



F²MC - 8FX Family, MB95200H/210H Series, LIN-UART

This application note describes how to use the LIN-UART in various modes. This note describes the functions of the LIN-UART and their operation modes and gives some sample codes. The LIN-UART has four operating modes. Operating mode 0 is asynchronous (normal mode), operating mode 1 is asynchronous (multiprocessor mode), operating mode 2 is synchronous (normal mode) and operating mode 3 is asynchronous (LIN mode).

Contents

1	Introduction.....	1		
2	Functions of LIN-UART	2		
2.1	Block Diagram.....	2		
2.2	Basic Functions.....	3		
2.3	Registers of LIN-UART	4		
2.4	Interface to LIN-UART	5		
2.5	Baud Rate Generator Register (BGR)	7		
3	Asynchronous Mode (Operating Mode 0, 1).....	8		
3.1	Operations in Asynchronous Mode	8		
3.2	Example Code in Asynchronous Mode (mode 0).....	12		
4	Synchronous Mode (Operating Mode 2).....	13		
			4.1	Operation of Synchronous Mode (Operating Mode 2).....13
			4.2	Example Code in Synchronous Mode (Mode 2)
				15
5	LIN-Bus Mode (Operating Mode 3)	16		
5.1	Overview of LIN-Bus	16		
5.2	Work on LIN-Master.....	17		
5.3	Work on LIN-Slave.....	20		
6	Appendix	24		
6.1	Sample Code	24		
7	Additional Information.....	38		
	Document History.....	39		

1 Introduction

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2 Functions of LIN-UART

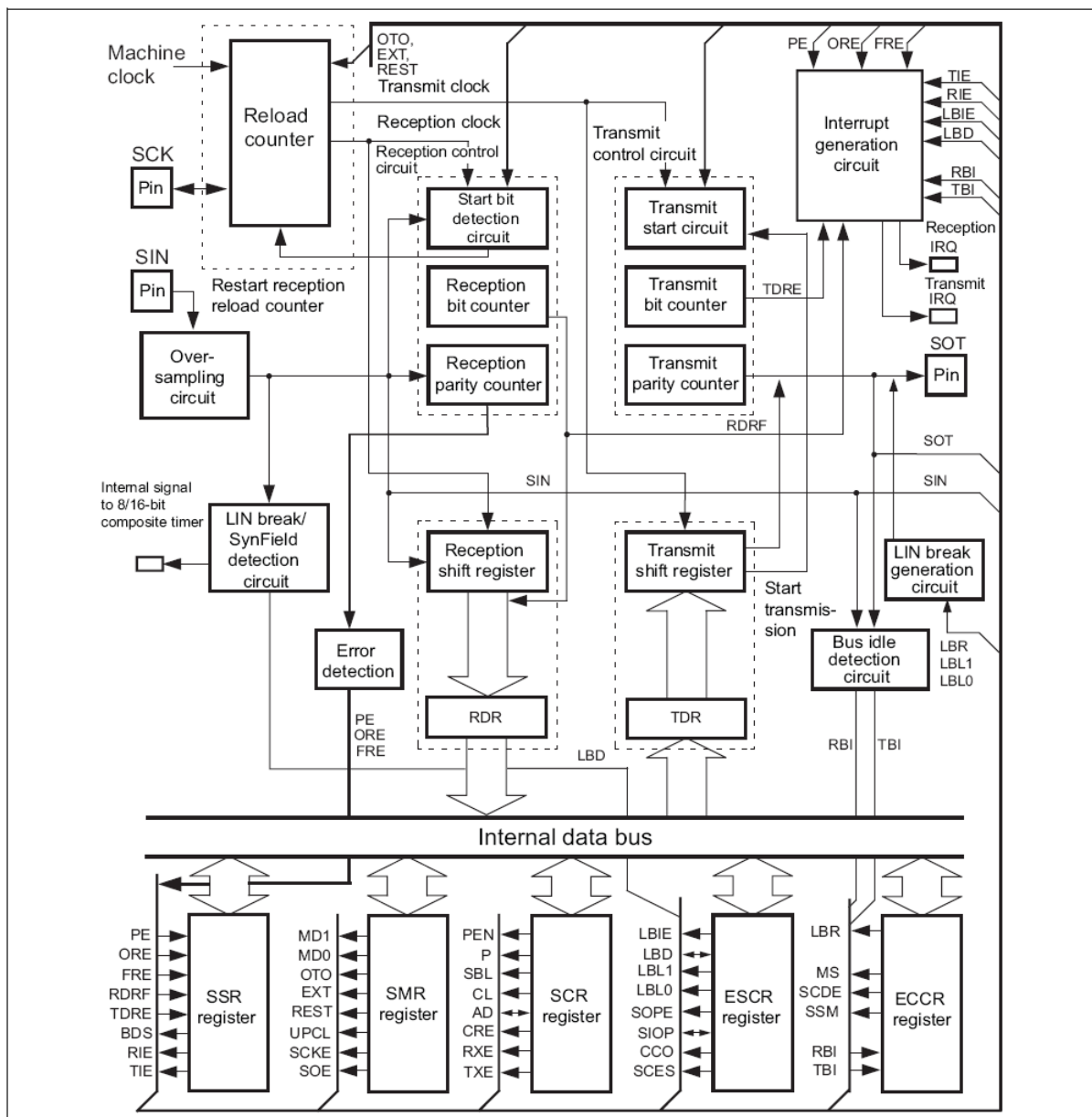
This section describes functions of the LIN-UART

The LIN (Local Interconnect Network)-UART is a general-purpose serial data communication interface for synchronous or asynchronous (start-stop synchronization) communication with external devices. In addition to a bi-directional communication function (normal mode) and master/slave communication function (multiprocessor mode: supports both master and slave operation), the LIN-UART also supports the special functions used by the LIN bus.

2.1 Block Diagram

Figure 1 shows the internal block diagram of the LIN-UART.

Figure 1. LIN-UART Block Diagram



2.2 Basic Functions

The LIN-UART operates in four different modes. The operating mode is selected by the MD0 and MD1 bits in the LIN-UART serial mode register (SMR). Mode 0 and mode 2 are used for bi-directional serial communication; mode 1 for master/slave communication; and mode 3 for LIN master/slave communication.

Table 1. LIN-UART Operating Modes

Operating mode		Data length		Synchronous method	Stop bit length	Data bit format
		No parity	With parity			
0	Normal mode	7 bits or 8 bits		Asynchronous	1 bit or 2 bits	LSB first MSB first
1	Multiprocessor mode	7 bits or 8 bits +1*	-	Asynchronous		
2	Normal mode	8 bits		Synchronous	None, 1 bit, 2 bits	
3	LIN mode	8 bits	-	Asynchronous	1 bit	LSB first

- : Unavailable

*: "+1" is the address/data selection bit (AD) used for communication control in multiprocessor mode.

The MD0 and MD1 bits in the LIN-UART serial mode register (SMR) are used to select the following LIN-UART operating modes.

Table 2. LIN-UART Operating Modes

MD1	MD0	Mode	Type
0	0	0	Asynchronous (Normal mode)
0	1	1	Asynchronous (Multiprocessor mode)
1	0	2	Synchronous (Normal mode)
1	1	3	Asynchronous (LIN mode)

- Mode 1 supports both master and slave operation in multiprocessor mode.
- The communication format of Mode 3 is fixed at: 8-bit data, no parity, stop bit 1, LSB-first.

2.3 Registers of LIN-UART

This section lists registers of the LIN-UART.

2.3.1 Register List of LIN-UART

Figure 2. Register List of LIN-UART

LIN-UART serial control register (SCR)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0050 _H	PEN	P	SBL	CL	AD	CRE	RXE	TXE
	R/W	R/W	R/W	R/W	R/W	R0,W	R/W	R/W
Initial value								
00000000 _B								
LIN-UART serial mode register (SMR)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0051 _H	MD1	MD0	OTO	EXT	REST	UPCL	SCKE	SOE
	R/W	R/W	R/W	R/W	R0,W	R0,W	R/W	R/W
Initial value								
00000000 _B								
LIN-UART serial status register (SSR)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0052 _H	PE	ORE	FRE	RDRF	TDRE	BDS	R/E	T/E
	R/WX	R/WX	R/WX	R/WX	R/WX	R/W	R/W	R/W
Initial value								
00001000 _B								
LIN-UART reception data register/transmit data register (RDR/TDR)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0053 _H								
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Initial value								
00000000 _B								
LIN-UART extended status control register (ESCR)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0054 _H	LBIE	LBD	LBL1	LBL0	SOPE	SIOP	CCO	SCES
	R/W	R(RM1),W	R/W	R/W	R/W	R(RM1),W	R/W	R/W
Initial value								
00000100 _B								
LIN-UART extended communication control register (ECCR)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0055 _H	Reserved	LBR	MS	SCDE	SSM	Reserved	RBI	TBI
	R0,W	R0,W	R/W	R/W	R/W	RX,W0	R/WX	R/WX
Initial value								
000000XX _B								
LIN-UART baud rate generator register 1 (BGR 1)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0FBC _H	-							
	R0,WX	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Initial value								
00000000 _B								
LIN-UART baud rate generator register 0 (BGR 0)								
Address	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
0FBD _H								
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Initial value								
00000000 _B								
R/W: Readable/writable (Read value is the same as write value)								
R/WX: Read only (Readable, writing has no effect on operation)								
R(RM1), W: Readable/writable (Read value is different from write value, "1" is read by read-modify-write (RMW) instruction)								
R0, W: Write only (Writable, "0" is read)								
R0, WX: Undefined bit (Read value is "0", writing has no effect on operation)								
RX,W0: Reserved bit (Read value is undefined, write value is "0")								

Figure 2 shows all registers of the LIN-UART. For detailed information, please check Chapter 16 of the [MB95200 series HARDWARE MANUAL](#).

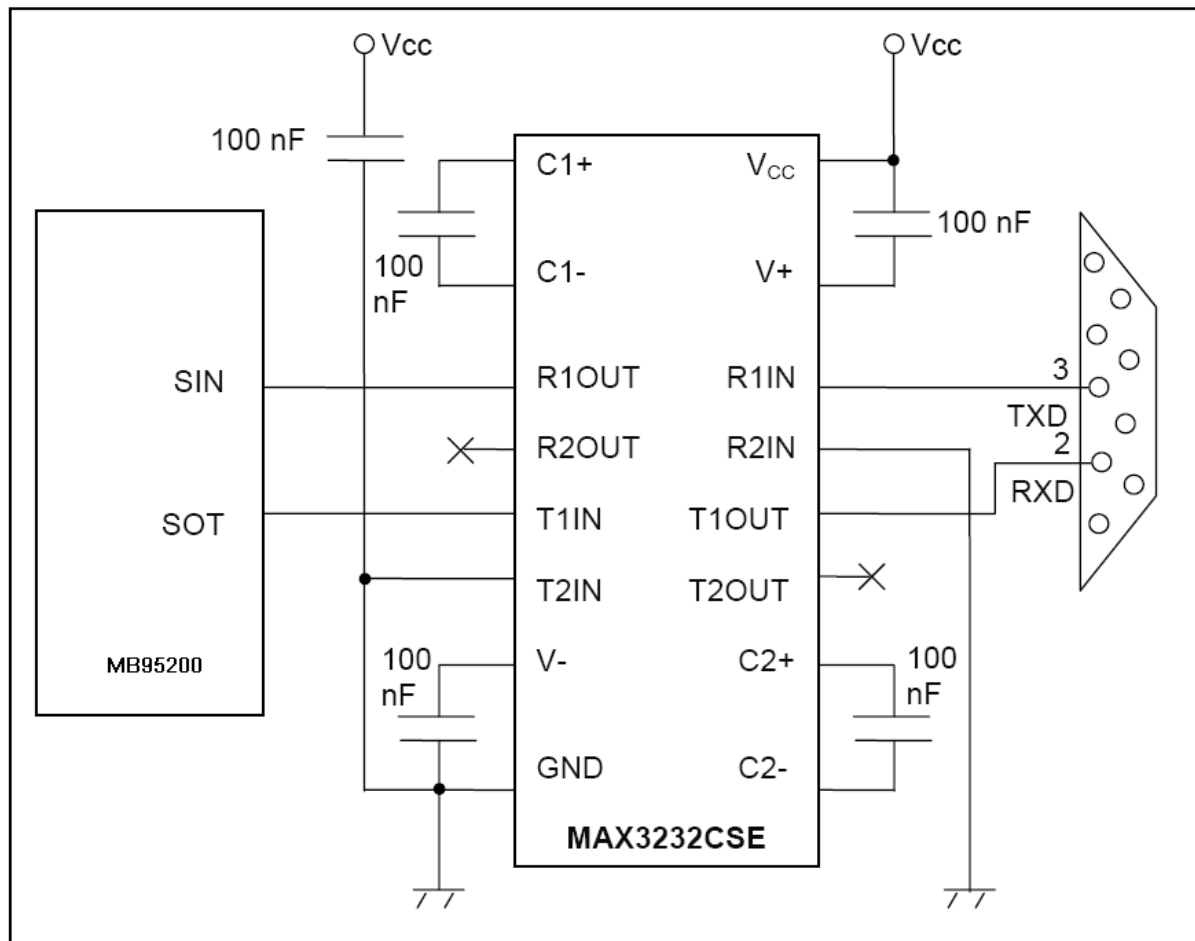
2.4 Interface to LIN-UART

2.4.1 RS232

The LIN-UART in asynchronous mode can be interfaced to the RS-232 bus through a transceiver. The transceiver provides the ability to receive and transmit messages over the bus. Figure 3 shows interfacing of MB95200 microcontroller to transceiver MAX3232CSE. The R1IN input and T1OUT output of the transceiver is connected to the TXD and RXD signals of the female DB-9 Connector respectively.

Value of the capacitor used depends on the supply voltage VCC. For details, please refer to the datasheet of MAX3232CSE.

Figure 3. LIN-UART Interface to RS-232 Bus



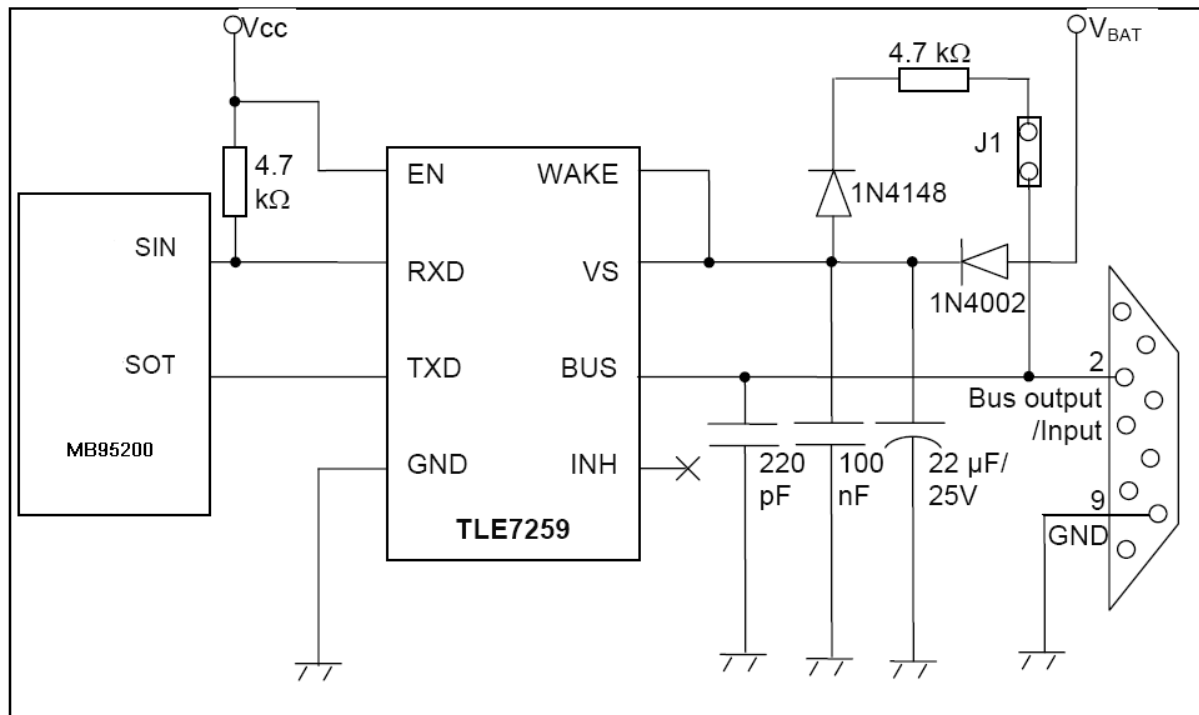
Note:

The circuit is a typical application when the LIN-UART is connected to different voltage conditions.

2.4.2 LIN

The LIN-UART in LIN mode can be interfaced to the LIN bus through a transceiver. The transceiver provides the ability to receive and transmit messages over the bus. Figure 2-4 shows interfacing of MB95200 microcontroller to transceiver TLE7259. The Bus output/input of the transceiver is connected to Bus input/output signal of the female DB-9 Connector. V_{BAT} supply needs to be chosen within a range of 8V to 18V. Jumper J1 needs to be closed in the case of LIN-Master and opened in the case of LIN-Slave.

Figure 4. LIN-UART Interface to LIN Bus



Note:

It is recommended using this circuit if the LIN-UART is connected to TLE7259.

2.5 Baud Rate Generator Register (BGR)

The two 15-bit reload counters are set by the LIN-UART baud rate generator registers 1, 0 (BGR 1, BGR 0) respectively.

The equation for the baud rate is shown below.

Reload value:

$$v = \left(\frac{\text{MCLK}}{b} \right) - 1$$

v: Reload value

b: Baud rate

MCLK: Machine clock, or external clock frequency

Calculation example:

Assuming that the machine clock is 10MHz, the internal clock is used, and the baud rate is set to 19200 bps:

Reload value:

$$v = \left(\frac{10 \times 10^6}{19200} \right) - 1 = 520.83 \dots \hat{=} 521$$

Thus, the actual baud rate can be calculated as shown below.

$$b = \frac{\text{MCLK}}{(v + 1)} = \frac{10 \times 10^6}{521} = 19193.8579$$

Note:

The reload counter stops if the reload value is set to "0". Therefore, set the smallest reload value to "1".

For transmission/reception in asynchronous mode, since five times of oversampling has to be done before the reception value is determined, the reload value must be set to at least "4".

3 Asynchronous Mode (Operating Mode 0, 1)

This section introduces how to set LIN-UART registers when the LIN-UART operates in asynchronous mode: mode 0 (normal mode) or mode 1 (multiprocessor mode)

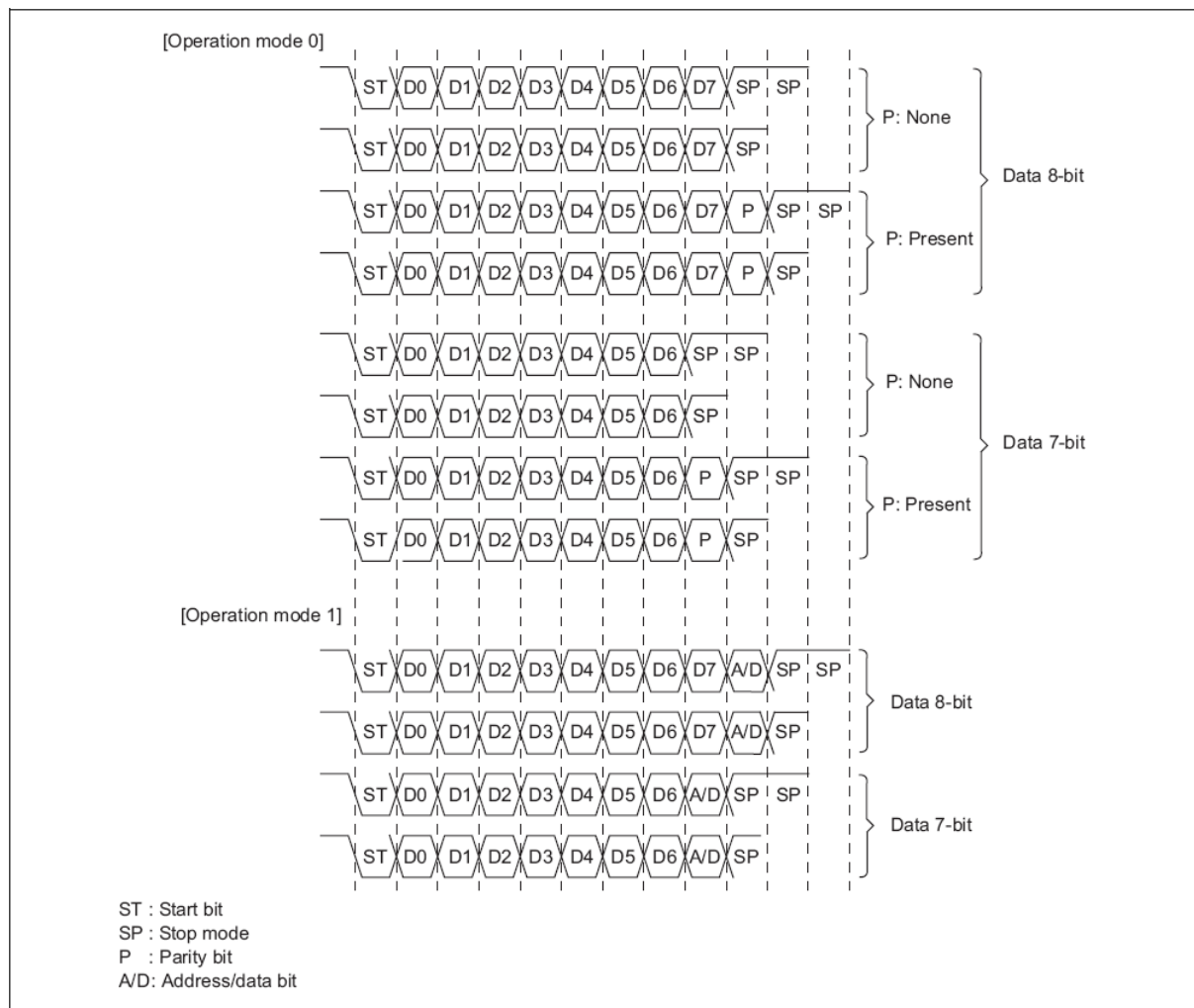
3.1 Operations in Asynchronous Mode

3.1.1 Transmit/Receive Data Format

Transmit/receive data always begins with a start bit ("L" level), followed by a specified data bits length and ends with at least one stop bit ("H" level).

The bit transfer direction (LSB-first or MSB-first) is determined by the BDS bit in the LIN-UART serial status register (SSR). When the parity bit is used, it is always placed between the last data bit and the first stop bit.

Figure 5. Transmit/Receive Data Format (Operating Mode 0, 1)



Note:

If the BDS bit in the LIN-UART serial status register (SSR) is set to "1" (MSB-first), the bits are processed in the following order: D7, D6D1, D0 (P).

In operating mode 0, a data length of 7-bit or 8-bit, addition of the parity can be selected. Moreover, the stop bit length (1 or 2) is selectable.

In operating mode 1, a data length is 7-bit or 8-bit, the parity is not added, and the address/data bit is added. The stop bit length (1 or 2) can be selected.

The bit length of transmit/receive frame is calculated as below:

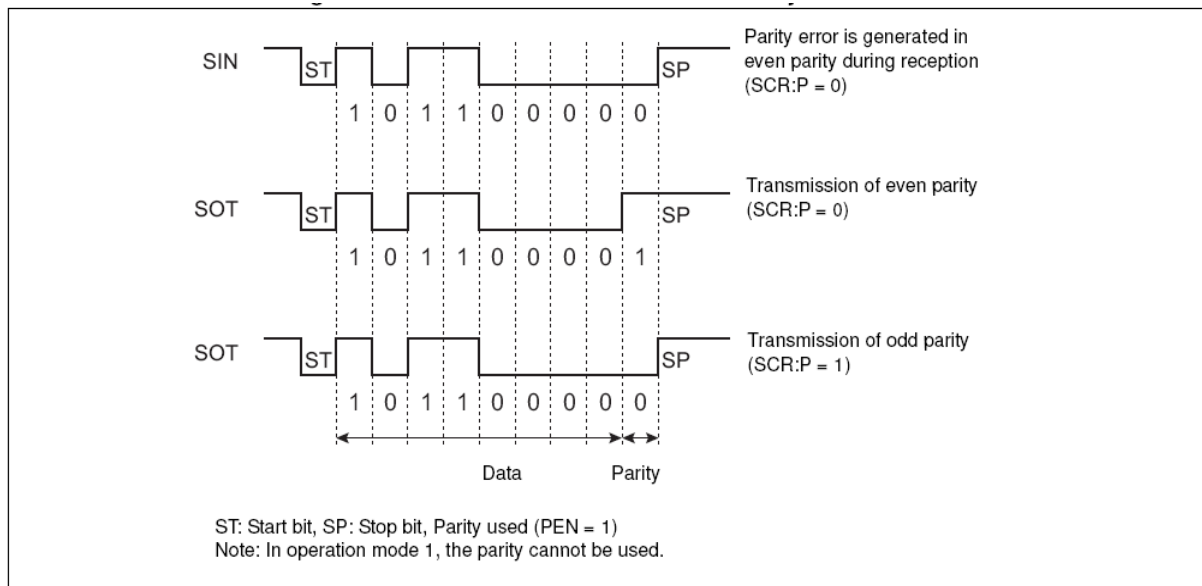
$$\text{Length} = 1 + d + p + s$$

(d = Number of data bits [7 or 8], p = parity [0 or 1], s = Number of stop bits [1 or 2])

3.1.2 Parity

You can specify whether or not to add (at transmission) and detect (at reception) a parity bit. The parity enable bit (SCR: PEN) is used to select whether or not to use a parity; the parity selection bit (SCR: P) is used to select the odd or even parity.

Figure 6. Transmission Data When Parity is Enabled



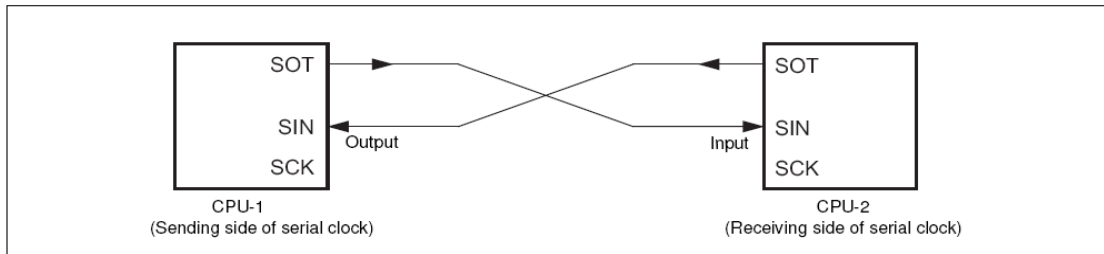
3.1.3 Difference between Mode 0 and Mode 1

Mode 0 and Mode 1 have two differences between them: hardware connection and communication data format.

■ Hardware connection

Mode 0 is normal mode. It allows bidirectional communication function. For bidirectional communication, interconnect two CPUs as shown in Figure 7

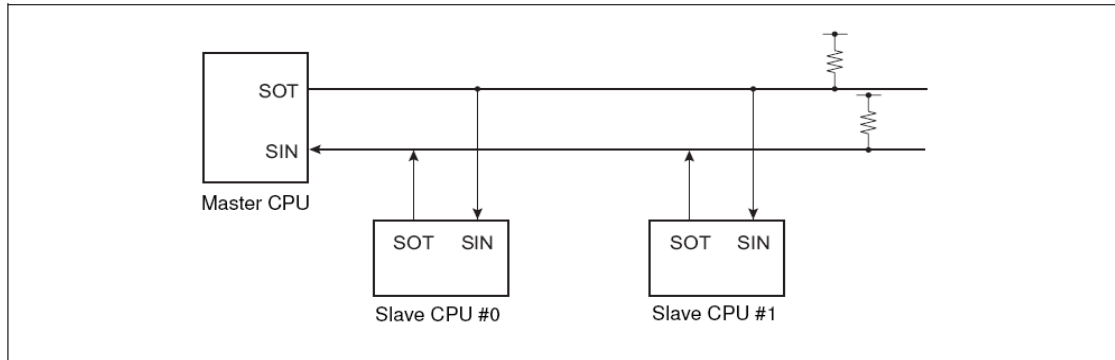
Figure 7. Connection of Bidirectional Communication in LIN-UART Mode 0



Operating mode 1 is multiprocessor mode. The LIN-UART allows communication between multiple CPUs connected in master/slave mode. It can be used as a master or slave.

Multiprocessor mode (mode 1) communication system is configured by connecting between one master CPU and multiple slave CPUs with two common communication lines, as shown in Figure 8

Figure 8. Connection of LIN-UART Multiprocessor Mode Communication



■ The data format of communication

- ☐ The parity

Mode 0: With parity

Mode 1: No parity

- ☐ A/D (address/data bit)

Mode 0: No address/data bit. The bidirectional transmission data do not transmit address/data bit of the two CPUs.

Mode 1: With address/data bit. The multiprocessor mode communication is started by transmitting address data from the master CPU. The master CPU communicates with the slave CPU when the address matches an assigned address of the slave CPU.

3.1.4 Communication Setting Sequence for Asynchronous Mode

To communicate in asynchronous mode, the following sequence settings are required.

- LIN-UART baud rate generator register 1, 0 (BGR1, BGR0)
Set the dedicated baud rate reload counter to a required value.
- LIN-UART serial mode register (SMR)
 - MD1, MD0: "00B" (Mode 0)
 - MD1, MD0: "01B" (Mode 1)
 - SCKE: "1": Uses the dedicated baud rate reloads counter
"0": Inputs external clock
 - SOE: "1": Enables transmission/reception
"0": Enables reception only
- LIN-UART serial control register (SCR)
 - TXE: "1": Enables transmission
"0": Disables transmission
 - RXE: "1": Enables reception
"0": Disables reception
 - AD: "1": Address frame
"0": Data frame
 - CL: "1": Data length selection 8 bit
"0": Data length selection 7 bit
 - CRE: "1": Since the error flag is cleared, transmission/reception is stopped.
"0": No effect
 - PEN: "1": Adds/detects parity bit
"0": Not use parity bit
 - P: "1": Even parity
"0": Odd parity
 - SBL: "1": Stop bit length 2
"0": Stop bit length 1
- LIN-UART serial status register (SSR)
 - BDS: "1": MSB-first
"0": LSB-first
 - RIE: "1": Enables reception interrupt
"0": Disables reception interrupt
 - TIE: "1": Enables transmit interrupt,
"0": Disables transmit interrupt
- LIN-UART extended communication control register (ECCR)
 - SSM: "0": Not use start/stop bit (normal),
"1": Uses start/stop bit (extended function),
 - MS: "0": Transmission side of serial clock (serial clock output),
"1": Reception side of serial clock (input serial clock from the transmission side of serial clock)

3.2 Example Code in Asynchronous Mode (mode 0)

The example code describes how to use the LIN-UART and set its registers in operation mode 0.

```

/*****
The MCU operates in mode0 (asynchronous mode).
/* The baud rate = 9600b, MCLK = 8MHZ.
*****/

/*****
NAME : UART_init ()
FUNCTION: Initialize the LIN-UART in operation mode 0(asynchronous mode)
*****/
void UART_init (void)
{
    BGR1 = 0x03;          // BGR1 = 0x03 (8MHz, 9600Baud)
    BGR0 = 0x40;          // BGR0 = 0x40 (8MHz, 9600Baud)
    SMR = 0x05;           // enable SOT, Reset, asynchronous mode 0
    SSR = 0x00;           // clear flags, no interrupt
    SCR = 0x13;           // enable transmit
}

/*****
NAME : UART_readbyte ()
FUNCTION: receive a byte
*****/
char UART_readbyte (void)
{
    while (! SSR_RDRF);    // wait, until a byte is received
    return (RDR_TDR);      // return the received byte
}

/*****
NAME : UART_sendbyte ()
FUNCTION: transmit a byte
*****/
void UART_sendbyte (char ch)
{
    while (! SSR_TDRE);    // wait, until a byte is transmitted
    RDR_TDR= ch;           // transmit the byte (ch)
}

```

Note:

The full example code is referred to the project1. The project1 name is UART_Asynchronous.

4 Synchronous Mode (Operating Mode 2)

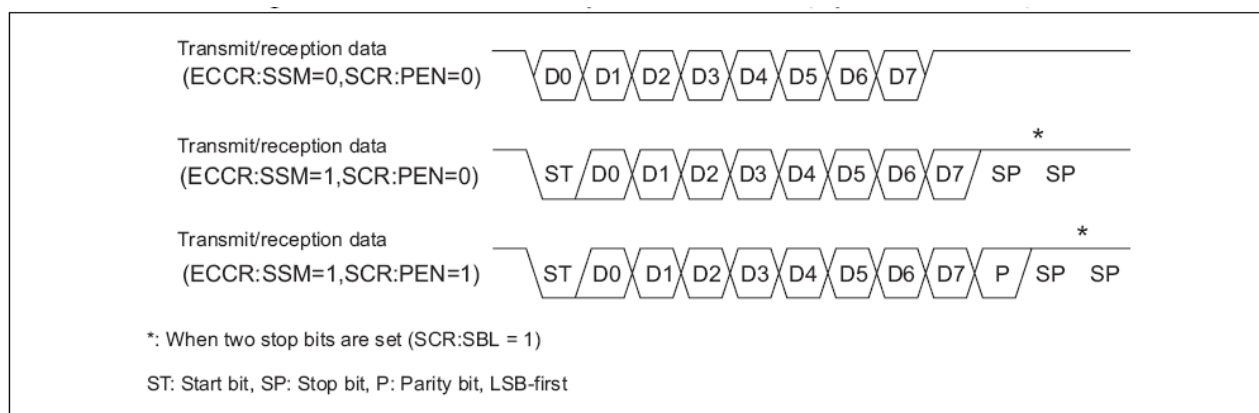
This section introduces how to set LIN-UART registers when the LIN-UART operates in synchronous mode (mode 2)

4.1 Operation of Synchronous Mode (Operating Mode 2)

4.1.1 Transmit/Receive Data Format

In synchronous mode, you can transmit and receive 8-bit data and select whether or not to include the start bit and stop bit (ECCR: SSM). When the start/stop bit is included (ECCR: SSM = 1), you can select whether or not to include the parity bit (SCR: PEN).

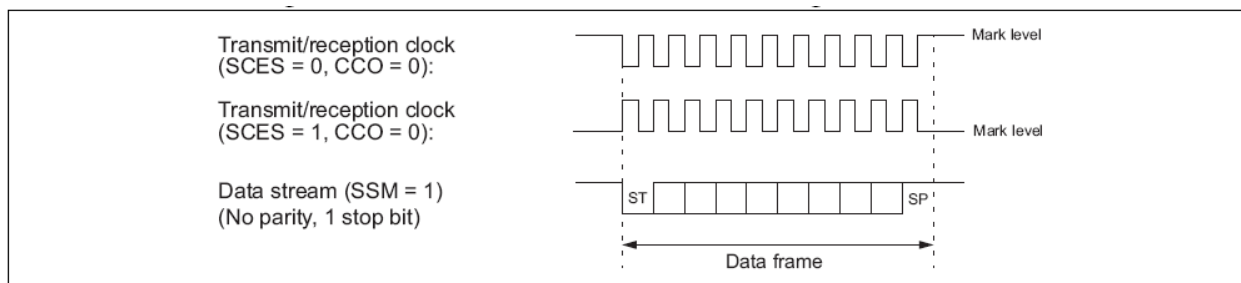
Figure 9. Transmit/Reception Data Format (Operating Mode 2)



4.1.2 Clock Inversion Function

When the SCES bit in the LIN-UART extended status control register (ESCR) is "1", the serial clock is inverted. If the reception side of serial clock is selected, the LIN-UART samples data at the falling edge of the received serial clock. If the transmission side of serial clock is selected, the mark level is set to "0" when the SCES bit is "1".

Figure 10. Transmission Data Format during Clock Inverted



4.1.3 Communication Setting for Synchronous Mode

To communicate in synchronous mode, the following settings are required.

- LIN-UART baud rate generator register 1, 0 (BGR1, BGR0)
Set the dedicated baud rate reload counter to a required value.
- LIN-UART serial mode register (SMR)
MD1, MD0: "10B" (Mode 2)
SCKE: "1": Uses the dedicated baud rate reloads counter
 "0": Inputs external clock
SOE: "1": Enables transmission/reception
 "0": Enables reception only
- LIN-UART serial control register (SCR)
TXE: "1": Enables transmission
 "0": Disables transmission
RXE: "1": Enables reception
 "0": Disables reception
AD: "1": Address frame
 "0": Data frame
CL: "1": Data length selection 8 bit
 "0": Data length selection 7 bit
CRE: "1": Since the error flag is cleared, transmission/reception is stopped.
 "0": No effect
PEN: "1": Adds/detects parity bit
 "0": Not use parity bit
P: "1": Even parity
 "0": Odd parity
SBL: "1": Stop bit length 2
 "0": Stop bit length 1
- LIN-UART serial status register (SSR)
BDS: "1": MSB-first
 "0": LSB-first
RIE: "1": Enables reception interrupt
 "0": Disables reception interrupt
TIE: "1": Enables transmit interrupt,
 "0": Disables transmit interrupt
- LIN-UART extended communication control register (ECCR)
SSM: "0": Not use start/stop bit (normal),
 "1": Uses start/stop bit (extended function),
MS: "0": Transmission side of serial clock (serial clock output),
 "1": Reception side of serial clock (input serial clock from the transmission side of serial clock)

4.2 Example Code in Synchronous Mode (Mode 2)

The example codes describe how to use the LIN-UART and set its registers in operating mode 2(synchronous mode).

```

/*****
The MCU operates in mode2 (synchronous mode).
/* The baud rate = 9600b, MCLK = 8MHZ.
*****/

/*****
NAME : UART_init ()
FUNCTION: Initialize the LIN-UART in operation mode 2(synchronous mode)
*****/
void UART_init (void)
{
    BGR1 = 0x00;           // BGR1 = 0x00 (SCK = 500 KHz, 9600 Baud)
    BGR0 = 0x33;           // BGR0 = 0x33 (SCK = 500 KHz, 9600 Baud)
    SMR = 0x87;            // enable SOT, Reset, synchronous mode
    SSR = 0x00;            // clear flags, no interrupt
    ECCR_SSM = 1;          // have ST/STP bit
    SCR = 0xc3;            // enable transmit, add parity
}

/*****
NAME : UART_readbyte ()
FUNCTION: receive a byte
*****/
void UART_sendbyte (char ch)
{
    while (! SSR_TDRE);    // wait, until a byte is transmitted
    RDR_TDR= ch;           // transmit the byte (ch)
}

/*****
NAME : UART_sendbyte ()
FUNCTION: transmit a byte
*****/
char UART_readbyte_wait (void)
{
    while (! SSR_RDRF);    // wait, until a byte is received
    return (RDR_TDR);      // return the received byte
}

```

Note:

The full example code is referred to the project2. The project2 name is UART_Synchronous.

5 LIN-Bus Mode (Operating Mode 3)

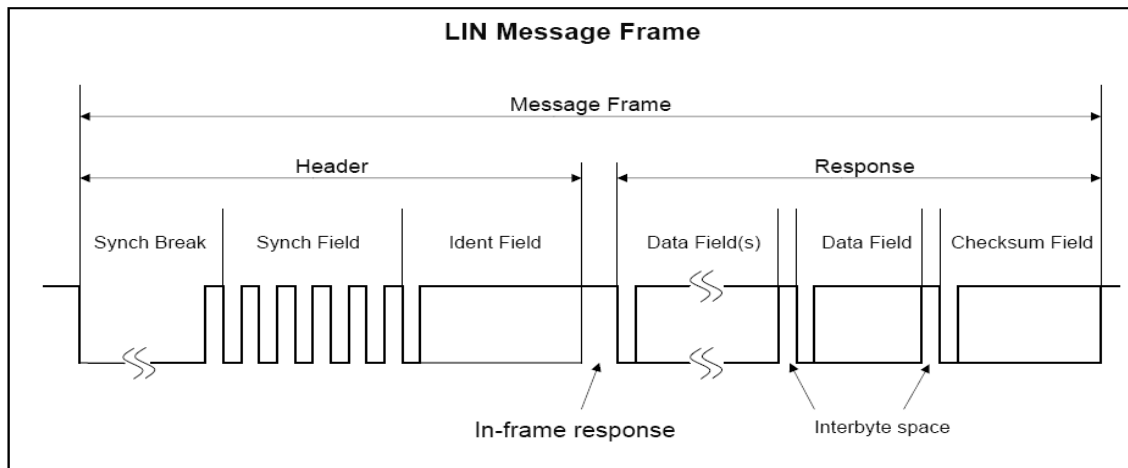
This section introduces how to set LIN-UART registers when the LIN-UART operates in LIN-Bus mode (operating mode 3).

5.1 Overview of LIN-Bus

5.1.1 Short LIN Specification

A LIN message frame consists of a header and a response as shown in the graph below:

Figure 11. LIN Message Frame



Except for the synchronization break, all fields are simple 8N1L data, which means 1 start bit, 8 data bits (LSB first), no parity, 1 stop bit. This break is specified as below:

Figure 12. Synch Break Field Cycle

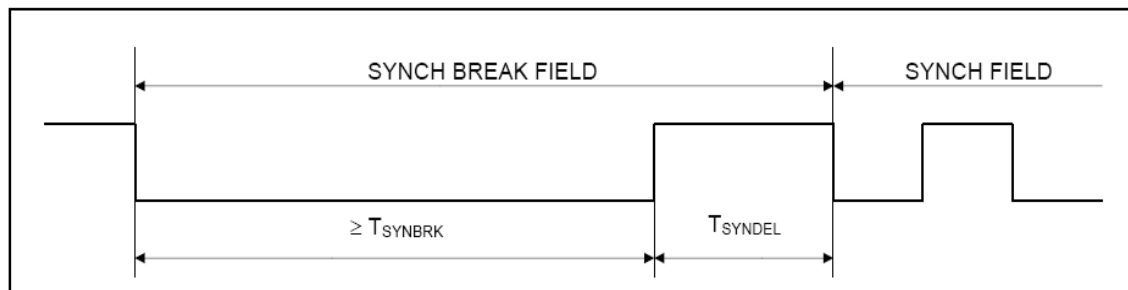


Figure 13. Synch Break Field

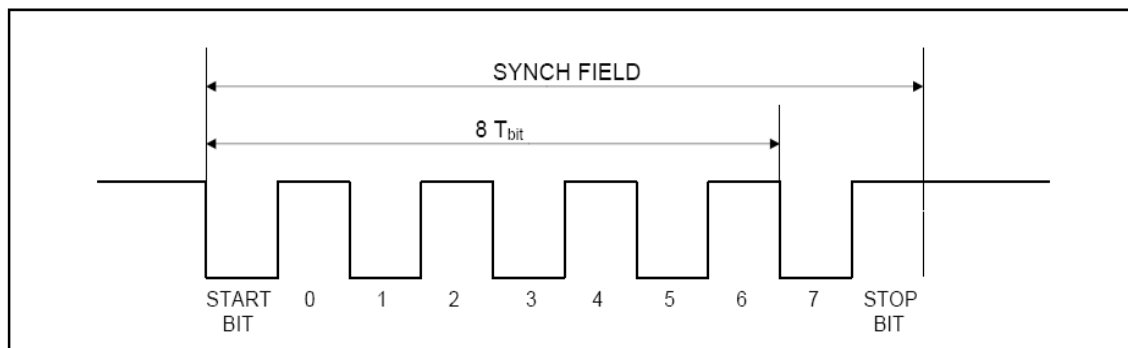
SYNCH BREAK FIELD	LOGICAL	NAME	MIN [T _{bit}]	Nom [T _{bit}]	MAX [T _{bit}]
SYNCH BREAK LOW PHASE	dominant	TSYNBRK	13 ^a		-
SYNCH BREAK DELIMITER	recessive	TSYNDEL	1 ^a		-
SYNCH BREAK THROSHOLD SLAVE	dominant	TSBRKTS	11 ^b		

^a based on master time base

^b based on own slave time base

As the synchronization field is a simple 0x55 byte (LSB first), it consists of 5 dominant and 5 recessive bits:

Figure 14. Synch Field Data Format



All other fields are also simple 8N1L data whose contents do not need special processing by the hardware.

5.2 Work on LIN-Master

5.2.1 LIN Master

The LIN master controls the entire sub bus. The master starts a LIN message frame with the LIN synchronization break, followed by the synchronization field 0x55 and the identifier field.

The length of the break can be set with the control bits LBL0, LBL1 in the extended status/control register (ESCR) of the LIN-UART.

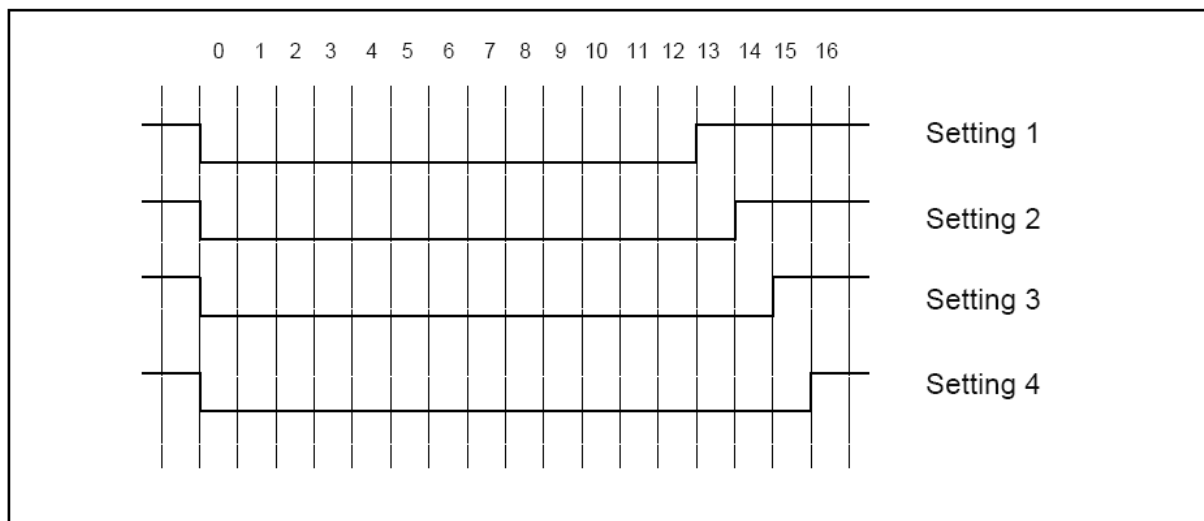
Figure 15. Communication Data Bit

Setting No.	LBL1	LBL0	Length*
1	0	0	13 T _{bit}
2	0	1	14 T _{bit}
3	1	0	15 T _{bit}
4	1	1	16 T _{bit}

* based on master's own time base

The following graph shows the timing of different settings:

Figure 16. Timing setting

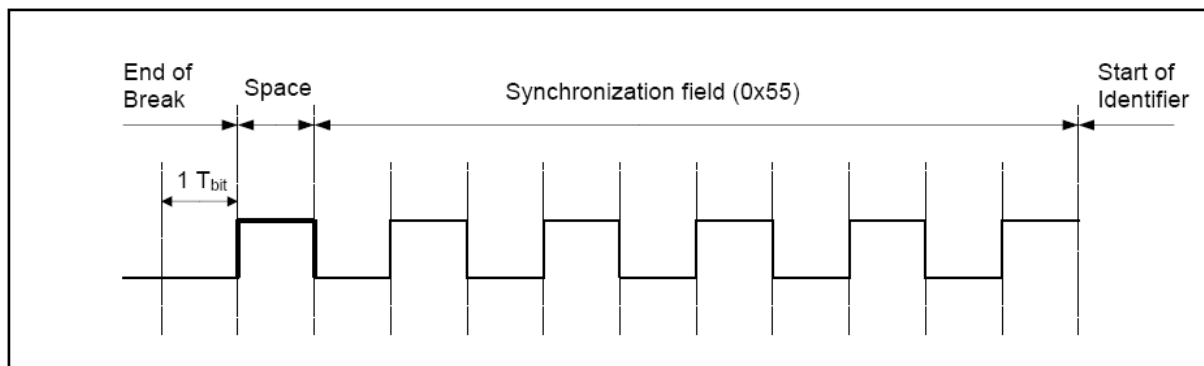


Because transmitting this break LIN-UART has to be in LIN-mode (mode 3), the LBR control bit in the extended communication control register (ECCR) has to be set to "1". At the next internal serial clock cycle the break signal will be generated.

At this moment "normal" 8N1L transmission is blocked, but the 0x55 byte for the synchronization field can be set at this time. After the break a recessive level is set to the serial output and is held for 1 bit time. Then the synchronization field (0x55) starts.

The following graph illustrates this timing:

Figure 17. Timing Setting



Since the LIN is single wire network, the master can read back its own transmissions. Therefore enabling the reception after a LIN-break detection (which was set by the master itself) is recommended. The master then receives the synchronization field as a normal 0x55 data and thus is synchronized with the protocol.

Note, that after a complete LIN-message, the reception has to be disabled again so that the LIN-break can be detected without getting a framing error.

5.2.2 Example Code

The example code describes how to set LIN-UART registers when the LIN-UART operates as LIN-Master (LIN asynchronous mode/mode 3).

```

/***** The
MCU operates in mode3 (LIN mode).
/* The baud rate = 9600b, MCLK = 8MHZ.
*****/

/*****
NAME      : InitUart ()
FUNCTION:  Initialize UART asynchronous LIN mode
*****/ void
InitUart (void)
{
    BGR1 = 0x03;          // BGR1 = 0x03 (8MHz, 9600Baud)
    BGR0 = 0x40;          // BGR0 = 0x40 (8MHz, 9600Baud)
    SSR = 0x02;           // enable reception interrupt
    SCR = 0x01;           // enable transmit
    ESCR = 0x30;          // set LIN break 16 bit times
}

/*****
NAME      : Start_LIN_Message ()
FUNCTION:  initialize ESCR and LIN_State
*****/
void Start_LIN_Message (void)
{
    ESCR_LBD = 0;         // clear possible LIN-Break detection
    ESCR_LBIE = 1;        // enable LIN Break detection (for read back)
    ECCR = 0x40;          // Generate LIN-Break
}

/*****
NAME      : __interrupt void IRQ_LIN_RX ()
FUNCTION:  transmit and receive data in interrupt function
*****/
__interrupt void IRQ_LIN_RX (void)
{
    if (ESCR_LBD)         // LIN Break Detection (Read back)?
    {
        ESCR_LBD = 0;     // Clear flag
    }
    else if (SSR_RDRF)    // Reception?
    {
        Rx_Data = RDR_TDR; // Get reception data
    }
    else                  // Not recognized interrupt cause
    {
        SSR_RIE = 0;      // disable reception interrupt
    }
}

```

Note:

The full example code is referred to the project3. The project3 name is UART_LIN_Master.

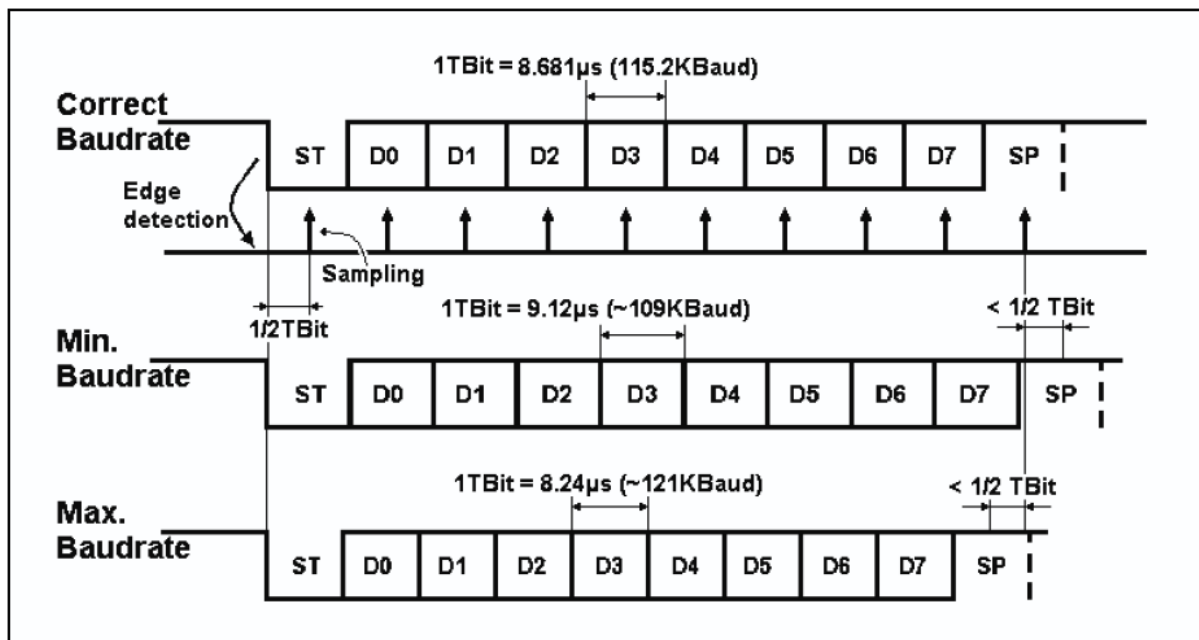
5.3 Work on LIN-Slave

5.3.1 LIN Slave

A LIN slave is connected to the entire LIN sub bus. To react to a LIN break is stringent. The identifier field then locates a specified slave for responding.

To receive the identifier correctly each slave has to adjust to the LIN master's baud rate. Therefore the slave has to measure the LIN synchronization field. The result of this measurement is used for the slave baud rate's adjustment. Note that this measurement is necessary only when the slave baud rate differs up to $\pm 15\%$ from the master baud rate (e. g. when RC oscillator is used for slave clock). Because the LIN-UART is synchronizing its internal clock with the falling edge of the start bit, and samples each bit in the middle of the bit time, a theoretical deviation of about $\pm 5\%$ is tolerable (for 8N1 data format). The following illustration is an example for 115.2kbit/s:

Figure 18. 8N1 Data Format



The calculation of baud rate is illustrated below using the operation of the LIN-UART as an example. When the LIN-UART detects the first falling edge of the synch field, set the internal signal to be input to the 8/16-bit composite timer to "H", and then start the 8/16-bit composite timer. The internal signal becomes "L" at the fifth falling edge. The 8/16-bit composite timer must be set to the input capture mode. In addition, the 8/16-bit composite timer interrupt must be enabled and the 8/16-bit composite timer must be set to detect both edges. The time at which the input signal input to the 8/16-bit composite timer is eight times the baud rate.

The baud rate setting can be found by the following equations.

When the counter of the 8/16-bit composite timer does not overflow:

$$\text{BGR value} = (b - a) / 8 - 1$$

When the counter of the 8/16-bit composite timer has overflowed:

$$\text{BGR value} = (\text{max} + b - a) / 8 - 1$$

max: Maximum value of free-run timer

a: TII0 data register value after the first interrupt

b: TII0 data register value after the second interrupt

5.3.4 Example Code

The example codes describe how to set the LIN-UART registers when the LIN-UART operates as LIN-Slave (LIN asynchronous mode/mode 3).

```

/*****
The MCU operates as LIN mode (LIN-Slave).
/* The baud rate = 9600b, MCLK = 8MHZ.
*****/

/*****
NAME      :      InitUart ()
FUNCTION:      Initialize the UART in asynchronous LIN mode
*****/
void InitUart (void)
{
    BGR1 = 0x03;           // BGR1 = 0x03 (8MHz, 9600Baud)
    BGR0 = 0x40;           // BGR0 = 0x40 (8MHz, 9600Baud)
    SMR = 0xC5;            // enable SOT, Reset, LIN mode
    SSR = 0x02;            // enable reception interrupt
    SCR = 0x01;            // enable transmit
    ESCR = 0x80;           // enable LIN break detection interrupt
}

/*****
NAME      :      __interrupt void IRQ_LIN_RX ()
FUNCTION:      transmit and receive data in interrupt function
*****/
__interrupt void IRQ_LIN_RX (void)
{
    if (ESCR_LBD)          // LIN Break Detection (Read back)?
    {
        ESCR_LBD = 0;      // Clear flag
    }
    else if (SSR_RDRF)      // Reception?
    {
        Rx_Data = RDR_TDR; // Get reception data
    }
    else                    // Not recognized interrupt cause
    {
        SSR_RIE = 0;       // disable reception interrupt
    }
}

```

Note:

The full example code is referred to the project4. The project4 name is UART_LIN_Slave.

6 Appendix

6.1 Sample Code

6.1.1 Project1 Name: UART_Asynchronous

NAME: UART_Asynchronous

FUNCTION: receive a byte or transmit a byte when the LIN-UART operates in asynchronous mode (mode 0).

main.c

```
#include "mb95200.h"
/*****
NAME: UART_init ()
FUNCTION: Initialize the LIN-UART in operating mode 0(asynchronous mode)
*****/
void UART_init (void)
{
    BGR1 = 0x03;           // BGR1 = 0x03 (8MHz, 9600Baud)
    BGR0 = 0x40;           // BGR0 = 0x40 (8MHz, 9600Baud)
    SMR = 0x05;            // enable S0T, Reset, asynchronous mode 0
    SSR = 0x00;            // clear flags, no interrupt
    SCR = 0x13;            // enable transmission, disable reception
}
/*****
NAME: UART_sendbyte ()
FUNCTION: transmit a byte
*****/
void UART_sendbyte (char ch)
{
    while (! SSR_TDRE);    // wait, until a byte is transmitted
    RDR_TDR= ch;           // transmit the byte
}
/*****
NAME: UART_readbyte ()
FUNCTION: receive a byte
*****/
char UART_readbyte (void)
{
    while (! SSR_RDRF);    // wait, until byte is received
    return (RDR_TDR);      // return the received byte
}
```



```

/*****
NAME: main ()
FUNCTION: asynchronously transmit a byte or receive a byte
*****/
void main (void)
{
    char rec_data = 0;           // define a receive variable
    char tra_data = 2;           // define a transmit variable
    DDR0_P00 = 1;                //P00 output
    DDR0_P05 = 1;                //P05 output
    DDR0_P06 = 0;                //P06 input
    DDR0_P03 = 1;                //P03 output
    DDR0_P04 = 0;                //P04 input
    AIDRL = 0xff;                //Port input enabled
    PDR0_P00 = 0x00;
    PDR0_P05 = 0x01;
    UART_init ();                //initialize LIN-UART
    while (1)
    {
        UART_sendbyte (tra_data); //transmit a byte
        rec_data = UART_readbyte (); //receive a byte
        asm("\tnop");
        asm("\tnop");
    }
}

```

6.1.2 Project2 Name : UART_Synchronous

NAME: UART_Synchronous

FUNCTION: transmit a byte or receive a byte when the LIN-UART operates in synchronous mode (mode 2).

main.c

```
#include "mb95200.h"

/*****
NAME      :      UART_init ()
FUNCTION:      Initialize the LIN-UART in operating mode 2(synchronous mode)
*****/
void UART_init (void)
{
    BGR1 = 0x00;           // BGR1 = 0x00 (SCK = 500 KHz, 9600 Baud)
    BGR0 = 0x33;           // BGR0 = 0x33 (SCK = 500 KHz, 9600 Baud)
    SMR = 0x87;            // enable SOT, Reset, synchronous mode
    SSR = 0x00;            // clear flags, no interrupt
    ECCR_SSM = 1;          // have ST/STP bit
    SCR = 0xc3;            // enable transmit, Odd parity
}

/*****
NAME: UART_readbyte ()
FUNCTION: received a byte
*****/
char UART_readbyte (void)
{
    while (! SSR_RDRF);    // wait      until a byte is received
    return (RDR_TDR);      // return the received byte
}

/*****
NAME: UART_sendbyte ()
FUNCTION: transmit a byte
*****/
void UART_sendbyte (char ch)
{
    while (! SSR_TDRE);
    RDR_TDR= ch;           //transmit data
}
```

```

/*****
NAME: main ()
FUNCTION: synchronously transmit a byte or receive a byte
*****/
void main (void)
{
    unsigned char rec_data = 0;
    DDR0_P00 = 1;          //P00 output
    DDR0_P05 = 1;          //P05 output
    DDR0_P06 = 0;          //P06 input
    DDR0_P03 = 1;          //P03 output
    DDR0_P04 = 0;          //P04 input
    AIDRL = 0xff;          //Port input enabled
    PDR0_P00 = 0x00;
    PDR0_P05 = 0x01;

    UART_init ();
    while (1)
    {
        asm("\tnOP");
        UART_sendbyte(0xaa);
        rec_data = UART_readbyte ();
        asm("\tnOP");
        asm("\tnOP");
    }
}

```

6.1.3 Project3 Name : UART_LIN_Master

NAME: UART_LIN_Master

FUNCTION: Receive or transmit data when the LIN-UART operates as master in LIN mode

main.c

```
#include "mb95200.h"

#define DATALENGTH 8
#define SLAVESEND 0x7D
#define MASTERSEND 0xFE

volatile unsigned char LIN_State, Rx_Error, Rx_Data, Master_Send;
volatile unsigned char LIN_Header, LIN_Count, LIN_Checksum;
volatile unsigned char LIN_Data[DATALENGTH];
volatile unsigned char counter;

/*****
NAME      :      InitUart ()
FUNCTION:      Initialize UART in asynchronous LIN mode
*****/
void InitUart3(void)
{
    BGR1 = 0x03;          // BGR1 = 0x03 (8MHz, 9600Baud)
    BGR0 = 0x40;          // BGR0 = 0x40 (8MHz, 9600Baud)
    SMR  = 0xC5;          // enable SOT, Reset, LIN mode
    SSR  = 0x02;          // enable reception interrupt
    SCR  = 0x01;          // enable transmission
    ESCR = 0x30;          // set LIN break 16 bit times
}

/*****
NAME: wait ()
FUNCTION: delay time
*****/
void wait(unsigned long j)
{
    while(j--)
    {
        asm("\tnop");
        WDTC=0x35;          //Clear watch dog timer
    }
}

/*****
NAME: Start_LIN_Message ()
FUNCTION: initialize ESCR and LIN_State
*****/
void Start_LIN_Message(void)
{
    ESCR_LBD = 0;          // clear possible LIN-Break detection
    ESCR_LBIE = 1;         // enable LIN Break detection (for read back)

    ECCR = 0x40;          // Generate LIN-Break

    LIN_State = 1;
}
```

```

/*****
NAME: main()
FUNCTION: main loop, Initialize I/O port and the main function attempter work
*****/
void main(void)
{
    SYCC=0x00;                //MCLK = source clock = 8Mhz (Main CR)

    InitUart3();

    LIN_Data[0] = 0x00;        // LIN data sent by master task
    LIN_Data[1] = 0xAA;
    LIN_Data[2] = 0xED;
    LIN_Data[3] = 0x77;
    LIN_Data[4] = 0xDD;
    LIN_Data[5] = 0x11;
    LIN_Data[6] = 0x88;
    LIN_Data[7] = 0x00;

    PDR0 = 0xFF;              // Port 0:
    DDR0 = 0x2C;              //SCK Lin transceiver enable (P02); SOT output (P03); SIN input (P04)
    AIDRL = 0xFC;

    LIN_State = 0;            // Set waiting
    Rx_Error = 0;

    counter = 0;
    WDTC=0x35;                //Clear watch dog timer

    InitIrqLevels();          // initialize Interrupt level register and IRQ
vector table
    __EI();                  // global interrupt enable
    __set_il(3);             // set global interrupt mask to allow all IRQ
levels

    while (!Rx_Error)
    {
        wait(10000);
        LIN_Header = MASTERSEND;        // Master transmits data to slave
        Master_Send = 1;
        Start_LIN_Message();

        if (!Rx_Error)
        {
            wait(10000);
            LIN_Header = SLAVESEND;        // Master wants data from slave
            Master_Send = 0;
            Start_LIN_Message();
        }

        if (++counter == 10)
            counter = 0;
        PDR0=PDR0^0x20;                //toggle LED2
        WDTC=0x35;                    //Clear watch dog timer
    }

    while(1)
    {
        wait(30000);
        PDR0=PDR0&0xDF;                //LED2 on
        wait(10000);
        WDTC=0x35;                    //Clear watch dog timer
    }
}

```

```

    }
}

/*****
NAME: __interrupt void IRQ_LIN_RX ()
FUNCTION: transmit and receive data in interrupt function
*****/
__interrupt void IRQ_LIN_RX (void)
{
    if (ESCR_LBD)                                // LIN Break Detection (Read back)?
    {
        ESCR_LBD = 0;                            // Clear flag

        if (LIN_State == 1)
        {
            SCR_RXE = 1;                          // Enable reception
            RDR_TDR = 0x55;                        // Send synch field
            LIN_State = 2;
            LIN_Checksum = 0;
        }

        else
        {
            Rx_Error = 1;                          // Unexpected reception of break
        }
    }

    else if (SSR_RDRF)                            // Reception?
    {
        Rx_Data = RDR_TDR;                        // Get receive data

        if (SSR_ORE || SSR_FRE)                  // Reception errors?
        {
            Rx_Error = 2;
        }

        else if (LIN_State == 2)                  // Synch field read back?
        {
            if (Rx_Data != 0x55)
            {
                Rx_Error = 3;
            }

            else
            {
                RDR_TDR= LIN_Header;              // Send LIN_Header
                LIN_State = 3;
            }
        }

        else if (LIN_State == 3)                  // Header read back?
        {
            if (Rx_Data != LIN_Header)
            {
                Rx_Error = 4;
            }

            else
            {
                if (Master_Send)                  // Master wants to send?
                {
                    RDR_TDR= LIN_Data[LIN_Count]; // Send LIN Data
                    LIN_Checksum = LIN_Data[LIN_Count];
                }
            }
        }
    }
}

```

```

        }
        LIN_State = 4;
    }
}

else if (LIN_State == 4) // LIN Data read back / Slave Data
{
    if (Master_Send) // Master sent data?
    {
        if (Rx_Data != LIN_Data[LIN_Count])
        {
            Rx_Error = 5;
        }

        LIN_Count++;

        if (LIN_Count == DATALENGTH) // End of message reached?
        {
            LIN_Count = 0;
            LIN_State = 5;
            LIN_Checksum = LIN_Checksum ^ 0xFF;
            RDR_TDR= LIN_Checksum;
        }
        else
        {
            RDR_TDR= LIN_Data[LIN_Count]; // Send next LIN Data
            LIN_Checksum = LIN_Checksum + LIN_Data[LIN_Count];
        }
    }
    else // Receive
    {
        LIN_Data[LIN_Count] = Rx_Data;
        LIN_Checksum = LIN_Checksum + Rx_Data;

        LIN_Count++;

        if (LIN_Count == DATALENGTH) // End of message reached?
        {
            LIN_Count = 0;
            LIN_State = 5;
            LIN_Checksum = LIN_Checksum ^ 0xFF;
        }
    }
}

else if (LIN_State == 5) // LIN Checksum read back / Slave Checksum
{
    if (Rx_Data != LIN_Checksum)
    {
        Rx_Error = 6;
    }

    SCR_RXE = 0;
    LIN_State = 0;
}

else // Not recognized interrupt cause
{

```

```
        Rx_Error = 7;
        SSR_RIE = 0;                // disable reception interrupt
    }
}
```

vectors.c

```
#include "mb95200.h"

void InitIrqLevels(void)
{
    ILR1 = 0x3f;                    // IRQ4:  UART/SIO ch0
                                    // IRQ5:  8/16-bit timer ch0 (lower)
                                    // IRQ6:  8/16-bit timer ch0 (upper)
                                    // IRQ7:  LIN-UART (reception)
}

__interrupt void IRQ_LIN_RX (void);
__interrupt void DefaultIRQHandler (void);

#pragma intvect IRQ_LIN_RX 7        // IRQ7:  LIN-UART (reception)

__interrupt
void DefaultIRQHandler (void)
{
    __DI();                        // disable interrupts
    while(1)
        __wait_nop();             // halt system
}
```


6.1.4 Project4 Name : UART_LIN_Slave

NAME: UART_LIN_Slave

FUNCTION: Receive or transmit data when the LIN-UART operates as slave in LIN mode

main.c

```
#include "mb95200.h"

#define DATALENGTH 8
#define SLAVESEND 0x7D          //bb 0x7D
#define MASTERSEND 0xFE        //aa 0xFE

unsigned char temp1, temp0;
unsigned char cnt;

volatile unsigned char LIN_State, Rx_Error, Rx_Data, Master_Send;
volatile unsigned char LIN_Header, LIN_Count, LIN_Checksum;
volatile unsigned char LIN_Data[DATALENGTH];

volatile unsigned char ICU_State;
volatile unsigned char counter;

/*****
NAME: InitUart ()
FUNCTION: Initialize UART asynchronous LIN mode
*****/
void InitUart(void)
{
    BGR1 = 0x03;                // BGR1 = 0x03 (8MHz, 9600Baud)
    BGR0 = 0x40;                // BGR0 = 0x40 (8MHz, 9600Baud)
    SMR = 0xC5;                 // enable SOT, Reset, LIN mode
    SSR = 0x02;                 // enable reception interrupt
    SCR = 0x01;                 // enable transmit
    ESCR = 0x80;                // enable LIN break detection interrupt
}
/*****
NAME: InitCompTimer ()
FUNCTION: Initialize timer register
*****/
void InitCompTimer(void)
{
    TMCr0 = 0x30;
    T00Cr0 = 0x0F;
    T00Cr1 = 0xA0;

    ICU_State = 0;              // State flag
}
/*****
NAME: wait ()
FUNCTION: delay time
*****/
void wait(unsigned long j)
{
    while (j--)
    {
        asm ("tNOP");
        WDTC=0x35;              //Clear watch dog timer
    }
}

/*****
```

NAME: main()

FUNCTION: main loop, Initialize I/O port and the main function attemper work

*****/

void main(void)

```
{
    SYCC=0x00;                //MCLK = source clock = 8Mhz (Main CR)

    InitUart();
    InitCompTimer();

    PDR0 = 0xFF;              // Port 0:
    DDR0 = 0x2C;              //SCK Lin transceiver enable (P02); SOT output (P03); SIN input (P04)
    AIDRL = 0xFC;

    PDR6_P63=1;               //LED4 off
    DDR6_P63=1;               //output
    WDTc=0x35;                //Clear watch dog timer

    InitIrqLevels();          // initialize Interrupt level register and IRQ
vector table
    __EI();                   // global interrupt enable
levels  __set_il(3);          // set global interrupt mask to allow all IRQ

    Rx_Error = 0;
    LIN_State = 1;

    counter = 0;

    while (!Rx_Error)
    {
        asm("\tnop");
        WDTc=0x35;           //Clear watch dog timer
    }

    while(1)                  // show error code on 7-seg display
    {
        wait(30000);
        PDR0=PDR0&0xDF;      //LED2 on
        wait(10000);
    }
}
```

NAME: __interrupt void IRQ_LIN_RX ()

FUNCTION: transmit or receive data and deal with in interrupt function

*****/

__interrupt void IRQ_LIN_RX(void)

```
{
    if (ESCR_LBD)             // LIN Break Detection?
    {
        ESCR = 0x80;         // Clear flag

        if (LIN_State == 1)
        {
            SCR = 0x03;              // Enable reception & transmission
            LIN_State = 2;           // ready to receive synch field
            LIN_Checksum = 0;
            LIN_Count = 0;

            T00CR1 = 0xA0;          // Clear possible ICU-IRQ
        }
    }
}
```

```

        if (++counter == 10)
            counter = 0;
        PDR6=PDR6^0x08;           //toggle LED4
    }
    else
    {
        Rx_Error = 1;             // Unexpected reception of break
    }
}

else if (SSR_RDRF)               // Reception?
{
    Rx_Data = RDR_TDR;           // Get reception data

    if (SSR_ORE || SSR_FRE)      // Reception errors?
    {
        Rx_Error = 2;
    }

    else if (LIN_State == 2)      // Synch field read?
    {
        T00CR1 = 0x00;           // disable Capture-IRQ

        if (Rx_Data != 0x55)
        {
            Rx_Error = 3;
        }

        else
        {
            LIN_State = 3;        // ready to receive header
        }
    }

    else if (LIN_State == 3)      // Header read?
    {
        LIN_Header = Rx_Data;

        if (LIN_Header == SLAVESEND)
        {
            RDR_TDR = LIN_Data[LIN_Count];    // Send LIN Data
            LIN_Count++;
        }

        LIN_State = 4;
    }

    else if (LIN_State == 4)      // LIN Data read / write
    {
        if (LIN_Header == MASTERSEND)        // Master sent data?
        {
            LIN_Checksum = LIN_Checksum + Rx_Data;
            LIN_Data[LIN_Count] = Rx_Data;
            LIN_Count++;

            if (LIN_Count == DATALENGTH) // End of message reached?
            {
                LIN_Count = 0;
                LIN_State = 5;
                LIN_Checksum = LIN_Checksum ^ 0xFF;
            }
        }
    }
}

```

```

else
{
    LIN_Checksum = LIN_Checksum + LIN_Data[LIN_Count];
    RDR_TDR = LIN_Data[LIN_Count];    // Send next LIN Data
    LIN_Count++;

    if (LIN_Count == DATALENGTH) // End of message reached?
    {
        LIN_Count = 0;
        LIN_State = 5;
        LIN_Checksum = LIN_Checksum ^ 0xFF;
    }
}

else if (LIN_State == 5) // LIN Checksum read / write
{
    if (LIN_Header == MASTERSEND) // Master sent data?
    {
        if (Rx_Data != LIN_Checksum)
        {
            Rx_Error = 4;
        }
    }
    else
    {
        RDR_TDR = LIN_Checksum; // Send Checksum
    }

    SCR_RXE = 0; // disable reception wait
    LIN_State = 1; // (new message)
}

for LIN break
{
}

else // Not
recognized interrupt cause
{
    Rx_Error = 5;
    SSR_RIE = 0; // disable reception
}

interrupt
}

```

```

/*****
NAME: __interrupt void IRQ_CompTimer ()
FUNCTION: use timer change flag bit
*****/
__interrupt void IRQ_CompTimer(void)
{
    if (ICU_State == 0)                // Rising edge detected?
    {
        ICU_State = 1;
    }
    else                                // Falling edge (last
edge) detected!
    {
        ICU_State = 0;
        temp1= T01DR>>3;
        BGR1 = temp1;
        temp0= T00DR>>3;
        BGR0 = temp0;
        if(cnt<250)
            cnt++;
    }
    if (T00CR1_IF)
        Rx_Error = 6;

    T00CR1 = 0xA0;                    // clear flag
}

```

vectors.c

```

#include "mb95200.h"

void InitIrqLevels(void)
{
    ILR1 = 0x73;                    // IRQ4:  UART/SIO ch0
                                    // IRQ5:  8/16-bit timer ch0 (lower)
                                    // IRQ6:  8/16-bit timer ch0 (upper)
                                    // IRQ7:  LIN-UART (reception)
}
__interrupt void DefaultIRQHandler (void);
__interrupt void IRQ_LIN_RX(void);
__interrupt void IRQ_CompTimer(void);

#pragma intvect IRQ_CompTimer 5    // IRQ5:  8/16-bit timer ch0 (lower)
#pragma intvect IRQ_LIN_RX 7      // IRQ7:  LIN-UART (reception)

__interrupt
void DefaultIRQHandler (void)
{
    __DI();                        // disable interrupts
    while(1)
        __wait_nop();              // halt system
}

```

7 Additional Information

For more information on Cypress Microcontrollers Products, please visit the following websites:

<http://www.cypress.com/cypress-microcontrollers>

<http://www.cypress.com/cypress-mcu-product-softwareexamples>

Document History

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Revision	ECN	Orig. of Change	Submission Date	Description of Change
**	-	Glede. Luo	20/03/2008	V1.0, First Draft
			22/07/2008	V1.1, Modified some words and acronyms usage. Modified communication data bit description. Modified the baud rate measurement in LIN slave mode.
*A	5261924	HUAL	06/15/2016	Migrated Spansion Application Note "MCU-AN-500006-E-11" to Cypress format.

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