of 32.768 kHz). This output is enabled by setting the COE bit in the RTC_CR register. It is routed to the device RTC_AF1 function.
  - RTC_ALARM (Alarm A, Alarm B or wakeup). This output is selected by configuring the OSEL[1:0] bits in the RTC_CR register. It is routed to the device RTC_AF1 function.
- RTC alternate function inputs:
  - RTC_TS: timestamp event detection. It is routed to the device RTC_AF1.
  - RTC_TAMP1: TAMPER1 event detection. It is routed to the device RTC_AF1.
  - RTC_REFIN: reference clock input (usually the mains, 50 or 60 Hz).

*Figure 176. RTC block diagram*
21.3  RTC functional description

21.3.1  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 6: 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 176: 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 21.3.4 for details).

21.3.2  Real-time clock and calendar

The RTC calendar time and date registers are accessed through shadow registers which are synchronized with PCLK1 (APB1 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 21.6.4). The copy is not performed in Stop and Standby mode. When exiting these modes, the shadow registers are updated after up to two 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 (fAPB) must be at least 7 times the frequency of the RTC clock (fRTCCLK).

The shadow registers are reset by system reset.

21.3.3 Programmable alarms

The RTC unit provides two programmable alarms, Alarm A and Alarm B.

The programmable alarm functions are enabled through the ALRAIE and ALRBIE bits in the RTC_CR register. The ALRAF and ALRBF flags are set to 1 if the calendar subseconds, seconds, minutes, hours, date or day match the values programmed in the alarm registers RTC_ALRMASSR/RTC_ALRMAR and RTC_ALRMSSR/RTC_ALRMBR, respectively. Each calendar field can be independently selected through the MSKx bits of the RTC_ALRMAR and RTC_ALRMBR registers, and through the MASKSSx bits of the RTC_ALRMASSR and RTC_ALRMSSR registers. The alarm interrupts are enabled through the ALRAIE and ALRBIE bits in the RTC_CR register.

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 polarity can be configured through bit POL in the RTC_CR register.

Caution: If the seconds field is selected (MSK0 bit reset in RTC_ALRMAR or RTC_ALRMBR), the synchronous prescaler division factor set in the RTC_PRER register must be at least 3 to ensure correct behavior.

21.3.4 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(32.768 kHz), this allows to configure the wakeup interrupt period from 122 µs to 32 s, with a resolution down to 61µs.
- 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), 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_CR2 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 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.

### 21.3.5 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 with the DBP bit of the PWR power control register (PWR_CR). The DBP bit must be set to enable RTC registers write access.

After backup 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_ISR[13:8], RTC_TAFCR, and RTC_BKPxR.

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 from 1 to 2 RTCCLK clock cycles (due to clock synchronization).
3. To generate a 1 Hz clock for the calendar counter, program first the synchronous prescaler factor in RTC_PRER register, and then program the asynchronous prescaler
factor. Even if only one of the two fields needs to be changed, 2 separate write accesses must be performed to the 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 backup 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.

### 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 alarm (Alarm A or Alarm B):

1. Clear ALRAE or ALRBIE in RTC_CR to disable Alarm A or Alarm B.
2. Poll ALRAWF or ALRBWF in RTC_ISR until it is set to make sure the access to alarm registers is allowed. This takes 1 to 2 RTCCLK clock cycles (due to clock synchronization).
3. Program the Alarm A or Alarm B registers (RTC_ALRMASSR/RTC_ALRMAR or RTC_ALRMBSSR/RTC_ALRMBR).
4. Set ALRAE or ALRBIE in the RTC_CR register to enable Alarm A or Alarm B again.

**Note:** Each change of the RTC_CR register is taken into account after 1 to 2 RTCCLK clock cycles due to clock synchronization.

### 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 1 to 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. Due to clock synchronization, the WUTWF bit is cleared up to 2 RTCCLK clocks cycles after WUTE is cleared.
21.3.6 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 \( f_{\text{PCLK1}} \) must be equal to or greater than seven times the \( f_{\text{RTCCLK}} \) RTC clock frequency. 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.

Note: 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): the software must wait until RSF is set before reading the RTC_SSR, RTC_TR and RTC_DR registers.

After synchronization (refer to Section 21.3.8): the software must wait until RSF is set before reading the RTC_SSR, RTC_TR and RTC_DR registers.

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.
21.3.7 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 resetted to their default values by a backup 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 registers (RTC_CALIBR or RTC_CALR), the RTC shift register (RTC SHIFTR), the RTC timestamp registers (RTC_TSSSR, RTC_TSTR and RTC_TSDR), the RTC tamper and alternate function configuration register (RTC_TAFCR), the RTC backup registers (RTC_BKPxR), the wakeup timer register (RTC_WUTR), the Alarm A and Alarm B registers (RTC_ALRMAR/RTC_ALRMASSR and RTC_ALRMBR/RTC_ALRMBSSR).

In addition, the RTC keeps on running under system reset if the reset source is different from a backup domain reset. When a backup domain reset occurs, the RTC is stopped and all the RTC registers are set to their reset values.

21.3.8 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’s counter. This allows one to calculate the exact time being maintained by the RTC down to a resolution of $1 / (\text{PREDIV}_S + 1)$ seconds. As a consequence, the resolution can be improved by increasing the synchronous prescaler value ($\text{PREDIV}_S[14:0]$. The maximum resolution allowed (30.52 $\mu$s with a 32768 Hz clock) is obtained with $\text{PREDIV}_S$ set to 0x7FFF.

However, increasing $\text{PREDIV}_S$ means that $\text{PREDIV}_A$ must be decreased in order to maintain the synchronous prescaler’s output at 1 Hz. In this way, the frequency of the asynchronous prescaler’s 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 $1 / (\text{PREDIV}_S + 1)$ seconds. The shift operation consists of adding the $\text{SUBFS}[14:0]$ 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.
21.3.9 RTC reference clock detection

The RTC calendar update can be synchronized to a reference clock RTC_REFIN, usually the mains (50 or 60 Hz). The RTC_REFIN reference clock should have a higher precision 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 reference 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 asynchronous prescaler which outputs the ck_apre 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 reference clock detection is enabled, PREDIV_A and PREDIV_S must be set to their default values:
- PREDIV_A = 0x007F
- PREDIV_S = 0x00FF

Note: The reference clock detection is not available in Standby mode.

Caution: The reference clock detection feature cannot be used in conjunction with the coarse digital calibration: RTC_CALIBR must be kept at 0x0000 0000 when REFCKON=1.

21.3.10 RTC coarse digital calibration

Two digital calibration methods are available: coarse and smooth calibration. To perform coarse calibration refer to Section 21.6.7: RTC calibration register (RTC_CALIBR).

The two calibration methods are not intended to be used together, the application must select one of the two methods. Coarse calibration is provided for compatibly reasons. To perform smooth calibration refer to Section 21.3.11: RTC smooth digital calibration and to Section 21.6.16: RTC calibration register (RTC_CALR).

The coarse digital calibration can be used to compensate crystal inaccuracy by adding (positive calibration) or masking (negative calibration) clock cycles at the output of the asynchronous prescaler (ck_apre).

Positive and negative calibration are selected by setting the DCS bit in RTC_CALIBR register to ‘0’ and ‘1’, respectively.
When positive calibration is enabled (DCS = '0'), 2 ck_apre cycles are added every minute (around 15360 ck_apre cycles) for 2xDC minutes. This causes the calendar to be updated sooner, thereby adjusting the effective RTC frequency to be a bit higher.

When negative calibration is enabled (DCS = ‘1’), 1 ck_apre cycle is removed every minute (around 15360 ck_apre cycles) for 2xDC minutes. This causes the calendar to be updated later, thereby adjusting the effective RTC frequency to be a bit lower.

DC is configured through bits DC[4:0] of RTC_CALIBR register. This number ranges from 0 to 31 corresponding to a time interval (2xDC) ranging from 0 to 62.

The coarse digital calibration can be configured only in initialization mode, and starts when the INIT bit is cleared. The full calibration cycle lasts 64 minutes. The first 2xDC minutes of the 64 -minute cycle are modified as just described.

Negative calibration can be performed with a resolution of about 2 ppm while positive calibration can be performed with a resolution of about 4 ppm. The maximum calibration ranges from -63 ppm to 126 ppm.

The calibration can be performed either on the LSE or on the HSE clock.

Caution: Digital calibration may not work correctly if PREDIV_A < 6.

Case of RTCCLK=32.768 kHz and PREDIV_A+1=128

The following description assumes that ck_apre frequency is 256 Hz obtained with an LSE clock nominal frequency of 32.768 kHz, and PREDIV_A set to 127 (default value).

The ck_spre clock frequency is only modified during the first 2xDC minutes of the 64-minute cycle. For example, when DC equals 1, only the first 2 minutes are modified. This means that the first 2xDC minutes of each 64-minute cycle have, once per minute, one second either shortened by 256 or lengthened by 128 RTCCLK cycles, given that each ck_apre cycle represents 128 RTCCLK cycles (with PREDIV_A+1=128).

Therefore each calibration step has the effect of adding 512 or subtracting 256 oscillator cycles for every 125829120 RTCCLK cycles (64min x 60 s/min x 32768 cycles/s). This is equivalent to +4.069 ppm or-2.035 ppm per calibration step. As a result, the calibration resolution is +10.5 or -5.27 seconds per month, and the total calibration ranges from +5.45 to -2.72 minutes per month.

In order to measure the clock deviation, a 512 Hz clock is output for calibration. Refer to Section 21.3.14: Calibration clock output.

21.3.11 RTC smooth digital calibration

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_CALRx) 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 211 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 (Fcal) given the input frequency (FRTCCLK) is as follows:

\[
F_{\text{CAL}} = F_{\text{RTCCLK}} \times \left[1 + (\text{CALP} \times 512 - \text{CALM}) / (2^{20} + \text{CALM} - \text{CALP} \times 512)\right]
\]

**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:

\[
F_{\text{CAL}} = F_{\text{RTCCLK}} \times \left[1 + (256 - \text{CALM}) / (2^{20} + \text{CALM} - 256)\right]
\]

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 performed 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 an 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.

21.3.12 Timestamp function

Timestamp is enabled by setting the TSE bit of RTC_CR register to 1.

The calendar is saved in the timestamp registers (RTC_TSSSR, RTC_TSTR, RTC_TSDR) when a timestamp event is detected on the pin to which the TIMESTAMP alternate function is mapped. When a timestamp event occurs, the timestamp 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 timestamp event occurs.
If a new timestamp event is detected while the timestamp flag (TSF) is already set, the
timestamp overflow flag (TSOVF) flag is set and the timestamp registers (RTC_TSTR and
RTC_TSDR) maintain the results of the previous event.

**Note:** TSF is set 2 ck_apre cycles after the timestamp event occurs due to synchronization
process.

There is no delay in the setting of TSOVF. This means that if two timestamp 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 timestamp event occurs immediately after the TSF bit is supposed to be cleared, then
both TSF and TSOVF bits are set. To avoid masking a timestamp 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 timestamp to be recorded. See the description of the
TAMPTS control bit in Section 21.6.17: RTC tamper and alternate function configuration
register (RTC_TAFCR). If the timestamp event is on the same pin as a tamper event
configured in filtered mode (TAMPFLT set to a non-zero value), the timestamp on tamper
detection event mode must be selected by setting TAMPTS=’1’ in RTC_TAFCR register.

**TIMESTAMP alternate function**

The TIMESTAMP additional function is mapped to RTC_AF1.

21.3.13 Tamper detection

Two tamper detection inputs are available. They can be configured either for edge detection,
or for level detection with filtering.

**RTC backup registers**

The backup registers (RTC_BKPxR) are twenty 32-bit registers for storing 80 bytes of user
application data. They are implemented in the backup domain that remains powered-on by
VBAT when the VDD power is switched off. They are not reset by system reset or when the
device wakes up from Standby mode. They are reset by a backup domain reset.

The backup registers are reset when a tamper detection event occurs (see Section 21.6.20:
RTC backup registers (RTC_BKPxR) and Tamper detection initialization on page 498.

**Tamper detection initialization**

Each tamper detection input is associated with the TAMPOR/TAMP2F flags in the RTC_ISR2
register. Each input can be enabled by setting the corresponding TAM1E/TAMP2E bits to 1
in the RTC_TAFCR register.

A tamper detection event resets all backup registers (RTC_BKPxR).

By setting the TAMPIE bit in the RTC_TAFCR register, an interrupt is generated when a
tamper detection event occurs.

**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 (TAMP1F, TAMP2F) is set at the
same time that TSF or TSOVF is set.
**Edge detection on tamper inputs**

If the TAMPFLT bits are "00", the TAMPER pins generate tamper detection events (RTC_TAMP[2:1]) when either a rising edge is observed or an falling edge is observed depending on the corresponding TAMPxTRG bit. The internal pull-up resistors on the TAMPER inputs are deactivated when edge detection is selected.

**Caution:** To avoid losing tamper detection events, the signal used for edge detection is logically ANDed with TAMPxE in order to detect a tamper detection event in case it occurs before the TAMPERx pin is enabled.

- When TAMPxTRG = 0: if the TAMPERx alternate function is already high before tamper detection is enabled (TAMPxE bit set to 1), a tamper event is detected as soon as TAMPERx is enabled, even if there was no rising edge on TAMPERx after TAMPxE was set.
- When TAMPxTRG = 1: if the TAMPERx alternate function is already low before tamper detection is enabled, a tamper event is detected as soon as TAMPERx is enabled (even if there was no falling edge on TAMPERx after TAMPxE was set).

After a tamper event has been detected and cleared, the TAMPERx alternate function 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 TAMPERx value still indicates a tamper detection. This is equivalent to a level detection on the TAMPERx alternate function.

**Note:** Tamper detection is still active when V_DD power is switched off. To avoid unwanted resetting of the backup registers, the pin to which the TAMPER alternate function is mapped should be externally tied to the correct level.

**Level detection with filtering on tamper 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 (TAMP1TRG/TAMP2TRG).

The TAMPER inputs are pre-charged 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 tamper 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.

**TAMPER alternate function detection**

The TAMPER1 additional function is mapped to RTC_AF1 pin.

**21.3.14 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 \( f_{\text{RTCCLK/64}} \). This corresponds to a calibration output at 512 Hz for an RTCCLOCK frequency at 32.768 kHz.
The RTC_CALIB output is not impacted by the calibration value programmed in RTC_CALIBR register. The RTC_CALIB duty cycle is irregular: there is a light jitter on falling edges. It is therefore recommended to use rising edges.

If 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 = 0x7F, PREDIV_S = 0xFF), with an RTCCCLK frequency at 32.768 kHz.

Calibration alternate function output

When the COE bit in the RTC_CR register is set to 1, the calibration alternate function (RTC_CALIB) is enabled on RTC_AF1.

Note: When RTC_CALIB or RTC_ALARM is selected, RTC_AF1 is automatically configured in output alternate function.

21.3.15 Alarm output

Three functions can be selected on Alarm output: ALRAF, ALRBF and WUTF. These functions reflect the contents of the corresponding flags in the RTC_ISR register.

The OSEL[1:0] control bits in the RTC_CR register are used to activate the alarm alternate function output (RTC_ALARM) in RTC_AF1, and to select the function which is output on RTC_ALARM.

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 alternate function output

RTC_ALARM can be configured in output open drain or output push-pull using the control bit ALARMOUTTYPE in the RTC_TAFCR register.

Note: Once RTC_ALARM is enabled, it has priority over RTC_CALIB (COE bit is don’t care on RTC_AF1).

When RTC_CALIB or RTC_ALARM is selected, RTC_AF1 is automatically configured in output alternate function.

21.4 RTC and low power modes

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>No effect RTC interrupts cause the device to exit the Sleep mode.</td>
</tr>
<tr>
<td>Stop</td>
<td>The RTC remains active when the RTC clock source is LSE or LSI. RTC alarm, RTC tamper event, RTC time stamp event, and RTC Wakeup cause the device to exit the Stop mode.</td>
</tr>
<tr>
<td>Standby</td>
<td>The RTC remains active when the RTC clock source is LSE or LSI. RTC alarm, RTC tamper event, RTC time stamp event, and RTC Wakeup cause the device to exit the Standby mode.</td>
</tr>
</tbody>
</table>
21.5 RTC interrupts

All RTC interrupts are connected to the EXTI controller.

To enable the RTC Alarm interrupt, the following sequence is required:
1. Configure and enable the EXTI Line 17 in interrupt mode and select the rising edge sensitivity.
2. Configure and enable the RTC_Alarm IRQ channel in the NVIC.
3. Configure the RTC to generate RTC alarms (Alarm A or Alarm B).

To enable the RTC Wakeup interrupt, the following sequence is required:
1. Configure and enable the EXTI Line 22 in interrupt mode and select the rising edge sensitivity.
2. Configure and enable the RTC_WKUP IRQ channel in the NVIC.
3. Configure the RTC to generate the RTC wakeup timer event.

To enable the RTC Tamper interrupt, the following sequence is required:
1. Configure and enable the EXTI Line 21 in interrupt mode and select the rising edge sensitivity.
2. Configure and Enable the TAMP_STAMP IRQ channel in the NVIC.
3. Configure the RTC to detect the RTC tamper event.

To enable the RTC TimeStamp interrupt, the following sequence is required:
1. Configure and enable the EXTI Line 21 in interrupt mode and select the rising edge sensitivity.
2. Configure and Enable the TAMP_STAMP IRQ channel in the NVIC.
3. Configure the RTC to detect the RTC timestamp event.

<table>
<thead>
<tr>
<th>Table 82. Interrupt control bits</th>
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<tbody>
<tr>
<td>Interrupt event</td>
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</tr>
<tr>
<td>Alarm A</td>
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<tr>
<td>Alarm B</td>
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<tr>
<td>Wakeup</td>
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<tr>
<td>TimeStamp</td>
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<tr>
<td>Tamper1 detection</td>
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<tr>
<td>Tamper2 detection</td>
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</tbody>
</table>

1. Wakeup from STOP and Standby modes is possible only when the RTC clock source is LSE or LSI.
2. If RTC_TAMPER2 pin is present. Refer to device datasheet pinout.
### 21.6 RTC registers

Refer to *Section 1.2 on page 34* of this reference manual for a list of abbreviations used in register descriptions.

The peripheral registers have to be accessed by words (32 bits).

#### 21.6.1 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* and *Reading the calendar*.

Address offset: 0x00

Backup domain reset value: 0x0000 0000

System reset: 0x0000 0000 when BYPSHAD = 0. Not affected when BYPSHAD = 1.

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<thead>
<tr>
<th>31</th>
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</table>

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

Bit 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

**Note**: This register is write protected. The write access procedure is described in RTC register write protection.
21.6.2 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 and Reading the calendar.

Address offset: 0x04

Backup domain reset value: 0x0000_2101

System reset: 0x0000 2101 when BYPSHAD = 0. Not affected when BYPSHAD = 1.

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</table>

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

**Note:** This register is write protected. The write access procedure is described in RTC register write protection.
21.6.3 RTC control register (RTC_CR)

Address offset: 0x08
Backup domain reset value: 0x0000 0000
System reset: not affected

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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
   1: Calibration output is 1 Hz
   These frequencies are valid for RTCCLOCK at 32.768 kHz and prescalers at their default values (PREDIV_A=127 and PREDIV_S=255). Refer to Section 21.3.14: 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 outside initialization mode, 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.
Bit 16  **ADD1H**: Add 1 hour (summer time change)
When this bit is set outside initialization mode, 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

Bit 15  **TSIE**: Timestamp interrupt enable
0: Timestamp Interrupt disable
1: Timestamp Interrupt enable

Bit 14  **WUTIE**: Wakeup timer interrupt enable
0: Wakeup timer interrupt disabled
1: Wakeup timer interrupt enabled

Bit 13  **ALRBE**: Alarm B interrupt enable
0: Alarm B Interrupt disable
1: Alarm B Interrupt enable

Bit 12  **ALRAE**: Alarm A interrupt enable
0: Alarm A interrupt disabled
1: Alarm A interrupt enabled

Bit 11  **TSE**: Time stamp enable
0: Time stamp disable
1: Time stamp 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  **DCE**: Coarse digital calibration enable
0: Digital calibration disabled
1: Digital calibration enabled
PREDIV_A must be 6 or greater

Bit 6  **FMT**: Hour format
0: 24 hour/day format
1: AM/PM hour format

Bit 5  **BYPASHAD**: 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**: Reference clock detection enable (50 or 60 Hz)
0: Reference clock detection disabled
1: Reference clock detection enabled

*Note: PREDIV_S must be 0x00FF.*

Bit 3 **TSEDGE**: Timestamp event active edge
0: TIMESTAMP rising edge generates a timestamp event
1: TIMESTAMP falling edge generates a timestamp 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:* WUT = Wakeup unit counter value. WUT = (0x0000 to 0xFFFF) + 0x10000 added when WUCKSEL[2:1 = 11].

Bits 7, 6 and 4 of this register can be written in initialization mode only (RTC_ISR/INITF = 1).

Bits 2 to 0 of this register can be written only when RTC_CR WUTE bit = 0 and RTC_ISR WUTF 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.

### 21.6.4 RTC initialization and status register (RTC_ISR)

**Address offset:** 0x0C

**Backup domain reset value:** 0x0000 0007

**System reset value:** Not affected except INIT, INITF and RSF which are cleared to 0.

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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: Reserved, must be kept at reset value.
Bit 14 **TAMP2F**: TAMPER2 detection flag
This flag is set by hardware when a tamper detection event is detected on tamper input 2. It is cleared by software writing 0.

Bit 13 **TAMP1F**: Tamper detection flag
This flag is set by hardware when a tamper detection event is detected. It is cleared by software writing 0.

Bit 12 **TSOVF**: Timestamp overflow flag
This flag is set by hardware when a timestamp 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 timestamp event occurs immediately before the TSF bit is cleared.

Bit 11 **TSF**: Timestamp flag
This flag is set by hardware when a timestamp 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.
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 (backup domain reset value 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. It is cleared by hardware when the corresponding shift operation has been executed. Writing to SHPF has no effect.

Bit 2 **WUTWF**: Wakeup timer write flag
This bit is set by hardware up to 2 RTCCLOCK cycles after the WUTE bit has been set to 0 in RTC\_CR. It is cleared up to 2 RTCCLOCK 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 ALRBIE 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 ALRAF, ALRBF, WUTF and TSF bits are cleared 2 APB clock cycles after programming them to 0.
This register is write protected (except for RTC\_ISR[13:8] bits). The write access procedure is described in RTC register write protection.

### 21.6.5 RTC prescaler register (RTC\_PRER)

Address offset: 0x10
Backup domain reset value: 0x007F 00FF
System reset: not affected

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21.6.6 RTC wakeup timer register (RTC_WUTR)

Address offset: 0x14
Backup domain reset value: 0x0000 FFFF
System reset: not affected

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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) \( \text{ck\_wut} \) cycles. The \( \text{ck\_wut} \) 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.

*Note:* The first assertion of WUTF occurs (WUT[15:0] \( \text{ck\_wut} \) + 1) \( \text{ck\_wut} \) cycles after WUTE is set. Setting WUT[15:0] to 0x0000 with WUCKSEL[2:0] = 011 (RTCCLK/2) is forbidden.

*Note:* 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.

21.6.7 RTC calibration register (RTC_CALIBR)

Address offset: 0x18
Backup domain reset value: 0x0000 0000
System reset: not affected

*Note:* 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
This register is write protected. The write access procedure is described in RTC register write protection.
### Real-time clock (RTC)

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- **Bits 31:8**: Reserved, must be kept at reset value
- **Bit 7** **DCS**: Digital calibration sign
  - 0: Positive calibration: calendar update frequency is increased
  - 1: Negative calibration: calendar update frequency is decreased
- **Bits 6:5**: Reserved, must be kept at reset value.
- **Bits 4:0** **DC[4:0]**: Digital calibration
  - DCS = 0 (positive calibration)
    - 00000: +0 ppm
    - 00001: +4 ppm (rounded value)
    - 00010: +8 ppm (rounded value)
    - ..
    - 11111: +126 ppm (rounded value)
  - DCS = 1 (negative calibration)
    - 00000: -0 ppm
    - 00001: -2 ppm (rounded value)
    - 00010: -4 ppm (rounded value)
    - ..
    - 11111: -63 ppm (rounded value)
  - Refer to Case of RTCCLK=32.768 kHz and PREDIV_A+1=128 for the exact step value.

**Note:** This register can be written in initialization mode only (RTC_ISR/INITF = '1').

This register is write protected. The write access procedure is described in RTC register write protection.
21.6.8 RTC alarm A register (RTC_ALRMAR)

Address offset: 0x1C
Backup domain reset value: 0x0000 0000
System reset: not affected

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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.

**Note:** 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.
21.6.9 RTC alarm B register (RTC_ALRMBR)

Address offset: 0x20
Backup domain reset value: 0x0000 0000
System reset: not affected

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<th>Alarm B date mask</th>
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<td>0: Alarm B set if the date and day match</td>
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<td>1: Date and day don’t care in Alarm B comparison</td>
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<tr>
<th>Bit 30</th>
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<th>Week day selection</th>
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<td>0: DU[3:0] represents the date units</td>
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<td>1: DU[3:0] represents the week day. DT[1:0] is don’t care.</td>
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Bits 29:28 DT[1:0]: Date tens in BCD format

Bits 27:24 DU[3:0]: Date units or day in BCD format

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<tr>
<th>Bit 23</th>
<th>MSK3</th>
<th>Alarm B hours mask</th>
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<tr>
<td></td>
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<td>0: Alarm B set if the hours match</td>
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<td>1: Hours don’t care in Alarm B comparison</td>
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<tr>
<th>Bit 22</th>
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</table>

Bits 21:20 HT[1:0]: Hour tens in BCD format

Bits 19:16 HU[3:0]: Hour units in BCD format

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>MSK2</th>
<th>Alarm B minutes mask</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>0: Alarm B set if the minutes match</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1: Minutes don’t care in Alarm B comparison</td>
</tr>
</tbody>
</table>

Bits 14:12 MNT[2:0]: Minute tens in BCD format

Bits 11:8 MNU[3:0]: Minute units in BCD format

<table>
<thead>
<tr>
<th>Bit 7</th>
<th>MSK1</th>
<th>Alarm B seconds mask</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>0: Alarm B set if the seconds match</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1: Seconds don’t care in Alarm B comparison</td>
</tr>
</tbody>
</table>

Bits 6:4 ST[2:0]: Second tens in BCD format

Bits 3:0 SU[3:0]: Second units in BCD format

Note: 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.
21.6.10  RTC write protection register (RTC_WPR)

Address offset: 0x24
Backup domain reset value: 0x0000 0000

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</tbody>
</table>

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.

21.6.11  RTC sub second register (RTC_SSR)

Address offset: 0x28
Backup domain reset value: 0x0000 0000

System reset: 0x0000 0000 when BYPSHAD = 0. Not affected when BYPSHAD = 1

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<thead>
<tr>
<th>31</th>
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</tbody>
</table>

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

Bits 15:0  SS: Sub second value

SS[15:0] is the value in the synchronous prescaler’s 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.
21.6.12 RTC shift control register (RTC_SHIFTR)

Address offset: 0x2C
Backup domain reset value: 0x0000 0000
System reset: not affected

<table>
<thead>
<tr>
<th>ADD1S</th>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
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</tbody>
</table>

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’s 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.

Refer to Section 21.3.8: RTC synchronization.

Note: This register is write protected. The write access procedure is described in RTC register write protection.
21.6.13 RTC time stamp time register (RTC_TSTR)

Address offset: 0x30
Backup domain reset value: 0x0000 0000
System reset: not affected

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</table>

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.

Note: 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.

21.6.14 RTC time stamp date register (RTC_TSDR)

Address offset: 0x34
Backup domain reset value: 0x0000 0000
System reset: not affected

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<thead>
<tr>
<th>31</th>
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</table>

Bits 31:23 Reserved, must be kept at reset value.

Bits 21:20 WDU[1:0]: Week day.

Bits 19:16 MT: Month.

Bits 14:8 MNU[3:0]: Month units.

Bits 7:0 DT[1:0]: Day of the month.

Bits 6:0 DU[3:0]: Day of the week.

Note: 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.
### 21.6.15  RTC timestamp sub second register (RTC_TSSSR)

Address offset: 0x38  
Backup domain reset value: 0x0000 0000  
System reset: not affected

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</table>

- **Bits 31:16**: Reserved, must be kept at reset value.
- **Bits 15:0**: `SS[15:0]`: Sub second value  
  `SS[15:0]` is the value of the synchronous prescaler’s counter when the timestamp event occurred.

**Note:** 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.

### 21.6.16  RTC calibration register (RTC_CALR)

Address offset: 0x3C  
Backup domain reset value: 0x0000 0000  
System reset: not affected

<table>
<thead>
<tr>
<th>31</th>
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</table>

- **Bits 31:16**: Reserved
- **Bits 15:0**: `CALP` `CALW8` `CALW16` `CALM[8:0]`  
  `CALP` `CALW8` `CALW16` `CALM[8:0]` are read/write accessible.

**Note:** 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.
Note: This register is write protected. The write access procedure is described in RTC register write protection.

21.6.17 RTC tamper and alternate function configuration register (RTC_TAFCR)

Address offset: 0x40

Backup domain reset value: 0x0000 0000

System reset: not affected

| Bit 31:16 | Bits 31:16 Reserved, must be kept at reset value |
| Bit 15  | CALP: Increase frequency of RTC by 488.5 ppm |
| 0: No RTCCCLK pulses are added. |
| 1: One RTCCCLK 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 RTCCCLK pulses added during a 32-second window is calculated as follows: $(512 \times \text{CALP}) - \text{CALM}$. |
| Refer to Section 21.3.11: 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. |
| CALM[1:0] are stuck at “00” when CALW8=’1’. |
| Refer to Section 21.3.11: 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 21.3.11: 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 $2^{20}$ RTCCCLK 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 21.3.11: RTC smooth digital calibration on page 495. |

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16
| TYPE |
| TSIN |
| SEL |
| TAMP1I |
| NSSEL |

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
| TAMP |
| PUDIS |
| PRCH[1:0] |
| FLT[1:0] |
| FREQ[2:0] |
| TAMPTS |
| EOB |
| TAMP2 TRG |
| TAMP2E |
| TAMPIE |
| TAMPS |
| TAMPS |
| TAMPS |
| TAMPS |
| TAMPS |
| TAMPS |
| TAMPS |

rw rw rw rw rw rw rw rw rw rw rw rw rw rw
Bits 31:19  Reserved, must be kept at reset value. Always read as 0.

Bit 18  **ALARMOUTTYPE**: RTC_ALARM output type
0: RTC_ALARM is an open-drain output
1: RTC_ALARM is a push-pull output

Bit 17  **TSINSEL**: TIMESTAMP mapping
0: RTC_AF1 used as TIMESTAMP
1: Reserved

Bit 16  **TAMP1INSEL**: TAMPER1 mapping
0: RTC_AF1 used as TAMPER1
1: Reserved

*Note: TAMP1E must be reset when TAMP1INSEL is changed to avoid unwanted setting of TAMP1F.*

Bit 15  **Tamppudis**: TAMPER pull-up disable
This bit determines if each of the tamper pins are pre-charged before each sample.
0: Precharge tamper pins before sampling (enable internal pull-up)
1: Disable precharge of tamper pins

*Note:*

Bits 14:13  **Tampprch[1:0]**: Tamper 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 tamper inputs.
0x0: 1 RTCCLK cycle
0x1: 2 RTCCLK cycles
0x2: 4 RTCCLK cycles
0x3: 8 RTCCLK cycles

Bits 12:11  **Tampfllt[1:0]**: Tamper filter count
These bits determines the number of consecutive samples at the specified level (TAMP*TRG) necessary to activate a Tamper event. TAMPFLT is valid for each of the tamper inputs.
0x0: Tamper is activated on edge of tamper input transitions to the active level (no internal pull-up on tamper input).
0x1: Tamper is activated after 2 consecutive samples at the active level.
0x2: Tamper is activated after 4 consecutive samples at the active level.
0x3: Tamper 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 tamper 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  **Tampsts**: 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.
Bits 6:5 Reserved. Always read as 0.

Bit 4 **TAMP2TRG**: Active level for tamper 2
- if TAMPFILT != 00
  - 0: TAMPER2 staying low triggers a tamper detection event.
  - 1: TAMPER2 staying high triggers a tamper detection event.
- if TAMPFILT = 00:
  - 0: TAMPER2 rising edge triggers a tamper detection event.
  - 1: TAMPER2 falling edge triggers a tamper detection event.

Bit 3 **TAMP2E**: Tamper 2 detection enable
- 0: Tamper 2 detection disabled
- 1: Tamper 2 detection enabled

Bit 2 **TAMPIE**: Tamper interrupt enable
- 0: Tamper interrupt disabled
- 1: Tamper interrupt enabled

Bit 1 **TAMP1TRG**: Active level for tamper 1
- if TAMPFILT != 00:
  - 0: TAMPER1 staying low triggers a tamper detection event.
  - 1: TAMPER1 staying high triggers a tamper detection event.
- if TAMPFILT = 00:
  - 0: TAMPER1 rising edge triggers a tamper detection event.
  - 1: TAMPER1 falling edge triggers a tamper detection event.

**Caution**: When TAMPFILT = 0, TAMP1E must be reset when TAMP1TRG is changed to avoid spuriously setting TAMP1F.

Bit 0 **TAMP1E**: Tamper 1 detection enable
- 0: Tamper 1 detection disabled
- 1: Tamper 1 detection enabled

### 21.6.18 RTC alarm A sub second register (**RTC_ALRMASSR**)  
Address offset: 0x44  
Backup domain reset value: 0x0000 0000  
System reset: not affected

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
<th>Access</th>
<th>Reset</th>
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31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16

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15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  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 **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.
- ... (continued)
- 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.

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’s counter to determine if Alarm A is to be activated. Only bits 0 up MASKSS-1 are compared.

**Note:**

- 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 490

### 21.6.19 RTC alarm B sub second register (RTC_ALRMBSSR)

Address offset: 0x48

Backup domain reset value: 0x0000 0000

System reset: not affected

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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’s counter to determine if Alarm B is to be activated. Only bits 0 up to MASKSS-1 are compared.

**Note:** This register can be written only when ALRBIE 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

21.6.20 **RTC backup registers (RTC_BKPxR)**

Address offset: 0x50 to 0x9C
Backup domain reset value: 0x0000 0000
System reset: not affected

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Bits 31:0  **BKP[31:0]**
The application can write or read data to and from these registers.
They are powered-on by VBAT when VDD is switched off, so that they are not reset by System reset, and their contents remain valid when the device operates in low-power mode.
This register is reset on a tamper detection event, as long as TAMPxF=1.
### 21.6.21 RTC register map

#### Table 83. RTC register map and reset values

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</tbody>
</table>

*Offset values are in hexadecimal.*

*Reset values are in hexadecimal.*
Refer to Section 2.2 on page 41 for the register boundary addresses.

**Caution:** In Table 83, the reset value is the value after a backup domain reset. The majority of the registers are not affected by a system reset. For more information, refer to Section 21.3.7: Resetting the RTC.

| 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  |
|--------|------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0x30   | RTC_TSTR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 0x38   | RTC_TSSSR  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 0x3C   | RTC_CALR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 0x40   | RTC_TAFCR  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 0x44   | RTC_ALMASSR|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 0x48   | RTC_ALMBSSR|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 0x50   | RTC_BKP0R  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 0x5C   | RTC_BKP19R |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|        | 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  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |

Table 83. RTC register map and reset values (continued)
22 Fast-mode Plus Inter-integrated circuit (FMPI2C) interface

22.1 Introduction

The I2C (inter-integrated circuit) bus interface handles communications between the microcontroller and the serial I2C bus. It provides multimaster capability, and controls all I2C bus-specific sequencing, protocol, arbitration and timing. It supports Standard-mode (Sm), Fast-mode (Fm) and Fast-mode Plus (Fm+).

It is also SMBus (system management bus) and PMBus (power management bus) compatible.

DMA can be used to reduce CPU overload.

22.2 FMPI2C main features

- I2C bus specification rev03 compatibility:
  - Slave and master modes
  - Multimaster capability
  - Standard-mode (up to 100 kHz)
  - Fast-mode (up to 400 kHz)
  - Fast-mode Plus (up to 1 MHz)
  - 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 22.3: FMPI2C implementation):

- SMBus specification rev 3.0 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 1.3 standard compatibility
- Independent clock: a choice of independent clock sources allowing the FMPI2C communication speed to be independent from the PCLK reprogramming

### 22.3 FMPI2C implementation

This manual describes the full set of features implemented in FMPI2C1.

<table>
<thead>
<tr>
<th>Table 84. STM32F410 FMPI2C implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>I2C features</strong>(1)</td>
</tr>
<tr>
<td>7-bit addressing mode</td>
</tr>
<tr>
<td>10-bit addressing mode</td>
</tr>
<tr>
<td>Standard-mode (up to 100 kbit/s)</td>
</tr>
<tr>
<td>Fast-mode (up to 400 kbit/s)</td>
</tr>
<tr>
<td>Fast-mode Plus (2)(up to 1 Mbit/s)</td>
</tr>
<tr>
<td>Independent clock</td>
</tr>
<tr>
<td>Wakeup from Stop mode</td>
</tr>
<tr>
<td>SMBus/PMBus</td>
</tr>
</tbody>
</table>

1. X = supported.
2. 20 mA output drive for Fm+ mode is not supported.

### 22.4 FMPI2C 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 I2C bus by a data pin (SDA) and by a clock pin (SCL). It can be connected with a standard (up to 100 kHz), Fast-mode (up to 400 kHz) or Fast-mode Plus (up to 1 MHz) I2C 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.
22.4.1 FMPI2C block diagram

The block diagram of the FMPI2C interface is shown in *Figure 177*.

*Figure 177. FMPI2C block diagram*

The FMPI2C is clocked by an independent clock source which allows the FMPI2C to operate independently from the PCLK frequency.

For I2C I/Os supporting 20 mA output current drive for Fast-mode Plus operation, the driving capability is enabled through control bits in the system configuration controller (SYSCFG). *Refer to Section 22.3: FMPI2C implementation.*
22.4.2 FMPI2C pins and internal signals

<table>
<thead>
<tr>
<th>Pin name</th>
<th>Signal type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>I2C_SDA</td>
<td>Bidirectional</td>
<td>I2C data</td>
</tr>
<tr>
<td>I2C_SCL</td>
<td>Bidirectional</td>
<td>I2C clock</td>
</tr>
<tr>
<td>I2C_SMBA</td>
<td>Bidirectional</td>
<td>SMBus Alert</td>
</tr>
</tbody>
</table>

Table 85. FMPI2C input/output pins

<table>
<thead>
<tr>
<th>Internal signal name</th>
<th>Signal type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>i2c_ker_ck</td>
<td>Input</td>
<td>I2C kernel clock, also named I2CCLK in this document</td>
</tr>
<tr>
<td>i2c_pclk</td>
<td>Input</td>
<td>I2C APB clock</td>
</tr>
<tr>
<td>i2c_it</td>
<td>Output</td>
<td>I2C interrupts, refer to Table 99: FMPI2C Interrupt requests for the full list of interrupt sources</td>
</tr>
<tr>
<td>i2c_rx_dma</td>
<td>Output</td>
<td>I2C Receive Data DMA request (I2C_RX)</td>
</tr>
<tr>
<td>i2c_tx_dma</td>
<td>Output</td>
<td>I2C Transmit Data DMA request (I2C_TX)</td>
</tr>
</tbody>
</table>

Table 86. FMPI2C internal input/output signals

22.4.3 FMPI2C clock requirements

The FMPI2C kernel is clocked by FMPI2CLK.

The FMPI2CCLK period tI2CCLK must respect the following conditions:

\[ t_{I2CCLK} < \frac{(t_{LOW} - t_{filters})}{4} \text{ and } t_{I2CCLK} < t_{HIGH} \]

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 \times t_{I2CCLK}.

The PCLK clock period tPCLK must respect the following condition:

\[ t_{PCLK} < \frac{4}{3} t_{SCL} \]

with \( t_{SCL} \): SCL period

Caution: When the FMPI2C kernel is clocked by PCLK, this clock must respect the conditions for tI2CCLK.
22.4.4 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 FMPI2C 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 178. I2C bus protocol](image)

Acknowledge can be enabled or disabled by software. The FMPI2C interface addresses can be selected by software.

22.4.5 FMPI2C initialization

Enabling and disabling the peripheral

The FMPI2C peripheral clock must be configured and enabled in the clock controller. Then the FMPI2C can be enabled by setting the PE bit in the FMPI2C_CR1 register.
When the FMPI2C is disabled (PE=0), the I²C performs a software reset. Refer to Section 22.4.6: Software reset for more details.

**Noise filters**

Before enabling the FMPI2C peripheral by setting the PE bit in FMPI2C_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 and Fast-mode Plus. 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 FMPI2C_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 FMPI2CCLK periods. This allows to suppress spikes with a programmable length of 1 to 15 FMPI2CCLK periods.

<table>
<thead>
<tr>
<th></th>
<th>Analog filter</th>
<th>Digital filter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pulse width of</td>
<td>≥ 50 ns</td>
<td>Programmable length from 1 to 15 I²C peripheral</td>
</tr>
<tr>
<td>suppressed spikes</td>
<td></td>
<td>clocks</td>
</tr>
</tbody>
</table>

**Caution:** Changing the filter configuration is not allowed when the FMPI2C is enabled.
**FMPI2C 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 FMPI2C_TIMINGR register.

The STM32CubeMX tool calculates and provides the I2C_TIMINGR content in the I2C configuration window.

**Figure 179. Setup and hold timings**

![Diagram showing FMPI2C timings]

Data hold time: in case of transmission, the data is sent on SDA output after the SDADEL delay, if it is already available in I2C_TXDR.

Data setup time: in case of transmission, the SCLDEL counter starts when the data is sent on SDA output.
• When the SCL falling edge is internally detected, a delay is inserted before sending SDA output. This delay is \( t_{\text{SDADEL}} = \text{SDADEL} \times t_{\text{PRESC}} + t_{\text{I2CLK}} \) where \( t_{\text{PRESC}} = (\text{PRESC}+1) \times t_{\text{I2CLK}} \).
  
  \( t_{\text{SDADEL}} \) impacts the hold time \( t_{\text{HD;DAT}} \).

The total SDA output delay is:

\[
t_{\text{SYNC1}} + \{[\text{SDADEL} \times (\text{PRESC}+1) + 1] \times t_{\text{I2CLK}} \}
\]

\( t_{\text{SYNC1}} \) duration depends on these parameters:

- SCL falling slope
- When enabled, input delay brought by the analog filter: \( t_{\text{AF(min)}} < t_{\text{AF}} < t_{\text{AF(max)}} \)
- When enabled, input delay brought by the digital filter: \( t_{\text{DNF}} = \text{DNF} \times t_{\text{I2CLK}} \)
- Delay due to SCL synchronization to FMPI2CCLK clock (2 to 3 FMPI2CCLK periods)

In order to bridge the undefined region of the SCL falling edge, the user must program SDADEL in such a way that:

\[
\left\{ t_{\text{max}}} + t_{\text{HD;DAT(min)}} - t_{\text{AF(min)}} - \left[ (\text{DNF}+3) \times t_{\text{I2CLK}} \right] / (\text{PRESC}+1) \times t_{\text{I2CLK}} \right\} \leq \text{SDADEL} \\
\text{SDADEL} \leq \left\{ t_{\text{HD;DAT(max)}} - t_{\text{AF(max)}} - \left[ (\text{DNF}+4) \times t_{\text{I2CLK}} \right] / (\text{PRESC}+1) \times t_{\text{I2CLK}} \right\}
\]

Note: \( t_{\text{AF(min)}} / t_{\text{AF(max)}} \) are part of the equation only when the analog filter is enabled. Refer to device datasheet for \( t_{\text{AF}} \) values.

The maximum \( t_{\text{HD;DAT}} \) can be 3.45 µs, 0.9 µs and 0.45 µs for Standard-mode, Fast-mode and Fast-mode Plus, but must be less than the maximum of \( t_{\text{VD;DAT}} \) by a transition time. This maximum must only be met if the device does not stretch the LOW period (\( t_{\text{LOW}} \)) 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:

\[
\text{SDADEL} \leq \left\{ t_{\text{VD;DAT(max)}} - t_{\text{tr(max)}} - 260 \text{ ns} - \left[ (\text{DNF}+4) \times t_{\text{I2CLK}} \right] / (\text{PRESC}+1) \times t_{\text{I2CLK}} \right\}
\]

Note: This condition can be violated when \( \text{NOSTRETCH}=0 \), because the device stretches SCL low to guarantee the set-up time, according to the SCLDEL value.

Refer to Table 88: I2C-SMBUS specification data setup and hold times for \( t_{\text{tr}}, t_{\text{SU;DAT}} \) and \( t_{\text{VD;DAT}} \) standard values.

• After \( t_{\text{SDADEL}} \) 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 \( t_{\text{SCLDEL}} = (\text{SCLDEL}+1) \times t_{\text{I2CLK}} \) where \( t_{\text{PRESC}} = (\text{PRESC}+1) \times t_{\text{I2CLK}} \).
  
  \( t_{\text{SCLDEL}} \) impacts the setup time \( t_{\text{SU;DAT}} \).

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:

\[
\left\{ t_{\text{tr(max)}} + t_{\text{SU;DAT(min)}} \right\} / (\text{PRESC}+1) \times t_{\text{I2CLK}} \} - 1 \leq \text{SCLDEL}
\]

Refer to Table 88: I2C-SMBUS specification data setup and hold times for \( t_{\text{tr}} \) and \( t_{\text{SU;DAT}} \) 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 
\[(\text{SDADEL}+\text{SCLDEL}+1) \times (\text{PRESC}+1) + 1 \times t_{\text{I2CCLK}}\] 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 88. I2C-SMBUS specification data setup and hold times

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Parameter</th>
<th>Standard-mode (Sm)</th>
<th>Fast-mode (Fm)</th>
<th>Fast-mode Plus (Fm+)</th>
<th>SMBUS</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>t_{HD;DAT}</td>
<td>Data hold time</td>
<td>0 -</td>
<td>0 -</td>
<td>0 - 0.3</td>
<td>-</td>
<td>µs</td>
</tr>
<tr>
<td>t_{VD;DAT}</td>
<td>Data valid time</td>
<td>- 3.45</td>
<td>- 0.9</td>
<td>- 0.45 -</td>
<td>-</td>
<td>ns</td>
</tr>
<tr>
<td>t_{SU;DAT}</td>
<td>Data setup time</td>
<td>250 -</td>
<td>100 -</td>
<td>50 - 250</td>
<td>-</td>
<td>ns</td>
</tr>
<tr>
<td>t_r</td>
<td>Rise time of both SDA and SCL signals</td>
<td>- 1000</td>
<td>- 300</td>
<td>- 120 - 1000</td>
<td>-</td>
<td>ns</td>
</tr>
<tr>
<td>t_f</td>
<td>Fall time of both SDA and SCL signals</td>
<td>- 300</td>
<td>- 300</td>
<td>- 120 - 300</td>
<td>-</td>
<td>ns</td>
</tr>
</tbody>
</table>

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 FMPI2C_TIMINGR register.

- When the SCL falling edge is internally detected, a delay is inserted before releasing the SCL output. This delay is \(t_{\text{SCLL}} = (\text{SCLL}+1) \times t_{\text{PRESC}}\) where \(t_{\text{PRESC}} = (\text{PRESC}+1) \times t_{\text{I2CCLK}}\). 
  \(t_{\text{SCLL}}\) impacts the SCL low time \(t_{\text{LOW}}\).
- When the SCL rising edge is internally detected, a delay is inserted before forcing the SCL output to low level. This delay is \(t_{\text{SCLH}} = (\text{SCLH}+1) \times t_{\text{PRESC}}\) where \(t_{\text{PRESC}} = (\text{PRESC}+1) \times t_{\text{I2CCLK}}\). \(t_{\text{SCLH}}\) impacts the SCL high time \(t_{\text{HIGH}}\).

Refer to **FMPI2C master initialization** for more details.

**Caution:** Changing the timing configuration is not allowed when the FMPI2C is enabled.

The FMPI2C slave NOSTRETCH mode must also be configured before enabling the peripheral. Refer to **FMPI2C slave initialization** for more details.

**Caution:** Changing the NOSTRETCH configuration is not allowed when the FMPI2C is enabled.
**22.4.6 Software reset**

A software reset can be performed by clearing the PE bit in the FMPI2C_CR1 register. In that case FMPI2C 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. FMPI2C_CR2 register: START, STOP, NACK
2. FMPI2C_ISR register: BUSY, TXE, TXIS, RXNE, ADDR, NACKF, TCR, TC, STOPF, BERR, ARLO, OVR

and in addition when the SMBus feature is supported:
1. FMPI2C_CR2 register: PECBYTE
2. FMPI2C_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.
22.4.7 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 FMPI2C_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 FMPI2C_RXDR is read. The stretch is inserted between the 8th and 9th SCL pulse (before the Acknowledge pulse).

Figure 181. Data reception
Transmission

If the FMPI2C_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 FMPI2C_TXDR, SCL line is stretched low until FMPI2C_TXDR is written. The stretch is done after the 9th SCL pulse.

Figure 182. Data transmission

Hardware transfer management

The FMPI2C 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 FMPI2C_CR2 register.

The number of bytes to be transferred is programmed in the NBYTES[7:0] bit field in the FMPI2C_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 FMPI2C_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 FMPI2C_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 FMPI2C_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 FMPI2C_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 89. FMPI2C configuration

<table>
<thead>
<tr>
<th>Function</th>
<th>SBC bit</th>
<th>RELOAD bit</th>
<th>AUTOEND bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master Tx/Rx NBYTES + STOP</td>
<td>x</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Master Tx/Rx + NBYTES + RESTART</td>
<td>x</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Slave Tx/Rx</td>
<td>0</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>all received bytes ACKed</td>
<td>1</td>
<td>1</td>
<td>x</td>
</tr>
</tbody>
</table>

#### 22.4.8 FMPI2C slave mode

**FMPI2C slave initialization**

In order to work in slave mode, the user must enable at least one slave address. Two registers FMPI2C_OAR1 and FMPI2C_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 FMPI2C_OAR1 register. OA1 is enabled by setting the OA1EN bit in the FMPI2C_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 FMPI2C_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 FMPI2C 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 FMPI2C_OAR1 or FMPI2C_OAR2 register with OA2MSK=0. OA2 is enabled by setting the OA2EN bit in the FMPI2C_OAR2 register.
- The General Call address is enabled by setting the GCEN bit in the FMPI2C_CR1 register.

When the FMPI2C 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 FMPI2C must be configured with NOSTRETCH=1 in the FMPI2C_CR1 register.

After receiving an ADDR interrupt, if several addresses are enabled the user must read the ADDCODE[6:0] bits in the FMPI2C_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 FMPI2C 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 FMPI2C_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 FMPI2C_TXDR register.
- In reception when the FMPI2C_RXDR register is not read yet and a new data reception is completed. This stretch is released when FMPI2C_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 FMPI2C stretches SCL low during \([(SDADEL+SCLDEL+1) \times (PRESC+1) + 1] \times t_{I^2CCLK}\).

**Slave without clock stretching (NOSTRETCH = 1)**

When NOSTRETCH = 1 in the FMPI2C_CR1 register, the FMPI2C 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 FMPI2C_TXDR register before the first SCL pulse corresponding to its transfer occurs. If not, an underrun occurs, the OVR flag is set in the FMPI2C_ISR register and an interrupt is generated if the ERRIE bit is set in the FMPI2C_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 FMPI2C_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 FMPI2C_ISR register and an interrupt is generated if the ERRIE bit is set in the FMPI2C_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 FMPI2C_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 FMPI2C_RXDR register, and then decide to acknowledge it or not by configuring the ACK bit in the FMPI2C_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 FMPI2C 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 183. Slave initialization flowchart

---

*SBC must be set to support SMBus features
Slave transmitter

A transmit interrupt status (TXIS) is generated when the FMPI2C_TXDR register becomes empty. An interrupt is generated if the TXIE bit is set in the FMPI2C_CR1 register.

The TXIS bit is cleared when the FMPI2C_TXDR register is written with the next data byte to be transmitted.

When a NACK is received, the NACKF bit is set in the FMPI2C_ISR register and an interrupt is generated if the NACKIE bit is set in the FMPI2C_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 FMPI2C_CR1 register, the STOPF flag is set in the FMPI2C_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 FMPI2C_TXDR register as the first data byte, or to flush the FMPI2C_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 FMPI2C_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 FMPI2C_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 FMPI2C_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 is 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 184. Transfer sequence flowchart for FMPI2C slave transmitter, NOSTRETCH = 0

Slave transmission

Slave initialization

No

FMPI2C_ISR.ADDR = 1?

Yes

Read ADDCODE and DIR in FMPI2C_ISR
Optional: Set FMPI2C_ISR.TXE = 1
Set FMPI2C_ICR.ADDRGF

No

FMPI2C_ISR.TXIS = 1?

Yes

Write FMPI2C_TXDR.TXDATA
Figure 185. Transfer sequence flowchart for FMPI2C slave transmitter, NOSTRETCH=1

Slave transmission

Slave initialization

FMPI2C_ISR.TXIS =1?

Yes

Write FMPI2C_TXDR.TXDATA

No

Optional: Set FMPI2C_ISR.TXE = 1 and FMPI2C_ISR.TXIS=1

FMPI2C_ISR.STOPF =1?

Yes

Set FMPI2C_ICR.STOPCF

No

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Figure 186. Transfer bus diagrams for FMPI2C slave transmitter

Example FMPI2C slave transmitter 3 bytes with 1st data flushed
NOSTRETCH=0:

S Address A data1 A data2 A data3 P
EV1 EV2 EV3 EV4 EV5

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 FMPI2C slave transmitter 3 bytes without 1st data flush,
NOSTRETCH=0:

S Address A data1 A data2 A data3 NA P
EV1 EV2 EV3 EV4

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 FMPI2C slave transmitter 3 bytes, NOSTRETCH=1:

S Address A data1 A data2 A data3 NA P
EV1 EV2 EV3 EV4 EV5

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
Slave receiver

RXNE is set in FMPI2C_ISR when the FMPI2C_RXDR is full, and generates an interrupt if RXIE is set in FMPI2C_CR1. RXNE is cleared when FMPI2C_RXDR is read.

When a STOP is received and STOPIE is set in FMPI2C_CR1, STOPF is set in FMPI2C_ISR and an interrupt is generated.

Figure 187. Transfer sequence flowchart for slave receiver with NOSTRETCH=0
Figure 188. Transfer sequence flowchart for slave receiver with NOSTRETCH=1

Slave reception

Slave initialization

FMPI2C_ISR.RXNE = ?

No

Yes

Read FMPI2C_RXDR.RXDATA

Set FMPI2C_ICR.STOPC

FMPI2C_ISR.STOPF = ?

No

Yes

Figure 189. Transfer bus diagrams for FMPI2C slave receiver

Example FMPI2C slave receiver 3 bytes, NOSTRETCH=0:

ADDR

RXNE

EV1

EV2

EV3

EV4

Example FMPI2C slave receiver 3 bytes, NOSTRETCH=1:

ADDR

RXNE

EV1

EV2

EV3

EV4

Legend:

- Transmission
- Reception
- SCL stretch

EV1: ADDR ISR: check ADDCODE and DIR, set ADDRCF
EV2: RXNE ISR: rd data1
EV3: RXNE ISR: rd data2
EV4: RXNE ISR: rd data3

EV1: RXNE ISR: rd data1
EV2: RXNE ISR: rd data2
EV3: RXNE ISR: rd data3
EV4: STOPF ISR: set STOPCF

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22.4.9 **FMPI2C master mode**

**FMPI2C master initialization**

Before enabling the peripheral, the FMPI2C master clock must be configured by setting the SCLH and SCLL bits in the FMPI2C_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 FMPI2C detects its own SCL low level after a tSYNC1 delay depending on the SCL falling edge, SCL input noise filters (analog + digital) and SCL synchronization to the I2CxCLK clock. The FMPI2C releases SCL to high level once the SCLL counter reaches the value programmed in the SCLL[7:0] bits in the FMPI2C_TIMINGR register.

The FMPI2C detects its own SCL high level after a tSYNC2 delay depending on the SCL rising edge, SCL input noise filters (analog + digital) and SCL synchronization to I2CxCLK clock. The FMPI2C ties SCL to low level once the SCLH counter is reached reaches the value programmed in the SCLH[7:0] bits in the FMPI2C_TIMINGR register.

Consequently the master clock period is:

\[ t_{SCL} = t_{SYNC1} + t_{SYNC2} + \left\{ \left[ (SCLH+1) + (SCLL+1) \right] \times (PRESC+1) \times t_{I2CCLK} \right\} \]

The duration of tSYNC1 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 tI2CCLK
- Delay due to SCL synchronization with FMPI2CCLK clock (2 to 3 FMPI2CCLK periods)

The duration of tSYNC2 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 tI2CCLK
- Delay due to SCL synchronization with FMPI2CCLK clock (2 to 3 FMPI2CCLK periods)
Caution: In order to be \( \text{i}^2\text{C} \) or SMBus compliant, the master clock must respect the timings given below:
Table 90. \textit{I^2C}-SMBUS specification clock timings

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Parameter</th>
<th>Standard-mode (Sm)</th>
<th>Fast-mode (Fm)</th>
<th>Fast-mode Plus (Fm+)</th>
<th>SMBUS</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Min</td>
<td>Max</td>
<td>Min</td>
<td>Max</td>
<td>Min</td>
</tr>
<tr>
<td>f_{SCL}</td>
<td>SCL clock frequency</td>
<td>-</td>
<td>100</td>
<td>-</td>
<td>400</td>
<td>-</td>
</tr>
<tr>
<td>t_{HD:STA}</td>
<td>Hold time (repeated) START condition</td>
<td>4.0</td>
<td>-</td>
<td>0.6</td>
<td>-</td>
<td>0.26</td>
</tr>
<tr>
<td>t_{SU:STA}</td>
<td>Set-up time for a repeated START</td>
<td>4.7</td>
<td>-</td>
<td>0.6</td>
<td>-</td>
<td>0.26</td>
</tr>
<tr>
<td>t_{SU:STO}</td>
<td>Set-up time for STOP condition</td>
<td>4.0</td>
<td>-</td>
<td>0.6</td>
<td>-</td>
<td>0.26</td>
</tr>
<tr>
<td>t_{BUF}</td>
<td>Bus free time between a STOP and</td>
<td>4.7</td>
<td>-</td>
<td>1.3</td>
<td>-</td>
<td>0.5</td>
</tr>
<tr>
<td>t_{LOW}</td>
<td>Low period of the SCL clock</td>
<td>4.7</td>
<td>-</td>
<td>1.3</td>
<td>-</td>
<td>0.5</td>
</tr>
<tr>
<td>t_{HIGH}</td>
<td>Period of the SCL clock</td>
<td>4.0</td>
<td>-</td>
<td>0.6</td>
<td>-</td>
<td>0.26</td>
</tr>
<tr>
<td>t_r</td>
<td>Rise time of both SDA and SCL signals</td>
<td>-</td>
<td>1000</td>
<td>-</td>
<td>300</td>
<td>-</td>
</tr>
<tr>
<td>t_f</td>
<td>Fall time of both SDA and SCL signals</td>
<td>-</td>
<td>300</td>
<td>-</td>
<td>300</td>
<td>-</td>
</tr>
</tbody>
</table>

**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 22.4.10: FMPI2C_TIMINGR register configuration examples for examples of FMPI2C_TIMINGR settings vs. FMPI2CCLK 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 FMPI2C_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 FMPI2C_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 re-launches 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 FMPI2C is addressed as a slave (ADDR=1) while the START bit is set, the FMPI2C 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 191. Master initialization flowchart**

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 FMPI2C_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 192. 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 193. 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 FMPI2C_CR1 register. The flag is cleared when the FMPI2C_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 FMPI2C_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 FMPI2C_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 FMPI2C_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 FMPI2C_ISR register, and an interrupt is generated if the NACKIE bit is set.
Figure 194. Transfer sequence flowchart for FMPI2C master transmitter for N≤255 bytes

Master transmission

Master initialization

NBYTES = N
AUTOEND = 0 for RESTART, 1 for STOP
Configure slave address
Set FMPI2C_CR2.START

No

FMPI2C_ISR.NACKF = 1?

Yes

End

Yes

FMPI2C_ISR.TXIS = 1?

No

Write FMPI2C_TXDR

NBYTES transmitted?

Yes

FMPI2C_ISR.TC = 1?

No

Set FMPI2C_CR2.START with slave address NBYTES...

Yes
Figure 195. Transfer sequence flowchart for FMPI2C master transmitter for N>255 bytes

- Master transmission
- Master initialization
  - NBYTES = 0xFF; N=N-255
  - RELOAD = 1
  - Configure slave address
  - Set FMPI2C_CR2.START

Flowchart:
- FMPI2C_ISR.NACKF = 1?
  - Yes: End
  - No: Set FMPI2C_CR2.START with slave address NBYTES ...
- FMPI2C_ISR.TXS = 1?
  - Yes: Write FMPI2C_TXDR
  - No: NBYTES transmitted ?
    - Yes: FMPI2C_ISR.TC = 1?
      - Yes: IF N>256
        - NBYTES = N; N = 0; RELOAD = 0
        - AUTOEND = 0 for RESTART; 1 for STOP
        - ELSE
          - NBYTES = 0xFF; N = N-255
          - RELOAD = 1
    - No: FMPI2C_ISR.TCR = 1?
      - Yes: IF N>256
        - NBYTES = N; N = 0; RELOAD = 0
        - AUTOEND = 0 for RESTART; 1 for STOP
        - ELSE
          - NBYTES = 0xFF; N = N-255
          - RELOAD = 1
      - No: NBYTES transmitted ?
        - Yes: NBYTES transmitted ? and continue
        - No: NBYTES transmitted ? and continue
Figure 196. Transfer bus diagrams for FMPI2C master transmitter

Example FMPI2C master transmitter 2 bytes, automatic end mode (STOP)

INIT: program Slave address, program NBYTES = 2, AUTOEND=1, set START
EV1: TXIS ISR: wr data1
EV2: TXIS ISR: wr data2

Example FMPI2C master transmitter 2 bytes, software end mode (RESTART)

INIT: program Slave address, program NBYTES = 2, AUTOEND=0, set START
EV1: TXIS ISR: wr data1
EV2: TXIS ISR: wr data2
EV3: TC ISR: program Slave address, program NBYTES = N, set START
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 FMPI2C_CR1 register. The flag is cleared when FMPI2C_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 FMPI2C_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 FMPI2C_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 FMPI2C_CR2 register. Setting the STOP bit clears the TC flag and the STOP condition is sent on the bus.
Figure 197. Transfer sequence flowchart for FMPI2C master receiver for N ≤ 255 bytes

1. Master reception
2. Master initialization
3. NBYTES = N
   AUTOEND = 0 for RESTART; 1 for STOP
   Configure slave address
   Set FMPI2C_CR2.START
4. FMPI2C_ISR.RXNE = 1?
   Yes: Read FMPI2C_RXDR
   No: NBYTES received?
5. Yes: FMPI2C_ISR.TC = 1?
   Yes: Set FMPI2C_CR2.START with slave address NBYTES
   No: End
Figure 198. Transfer sequence flowchart for FMPI2C master receiver for N > 255 bytes

Master reception

Master initialization

NBYTES = 0xFF; N=N-255
RELOAD = 1
Configure slave address
Set FMPI2C_CR2.START

FMPI2C_ISR.RXNE = 1?
Yes

Read FMPI2C_RXDR

NBYTES received?
Yes

Set FMPI2C_CR2.START with slave address
NBYTES ...

No

FMPI2C_ISR.TC = 1?
No

FMPI2C_ISR.TCR = 1?
No

IF N<256
NBYTES =N; N=0;RELOAD=0
AUTOEND=0 for RESTART; 1 for STOP
ELSE
NBYTES =0xFF;N=N-255
RELOAD=1

End
Figure 199. Transfer bus diagrams for FMPI2C master receiver

Example FMPI2C master receiver 2 bytes, automatic end mode (STOP)

```
INIT: program Slave address, program NBYTES = 2, AUTOEND=1, set START
EV1: RXNE ISR: rd data1
EV2: RXNE ISR: rd data2
```

Example FMPI2C master receiver 2 bytes, software end mode (RESTART)

```
INIT: program Slave address, program NBYTES = 2, AUTOEND=0, set START
EV1: RXNE ISR: rd data1
EV2: RXNE ISR: read data2
EV3: TC ISR: program Slave address, program NBYTES = N, set START
```
22.4.10 FMPI2C_TIMINGR register configuration examples

The tables below provide examples of how to program the FMPI2C_TIMINGR to obtain timings compliant with the I2C specification. In order to get more accurate configuration values, the STM32CubeMX tool (I2C Configuration window) must be used.

Table 91. Examples of timing settings for fI2CCLK = 8 MHz

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Standard-mode (Sm)</th>
<th>Fast-mode (Fm)</th>
<th>Fast-mode Plus (Fm+)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>10 kHz</td>
<td>100 kHz</td>
<td>400 kHz</td>
</tr>
<tr>
<td>PRESC</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>SCLL</td>
<td>0xC7</td>
<td>0x13</td>
<td>0x9</td>
</tr>
<tr>
<td>tSCLL</td>
<td>200x250 ns = 50 µs</td>
<td>20x250 ns = 5.0 µs</td>
<td>10x125 ns = 1250 ns</td>
</tr>
<tr>
<td>SCLH</td>
<td>0xC3</td>
<td>0xF</td>
<td>0x3</td>
</tr>
<tr>
<td>tSCLH</td>
<td>196x250 ns = 49 µs</td>
<td>16x250 ns = 4.0µs</td>
<td>4x125ns = 500ns</td>
</tr>
<tr>
<td>tSCL</td>
<td>~100 µs(2)</td>
<td>~10 µs(2)</td>
<td>~2500 ns(3)</td>
</tr>
<tr>
<td>SDADEL</td>
<td>0x2</td>
<td>0x2</td>
<td>0x1</td>
</tr>
<tr>
<td>tSDADEL</td>
<td>2x250 ns = 500 ns</td>
<td>2x250 ns = 500 ns</td>
<td>1x125 ns = 125 ns</td>
</tr>
<tr>
<td>SCLDEL</td>
<td>0x4</td>
<td>0x4</td>
<td>0x3</td>
</tr>
<tr>
<td>tSCLDEL</td>
<td>5x250 ns = 1250 ns</td>
<td>5x250 ns = 1250 ns</td>
<td>4x125 ns = 500 ns</td>
</tr>
</tbody>
</table>

1. SCL period tSCL is greater than tSCLL + tSCLH due to SCL internal detection delay. Values provided for tSCL are examples only.
2. tSYNC1 + tSYNC2 minimum value is 4 x tI2CCLK = 500 ns. Example with tSYNC1 + tSYNC2 = 1000 ns.
3. tSYNC1 + tSYNC2 minimum value is 4 x tI2CCLK = 500 ns. Example with tSYNC1 + tSYNC2 = 750 ns.
4. tSYNC1 + tSYNC2 minimum value is 4 x tI2CCLK = 500 ns. Example with tSYNC1 + tSYNC2 = 655 ns.

Table 92. Examples of timings settings for fI2CCLK = 16 MHz

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Standard-mode (Sm)</th>
<th>Fast-mode (Fm)</th>
<th>Fast-mode Plus (Fm+)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>10 kHz</td>
<td>100 kHz</td>
<td>400 kHz</td>
</tr>
<tr>
<td>PRESC</td>
<td>3</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>SCLL</td>
<td>0xC7</td>
<td>0x13</td>
<td>0x9</td>
</tr>
<tr>
<td>tSCLL</td>
<td>200 x 250 ns = 50 µs</td>
<td>20 x 250 ns = 5.0 µs</td>
<td>10 x 125 ns = 1250 ns</td>
</tr>
<tr>
<td>SCLH</td>
<td>0xC3</td>
<td>0xF</td>
<td>0x3</td>
</tr>
<tr>
<td>tSCLH</td>
<td>196 x 250 ns = 49 µs</td>
<td>16 x 250 ns = 4.0µs</td>
<td>4 x 125ns = 500ns</td>
</tr>
<tr>
<td>tSCL</td>
<td>~100 µs(2)</td>
<td>~10 µs(2)</td>
<td>~2500 ns(3)</td>
</tr>
<tr>
<td>SDADEL</td>
<td>0x2</td>
<td>0x2</td>
<td>0x2</td>
</tr>
<tr>
<td>tSDADEL</td>
<td>2 x 250 ns = 500 ns</td>
<td>2 x 250 ns = 500 ns</td>
<td>2 x 125 ns = 250 ns</td>
</tr>
<tr>
<td>SCLDEL</td>
<td>0x4</td>
<td>0x4</td>
<td>0x3</td>
</tr>
<tr>
<td>tSCLDEL</td>
<td>5 x 250 ns = 1250 ns</td>
<td>5 x 250 ns = 1250 ns</td>
<td>4 x 125 ns = 500 ns</td>
</tr>
</tbody>
</table>

1. SCL period tSCL is greater than tSCLL + tSCLH due to SCL internal detection delay. Values provided for tSCL are examples only.
22.4.11 SMBus specific features

This section is relevant only when SMBus feature is supported. Refer to Section 22.3: FMPi2C 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 (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.

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 (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 FMPi2C_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 (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 FMP12C_CR1 register. Refer to Slave Byte Control mode on page 538 for more details.

Host Notify protocol

This peripheral supports the Host Notify protocol by setting the SMBHEN bit in the FMP12C_CR1 register. In this case the host acknowledges 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 acknowledges 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 FMP12C_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 FMP12C_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 FMP12C_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) = x⁸ + x² + 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.

Table 93. SMBus timeout specifications

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Parameter</th>
<th>Limits</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>t_TIMEOUT</td>
<td>Detect clock low timeout</td>
<td>25</td>
<td>35</td>
</tr>
<tr>
<td>t_LOW:SEXT(^{(1)})</td>
<td>Cumulative clock low extend time (slave device)</td>
<td>-</td>
<td>25</td>
</tr>
<tr>
<td>t_LOW:MEXT(^{(2)})</td>
<td>Cumulative clock low extend time (master device)</td>
<td>-</td>
<td>10</td>
</tr>
</tbody>
</table>

1. \(t_{\text{LOW:SEXT}}\) 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 also extends the clock causing the combined clock low extend time to be greater than \(t_{\text{LOW:SEXT}}\). Therefore, this parameter is measured with the slave device as the sole target of a full-speed master.

2. \(t_{\text{LOW:MEXT}}\) 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 also extends the clock causing the combined clock low time to be greater than \(t_{\text{LOW:MEXT}}\) on a given byte. Therefore, this parameter is measured with a full speed slave device as the sole target of the master.

Figure 200. Timeout intervals for \(t_{\text{LOW:SEXT}}, t_{\text{LOW:MEXT}}\)
**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 88: 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.

**22.4.12 SMBus initialization**

This section is relevant only when SMBus feature is supported. Refer to Section 22.3: FMPI2C implementation.

In addition to FMPI2C 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 FMPI2C_CR1 register. Refer to Slave Byte Control mode on page 538 for more details.

**Specific address (Slave mode)**

The specific SMBus addresses must be enabled if needed. Refer to Bus idle detection on page 561 for more details.

- The SMBus Device Default address (0b1100 001) is enabled by setting the SMBDEN bit in the FMPI2C_CR1 register.
- The SMBus Host address (0b0001 000) is enabled by setting the SMBHEN bit in the FMPI2C_CR1 register.
- The Alert Response Address (0b0001100) is enabled by setting the ALERTEN bit in the FMPI2C_CR1 register.

**Packet error checking**

PEC calculation is enabled by setting the PECEN bit in the FMPI2C_CR1 register. Then the PEC transfer is managed with the help of a hardware byte counter: NBYTES[7:0] in the FMPI2C_CR2 register. The PECEN bit must be configured before enabling the FMPI2C.

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 FMPI2C is enabled.
Timeout detection

The timeout detection is enabled by setting the TIMOUTEN and TEXTEN bits in the FMPI2C_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.

- **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 FMPI2C_TIMEOUTR register.
  
  If SCL is tied low for a time greater than (TIMEOUTA+1) x 2048 x tI2CCLK, the TIMEOUT flag is set in the FMPI2C_ISR register.
  
  Refer to Table 95: Examples of TIMEOUTA settings for various FMPI2CCLK frequencies (max t_TIMEOUT = 25 ms).

- **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 FMPI2C_TIMEOUTR register.
  
  If the SMBus peripheral performs a cumulative SCL stretch for a time greater than (TIMEOUTB+1) x 2048 x tI2CCLK, and in the timeout interval described in Bus idle detection on page 561 section, the TIMEOUT flag is set in the FMPI2C_ISR register.
  
  Refer to Table 96: Examples of TIMEOUTB settings for various FMPI2CCLK frequencies

**Caution:** Changing the TIMEOUTA[11:0] bits and TIDLE bit configuration is not allowed when the TIMOUTEN 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 FMPI2C_TIMEOUTR register.
  
  If the SMBus peripheral performs a cumulative SCL stretch for a time greater than (TIMEOUTB+1) x 2048 x tI2CCLK, and in the timeout interval described in Bus idle detection on page 561 section, the TIMEOUT flag is set in the FMPI2C_ISR register.
  
  Refer to Table 96: Examples of TIMEOUTB settings for various FMPI2CCLK 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 FMPI2C_TIMEOUTR register.

If both the SCL and SDA lines remain high for a time greater than (TIMEOUTA+1) x 4 x tI2CCLK, the TIMEOUT flag is set in the FMPI2C_ISR register.
Refer to Table 97: Examples of TIMEOUTA settings for various FMPI2CCLK frequencies (max tIDLE = 50 µs)

Caution: Changing the TIMEOUTA and TIDLE configuration is not allowed when the TIMEOUTEN is set.

### 22.4.13 SMBus: FMPI2C_TIMEOUTR register configuration examples

This section is relevant only when SMBus feature is supported. Refer to Section 22.3: FMPI2C implementation.

- Configuring the maximum duration of t_TIMEOUT to 25 ms:

  Table 95. Examples of TIMEOUT settings for various FMPI2CCLK frequencies (max t_TIMEOUT = 25 ms)

<table>
<thead>
<tr>
<th>fI2CCLK</th>
<th>TIMEOUTA[11:0] bits</th>
<th>TIDLE bit</th>
<th>TIMEOUTEN bit</th>
<th>t_TIMEOUT</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 MHz</td>
<td>0x61</td>
<td>0</td>
<td>1</td>
<td>98 x 2048 x 125 ns = 25 ms</td>
</tr>
<tr>
<td>16 MHz</td>
<td>0xC3</td>
<td>0</td>
<td>1</td>
<td>196 x 2048 x 62.5 ns = 25 ms</td>
</tr>
</tbody>
</table>

- Configuring the maximum duration of t_LOW:SEXT and t_LOW:MEXT to 8 ms:

  Table 96. Examples of TIMEOUTB settings for various FMPI2CCLK frequencies

<table>
<thead>
<tr>
<th>fI2CCLK</th>
<th>TIMEOUTB[11:0] bits</th>
<th>TEXTEN bit</th>
<th>t_LOW:EXT</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 MHz</td>
<td>0x1F</td>
<td>1</td>
<td>32 x 2048 x 125 ns = 8 ms</td>
</tr>
<tr>
<td>16 MHz</td>
<td>0x3F</td>
<td>1</td>
<td>64 x 2048 x 62.5 ns = 8 ms</td>
</tr>
</tbody>
</table>

- Configuring the maximum duration of t_IDLE to 50 µs

  Table 97. Examples of TIMEOUT settings for various FMPI2CCLK frequencies (max t_IDLE = 50 µs)

<table>
<thead>
<tr>
<th>fI2CCLK</th>
<th>TIMEOUTA[11:0] bits</th>
<th>TIDLE bit</th>
<th>TIMEOUTEN bit</th>
<th>t_TIDLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 MHz</td>
<td>0x63</td>
<td>1</td>
<td>1</td>
<td>100 x 4 x 125 ns = 50 µs</td>
</tr>
<tr>
<td>16 MHz</td>
<td>0xC7</td>
<td>1</td>
<td>1</td>
<td>200 x 4 x 62.5 ns = 50 µs</td>
</tr>
</tbody>
</table>

### 22.4.14 SMBus slave mode

This section is relevant only when SMBus feature is supported. Refer to Section 22.3: FMPI2C implementation.

In addition to FMPI2C slave transfer management (refer to Section 22.4.8: FMPI2C 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 is NBYTES-1 and the content of the
FMPI2C_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 201. Transfer sequence flowchart for SMBus slave transmitter N bytes + PEC**

![Flowchart](image-url)
Figure 202. Transfer bus diagrams for SMBus slave transmitter (SBC=1)

Example SMBus slave transmitter 2 bytes + PEC,

Legend:
- Transmission
- Reception
- SCL stretch

EV1: ADDR ISR: check ADDCODE, program NBYTES=3, set PECBYTE, set ADDRCF
EV2: TXIS ISR: wr data1
EV3: TXIS ISR: wr data2

SMBus Slave receiver

When the FMPI2C 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 538 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 FMPI2C_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 FMPI2C_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 FMPI2C_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 203. Transfer sequence flowchart for SMBus slave receiver N Bytes + PEC

1. SMBus slave reception
2. Slave initialization
3. Check if FMP2C_ISR.ADDR = 1?
   - No
   - Yes
     - Read ADDCODE and DIR in FMP2C_ISR
     - FMP2C_CR2.NBYTES = 1, RELOAD =1, PECBYTE=1
     - Set FMP2C_ICR.ADDRCF
4. Check if FMP2C_ISR.RXNE =1?
   - No
   - Yes
     - Read FMP2C_RXDR.RXDATA
     - Program FMP2C_CR2.NACK = 0
     - FMP2C_CR2.NBYTES = 1
     - N = N - 1
5. Check if N = 1?
   - No
   - Yes
     - Read FMP2C_RXDR.RXDATA
     - Program RELOAD = 0
     - NACK = 0 and NBYTES = 1
6. Check if FMP2C_ISR.RXNE =1?
   - No
   - Yes
     - Read FMP2C_RXDR.RXDATA
7. End
This section is relevant only when SMBus feature is supported. Refer to Section 22.3: FMPI2C implementation.

In addition to FMPI2C master transfer management (refer to Section 22.4.9: FMPI2C 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 is NBYTES-1. So if the PECBYTE bit is set when NBYTES=0x1, the content of the FMPI2C_PECR register is automatically transmitted.

If the SMBus master wants to send a STOP condition after the PEC, automatic end mode must 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 FMPI2C_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 205. 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
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 FMPI2C_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 FMPI2C_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.
22.4.15 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 FMPI2C 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 FMPI2C enters address recognition state like for a correct START condition.

When a bus error is detected, the BERR flag is set in the FMPI2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the FMPI2C_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 FMPI2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the FMPI2C_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 FMPI2C_TXDR register is sent if TXE=0, 0xFF if not.
  - When a new byte must be sent and the FMPI2C_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 FMPI2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the FMPI2C_CR1 register.

**Packet Error Checking Error (PECERR)**

This section is relevant only when the SMBus feature is supported. Refer to Section 22.3: FMPI2C implementation.

A PEC error is detected when the received PEC byte does not match with the FMPI2C_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 FMPI2C_ISR register, and an interrupt is generated if the ERRIE bit is set in the FMPI2C_CR1 register.
Timeout Error (TIMEOUT)

This section is relevant only when the SMBus feature is supported. Refer to Section 22.3: FMP12C 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 tLOW:MEXT parameter)
- Slave cumulative clock low extend time reached the time defined in TIMEOUTB[11:0] bits (SMBus tLOW: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 FMP12C_ISR register, and an interrupt is generated if the ERRIE bit is set in the FMP12C_CR1 register.

Alert (ALERT)

This section is relevant only when the SMBus feature is supported. Refer to Section 22.3: FMP12C implementation.

The ALERT flag is set when the FMP12C 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 FMP12C_CR1 register.

22.4.16 DMA requests

Transmission using DMA

DMA (Direct Memory Access) can be enabled for transmission by setting the TXDMAEN bit in the FMP12C_CR1 register. Data is loaded from an SRAM area configured using the DMA peripheral (see Section 8: Direct memory access controller (DMA) on page 162) to the FMP12C_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 549.*

- 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 563* and *SMBus Master transmitter on page 567.*

**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 FMPI2C_CR1 register. Data is loaded from the FMPI2C_RXDR register to an SRAM area configured using the DMA peripheral (refer to *Section 8: Direct memory access controller (DMA)*) 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.

- 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 22.3: FMPI2C implementation*): the PEC transfer is managed with the NBYTES counter. Refer to *SMBus Slave receiver on page 565* and *SMBus Master receiver on page 569.*

**Note:** *If DMA is used for reception, the RXIE bit does not need to be enabled.*

**22.4.17 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_configuration bits in the DBGMCU module.

**22.5 FMPI2C low-power modes**

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>No effect FMPi2C interrupts cause the device to exit the Sleep mode.</td>
</tr>
<tr>
<td>Stop</td>
<td>The contents of FMPi2C registers are kept.</td>
</tr>
<tr>
<td>Standby</td>
<td>The FMPi2C peripheral is powered down and must be reinitialized after exiting Standby.</td>
</tr>
</tbody>
</table>
### 22.6 FMPI2C interrupts

The table below gives the list of FMPI2C interrupt requests.

#### Table 99. FMPI2C Interrupt requests

<table>
<thead>
<tr>
<th>Interrupt acronym</th>
<th>Interrupt event</th>
<th>Event flag</th>
<th>Enable control bit</th>
<th>Interrupt clear method</th>
<th>Exit the Sleep mode</th>
<th>Exit the Stop mode</th>
<th>Exit the Standby modes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FMPI2C _EV</strong></td>
<td>Receive buffer not empty</td>
<td>RXNE</td>
<td>RXIE</td>
<td>Read FMPI2C_RXDR register</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td></td>
<td>Transmit buffer interrupt status</td>
<td>TXIS</td>
<td>TXIE</td>
<td>Write FMPI2C_TXDR register</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Stop detection interrupt flag</td>
<td>STOPF</td>
<td>STOPIE</td>
<td>Write STOPCF=1</td>
<td></td>
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<td></td>
</tr>
<tr>
<td></td>
<td>Transfer Complete Reload</td>
<td>TCR</td>
<td>TCIE</td>
<td>Write FMPI2C_CR2 with NBYTES[7:0] ≠ 0</td>
<td></td>
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<tr>
<td></td>
<td>Transfer complete</td>
<td>TC</td>
<td></td>
<td>Write START=1 or STOP=1</td>
<td></td>
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</tr>
<tr>
<td><strong>FMPi2C _ER</strong></td>
<td>Address matched</td>
<td>ADDR</td>
<td>ADDRIE</td>
<td>Write ADDRCF=1</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>NACK reception</td>
<td>NACKF</td>
<td>NACKIE</td>
<td>Write NACKCF=1</td>
<td></td>
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<tr>
<td><strong>FMPi2C _ER</strong></td>
<td>Bus error</td>
<td>BERR</td>
<td>ERRIE</td>
<td>Write BERRCF=1</td>
<td></td>
<td>Yes</td>
<td>No</td>
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<tr>
<td></td>
<td>Arbitration loss</td>
<td>ARLO</td>
<td></td>
<td>Write ARLOCF=1</td>
<td></td>
<td>No</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Overrun/Underrun</td>
<td>OVR</td>
<td></td>
<td>Write OVRCF=1</td>
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<td></td>
<td>PEC error</td>
<td>PECERR</td>
<td></td>
<td>Write PECERRCF=1</td>
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<tr>
<td></td>
<td>Timeout/tLOW error</td>
<td>TIMEOUT</td>
<td></td>
<td>Write TIMEOUTCF=1</td>
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<tr>
<td></td>
<td>SMBus Alert</td>
<td>ALERT</td>
<td></td>
<td>Write ALERTCF=1</td>
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</tbody>
</table>
22.7 FMPI2C registers

Refer to Section 1.2 on page 34 for a list of abbreviations used in register descriptions.

The peripheral registers are accessed by words (32-bit).

22.7.1 FMPI2C control register 1 (FMPI2C_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 FMPI2CCLK.

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<tr>
<td>RXDMA EN</td>
<td>TXDMA EN</td>
<td>Res.</td>
<td>ANF OFF</td>
<td>DNF[3:0]</td>
<td>ERRIE</td>
<td>TCIE</td>
<td>STOP IE</td>
<td>NACK IE</td>
<td>ADDR IE</td>
<td>RXIE</td>
<td>TXIE</td>
<td>PE</td>
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</table>

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 22.3: FMPI2C 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 22.3: FMPI2C 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 22.3: FMPI2C 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 22.3: FMPI2C 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 **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 **ANFOFF**: Analog noise filter OFF
- 0: Analog noise filter enabled
- 1: Analog noise filter disabled

*Note: This bit can only be programmed when the FMPI2C 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 filters spikes with a length of up to $\text{DNF[3:0]} \cdot t_{\text{I2CCLK}}$
- 0000: Digital filter disabled
- 0001: Digital filter enabled and filtering capability up to 1 $t_{\text{I2CCLK}}$
- ... 1111: digital filter enabled and filtering capability up to 15 $t_{\text{I2CCLK}}$

*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 FMPI2C 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 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 FMPI2C 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.
### 22.7.2 FMPI2C control register 2 (FMPI2C_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 FMPI2CCLK.

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<tr>
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<td>0</td>
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<tr>
<td>NACK</td>
<td>STOP</td>
<td>START</td>
<td>HEAD1 0R</td>
<td>ADD10</td>
<td>RD</td>
<td>WRN</td>
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<td>2</td>
<td>1</td>
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<tr>
<td>Bits 31:27</td>
<td>Reserved, must be kept at reset value.</td>
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</table>

**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 22.3: FMPI2C 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 follows).
- 1: The transfer is not completed after the NBYTES data transfer (NBYTES is 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 FMP12C_ICR register.

- **0**: No Start generation.
- **1**: Restart/Start generation:
  - If the FMP12C 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 generates 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 FMP12C is in slave mode.

This bit has no effect when RELOAD is set.

### 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.*
### 22.7.3 FMPI2C own address 1 register (FMPI2C_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 FMPI2CCLK.

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</table>

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.*
22.7.4  **FMPI2C own address 2 register (FMPI2C_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 FMPI2CCCLK.

<table>
<thead>
<tr>
<th>Bits 31:16</th>
<th>Reserved, must be kept at reset value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 15</td>
<td><strong>OA2EN</strong>: Own Address 2 enable</td>
</tr>
<tr>
<td></td>
<td>0: Own address 2 disabled. The received slave address OA2 is NACKed.</td>
</tr>
<tr>
<td></td>
<td>1: Own address 2 enabled. The received slave address OA2 is ACKed.</td>
</tr>
<tr>
<td>Bits 14:11</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
<tr>
<td>Bits 10:8</td>
<td><strong>OA2MSK[2:0]</strong>: Own Address 2 masks</td>
</tr>
<tr>
<td></td>
<td>000: No mask</td>
</tr>
<tr>
<td></td>
<td>001: OA2[1] is masked and don’t care. Only OA2[7:2] are compared.</td>
</tr>
<tr>
<td></td>
<td>010: OA2[2:1] are masked and don’t care. Only OA2[7:3] are compared.</td>
</tr>
<tr>
<td></td>
<td>100: OA2[4:1] are masked and don’t care. Only OA2[7:5] are compared.</td>
</tr>
<tr>
<td></td>
<td>111: OA2[7:1] are masked and don’t care. No comparison is done, and all (except reserved) 7-bit received addresses are acknowledged.</td>
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<tr>
<td>Note:</td>
<td>These bits can be written only when OA2EN=0.</td>
</tr>
<tr>
<td></td>
<td>As soon as OA2MSK is not equal to 0, the reserved FMPI2C addresses (0b0000xxx and 0b1111xxx) are not acknowledged even if the comparison matches.</td>
</tr>
<tr>
<td>Bits 7:1</td>
<td><strong>OA2[7:1]</strong>: Interface address</td>
</tr>
<tr>
<td></td>
<td>7-bit addressing mode: 7-bit address</td>
</tr>
<tr>
<td>Note:</td>
<td>These bits can be written only when OA2EN=0.</td>
</tr>
<tr>
<td>Bit 0</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
</tbody>
</table>
22.7.5 FMPI2C timing register (FMPI2C_TIMINGR)

Address offset: 0x10
Reset value: 0x0000 0000
Access: No wait states

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<tr>
<th>31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16</th>
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<tbody>
<tr>
<td>rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw</td>
</tr>
<tr>
<td>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</td>
</tr>
<tr>
<td>SCLH[7:0] SCLL[7:0]</td>
</tr>
<tr>
<td>rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw</td>
</tr>
</tbody>
</table>

Bits 31:28 **PRESC[3:0]**: Timing prescaler

This field is used to prescale FMPI2CCLK in order to generate the clock period \(t_{PRESC}\) used for data setup and hold counters (refer to FMPI2C timings on page 530) and for SCL high and low level counters (refer to FMPI2C master initialization on page 545).

\[t_{PRESC} = (PRESC+1) \times I2CCLK\]

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 \(t_{SCLDEL}\).

\[t_{SCLDEL} = (SCLDEL+1) \times t_{PRESC}\]

*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 \(t_{SDADEL}\).

\[t_{SDADEL} = SDADEL \times t_{PRESC}\]

*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.

\[t_{SCLH} = (SCLH+1) \times t_{PRESC}\]

*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.

\[t_{SCLL} = (SCLL+1) \times t_{PRESC}\]

*Note: SCLL is also used to generate \(t_{BUF}\) and \(t_{SU:STA}\) timings.*

*Note: This register must be configured when the FMPI2C is disabled (PE = 0).*

*Note: The STM32CubeMX tool calculates and provides the I2C_TIMINGR content in the I2C Configuration window.*
22.7.6  **FMPI2C timeout register (FMPI2C_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 FMPI2CCLK.

<table>
<thead>
<tr>
<th>TEXTEN</th>
<th>TIMEOUTB[11:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
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<thead>
<tr>
<th>TIMOUTEN</th>
<th>TIDLE</th>
<th>TIMEOUTA[11:0]</th>
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<td>rw</td>
<td>rw</td>
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</table>

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 $t_{\text{LOW:EXT}}$ is done by the FMPI2C 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 ($t_{\text{LOW:MEXT}}$) is detected
- In slave mode, the slave cumulative clock low extend time ($t_{\text{LOW:SEXT}}$) is detected

$t_{\text{LOW:EXT}} = (\text{TIMEOUTB}+1) \times 2048 \times t_{\text{I2CCLK}}$

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 $t_{\text{TIMEOUT}}$ (TIDLE=0) or high for more than $t_{\text{IDLE}}$ (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 $t_{\text{TIMEOUT}}$ when TIDLE=0
- The bus idle condition (both SCL and SDA high) when TIDLE=1

$t_{\text{TIMEOUT}} = (\text{TIMEOUTA}+1) \times 2048 \times t_{\text{I2CCLK}}$

$t_{\text{IDLE}} = (\text{TIMEOUTA}+1) \times 4 \times t_{\text{I2CCLK}}$

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 22.3: FMPI2C implementation.
22.7.7  **FMPI2C interrupt and status register (FMPI2C_ISR)**

Address offset: 0x18  
Reset value: 0x0000 0001  
Access: No wait states

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<th>ADDCODE[6:0]</th>
<th>DIR</th>
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</thead>
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<thead>
<tr>
<th>BUSY</th>
<th>Res</th>
<th>ALERT</th>
<th>TIMEOUT</th>
<th>PEC</th>
<th>ERR</th>
<th>OVR</th>
<th>ARLO</th>
<th>BERR</th>
<th>TCR</th>
<th>TC</th>
<th>STOPF</th>
<th>NACKF</th>
<th>ADDR</th>
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<th>TXIS</th>
<th>TXE</th>
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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 22.3: FMPI2C 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 22.3: FMPI2C 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 22.3: FMP12C 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 FMPI2C_RXDR register, and is ready to be read. It is cleared when FMPI2C_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 FMPI2C_TXDR register is empty and the data to be transmitted must be written in the FMPI2C_TXDR register. It is cleared when the next data to be sent is written in the FMPI2C_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 FMPI2C_TXDR register is empty. It is cleared when the next data to be sent is written in the FMPI2C_TXDR register.
This bit can be written to ‘1’ by software in order to flush the transmit data register FMPI2C_TXDR.
*Note*: This bit is set by hardware when PE=0.

### 22.7.8 FMPI2C interrupt clear register (FMPI2C_ICR)

**Address offset**: 0x1C
**Reset value**: 0x0000 0000
**Access**: No wait states

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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 FMPI2C_ISR register.
*Note*: If the SMBus feature is not supported, this bit is reserved and forced by hardware to ‘0’. Refer to [Section 22.3: FMPI2C implementation](#).

Bit 12 **TIMEOUTCF**: Timeout detection flag clear
Writing 1 to this bit clears the TIMEOUT flag in the FMPI2C_ISR register.
*Note*: If the SMBus feature is not supported, this bit is reserved and forced by hardware to ‘0’. Refer to [Section 22.3: FMPI2C implementation](#).

Bit 11 **PECCF**: PEC Error flag clear
Writing 1 to this bit clears the PECERR flag in the FMPI2C_ISR register.
*Note*: If the SMBus feature is not supported, this bit is reserved and forced by hardware to ‘0’. Refer to [Section 22.3: FMPI2C implementation](#).
Bit 10 **OVRCF**: Overrun/Underrun flag clear
Writing 1 to this bit clears the OVR flag in the FMPI2C_ISR register.

Bit 9 **ARLOCF**: Arbitration lost flag clear
Writing 1 to this bit clears the ARLO flag in the FMPI2C_ISR register.

Bit 8 **BERRCF**: Bus error flag clear
Writing 1 to this bit clears the BERRF flag in the FMPI2C_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 FMPI2C_ISR register.

Bit 4 **NACKCF**: Not Acknowledge flag clear
Writing 1 to this bit clears the NACKF flag in FMPI2C_ISR register.

Bit 3 **ADDRCF**: Address matched flag clear
Writing 1 to this bit clears the ADDR flag in the FMPI2C_ISR register. Writing 1 to this bit also clears the START bit in the FMPI2C_CR2 register.

Bits 2:0 Reserved, must be kept at reset value.

### 22.7.9 FMPI2C PEC register (FMPI2C_PECR)

Address offset: 0x20
Reset value: 0x0000 0000
Access: No wait states

![Register Table]

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 22.3: FMPI2C implementation.*
### 22.7.10 FMPI2C receive data register (FMPI2C_RXDR)

Address offset: 0x24  
Reset value: 0x0000 0000  
Access: No wait states

<table>
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<th>31</th>
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<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

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^2^C bus

### 22.7.11 FMPI2C transmit data register (FMPI2C_TXDR)

Address offset: 0x28  
Reset value: 0x0000 0000  
Access: No wait states

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
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<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
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</tbody>
</table>

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^2^C bus  
*Note:* These bits can be written only when TXE=1.
### 22.7.12 FMPI2C register map

The table below provides the FMPI2C 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    | FMPI2C_CR1    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0x4    | FMPI2C_CR2    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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    | FMPI2C_OAR1   |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0xC    | FMPI2C_OAR2   |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0x10   | FMPI2C_TIMINGR|     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0x14   | FMPI2C_TIMEOUTR|    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0x18   | FMPI2C_ISR    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0x1C   | FMPI2C_ICR    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0x20   | FMPI2C_PECR   |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |
| 0x24   | FMPI2C_RXDR   |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
| 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   |

Table 100. FMPI2C register map and reset values
Refer to Section 2.2.2 on page 38 for the register boundary addresses.

| 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   | FMPI2C_TXDR   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | TXDATA[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  | 0  | 0  | 0  | 0 |

Table 100. FMPI2C register map and reset values (continued)
23 Inter-integrated circuit (I²C) interface

23.1 I²C introduction

I²C (inter-integrated circuit) bus Interface serves as an interface between the microcontroller and the serial I²C bus. It provides multimaster capability, and controls all I²C bus-specific sequencing, protocol, arbitration and timing. It supports the standard mode (Sm, up to 100 kHz) and Fm mode (Fm, up to 400 kHz).

It may be used for a variety of purposes, including CRC generation and verification, SMBus (system management bus) and PMBus (power management bus).

Depending on specific device implementation DMA capability can be available for reduced CPU overload.
23.2 I\textsuperscript{2}C main features

- Parallel-bus/I\textsuperscript{2}C protocol converter
- Multimaster capability: the same interface can act as Master or Slave
- I\textsuperscript{2}C Master features:
  - Clock generation
  - Start and Stop generation
- I\textsuperscript{2}C Slave features:
  - Programmable I\textsuperscript{2}C Address detection
  - Dual Addressing Capability to acknowledge 2 slave addresses
  - Stop bit detection
- Generation and detection of 7-bit/10-bit addressing and General Call
- Supports different communication speeds:
  - Standard Speed (up to 100 kHz)
  - Fast Speed (up to 400 kHz)
- Analog noise filter
- Programmable digital noise filter
- Status flags:
  - Transmitter/Receiver mode flag
  - End-of-Byte transmission flag
  - I\textsuperscript{2}C busy flag
- Error flags:
  - Arbitration lost condition for master mode
  - Acknowledgment failure after address/ data transmission
  - Detection of misplaced start or stop condition
  - Overrun/Underrun if clock stretching is disabled
- 2 Interrupt vectors:
  - 1 Interrupt for successful address/ data communication
  - 1 Interrupt for error condition
- Optional clock stretching
- 1-byte buffer with DMA capability
- Configurable PEC (packet error checking) generation or verification:
  - PEC value can be transmitted as last byte in Tx mode
  - PEC error checking for last received byte
- SMBus 2.0 Compatibility:
  - 25 ms clock low timeout delay
  - 10 ms master cumulative clock low extend time
  - 25 ms slave cumulative clock low extend time
  - Hardware PEC generation/verification with ACK control
  - Address Resolution Protocol (ARP) supported
- PMBus Compatibility
Note: Some of the above features may not be available in certain products. The user should refer to the product data sheet, to identify the specific features supported by the \( \text{i}^2\text{C} \) interface implementation.

23.3 \( \text{i}^2\text{C} \) 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 \( \text{i}^2\text{C} \) 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 (up to 400 kHz) \( \text{i}^2\text{C} \) bus.

23.3.1 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, after 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 \( \text{i}^2\text{C} \) 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 may be enabled or disabled 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 Figure 207.

Figure 207. \( \text{i}^2\text{C} \) bus protocol

![Figure 207. I²C bus protocol](image)

Acknowledgment may be enabled or disabled by software. The \( \text{i}^2\text{C} \) interface addresses (dual addressing 7-bit/10-bit and/or general call address) can be selected by software.
The block diagram of the I\textsuperscript{2}C interface is shown in Figure 208.

**Figure 208. I\textsuperscript{2}C block diagram**

1. SMBA is an optional signal in SMBus mode. This signal is not applicable if SMBus is disabled.

### 23.3.2 I\textsuperscript{2}C slave mode

By default the I\textsuperscript{2}C interface operates in Slave mode. To switch from default Slave mode to Master mode a Start condition generation is needed.

The peripheral input clock must be programmed in the I2C_CR2 register in order to generate correct timings. The peripheral input clock frequency must be at least:
- 2 MHz in Sm mode
- 4 MHz in Fm mode

As soon as a start condition is detected, the address is received from the SDA line and sent to the shift register. Then it is compared with the address of the interface (OAR1) and with OAR2 (if ENDUAL = 1) or the General Call address (if ENGC = 1).
Note: In 10-bit addressing mode, the comparison includes the header sequence (11110xx0), where xx denotes the two most significant bits of the address.

Header or address not matched: the interface ignores it and waits for another Start condition.

Header matched (10-bit mode only): the interface generates an acknowledge pulse if the ACK bit is set and waits for the 8-bit slave address.

Address matched: the interface generates in sequence:
- An acknowledge pulse if the ACK bit is set
- The ADDR bit is set by hardware and an interrupt is generated if the ITEVFEN bit is set.
- If ENDual=1, the software has to read the DUALF bit to check which slave address has been acknowledged.

In 10-bit mode, after receiving the address sequence the slave is always in Receiver mode. It will enter Transmitter mode on receiving a repeated Start condition followed by the header sequence with matching address bits and the least significant bit set (11110xx1).

The TRA bit indicates whether the slave is in Receiver or Transmitter mode.

Slave transmitter

Following the address reception and after clearing ADDR, the slave sends bytes from the DR register to the SDA line via the internal shift register.

The slave stretches SCL low until ADDR is cleared and DR filled with the data to be sent (see Figure 209 Transfer sequencing EV1 EV3).

When the acknowledge pulse is received:
- The TxE bit is set by hardware with an interrupt if the ITEVFEN and the ITBUFEN bits are set.

If TxE is set and some data were not written in the I2C_DR register before the end of the next data transmission, the BTF bit is set and the interface waits until BTF is cleared by a read to I2C_SR1 followed by a write to the I2C_DR register, stretching SCL low.
**Slave transmitter**

1. The EV1 and EV3_1 events stretch SCL low until the end of the corresponding software sequence.
2. The EV3 event stretches SCL low if the software sequence is not completed before the end of the next byte transmission.

**Slave receiver**

Following the address reception and after clearing ADDR, the slave receives bytes from the SDA line into the DR register via the internal shift register. After each byte the interface generates in sequence:

- An acknowledge pulse if the ACK bit is set
- The RxNE bit is set by hardware and an interrupt is generated if the ITEVFEN and ITBUFEN bit is set.

If RxNE is set and the data in the DR register is not read before the end of the next data reception, the BTF bit is set and the interface waits until BTF is cleared by a read from the I2C_DR register, stretching SCL low (see **Figure 210**).
1. The EV1 event stretches SCL low until the end of the corresponding software sequence.

2. The EV2 event stretches SCL low if the software sequence is not completed before the end of the next byte reception.

3. After checking the SR1 register content, the user should perform the complete clearing sequence for each flag found set. Thus, for ADDR and STOPF flags, the following sequence is required inside the I2C interrupt routine:
   - READ SR1
   - if (ADDR == 1) {READ SR1; READ SR2}
   - if (STOPF == 1) {READ SR1; WRITE CR1}
   The purpose is to make sure that both ADDR and STOPF flags are cleared if both are found set.

Closing slave communication

After the last data byte is transferred a Stop Condition is generated by the master. The interface detects this condition and sets:

- The STOPF bit and generates an interrupt if the ITEVFEN bit is set.

The STOPF bit is cleared by a read of the SR1 register followed by a write to the CR1 register (see Figure 210: Transfer sequence diagram for slave receiver EV4).

23.3.3 I2C master mode

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. Master mode is selected as soon as the Start condition is generated on the bus with a START bit.

The following is the required sequence in master mode.

- Program the peripheral input clock in I2C_CR2 Register in order to generate correct timings
- Configure the clock control registers
- Configure the rise time register
- Program the I2C_CR1 register to enable the peripheral
- Set the START bit in the I2C_CR1 register to generate a Start condition

The peripheral input clock frequency must be at least:

- 2 MHz in Sm mode
- 4 MHz in Fm mode
SCL master clock generation

The CCR bits are used to generate the high and low level of the SCL clock, starting from the generation of the rising and falling edge (respectively). As a slave may stretch the SCL line, the peripheral checks the SCL input from the bus at the end of the time programmed in TRISE bits after rising edge generation.

- If the SCL line is low, it means that a slave is stretching the bus, and the high level counter stops until the SCL line is detected high. This allows to guarantee the minimum HIGH period of the SCL clock parameter.
- If the SCL line is high, the high level counter keeps on counting.

Indeed, the feedback loop from the SCL rising edge generation by the peripheral to the SCL rising edge detection by the peripheral takes time even if no slave stretches the clock. This loopback duration is linked to the SCL rising time (impacting SCL VIH input detection), plus delay due to the noise filter present on the SCL input path, plus delay due to internal SCL input synchronization with APB clock. The maximum time used by the feedback loop is programmed in the TRISE bits, so that the SCL frequency remains stable whatever the SCL rising time.

Start condition

Setting the START bit causes the interface to generate a Start condition and to switch to Master mode (MSL bit set) when the BUSY bit is cleared.

Note: In master mode, setting the START bit causes the interface to generate a ReStart condition at the end of the current byte transfer.

Once the Start condition is sent:

- The SB bit is set by hardware and an interrupt is generated if the ITEVFEN bit is set.

Then the master waits for a read of the SR1 register followed by a write in the DR register with the Slave address (see Figure 211 and Figure 212 Transfer sequencing EV5).

Slave address transmission

Then the slave address is sent to the SDA line via the internal shift register.

- In 10-bit addressing mode, sending the header sequence causes the following event:
  - The ADD10 bit is set by hardware and an interrupt is generated if the ITEVFEN bit is set.

  Then the master waits for a read of the SR1 register followed by a write in the DR register with the second address byte (see Figure 211 and Figure 212 Transfer sequencing).
  - The ADDR bit is set by hardware and an interrupt is generated if the ITEVFEN bit is set.

  Then the master waits for a read of the SR1 register followed by a read of the SR2 register (see Figure 211 and Figure 212 Transfer sequencing).

- In 7-bit addressing mode, one address byte is sent.

  As soon as the address byte is sent,
  - The ADDR bit is set by hardware and an interrupt is generated if the ITEVFEN bit is set.

  Then the master waits for a read of the SR1 register followed by a read of the SR2 register (see Figure 211 and Figure 212 Transfer sequencing).
The master can decide to enter Transmitter or Receiver mode depending on the LSB of the slave address sent.

- **In 7-bit addressing mode,**
  - To enter Transmitter mode, a master sends the slave address with LSB reset.
  - To enter Receiver mode, a master sends the slave address with LSB set.
- **In 10-bit addressing mode,**
  - To enter Transmitter mode, a master sends the header (11110xx0) and then the slave address, (where xx denotes the two most significant bits of the address).
  - To enter Receiver mode, a master sends the header (11110xx0) and then the slave address. Then it should send a repeated Start condition followed by the header (11110xx1), (where xx denotes the two most significant bits of the address).

The TRA bit indicates whether the master is in Receiver or Transmitter mode.

**Master transmitter**

Following the address transmission and after clearing ADDR, the master sends bytes from the DR register to the SDA line via the internal shift register.

The master waits until the first data byte is written into I2C_DR (see Figure 211 Transfer sequencing EV8_1).

When the acknowledge pulse is received, the TxE bit is set by hardware and an interrupt is generated if the ITEVFEN and ITBUFEN bits are set.

If TxE is set and a data byte was not written in the DR register before the end of the last data transmission, BTF is set and the interface waits until BTF is cleared by a write to I2C_DR, stretching SCL low.

**Closing the communication**

After the last byte is written to the DR register, the STOP bit is set by software to generate a Stop condition (see Figure 211 Transfer sequencing EV8_2). The interface automatically goes back to slave mode (MSL bit cleared).

*Note:* Stop condition should be programmed during EV8_2 event, when either TxE or BTF is set.
Figure 211. Transfer sequence diagram for master transmitter

<table>
<thead>
<tr>
<th>Event</th>
<th>Data1</th>
<th>Data2</th>
<th>DataN</th>
<th>7-bit master transmitter</th>
</tr>
</thead>
<tbody>
<tr>
<td>EV5</td>
<td>EV6</td>
<td>EV8_1</td>
<td>EV8</td>
<td>EV8</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>10-bit master transmitter</td>
</tr>
<tr>
<td>S</td>
<td>Address</td>
<td></td>
<td>A</td>
<td>P</td>
</tr>
<tr>
<td>EV5</td>
<td>EV9</td>
<td>EV8_1</td>
<td>EV8</td>
<td>EV8</td>
</tr>
</tbody>
</table>

Legend: S = Start, SR = Repeated start, P = stop, A = Acknowledge
EVx = Event (with interrupt if ITEVFEN = 1)
EV5: SB=1, cleared by reading SR1 register followed by writing DR register with address.
EV6: ADDR=1, cleared by reading SR1 register followed by reading SR2.
EV8_1: TxE=1, shift register empty, data register empty, write Data1 in DR.
EV8: TxE=1, shift register not empty, data register empty, cleared by writing DR register.
EV2: TxE=1, BTF=1, Program stop request, TxE and BTF are cleared by hardware by the stop condition.
EV9: ADD10=1, cleared by reading SR1 register followed by writing DR register.

1. The EV5, EV6, EV9, EV8_1 and EV8_2 events stretch SCL low until the end of the corresponding software sequence.
2. The EV8 event stretches SCL low if the software sequence is not complete before the end of the next byte transmission.
Master receiver

Following the address transmission and after clearing ADDR, the I²C interface enters Master Receiver mode. In this mode the interface receives bytes from the SDA line into the DR register via the internal shift register. After each byte the interface generates in sequence:

1. An acknowledge pulse if the ACK bit is set
2. The RxNE bit is set and an interrupt is generated if the ITEVFEN and ITBUFEN bits are set (see Figure 212 Transfer sequencing EV7).

If the RxNE bit is set and the data in the DR register is not read before the end of the last data reception, the BTF bit is set by hardware and the interface waits until BTF is cleared by a read in the DR register, stretching SCL low.

Closing the communication

The master sends a NACK for the last byte received from the slave. After receiving this NACK, the slave releases the control of the SCL and SDA lines. Then the master can send a Stop/Restart condition.

1. To generate the nonacknowledge pulse after the last received data byte, the ACK bit must be cleared just after reading the second last data byte (after second last RxNE event).
2. In order to generate the Stop/Restart condition, software must set the STOP/START bit after reading the second last data byte (after the second last RxNE event).
3. In case a single byte has to be received, the Acknowledge disable is made during EV6 (before ADDR flag is cleared) and the STOP condition generation is made after EV6.

After the Stop condition generation, the interface goes automatically back to slave mode (MSL bit cleared).
1. If a single byte is received, it is NA.
2. The EV5, EV6 and EV9 events stretch SCL low until the end of the corresponding software sequence.
3. The EV7 event stretches SCL low if the software sequence is not completed before the end of the next byte reception.
4. The EV7_1 software sequence must be completed before the ACK pulse of the current byte transfer.

The procedures described below are recommended if the EV7-1 software sequence is not completed before the ACK pulse of the current byte transfer.

These procedures must be followed to make sure:
- The ACK bit is set low on time before the end of the last data reception
- The STOP bit is set high after the last data reception without reception of supplementary data.

For 2-byte reception:
- Wait until ADDR = 1 (SCL stretched low until the ADDR flag is cleared)
- Set ACK low, set POS high
- Clear ADDR flag
- Wait until BTF = 1 (Data 1 in DR, Data2 in shift register, SCL stretched low until a data 1 is read)
- Set STOP high
- Read data 1 and 2

Legend: S= Start, R= Repeated Start, P= Stop, A= Acknowledge, NA= Non-acknowledge, EVx= Event (with interrupt if ITEVFEN=1)
EV5: SB=1, cleared by reading SR1 register followed by writing DR register.
EV6: ADDR=1, cleared by reading SR1 register followed by writing SR2. In 10-bit master receiver mode, this sequence should be followed by writing CR2 with START = 1.
EV7: In case of the reception of 1 byte, the Acknowledge disable must be performed during EV6 event, i.e. before clearing ADDR flag.
EV7: RxNE=1 cleared by reading DR register.
EV7_1: RxNE=1 cleared by reading DR register, program ACK=0 and STOP request
EV9: ADDR10=1, cleared by reading SR1 register followed by writing DR register.
For N >2-byte reception, from N-2 data reception

- Wait until BTF = 1 (data N-2 in DR, data N-1 in shift register, SCL stretched low until data N-2 is read)
- Set ACK low
- Read data N-2
- Wait until BTF = 1 (data N-1 in DR, data N in shift register, SCL stretched low until a data N-1 is read)
- Set STOP high
- Read data N-1 and N

23.3.4 Error conditions

The following are the error conditions which may cause communication to fail.

Bus error (BERR)

This error occurs when the I²C interface detects an external Stop or Start condition during an address or a data transfer. In this case:

- the BERR bit is set and an interrupt is generated if the ITERREN bit is set
- in Slave mode: data are discarded and the lines are released by hardware:
  - in case of a misplaced Start, the slave considers it is a restart and waits for an address, or a Stop condition
  - in case of a misplaced Stop, the slave behaves like for a Stop condition and the lines are released by hardware
- In Master mode: the lines are not released and the state of the current transmission is not affected. It is up to the software to abort or not the current transmission

Acknowledge failure (AF)

This error occurs when the interface detects a nonacknowledge bit. In this case:

- the AF bit is set and an interrupt is generated if the ITERREN bit is set
- a transmitter which receives a NACK must reset the communication:
  - If Slave: lines are released by hardware
  - If Master: a Stop or repeated Start condition must be generated by software

Arbitration lost (ARLO)

This error occurs when the I²C interface detects an arbitration lost condition. In this case,

- the ARLO bit is set by hardware (and an interrupt is generated if the ITERREN bit is set)
- the I²C Interface goes automatically back to slave mode (the MSL bit is cleared). When the I²C loses the arbitration, it is not able to acknowledge its slave address in the same transfer, but it can acknowledge it after a repeated Start from the winning master.
- lines are released by hardware
Overrun/underrun error (OVR)

An overrun error can occur in slave mode when clock stretching is disabled and the \( \text{i}^2\text{C} \) interface is receiving data. The interface has received a byte (RxNE=1) and the data in DR has not been read, before the next byte is received by the interface. In this case,

- The last received byte is lost.
- In case of Overrun error, software should clear the RxNE bit and the transmitter should re-transmit the last received byte.

Underrun error can occur in slave mode when clock stretching is disabled and the \( \text{i}^2\text{C} \) interface is transmitting data. The interface has not updated the DR with the next byte (TxE=1), before the clock comes for the next byte. In this case,

- The same byte in the DR register will be sent again
- The user should make sure that data received on the receiver side during an underrun error are discarded and that the next bytes are written within the clock low time specified in the \( \text{i}^2\text{C} \) bus standard.

For the first byte to be transmitted, the DR must be written after ADDR is cleared and before the first SCL rising edge. If not possible, the receiver must discard the first data.

23.3.5 Programmable noise filter

In Fm mode, the \( \text{i}^2\text{C} \) standard requires that spikes are suppressed to a length of 50 ns on SDA and SCL lines.

An analog noise filter is implemented in the SDA and SCL I/Os. This filter is enabled by default and can be disabled by setting the ANOFF bit in the I2C_FLTR register.

A digital noise filter can be enabled by configuring the DNF[3:0] bits to a non-zero value. This suppresses the spikes on SDA and SCL inputs with a length of up to DNF[3:0] * TPCLK1.

Enabling the digital noise filter increases the SDA hold time by (DNF[3:0] + 1) * TPCLK.

To be compliant with the maximum hold time of the \( \text{i}^2\text{C} \)-bus specification version 2.1 (Thd:dat), the DNF bits must be programmed using the constraints shown in Table 101, and assuming that the analog filter is disabled.

Note: DNF[3:0] must only be configured when the \( \text{i}^2\text{C} \) is disabled (PE = 0). If the analog filter is also enabled, the digital filter is added to the analog filter.

<table>
<thead>
<tr>
<th>PCLK1 frequency</th>
<th>Maximum DNF value</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Sm mode</td>
</tr>
<tr>
<td>2 &lt;= FPCLK1 &lt;= 5</td>
<td>2</td>
</tr>
<tr>
<td>5 &lt; FPCLK1 &lt;= 10</td>
<td>12</td>
</tr>
<tr>
<td>10 &lt; FPCLK1 &lt;= 20</td>
<td>15</td>
</tr>
<tr>
<td>20 &lt; FPCLK1 &lt;= 30</td>
<td>15</td>
</tr>
<tr>
<td>30 &lt; FPCLK1 &lt;= 40</td>
<td>15</td>
</tr>
<tr>
<td>40 &lt; FPCLK1 &lt;= 50</td>
<td>15</td>
</tr>
</tbody>
</table>
Note: For each frequency range, the constraint is given based on the worst case which is the minimum frequency of the range. Greater DNF values can be used if the system can support maximum hold time violation.

23.3.6 SDA/SCL line control

- If clock stretching is enabled:
  - Transmitter mode: If \( TxE=1 \) and \( BTF=1 \): the interface holds the clock line low before transmission to wait for the microcontroller to write the byte in the Data Register (both buffer and shift register are empty).
  - Receiver mode: If \( RxNE=1 \) and \( BTF=1 \): the interface holds the clock line low after reception to wait for the microcontroller to read the byte in the Data Register (both buffer and shift register are full).

- If clock stretching is disabled in Slave mode:
  - Overrun Error in case of \( RxNE=1 \) and no read of DR has been done before the next byte is received. The last received byte is lost.
  - Underrun Error in case \( TxE=1 \) and no write into DR has been done before the next byte must be transmitted. The same byte will be sent again.
  - Write Collision not managed.

23.3.7 SMBus

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 \( \text{i}^2\text{C} \) principles of operation. SMBus provides a control bus for system and power management related tasks. A system may use SMBus to pass messages to and from devices instead of toggling individual control lines.

The System Management Bus Specification refers to three types of devices. A slave is a device that is receiving or responding 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.

Similarities between SMBus and \( \text{i}^2\text{C} \)

- 2 wire bus protocol (1 Clk, 1 Data) + SMBus Alert line optional
- Master-slave communication, Master provides clock
- Multi master capability
- SMBus data format similar to \( \text{i}^2\text{C} \) 7-bit addressing format (Figure 207).

Differences between SMBus and \( \text{i}^2\text{C} \)

The following table describes the differences between SMBus and \( \text{i}^2\text{C} \).
SMBus application usage

With System Management Bus, a device can provide manufacturer information, tell the system what its model/part number is, save its state for a suspend event, report different types of errors, accept control parameters, and return its status. SMBus provides a control bus for system and power management related tasks.

Device identification

Any device that exists on the System Management Bus as a slave has a unique address called the Slave Address. For the list of reserved slave addresses, refer to the SMBus specification version 2.0 (http://smbus.org/).

Bus protocols

The SMBus specification supports up to 9 bus protocols. For more details of these protocols and SMBus address types, refer to SMBus specification version 2.0. These protocols should be implemented by the user software.

Address resolution protocol (ARP)

SMBus slave address conflicts can be resolved by dynamically assigning a new unique address to each slave device. The Address Resolution Protocol (ARP) has the following attributes:

- Address assignment uses the standard SMBus physical layer arbitration mechanism
- Assigned addresses remain constant while device power is applied; address retention through device power loss is also allowed
- No additional SMBus packet overhead is incurred after address assignment. (i.e. subsequent accesses to assigned slave addresses have the same overhead as accesses to fixed address devices.)
- Any SMBus master can enumerate the bus

Unique device identifier (UDID)

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).

For the details on 128 bit UDID and more information on ARP, refer to SMBus specification version 2.0.

<table>
<thead>
<tr>
<th>SMBus</th>
<th>(i^2)C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max. speed 100 kHz</td>
<td>Max. speed 400 kHz</td>
</tr>
<tr>
<td>Min. clock speed 10 kHz</td>
<td>No minimum clock speed</td>
</tr>
<tr>
<td>35 ms clock low timeout</td>
<td>No timeout</td>
</tr>
<tr>
<td>Logic levels are fixed</td>
<td>Logic levels are (V_{DD}) dependent</td>
</tr>
<tr>
<td>Different address types (reserved, dynamic etc.)</td>
<td>7-bit, 10-bit and general call slave address types</td>
</tr>
<tr>
<td>Different bus protocols (quick command, process call etc.)</td>
<td>No bus protocols</td>
</tr>
</tbody>
</table>
SMBus alert mode

SMBus Alert is an optional signal with an interrupt line for devices that want to trade their ability to master for a pin. SMBA is a wired-AND signal just as the SCL and SDA signals are. SMBA is used in conjunction with the SMBus General Call Address. Messages invoked with the SMBus are 2 bytes long.

A slave-only device can signal the host through SMBA that it wants to talk by setting ALERT bit in I2C_CR1 register. The host processes the interrupt and simultaneously accesses all SMBA devices through the Alert Response Address (known as ARA having a value 0001 100X). Only the device(s) which pulled SMBA low will acknowledge the Alert Response Address. This status is identified using SMBALERT Status flag in I2C_SR1 register. The host performs a modified Receive Byte operation. The 7 bit device address provided by the slave transmit device is placed in the 7 most significant bits of the byte. The eighth bit can be a zero or one.

If more than one device pulls SMBA low, the highest priority (lowest address) device will win communication rights via standard arbitration during the slave address transfer. After acknowledging the slave address the device must disengage its SMBA pull-down. If the host still sees SMBA low when the message transfer is complete, it knows to read the ARA again.

A host which does not implement the SMBA signal may periodically access the ARA.

For more details on SMBus Alert mode, refer to SMBus specification version 2.0 (http://smbus.org/).

Timeout error

There are differences in the timing specifications between I2C and SMBus. SMBus defines a clock low timeout, TIMEOUT of 35 ms. Also SMBus specifies TLOW: SEXT as the cumulative clock low extend time for a slave device. SMBus specifies TLOW: MEXT as the cumulative clock low extend time for a master device. For more details on these timeouts, refer to SMBus specification version 2.0.

The status flag Timeout or Tlow Error in I2C_SR1 shows the status of this feature.

How to use the interface in SMBus mode

To switch from I2C mode to SMBus mode, the following sequence should be performed.

- Set the SMBus bit in the I2C_CR1 register
- Configure the SMBTYPE and ENARP bits in the I2C_CR1 register as required for the application

If you want to configure the device as a master, follow the Start condition generation procedure in Section 23.3.3: I2C master mode. Otherwise, follow the sequence in Section 23.3.2: I2C slave mode.

The application has to control the various SMBus protocols by software.

- SMB Device Default Address acknowledged if ENARP=1 and SMBTYPE=0
- SMB Host Header acknowledged if ENARP=1 and SMBTYPE=1
- SMB Alert Response Address acknowledged if SMBALERT=1
23.3.8 DMA requests

DMA requests (when enabled) are generated only for data transfer. DMA requests are generated by Data Register becoming empty in transmission and Data Register becoming full in reception. The DMA must be initialized and enabled before the I2C data transfer. The DMAEN bit must be set in the I2C_CR2 register before the ADDR event. In master mode or in slave mode when clock stretching is enabled, the DMAEN bit can also be set during the ADDR event, before clearing the ADDR flag. The DMA request must be served before the end of the current byte transfer. When the number of data transfers which has been programmed for the corresponding DMA stream is reached, the DMA controller sends an End of Transfer EOT signal to the I2C interface and generates a Transfer Complete interrupt if enabled:

- Master transmitter: In the interrupt routine after the EOT interrupt, disable DMA requests then wait for a BTF event before programming the Stop condition.
- Master receiver
  - When the number of bytes to be received is equal to or greater than two, the DMA controller sends a hardware signal, EOT_1, corresponding to the last but one data byte (number_of_bytes – 1). If, in the I2C_CR2 register, the LAST bit is set, I2C automatically sends a NACK after the next byte following EOT_1. The user can generate a Stop condition in the DMA Transfer Complete interrupt routine if enabled.
  - When a single byte must be received: the NACK must be programmed during EV6 event, i.e. program ACK=0 when ADDR=1, before clearing ADDR flag. Then the user can program the STOP condition either after clearing ADDR flag, or in the DMA Transfer Complete interrupt routine.

Transmission using DMA

DMA mode can be enabled for transmission by setting the DMAEN bit in the I2C_CR2 register. Data will be loaded from a Memory area configured using the DMA peripheral (refer to the DMA specification) to the I2C_DR register whenever the TxE bit is set. To map a DMA stream x for I2C transmission (where x is the stream number), perform the following sequence:

1. Set the I2C_DR register address in the DMA_SxPAR register. The data will be moved to this address from the memory after each TxE event.
2. Set the memory address in the DMA_SxMA0R register (and in DMA_SxMA1R register in the case of a double buffer mode). The data will be loaded into I2C_DR from this memory after each TxE event.
3. Configure the total number of bytes to be transferred in the DMA_SxNDTR register. After each TxE event, this value will be decremented.
4. Configure the DMA stream priority using the PL[0:1] bits in the DMA_SxCR register.
5. Set the DIR bit in the DMA_SxCR register and configure interrupts after half transfer or full transfer depending on application requirements.
6. Activate the stream by setting the EN bit in the DMA_SxCR register.

When the number of data transfers which has been programmed in the DMA Controller registers is reached, the DMA controller sends an End of Transfer EOT/ EOT_1 signal to the I2C interface and the DMA generates an interrupt, if enabled, on the DMA stream interrupt vector.

*Note:* Do not enable the ITBUFEN bit in the I2C_CR2 register if DMA is used for transmission.
Reception using DMA

DMA mode can be enabled for reception by setting the DMAEN bit in the I2C_CR2 register. Data will be loaded from the I2C_DR register to a Memory area configured using the DMA peripheral (refer to the DMA specification) whenever a data byte is received. To map a DMA stream x for I2C reception (where x is the stream number), perform the following sequence:

1. Set the I2C_DR register address in DMA_SxPAR register. The data will be moved from this address to the memory after each RxNE event.
2. Set the memory address in the DMA_SxMA0R (and in DMA_SxMA1R register in the case of a double buffer mode). The data will be loaded from the I2C_DR register to this memory area after each RxNE event.
3. Configure the total number of bytes to be transferred in the DMA_SxNDTR register. After each RxNE event, this value will be decremented.
4. Configure the stream priority using the PL[0:1] bits in the DMA_SxCR register.
5. Reset the DIR bit and configure interrupts in the DMA_SxCR register after half transfer or full transfer depending on application requirements.
6. Activate the stream by setting the EN bit in the DMA_SxCR register.

When the number of data transfers which has been programmed in the DMA Controller registers is reached, the DMA controller sends an End of Transfer EOT/ EOT_1 signal to the I2C interface and DMA generates an interrupt, if enabled, on the DMA stream interrupt vector.

Note: Do not enable the ITBUFEN bit in the I2C_CR2 register if DMA is used for reception.

23.3.9 Packet error checking

A PEC calculator has been implemented to improve the reliability of communication. The PEC is calculated by using the $C(x) = x^8 + x^5 + x + 1$ CRC-8 polynomial serially on each bit.

- PEC calculation is enabled by setting the ENPEC bit in the I2C_CR1 register. PEC is a CRC-8 calculated on all message bytes including addresses and R/W bits.
  - In transmission: set the PEC transfer bit in the I2C_CR1 register after the TxE event corresponding to the last byte. The PEC will be transferred after the last transmitted byte.
  - In reception: set the PEC bit in the I2C_CR1 register after the RxNE event corresponding to the last byte so that the receiver sends a NACK if the next received byte is not equal to the internally calculated PEC. In case of Master-Receiver, a NACK must follow the PEC whatever the check result. The PEC must
be set before the ACK of the CRC reception in slave mode. It must be set when the ACK is set low in master mode.

- A PECERR error flag/interrupt is also available in the I2C_SR1 register.
- If DMA and PEC calculation are both enabled:
  - In transmission: when the I²C interface receives an EOT signal from the DMA controller, it automatically sends a PEC after the last byte.
  - In reception: when the I²C interface receives an EOT_1 signal from the DMA controller, it will automatically consider the next byte as a PEC and will check it. A DMA request is generated after PEC reception.
- To allow intermediate PEC transfers, a control bit is available in the I2C_CR2 register (LAST bit) to determine if it is really the last DMA transfer or not. If it is the last DMA request for a master receiver, a NACK is automatically sent after the last received byte.
- PEC calculation is corrupted by an arbitration loss.

23.4 I²C interrupts

The table below gives the list of I²C interrupt requests.

<table>
<thead>
<tr>
<th>Interrupt event</th>
<th>Event flag</th>
<th>Enable control bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start bit sent (Master)</td>
<td>SB</td>
<td>ITEVFEN</td>
</tr>
<tr>
<td>Address sent (Master) or Address matched (Slave)</td>
<td>ADDR</td>
<td></td>
</tr>
<tr>
<td>10-bit header sent (Master)</td>
<td>ADD10</td>
<td></td>
</tr>
<tr>
<td>Stop received (Slave)</td>
<td>STOPF</td>
<td></td>
</tr>
<tr>
<td>Data byte transfer finished</td>
<td>BTF</td>
<td></td>
</tr>
<tr>
<td>Receive buffer not empty</td>
<td>RxNE</td>
<td>ITEVFEN and ITBUFEN</td>
</tr>
<tr>
<td>Transmit buffer empty</td>
<td>TxE</td>
<td></td>
</tr>
<tr>
<td>Bus error</td>
<td>BERR</td>
<td>ITERREN</td>
</tr>
<tr>
<td>Arbitration loss (Master)</td>
<td>ARLO</td>
<td></td>
</tr>
<tr>
<td>Acknowledge failure</td>
<td>AF</td>
<td></td>
</tr>
<tr>
<td>Overrun/Underrun</td>
<td>OVR</td>
<td></td>
</tr>
<tr>
<td>PEC error</td>
<td>PECERR</td>
<td></td>
</tr>
<tr>
<td>Timeout/Tlow error</td>
<td>TIMEOUT</td>
<td></td>
</tr>
<tr>
<td>SMBus Alert</td>
<td>SMBALERT</td>
<td></td>
</tr>
</tbody>
</table>

Note:  
SB, ADDR, ADD10, STOPF, BTF, RxNE and TxE are logically ORed on the same interrupt channel.
BERR, ARLO, AF, OVR, PECERR, TIMEOUT and SMBALERT are logically ORed on the same interrupt channel.
Figure 213. \(^2\text{C} \) interrupt mapping diagram

- SB
- ADDR
- ADD10
- STOPF
- BTF
- TxE
- TRUFEN
- RxNE
- ITREN
- TEMREN
- BERR
- ARLO
- AF
- OVR
- PECERR
- TIMEOUT
- SMBALERT

\text{it\_event}
\text{it\_error}
23.5 **I^2C** debug mode

When the microcontroller enters the debug mode (Cortex®-M4 with FPU core halted), the SMBUS timeout either continues to work normally or stops, depending on the DBG_I2Cx_SMBUS_TIMEOUT configuration bits in the DBGMCU module. For more details, refer to Section 26.16.2: Debug support for timers, watchdog, and I^2C.

23.6 **I^2C** registers

Refer to Section 1.2 on page 34 for a list of abbreviations used in register descriptions. The peripheral registers have to be accessed by half-words (16 bits) or words (32 bits).

23.6.1 **I^2C** Control register 1 (I2C_CR1)

Address offset: 0x00
Reset value: 0x0000

<table>
<thead>
<tr>
<th></th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWRST</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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<tr>
<td>ALERT</td>
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<td>PEC</td>
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<td>ACK</td>
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<tr>
<td>ENPEC</td>
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<tr>
<td>ENARP</td>
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<tr>
<td>SMB</td>
<td>rw</td>
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<tr>
<td>TYPE</td>
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<tr>
<td>Res.</td>
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<tr>
<td>SMBUS</td>
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<td>PE</td>
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</table>

Bit 15 **SWRST**: Software reset

- When set, the I^2C is under reset state. Before resetting this bit, make sure the I^2C lines are released and the bus is free.
- 0: I^2C Peripheral not under reset
- 1: I^2C Peripheral under reset state

*Note*: This bit can be used to reinitialize the peripheral after an error or a locked state. As an example, if the BUSY bit is set and remains locked due to a glitch on the bus, the SWRST bit can be used to exit from this state.

Bit 14 Reserved, must be kept at reset value

Bit 13 **ALERT**: SMBus alert

- This bit is set and cleared by software, and cleared by hardware when PE=0.
- 0: Releases SMBA pin high. Alert Response Address Header followed by NACK.
- 1: Drives SMBA pin low. Alert Response Address Header followed by ACK.

Bit 12 **PEC**: Packet error checking

- This bit is set and cleared by software, and cleared by hardware when PEC is transferred or by a START or Stop condition or when PE=0.
- 0: No PEC transfer
- 1: PEC transfer (in Tx or Rx mode)

*Note*: PEC calculation is corrupted by an arbitration loss.
Bit 11 **POS**: Acknowledge/PEC Position (for data reception)
This bit is set and cleared by software and cleared by hardware when PE=0.
0: ACK bit controls the (N)ACK of the current byte being received in the shift register. The PEC bit indicates that current byte in shift register is a PEC.
1: ACK bit controls the (N)ACK of the next byte which will be received in the shift register. The PEC bit indicates that the next byte in the shift register is a PEC

**Note:** The POS bit must be used only in 2-byte reception configuration in master mode. It must be configured before data reception starts, as described in the 2-byte reception procedure recommended in Master receiver.

Bit 10 **ACK**: Acknowledge enable
This bit is set and cleared by software and cleared by hardware when PE=0.
0: No acknowledge returned
1: Acknowledge returned after a byte is received (matched address or data)

Bit 9 **STOP**: Stop generation
The bit is set and cleared by software, cleared by hardware when a Stop condition is detected, set by hardware when a timeout error is detected.
In Master Mode:
0: No Stop generation.
1: Stop generation after the current byte transfer or after the current Start condition is sent.
In Slave mode:
0: No Stop generation.
1: Release the SCL and SDA lines after the current byte transfer.

Bit 8 **START**: Start generation
This bit is set and cleared by software and cleared by hardware when start is sent or PE=0.
In Master Mode:
0: No Start generation
1: Repeated start generation
In Slave mode:
0: No Start generation
1: Start generation when the bus is free

Bit 7 **NOSTRETCH**: Clock stretching disable (Slave mode)
This bit is used to disable clock stretching in slave mode when ADDR or BTF flag is set, until it is reset by software.
0: Clock stretching enabled
1: Clock stretching disabled

Bit 6 **ENGC**: General call enable
0: General call disabled. Address 00h is NACKed.
1: General call enabled. Address 00h is ACKed.

Bit 5 **ENPEC**: PEC enable
0: PEC calculation disabled
1: PEC calculation enabled

Bit 4 **ENARP**: ARP enable
0: ARP disable
1: ARP enable
SMBus Device default address recognized if SMBTYPE=0
SMBus Host address recognized if SMBTYPE=1

Bit 3 **SMBTYPE**: SMBus type
0: SMBus Device
1: SMBus Host
Bit 2 Reserved, must be kept at reset value

Bit 1 **SMBUS**: SMBus mode
- 0: I^2^C mode
- 1: SMBus mode

Bit 0 **PE**: Peripheral enable
- 0: Peripheral disable
- 1: Peripheral enable

*Note: If this bit is reset while a communication is ongoing, the peripheral is disabled at the end of the current communication, when back to IDLE state. All bit resets due to PE=0 occur at the end of the communication. In master mode, this bit must not be reset before the end of the communication.*

23.6.2 **I^2^C Control register 2 (I2C_CR2)**

Address offset: 0x04
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserve</td>
<td>Reserve</td>
<td>Reserve</td>
<td>LAST DMAEN</td>
<td>ITBUFEN</td>
<td>ITEVTEN</td>
<td>ITERR</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
<td>FREQ[5:0]</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

Bits 15:13 Reserved, must be kept at reset value

Bit 12 **LAST**: DMA last transfer
- 0: Next DMA EOT is not the last transfer
- 1: Next DMA EOT is the last transfer

*Note: This bit is used in master receiver mode to permit the generation of a NACK on the last received data.*

Bit 11 **DMAEN**: DMA requests enable
- 0: DMA requests disabled
- 1: DMA request enabled when TxE=1 or RxNE=1

Bit 10 **ITBUFEN**: Buffer interrupt enable
- 0: TxE = 1 or RxNE = 1 does not generate any interrupt.
- 1: TxE = 1 or RxNE = 1 generates Event Interrupt (whatever the state of DMAEN)

Bit 9 **ITEVTEN**: Event interrupt enable
- 0: Event interrupt disabled
- 1: Event interrupt enabled

This interrupt is generated when:
- SB = 1 (Master)
- ADDR = 1 (Master/Slave)
- ADD10 = 1 (Master)
- STOPF = 1 (Slave)
- BTF = 1 with no TxE or RxNE event
- TxE event to 1 if ITBUFEN = 1
- RxNE event to 1 if ITBUFEN = 1
**ITERREN**: Error interrupt enable
0: Error interrupt disabled
1: Error interrupt enabled
This interrupt is generated when:
- **BERR = 1**
- **ARLO = 1**
- **AF = 1**
- **OVR = 1**
- **PECERR = 1**
- **TIMEOUT = 1**
- **SMBALERT = 1**

Bits 7:6 Reserved, must be kept at reset value

Bits 5:0 **FREQ[5:0]**: Peripheral clock frequency
The FREQ bits must be configured with the APB clock frequency value (I2C peripheral connected to APB). The FREQ field is used by the peripheral to generate data setup and hold times compliant with the I2C specifications. The minimum allowed frequency is 2 MHz, the maximum frequency is limited by the maximum APB frequency (50 MHz) and cannot exceed 50 MHz (peripheral intrinsic maximum limit).
0b000000: Not allowed
0b000001: Not allowed
0b000010: 2 MHz
... 
0b110010: 50 MHz
Higher than 0b101010: Not allowed
23.6.3 \textbf{I}^2\text{C} \textit{Own address register 1 (I2C\_OAR1)}

Address offset: 0x08  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
<th>Mode</th>
<th>Value</th>
</tr>
</thead>
</table>
| 15   | ADDMODE     | Addressing mode (slave mode) | 0: 7-bit slave address (10-bit address not acknowledged)  
1: 10-bit slave address (7-bit address not acknowledged) |
| 14   | Bit 14     | Should always be kept at 1 by software. |
| 13:10| Reserved, must be kept at reset value |
| 9:8  | ADD[9:8]   | Interface address | 7-bit addressing mode: don’t care  
10-bit addressing mode: bits9:8 of address |
| 7:1  | ADD[7:1]   | Interface address | bits 7:1 of address |
| 0    | ADD0       | Interface address | 7-bit addressing mode: don’t care  
10-bit addressing mode: bit 0 of address |

23.6.4 \textbf{I}^2\text{C} \textit{Own address register 2 (I2C\_OAR2)}

Address offset: 0x0C  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
<th>Mode</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>15:8</td>
<td>Reserved, must be kept at reset value</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:1</td>
<td>ADD[7:1]</td>
<td>Interface address</td>
<td>bits 7:1 of address in dual addressing mode</td>
</tr>
</tbody>
</table>
| 0    | ENDual     | Dual addressing mode enable | 0: Only OAR1 is recognized in 7-bit addressing mode  
1: Both OAR1 and OAR2 are recognized in 7-bit addressing mode |
### 23.6.5 I²C Data register (I2C_DR)

Address offset: 0x10  
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bits 15:8</th>
<th>Reserved, must be kept at reset value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bits 7:0</td>
<td>DR[7:0] 8-bit data register</td>
</tr>
</tbody>
</table>

- Transmitter mode: Byte transmission starts automatically when a byte is written in the DR register. A continuous transmit stream can be maintained if the next data to be transmitted is put in DR once the transmission is started (TxE=1).
- Receiver mode: Received byte is copied into DR (RxNE=1). A continuous transmit stream can be maintained if DR is read before the next data byte is received (RxNE=1).

Note: In slave mode, the address is not copied into DR.  

Write collision is not managed (DR can be written if TxE=0).  

If an ARLO event occurs on ACK pulse, the received byte is not copied into DR and so cannot be read.

### 23.6.6 I²C Status register 1 (I2C_SR1)

Address offset: 0x14  
Reset value: 0x0000

```markdown
<table>
<thead>
<tr>
<th>SMB ALERT</th>
<th>TIMEO UT</th>
<th>Res.</th>
<th>PEC ERR</th>
<th>OVR</th>
<th>AF</th>
<th>ARLO</th>
<th>BERR</th>
<th>TxE</th>
<th>RxNE</th>
<th>Res.</th>
<th>STOPF</th>
<th>ADD10</th>
<th>BTF</th>
<th>ADDR</th>
<th>SB</th>
</tr>
</thead>
<tbody>
<tr>
<td>rc_w0</td>
<td>rc_w0</td>
<td>rc_w0</td>
<td>rc_w0</td>
<td>rc_w0</td>
<td>rc_w0</td>
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</tbody>
</table>
```
Bit 15 **SMBALERT**: SMBus alert
   In SMBus host mode:
   0: no SMBALERT
   1: SMBALERT event occurred on pin
   In SMBus slave mode:
   0: no SMBALERT response address header
   1: SMBALERT response address header to SMBALERT LOW received
   – Cleared by software writing 0, or by hardware when PE=0.

Bit 14 **TIMEOUT**: Timeout or Tlow error
   0: No timeout error
   1: SCL remained LOW for 25 ms (Timeout)
      or
      Master cumulative clock low extend time more than 10 ms (Tlow:mext)
      or
      Slave cumulative clock low extend time more than 25 ms (Tlow:sext)
   – When set in slave mode: slave resets the communication and lines are released by
     hardware
   – When set in master mode: Stop condition sent by hardware
   – Cleared by software writing 0, or by hardware when PE=0.
   
   *Note: This functionality is available only in SMBus mode.*

Bit 13 Reserved, must be kept at reset value

Bit 12 **PECERR**: PEC Error in reception
   0: no PEC error: receiver returns ACK after PEC reception (if ACK=1)
   1: PEC error: receiver returns NACK after PEC reception (whatever ACK)
      – Cleared by software writing 0, or by hardware when PE=0.
      – Note: When the received CRC is wrong, PECERR is not set in slave mode if the PEC control
        bit is not set before the end of the CRC reception. Nevertheless, reading the PEC value
        determines whether the received CRC is right or wrong.

Bit 11 **OVR**: Overrun/Underrun
   0: No overrun/underrun
   1: Overrun or underrun
      – Set by hardware in slave mode when NOSTRETCH=1 and:
        – In reception when a new byte is received (including ACK pulse) and the DR register has not
          been read yet. New received byte is lost.
        – In transmission when a new byte should be sent and the DR register has not been written
          yet. The same byte is sent twice.
      – Cleared by software writing 0, or by hardware when PE=0.
      *Note: If the DR write occurs very close to SCL rising edge, the sent data is unspecified and a
        hold timing error occurs*

Bit 10 **AF**: Acknowledge failure
   0: No acknowledge failure
   1: Acknowledge failure
      – Set by hardware when no acknowledge is returned.
      – Cleared by software writing 0, or by hardware when PE=0.
Bit 9 **ARLO**: Arbitration lost (master mode)
- 0: No Arbitration Lost detected
- 1: Arbitration Lost detected
  Set by hardware when the interface loses the arbitration of the bus to another master
  - Cleared by software writing 0, or by hardware when PE=0.
  After an ARLO event the interface switches back automatically to Slave mode (MSL=0).
  *Note*: In SMBUS, the arbitration on the data in slave mode occurs only during the data phase, or the acknowledge transmission (not on the address acknowledge).

Bit 8 **BERR**: Bus error
- 0: No misplaced Start or Stop condition
- 1: Misplaced Start or Stop condition
  - Set by hardware when the interface detects an SDA rising or falling edge while SCL is high, occurring in a non-valid position during a byte transfer.
  - Cleared by software writing 0, or by hardware when PE=0.

Bit 7 **TxE**: Data register empty (transmitters)
- 0: Data register not empty
- 1: Data register empty
  - Set when DR is empty in transmission. TxE is not set during address phase.
  - Cleared by software writing to the DR register or by hardware after a start or a stop condition or when PE=0.
  TxE is not set if either a NACK is received, or if next byte to be transmitted is PEC (PEC=1)
  *Note*: *TxE is not cleared by writing the first data being transmitted, or by writing data when BTF is set, as in both cases the data register is still empty.*

Bit 6 **RxNE**: Data register not empty (receivers)
- 0: Data register empty
- 1: Data register not empty
  - Set when data register is not empty in receiver mode. RxNE is not set during address phase.
  - Cleared by software reading or writing the DR register or by hardware when PE=0.
  RxNE is not set in case of ARLO event.
  *Note*: *RxNE is not cleared by reading data when BTF is set, as the data register is still full.*

Bit 5 Reserved, must be kept at reset value

Bit 4 **STOPF**: Stop detection (slave mode)
- 0: No Stop condition detected
- 1: Stop condition detected
  - Set by hardware when a Stop condition is detected on the bus by the slave after an acknowledge (if ACK=1).
  - Cleared by software reading the SR1 register followed by a write in the CR1 register, or by hardware when PE=0
  *Note*: *The STOPF bit is not set after a NACK reception.*
  It is recommended to perform the complete clearing sequence (READ SR1 then WRITE CR1) after the STOPF is set. Refer to *Figure 210: Transfer sequence diagram for slave receiver on page 598.*
Bit 3 **ADD10**: 10-bit header sent (Master mode)
- 0: No ADD10 event occurred.
- 1: Master has sent first address byte (header).
  - Set by hardware when the master has sent the first byte in 10-bit address mode.
  - Cleared by software reading the SR1 register followed by a write in the DR register of the second address byte, or by hardware when PE=0.

*Note:* **ADD10 bit is not set after a NACK reception**

Bit 2 **BTF**: Byte transfer finished
- 0: Data byte transfer not done
- 1: Data byte transfer succeeded
  - Set by hardware when NOSTRETCH=0 and:
    - In reception when a new byte is received (including ACK pulse) and DR has not been read yet (RxNE=1).
    - In transmission when a new byte should be sent and DR has not been written yet (TxEx=1).
  - Cleared by software by either a read or write in the DR register or by hardware after a start or a stop condition in transmission or when PE=0.

*Note:* **The BTF bit is not set after a NACK reception**
**The BTF bit is not set if next byte to be transmitted is the PEC (TRA=1 in I2C_SR2 register and PEC=1 in I2C_CR1 register)**

Bit 1 **ADDR**: Address sent (master mode)/matched (slave mode)
- This bit is cleared by software reading SR1 register followed reading SR2, or by hardware when PE=0.
  - Address matched (Slave)
    - 0: Address mismatched or not received.
    - 1: Received address matched.
  - Set by hardware as soon as the received slave address matched with the OAR registers content or a general call or a SMBus Device Default Address or SMBus Host or SMBus Alert is recognized. (when enabled depending on configuration).

*Note:* **In slave mode, it is recommended to perform the complete clearing sequence (READ SR1 then READ SR2) after ADDR is set. Refer to Figure 210: Transfer sequence diagram for slave receiver on page 598.**

Address sent (Master)
- 0: No end of address transmission
- 1: End of address transmission
  - For 10-bit addressing, the bit is set after the ACK of the 2nd byte.
  - For 7-bit addressing, the bit is set after the ACK of the byte.

*Note:* **ADDR is not set after a NACK reception**

Bit 0 **SB**: Start bit (Master mode)
- 0: No Start condition
- 1: Start condition generated.
  - Set when a Start condition generated.
  - Cleared by software by reading the SR1 register followed by writing the DR register, or by hardware when PE=0
23.6.7 \textit{I}^2\textit{C} Status register 2 (I2C_SR2)

Address offset: 0x18
Reset value: 0x0000

\textbf{Note:} Reading I2C_SR2 after reading I2C_SR1 clears the ADDR flag, even if the ADDR flag was set after reading I2C_SR1. Consequently, I2C_SR2 must be read only when ADDR is found set in I2C_SR1 or when the STOPF bit is cleared.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>PEC[7:0]</td>
<td>DUALF</td>
<td>SMB HOST</td>
<td>SMB DEFAULT</td>
<td>GEN CALL</td>
<td>Res</td>
<td>TRA</td>
<td>BUSY</td>
<td>MSL</td>
<td></td>
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</tr>
</tbody>
</table>

Bits 15:8 \textbf{PEC[7:0]} Packet error checking register
This register contains the internal PEC when ENPEC=1.

Bit 7 \textbf{DUALF}: Dual flag (Slave mode)
0: Received address matched with OAR1
1: Received address matched with OAR2
– Cleared by hardware after a Stop condition or repeated Start condition, or when PE=0.

Bit 6 \textbf{SMBHOST}: SMBus host header (Slave mode)
0: No SMBus Host address
1: SMBus Host address received when SMBTYPE=1 and ENARP=1.
– Cleared by hardware after a Stop condition or repeated Start condition, or when PE=0.

Bit 5 \textbf{SMBDEFAULT}: SMBus device default address (Slave mode)
0: No SMBus Device Default address
1: SMBus Device Default address received when ENARP=1
– Cleared by hardware after a Stop condition or repeated Start condition, or when PE=0.

Bit 4 \textbf{GENCALL}: General call address (Slave mode)
0: No General Call
1: General Call Address received when ENGC=1
– Cleared by hardware after a Stop condition or repeated Start condition, or when PE=0.

Bit 3 Reserved, must be kept at reset value
Bit 2 **TRA**: Transmitter/receiver
0: Data bytes received
1: Data bytes transmitted
This bit is set depending on the R/W bit of the address byte, at the end of total address phase.
It is also cleared by hardware after detection of Stop condition (STOPF=1), repeated Start condition, loss of bus arbitration (ARLO=1), or when PE=0.

Bit 1 **BUSY**: Bus busy
0: No communication on the bus
1: Communication ongoing on the bus
– Set by hardware on detection of SDA or SCL low
– Cleared by hardware on detection of a Stop condition.
It indicates a communication in progress on the bus. This information is still updated when the interface is disabled (PE=0).

Bit 0 **MSL**: Master/slave
0: Slave Mode
1: Master Mode
– Set by hardware as soon as the interface is in Master mode (SB=1).
– Cleared by hardware after detecting a Stop condition on the bus or a loss of arbitration (ARLO=1), or by hardware when PE=0.

**Note:** Reading I2C_SR2 after reading I2C_SR1 clears the ADDR flag, even if the ADDR flag was set after reading I2C_SR1. Consequently, I2C_SR2 must be read only when ADDR is found set in I2C_SR1 or when the STOPF bit is cleared.

### 23.6.8 I²C Clock control register (I2C_CCR)

Address offset: 0x1C
Reset value: 0x0000

**Note:** \( f_PCLK1 \) must be at least 2 MHz to achieve Sm mode I²C frequencies. It must be at least 4 MHz to achieve Fm mode I²C frequencies. It must be a multiple of 10MHz to reach the 400 kHz maximum I²C Fm mode clock.

The CCR register must be configured only when the I²C is disabled (PE = 0).

<table>
<thead>
<tr>
<th>F/S</th>
<th>DUTY</th>
<th>CCR[11:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bit 15 **F/S**: I²C master mode selection
0: Sm mode I²C
1: Fm mode I²C
Bit 14 **DUTY**: Fm mode duty cycle
0: Fm mode $t_{\text{low}}/t_{\text{high}} = 2$
1: Fm mode $t_{\text{low}}/t_{\text{high}} = 16/9$ (see CCR)

Bits 13:12 Reserved, must be kept at reset value

Bits 11:0 **CCR[11:0]**: Clock control register in Fm/Sm mode (Master mode)
Controls the SCL clock in master mode.
Sm mode or SMBus:
$T_{\text{high}} = \text{CCR} \times T_{\text{PCLK1}}$
$T_{\text{low}} = \text{CCR} \times T_{\text{PCLK1}}$

Fm mode:
If DUTY = 0:
$T_{\text{high}} = \text{CCR} \times T_{\text{PCLK1}}$
$T_{\text{low}} = 2 \times \text{CCR} \times T_{\text{PCLK1}}$
If DUTY = 1: (to reach 400 kHz)
$T_{\text{high}} = 9 \times \text{CCR} \times T_{\text{PCLK1}}$
$T_{\text{low}} = 16 \times \text{CCR} \times T_{\text{PCLK1}}$

For instance: in Sm mode, to generate a 100 kHz SCL frequency:
If FREQM = 08, $T_{\text{PCLK1}} = 125$ ns so CCR must be programmed with 0x28
($0\times28 = 40 \times 125$ ns = 5000 ns.)

Note: The minimum allowed value is 0x04, except in FAST DUTY mode where the minimum allowed value is 0x01

$T_{\text{high}} = t_f(S^{\text{CLL}}) + t_w(S^{\text{CLL}})$ See device datasheet for the definitions of parameters.
$T_{\text{low}} = t_f(S^{\text{CLL}}) + t_w(S^{\text{CLL}})$ See device datasheet for the definitions of parameters.
I2C communication speed, $f_{\text{SCL}} \sim 1/(T_{\text{high}} + T_{\text{low}})$. The real frequency may differ due to the analog noise filter input delay.
The CCR register must be configured only when the I2C is disabled ($PE = 0$).

### 23.6.9 I2C TRISE register (I2C_TRISE)

Address offset: 0x20
Reset value: 0x0002

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>TRISE[5:0]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bits 15:6 Reserved, must be kept at reset value

Bits 5:0 **TRISE[5:0]**: Maximum rise time in Fm/Sm mode (Master mode)
These bits should provide the maximum duration of the SCL feedback loop in master mode.
The purpose is to keep a stable SCL frequency whatever the SCL rising edge duration.
These bits must be programmed with the maximum SCL rise time given in the I2C bus specification, incremented by 1.
For instance: in Sm mode, the maximum allowed SCL rise time is 1000 ns.
If, in the I2C_Cr register, the value of FREQM[5:0] is equal to 0x08 and $T_{\text{PCLK1}} = 125$ ns therefore the TRISE[5:0] bits must be programmed with 09h.
(1000 ns / 125 ns = $8 + 1$)
The filter value can also be added to TRISE[5:0].
If the result is not an integer, TRISE[5:0] must be programmed with the integer part, in order to respect the $t_{\text{HIGH}}$ parameter.

Note: **TRISE[5:0]** must be configured only when the I2C is disabled ($PE = 0$).
### 23.6.10 I²C FLTR register (I2C_FLTR)

Address offset: 0x24  
Reset value: 0x0000

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th>ANOFF</th>
<th>DNF[3:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 15:5  Reserved, must be kept at reset value

Bit 4 **ANOFF**: Analog noise filter OFF

- 0: Analog noise filter enable
- 1: Analog noise filter disable

**Note**: **ANOFF must be configured only when the I²C is disabled (PE = 0).**

Bits 3:0 **DNF[3:0]**: Digital noise filter

These bits are used to configure the digital noise filter on SDA and SCL inputs. The digital filter will suppress the spikes with a length of up to DNF[3:0] * TPCLK1.

- 0000: Digital noise filter disable
- 0001: Digital noise filter enabled and filtering capability up to 1* TPCLK1.
- ...
- 1111: Digital noise filter enabled and filtering capability up to 15* TPCLK1.

**Note**: **DNF[3:0] must be configured only when the I²C is disabled (PE = 0). If the analog filter is also enabled, the digital filter is added to the analog filter.**
# 23.6.11 I²C register map

The table below provides the I²C register map and reset values.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Reset value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>I2C_CR1</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x04</td>
<td>I2C_CR2</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x08</td>
<td>I2C_OAR1</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x0C</td>
<td>I2C_OAR2</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x10</td>
<td>I2C_DR</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x14</td>
<td>I2C_SR1</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x18</td>
<td>I2C_SR2</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x1C</td>
<td>I2C_CCR</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x20</td>
<td>I2C_TRISE</td>
<td>[Table of register values with reset values]</td>
</tr>
<tr>
<td>0x24</td>
<td>I2C_FLTR</td>
<td>[Table of register values with reset values]</td>
</tr>
</tbody>
</table>

Refer to Section 2.2 on page 41 for the register boundary addresses.
24 Universal synchronous receiver transmitter (USART) /universal asynchronous receiver transmitter (UART)

24.1 USART 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 fractional baud rate generator.

It supports synchronous one-way communication and half-duplex single wire communication. It also supports the LIN (local interconnection network), Smartcard Protocol and IrDA (infrared data association) SIR ENDEC specifications, and modem operations (CTS/RTS). It allows multiprocessor communication.

High speed data communication is possible by using the DMA for multibuffer configuration.
24.2 **USART main features**

- Full duplex, asynchronous communications
- NRZ standard format (Mark/Space)
- Configurable oversampling method by 16 or by 8 to give flexibility between speed and clock tolerance
- Fractional baud rate generator systems
  - Common programmable transmit and receive baud rate (refer to the datasheets for the value of the baud rate at the maximum APB frequency.
- Programmable data word length (8 or 9 bits)
- Configurable stop bits - support for 1 or 2 stop bits
- 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
- Transmitter clock output for synchronous transmission
- IrDA SIR encoder decoder
  - Support for 3/16 bit duration for normal mode
- Smartcard emulation capability
  - The Smartcard interface supports the asynchronous protocol Smartcards as defined in the ISO 7816-3 standards
  - 0.5, 1.5 stop bits for Smartcard operation
- Single-wire half-duplex communication
- Configurable multibuffer communication using DMA (direct memory access)
  - Buffering of received/transmitted bytes in reserved SRAM using centralized DMA
- Separate enable bits for transmitter and receiver
- Transfer detection flags:
  - Receive buffer full
  - Transmit buffer empty
  - End of transmission flags
- Parity control:
  - Transmits parity bit
  - Checks parity of received data byte
- Four error detection flags:
  - Overrun error
  - Noise detection
  - Frame error
  - Parity error
- Ten interrupt sources with flags:
  - CTS changes
  - LIN break detection
  - Transmit data register empty
  - Transmission complete
24.3 USART implementation

This section describes the full set of features implemented in USART1. Refer to Table 105: USART features for the differences between USART instances.

<table>
<thead>
<tr>
<th>USART modes/features(1)</th>
<th>USART1, USART2</th>
<th>USART6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hardware flow control for modem(2)</td>
<td>X</td>
<td>-</td>
</tr>
<tr>
<td>Continuous communication using DMA</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Multiprocessor communication</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Synchronous mode(2)</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Smartcard mode</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Single-wire half-duplex communication</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>IrDA SIR ENDEC block</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>LIN mode</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>USART data length</td>
<td></td>
<td>8 or 9 bits</td>
</tr>
</tbody>
</table>

1. X = supported.
2. This feature is not available on all packages (refer to the datasheet for more information).

24.4 USART functional description

The interface is externally connected to another device by three pins (see Figure 214). Any USART bidirectional communication requires a minimum of two pins: Receive Data In (RX) and Transmit Data Out (TX):

RX: Receive Data Input 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 (at USART level, data are then received on SW_RX).
Through these pins, serial data is transmitted and received in normal USART mode as frames comprising:

- An Idle Line prior to transmission or reception
- A start bit
- A data word (8 or 9 bits) least significant bit first
- 0.5, 1, 1.5, 2 Stop bits indicating that the frame is complete
- This interface uses a fractional baud rate generator - with a 12-bit mantissa and 4-bit fraction
- A status register (USART_SR)
- Data Register (USART_DR)
- A baud rate register (USART_BRR) - 12-bit mantissa and 4-bit fraction.
- A Guardtime Register (USART_GTPR) in case of Smartcard mode.

Refer to Section 24.6: USART registers for the definition of each bit.

The following pin is required to interface in synchronous mode:

- **SCLK**: Transmitter 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 (e.g. LCD drivers). The clock phase and polarity are software programmable. In smartcard mode, SCLK can provide the clock to the smartcard.

The following pins are required in Hardware flow control mode:

- **nCTS**: Clear To Send blocks the data transmission at the end of the current transfer when high
- **nRTS**: Request to send indicates that the USART is ready to receive a data (when low).
Figure 214. USART block diagram

USRATDIV = DIV_Mantissa + (DIV_Fraction / 8 × (2 – OVER8))
24.4.1 USART character description

Word length may be selected as being either 8 or 9 bits by programming the M bit in the
USART_CR1 register (see Figure 215).

The TX pin is in low state during the start bit. It is in high state during the stop bit.

An Idle character is interpreted as an entire frame of “1”s followed by the start bit of the
next frame that contains data (The number of “1” ‘s will include 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 either 1 or 2 stop bits (logic “1” bit) to acknowledge the
start bit.

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 215. Word length programming

8-bit word length (M bit is reset), 1 Stop bit
24.4.2 Transmitter

The transmitter can send data words of either 8 or 9 bits depending on the M bit status. When the transmit enable bit (TE) is set, the data in the transmit shift register is output on the TX pin and the corresponding clock pulses are output on the SCLK pin.

Character transmission

During an USART transmission, data shifts out least significant bit first on the TX pin. In this mode, the USART_DR register consists of a buffer (TDR) between the internal bus and the transmit shift register (see Figure 214).

Every character is preceded by a start bit that 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 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.
• 0.5 stop bit: To be used when receiving data in Smartcard mode.
• 1.5 stop bits: To be used when transmitting and receiving data in Smartcard mode.

An idle frame transmission will include the stop bits.

A break transmission will be 10 low bits followed by the configured number of stop bits (when m = 0) and 11 low bits followed by the configured number of stop bits (when m = 1). It is not possible to transmit long breaks (break of length greater than 10/11 low bits).
Figure 216. Configurable stop bits

Procedure:
1. Enable the USART by writing the UE bit in USART_CR1 register to 1.
2. Program the M bit in USART_CR1 to define the word length.
3. Program the number of stop bits in USART_CR2.
4. Select DMA enable (DMAT) in USART_CR3 if Multi buffer Communication is to take place. Configure the DMA register as explained in multibuffer communication.
5. Select the desired baud rate using the USART_BRR register.
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_DR 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_DR 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.

Single byte communication

Clearing the TXE bit is always performed by a write to the data register.

The TXE bit is set by hardware and it indicates:
- The data has been moved from TDR to the shift register and the data transmission has started.
- The TDR register is empty.
- The next data can be written in the USART_DR 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 USART_DR register stores the data in the TDR register and which is copied in the shift register at the end of the current transmission.

When no transmission is taking place, a write instruction to the USART_DR register places the data directly in the shift register, the data transmission starts, and the TXE bit is immediately 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 into the USART_DR 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 217: TC/TXE behavior when transmitting).

The TC bit is cleared by the following software sequence:
1. A read from the USART_SR register
2. A write to the USART_DR register

**Note:** The TC bit can also be cleared by writing a '0 to it. This clearing sequence is recommended only for Multibuffer communication.

**Figure 217. TC/TXE behavior when transmitting**

---

**Break characters**

Setting the SBK bit transmits a break character. The break frame length depends on the M bit (see Figure 215).

If the SBK bit is set to ‘1 a break character is sent on the TX line after completing the current character transmission. This bit is reset by hardware when the break character is completed (during the stop bit of the break character). The USART inserts a logic 1 bit at the end of the last break frame to guarantee the recognition of the start bit of the next frame.

**Note:** If the software resets the SBK bit before the commencement of break transmission, the break character will not be transmitted. For two consecutive breaks, the SBK bit should be set after the stop bit of the previous break.

**Idle characters**

Setting the TE bit drives the USART to send an idle frame before the first data frame.
24.4.3 Receiver

The USART can receive data words of either 8 or 9 bits depending on the M bit 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 0 0 0 0.

Figure 218. 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 NE noise flag is set if, for both samplings, at least 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). If this condition is not met, the start detection aborts and the receiver returns to the idle state (no flag is set).

If, 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, the start bit is validated but the NE noise flag bit is set.

Character reception

During an USART reception, data shifts in least significant bit first through the RX pin. In this mode, the USART_DR register consists of a buffer (RDR) between the internal bus and the received shift register.
Universal synchronous receiver transmitter (USART) / universal asynchronous receiver

Procedure:
1. Enable the USART by writing the UE bit in USART_CR1 register to 1.
2. Program the M bit in USART_CR1 to define the word length.
3. Program the number of stop bits in USART_CR2.
4. Select DMA enable (DMAR) in USART_CR3 if multibuffer communication is to take place. Configure the DMA register as explained in multibuffer communication. STEP 3
5. Select the desired baud rate using the baud rate register USART_BRR
6. Set the RE bit USART_CR1. This enables the receiver that 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.
- In multibuffer, RXNE is set after every byte received and is cleared by the DMA read to the Data Register.
- In single buffer mode, clearing the RXNE bit is performed by a software read to the USART_DR register. The RXNE flag can also be cleared by writing a zero to it. The RXNE bit must be cleared before the end of the reception of the next character to avoid an overrun error.

Note: The RE bit should not be reset while receiving data. If the RE bit is disabled during reception, the reception of the current byte will be aborted.

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 a data received 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_DR 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 both the EIE and DMAR bits are set.
- The ORE bit is reset by a read to the USART_SR register followed by a USART_DR register read operation.

**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. It may also occur when the new data is received during the reading sequence (between the USART_SR register read access and the USART_DR read access).

### Selecting the proper oversampling method

The receiver implements different user-configurable oversampling techniques (except in synchronous mode) for data recovery by discriminating between valid incoming data and noise.

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 219 and Figure 220).

Depending on the application:

- select oversampling by 8 (OVER8=1) to achieve higher speed (up to fPCLK/8). In this case the maximum receiver tolerance to clock deviation is reduced (refer to Section 24.4.5: USART receiver tolerance to clock deviation)
- 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 fPCLK/16

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 106) 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 tolerance to clock deviations (see Section 24.4.5: USART receiver tolerance to clock deviation)
The NF bit is reset by a USART_SR register read operation followed by a USART_DR register read operation.

Note: Oversampling by 8 is not available in the Smartcard, IrDA and LIN modes. In those modes, the OVER8 bit is forced to '0' by hardware.
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_DR register.
- No interrupt is generated in case of single byte communication. However this bit rises at the same time as the RXNE bit that 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 a USART_SR register read operation followed by a USART_DR register read operation.

### 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.

1. **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.
2. **1 stop bit:** Sampling for 1 stop bit is done on the 8th, 9th and 10th samples.
3. **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 bit. 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 bit can be decomposed into two 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 24.4.11 for more details.
4. **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

---

### Table 106. Noise detection from sampled data (continued)

<table>
<thead>
<tr>
<th>Sampled value</th>
<th>NE status</th>
<th>Received bit value</th>
</tr>
</thead>
<tbody>
<tr>
<td>010</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>011</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>100</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>101</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>110</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>111</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

---

**010 1 0**

**011 1 1**

**100 1 0**

**101 1 1**

**110 1 1**

**111 0 1**

---

Table 106. Noise detection from sampled data (continued)
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.

24.4.4 Fractional 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 Mantissa and Fraction values of USARTDIV.

**Equation 1: Baud rate for standard USART (SPI mode included)**

\[
\text{Tx/Rx baud} = \frac{f_{\text{CK}}}{8 \times (2 - \text{OVER8}) \times \text{USARTDIV}}
\]

**Equation 2: Baud rate in Smartcard, LIN and IrDA modes**

\[
\text{Tx/Rx baud} = \frac{f_{\text{CK}}}{16 \times \text{USARTDIV}}
\]

USARTDIV is an unsigned fixed point number that is coded on the USART_BRR register.

- When OVER8=0, the fractional part is coded on 4 bits and programmed by the DIV_fraction[3:0] bits in the USART_BRR register.
- When OVER8=1, the fractional part is coded on 3 bits and programmed by the DIV_fraction[2:0] bits in the USART_BRR register, and bit DIV_fraction[3] must be kept cleared.

**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.

**How to derive USARTDIV from USART_BRR register values when OVER8=0**

**Example 1:**

If DIV_Mantissa = 0d27 and DIV_Fraction = 0d12 (USART_BRR = 0x1BC), then

- Mantissa (USARTDIV) = 0d27
- Fraction (USARTDIV) = 12/16 = 0d0.75
- Therefore USARTDIV = 0d27.75

**Example 2:**

To program USARTDIV = 0d25.62

This leads to:

- DIV_Fraction = 16*0d0.62 = 0d9.92
- The nearest real number is 0d10 = 0xA
- DIV_Mantissa = mantissa (0d25.620) = 0d25 = 0x19

Then, USART_BRR = 0x19A hence USARTDIV = 0d25.625

**Example 3:**

To program USARTDIV = 0d50.99
This leads to:
DIV_Fraction = 16*0d0.99 = 0d15.84

The nearest real number is 0d16 = 0x10 => overflow of DIV_frac[3:0] => carry must be added up to the mantissa

DIV_Mantissa = mantissa (0d50.990 + carry) = 0d51 = 0x33

Then, USART_BRR = 0x330 hence USARTDIV = 0d51.000

**How to derive USARTDIV from USART_BRR register values when OVER8=1**

**Example 1:**
If DIV_Mantissa = 0x27 and DIV_Fraction[2:0]= 0d6 (USART_BRR = 0x1B6), then
Mantissa (USARTDIV) = 0d27
Fraction (USARTDIV) = 6/8 = 0d0.75
Therefore USARTDIV = 0d27.75

**Example 2:**
To program USARTDIV = 0d25.62
This leads to:
DIV_Fraction = 8*0d0.62 = 0d4.96
The nearest real number is 0d5 = 0x5
DIV_Mantissa = mantissa (0d25.620) = 0d25 = 0x19
Then, USART_BRR = 0x195 => USARTDIV = 0d25.625

**Example 3:**
To program USARTDIV = 0d50.99
This leads to:
DIV_Fraction = 8*0d0.99 = 0d7.92
The nearest real number is 0d8 = 0x8 => overflow of the DIV_frac[2:0] => carry must be added up to the mantissa
DIV_Mantissa = mantissa (0d50.990 + carry) = 0d51 = 0x33
Then, USART_BRR = 0x0330 => USARTDIV = 0d51.000
Table 107. Error calculation for programmed baud rates at $f_{\text{PCLK}} = 8$ MHz or $f_{\text{PCLK}} = 12$ MHz, oversampling by 16$^{(1)}$

<table>
<thead>
<tr>
<th>Baud rate</th>
<th>$f_{\text{PCLK}} = 8$ MHz</th>
<th>$f_{\text{PCLK}} = 12$ MHz</th>
</tr>
</thead>
<tbody>
<tr>
<td>S.No</td>
<td>Desired Value</td>
<td>Actual Value</td>
</tr>
<tr>
<td>1</td>
<td>1.2 Kbps</td>
<td>1.2 Kbps</td>
</tr>
<tr>
<td>2</td>
<td>2.4 Kbps</td>
<td>2.4 Kbps</td>
</tr>
<tr>
<td>3</td>
<td>9.6 Kbps</td>
<td>9.604 Kbps</td>
</tr>
<tr>
<td>4</td>
<td>19.2 Kbps</td>
<td>19.185 Kbps</td>
</tr>
<tr>
<td>5</td>
<td>38.4 Kbps</td>
<td>38.462 Kbps</td>
</tr>
<tr>
<td>6</td>
<td>57.6 Kbps</td>
<td>57.554 Kbps</td>
</tr>
<tr>
<td>7</td>
<td>115.2 Kbps</td>
<td>115.942 Kbps</td>
</tr>
<tr>
<td>8</td>
<td>230.4 Kbps</td>
<td>228.571 Kbps</td>
</tr>
<tr>
<td>9</td>
<td>460.8 Kbps</td>
<td>470.588 Kbps</td>
</tr>
</tbody>
</table>

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.

Table 108. Error calculation for programmed baud rates at $f_{\text{PCLK}} = 8$ MHz or $f_{\text{PCLK}} = 12$ MHz, oversampling by 8$^{(1)}$

<table>
<thead>
<tr>
<th>Baud rate</th>
<th>$f_{\text{PCLK}} = 8$ MHz</th>
<th>$f_{\text{PCLK}} = 12$ MHz</th>
</tr>
</thead>
<tbody>
<tr>
<td>S.No</td>
<td>Desired Value</td>
<td>Actual Value</td>
</tr>
<tr>
<td>1</td>
<td>1.2 Kbps</td>
<td>1.2 Kbps</td>
</tr>
<tr>
<td>2</td>
<td>2.4 Kbps</td>
<td>2.4 Kbps</td>
</tr>
<tr>
<td>3</td>
<td>9.6 Kbps</td>
<td>9.604 Kbps</td>
</tr>
<tr>
<td>4</td>
<td>19.2 Kbps</td>
<td>19.185 Kbps</td>
</tr>
<tr>
<td>5</td>
<td>38.4 Kbps</td>
<td>38.462 Kbps</td>
</tr>
<tr>
<td>6</td>
<td>57.6 Kbps</td>
<td>57.554 Kbps</td>
</tr>
<tr>
<td>7</td>
<td>115.2 Kbps</td>
<td>115.942 Kbps</td>
</tr>
<tr>
<td>8</td>
<td>230.4 Kbps</td>
<td>228.571 Kbps</td>
</tr>
</tbody>
</table>
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.

Table 108. Error calculation for programmed baud rates at \( f_{PCLK} = 8 \) MHz or \( f_{PCLK} = 12 \) MHz, oversampling by 8\(^{(1)}\) (continued)

<table>
<thead>
<tr>
<th>Oversampling by 8 (OVER8 = 1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baud rate</td>
</tr>
<tr>
<td>S.No</td>
</tr>
<tr>
<td>------</td>
</tr>
<tr>
<td>9</td>
</tr>
<tr>
<td>10</td>
</tr>
</tbody>
</table>

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.

Table 109. Error calculation for programmed baud rates at \( f_{PCLK} = 16 \) MHz or \( f_{PCLK} = 24 \) MHz, oversampling by 16\(^{(1)}\)

<table>
<thead>
<tr>
<th>Oversampling by 16 (OVER8 = 0)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baud rate</td>
</tr>
<tr>
<td>S.No</td>
</tr>
<tr>
<td>------</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>8</td>
</tr>
<tr>
<td>9</td>
</tr>
<tr>
<td>10</td>
</tr>
</tbody>
</table>

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.
**Table 110. Error calculation for programmed baud rates at \( f_{PCLK} = 16 \text{ MHz} \) or \( f_{PCLK} = 24 \text{ MHz} \), oversampling by 8\(^{(1)}\)**

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>(%) Error = (Calculated - Desired) B_rate / Desired B_rate</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1.2 Kbps</td>
<td>1.2 Kbps</td>
<td>0</td>
<td>1.2 Kbps</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>2.4 Kbps</td>
<td>2.4 Kbps</td>
<td>0</td>
<td>2.4 Kbps</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>9.6 Kbps</td>
<td>9.598 Kbps</td>
<td>0.02</td>
<td>9.6 Kbps</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>19.2 Kbps</td>
<td>19.208 Kbps</td>
<td>0.04</td>
<td>19.2 Kbps</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>38.4 Kbps</td>
<td>38.369 Kbps</td>
<td>0.08</td>
<td>38.4 Kbps</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>57.6 Kbps</td>
<td>57.554 Kbps</td>
<td>0.08</td>
<td>57.554 Kbps</td>
<td>0.08</td>
</tr>
<tr>
<td>7</td>
<td>115.2 Kbps</td>
<td>115.108 Kbps</td>
<td>0.08</td>
<td>115.385 Kbps</td>
<td>0.16</td>
</tr>
<tr>
<td>8</td>
<td>230.4 Kbps</td>
<td>231.884 Kbps</td>
<td>0.64</td>
<td>230.769 Kbps</td>
<td>0.16</td>
</tr>
<tr>
<td>9</td>
<td>460.8 Kbps</td>
<td>457.143 Kbps</td>
<td>0.79</td>
<td>461.538 Kbps</td>
<td>0.16</td>
</tr>
<tr>
<td>10</td>
<td>921.6 Kbps</td>
<td>941.176 Kbps</td>
<td>2.12</td>
<td>923.077 Kbps</td>
<td>0.16</td>
</tr>
<tr>
<td>11</td>
<td>2 Mpbs</td>
<td>2000 Kbps</td>
<td>0</td>
<td>2000 Kbps</td>
<td>0</td>
</tr>
<tr>
<td>12</td>
<td>3 Mpbs</td>
<td>NA</td>
<td>NA</td>
<td>3000 Kbps</td>
<td>0</td>
</tr>
</tbody>
</table>

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.

**Table 111. Error calculation for programmed baud rates at \( f_{PCLK} = 8 \text{ MHz} \) or \( f_{PCLK} = 16 \text{ MHz} \), oversampling by 16\(^{(1)}\)**

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>(%) Error = (Calculated - Desired) B_rate / Desired B_rate</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2.4 Kbps</td>
<td>2.400 Kbps</td>
<td>0.00%</td>
<td>2.400 Kbps</td>
<td>0.00%</td>
</tr>
<tr>
<td>2</td>
<td>9.6 Kbps</td>
<td>9.604 Kbps</td>
<td>0.04%</td>
<td>9.598 Kbps</td>
<td>0.02%</td>
</tr>
<tr>
<td>3</td>
<td>19.2 Kbps</td>
<td>19.185 Kbps</td>
<td>0.08%</td>
<td>19.208 Kbps</td>
<td>0.04%</td>
</tr>
<tr>
<td>4</td>
<td>57.6 Kbps</td>
<td>57.554 Kbps</td>
<td>0.08%</td>
<td>57.554 Kbps</td>
<td>0.08%</td>
</tr>
<tr>
<td>5</td>
<td>115.2 Kbps</td>
<td>115.942 Kbps</td>
<td>0.64%</td>
<td>115.108 Kbps</td>
<td>0.08%</td>
</tr>
<tr>
<td>6</td>
<td>230.4 Kbps</td>
<td>228.571 Kbps</td>
<td>0.79%</td>
<td>231.884 Kbps</td>
<td>0.64%</td>
</tr>
<tr>
<td>7</td>
<td>460.8 Kbps</td>
<td>470.588 Kbps</td>
<td>2.12%</td>
<td>457.143 Kbps</td>
<td>0.79%</td>
</tr>
</tbody>
</table>
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.

### Table 111. Error calculation for programmed baud rates at \(f_{\text{PCLK}} = 8\, \text{MHz}\) or \(f_{\text{PCLK}} = 16\, \text{MHz}\), oversampling by 16\(^{(1)}\) (continued)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>(% \text{ Error} = (\text{Calculated} - \text{Desired})/\text{Desired B.Rate})</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>896 KBps</td>
<td>NA</td>
<td>888.889 KBps</td>
<td>0.79%</td>
</tr>
<tr>
<td>9</td>
<td>921.6 KBps</td>
<td>NA</td>
<td>941.176 KBps</td>
<td>2.12%</td>
</tr>
</tbody>
</table>

\(^{(1)}\) 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.

### Table 112. Error calculation for programmed baud rates at \(f_{\text{PCLK}} = 8\, \text{MHz}\) or \(f_{\text{PCLK}} = 16\, \text{MHz}\), oversampling by 8\(^{(1)}\)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>(% \text{ Error} = (\text{Calculated} - \text{Desired})/\text{Desired B.Rate})</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2.4 KBps</td>
<td>416.625</td>
<td>833.375</td>
<td>0.00%</td>
</tr>
<tr>
<td>2</td>
<td>9.6 KBps</td>
<td>57.557 KBps</td>
<td>34.750</td>
<td>0.08%</td>
</tr>
<tr>
<td>3</td>
<td>19.2 KBps</td>
<td>115.942 KBps</td>
<td>17.375</td>
<td>0.08%</td>
</tr>
<tr>
<td>4</td>
<td>57.6 KBps</td>
<td>231.884 KBps</td>
<td>8.625</td>
<td>0.64%</td>
</tr>
<tr>
<td>5</td>
<td>230.4 KBps</td>
<td>460.8 KBps</td>
<td>4.375</td>
<td>0.79%</td>
</tr>
<tr>
<td>6</td>
<td>460.8 KBps</td>
<td>888.889 KBps</td>
<td>2.125</td>
<td>0.79%</td>
</tr>
<tr>
<td>7</td>
<td>896 KBps</td>
<td>888.889 KBps</td>
<td>1.25</td>
<td>0.79%</td>
</tr>
<tr>
<td>9</td>
<td>921.6 KBps</td>
<td>941.176 KBps</td>
<td>2.125</td>
<td>0.79%</td>
</tr>
<tr>
<td>10</td>
<td>1.792 MBps</td>
<td>NA</td>
<td>1.7777 MBps</td>
<td>0.79%</td>
</tr>
<tr>
<td>11</td>
<td>1.8432 MBps</td>
<td>NA</td>
<td>1.7777 MBps</td>
<td>3.55%</td>
</tr>
</tbody>
</table>

\(^{(1)}\) 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.
### Table 113. Error calculation for programmed baud rates at \( f_{PCLK} = 30 \) MHz or \( f_{PCLK} = 60 \) MHz, oversampling by 16\(^{(1)(2)}\)

#### Oversampling by 16 (OVER8=0)

<table>
<thead>
<tr>
<th>Baud rate</th>
<th>( f_{PCLK} = 30 ) MHz</th>
<th>% Error = (Calculated - Desired) ( B.) Rate / Desired ( B.) Rate</th>
<th>( f_{PCLK} = 60 ) MHz</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>S.No</td>
<td>Desired Value</td>
<td>Actual Value in the baud rate register</td>
<td>Actual Value</td>
<td>% Error</td>
</tr>
<tr>
<td>1</td>
<td>2.4 KBps</td>
<td>2.400 Kbps</td>
<td>781.2500</td>
<td>0.00%</td>
</tr>
<tr>
<td>2</td>
<td>9.6 KBps</td>
<td>9.600 Kbps</td>
<td>195.3125</td>
<td>0.00%</td>
</tr>
<tr>
<td>3</td>
<td>19.2 KBps</td>
<td>19.194 Kbps</td>
<td>97.6875</td>
<td>0.03%</td>
</tr>
<tr>
<td>4</td>
<td>57.6 KBps</td>
<td>57.582 KBps</td>
<td>32.5625</td>
<td>0.03%</td>
</tr>
<tr>
<td>5</td>
<td>115.2 KBps</td>
<td>115.385 KBps</td>
<td>16.2500</td>
<td>0.16%</td>
</tr>
<tr>
<td>6</td>
<td>230.4 KBps</td>
<td>230.769 KBps</td>
<td>8.1250</td>
<td>0.16%</td>
</tr>
<tr>
<td>7</td>
<td>460.8 KBps</td>
<td>461.538 KBps</td>
<td>4.0625</td>
<td>0.16%</td>
</tr>
<tr>
<td>8</td>
<td>896 KBps</td>
<td>909.091 KBps</td>
<td>2.0625</td>
<td>1.36%</td>
</tr>
<tr>
<td>9</td>
<td>921.6 KBps</td>
<td>909.091 KBps</td>
<td>2.0625</td>
<td>1.36%</td>
</tr>
<tr>
<td>10</td>
<td>1.792 MBps</td>
<td>1.764 MBps</td>
<td>1.0000</td>
<td>1.73%</td>
</tr>
<tr>
<td>11</td>
<td>1.8432 MBps</td>
<td>1.8750 MBps</td>
<td>1.0000</td>
<td>1.73%</td>
</tr>
<tr>
<td>12</td>
<td>3.584 MBps</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>13</td>
<td>3.6864 MBps</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

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.

2. Only USART1 and USART6 are clocked with PCLK2. Other USARTs are clocked with PCLK1. Refer to the device datasheets for the maximum values for PCLK1 and PCLK2.

### Table 114. Error calculation for programmed baud rates at \( f_{PCLK} = 30 \) MHz or \( f_{PCLK} = 60 \) MHz, oversampling by 8\(^{(1)(2)}\)

#### Oversampling by 8 (OVER8=1)

<table>
<thead>
<tr>
<th>Baud rate</th>
<th>( f_{PCLK} = 30 ) MHz</th>
<th>% Error = (Calculated - Desired) ( B.) Rate / Desired ( B.) Rate</th>
<th>( f_{PCLK} = 60 ) MHz</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>S.No</td>
<td>Desired Value</td>
<td>Actual Value in the baud rate register</td>
<td>Actual Value</td>
<td>% Error</td>
</tr>
<tr>
<td>1</td>
<td>2.4 KBps</td>
<td>2.400 Kbps</td>
<td>1562.5000</td>
<td>0.00%</td>
</tr>
<tr>
<td>2</td>
<td>9.6 KBps</td>
<td>9.600 Kbps</td>
<td>390.6250</td>
<td>0.00%</td>
</tr>
<tr>
<td>3</td>
<td>19.2 KBps</td>
<td>19.194 Kbps</td>
<td>195.3750</td>
<td>0.03%</td>
</tr>
<tr>
<td>4</td>
<td>57.6 KBps</td>
<td>57.582 KBps</td>
<td>65.1250</td>
<td>0.16%</td>
</tr>
<tr>
<td>5</td>
<td>115.2 KBps</td>
<td>115.385 KBps</td>
<td>32.5000</td>
<td>0.16%</td>
</tr>
<tr>
<td>6</td>
<td>230.4 KBps</td>
<td>230.769 KBps</td>
<td>16.2500</td>
<td>0.16%</td>
</tr>
</tbody>
</table>
Table 114. Error calculation for programmed baud rates at \( f_{PCLK} = 30 \text{ MHz} \) or \( f_{PCLK} = 60 \text{ MHz} \), oversampling by 8\(^{(1)}\) (2) (continued)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error = (Calculated - Desired) B.Rate / Desired B.Rate</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>460.8 KBps</td>
<td>461.538 KBps</td>
<td>8.1250</td>
<td>461.538 KBps</td>
<td>16.2500</td>
</tr>
<tr>
<td>8</td>
<td>896 KBps</td>
<td>909.091 KBps</td>
<td>4.1250</td>
<td>895.522 KBps</td>
<td>8.3750</td>
</tr>
<tr>
<td>9</td>
<td>921.6 KBps</td>
<td>909.091 KBps</td>
<td>4.1250</td>
<td>923.077 KBps</td>
<td>8.1250</td>
</tr>
<tr>
<td>10</td>
<td>1.792 MBps</td>
<td>1.7647 MBps</td>
<td>2.1250</td>
<td>1.8182 MBps</td>
<td>4.1250</td>
</tr>
<tr>
<td>11</td>
<td>1.8432 MBps</td>
<td>1.8750 MBps</td>
<td>2.0000</td>
<td>1.8182 MBps</td>
<td>4.1250</td>
</tr>
<tr>
<td>12</td>
<td>3.584 MBps</td>
<td>3.7500 MBps</td>
<td>1.0000</td>
<td>3.5294 MBps</td>
<td>2.1250</td>
</tr>
<tr>
<td>13</td>
<td>3.6864 MBps</td>
<td>3.7500 MBps</td>
<td>1.0000</td>
<td>3.7500 MBps</td>
<td>2.0000</td>
</tr>
<tr>
<td>14</td>
<td>7.168 MBps</td>
<td>NA</td>
<td>NA</td>
<td>7.5000 MBps</td>
<td>1.0000</td>
</tr>
<tr>
<td>15</td>
<td>7.3728 MBps</td>
<td>NA</td>
<td>NA</td>
<td>7.5000 MBps</td>
<td>1.0000</td>
</tr>
</tbody>
</table>

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.

2. Only USART1 and USART6 are clocked with PCLK2. Other USARTs are clocked with PCLK1. Refer to the device datasheets for the maximum values for PCLK1 and PCLK2.

Table 115. Error calculation for programmed baud rates at \( f_{PCLK} = 42 \text{ MHz} \) or \( f_{PCLK} = 84 \text{ Hz} \), oversampling by 16\(^{(1)}\)(2)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error = (Calculated - Desired) B.Rate / Desired B.Rate</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1.2 KBps</td>
<td>1.2 KBps</td>
<td>2187.5</td>
<td>1.2 KBps</td>
<td>4375</td>
</tr>
<tr>
<td>2</td>
<td>2.4 KBps</td>
<td>2.4 KBps</td>
<td>1093.75</td>
<td>2.4 KBps</td>
<td>2187.5</td>
</tr>
<tr>
<td>3</td>
<td>9.6 KBps</td>
<td>9.6 KBps</td>
<td>273.475</td>
<td>9.6 KBps</td>
<td>546.875</td>
</tr>
<tr>
<td>4</td>
<td>19.2 KBps</td>
<td>19.195 KBps</td>
<td>136.75</td>
<td>19.2 KBps</td>
<td>273.475</td>
</tr>
<tr>
<td>5</td>
<td>38.4 KBps</td>
<td>38.391 KBps</td>
<td>68.375</td>
<td>38.391 KBps</td>
<td>136.75</td>
</tr>
<tr>
<td>6</td>
<td>57.6 KBps</td>
<td>57.613 KBps</td>
<td>45.5625</td>
<td>57.613 KBps</td>
<td>91.125</td>
</tr>
<tr>
<td>7</td>
<td>115.2 KBps</td>
<td>115.068 KBps</td>
<td>22.8125</td>
<td>115.226 KBps</td>
<td>45.5625</td>
</tr>
<tr>
<td>8</td>
<td>230.4 KBps</td>
<td>230.769 KBps</td>
<td>11.375</td>
<td>230.137 KBps</td>
<td>22.8125</td>
</tr>
<tr>
<td>9</td>
<td>460.8 KBps</td>
<td>461.538 KBps</td>
<td>5.6875</td>
<td>461.538 KBps</td>
<td>11.375</td>
</tr>
</tbody>
</table>
Table 115. Error calculation for programmed baud rates at \( f_{PCLK} = 42 \) MHz or \( f_{PCLK} = 84 \) Hz, oversampling by \( 16^{(1)(2)} \) (continued)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error = ((\text{Calculated} - \text{Desired})/\text{Desired B.Rate})\times 100%)</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>921.6 KBps</td>
<td>913.043 KBps</td>
<td>2.875</td>
<td>0.93</td>
</tr>
<tr>
<td>11</td>
<td>1.792 MBps</td>
<td>1.826 MBps</td>
<td>1.4375</td>
<td>1.9</td>
</tr>
<tr>
<td>12</td>
<td>1.8432 MBps</td>
<td>1.826 MBps</td>
<td>1.4375</td>
<td>0.93</td>
</tr>
<tr>
<td>13</td>
<td>3.584 MBps</td>
<td>NA</td>
<td>NA</td>
<td>3.652 MBps</td>
</tr>
<tr>
<td>14</td>
<td>3.6864 MBps</td>
<td>NA</td>
<td>NA</td>
<td>3.652 MBps</td>
</tr>
</tbody>
</table>

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.

2. Only USART1 and USART6 are clocked with PCLK2. Other USARTs are clocked with PCLK1. Refer to the device datasheets for the maximum values for PCLK1 and PCLK2.

Table 116. Error calculation for programmed baud rates at \( f_{PCLK} = 42 \) MHz or \( f_{PCLK} = 84 \) MHz, oversampling by \( 8^{(1)(2)} \)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error = ((\text{Calculated} - \text{Desired})/\text{Desired B.Rate})\times 100%)</th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1.2 KBps</td>
<td>1.2 KBps</td>
<td>4375</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>2.4 KBps</td>
<td>2.4 KBps</td>
<td>2187.5</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>9.6 KBps</td>
<td>9.6 KBps</td>
<td>546.875</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>19.2 KBps</td>
<td>19.195 KBps</td>
<td>273.5</td>
<td>0.02</td>
</tr>
<tr>
<td>5</td>
<td>38.4 KBps</td>
<td>38.391 KBps</td>
<td>136.75</td>
<td>0.02</td>
</tr>
<tr>
<td>6</td>
<td>57.6 KBps</td>
<td>57.613 KBps</td>
<td>91.125</td>
<td>0.02</td>
</tr>
<tr>
<td>7</td>
<td>115.2 KBps</td>
<td>115.068 KBps</td>
<td>45.625</td>
<td>0.11</td>
</tr>
<tr>
<td>8</td>
<td>230.4 KBps</td>
<td>230.769 KBps</td>
<td>22.75</td>
<td>0.11</td>
</tr>
<tr>
<td>9</td>
<td>460.8 KBps</td>
<td>461.538 KBps</td>
<td>11.375</td>
<td>0.16</td>
</tr>
<tr>
<td>10</td>
<td>921.6 KBps</td>
<td>913.043 KBps</td>
<td>5.75</td>
<td>0.93</td>
</tr>
<tr>
<td>11</td>
<td>1.792 MBps</td>
<td>1.826 MBps</td>
<td>2.875</td>
<td>1.9</td>
</tr>
<tr>
<td>12</td>
<td>1.8432 MBps</td>
<td>1.826 MBps</td>
<td>2.875</td>
<td>0.93</td>
</tr>
<tr>
<td>13</td>
<td>3.584 MBps</td>
<td>3.5 MBps</td>
<td>1.5</td>
<td>2.34</td>
</tr>
<tr>
<td>14</td>
<td>3.6864 MBps</td>
<td>3.82 MBps</td>
<td>1.375</td>
<td>3.57</td>
</tr>
</tbody>
</table>
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.

2. Only USART1 and USART6 are clocked with PCLK2. Other USARTs are clocked with PCLK1. Refer to the device datasheets for the maximum values for PCLK1 and PCLK2.

Table 116. Error calculation for programmed baud rates at $f_{PCLK} = 42$ MHz or $f_{PCLK} = 84$ MHz, oversampling by 8(1)(2) (continued)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error = (Calculated - Desired B.Rate) / Desired B.Rate</th>
<th>Actual <em>Value programmed in the baud rate register</em></th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>7.168 MBps NA</td>
<td>NA</td>
<td>NA</td>
<td>7 MBps</td>
<td>1.5</td>
</tr>
<tr>
<td>16</td>
<td>7.3728 MBps NA</td>
<td>NA</td>
<td>NA</td>
<td>7.636 MBps</td>
<td>1.375</td>
</tr>
<tr>
<td>18</td>
<td>9 MBps</td>
<td>NA</td>
<td>NA</td>
<td>9.333 MBps</td>
<td>1.125</td>
</tr>
<tr>
<td>20</td>
<td>10.5 MBps</td>
<td>NA</td>
<td>NA</td>
<td>10.5 MBps</td>
<td>1</td>
</tr>
</tbody>
</table>

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.

2. Only USART1 and USART6 are clocked with PCLK2. Other USARTs are clocked with PCLK1. Refer to the device datasheets for the maximum values for PCLK1 and PCLK2.

Table 117. Error calculation for programmed baud rates at $f_{PCLK} = 100$ MHz or $f_{PCLK} = 50$ MHz, oversampling by 16(1)(2)

<table>
<thead>
<tr>
<th>S.No</th>
<th>Desired Value programmed in the baud rate register</th>
<th>Actual Value programmed in the baud rate register</th>
<th>% Error = (Calculated - Desired B.Rate) / Desired B.Rate</th>
<th>Actual <em>Value programmed in the baud rate register</em></th>
<th>% Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>9.600 Kbps 651</td>
<td>9.601 Kbps</td>
<td>0.006</td>
<td>9.601 Kbps</td>
<td>325.5</td>
</tr>
<tr>
<td>2</td>
<td>19.200 Kbps 325</td>
<td>19.201 Kbps</td>
<td>0.006</td>
<td>19.201 Kbps</td>
<td>162.75</td>
</tr>
<tr>
<td>3</td>
<td>38.400 Kbps 162.75</td>
<td>38.402 Kbps</td>
<td>0.006</td>
<td>38.402 Kbps</td>
<td>81.375</td>
</tr>
<tr>
<td>4</td>
<td>57.600 Kbps 108.5</td>
<td>57.603 Kbps</td>
<td>0.006</td>
<td>57.603 Kbps</td>
<td>54.25</td>
</tr>
<tr>
<td>5</td>
<td>115.200 Kbps 54.25</td>
<td>115.207 Kbps</td>
<td>0.006</td>
<td>115.207 Kbps</td>
<td>27.125</td>
</tr>
<tr>
<td>6</td>
<td>230.400 Kbps 27.125</td>
<td>230.414 Kbps</td>
<td>0.006</td>
<td>230.414 Kbps</td>
<td>13.5625</td>
</tr>
<tr>
<td>7</td>
<td>460.800 Kbps 13.5625</td>
<td>460.829 Kbps</td>
<td>0.006</td>
<td>462.962 Kbps</td>
<td>6.75</td>
</tr>
<tr>
<td>8</td>
<td>921.600 Kbps 6.75</td>
<td>925.925 Kbps</td>
<td>0.470</td>
<td>925.925 Kbps</td>
<td>3.375</td>
</tr>
<tr>
<td>9</td>
<td>3.125 MBps 2</td>
<td>3.125 MBps</td>
<td>0</td>
<td>3.125 MBps</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>4.000 MBps 1</td>
<td>4.000 MBps</td>
<td>0</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>11</td>
<td>6.250 MBps 1</td>
<td>6.250 MBps</td>
<td>0</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

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.

2. Only USART1 and USART6 are clocked with PCLK2. Other USARTs are clocked with PCLK1. Refer to the device datasheets for the maximum values for PCLK1 and PCLK2.
The USART asynchronous receiver works correctly only if the total clock system deviation is smaller than the USART receiver tolerance. The causes that contribute to the total deviation are:

- **DTRA**: Deviation due to the transmitter error (also includes the deviation of the transmitter local oscillator)
- **DQUANT**: Error due to the baud rate quantization of the receiver
- **DREC**: Deviation of the receiver local oscillator
- **DTCL**: Deviation due to the transmission line (generally due to the transceivers that can introduce an asymmetry between the low-to-high transition timing and the high-to-low transition timing)

\[
\text{DTRA} + \text{DQUANT} + \text{DREC} + \text{DTCL} < \text{USART receiver tolerance}
\]
The USART receiver tolerance to properly receive data is equal to the maximum tolerated deviation and depends on the following choices:

- 10- or 11-bit character length defined by the M bit in the USART_CR1 register
- oversampling by 8 or 16 defined by the OVER8 bit in the USART_CR1 register
- use of fractional baud rate or not
- 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 119. USART receiver tolerance when DIV fraction is 0

<table>
<thead>
<tr>
<th>M bit</th>
<th>OVER8 bit = 0</th>
<th>OVER8 bit = 1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>ONEBIT=0</td>
<td>ONEBIT=1</td>
</tr>
<tr>
<td>0</td>
<td>3.75%</td>
<td>4.375%</td>
</tr>
<tr>
<td>1</td>
<td>3.41%</td>
<td>3.97%</td>
</tr>
</tbody>
</table>

### Table 120. USART receiver tolerance when DIV_Fraction is different from 0

<table>
<thead>
<tr>
<th>M bit</th>
<th>OVER8 bit = 0</th>
<th>OVER8 bit = 1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>ONEBIT=0</td>
<td>ONEBIT=1</td>
</tr>
<tr>
<td>0</td>
<td>3.33%</td>
<td>3.88%</td>
</tr>
<tr>
<td>1</td>
<td>3.03%</td>
<td>3.53%</td>
</tr>
</tbody>
</table>

Note: The figures specified in Table 119 and Table 120 may slightly differ in the special case when the received frames contain some idle frames of exactly 10-bit times when M=0 (11-bit times when M=1).

### 24.4.6 Multiprocessor communication

There is a possibility of performing multiprocessor communication with the USART (several USARTs connected in a network). For instance one of the USARTs can be the master, its TX output is connected to the RX input of the other USART. 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 mute mode:

- None of the reception status bits can be set.
- All the receive interrupts are inhibited.
- The RWU bit in USART_CR1 register is set to 1. RWU can be controlled automatically by hardware or written by the software 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 RWU bit is written to 1.

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_SR register. RWU can also be written to 0 by software.

An example of mute mode behavior using Idle line detection is given in Figure 221.

Figure 221. Mute mode using Idle line detection

Address mark detection (WAKE=1)

In this mode, bytes are recognized as addresses if their MSB is a ‘1’ else they are considered as data. In an address byte, the address of the targeted receiver is put on the 4 LSB. This 4-bit word is compared by the receiver with its own address that is programmed in the ADD bits in the USART_CR2 register.

The USART enters mute mode when an address character is received that 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 nor DMA request is issued as the USART would have entered mute mode.

It exits from mute mode when an address character is received that 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.

The RWU bit can be written to as 0 or 1 when the receiver buffer contains no data (RXNE=0 in the USART_SR register). Otherwise the write attempt is ignored.

An example of mute mode behavior using address mark detection is given in Figure 222.
24.4.7 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 bit, the possible USART frame formats are as listed in Table 121.

<table>
<thead>
<tr>
<th>M bit</th>
<th>PCE bit</th>
<th>USART frame(1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>


Even parity

The parity bit is calculated to obtain an even number of “1s” inside the frame made of the 7 or 8 LSB bits (depending on whether M is equal to 0 or 1) and the parity bit.

E.g.: data=00110101; 4 bits set => 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 7 or 8 LSB bits (depending on whether M is equal to 0 or 1) and the parity bit.

E.g.: data=00110101; 4 bits set => 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_SR register and an interrupt is generated if PEIE is set in the USART_CR1 register. The PE flag is cleared by a software
sequence (a read from the status register followed by a read or write access to the USART_DR data register).

Note: In case of wakeup by an address mark: the MSB bit of the data is taken into account to identify an address but not the parity bit. And the receiver does not check the parity of the address data (PE is not set in case of a parity error).

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)).

Note: The software routine that manages the transmission can activate the software sequence that clears the PE flag (a read from the status register followed by a read or write access to the data register). When operating in half-duplex mode, depending on the software, this can cause the PE flag to be unexpectedly cleared.

24.4.8 LIN (local interconnection network) mode

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.

LIN transmission

The same procedure explained in Section 24.4.2 has to be applied for LIN Master transmission than for normal USART transmission with the following differences:
- Clear the M bit to configure 8-bit word length.
- Set the LINEN bit to enter LIN mode. In this case, setting the SBK bit sends 13 ‘0’ bits as a break character. Then a bit of value ‘1’ is sent to allow the next start detection.

LIN reception

A break detection circuit is implemented on the USART interface. 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 LBD flag is set in USART_SR. 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
The behavior of the break detector state machine and the break flag is shown in Figure 223. Examples of break frames are given on Figure 224, where we suppose that LBDL=1 (11-bit break length), and M=0 (8-bit data).

**Figure 223. Break detection in LIN mode (11-bit break length - LBDL bit is set)**

<table>
<thead>
<tr>
<th>Break detection in LIN mode (11-bit break length - LBDL bit is set)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Case 1</strong>: break signal not long enough =&gt; break discarded, LBDF is not set</td>
</tr>
<tr>
<td>RX line</td>
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<tr>
<td>Capture strobe</td>
</tr>
<tr>
<td>Break state machine</td>
</tr>
<tr>
<td>Read samples</td>
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<tr>
<td>LBDF</td>
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**Case 2**: break signal just long enough => break detected, LBDF is set

| RX line | Break frame | Delimiter is immediate |
| Capture strobe | Bit0 | Bit1 | Bit2 | Bit3 | Bit4 | Bit5 | Bit6 | Bit7 | Bit8 | Bit9 | Bit10 | Idle |
| Break state machine | Idle | Bit0 | Bit1 | Bit2 | Bit3 | Bit4 | Bit5 | Bit6 | Bit7 | Bit8 | Bit9 | Bit10 | Idle |
| Read samples | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| LBDF |  |

**Case 3**: break signal long enough => break detected, LBDF is set

| RX line | Break frame |
| Capture strobe | Bit0 | Bit1 | Bit2 | Bit3 | Bit4 | Bit5 | Bit6 | Bit7 | Bit8 | Bit9 | Bit10 | wait delimiter | Idle |
| Break state machine | Idle | Bit0 | Bit1 | Bit2 | Bit3 | Bit4 | Bit5 | Bit6 | Bit7 | Bit8 | Bit9 | Bit10 | wait delimiter | Idle |
| Read samples | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
24.4.9 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.

The USART allows the user to control a bidirectional synchronous serial communications in master mode. The SCLK pin is the output of the USART transmitter clock. No clock pulses are sent to the SCLK pin during start bit and stop bit. Depending on the state of the LBCL bit in the USART_CR2 register clock pulses will or will not be generated during the last valid data bit (address mark). The CPOL bit in the USART_CR2 register allows the user to select the clock polarity, and the CPHA bit in the USART_CR2 register allows the user to select the phase of the external clock (see Figure 225, Figure 226 and Figure 227).

During the Idle state, preamble and send break, the external SCLK clock is not activated.

In synchronous mode the USART transmitter works exactly like in asynchronous mode. But as SCLK 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 SCLK (rising or falling edge, depending on CPOL and CPHA), without any oversampling. A setup and a hold time (that depends on the baud rate: 1/16 bit time) must be respected.

Note: The SCLK pin works in conjunction with the TX pin. Thus, the clock is provided only if the transmitter is enabled (TE=1) and a data is being transmitted (the data register USART_DR...
Universal synchronous receiver transmitter (USART) /universal asynchronous receiver transmitter

has been written). This means that it is not possible to receive a synchronous data without transmitting data.

The LBCL, CPOL and CPHA bits have to be selected when both the transmitter and the receiver are disabled (TE=RE=0) to ensure that the clock pulses function correctly. These bits should not be changed while the transmitter or the receiver is enabled.

It is advised that TE and RE are set in the same instruction in order to minimize the setup and the hold time of the receiver.

The USART supports master mode only: it cannot receive or send data related to an input clock (SCLK is always an output).

**Figure 225. USART example of synchronous transmission**

**Figure 226. USART data clock timing diagram (M=0)**
24.4.10 Single-wire half-duplex communication

The 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 ‘HALF DUPLEX SEL’ (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 floating input (or output high open-drain) when not driven by the USART.

Apart from this, the communications are similar to what is done in normal USART mode. The
conflicts on the line must be managed by the software (by the use of a centralized
arbiter, for instance). In particular, the transmission is never blocked by hardware and
continue to occur as soon as a data is written in the data register while the TE bit is set.

24.4.11 Smartcard

The 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 Smartcards as
defined in the ISO 7816-3 standard. The USART should be configured as:
- 8 bits plus parity: where M=1 and PCE=1 in the USART_CR1 register
- 1.5 stop bits when transmitting and receiving: where STOP=11 in the USART_CR2
  register.

Note: It is also possible to choose 0.5 stop bit for receiving but it is recommended to use 1.5 stop
bits for both transmitting and receiving to avoid switching between the two configurations.
Figure 229 shows examples of what can be seen on the data line with and without parity error.

Figure 229. 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 is 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 will start
shifting on the next baud clock edge. In Smartcard mode this transmission is further delayed by a guaranteed 1/2 baud clock.

- If a parity error is detected during reception of a frame programmed with a 0.5 or 1.5 stop bit 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 USART has not been correctly received. This NACK signal (pulling transmit line low for 1 baud clock) will cause a framing error on the transmitter side (configured with 1.5 stop bits). The application can handle re-sending of data according to the protocol. A parity error is ‘NACK’ed by the receiver if the NACK control bit is set, otherwise a NACK is not transmitted.

- 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 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 will not be 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 will 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 will be 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 230 details how the NACK signal is sampled by the USART. In this example the USART is transmitting a 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 230. Parity error detection using the 1.5 stop bits**

The USART can provide a clock to the smartcard through the SCLK output. In smartcard mode, SCLK 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. SCLK frequency can be programmed from $f_{CK}/2$ to $f_{CK}/62$, where $f_{CK}$ is the peripheral input clock.

24.4.12 IrDA SIR ENDEC block

The 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 231).

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 115.2Kbps 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 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 (i.e. the USART is sending data to the IrDA encoder), any data on the IrDA receive line will be ignored by the IrDA decoder and if the Receiver is busy (USART is receiving decoded data from the USART), data on the TX from the USART to IrDA will not be encoded by IrDA. 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 232).
- 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 us. 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 IrDA low-power Baud Register, 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”.

662/771

RM0401 Rev 3
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 that 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. A valid low is accepted only if its duration is greater than 2 periods of the IrDA low-power Baud clock (PSC value in 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 231.** IrDA SIR ENDEC- block diagram

**Figure 232.** IrDA data modulation (3/16) - Normal mode
24.4.13 Continuous communication using DMA

The USART is capable of continuous communication using the DMA. The DMA requests for Rx buffer and Tx buffer are generated independently.

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 the DMA specification) to the USART_DR 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_DR register address in the DMA control register to configure it as the destination of the transfer. The data will be 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 will be loaded into the USART_DR 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 bit in the SR register by writing 0 to it.
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 the Stop mode. The software must wait until TC=1. The TC flag remains cleared during all data transfers and it is set by hardware at the last frame end of transmission.
Figure 233. 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_DR register to a SRAM area configured using the DMA peripheral (refer to the DMA specification) whenever a data byte is received. To map a DMA channel for USART reception, use the following procedure:

1. Write the USART_DR register address in the DMA control register to configure it as the source of the transfer. The data will be 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 will be loaded from USART_DR to this memory area after each RXNE event.
3. Configure the total number of bytes to be transferred in 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. The DMAR bit should be cleared by software in the USART_CR3 register during the interrupt subroutine.
Error flagging and interrupt generation in multibuffer communication

In case of multibuffer communication if any error occurs during the transaction the error flag will be asserted after the current byte. An interrupt will be generated if the interrupt enable flag is set. For framing error, overrun error and noise flag that are asserted with RXNE in case of single byte reception, there will be separate error flag interrupt enable bit (EIE bit in the USART_CR3 register), which if set will issue an interrupt after the current byte with either of these errors.

24.4.14 Hardware flow control

It is possible to control the serial data flow between 2 devices by using the nCTS input and the nRTS output. The Figure 235 shows how to connect 2 devices in this mode:

Figure 235. Hardware flow control between 2 USARTs

RTS and CTS flow control can be enabled independently by writing respectively RTSE and CTSE bits to 1 (in the USART_CR3 register).
 RTS flow control

If the RTS flow control is enabled (RTSE=1), then nRTS is asserted (tied low) as long as the USART receiver is ready to receive a new data. When the receive register is full, nRTS is deasserted, indicating that the transmission is expected to stop at the end of the current frame. Figure 236 shows an example of communication with RTS flow control enabled.

![Figure 236. RTS flow control](MSv3116V1)

 CTS flow control

If the CTS flow control is enabled (CTSE=1), then the transmitter checks the nCTS input before transmitting the next frame. If nCTS is asserted (tied low), then the next data is transmitted (assuming that a data is to be transmitted, in other words, if TXE=0), else the transmission does not occur. When nCTS is deasserted 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 nCTS 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. The figure below shows an example of communication with CTS flow control enabled.

![Figure 237. CTS flow control](MSv3116V1)
Note: **Special behavior of break frames:** when the CTS flow is enabled, the transmitter does not check the nCTS input state to send a break.

### 24.5 USART interrupts

The USART interrupt events are connected to the same interrupt vector (see Figure 238).

- During transmission: Transmission Complete, Clear to Send or Transmit Data Register empty interrupt.
- While receiving: Idle Line detection, Overrun error, Receive Data register not empty, Parity error, LIN break detection, Noise Flag (only in multi buffer communication) and Framing Error (only in multi buffer communication).

These events generate an interrupt if the corresponding Enable Control Bit is set.
24.6 **USART registers**

Refer to *Section 1.2 on page 34* for a list of abbreviations used in register descriptions.

The peripheral registers have to be accessed by half-words (16 bits) or words (32 bits).

### 24.6.1 Status register (USART_SR)

Address offset: 0x00

Reset value: 0x00C0 0000

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![USART interrupt mapping diagram](image-url)
Bits 31:10  Reserved, must be kept at reset value

Bit 9  **CTS**: CTS flag
This bit is set by hardware when the nCTS input toggles, if the CTSE bit is set. It is cleared by software (by writing it to 0). An interrupt is generated if CTSIE=1 in the USART_CR3 register.
0: No change occurred on the nCTS status line
1: A change occurred on the nCTS status line

*Note:* This bit is not available for UART4 & UART5.

Bit 8  **LBD**: LIN break detection flag
This bit is set by hardware when the LIN break is detected. It is cleared by software (by writing it to 0). An interrupt is generated if LBDIE = 1 in the USART_CR2 register.
0: LIN Break not detected
1: LIN break detected

*Note:* An interrupt is generated when LBD=1 if LBDIE=1

Bit 7  **TXE**: Transmit data register empty
This bit is set by hardware when the content of the TDR register has been transferred into the shift register. An interrupt is generated if the TXEIE bit =1 in the USART_CR1 register. It is cleared by a write to the USART_DR 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 a software sequence (a read from the USART_SR register followed by a write to the USART_DR register). The TC bit can also be cleared by writing a '0' to it. This clearing sequence is recommended only for multibuffer communication.
0: Transmission is not complete
1: Transmission is complete

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_DR register. An interrupt is generated if RXNEIE=1 in the USART_CR1 register. It is cleared by a read to the USART_DR register. The RXNE flag can also be cleared by writing a zero to it. This clearing sequence is recommended only for multibuffer communication.
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 the IDLEIE=1 in the USART_CR1 register. It is cleared by a software sequence (an read to the USART_SR register followed by a read to the USART_DR 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 itself (i.e. a new idle line occurs).
Bit 3  **ORE**: Overrun error

This bit is set by hardware when the word currently being received in the shift register is ready to be transferred into the RDR register while RXNE=1. An interrupt is generated if RXNEIE=1 in the USART_CR1 register. It is cleared by a software sequence (an read to the USART_SR register followed by a read to the USART_DR register).

0: No Overrun error
1: Overrun error is detected

*Note*: When this bit is set, the RDR register content will not be lost but the shift register will be overwritten. An interrupt is generated on ORE flag in case of Multi Buffer communication if the EIE bit is set.

Bit 2  **NF**: Noise detected flag

This bit is set by hardware when noise is detected on a received frame. It is cleared by a software sequence (an read to the USART_SR register followed by a read to the USART_DR register).

0: No noise is detected
1: Noise is detected

*Note*: This bit does not generate interrupt as it appears at the same time as the RXNE bit that itself generates an interrupting interrupt is generated on NF flag in case of Multi Buffer 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 24.4.5: USART receiver tolerance to clock deviation on page 651).

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 a software sequence (an read to the USART_SR register followed by a read to the USART_DR register).

0: No Framing error is detected
1: Framing error or break character is detected

*Note*: This bit does not generate interrupt as it appears at the same time as the RXNE bit that itself generates an interrupt. If the word currently being transferred causes both frame error and overrun error, it will be transferred and only the ORE bit will be set.

An interrupt is generated on FE flag in case of Multi Buffer communication if the EIE bit is set.

Bit 0  **PE**: Parity error

This bit is set by hardware when a parity error occurs in receiver mode. It is cleared by a software sequence (a read from the status register followed by a read or write access to the USART_DR data register). The software must wait for the RXNE flag to be set before clearing the PE bit.

An interrupt is generated if PEIE = 1 in the USART_CR1 register.

0: No parity error
1: Parity error
24.6.2 Data register (USART_DR)

Address offset: 0x04
Reset value: 0x0000 0000

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15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

Dr[8:0]  

Bits 8:0 **DR[8:0]:** Data value

Contains the Received or Transmitted data character, depending on whether it is read from or written to.

The Data register performs a double function (read and write) since it is composed of two registers, one for transmission (TDR) and one for reception (RDR).

The TDR register provides the parallel interface between the internal bus and the output shift register (see Figure 1).

The RDR register provides the parallel interface between the input shift register and the internal bus.

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.

When receiving with the parity enabled, the value read in the MSB bit is the received parity bit.

24.6.3 Baud rate register (USART_BRR)

**Note:** *The baud counters stop counting if the TE or RE bits are disabled respectively.*

Address offset: 0x08
Reset value: 0x0000 0000

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<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
</table>

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

DIV_Mantissa[11:0]  

DIV_Fraction[3:0]  

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

Bits 15:4 **DIV_Mantissa[11:0]:** mantissa of USARTDIV

These 12 bits define the mantissa of the USART Divider (USARTDIV)

Bits 3:0 **DIV_Fraction[3:0]:** fraction of USARTDIV

These 4 bits define the fraction of the USART Divider (USARTDIV). When OVER8=1, the DIV_Fraction3 bit is not considered and must be kept cleared.
### 24.6.4 Control register 1 (USART\_CR1)

Address offset: 0x0C  
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-16</td>
<td>Reserved, must be kept at reset value</td>
<td>rw</td>
</tr>
</tbody>
</table>
| 15  | OVER8: Oversampling mode | 0: oversampling by 16  
1: oversampling by 8  
**Note:** Oversampling by 8 is not available in the Smartcard, IrDA and LIN modes: when SCEN=1, IREN=1 or LINEN=1 then OVER8 is forced to '0 by hardware. |
| 14  | Reserved, must be kept at reset value | rw          |
| 13  | UE: USART enable  
When this bit is cleared the USART prescalers and outputs are stopped and the end of the current byte transfer in order to reduce power consumption. This bit is set and cleared by software.  
0: USART prescaler and outputs disabled  
1: USART enabled | 0: USART prescaler and outputs disabled  
1: USART enabled |
| 12  | M: Word length  
This bit determines the word length. It is set or cleared by software.  
0: 1 Start bit, 8 Data bits, n Stop bit  
1: 1 Start bit, 9 Data bits, n Stop bit  
**Note:** The M bit must not be modified during a data transfer (both transmission and reception) | 0: 1 Start bit, 8 Data bits, n Stop bit  
1: 1 Start bit, 9 Data bits, n Stop bit |
| 11  | WAKE: Wakeup method  
This bit determines the USART wakeup method, it is set or cleared by software.  
0: Idle Line  
1: Address Mark | 0: Idle Line  
1: Address Mark |
| 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 | 0: Parity control disabled  
1: Parity control enabled |
| 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 | 0: Even parity  
1: Odd parity |
Universal synchronous receiver transmitter (USART) / universal asynchronous receiver transmitter

Bit 8 **PEIE**: PE interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited
1: An USART interrupt is generated whenever PE=1 in the USART_SR register

Bit 7 **TXEIE**: TXE interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited
1: An USART interrupt is generated whenever TXE=1 in the USART_SR register

Bit 6 **TCIE**: Transmission complete interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited
1: An USART interrupt is generated whenever TC=1 in the USART_SR register

Bit 5 **RXNEIE**: RXNE interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited
1: An USART interrupt is generated whenever ORE=1 or RXNE=1 in the USART_SR register

Bit 4 **IDLEIE**: IDLE interrupt enable

This bit is set and cleared by software.

0: Interrupt is inhibited
1: An USART interrupt is generated whenever IDLE=1 in the USART_SR 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:**
1: 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.
2: 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 **RWU**: Receiver wakeup

This bit determines if the USART is in mute mode or not. It is set and cleared by software and can be cleared by hardware when a wakeup sequence is recognized.

0: Receiver in active mode
1: Receiver in mute mode

**Note:**
1: Before selecting Mute mode (by setting the RWU bit) the USART must first receive a data byte, otherwise it cannot function in Mute mode with wakeup by Idle line detection.
2: In Address Mark Detection wakeup configuration (WAKE bit=1) the RWU bit cannot be modified by software while the RXNE bit is set.

Bit 0 **SBK**: Send break

This bit set is used to send break characters. It can be set and cleared by software. It should be set by software, and will be reset by hardware during the stop bit of break.

0: No break character is transmitted
1: Break character will be transmitted
24.6.5 Control register 2 (USART_CR2)

Address offset: 0x10
Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
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<tbody>
<tr>
<td>15</td>
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<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
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<td>8</td>
<td>7</td>
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<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
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<tr>
<td>rw</td>
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<td>rw</td>
<td>rw</td>
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<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

Bits 31:15 Reserved, must be kept at reset value

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 Synch Breaks (13 low bits) using the SBK bit in the USART_CR1 register, and to detect LIN Sync breaks.

Bits 13:12 STOP: 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 bit

Note: The 0.5 Stop bit and 1.5 Stop bit are not available for UART4 & UART5.

Bit 11 CLKEN: Clock enable
This bit allows the user to enable the SCLK pin.
0: SCLK pin disabled
1: SCLK pin enabled
This bit is not available for UART4 & UART5.

Bit 10 CPOL: Clock polarity
This bit allows the user to select the polarity of the clock output on the SCLK pin in synchronous mode. It works in conjunction with the CPHA bit to produce the desired clock/data relationship
0: Steady low value on SCLK pin outside transmission window.
1: Steady high value on SCLK pin outside transmission window.
This bit is not available for UART4 & UART5.

Bit 9 CPHA: Clock phase
This bit allows the user to select the phase of the clock output on the SCLK pin in synchronous mode. It works in conjunction with the CPOL bit to produce the desired clock/data relationship (see figures 226 to 227)
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 is not available for UART4 & UART5.
Bit 8 **LBCL**: Last bit clock pulse
   This bit allows the user to select whether the clock pulse associated with the last data bit transmitted (MSB) has to be output on the SCLK pin in synchronous mode.
   0: The clock pulse of the last data bit is not output to the SCLK pin
   1: The clock pulse of the last data bit is output to the SCLK pin
   
   **Note:** 1: The last bit is the 8th or 9th data bit transmitted depending on the 8 or 9 bit format selected by the M bit in the USART_CR1 register.
   2: This bit is not available for UART4 & UART5.

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 LBD=1 in the USART_SR register

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

Bit 4 Reserved, must be kept at reset value

Bits 3:0 **ADD[3:0]**: Address of the USART node
   This bit-field gives the address of the USART node.
   This is used in multiprocessor communication during mute mode, for wake up with address mark detection.

   **Note:** These 3 bits (CPOL, CPHA, LBCL) should not be written while the transmitter is enabled.

### 24.6.6 Control register 3 (USART_CR3)

Address offset: 0x14

Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
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</thead>
<tbody>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ONEBIT</td>
<td>CTSIE</td>
<td>CTSE</td>
<td>RTSE</td>
<td>DMAT</td>
<td>DMAR</td>
<td>SCEN</td>
<td>NACK</td>
<td>HDSEL</td>
<td>IRLP</td>
<td>IREN</td>
<td>EIE</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
<td>nw</td>
</tr>
</tbody>
</table>

Bits 31:12 Reserved, must be kept at reset value

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

Bit 10 **CTSIE**: CTS interrupt enable
   0: Interrupt is inhibited
   1: An interrupt is generated whenever CTS=1 in the USART_SR register

   **Note:** This bit is not available for UART4 & UART5.
Bit 9 **CTSE**: CTS enable
   0: CTS hardware flow control disabled
   1: CTS mode enabled, data is only transmitted when the nCTS input is asserted (tied to 0).
   If the nCTS input is deasserted while a data is being transmitted, then the transmission is completed before stopping. If a data is written into the data register while nCTS is deasserted, the transmission is postponed until nCTS is asserted.
*Note: This bit is not available for UART4 & UART5.*

Bit 8 **RTSE**: RTS enable
   0: RTS hardware flow control disabled
   1: RTS interrupt 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 nRTS output is asserted (tied to 0) when a data can be received.
*Note: This bit is not available for UART4 & UART5.*

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
*Note: This bit is not available for UART4 & UART5.*

Bit 4 **NACK**: Smartcard NACK enable
   0: NACK transmission in case of parity error is disabled
   1: NACK transmission during parity error is enabled
*Note: This bit is not available for UART4 & UART5.*

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

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

Bit 1 **IREN**: IrDA mode enable
   This bit is set and cleared by software.
   0: IrDA disabled
   1: IrDA enabled
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_SR register) in case of Multi Buffer Communication (DMAR=1 in the USART_CR3 register).

0: Interrupt is inhibited
1: An interrupt is generated whenever DMAR=1 in the USART_CR3 register and FE=1 or ORE=1 or NF=1 in the USART_SR register.

### 24.6.7 Guard time and prescaler register (USART_GTPR)

Address offset: 0x18

Reset value: 0x0000 0000

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</td>
<td>GT[7:0]</td>
</tr>
<tr>
<td>rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw rw</td>
<td>PSC[7:0]</td>
</tr>
</tbody>
</table>

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

Bits 15:8 **GT[7:0]**: Guard time value

This bit-field gives the Guard time value in terms of number of baud clocks.

This is used in Smartcard mode. The Transmission Complete flag is set after this guard time value.

*Note:* This bit is not available for UART4 & UART5.

Bits 7:0 **PSC[7:0]**: Prescaler value

- **In IrDA Low-power mode:**
  
PSC[7:0] = IrDA Low-Power Baud Rate
  
  Used for programming the prescaler for dividing the system 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 normal IrDA mode:** PSC must be set to 00000001.

- In smartcard mode:

  **PSC[4:0]**: Prescaler value

  Used for programming the prescaler for dividing the system 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
  
  ...

  *Note:* 1: Bits [7:5] have no effect if Smartcard mode is used.

  2: This bit is not available for UART4 & UART5.
24.6.8 USART register map

The table below gives the USART register map and reset values.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
<th>Offset</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>USART_SR</td>
<td>0x04</td>
<td>USART_DR</td>
<td>0x08</td>
<td>USART_BRR</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
<td></td>
<td>Reset value</td>
</tr>
<tr>
<td>0x0C</td>
<td>USART_CR1</td>
<td>0x10</td>
<td>USART_CR2</td>
<td>0x14</td>
<td>USART_CR3</td>
</tr>
<tr>
<td></td>
<td>OVER8 UE M WAKE PCE PS PE RE RWU SBK</td>
<td></td>
<td>LINEN STOP [1:0] CAXEN CPOL CPHA LBCL LSE DE LDOL LTL ADD[3:0]</td>
<td></td>
<td>ONEBIT CTSIE CTSE RTSIE DMAT DMAR SLEN ACK HOSSEL HOSPL IREN EE</td>
</tr>
<tr>
<td>0x18</td>
<td>USART_GTPR</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>GT[7:0] PSC[7:0]</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Reset value</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td>
<td></td>
<td></td>
<td></td>
<td>0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td>
</tr>
</tbody>
</table>

Refer to Section 2.2 on page 41 for the register boundary addresses.
25 Serial peripheral interface/ inter-IC sound (SPI/I²S)

25.1 Introduction

The SPI/I²S interface can be used to communicate with external devices using the SPI protocol or the I²S audio protocol. SPI or I²S mode is selectable by software. SPI mode is selected by default after a device reset.

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.

The Inter-IC sound (I²S) protocol is also a synchronous serial communication interface. It can operate in slave or master mode with half-duplex communication. Full duplex operations are possible by combining two I²S blocks.

It can address four different audio standards including the Philips I²S standard, the MSB- and LSB-justified standards and the PCM standard.

Warning: Since some SPI1 pins may be mapped onto some pins used by the JTAG interface, you can either map SPI/I²S onto other pins, disable the JTAG and use the SWD interface prior to configuring the pins listed as SPI I/Os (when debugging the application) or disable both JTAG/SWD interfaces (for standalone applications). For more information on the configuration of the JTAG/SWD interface pins, please refer to Section 7.3.2: I/O pin multiplexer and mapping.
25.1.1 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
25.1.2 SPI extended features

- SPI TI mode support

25.1.3 I2S features

- Half-duplex communication (only transmitter or receiver)
- Master or slave operations
- 8-bit programmable linear prescaler to reach accurate audio sample frequencies (from 8 kHz to 192 kHz)
- Data format may be 16-bit, 24-bit or 32-bit
- Packet frame is fixed to 16-bit (16-bit data frame) or 32-bit (16-bit, 24-bit, 32-bit data frame) by audio channel
- Programmable clock polarity (steady state)
- Underrun flag in slave transmission mode, overrun flag in reception mode (master and slave) and Frame Error Flag in reception and transmitter mode (slave only)
- 16-bit register for transmission and reception with one data register for both channel sides
- Supported I²S protocols:
  - I²S Philips standard
  - MSB-Justified standard (Left-Justified)
  - LSB-Justified standard (Right-Justified)
  - PCM standard (with short and long frame synchronization on 16-bit channel frame or 16-bit data frame extended to 32-bit channel frame)
- Data direction is always MSB first
- DMA capability for transmission and reception (16-bit wide)
- Master clock can be output to drive an external audio component. Ratio is fixed at 256 × F_S (where F_S is the audio sampling frequency)
- I²S (I2S1, I2S2 and I2S5) clock can be derived from an external clock mapped on the I2S_CKIN pin.

25.2 SPI/I2S implementation

This manual describes the full set of features implemented in SPI1, SPI2 and SPI5.

<table>
<thead>
<tr>
<th>Table 124. STM32F410 SPI implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SPI Features</strong></td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>Hardware CRC calculation</td>
</tr>
<tr>
<td>I2S mode</td>
</tr>
<tr>
<td>TI mode</td>
</tr>
</tbody>
</table>

1. X = supported.
25.3 SPI functional description

25.3.1 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 239.

Figure 239. 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 25.3.5: 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.
25.3.2 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 240. 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 25.3.5: 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.
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 25.3.5: 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 bidirectional 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 25.3.5: 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.
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 25.3.5: 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).
25.3.3 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 243). 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 243. 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 6.3.7: I/O alternate function input/output on page 162).
25.3.4 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 244. 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.

25.3.5 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 245. Hardware/software slave select management**
25.3.6 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 246, 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 246. 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.
25.3.7 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.

25.3.8 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 25.3.11: Communication using DMA (direct memory addressing) for details on how to handle DMA.
25.3.9 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 8.2: 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, BIDOIE=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 25.3.4: Multi-master communication).

Refer to Figure 247 and Figure 248 for a description of continuous transfers in master / full-duplex and slave full-duplex mode.

Figure 247. TXE/RXNE/BSY behavior in master / full-duplex mode (BIDIMODE=0, RXONLY=0) in the case of continuous transfers

![Diagram showing TXE/RXNE/BSY behavior in master / full-duplex mode](image-url)
25.3.10 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.

25.3.11 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 249 and Figure 250 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.
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 249. Transmission using DMA**

---

Example with CPOL=1, CPHA=1

- **SCK**
- **MISO/MOSI (out)**
  - b0 b1 b2 b3 b4 b5 b6 b7
  - Data 1 = 0xF1
  - Data 2 = 0xF2
  - Data 3 = 0xF3
- **TXE flag**
  - set by hardware
  - cleared by DMA write
- **BSY flag**
  - set by hardware
- **DMA request**
  - ignored by the DMA because DMA transfer is complete
- **Tx buffer**
  - (write to SPI_DR)
  - 0xF1
  - 0xF2
  - 0xF3
- **DMA writes to SPI_DR**
  - set by hardware
- **DMA TCIF flag**
  - (DMA transfer complete)
  - clear by software
- **software configures the DMA SPI Tx channel to send 3 data items and enables the SPI**
- **DMA writes DATA1 into SPI_DR**
- **DMA writes DATA2 into SPI_DR**
- **DMA writes DATA3 into SPI_DR**
- **DMA transfer is complete (TCIF=1 in DMA_ISR)**
- **software waits until TXE=1**
- **software waits until BSY=0**
25.3.12 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.

### 25.3.13 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.

25.4 SPI special features

25.4.1 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 251). 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:

\[ \frac{t_{\text{baud rate}}}{2} + 4 \times t_{\text{pclk}} < t_{\text{release}} < \frac{t_{\text{baud rate}}}{2} + 6 \times t_{\text{pclk}} \]

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 251 shows the SPI communication waveforms when TI mode is selected.

Figure 251. TI mode transfer

25.4.2 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 interface is configured as a slave, the NSS internal signal needs to be kept low during transaction of the CRC phase once the CRCNEXT signal is released, (see more details at the product errata sheet).

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.
25.5 **SPI interrupts**

During SPI communication, 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>
<thead>
<tr>
<th>Interrupt event</th>
<th>Event flag</th>
<th>Enable Control bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transmit Tx buffer ready to be loaded</td>
<td>TXE</td>
<td>TXEIE</td>
</tr>
<tr>
<td>Data received in Rx buffer</td>
<td>RXNE</td>
<td>RXNEIE</td>
</tr>
<tr>
<td>Master Mode fault event</td>
<td>MODF</td>
<td></td>
</tr>
<tr>
<td>Overrun error</td>
<td>OVR</td>
<td>ERRIE</td>
</tr>
<tr>
<td>CRC error</td>
<td>CRCERR</td>
<td></td>
</tr>
<tr>
<td>TI frame format error</td>
<td>FRE</td>
<td></td>
</tr>
</tbody>
</table>
25.6 I²S functional description

25.6.1 I²S general description

The block diagram of the I²S is shown in Figure 252.

Figure 252. I²S block diagram

1. MCK is mapped on the MISO pin.

The SPI can function as an audio I²S interface when the I²S capability is enabled (by setting the I2SMOD bit in the SPIx_I2SCFGR register). This interface mainly uses the same pins, flags and interrupts as the SPI.
The I²S shares three common pins with the SPI:

- **SD**: Serial Data (mapped on the MOSI pin) to transmit or receive the two time-multiplexed data channels (in half-duplex mode only).
- **WS**: Word Select (mapped on the NSS pin) is the data control signal output in master mode and input in slave mode.
- **CK**: Serial Clock (mapped on the SCK pin) is the serial clock output in master mode and serial clock input in slave mode.

An additional pin can be used when a master clock output is needed for some external audio devices:

- **MCK**: Master Clock (mapped separately) is used, when the I²S is configured in master mode (and when the MCKOE bit in the SPIx_I2SPR register is set), to output this additional clock generated at a preconfigured frequency rate equal to $256 \times f_s$, where $f_s$ is the audio sampling frequency.

The I²S uses its own clock generator to produce the communication clock when it is set in master mode. This clock generator is also the source of the master clock output. Two additional registers are available in I²S mode. One is linked to the clock generator configuration SPIx_I2SPR and the other one is a generic I²S configuration register SPIx_I2SCFGR (audio standard, slave/master mode, data format, packet frame, clock polarity, etc.).

The SPIx_CR1 register and all CRC registers are not used in the I²S mode. Likewise, the SSOE bit in the SPIx_CR2 register and the MODF and CRCERR bits in the SPIx_SR are not used.

The I²S uses the same SPI register for data transfer (SPIx_DR) in 16-bit wide mode.

### 25.6.2 I²S full-duplex

*Figure 253* shows how to perform full-duplex communications using two SPI/I²S instances. In this case, the WS and CK IOs of both SPI/I²S must be connected together.

For the master full-duplex mode, one of the SPI2S block must be programmed in master (I2SCFG = ‘10’ or ‘11’), and the other SPI2S block must be programmed in slave (I2SCFG = ‘00’ or ‘01’). The MCK can be generated or not, depending on the application needs.

For the slave full-duplex mode, both SPI2S blocks must be programmed in slave. One of them in the slave receiver (I2SCFG = ‘01’), and the other in the slave transmitter (I2SCFG = ‘00’). The master external device then provides the bit clock (CK) and the frame synchronization (WS).

Note that the full-duplex mode can be used for all the supported standards: I2S Philips, MSB justified, LSB justified and PCM.

For the full-duplex mode, both SPI2S instances must use the same standard, with the same parameters: I2SMOD, I2SSSTD, CKPOL, PCMSYNC, DATLEN and CHLEN must contain the same value on both instances.
25.6.3 Supported audio protocols

The three-line bus has to handle only audio data generally time-multiplexed on two channels: the right channel and the left channel. However there is only one 16-bit register for transmission or reception. So, it is up to the software to write into the data register the appropriate value corresponding to each channel side, or to read the data from the data register and to identify the corresponding channel by checking the CHSIDE bit in the SPIx_SR register. Channel left is always sent first followed by the channel right (CHSIDE has no meaning for the PCM protocol).

Four data and packet frames are available. Data may be sent with a format of:

- 16-bit data packed in a 16-bit frame
- 16-bit data packed in a 32-bit frame
- 24-bit data packed in a 32-bit frame
- 32-bit data packed in a 32-bit frame

When using 16-bit data extended on 32-bit packet, the first 16 bits (MSB) are the significant bits, the 16-bit LSB is forced to 0 without any need for software action or DMA request (only one read/write operation).

The 24-bit and 32-bit data frames need two CPU read or write operations to/from the SPIx_DR register or two DMA operations if the DMA is preferred for the application. For 24-bit data frame specifically, the 8 non significant bits are extended to 32 bits with 0-bits (by hardware).

For all data formats and communication standards, the most significant bit is always sent first (MSB first).
The I²S interface supports four audio standards, configurable using the I2SSTD[1:0] and PCMSYNC bits in the SPIx_I2SCFGR register.

**I²S Philips standard**

For this standard, the WS signal is used to indicate which channel is being transmitted. It is activated one CK clock cycle before the first bit (MSB) is available.

![Figure 254. I²S Philips protocol waveforms (16/32-bit full accuracy, CPOL = 0)](image)

Data are latched on the falling edge of CK (for the transmitter) and are read on the rising edge (for the receiver). The WS signal is also latched on the falling edge of CK.

![Figure 255. I²S Philips standard waveforms (24-bit frame with CPOL = 0)](image)

This mode needs two write or read operations to/from the SPIx_DR register.
• In transmission mode:
  If 0x8EAA33 has to be sent (24-bit):

**Figure 256. Transmitting 0x8EAA33**

![Diagram showing transmission of 0x8EAA33]

- First write to Data register
- Second write to Data register

<table>
<thead>
<tr>
<th>0x8EAA</th>
<th>0x33XX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only the 8 MSB are sent to compare the 24 bits. 8 LSBs have no meaning and can be anything.</td>
<td></td>
</tr>
</tbody>
</table>

• In reception mode:
  If data 0x8EAA33 is received:

**Figure 257. Receiving 0x8EAA33**

![Diagram showing reception of 0x8EAA33]

- First read to Data register
- Second read to Data register

<table>
<thead>
<tr>
<th>0x8EAA</th>
<th>0x33XX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only the 8 MSB are sent to compare the 24 bits. 8 LSBs have no meaning and can be anything.</td>
<td></td>
</tr>
</tbody>
</table>

**Figure 258. I²S Philips standard (16-bit extended to 32-bit packet frame with CPOL = 0)**

![Diagram showing I²S Philips standard]

When 16-bit data frame extended to 32-bit channel frame is selected during the I²S configuration phase, only one access to the SPIx_DR register is required. The 16 remaining bits are forced by hardware to 0x0000 to extend the data to 32-bit format.

If the data to transmit or the received data are 0x76A3 (0x76A30000 extended to 32-bit), the operation shown in **Figure 259** is required.
For transmission, each time an MSB is written to SPIx_DR, the TXE flag is set and its interrupt, if allowed, is generated to load the SPIx_DR register with the new value to send. This takes place even if 0x0000 have not yet been sent because it is done by hardware.

For reception, the RXNE flag is set and its interrupt, if allowed, is generated when the first 16 MSB half-word is received.

In this way, more time is provided between two write or read operations, which prevents underrun or overrun conditions (depending on the direction of the data transfer).

**MSB justified standard**

For this standard, the WS signal is generated at the same time as the first data bit, which is the MSBit.

**Figure 260. MSB Justified 16-bit or 32-bit full-accuracy length with CPOL = 0**

Data are latched on the falling edge of CK (for transmitter) and are read on the rising edge (for the receiver).

**Figure 261. MSB justified 24-bit frame length with CPOL = 0**
LSB justified standard

This standard is similar to the MSB justified standard (no difference for the 16-bit and 32-bit full-accuracy frame formats).
- In transmission mode:
  If data 0x3478AE have to be transmitted, two write operations to the SPIx_DR register are required by software or by DMA. The operations are shown below.

\begin{figure}[h]
\centering
\includegraphics[width=\textwidth]{figure265.png}
\caption{Operations required to transmit 0x3478AE}
\end{figure}

- In reception mode:
  If data 0x3478AE are received, two successive read operations from the SPIx_DR register are required on each RXNE event.

\begin{figure}[h]
\centering
\includegraphics[width=\textwidth]{figure266.png}
\caption{Operations required to receive 0x3478AE}
\end{figure}

- When 16-bit data frame extended to 32-bit channel frame is selected during the I2S configuration phase, Only one access to the SPIx_DR register is required. The 16 remaining bits are forced by hardware to 0x0000 to extend the data to 32-bit format. In this case it corresponds to the half-word MSB.

If the data to transmit or the received data are 0x76A3 (0x0000 76A3 extended to 32-bit), the operation shown in Figure 268 is required.
In transmission mode, when a TXE event occurs, the application has to write the data to be transmitted (in this case 0x76A3). The 0x000 field is transmitted first (extension on 32-bit). The TXE flag is set again as soon as the effective data (0x76A3) is sent on SD.

In reception mode, RXNE is asserted as soon as the significant half-word is received (and not the 0x0000 field).

In this way, more time is provided between two write or read operations to prevent underrun or overrun conditions.

**PCM standard**

For the PCM standard, there is no need to use channel-side information. The two PCM modes (short and long frame) are available and configurable using the PCMSYNC bit in SPIx_I2SCFGR register.

For long frame synchronization, the WS signal assertion time is fixed to 13 bits in master mode.

For short frame synchronization, the WS synchronization signal is only one cycle long.
Note: For both modes (master and slave) and for both synchronizations (short and long), the number of bits between two consecutive pieces of data (and so two synchronization signals) needs to be specified (DATLEN and CHLEN bits in the SPIx_I2SCFGR register) even in slave mode.

25.6.4 Clock generator

The \( I^2S \) bitrate determines the data flow on the \( I^2S \) data line and the \( I^2S \) clock signal frequency.

\[ \text{I}^2\text{S bitrate} = \text{number of bits per channel} \times \text{number of channels} \times \text{sampling audio frequency} \]

For a 16-bit audio, left and right channel, the \( I^2S \) bitrate is calculated as follows:

\[ \text{I}^2\text{S bitrate} = 16 \times 2 \times f_s \]

It will be: \( I^2S \) bitrate = 32 x 2 x f_s if the packet length is 32-bit wide.

**Figure 271. Audio sampling frequency definition**

![Image of audio sampling frequency definition](MS30108V1)

When the master mode is configured, a specific action needs to be taken to properly program the linear divider in order to communicate with the desired audio frequency. **Figure 272** presents the communication clock architecture. The I2Sx clock is always the system clock.

**Figure 272. I^2S clock generator architecture**

![Image of I^2S clock generator architecture](MS30109V1)

1. Where \( x \neq 2 \).
The audio sampling frequency may be 192 KHz, 96 kHz, 48 kHz, 44.1 kHz, 32 kHz, 22.05 kHz, 16 kHz, 11.025 kHz or 8 kHz (or any other value within this range). In order to reach the desired frequency, the linear divider needs to be programmed according to the formulas below:

When the master clock is generated (MCKOE in the SPIx_I2SPR register is set):
\[
f_S = \frac{I2SxCLK}{(16*2)*((2*I2SDIV)+ODD)*8)} \text{ when the channel frame is 16-bit wide}
\]
\[
f_S = \frac{I2SxCLK}{(32*2)*((2*I2SDIV)+ODD)*4)} \text{ when the channel frame is 32-bit wide}
\]

When the master clock is disabled (MCKOE bit cleared):
\[
f_S = \frac{I2SxCLK}{(16*2)*((2*I2SDIV)+ODD))} \text{ when the channel frame is 16-bit wide}
\]
\[
f_S = \frac{I2SxCLK}{(32*2)*((2*I2SDIV)+ODD))} \text{ when the channel frame is 32-bit wide}
\]

Note: Other configurations are possible that allow optimum clock precision.

Table 126 provides example precision values for different clock configurations.

<table>
<thead>
<tr>
<th>SYSCLK (MHz)</th>
<th>Data length</th>
<th>I2SDIV</th>
<th>I2SODD</th>
<th>MCLK</th>
<th>Target f_s (Hz)</th>
<th>Real f_s (KHz)</th>
<th>Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>48</td>
<td>16</td>
<td>8</td>
<td>0</td>
<td>No</td>
<td>96000</td>
<td>93750</td>
<td>2.3438%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>4</td>
<td>0</td>
<td>No</td>
<td>96000</td>
<td>93750</td>
<td>2.3438%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>15</td>
<td>1</td>
<td>No</td>
<td>48000</td>
<td>48387.0968</td>
<td>0.8065%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>8</td>
<td>0</td>
<td>No</td>
<td>48000</td>
<td>46875</td>
<td>2.3438%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>17</td>
<td>0</td>
<td>No</td>
<td>44100</td>
<td>44117.647</td>
<td>0.0400%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>8</td>
<td>1</td>
<td>No</td>
<td>44100</td>
<td>44117.647</td>
<td>0.0400%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>23</td>
<td>1</td>
<td>No</td>
<td>32000</td>
<td>31914.8936</td>
<td>0.2660%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>11</td>
<td>1</td>
<td>No</td>
<td>32000</td>
<td>32608.696</td>
<td>1.9022%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>34</td>
<td>0</td>
<td>No</td>
<td>22050</td>
<td>22058.8235</td>
<td>0.0400%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>17</td>
<td>0</td>
<td>No</td>
<td>22050</td>
<td>22058.8235</td>
<td>0.0400%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>47</td>
<td>0</td>
<td>No</td>
<td>16000</td>
<td>15957.4468</td>
<td>0.2660%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>23</td>
<td>1</td>
<td>No</td>
<td>16000</td>
<td>15957.447</td>
<td>0.2660%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>68</td>
<td>0</td>
<td>No</td>
<td>11025</td>
<td>11029.4118</td>
<td>0.0400%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>34</td>
<td>0</td>
<td>No</td>
<td>11025</td>
<td>11029.412</td>
<td>0.0400%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>94</td>
<td>0</td>
<td>No</td>
<td>8000</td>
<td>7978.7234</td>
<td>0.2660%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>47</td>
<td>0</td>
<td>No</td>
<td>8000</td>
<td>7978.7234</td>
<td>0.2660%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>2</td>
<td>0</td>
<td>Yes</td>
<td>48000</td>
<td>46875</td>
<td>2.3430%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>2</td>
<td>0</td>
<td>Yes</td>
<td>48000</td>
<td>46875</td>
<td>2.3430%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>2</td>
<td>0</td>
<td>Yes</td>
<td>44100</td>
<td>46875</td>
<td>6.2925%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>2</td>
<td>0</td>
<td>Yes</td>
<td>44100</td>
<td>46875</td>
<td>6.2925%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>3</td>
<td>0</td>
<td>Yes</td>
<td>32000</td>
<td>31250</td>
<td>2.3438%</td>
</tr>
<tr>
<td>48</td>
<td>32</td>
<td>3</td>
<td>0</td>
<td>Yes</td>
<td>32000</td>
<td>31250</td>
<td>2.3438%</td>
</tr>
<tr>
<td>48</td>
<td>16</td>
<td>4</td>
<td>1</td>
<td>Yes</td>
<td>22050</td>
<td>20833.333</td>
<td>5.5178%</td>
</tr>
</tbody>
</table>
The I2S can be configured in master mode. This means that the serial clock is generated on the CK pin as well as the Word Select signal WS. Master clock (MCK) may be output or not, controlled by the MCKOE bit in the SPIx_I2SPR register.

Procedure

1. Select the I2SDIV[7:0] bits in the SPIx_I2SPR register to define the serial clock baud rate to reach the proper audio sample frequency. The ODD bit in the SPIx_I2SPR register also has to be defined.

2. Select the CKPOL bit to define the steady level for the communication clock. Set the MCKOE bit in the SPIx_I2SPR register if the master clock MCK needs to be provided to the external ADC audio component (the I2SDIV and ODD values should be computed depending on the state of the MCK output, for more details refer to Section 25.6.4: Clock generator).

3. Set the I2SMOD bit in the SPIx_I2SCFGR register to activate the I2S functions and choose the I2S standard through the I2SSTD[1:0] and PCMSYNC bits, the data length through the DATLEN[1:0] bits and the number of bits per channel by configuring the CHLEN bit. Select also the I2S master mode and direction (Transmitter or Receiver) through the I2SCFG[1:0] bits in the SPIx_I2SCFGR register.

4. If needed, select all the potential interrupt sources and the DMA capabilities by writing the SPIx_CR2 register.

5. The I2SE bit in SPIx_I2SCFGR register must be set.

WS and CK are configured in output mode. MCK is also an output, if the MCKOE bit in SPIx_I2SPR is set.

Transmission sequence

The transmission sequence begins when a half-word is written into the Tx buffer.

Let’s assume the first data written into the Tx buffer corresponds to the left channel data. When data are transferred from the Tx buffer to the shift register, TXE is set and data corresponding to the right channel have to be written into the Tx buffer. The CHSIDE flag...
indicates which channel is to be transmitted. It has a meaning when the TXE flag is set because the CHSIDE flag is updated when TXE goes high.

A full frame has to be considered as a left channel data transmission followed by a right channel data transmission. It is not possible to have a partial frame where only the left channel is sent.

The data half-word is parallel loaded into the 16-bit shift register during the first bit transmission, and then shifted out, serially, to the MOSI/SD pin, MSB first. The TXE flag is set after each transfer from the Tx buffer to the shift register and an interrupt is generated if the TXEIE bit in the SPIx_CR2 register is set.

For more details about the write operations depending on the I2S Standard-mode selected, refer to Section 25.6.3: Supported audio protocols.

To ensure a continuous audio data transmission, it is mandatory to write the SPIx_DR register with the next data to transmit before the end of the current transmission.

To switch off the I2S, by clearing I2SE, it is mandatory to wait for TXE = 1 and BSY = 0.

Reception sequence

The operating mode is the same as for transmission mode except for the point 3 (refer to the procedure described in Section 25.6.5: I2S master mode), where the configuration should set the master reception mode through the I2SCFG[1:0] bits.

Whatever the data or channel length, the audio data are received by 16-bit packets. This means that each time the Rx buffer is full, the RXNE flag is set and an interrupt is generated if the RXNEIE bit is set in SPIx_CR2 register. Depending on the data and channel length configuration, the audio value received for a right or left channel may result from one or two receptions into the Rx buffer.

Clearing the RXNE bit is performed by reading the SPIx_DR register.

CHSIDE is updated after each reception. It is sensitive to the WS signal generated by the I2S cell.

For more details about the read operations depending on the I2S Standard-mode selected, refer to Section 25.6.3: Supported audio protocols.

If data are received while the previously received data have not been read yet, an overrun is generated and the OVR flag is set. If the ERRIE bit is set in the SPIx_CR2 register, an interrupt is generated to indicate the error.

To switch off the I2S, specific actions are required to ensure that the I2S completes the transfer cycle properly without initiating a new data transfer. The sequence depends on the configuration of the data and channel lengths, and on the audio protocol mode selected. In the case of:

- 16-bit data length extended on 32-bit channel length (DATLEN = 00 and CHLEN = 1) using the LSB justified mode (I2SSTD = 10)
  a) Wait for the second to last RXNE = 1 (n – 1)
  b) Then wait 17 I2S clock cycles (using a software loop)
  c) Disable the I2S (I2SE = 0)
- 16-bit data length extended on 32-bit channel length (DATLEN = 00 and CHLEN = 1) in MSB justified, I2S or PCM modes (I2SSTD = 00, I2SSTD = 01 or I2SSTD = 11, respectively)
  a) Wait for the last RXNE
b) Then wait 1 \( \text{i}^2\text{S} \) clock cycle (using a software loop)
c) Disable the \( \text{i}^2\text{S} \) (\( \text{I}2\text{SE} = 0 \))

- For all other combinations of DATLEN and CHLEN, whatever the audio mode selected through the I2SSTD bits, carry out the following sequence to switch off the \( \text{i}^2\text{S} \):
  a) Wait for the second to last RXNE = 1 (n – 1)
b) Then wait one \( \text{i}^2\text{S} \) clock cycle (using a software loop)
c) Disable the \( \text{i}^2\text{S} \) (\( \text{I}2\text{SE} = 0 \))

Note: The BSY flag is kept low during transfers.

25.6.6 \( \text{i}^2\text{S} \) slave mode

For the slave configuration, the \( \text{i}^2\text{S} \) can be configured in transmission or reception mode.

The operating mode is following mainly the same rules as described for the \( \text{i}^2\text{S} \) master configuration. In slave mode, there is no clock to be generated by the \( \text{i}^2\text{S} \) interface. The clock and WS signals are input from the external master connected to the \( \text{i}^2\text{S} \) interface. There is then no need, for the user, to configure the clock.

The configuration steps to follow are listed below:
1. Set the I2SMOD bit in the SPIx_I2SCFGR register to select \( \text{i}^2\text{S} \) mode and choose the \( \text{i}^2\text{S} \) standard through the I2SSTD[1:0] bits, the data length through the DATLEN[1:0] bits and the number of bits per channel for the frame configuring the CHLEN bit. Select also the mode (transmission or reception) for the slave through the I2SCFG[1:0] bits in SPIx_I2SCFGR register.
2. If needed, select all the potential interrupt sources and the DMA capabilities by writing the SPIx_CR2 register.
3. The I2SE bit in SPIx_I2SCFGR register must be set.

Transmission sequence

The transmission sequence begins when the external master device sends the clock and when the NSS_WS signal requests the transfer of data. The slave has to be enabled before the external master starts the communication. The \( \text{i}^2\text{S} \) data register has to be loaded before the master initiates the communication.

For the \( \text{i}^2\text{S} \), MSB justified and LSB justified modes, the first data item to be written into the data register corresponds to the data for the left channel. When the communication starts, the data are transferred from the Tx buffer to the shift register. The TXE flag is then set in order to request the right channel data to be written into the \( \text{i}^2\text{S} \) data register.

The CHSIDE flag indicates which channel is to be transmitted. Compared to the master transmission mode, in slave mode, CHSIDE is sensitive to the WS signal coming from the external master. This means that the slave needs to be ready to transmit the first data before the clock is generated by the master. WS assertion corresponds to left channel transmitted first.

Note: The I2SE has to be written at least two PCLK cycles before the first clock of the master comes on the CK line.

The data half-word is parallel-loaded into the 16-bit shift register (from the internal bus) during the first bit transmission, and then shifted out serially to the MOSI/SD pin MSB first. The TXE flag is set after each transfer from the Tx buffer to the shift register and an interrupt is generated if the TXEIE bit in the SPIx_CR2 register is set.
Note that the TXE flag should be checked to be at 1 before attempting to write the Tx buffer. For more details about the write operations depending on the \( \text{I}^2\text{S} \) Standard-mode selected, refer to Section 25.6.3: Supported audio protocols.

To secure a continuous audio data transmission, it is mandatory to write the SPIx_DR register with the next data to transmit before the end of the current transmission. An underrun flag is set and an interrupt may be generated if the data are not written into the SPIx_DR register before the first clock edge of the next data communication. This indicates to the software that the transferred data are wrong. If the ERRIE bit is set into the SPIx_CR2 register, an interrupt is generated when the UDR flag in the SPIx_SR register goes high. In this case, it is mandatory to switch off the \( \text{I}^2\text{S} \) and to restart a data transfer starting from the left channel.

To switch off the \( \text{I}^2\text{S} \), by clearing the I2SE bit, it is mandatory to wait for TXE = 1 and BSY = 0.

**Reception sequence**

The operating mode is the same as for the transmission mode except for the point 1 (refer to the procedure described in Section 25.6.6: I2S slave mode), where the configuration should set the master reception mode using the I2SCFG[1:0] bits in the SPIx_I2SCFGR register.

Whatever the data length or the channel length, the audio data are received by 16-bit packets. This means that each time the RX buffer is full, the RXNE flag in the SPIx_SR register is set and an interrupt is generated if the RXNEIE bit is set in the SPIx_CR2 register. Depending on the data length and channel length configuration, the audio value received for a right or left channel may result from one or two receptions into the RX buffer. The CHSIDE flag is updated each time data are received to be read from the SPIx_DR register. It is sensitive to the external WS line managed by the external master component.

Clearing the RXNE bit is performed by reading the SPIx_DR register.

For more details about the read operations depending the \( \text{I}^2\text{S} \) Standard-mode selected, refer to Section 25.6.3: Supported audio protocols.

If data are received while the preceding received data have not yet been read, an overrun is generated and the OVR flag is set. If the bit ERRIE is set in the SPIx_CR2 register, an interrupt is generated to indicate the error.

To switch off the \( \text{I}^2\text{S} \) in reception mode, I2SE has to be cleared immediately after receiving the last RXNE = 1.

**Note:** The external master components should have the capability of sending/receiving data in 16-bit or 32-bit packets via an audio channel.

### 25.6.7 \( \text{I}^2\text{S} \) status flags

Three status flags are provided for the application to fully monitor the state of the \( \text{I}^2\text{S} \) bus.

**Busy flag (BSY)**

The BSY flag is set and cleared by hardware (writing to this flag has no effect). It indicates the state of the communication layer of the \( \text{I}^2\text{S} \).

When BSY is set, it indicates that the \( \text{I}^2\text{S} \) is busy communicating. There is one exception in master receive mode (I2SCFG = 11) where the BSY flag is kept low during reception.
The BSY flag is useful to detect the end of a transfer if the software needs to disable the I²S. This avoids corrupting the last transfer. For this, the procedure described below must be strictly respected.

The BSY flag is set when a transfer starts, except when the I²S is in master receiver mode.

The BSY flag is cleared:

- When a transfer completes (except in master transmit mode, in which the communication is supposed to be continuous)
- When the I²S is disabled

When communication is continuous:

- In master transmit mode, the BSY flag is kept high during all the transfers
- In slave mode, the BSY flag goes low for one I²S clock cycle between each transfer

**Note:** Do not use the BSY flag to handle each data transmission or reception. It is better to use the TXE and RXNE flags instead.

**Tx buffer empty flag (TXE)**

When set, this flag indicates that the Tx buffer is empty and the next data to be transmitted can then be loaded into it. The TXE flag is reset when the Tx buffer already contains data to be transmitted. It is also reset when the I²S is disabled (I2SE bit is reset).

**RX buffer not empty (RXNE)**

When set, this flag indicates that there are valid received data in the RX Buffer. It is reset when SPIx_DR register is read.

**Channel Side flag (CHSIDE)**

In transmission mode, this flag is refreshed when TXE goes high. It indicates the channel side to which the data to transfer on SD has to belong. In case of an underrun error event in slave transmission mode, this flag is not reliable and I²S needs to be switched off and switched on before resuming the communication.

In reception mode, this flag is refreshed when data are received into SPIx_DR. It indicates from which channel side data have been received. Note that in case of error (like OVR) this flag becomes meaningless and the I²S should be reset by disabling and then enabling it (with configuration if it needs changing).

This flag has no meaning in the PCM standard (for both Short and Long frame modes).

When the OVR or UDR flag in the SPIx_SR is set and the ERRIE bit in SPIx_CR2 is also set, an interrupt is generated. This interrupt can be cleared by reading the SPIx_SR status register (once the interrupt source has been cleared).

**25.6.8 I²S error flags**

There are three error flags for the I²S cell.

**Underrun flag (UDR)**

In slave transmission mode this flag is set when the first clock for data transmission appears while the software has not yet loaded any value into SPIx_DR. It is available when the I2SMOD bit in the SPIx_I2SCFGR register is set. An interrupt may be generated if the
ERRIE bit in the SPIx_CR2 register is set. The UDR bit is cleared by a read operation on the SPIx_SR register.

**Overrun flag (OVR)**

This flag is set when data are received and the previous data have not yet been read from the SPIx_DR register. As a result, the incoming data are lost. An interrupt may be generated if the ERRIE bit is set in the SPIx_CR2 register.

In this case, the receive buffer contents are not updated with the newly received data from the transmitter device. A read operation to the SPIx_DR register returns the previous correctly received data. All other subsequently transmitted half-words are lost.

Clearing the OVR bit is done by a read operation on the SPIx_DR register followed by a read access to the SPIx_SR register.

**Frame error flag (FRE)**

This flag can be set by hardware only if the I²S is configured in Slave mode. It is set if the external master is changing the WS line while the slave is not expecting this change. If the synchronization is lost, the following steps are required to recover from this state and resynchronize the external master device with the I²S slave device:

1. Disable the I²S.
2. Enable it again when the correct level is detected on the WS line (WS line is high in I²S mode or low for MSB- or LSB-justified or PCM modes.

Desynchronization between master and slave devices may be due to noisy environment on the SCK communication clock or on the WS frame synchronization line. An error interrupt can be generated if the ERRIE bit is set. The desynchronization flag (FRE) is cleared by software when the status register is read.

### 25.6.9 I²S interrupts

*Table 127* provides the list of I²S interrupts.

<table>
<thead>
<tr>
<th>Interrupt event</th>
<th>Event flag</th>
<th>Enable control bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transmit buffer empty flag</td>
<td>TXE</td>
<td>TXEIE</td>
</tr>
<tr>
<td>Receive buffer not empty flag</td>
<td>RXNE</td>
<td>RXNEIE</td>
</tr>
<tr>
<td>Overrun error</td>
<td>OVR</td>
<td></td>
</tr>
<tr>
<td>Underrun error</td>
<td>UDR</td>
<td>ERRIE</td>
</tr>
<tr>
<td>Frame error flag</td>
<td>FRE</td>
<td></td>
</tr>
</tbody>
</table>

### 25.6.10 DMA features

In I²S mode, the DMA works in exactly the same way as it does in SPI mode. There is no difference except that the CRC feature is not available in I²S mode since there is no data transfer protection system.
### 25.7 SPI and I²S 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 1.2 for a list of abbreviations used in register descriptions.

The peripheral registers can be accessed by half-words (16 bits) or words (32 bits).

#### 25.7.1 SPI control register 1 (SPI_CR1) (not used in I²S mode)

Address offset: 0x00

Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIDI</td>
<td>BID</td>
<td>CRC</td>
<td>CRC NEXT</td>
</tr>
<tr>
<td>MODE</td>
<td>I OE</td>
<td>EN</td>
<td>DFF</td>
</tr>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

#### 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: **This bit is not used in I²S mode**

#### 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.

**This bit is not used in I²S 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. It is **not used in I²S mode**.

#### 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.

**It is not used in I²S mode.**
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. It is not used in I²S mode.*

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.

0: full-duplex (Transmit and receive)
1: Output disabled (Receive-only mode)

*Note: This bit is not used in I²S mode.*

Bit 9  **SSM**: Software slave management

0: Software slave management disabled
1: Software slave management enabled

*Note: This bit is not used in I²S mode and 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 I²S mode and 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 I²S mode and 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 25.3.10: Procedure for disabling the SPI. This bit is not used in I²S mode.*

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. They are not used in I²S mode.*
Bit 2 **MSTR**: Master selection
- 0: Slave configuration
- 1: Master configuration

*Note: This bit should not be changed when communication is ongoing.*

*It is not used in I^2S mode.*

Bit 1 **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 I^2S mode and 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 I^2S mode and SPI TI mode except the case when CRC is applied at TI mode.*

### 25.7.2 SPI control register 2 (SPI_CR2)

Address offset: 0x04
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

*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 in SPI mode, and UDR, OVR, FRE in I^2S mode).
  - 0: Error interrupt is masked
  - 1: Error interrupt is enabled

- Bit 4 **FRF**: Frame format
  - 0: SPI Motorola mode
  - 1 SPI TI mode

*Note: This bit is not used in I^2S mode.*

- 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 I2S mode and 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

### 25.7.3 SPI status register (SPI_SR)

Address offset: 0x08  
Reset value: 0x0002

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
<th>Value</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>15-9</td>
<td>Reserved</td>
<td>0</td>
<td>Forced to 0 by hardware.</td>
</tr>
</tbody>
</table>
| 8    | FRE: Frame Error| r     | 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 or in I2S 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. |
| 7    | BSY: Busy flag  | r     | 0: SPI (or I2S) not busy  
1: SPI (or I2S) 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 25.3.12: SPI status flags and Section 25.3.10: Procedure for disabling the SPI. |
| 6    | OVR: Overrun flag| r     | 0: No overrun occurred  
1: Overrun occurred  
This flag is set by hardware and reset by a software sequence. Refer to Section 25.3.13: 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 25.4 on page 700 for the software sequence.  
*Note: This bit is not used in I2S mode*  

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: This bit is not used in I2S mode.*  

Bit 3 **UDR**: Underrun flag  
0: No underrun occurred  
1: Underrun occurred  
This flag is set by hardware and reset by a software sequence. Refer to Section 25.6.8: I2S error flags for the software sequence.  
*Note: This bit is not used in SPI mode.*  

Bit 2 **CHSIDE**: Channel side  
0: Channel Left has to be transmitted or has been received  
1: Channel Right has to be transmitted or has been received  
*Note: This bit is not used for SPI mode and is meaningless in PCM mode.*  

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
25.7.4 SPI data register (SPI_DR)

- Address offset: 0x0C
- Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
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<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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</tr>
</tbody>
</table>

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.

25.7.5 SPI CRC polynomial register (SPI_CRCPR) (not used in I²S mode)

- Address offset: 0x10
- Reset value: 0x0007

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
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<th>3</th>
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<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
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<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
<td>rw</td>
</tr>
</tbody>
</table>

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**: These bits are not used for the I²S mode.
25.7.6  SPI RX CRC register (SPI_RXCRCR) (not used in I2S mode)

Address offset: 0x14
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
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<td>f</td>
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<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
</tr>
</tbody>
</table>

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. These bits are not used for I2S mode.

25.7.7  SPI TX CRC register (SPI_TXCRCR) (not used in I2S mode)

Address offset: 0x18
Reset value: 0x0000

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
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<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
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</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
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<td>f</td>
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<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
<td>f</td>
</tr>
</tbody>
</table>

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. These bits are not used for I2S mode.
25.7.8 SPI_I2S configuration register (SPI_I2SCFGR)

Address offset: 0x1C
Reset value: 0x0000

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>15:13</td>
<td>Reserved</td>
<td>Must be kept at reset value.</td>
</tr>
<tr>
<td>12</td>
<td>ASTREN</td>
<td>Asynchronous start enable.</td>
</tr>
<tr>
<td>11</td>
<td>I2SMOD</td>
<td>I2S mode selection</td>
</tr>
<tr>
<td>10</td>
<td>I2SE</td>
<td>I2S Enable</td>
</tr>
<tr>
<td>9:8</td>
<td>I2SCFG</td>
<td>I2S configuration mode</td>
</tr>
<tr>
<td>7</td>
<td>PCMSYNC</td>
<td>PCM frame synchronization</td>
</tr>
<tr>
<td>6</td>
<td>Reserved</td>
<td>Forced at 0 by hardware</td>
</tr>
<tr>
<td>5:4</td>
<td>I2SSTD</td>
<td></td>
</tr>
<tr>
<td>3:2</td>
<td>CKPOL</td>
<td></td>
</tr>
<tr>
<td>1:0</td>
<td>DATLEN, CHLEN</td>
<td></td>
</tr>
</tbody>
</table>

Bits 15:13: Reserved, must be kept at reset value.

Bit 12 **ASTREN**: Asynchronous start enable.
0: The Asynchronous start is disabled. When the I2S is enabled in slave mode, the I2S slave starts the transfer when the I2S clock is received and an appropriate transition (depending on the protocol selected) is detected on the WS signal.
1: The Asynchronous start is enabled. When the I2S is enabled in slave mode, the I2S slave starts immediately the transfer when the I2S clock is received from the master without checking the expected transition of WS signal.

*Note:* The appropriate transition is a falling edge on WS signal when I2S Philips Standard is used, or a rising edge for other standards.

Bit 11 **I2SMOD**: I2S mode selection
0: SPI mode is selected
1: I2S mode is selected

*Note:* This bit should be configured when the SPI or I2S is disabled.

Bit 10 **I2SE**: I2S Enable
0: I2S peripheral is disabled
1: I2S peripheral is enabled

*Note:* This bit is not used in SPI mode.

Bits 9:8 **I2SCFG**: I2S configuration mode
00: Slave - transmit
01: Slave - receive
10: Master - transmit
11: Master - receive

*Note:* This bit should be configured when the I2S is disabled.
It is not used in SPI mode.

Bit 7 **PCMSYNC**: PCM frame synchronization
0: Short frame synchronization
1: Long frame synchronization

*Note:* This bit has a meaning only if I2SSTD = 11 (PCM standard is used).
It is not used in SPI mode.

Bit 6 Reserved: forced at 0 by hardware
Bits 5:4 **I2SSTD**: I2S standard selection
- 00: I2S Philips standard.
- 01: MSB justified standard (left justified)
- 10: LSB justified standard (right justified)
- 11: PCM standard

For more details on I2S standards, refer to Section 25.6.3 on page 706. **Not used in SPI mode.**

*Note:* For correct operation, these bits should be configured when the I2S is disabled.

Bit 3 **CKPOL**: Steady state clock polarity
- 0: I2S clock steady state is low level
- 1: I2S clock steady state is high level

*Note:* For correct operation, this bit should be configured when the I2S is disabled. 

*This bit is not used in SPI mode.*

Bits 2:1 **DATLEN**: Data length to be transferred
- 00: 16-bit data length
- 01: 24-bit data length
- 10: 32-bit data length
- 11: Not allowed

*Note:* For correct operation, these bits should be configured when the I2S is disabled. 

*This bit is not used in SPI mode.*

Bit 0 **CHLEN**: Channel length (number of bits per audio channel)
- 0: 16-bit wide
- 1: 32-bit wide

The bit write operation has a meaning only if DATLEN = 00 otherwise the channel length is fixed to 32-bit by hardware whatever the value filled in. **Not used in SPI mode.**

*Note:* For correct operation, this bit should be configured when the I2S is disabled.

### 25.7.9 SPI_I2S prescaler register (SPI_I2SPR)

Address offset: 0x20

<table>
<thead>
<tr>
<th>Reset Value: 0000 0010 (0x0002)</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
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<tbody>
<tr>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>MCKOE</td>
<td>ODD</td>
<td>I2SDIV</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>rw</td>
<td>rw</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>rw</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bits 15:10 Reserved, must be kept at reset value.
Bit 9  **MCKOE**: Master clock output enable
   0: Master clock output is disabled
   1: Master clock output is enabled
   
   **Note:** This bit should be configured when the I²S is disabled. It is used only when the I²S is in master mode.
   This bit is not used in SPI mode.

Bit 8  **ODD**: Odd factor for the prescaler
   0: real divider value is = I2SDIV * 2
   1: real divider value is = (I2SDIV * 2)+1
   
   Refer to Section 25.6.4 on page 713. Not used in SPI mode.
   
   **Note:** This bit should be configured when the I²S is disabled. It is used only when the I²S is in master mode.

Bits 7:0  **I2SDIV**: I²S Linear prescaler
   I2SDIV [7:0] = 0 or I2SDIV [7:0] = 1 are forbidden values.
   Refer to Section 25.6.4 on page 713. Not used in SPI mode.
   
   **Note:** These bits should be configured when the I²S is disabled. It is used only when the I²S is in master mode.
## 25.7.10 SPI register map

The table provides shows the SPI register map and reset values.

### Table 128. 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   |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | 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 | 0 | 0 |
| 0x04   | SPI_CR2   |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | 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 | 0 | 0 |
| 0x08   | SPI_SR    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | 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 | 0 | 0 |
| 0x0C   | SPI_DR    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | 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 | 0 | 0 |
| 0x10   | SPI_CRCPR |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | CRCPOLY[15:0] | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 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   | SPI_RXCRCR|     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | RxCRC[15:0] | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 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   | SPI_TXCRCR|     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | TxCRC[15:0] | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 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   | SPI_I2SCFGR|     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | ASTREN | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0x20   | SPI_I2SPR |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|        |           | I2SDIV | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 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 on page 41* for the register boundary addresses.


## 26 Debug support (DBG)

### 26.1 Overview

The STM32F410 is built around a Cortex®-M4 with FPU 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 STM32F410 MCUs.

Two interfaces for debug are available:
- Serial wire
- JTAG debug port

*Figure 273. Block diagram of STM32 MCU and Cortex®-M4 with FPU-level debug support*

*Note: The debug features embedded in the Cortex®-M4 with FPU core are a subset of the Arm® CoreSight Design Kit.*
The Arm® Cortex®-M4 with FPU core provides integrated on-chip debug support. It is comprised of:

- SWJ-DP: Serial wire / JTAG debug port
- AHP-AP: AHB access port
- ITM: Instrumentation trace macrocell
- FPB: Flash patch breakpoint
- DWT: Data watchpoint trigger
- TPU: Trace port unit interface (available on larger packages, where the corresponding pins are mapped)
- ETM: Embedded Trace Macrocell (available on larger packages, where the corresponding pins are mapped)

It also includes debug features dedicated to the STM32F410:

- 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®-M4 with FPU core, refer to the Cortex®-M4 with FPU-r0p1 Technical Reference Manual and to the CoreSight Design Kit-r0p1 TRM (see Section 26.2: Reference Arm® documentation).

### 26.2 Reference Arm® documentation

- Cortex®-M4 with FPU r0p1 Technical Reference Manual (TRM) (see Related documents on page 1)
- Arm® Debug Interface V5
- Arm® CoreSight Design Kit revision r0p1 Technical Reference Manual

### 26.3 SWJ debug port (serial wire and JTAG)

The STM32F410 core integrates the Serial Wire / JTAG Debug Port (SWJ-DP). It is an Arm® standard CoreSight debug port that combines a JTAG-DP (5-pin) interface and a SW-DP (2-pin) interface.

- The JTAG Debug Port (JTAG-DP) provides a 5-pin standard JTAG interface to the AHP-AP port.
- The Serial Wire Debug Port (SW-DP) provides a 2-pin (clock + data) interface to the AHP-AP port.

In the SWJ-DP, the two JTAG pins of the SW-DP are multiplexed with some of the five JTAG pins of the JTAG-DP.
Figure 274 shows that the asynchronous TRACE output (TRACESWO) is multiplexed with TDO. This means that the asynchronous trace can only be used with SW-DP, not JTAG-DP.

26.3.1 Mechanism to select the JTAG-DP or the SW-DP

By default, the JTAG-Debug Port is active.

If the debugger host wants to switch to the SW-DP, it must provide a dedicated JTAG sequence on TMS/TCK (respectively mapped to SWDIO and SWCLK) which disables the JTAG-DP and enables the SW-DP. This way it is possible to activate the SWDP using only the SWCLK and SWDIO pins.

This sequence is:
1. Send more than 50 TCK cycles with TMS (SWDIO) =1
2. Send the 16-bit sequence on TMS (SWDIO) = 0111100111100111 (MSB transmitted first)
3. Send more than 50 TCK cycles with TMS (SWDIO) =1

26.4 Pinout and debug port pins

The STM32F410 MCUs are available in various packages with different numbers of available pins. As a result, some functionality (ETM) related to pin availability may differ between packages.
26.4.1 SWJ debug port pins

Five pins are used as outputs from the STM32F410 for the SWJ-DP as alternate functions of general-purpose I/Os. These pins are available on all packages.

<table>
<thead>
<tr>
<th>SWJ-DP pin name</th>
<th>JTAG debug port</th>
<th>SW debug port</th>
<th>Pin assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Type</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>JTMS/SWDIO</td>
<td>I</td>
<td>JTAG Test Mode Selection</td>
<td>IO</td>
</tr>
<tr>
<td>JTCK/SWCLK</td>
<td>I</td>
<td>JTAG Test Clock</td>
<td>I</td>
</tr>
<tr>
<td>JTDI</td>
<td>I</td>
<td>JTAG Test Data Input</td>
<td>-</td>
</tr>
<tr>
<td>JTDI/TRACEWO</td>
<td>O</td>
<td>JTAG Test Data Output</td>
<td>-</td>
</tr>
<tr>
<td>NJTRST</td>
<td>I</td>
<td>JTAG Test nReset</td>
<td>-</td>
</tr>
</tbody>
</table>

26.4.2 Flexible SWJ-DP pin assignment

After RESET (SYSRESETn or PORESETn), all five pins used for the SWJ-DP are assigned as dedicated pins immediately usable by the debugger host (note that the trace outputs are not assigned except if explicitly programmed by the debugger host).

However, the STM32F410 MCUs offers the possibility of disabling some or all of the SWJ-DP ports and so, of releasing the associated pins for general-purpose IO (GPIO) usage. For more details on how to disable SWJ-DP port pins, please refer to Section 6.3.2: I/O pin multiplexer and mapping.

<table>
<thead>
<tr>
<th>Available debug ports</th>
<th>SWJ IO pin assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>PA13 / JTMS / SWDIO</td>
</tr>
<tr>
<td>Full SWJ (JTAG-DP + SW-DP) - Reset State</td>
<td>X</td>
</tr>
<tr>
<td>Full SWJ (JTAG-DP + SW-DP) but without NJTRST</td>
<td>X</td>
</tr>
<tr>
<td>JTAG-DP Disabled and SW-DP Enabled</td>
<td>X</td>
</tr>
<tr>
<td>JTAG-DP Disabled and SW-DP Disabled</td>
<td>Released</td>
</tr>
</tbody>
</table>

Note: When the APB bridge write buffer is full, it takes one extra APB cycle when writing the GPIO_AFR register. This is because the deactivation of the JTAGSW pins is done in two cycles to guarantee a clean level on the nTRST and TCK input signals of the core.

- Cycle 1: the JTAGSW input signals to the core are tied to 1 or 0 (to 1 for nTRST, TDI and TMS, to 0 for TCK)
- Cycle 2: the GPIO controller takes the control signals of the SWJTAG IO pins (like controls of direction, pull-up/down, Schmitt trigger activation, etc.).
26.4.3 Internal pull-up and pull-down on JTAG pins

It is necessary to ensure that the JTAG input pins are not floating since they are directly connected to flip-flops to control the debug mode features. Special care must be taken with the SWCLK/TCK pin which is directly connected to the clock of some of these flip-flops.

To avoid any uncontrolled IO levels, the devices’ internal pull-ups and pull-downs on the JTAG input pins:
- NJTRST: Internal pull-up
- JTDI: Internal pull-up
- JTMS/SWDIO: Internal pull-up
- TCK/SWCLK: Internal pull-down

Once a JTAG IO is released by the user software, the GPIO controller takes control again. The reset states of the GPIO control registers put the I/Os in the equivalent state:
- NJTRST: AF input pull-up
- JTDI: AF input pull-up
- JTMS/SWDIO: AF input pull-up
- JTCK/SWCLK: AF input pull-down
- JTDO: AF output floating

The software can then use these I/Os as standard GPIOs.

Note: The JTAG IEEE standard recommends to add pull-ups on TDI, TMS and nTRST but there is no special recommendation for TCK. However, for TCK, the device needs an integrated pull-down.

Having embedded pull-ups and pull-downs removes the need to add external resistors.
26.4.4 Using serial wire and releasing the unused debug pins as GPIOs

To use the serial wire DP to release some GPIOs, the user software must change the GPIO (PA15, PB3 and PB4) configuration mode in the GPIO_MODER register. This releases PA15, PB3 and PB4 which now become available as GPIOs.

When debugging, the host performs the following actions:
- Under system reset, all SWJ pins are assigned (JTAG-DP + SW-DP).
- Under system reset, the debugger host sends the JTAG sequence to switch from the JTAG-DP to the SW-DP.
- Still under system reset, the debugger sets a breakpoint on vector reset.
- The system reset is released and the Core halts.
- All the debug communications from this point are done using the SW-DP. The other JTAG pins can then be reassigned as GPIOs by the user software.

Note: For user software designs, note that:
To release the debug pins, remember that they will be first configured either in input-pull-up (nTRST, TMS, TDI) or pull-down (TCK) or output tristate (TDO) for a certain duration after reset until the instant when the user software releases the pins.

When debug pins (JTAG or SW or TRACE) are mapped, changing the corresponding IO pin configuration in the IOPORT controller has no effect.

26.5 JTAG TAP connection

The MCUs integrate two serially connected JTAG TAPs, the boundary scan TAP (IR is 5-bit wide) and the Cortex®-M4 with FPU TAP (IR is 4-bit wide).

To access the TAP of the Cortex®-M4 with FPU for debug purposes:
1. First, it is necessary to shift the BYPASS instruction of the boundary scan TAP.
2. Then, for each IR shift, the scan chain contains 9 bits (=5+4) and the unused TAP instruction must be shifted in using the BYPASS instruction.
3. For each data shift, the unused TAP, which is in BYPASS mode, adds 1 extra data bit in the data scan chain.

Note: Important: Once Serial-Wire is selected using the dedicated Arm® JTAG sequence, the boundary scan TAP is automatically disabled (JTMS forced high).
Figure 275. JTAG TAP connections

STM32F4xxx

NJTRST
JTMS

SW-DP
Selected

TMS
nTRST

Boundary scan TAP
IR is 5-bit wide

TMS
nTRST

Cortex-M4 TAP
IR is 4-bit wide

TDI
TDO

JTDO

JTDI
26.6 ID codes and locking mechanism

There are several ID codes inside the MCUs. ST strongly recommends tools designers to lock their debuggers using the MCU DEVICE ID code located in the external PPB memory map at address 0xE0042000.

26.6.1 MCU device ID code

The MCUs integrate an MCU ID code. This ID identifies the ST MCU part-number and the die revision. It is part of the DBG_MCU component and is mapped on the external PPB bus (see Section 26.16 on page 751). This code is accessible using the JTAG debug port (4 to 5 pins) or the SW debug port (two pins) or by the user software. It is even accessible while the MCU is under system reset.

Only the DEV_ID(11:0) should be used for identification by the debugger/programmer tools.

**DBGMCU_IDCODE**

Address: 0xE004 2000

Only 32-bits access supported. Read-only.

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>REV_ID</td>
<td>REV_ID</td>
<td>REV_ID</td>
<td>REV_ID</td>
<td>REV_ID</td>
<td>REV_ID</td>
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<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Bits 31:16 **REV_ID(15:0)** Revision identifier

This field indicates the revision of the device:

0x1000 = Revision A

Bits 15:12 Reserved, must be kept at reset value.

Bits 11:0 **DEV_ID(11:0)**: Device identifier

The device ID is 0x458

26.6.2 Boundary scan TAP

JTAG ID code

The TAP of the BSC (boundary scan) integrates a JTAG ID code equal to: 0x0645 8041

26.6.3 Cortex®-M4 with FPU TAP

The TAP of the Arm® Cortex®-M4 with FPU integrates a JTAG ID code. This ID code is the Arm® default one and has not been modified. This code is only accessible by the JTAG Debug Port.

This code is 0x4BA0 0477 (corresponds to Cortex®-M4 with FPU r0p1, see Section 26.2: Reference Arm® documentation).
26.6.4 Cortex®-M4 with FPU JEDEC-106 ID code

The Arm® Cortex®-M4 with FPU integrates a JEDEC-106 ID code. It is located in the 4KB ROM table mapped on the internal PPB bus at address 0xE00F.FFD0_0xE00F.FFE0.

This code is accessible by the JTAG Debug Port (4 to 5 pins) or by the SW Debug Port (two pins) or by the user software.

26.7 JTAG debug port

A standard JTAG state machine is implemented with a 4-bit instruction register (IR) and five data registers (for full details, refer to the Cortex®-M4 with FPU Technical Reference Manual (TRM), for references, please see Section 26.2: Reference Arm® documentation).

<table>
<thead>
<tr>
<th>IR(3:0)</th>
<th>Data register</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>1111</td>
<td>BYPASS [1 bit]</td>
<td></td>
</tr>
<tr>
<td>1110</td>
<td>IDCODE [32 bits]</td>
<td>ID CODE 0x4BA0 0477 (Arm® Cortex®-M4 with FPU r0p1 ID Code)</td>
</tr>
<tr>
<td>1010</td>
<td>DPACC [35 bits]</td>
<td>Debug port access register&lt;br&gt;This initiates a debug port and allows access to a debug port register.&lt;br&gt;– When transferring data IN:&lt;br&gt;Bits 34:3 = DATA[31:0] = 32-bit data to transfer for a write request&lt;br&gt;Bits 2:1 = A[3:2] = 2-bit address of a debug port register.&lt;br&gt;Bit 0 = RnW = Read request (1) or write request (0).&lt;br&gt;– When transferring data OUT:&lt;br&gt;Bits 34:3 = DATA[31:0] = 32-bit data which is read following a read request&lt;br&gt;Bits 2:0 = ACK[2:0] = 3-bit Acknowledge:&lt;br&gt;010 = OK/FAULT&lt;br&gt;001 = WAIT&lt;br&gt;OTHER = reserved&lt;br&gt;Refer to Table 132 for a description of the A[3:2] bits</td>
</tr>
</tbody>
</table>
Table 131. JTAG debug port data registers (continued)

<table>
<thead>
<tr>
<th>IR(3:0)</th>
<th>Data register</th>
<th>Details</th>
</tr>
</thead>
</table>
| 1011    | APACC [35 bits] | Access port access register  
|         |                | Initiates an access port and allows access to an access port register.  
|         |                | – When transferring data IN:  
|         |                |   Bits 34:3 = DATA[31:0] = 32-bit data to shift in for a write request  
|         |                |   Bits 2:1 = A[3:2] = 2-bit address (sub-address AP registers).  
|         |                |   Bit 0 = RnW = Read request (1) or write request (0).  
|         |                | – When transferring data OUT:  
|         |                |   Bits 34:3 = DATA[31:0] = 32-bit data which is read following a read request  
|         |                |   Bits 2:0 = ACK[2:0] = 3-bit Acknowledge:  
|         |                |     010 = OK/FAULT  
|         |                |     001 = WAIT  
|         |                |     OTHER = reserved  
|         |                | There are many AP Registers (see AHB-AP) addressed as the combination of:  
|         |                |   – The current value of the DP SELECT register |
| 1000    | ABORT [35 bits] | Abort register  
|         |                | – Bits 31:1 = Reserved  
|         |                | – Bit 0 = DAPABORT: write 1 to generate a DAP abort. |

Table 132. 32-bit debug port registers addressed through the shifted value A[3:2]

<table>
<thead>
<tr>
<th>Address</th>
<th>A[3:2] value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x0</td>
<td>00</td>
<td>Reserved, must be kept at reset value.</td>
</tr>
</tbody>
</table>
| 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) |
26.8 SW debug port

26.8.1 SW 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®).

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.

26.8.2 SW 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>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Start</td>
<td>Must be “1”</td>
</tr>
<tr>
<td>1</td>
<td>APnDP</td>
<td>0: DP Access 1: AP Access</td>
</tr>
<tr>
<td>2</td>
<td>RnW</td>
<td>0: Write Request 1: Read Request</td>
</tr>
<tr>
<td>4:3</td>
<td>A[3:2]</td>
<td>Address field of the DP or AP registers (refer to Table 132)</td>
</tr>
<tr>
<td>5</td>
<td>Parity</td>
<td>Single bit parity of preceding bits</td>
</tr>
<tr>
<td>6</td>
<td>Stop</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>Park</td>
<td>Not driven by the host. Must be read as “1” by the target because of the pull-up</td>
</tr>
</tbody>
</table>

Refer to the Cortex®-M4 with FPU r0p1 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.
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.

The DATA transfer must be followed by a turnaround time only if it is a READ transaction.

### 26.8.3 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 0x2BA01477 (corresponding to Cortex®-M4 with FPU r0p1).

*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 DP has switched from JTAG to SWD 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®-M4 with FPU r0p1 TRM and the CoreSight Design Kit r0p1 TRM.

### 26.8.4 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

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0..2</td>
<td>ACK</td>
<td>001: FAULT 010: WAIT 100: OK</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0..31</td>
<td>WDATA or RDATA</td>
<td>Write or Read data</td>
</tr>
<tr>
<td>32</td>
<td>Parity</td>
<td>Single parity of the 32 data bits</td>
</tr>
</tbody>
</table>
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.

26.8.5 SW-DP registers

Access to these registers are initiated when APnDP=0

Table 136. SW-DP registers

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>Read</td>
<td>-</td>
<td>IDCODE</td>
<td>The manufacturer code is not set to ST code. 0x2BA01477 (identifies the SW-DP)</td>
</tr>
<tr>
<td>00</td>
<td>Write</td>
<td>-</td>
<td>ABORT</td>
<td>Purpose is to:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>– request a system or debug power-up</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>– configure the transfer operation for AP accesses</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>– control the pushed compare and pushed verify operations.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>– read some status flags (overrun, power-up acknowledges)</td>
</tr>
<tr>
<td>01</td>
<td>Read/Write</td>
<td>0</td>
<td>DP-, CTRL/STAT</td>
<td>Purpose is to configure the physical serial port protocol (like the duration of the turnaround time)</td>
</tr>
<tr>
<td>01</td>
<td>Read/Write</td>
<td>1</td>
<td>WIRE CONTROL</td>
<td>Enables recovery of the read data from a corrupted debugger transfer, without repeating the original AP transfer.</td>
</tr>
<tr>
<td>10</td>
<td>Read</td>
<td></td>
<td>READ RESEND</td>
<td>The purpose is to select the current access port and the active 4-words register window</td>
</tr>
<tr>
<td>10</td>
<td>Write</td>
<td></td>
<td>SELECT</td>
<td>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</td>
</tr>
<tr>
<td>11</td>
<td>Read/Write</td>
<td></td>
<td>READ BUFFER</td>
<td></td>
</tr>
</tbody>
</table>
26.8.6 **SW-AP registers**  
Access to these registers are initiated when APnDP=1

There are many AP Registers (see AHB-AP) addressed as the combination of:

- The shifted value A[3:2]
- The current value of the DP SELECT register

26.9 **AHB-AP (AHB access port) - valid for both JTAG-DP and SW-DP**

**Features:**

- System access is independent of the processor status.
- Either SW-DP or JTAG-DP accesses AHB-AP.
- The AHB-AP is an AHB master into the Bus Matrix. Consequently, it can access all the data buses (Dcode Bus, System Bus, internal and external PPB bus) but the ICode bus.
- Bitband transactions are supported.
- AHB-AP transactions bypass the FPB.

The address of the 32-bits AHP-AP registers are 6-bits wide (up to 64 words or 256 bytes) and consists of:


The AHB-AP of the Cortex®-M4 with FPU includes 9 x 32-bits registers:

<table>
<thead>
<tr>
<th>Address offset</th>
<th>Register name</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>AHB-AP Control and Status Word</td>
<td>Configures and controls transfers through the AHB interface (size, hprot, status on current transfer, address increment type)</td>
</tr>
<tr>
<td>0x04</td>
<td>AHB-AP Transfer Address</td>
<td>-</td>
</tr>
<tr>
<td>0x0C</td>
<td>AHB-AP Data Read/Write</td>
<td>-</td>
</tr>
<tr>
<td>0x10</td>
<td>AHB-AP Banked Data 0</td>
<td></td>
</tr>
<tr>
<td>0x14</td>
<td>AHB-AP Banked Data 1</td>
<td></td>
</tr>
<tr>
<td>0x18</td>
<td>AHB-AP Banked Data 2</td>
<td></td>
</tr>
<tr>
<td>0x1C</td>
<td>AHB-AP Banked Data 3</td>
<td></td>
</tr>
<tr>
<td>0xF8</td>
<td>AHB-AP Debug ROM Address</td>
<td>Base Address of the debug interface</td>
</tr>
<tr>
<td>0xFC</td>
<td>AHB-AP ID Register</td>
<td></td>
</tr>
</tbody>
</table>

Refer to the Cortex®-M4 with FPU r0p1 TRM for further details.
26.10 Core debug

Core debug is accessed through the core debug registers. Debug access to these registers is by means of the *Advanced High-performance Bus* (AHB-AP) port. The processor can access these registers directly over the internal *Private Peripheral Bus* (PPB).

It consists of 4 registers:

<table>
<thead>
<tr>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DHCSR</td>
<td>The 32-bit Debug Halting Control and Status Register. This provides status information about the state of the processor and enable core debug halt and step the processor.</td>
</tr>
<tr>
<td>DCRSR</td>
<td>The 17-bit Debug Core Register Selector Register: This selects the processor register to transfer data to or from.</td>
</tr>
<tr>
<td>DCRDR</td>
<td>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.</td>
</tr>
<tr>
<td>DEMCR</td>
<td>The 32-bit Debug Exception and Monitor Control Register: This provides Vector Catching and Debug Monitor Control. This register contains a bit named <em>TRCENA</em> which enables the use of a TRACE.</td>
</tr>
</tbody>
</table>

**Note:** *Important*: these registers are not reset by a system reset. They are only reset by a power-on reset.

Refer to the *Cortex®-M4 with FPU r0p1 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.
26.11 Capability of the debugger host to connect under system reset

The reset system of the MCUs comprises the following reset sources:

- POR (power-on reset) which asserts a RESET at each power-up.
- Internal watchdog reset
- Software reset
- External reset

The Cortex®-M4 with FPU differentiates the reset of the debug part (generally PORRESETn) and the other one (SYSRESETn)

This way, it is possible for the debugger to connect under System Reset, programming the Core Debug Registers to halt the core when fetching the reset vector. Then the host can release the system reset and the core will immediately halt without having executed any instructions. In addition, it is possible to program any debug features under System Reset.

*Note:* It is highly recommended for the debugger host to connect (set a breakpoint in the reset vector) under system reset.

26.12 FPB (Flash patch breakpoint)

The FPB unit:

- implements hardware breakpoints
- patches code and data from code space to system space. This feature gives the possibility to correct software bugs located in the Code Memory Space.

The use of a Software Patch or a Hardware Breakpoint is exclusive.

The FPB consists of:

- 2 literal comparators for matching against literal loads from Code Space and remapping to a corresponding area in the System Space.
- 6 instruction comparators for matching against instruction fetches from Code Space. They can be used either to remap to a corresponding area in the System Space or to generate a Breakpoint Instruction to the core.
26.13 **DWT (data watchpoint trigger)**

The DWT unit consists of four comparators. They are configurable as:

- a hardware watchpoint or
- a trigger to an ETM or
- a PC sampler or
- a data address sampler

The DWT also provides some means to give some profiling informations. For this, some counters are accessible to give the number of:

- Clock cycle
- Folded instructions
- Load store unit (LSU) operations
- Sleep cycles
- CPI (clock per instructions)
- Interrupt overhead

26.14 **ITM (instrumentation trace macrocell)**

26.14.1 **General description**

The ITM is an application-driven trace source that supports `printf` style debugging to trace **Operating System** (OS) and application events, and emits diagnostic system information. The ITM emits trace information as packets which can be generated as:

- **Software trace.** Software can write directly to the ITM stimulus registers to emit packets.
- **Hardware trace.** The DWT generates these packets, and the ITM emits them.
- **Time stamping.** Timestamps are emitted relative to packets. The ITM contains a 21-bit counter to generate the timestamp. The Cortex®-M4 with FPU clock or the bit clock rate of the **Serial Wire Viewer** (SWV) output clocks the counter.

The packets emitted by the ITM are output to the TPIU (Trace Port Interface Unit). The formatter of the TPIU adds some extra packets (refer to TPIU) and then output the complete packets sequence to the debugger host.

The bit TRCEN of the Debug Exception and Monitor Control Register must be enabled before you program or use the ITM.

26.14.2 **Time stamp packets, synchronization and overflow packets**

Time stamp packets encode time stamp information, generic control and synchronization. It uses a 21-bit timestamp counter (with possible prescalers) which is reset at each time stamp packet emission. This counter can be either clocked by the CPU clock or the SWV clock.

A synchronization packet consists of 6 bytes equal to 0x80_00_00_00_00_00 which is emitted to the TPIU as 00 00 00 00 00 80 (LSB emitted first).

A synchronization packet is a timestamp packet control. It is emitted at each DWT trigger.
For this, the DWT must be configured to trigger the ITM: the bit CYCCNTENA (bit0) of the DWT Control Register must be set. In addition, the bit2 (SYNCENA) of the ITM Trace Control Register must be set.

**Note:** If the SYNENA bit is not set, the DWT generates Synchronization triggers to the TPIU which will send only TPIU synchronization packets and not ITM synchronization packets.

An overflow packet consists is a special timestamp packets which indicates that data has been written but the FIFO was full.

### Table 139. Main ITM registers

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>@E0000FB0</td>
<td>ITM lock access</td>
<td>Write 0xC5ACCE55 to unlock Write Access to the other ITM registers</td>
</tr>
<tr>
<td>@E0000E80</td>
<td>ITM trace control</td>
<td>Bits 31-24 = Always 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bits 23 = Busy</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bits 22-16 = 7-bits ATB ID which identifies the source of the trace data.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bits 15-10 = Always 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bits 9:8 = TSPrescale = Time Stamp Prescaler</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bits 7-5 = Reserved</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 4 = SWOENA = Enable SWV behavior (to clock the timestamp counter by the SWV clock).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 3 = DWTENA = Enable the DWT Stimulus</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 2 = SYNCENA: this bit must be to 1 to enable the DWT to generate synchronization triggers so that the TPIU can then emit the synchronization packets.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 1 = TSENA (Timestamp Enable)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 0 = ITMENA: Global Enable Bit of the ITM</td>
</tr>
<tr>
<td>@E0000E40</td>
<td>ITM trace privilege</td>
<td>Bit 3: mask to enable tracing ports31:24</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 2: mask to enable tracing ports23:16</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 1: mask to enable tracing ports15:8</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bit 0: mask to enable tracing ports7:0</td>
</tr>
<tr>
<td>@E0000E00</td>
<td>ITM trace enable</td>
<td>Each bit enables the corresponding Stimulus port to generate trace.</td>
</tr>
<tr>
<td>@E0000000-</td>
<td>Stimulus port</td>
<td>Write the 32-bits data on the selected Stimulus Port (32 available) to</td>
</tr>
<tr>
<td>E000007C</td>
<td>registers 0-31</td>
<td>be traced out.</td>
</tr>
</tbody>
</table>
Example of configuration

To output a simple value to the TPIU:

- Configure the TPIU and assign TRACE I/Os by configuring the DBGMCU_CR (refer to Section 26.17.2: TRACE pin assignment and Section 26.16.3: Debug MCU configuration register)
- Write 0xC5ACCE55 to the ITM Lock Access Register to unlock the write access to the ITM registers
- Write 0x00010005 to the ITM Trace Control Register to enable the ITM with Sync enabled and an ATB ID different from 0x00
- Write 0x1 to the ITM Trace Enable Register to enable the Stimulus Port 0
- Write 0x1 to the ITM Trace Privilege Register to unmask stimulus ports 7:0
- Write the value to output in the Stimulus Port Register 0: this can be done by software (using a printf function)

26.15 ETM (Embedded trace macrocell)

26.15.1 General description

The ETM enables the reconstruction of program execution. Data are traced using the Data Watchpoint and Trace (DWT) component or the Instruction Trace Macrocell (ITM) whereas instructions are traced using the Embedded Trace Macrocell (ETM).

The ETM transmits information as packets and is triggered by embedded resources. These resources must be programmed independently and the trigger source is selected using the Trigger Event Register (0xE0041008). An event could be a simple event (address match from an address comparator) or a logic equation between 2 events. The trigger source is one of the fourth comparators of the DWT module, The following events can be monitored:

- Clock cycle matching
- Data address matching

For more informations on the trigger resources refer to Section 26.13: DWT (data watchpoint trigger).

The packets transmitted by the ETM are output to the TPIU (Trace Port Interface Unit). The formatter of the TPIU adds some extra packets (refer to Section 26.17: TPIU (trace port interface unit)) and then outputs the complete packet sequence to the debugger host.

26.15.2 Signal protocol, packet types

This part is described in the chapter 7 ETMv3 Signal Protocol of the Arm® IHI 0014N document.

26.15.3 Main ETM registers

For more information on registers refer to the chapter 3 of the Arm® IHI 0014N specification.
26.15.4 Configuration example

To output a simple value to the TPIU:

1. Configure the TPIU and enable the I/IO_TRACEN to assign TRACE I/Os in the debug configuration register.
2. Write 0xC5ACCE55 to the ETM Lock Access Register to unlock the write access to the ITM registers
3. Write 0x00001D1E to the control register (configure the trace)
4. Write 0000406F to the Trigger Event register (define the trigger event)
5. Write 0000006F to the Trace Enable Event register (define an event to start/stop)
6. Write 00000001 to the Trace Start/stop register (enable the trace)
7. Write 0000191E to the ETM Control Register (end of configuration).

26.16 MCU debug component (DBGMCU)

The MCU debug component helps the debugger provide support for:

- Low-power modes
- Clock control for timers, watchdog and I2C during a breakpoint
- Control of the trace pins assignment

26.16.1 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, DBG_SLEEP bit of DBGMCU_CR register must be previously set by the debugger. This will feed HCLK with the same clock that is provided to FCLK (system clock previously configured by the software).
- In Stop mode, the bit DBG_STOP must be previously set by the debugger. This will enable the internal RC oscillator clock to feed FCLK and HCLK in STOP mode.

### 26.16.2 Debug support for timers, watchdog, and \( \text{I}^{2}\text{C} \)

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 \( \text{I}^{2}\text{C} \), the user can choose to block the SMBUS timeout during a breakpoint.

### 26.16.3 Debug MCU configuration register

This register allows the configuration of the MCU under DEBUG. This concerns:

- Low-power mode support
- Timer and watchdog counter support
- Trace pin assignment

This DBGMCU_CR is mapped on the External PPB bus at address 0xE0042004

It 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.

**DBGMCU_CR register**

Address: 0xE004 2004

Only 32-bit access supported

POR Reset: 0x0000 0000 (not reset by system reset)
Bits 31:8  Reserved, must be kept at reset value.

Bits 7:5  **TRACE_MODE[1:0] and TRACE_IOEN**: Trace pin assignment control
- With TRACE_IOEN=0:
  - TRACE_MODE=xx: TRACE pins not assigned (default state)
- With TRACE_IOEN=1:
  - TRACE_MODE=00: TRACE pin assignment for Asynchronous Mode
  - TRACE_MODE=01: TRACE pin assignment for Synchronous Mode with a TRACEDATA size of 1
  - TRACE_MODE=10: TRACE pin assignment for Synchronous Mode with a TRACEDATA size of 2
  - TRACE_MODE=11: TRACE pin assignment for Synchronous Mode with a TRACEDATA size of 4

Bits 4:3  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 (CPU clocked by the 8 MHz internal RC oscillator (HSI)). 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: (FCLK=On, HCLK=Off) In Sleep mode, FCLK is clocked by the system clock as previously configured by the software while HCLK is disabled.
In Sleep mode, the clock controller configuration is not reset and remains in the previously programmed state. Consequently, when exiting from Sleep mode, the software does not need to reconfigure the clock controller.
1: (FCLK=On, HCLK=On) In this case, when entering Sleep mode, HCLK is fed by the same clock that is provided to FCLK (system clock as previously configured by the software).

### 26.16.4 Debug MCU APB1 freeze register (DBGMCU_APB1_FZ)

The DBGMCU_APB1_FZ register is used to configure the MCU under Debug. It concerns APB1 peripherals. It is mapped on the external PPB bus at address 0xE004 2008.

The register is asynchronously reset by the POR (and not the system reset). It can be written by the debugger under system reset.

Address : 0xE004 2008

Only 32-bits access are supported.

Power-on reset (POR): 0x0000 0000 (not reset by system reset)
### Debug support (DBG)

<table>
<thead>
<tr>
<th>Bit 31:25</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserved</td>
<td>Reserved, must be kept at reset value.</td>
<td></td>
</tr>
</tbody>
</table>

**Bit 24** **DBG_I2CFMP_SMBUS_TIMEOUT**: FMPi2C SMBUS timeout mode stopped when Core is halted
- 0: Same behavior as in normal mode
- 1: The SMBUS timeout is frozen

**Bit 23** **DBG_I2C3_SMBUS_TIMEOUT**: SMBUS timeout mode stopped when Core is halted
- 0: Same behavior as in normal mode
- 1: The SMBUS timeout is frozen

**Bit 22** **DBG_I2C2_SMBUS_TIMEOUT**: I2C2 SMBUS timeout mode stopped when Core is halted
- 0: Same behavior as in normal mode
- 1: The SMBUS timeout is frozen

**Bit 21** **DBG_I2C1_SMBUS_TIMEOUT**: I2C1 SMBUS timeout mode stopped when Core is halted
- 0: Same behavior as in normal mode
- 1: The 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**: RTC stopped when Core is halted
- 0: The RTC counter clock continues even if the core is halted
- 1: The RTC counter clock is stopped when the core is halted

**Bits 9:5** Reserved, must be kept at reset value.
26.16.5 Debug MCU APB2 Freeze register (DBGMCU_APB2_FZ)

The DBGMCU_APB2_FZ register is used to configure the MCU under Debug. It concerns APB2 peripherals.

This register is mapped on the external PPB bus at address 0xE004 200C.

It is asynchronously reset by the POR (and not the system reset). It can be written by the debugger under system reset.

Address: 0xE004 200C

Only 32-bit access is supported.

POR: 0x0000 0000 (not reset by system reset)

<table>
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<tr>
<th>31</th>
<th>30</th>
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<th>28</th>
<th>27</th>
<th>26</th>
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<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
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<td></td>
</tr>
</tbody>
</table>

Bits 31:19 Reserved, must be kept at reset value.

Bit 18 DBG_TIMx_STOP: TIM11 counter stopped when core is halted

0: The clock of the involved Timer Counter is fed even if the core is halted
1: The clock of the involved Timer counter is stopped when the core is halted

Bit 17 Reserved, must be kept at reset value.

Bit 16 DBG_TIM9_STOP: TIM9 counter stopped when core is halted

0: The clock of the involved Timer Counter is fed even if the core is halted
1: The clock of the involved Timer counter is stopped when the core is halted

Bit 0 DBG_TIM1_STOP: TIM1 counter stopped when core is halted

0: The clock of the involved Timer Counter is fed even if the core is halted
1: The clock of the involved Timer counter is stopped when the core is halted
26.17 TPIU (trace port interface unit)

26.17.1 Introduction

The TPIU acts as a bridge between the on-chip trace data from the ITM and the ETM.

The output data stream encapsulates the trace source ID, that is then captured by a trace port analyzer (TPA).

The core embeds a simple TPIU, especially designed for low-cost debug (consisting of a special version of the CoreSight TPIU).

Figure 276. TPIU block diagram
26.17.2 TRACE pin assignment

- **Asynchronous mode**
  The asynchronous mode requires 1 extra pin and is available on all packages. It is only available if using Serial Wire mode (not in JTAG mode).

<table>
<thead>
<tr>
<th>TPUI pin name</th>
<th>Trace synchronous mode</th>
<th>Pin assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRACESWO</td>
<td>O TRACE Async Data Output</td>
<td>PB3</td>
</tr>
</tbody>
</table>

- **Synchronous mode**
  The synchronous mode requires from 2 to 6 extra pins depending on the data trace size and is only available in the larger packages. In addition it is available in JTAG mode and in Serial Wire mode and provides better bandwidth output capabilities than asynchronous trace.

<table>
<thead>
<tr>
<th>TPUI pin name</th>
<th>Trace synchronous mode</th>
<th>Pin assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRACECK</td>
<td>O TRACE Clock</td>
<td>PC6</td>
</tr>
<tr>
<td>TRACED[3:0]</td>
<td>O TRACE Sync Data Outputs Can be 1, 2 or 4.</td>
<td>PC[10:12], PB11</td>
</tr>
</tbody>
</table>

### Table 141. Asynchronous TRACE pin assignment

### Table 142. Synchronous TRACE pin assignment

TPUI TRACE pin assignment

By default, these pins are NOT assigned. They can be assigned by setting the TRACE_IOEN and TRACE_MODE bits in the **MCU Debug component configuration register**. This configuration has to be done by the debugger host.

In addition, the number of pins to assign depends on the trace configuration (asynchronous or synchronous).

- **Asynchronous mode**: 1 extra pin is needed
- **Synchronous mode**: from 2 to 5 extra pins are needed depending on the size of the data trace port register (1, 2 or 4):
  - TRACECK
  - TRACED(0) if port size is configured to 1, 2 or 4
  - TRACED(1) if port size is configured to 2 or 4
  - TRACED(2) if port size is configured to 4
  - TRACED(3) if port size is configured to 4

To assign the TRACE pin, the debugger host must program the bits TRACE_IOEN and TRACE_MODE[1:0] of the Debug MCU configuration Register (DBGMCU_CR). By default the TRACE pins are not assigned.

This register is mapped on the external PPB and is reset by the PORESET (and not by the SYSTEM reset). It can be written by the debugger under SYSTEM reset.
Note: By default, the TRACECLKIN input clock of the TPIU is tied to GND. It is assigned to HCLK two clock cycles after the bit TRACE_IOEN has been set.

The debugger must then program the Trace Mode by writing the PROTOCOL[1:0] bits in the SPP_R (Selected Pin Protocol) register of the TPIU:

- PROTOCOL=00: Trace Port Mode (synchronous)
- PROTOCOL=01 or 10: Serial Wire (Manchester or NRZ) Mode (asynchronous mode). Default state is 01

It then also configures the TRACE port size by writing the bits [3:0] in the CPSPS_R (Current Sync Port Size Register) of the TPIU:

- 0x1 for 1 pin (default state)
- 0x2 for 2 pins
- 0x8 for 4 pins

### 26.17.3 TPUI formatter

The formatter protocol outputs data in 16-byte frames:

- seven bytes of data
- eight bytes of mixed-use bytes consisting of:
  - 1 bit (LSB) to indicate it is a DATA byte (‘0) or an ID byte (‘1).
  - 7 bits (MSB) which can be data or change of source ID trace.
- one byte of auxiliary bits where each bit corresponds to one of the eight mixed-use bytes:
  - if the corresponding byte was a data, this bit gives bit0 of the data.
  - if the corresponding byte was an ID change, this bit indicates when that ID change takes effect.

---

**Table 143. Flexible TRACE pin assignment**

<table>
<thead>
<tr>
<th>DBGMCU_CR register</th>
<th>TRACE_MODE [1:0]</th>
<th>Pins assigned for:</th>
<th>TRACE IO pin assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRAC_E_IOE N</td>
<td></td>
<td>PB3/JTDO/TRACESW</td>
<td>PC6/TRACECK</td>
</tr>
<tr>
<td></td>
<td></td>
<td>O</td>
<td>PC10/TRADED[0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>PC11/TRADED[1]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>PC12/TRADED[2]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>PB11/TRADED[3]</td>
</tr>
<tr>
<td>0</td>
<td>XX</td>
<td>No Trace (default state)</td>
<td>Released (1)</td>
</tr>
<tr>
<td>1</td>
<td>00</td>
<td>Asynchronous Trace</td>
<td>TRACESW O</td>
</tr>
<tr>
<td>1</td>
<td>01</td>
<td>Synchronous Trace 1 bit</td>
<td>Released (1)</td>
</tr>
<tr>
<td>1</td>
<td>10</td>
<td>Synchronous Trace 2 bit</td>
<td>Released (1)</td>
</tr>
</tbody>
</table>

1. When Serial Wire mode is used, it is released. But when JTAG is used, it is assigned to JTDO.
26.17.4 TPUI frame synchronization packets

The TPUI can generate two types of synchronization packets:

- The Frame Synchronization packet (or Full Word Synchronization packet)
  It consists of the word: 0x7F_FF_FF_FF (LSB emitted first). This sequence can not occur at any other time provided that the ID source code 0x7F has not been used. It is output periodically between frames. In continuous mode, the TPA must discard all these frames once a synchronization frame has been found.

- The Half-Word Synchronization packet
  It consists of the half word: 0x7F_FF (LSB emitted first). It is output periodically between or within frames. These packets are only generated in continuous mode and enable the TPA to detect that the TRACE port is in IDLE mode (no TRACE to be captured). When detected by the TPA, it must be discarded.

26.17.5 Transmission of the synchronization frame packet

There is no Synchronization Counter register implemented in the TPIU of the core. Consequently, the synchronization trigger can only be generated by the DWT. Refer to the registers DWT Control Register (bits SYNCTAP[11:10]) and the DWT Current PC Sampler Cycle Count Register.

The TPUI Frame synchronization packet (0x7F_FF_FF_FF) is emitted:

- after each TPIU reset release. This reset is synchronously released with the rising edge of the TRACECLKIN clock. This means that this packet is transmitted when the TRACE_IOEN bit in the DBGMCU_CFG register is set. In this case, the word 0x7F_FF_FF_FF is not followed by any formatted packet.

- at each DWT trigger (assuming DWT has been previously configured). Two cases occur:
  - If the bit SYNENA of the ITM is reset, only the word 0x7F_FF_FF_FF is emitted without any formatted stream which follows.
  - If the bit SYNENA of the ITM is set, then the ITM synchronization packets will follow (0x80_00_00_00_00_00), formatted by the TPUI (trace source ID added).

26.17.6 Synchronous mode

The trace data output size can be configured to 4, 2 or 1 pin: TRACED(3:0)

The output clock is output to the debugger (TRACECK)

Here, TRACECLKIN is driven internally and is connected to HCLK only when TRACE is used.

Note: In this synchronous mode, it is not required to provide a stable clock frequency.

The TRACE I/Os (including TRACECK) are driven by the rising edge of TRACLKIN (equal to HCLK). Consequently, the output frequency of TRACECK is equal to HCLK/2.
26.17.7 **Asynchronous mode**

This is a low cost alternative to output the trace using only 1 pin: this is the asynchronous output pin TRACESWO. Obviously there is a limited bandwidth.

TRACESWO is multiplexed with JTD0 when using the SW-DP pin. This way, this functionality is available in all packages.

This asynchronous mode requires a constant frequency for TRACECLKIN. For the standard UART (NRZ) capture mechanism, 5% accuracy is needed. The Manchester encoded version is tolerant up to 10%.

26.17.8 **TRACECLKIN connection**

The TRACECLKIN input is internally connected to HCLK. This means that when in asynchronous trace mode, the application is restricted to use to time frames where the CPU frequency is stable.

*Note:* *Important: when using asynchronous trace: it is important to be aware that:*

The default clock of the MCUs is the internal RC oscillator. Its frequency under reset is different from the one after reset release. This is because the RC calibration is the default one under system reset and is updated at each system reset release.

Consequently, the trace port analyzer (TPA) should not enable the trace (with the TRACE_IOEN bit) under system reset, because a Synchronization Frame Packet will be issued with a different bit time than trace packets which will be transmitted after reset release.

26.17.9 **TPIU registers**

The TPIU APB registers can be read and written only if the bit TRCENA of the Debug Exception and Monitor Control Register (DEMCR) is set. Otherwise, the registers are read as zero (the output of this bit enables the PCLK of the TPIU).

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE0040004</td>
<td>Current port size</td>
<td>Allows the trace port size to be selected:</td>
</tr>
<tr>
<td></td>
<td></td>
<td><em>Bit 0: Port size = 1</em></td>
</tr>
<tr>
<td></td>
<td></td>
<td><em>Bit 1: Port size = 2</em></td>
</tr>
<tr>
<td></td>
<td></td>
<td><em>Bit 2: Port size = 3, not supported</em></td>
</tr>
<tr>
<td></td>
<td></td>
<td><em>Bit 3: Port Size = 4</em></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Only 1 bit must be set. By default, the port size is one bit. (0x00000001)</td>
</tr>
<tr>
<td>0xE00400F0</td>
<td>Selected pin protocol</td>
<td>Allows the Trace Port Protocol to be selected:</td>
</tr>
<tr>
<td></td>
<td></td>
<td><em>Bit1:0=</em></td>
</tr>
<tr>
<td></td>
<td></td>
<td>00: Sync Trace Port Mode</td>
</tr>
<tr>
<td></td>
<td></td>
<td>01: Serial Wire Output - manchester (default value)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>10: Serial Wire Output - NRZ</td>
</tr>
<tr>
<td></td>
<td></td>
<td>11: reserved</td>
</tr>
</tbody>
</table>
### Example of configuration

- Set the bit TRCENA in the Debug Exception and Monitor Control Register (DEMCR)
- Write the TPIU Current Port Size Register to the desired value (default is 0x1 for a 1-bit port size)
- Write TPIU Formatter and Flush Control Register to 0x102 (default value)
- Write the TPIU Select Pin Protocol to select the sync or async mode. Example: 0x2 for async NRZ mode (UART like)
- Write the DBGMCU control register to 0x20 (bit IO_TRACEN) to assign TRACE I/Os for async mode. A TPIU Sync packet is emitted at this time (FF_FF_FF_7F)
- Configure the ITM and write the ITM Stimulus register to output a value

#### Table 144. Important TPIU registers (continued)

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
</table>
| 0xE0040304 | Formatter and flush control | Bits 31-9 = always '0  
Bit 8 = TrigIn = always '1 to indicate that triggers are indicated  
Bits 7-4 = always 0  
Bits 3-2 = always 0  
Bit 1 = EnFCont. In Sync Trace mode (Select_Pin_Protocol register bit1:0=00), this bit is forced to '1: the formatter is automatically enabled in continuous mode. In asynchronous mode (Select_Pin_Protocol register bit1:0 <> 00), this bit can be written to activate or not the formatter.  
Bit 0 = always 0  
The resulting default value is 0x102  
**Note:** In synchronous mode, because the TRACECTL pin is not mapped outside the chip, the formatter is always enabled in continuous mode -this way the formatter inserts some control packets to identify the source of the trace packets). |
| 0xE0040300 | Formatter and flush status | Not used in Cortex®-M4 with FPU, always read as 0x00000008 |
### 26.18 DBG register map

The following table summarizes the Debug registers.

<table>
<thead>
<tr>
<th>Table 145. DBG register map and reset values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Addr.</td>
</tr>
<tr>
<td>-------</td>
</tr>
<tr>
<td>0xE004 2000</td>
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<tr>
<td></td>
</tr>
<tr>
<td>0xE004 2004</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>0xE004 2008</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>0xE004 200C</td>
</tr>
</tbody>
</table>

1. The reset value is product dependent. For more information, refer to Section 26.6.1: MCU device ID code.
27 Device electronic signature

The electronic signature is stored in the Flash memory area. It 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 STM32F4xx microcontrollers.

27.1 Unique device ID register (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: 0x1FFF 7A10

Address offset: 0x00
Read only = 0xXXXX XXXX where X is factory-programmed

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
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</tbody>
</table>

Bits 31:0 **U_ID[31:0]**: 31:0 unique ID bits

Address offset: 0x04
Read only = 0xXXXX XXXX where X is factory-programmed

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
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</tbody>
</table>

Bits 63:32 **U_ID[63:32]**: 63:32 unique ID bits
27.2 Flash size

Base address: 0x1FFF 7A22
Address offset: 0x00
Read only = 0xXXXX where X is factory-programmed

Bits 15:0  F_ID[15:0]: Flash memory size
This bitfield indicates the size of the device Flash memory expressed in Kbytes.

27.3 Package data register

Base address: 0x1FFF 7BF0
Address offset: 0x00
Read only = 0xXXXX where X is factory-programmed

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

Bits 10:8  PKG[2:0]: Package type
0x111: TQFP64
0x001: UQFPN48
0x000: WLCSP36
0x111: TQFP64

Bits 7:0 Reserved, must be kept at reset value.
## Revision history

Table 146. Document revision history

<table>
<thead>
<tr>
<th>Date</th>
<th>Revision</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>07-Sep-2015</td>
<td>1</td>
<td>Initial release.</td>
</tr>
<tr>
<td>26-Oct-2015</td>
<td>2</td>
<td><strong>System and memory overview</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Updated Figure 2: Memory map.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Interrupts and events (EXTI)</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Updated Section 9.1.2: SysTick calibration value register.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Analog-to-digital converted (ADC)</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Removed note in Section : Temperature sensor, VREFINT and VBAT internal channels.</td>
</tr>
<tr>
<td></td>
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<td><strong>Digital-to-analog converted (DAC)</strong></td>
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<td>Updated Section 12.5.3: DAC output voltage.</td>
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<td><strong>Timer 11 (TIM11)</strong></td>
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<td>Updated TI1_RMP in Section 16.5.11: TIM11 option register 1 (TIM11_OR).</td>
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<td><strong>Real-time clock (RTC)</strong></td>
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<td>Updated Figure 175: RTC block diagram.</td>
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<td><strong>Universal synchronous asynchronous receiver transmitter (USART)</strong></td>
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<td>Replaced section USART mode configuration by Section 24.3: USART implementation.</td>
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<td><strong>Inter-integrated circuit interface (I2C)</strong></td>
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<td>Updated Section 22.4.5: FMPI2C initialization, including Figure 179: Setup and hold timings.</td>
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<td>Updated Section 22.7.5: Timing register (FMPI2C_TIMINGR).</td>
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<td><strong>Serial peripheral interface/ inter-IC sound (SPI/I2S)</strong></td>
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<td>Updated Figure 240, Figure 241, Figure 242 and Figure 243.</td>
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<td>Updated and added notes below Figure 240, Figure 241 and Figure 242.</td>
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<td>Added Section 25.3.4: Multi-master communication.</td>
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<td>29-Nov-2018</td>
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<td>Updated:</td>
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