



# STM32F100x4, STM32F100x6, STM32F100x8, STM32F100xB errata sheet

STM32F100xx low and medium-density  
value line device limitations

## Silicon identification

This errata sheet applies to the revision Z of the STMicroelectronics low and medium-density STM32F100xB value line products.

This family features an ARM™ 32-bit Cortex®-M3 core, for which an errata notice is also available (see [Section 1](#) for details).

[Table 2](#) shows the full list of the value line part numbers concerned by these limitations.

The products are identifiable as shown in [Table 1](#):

- by the Revision code marked below the sales type on the device package
- by the last three digits of the internal sales type printed on the box label

**Table 1. Device identification<sup>(1)</sup>**

Sales type	Revision code <sup>(2)</sup> marked on device
STM32F100xxx <sup>(3)</sup>	"Z"

1. The REV\_ID bits in the DBGMCU\_IDCODE register show the revision code of the device (see the STM32F100xx reference manual for details on how to find the revision code).
2. Refer to [Appendix A: Revision code on device marking](#) for details on how to identify the Revision code on the different packages.
3. This document only applies to devices that have internal code B in their sales type.

**Table 2. Device summary**

Reference	Part number
STM32F100x4	STM32F100C4, STM32F100R4
STM32F100x6	STM32F100C6, STM32F100R6
STM32F100x8	STM32F100C8, STM32F100R8, STM32F100V8
STM32F100xB	STM32F100CB, STM32F100RB, STM32F100VB

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# 1 ARM™ 32-bit Cortex®-M3 limitations

An errata notice of the STM32F100xx core is available from the following web address:

<http://infocenter.arm.com/help/index.jsp?topic=/com.arm.doc.eat0420a/>.

The direct link to the errata notice pdf is:

<http://infocenter.arm.com/help/topic/com.arm.doc.eat0420a/Cortex-M3-Errata-r1p1-v0.2.pdf>.

All the described limitations are minor and related to the revision r1p1-01rel0 of the Cortex-M3 core. [Table 3](#) summarizes these limitations and their implications on the behavior of medium-density STM32F100xx devices.

**Table 3. Cortex-M3 core limitations and impact on microcontroller behavior**

ARM ID	ARM category	ARM summary of errata	Impact on medium-density STM32F100xx devices
602117	Cat 2	LDRD with base in list may result in incorrect base register when interrupted or faulted	Minor
563915	Cat 2	Event register is not set by interrupts and debug	Minor
531064	impl	SWJ-DP missing POR reset sync	No
511864	Cat 3	Cortex-M3 may fetch instructions using incorrect privilege on return from an exception	No
532314	Cat 3	DWT CPI counter increments during sleep	No
538714	Cat 3	Cortex-M3 TPIU clock domain crossing	No
548721	Cat 3	Internal write buffer could be active whilst asleep	No
463763	Cat 3	BKPT in debug monitor mode can cause DFSR mismatch	Minor
463764	Cat 3	Core may freeze for SLEEPONEXIT single instruction ISR	Minor
463769	Cat 3	Unaligned MPU fault during a write may cause the wrong data to be written to a successful first access	No

## 1.1 Cortex-M3 limitations description for STM32F100xx value line devices

Only the limitations described below have an impact, even though minor, on the implementation of STM32F100xx low and medium-density devices.

All the other limitations described in the ARM errata notice (and summarized in [Table 3](#) above) have no impact and are not related to the implementation of STM32F100xx low and medium-density devices (Cortex-M3 r1p1-01rel0).

### 1.1.1 Cortex-M3 LDRD with base in list may result in incorrect base register when interrupted or faulted

#### Description

The Cortex-M3 Core has a limitation when executing an LDRD instruction from the system-bus area, with the base register in a list of the form LDRD Ra, Rb, [Ra, #imm]. The execution may not complete after loading the first destination register due to an interrupt before the second loading completes or due to the second loading getting a bus fault.

#### Workarounds

1. This limitation does not impact the STM32F100xx code execution when executing from the embedded Flash memory, which is the standard use of the microcontroller.
2. Use the latest compiler releases. As of today, they no longer generate this particular sequence. Moreover, a scanning tool is provided to detect this sequence on previous releases (refer to your preferred compiler provider).

### 1.1.2 Cortex-M3 event register is not set by interrupts and debug

#### Description

When interrupts related to a WFE occur before the WFE is executed, the event register used for WFE wakeup events is not set and the event is missed. Therefore, when the WFE is executed, the core does not wake up from WFE if no other event or interrupt occur.

#### Workaround

Use STM32F100xx external events instead of interrupts to wake up the core from WFE by configuring an external or internal EXTI line in event mode.

### 1.1.3 Cortex-M3 BKPT in debug monitor mode can cause DFSR mismatch

#### Description

A BKPT may be executed in debug monitor mode. This causes the debug monitor handler to be run. However, the bit 1 in the Debug fault status register (DFSR) at address 0xE00ED30 is not set to indicate that it was originated by a BKPT instruction. This only occurs if an interrupt other than the debug monitor is already being processed just before the BKPT is executed.

#### Workaround

If the DFSR register does not have any bit set when the debug monitor is entered, this means that we must be in this “corner case” and so, that a BKPT instruction was executed in debug monitor mode.

### 1.1.4 Cortex-M3 may freeze for SLEEPONEXIT single instruction ISR

#### Description

If the Cortex-M3 SLEEPONEXIT functionality is used and the concerned interrupt service routine (ISR) contains only a single instruction, the core becomes frozen. This freezing may occur if only one interrupt is active and it is preempted by an interrupt whose handler only contains a single instruction.

However, any new interrupt that causes a preemption would cause the core to become unfrozen and behave correctly again.

#### Workaround

This scenario does not happen in real application systems since all enabled ISRs should at least contain one instruction. Therefore, if an empty ISR is used, then insert a NOP or any other instruction before the exit instruction (BX or BLX).



## 2 STM32F100xx silicon limitations

[Table 4](#) gives quick references to all documented limitations.

**Table 4. Summary of silicon limitations**

Links to silicon limitations	
	<a href="#">Section 2.1: Voltage glitch on ADC input 0</a>
	<a href="#">Section 2.2: Debugging Stop mode and system tick timer</a>
	<a href="#">Section 2.3: Debugging Stop mode with WFE entry</a>
<a href="#">Section 2.4: Alternate function</a>	<a href="#">Section 2.4.1: SPI1 in slave mode and USART2 in synchronous mode</a>
	<a href="#">Section 2.4.2: SPI1 in master mode and USART2 in synchronous mode</a>
	<a href="#">Section 2.4.3: SPI2 in slave mode and USART3 in synchronous mode</a>
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	<a href="#">Section 2.4.6: I2C1 with SPI1 remapped and used in master mode</a>
	<a href="#">Section 2.4.7: I2C1 and TIM3_CH2 remapped</a>
	<a href="#">Section 2.4.8: USARTx_TX pin usage limitation</a>
	<a href="#">Section 2.5: Boundary scan TAP: wrong pattern sent out after the “capture IR” state</a>
	<a href="#">Section 2.6: Flash memory BSY bit delay versus STRT bit setting</a>
<a href="#">Section 2.7: I<sup>2</sup>C peripheral</a>	<a href="#">Section 2.7.1: Some software events must be managed before the current byte is being transferred</a>
	<a href="#">Section 2.7.2: SMBus standard not fully supported</a>
	<a href="#">Section 2.7.3: Wrong behavior of I2C peripheral in master mode after a misplaced Stop</a>
	<a href="#">Section 2.7.4: Mismatch on the “Setup time for a repeated Start condition” timing parameter</a>
	<a href="#">Section 2.7.5: Data valid time (<math>t_{VD;DAT}</math>) violated without the OVR flag being set</a>
	<a href="#">Section 2.7.6: Wrong data read into data register</a>
<a href="#">Section 2.8: USART peripheral</a>	<a href="#">Section 2.8.1: Idle frame is not detected if receiver clock speed is deviated</a>
	<a href="#">Section 2.8.2: In full duplex mode, the Parity Error (PE) flag can be cleared by writing the data register</a>
	<a href="#">Section 2.8.3: Parity Error (PE) flag is not set when receiving in Mute mode using address mark detection</a>
	<a href="#">Section 2.8.4: Break frame is transmitted regardless of nCTS input line status</a>

**Table 4. Summary of silicon limitations (continued)**

Links to silicon limitations	
Section 2.9: Timers	<a href="#">Section 2.9.1: Missing capture flag</a>
	<a href="#">Section 2.9.2: Overcapture detected too early</a>
	<a href="#">Section 2.9.3: General-purpose timer: regulation for 100% PWM</a>
<a href="#">Section 2.10: LSI clock stabilization time</a>	

## 2.1 Voltage glitch on ADC input 0

### Description

A low-amplitude voltage glitch may be generated (on ADC input 0) on the PA0 pin, when the ADC is converting with injection trigger. It is generated by internal coupling and synchronized to the beginning and the end of the injection sequence, whatever the channel(s) to be converted.

The glitch amplitude is less than 150 mV with a typical duration of 10 ns (measured with the I/O configured as high-impedance input and left unconnected). If PA0 is used as a digital output, this has no influence on the signal. If PA0 is used as a digital input, it will not be detected as a spurious transition, providing that PA0 is driven with an impedance lower than 5 kΩ. This glitch does not have any influence on the remaining port A pin or on the ADC conversion injection results, in single ADC configuration.

When using the ADC in dual mode with injection trigger, and in order to avoid any side effect, it is advised to distribute the analog channels so that Channel 0 is configured as an injected channel.

### Workaround

None.

## 2.2 Debugging Stop mode and system tick timer

### Description

If the system tick timer interrupt is enabled during the Stop mode debug (DBG\_STOP bit set in the DBGMCU\_CR register ), it will wakeup the system from Stop mode.

### Workaround

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

## 2.3 Debugging Stop mode with WFE entry

### Description

When the Stop debug mode is enabled (DBG\_STOP bit set in the DBGMCU\_CR register ) this allows software debugging during Stop mode.

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

### Workaround

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

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

## 2.4 Alternate function

In some specific cases, some potential weakness may exist between alternate functions mapped onto the same pin.

### 2.4.1 SPI1 in slave mode and USART2 in synchronous mode

#### Conditions

- SPI1 and USART2 are clocked
- I/O port pin PA4 is configured as an alternate function output.

#### Description

USART2 cannot be used in synchronous mode (USART2\_CK signal), if SPI1 is used in slave mode.

#### Workaround

None.

### 2.4.2 SPI1 in master mode and USART2 in synchronous mode

#### Conditions

- SPI1 and USART2 are clocked
- I/O port pin PA4 is configured as an alternate function output.

#### Description

USART2 cannot be used in synchronous mode (USART2\_CK signal) if SPI1 is used in master mode and SP1\_NSS is configured in software mode. In this case USART2\_CK is not output on the pin.

#### Workaround

In order to output USART2\_CK, the SSOE bit in the SPI1\_CR2 register must be set to configure the pin in output mode.

### 2.4.3 SPI2 in slave mode and USART3 in synchronous mode

#### Conditions

- SPI2 and USART3 are clocked
- I/O port pin PB12 is configured as an alternate function output.

#### Description

USART3 cannot be used in synchronous mode (USART3\_CK signal) if SPI2 is used in slave mode.

#### Workaround

None.

### 2.4.4 SPI2 in master mode and USART3 in synchronous mode

#### Conditions

- SPI2 and USART3 are clocked
- I/O port pin PB12 is configured as an alternate function output.

#### Description

USART3 cannot be used in synchronous mode (USART3\_CK signal) if SPI2 is used in master mode and SP2\_NSS is configured in software mode. In this case USART3\_CK is not output on the pin.

#### Workaround

In order to output USART3\_CK, the SSOE bit in the SPI2\_CR2 register must be set to configure the pin in output mode,

### 2.4.5 I2C2 with SPI2 and USART3

#### Conditions

- I2C2 and SPI2 are clocked together or I2C2 and USART3 are clocked together
- I/O port pin PB12 is configured as an alternate function output

#### Description

- Conflict between the I2C2\_SMBA signal (even if this function is not used) and SPI2\_NSS in output mode.
- Conflict between the I2C2\_SMBA signal (even if this function is not used) and USART3\_CK.
- In these cases the I/O port pin PB12 is set to 1 by default if the I/O alternate function output is selected and I2C2 is clocked.

#### Workaround

I2C2\_SMBA can be used as an output if SPI2 is configured in master mode with NSS in software mode.

I2C2\_SMBA can be used in input mode if SPI2 is configured in master or slave mode with

NSS managed by software.

SPI2 cannot be used in any other configuration when I2C2 is being used.

USART3 must *not* be used in synchronous mode when I2C2 is being used.

#### 2.4.6 I2C1 with SPI1 remapped and used in master mode

##### Conditions

- I2C1 and SPI1 are clocked.
- SPI1 is remapped.
- I/O port pin PB5 is configured as an alternate function output.

##### Description

Conflict between the SPI1\_MOSI signal and the I2C1\_SMBA signal (even if SMBA is not used).

##### Workaround

Do not use SPI1 remapped in master mode and I2C1 together.

When using SPI1 remapped, the I2C1 clock must be disabled.

#### 2.4.7 I2C1 and TIM3\_CH2 remapped

##### Conditions

- I2C1 and TIM3 are clocked.
- I/O port pin PB5 is configured as an alternate function output.

##### Description

Conflict between the TIM3\_CH2 signal and the I2C1\_SMBA signal, (even if SMBA is not used).

In these cases the I/O port pin PB5 is set to 1 by default if the I/O alternate function output is selected and I2C1 is clocked. TIM3\_CH2 cannot be used in output mode.

##### Workaround

To avoid this conflict, TIM3\_CH2 can only be used in input mode.

#### 2.4.8 USARTx\_TX pin usage limitation

In USART receive-mode-only communication (TE = 0 in the USARTx\_CR1 register), even when the USARTx\_TX pin is not being used, the corresponding I/O port pin cannot be used to output another alternate function (in this mode the USARTx\_TX output is set to 1 and thus no other alternate function output can be used).

This limitation applies to all USARTx\_TX pins that share another alternate function output.

##### Workaround

Do not use the corresponding I/O port of the USARTx\_TX pin in alternate function output mode. Only the input mode can be used (TE bit in the USARTx\_CR1 has to be cleared).

## 2.5 Boundary scan TAP: wrong pattern sent out after the “capture IR” state

### Description

After the “capture IR” state of the boundary scan TAP, the two least significant bits in the instruction register should be loaded with “01” for them to be shifted out whenever a next instruction is shifted in.

However, the boundary scan TAP shifts out the latest value loaded into the instruction register, which could be “00”, “01”, “10” or “11”.

### Workaround

The data shifted out, after the capture IR state, in the boundary scan flow should therefore be ignored and the software should check not only the two least significant bits (XXX01) but all register bits (XXXXX).

## 2.6 Flash memory BSY bit delay versus STRT bit setting

### Description

When the STRT bit in the Flash memory control register is set (to launch an erase operation), the BSY bit in the Flash memory status register goes high one cycle later.

Therefore, if the FLASH\_SR register is read immediately after the FLASH\_CR register is written (STRT bit set), the BSY bit is read as 0.

### Workaround

Read the BSY bit at least one cycle after setting the STRT bit.

## 2.7 I<sup>2</sup>C peripheral

### 2.7.1 Some software events must be managed before the current byte is being transferred

#### Description

When the EV7, EV7\_1, EV6\_1, EV6\_3, EV2, EV8, and EV3 events are not managed before the current byte is being transferred, problems may be encountered such as receiving an extra byte, reading the same data twice or missing data.

#### Workarounds

When it is not possible to manage the EV7, EV7\_1, EV6\_1, EV6\_3, EV2, EV8, and EV3 events before the current byte transfer and before the acknowledge pulse when changing the ACK control bit, it is recommended to:

1. use the I<sup>2</sup>C with DMA in general, except when the Master is receiving a single byte
2. use I<sup>2</sup>C interrupts and boost their priorities to the highest one in the application to make them uninterruptible

## 2.7.2 SMBus standard not fully supported

### Description

The I<sup>2</sup>C peripheral is not fully compliant with the SMBus v2.0 standard since It does not support the capability to NACK an invalid byte/command.

### Workarounds

A higher-level mechanism should be used to verify that a write operation is being performed correctly at the target device, such as:

1. Using the SMBA pin if supported by the host
2. the alert response address (ARA) protocol
3. the Host notify protocol

## 2.7.3 Wrong behavior of I2C peripheral in master mode after a misplaced Stop

### Description

If a misplaced Stop is generated on the bus, the peripheral cannot enter master mode properly:

- If a void message is received (START condition immediately followed by a STOP): the BERR (bus error) flag is not set, and the I2C peripheral is not able to send a start condition on the bus after the write to the START bit in the I2C\_CR2 register.
- In the other cases of a misplaced STOP, the BERR flag is set. If the START bit is already set in I2C\_CR2, the START condition is not correctly generated on the bus and can create bus errors.

### Workaround

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

In case of a noisy environment in which unwanted bus errors can occur, it is recommended to implement a timeout to ensure that after the START control bit is set, the SB (start bit) flag is set. In case the timeout has elapsed, the peripheral must be reset by setting the SWRST bit in the I2C\_CR2 control register. It should also be reset in the same way if a BERR is detected while the START bit is set in I2C\_CR2.

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

### Description

In case of a repeated Start, the “Setup time for a repeated Start condition” (named  $T_{su;sta}$  in the I<sup>2</sup>C specification) can be slightly violated when the I<sup>2</sup>C operates in Master Standard mode at a frequency between 88 kHz and 100 kHz.

The issue can occur only in the following configuration:

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

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

### Workaround

Reduce the frequency down to 88 kHz or use the I<sup>2</sup>C Fast-mode if supported by the slave.

## 2.7.5 Data valid time ( $t_{VD;DAT}$ ) violated without the OVR flag being set

### Description

The data valid time ( $t_{VD;DAT}$ ,  $t_{VD;ACK}$ ) described by the I<sup>2</sup>C standard can be violated (as well as the maximum data hold time of the current data ( $t_{HD;DAT}$ )) under the conditions described below. Moreover, if the data register is written too late and close to the SCL rising edge, an error can be generated on the bus (SDA toggles while SCL is high). These violations cannot be detected because the OVR flag is not set (no transmit buffer underrun is detected).

This issue can occur only under the following conditions:

- In Slave transmit mode
- With clock stretching disabled (NOSTRETCH=1)
- If the software is late in writing the DR data register, but not late enough to set the OVR flag (the data register is written before the SCL rising edge).

### Workaround

If the master device allows it, use the clock stretching mechanism by programming the bit NOSTRETCH=0 in the I2C\_CR1 register.

If the master device does not allow it, ensure that the software writes to the data register fast enough after TXE or ADDR events. For instance, use an interrupt on the TXE or ADDR flag and boost its priority to the higher level, or use DMA. Use this "NOSTRETCH" mode with a slow I2C bus speed.

*Note: The first data byte to transmit must be written in the data register after the ADDR flag is cleared, and before the next SCL rising edge, so that the time window for writing the first data byte in the data register is less than  $t_{LOW}$*

*If this is not possible, a workaround can be used:*

*Clear the ADDR flag*

*Wait for the OVR flag to be set*

*Clear OVR and write the first data byte.*

*Then the time window for writing the next data byte will be the time to transfer one byte. In this case, the master must discard the first received data byte.*



## 2.7.6 Wrong data read into data register

### Description

In Master Receiver mode, when closing the communication using method 2, the content of the last read data can be corrupted.

The sequences used in this case are as follows:

**Sequence 1:** Transfer sequence for master receiver when  $N = 2$ :

BTF = 1,

Program STOP = 1,

Read DR twice (Read Data N-1 and Data N) just after programming the STOP.

**Sequence 2:** Transfer sequence for master receiver when  $N > 2$ :

BTF = 1,

DataN-2 in DR and DataN-1 in shift register,

Program ACK = 0,

Read DataN-2 in DR.

Program STOP = 1,

Read DataN-1.

If the user software is not able to read the data N-1 before the STOP condition is generated on the bus, the content of the shift register (data N) will be corrupted. (data N is shifted 1-bit to the left).

### Workarounds

1. Mask all active interrupts between the SET STOP and the READ data N-1 for sequence 1 and between the READ data N-2, the SET STOP and the READ data N-1 for Sequence 2.
2. Manage I2C RxNE and TxE events with DMA or interrupts with the highest priority level, so that the condition BTF = 1 never occurs.

## 2.8 USART peripheral

### 2.8.1 Idle frame is not detected if receiver clock speed is deviated

#### Description

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

#### Workaround

None.

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

### Description

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

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

### Workaround

The Parity Error flag should be checked after the end of reception and before transmission.

## 2.8.3 Parity Error (PE) flag is not set when receiving in Mute mode using address mark detection

### Description

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

### Workaround

None.

## 2.8.4 Break frame is transmitted regardless of nCTS input line status

### Description

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

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

### Workaround

None.

## 2.9 Timers

These limitations apply only to TIM1, TIM2, TIM3, TIM4 and TIM5.

## 2.9.1 Missing capture flag

### Description

In capture mode, when a capture occurs while the CCRx register is being read, the capture flag (CCxIF) may be cleared without the overcapture flag (CCxOF) being set. The new data are actually captured in the capture register.

### Workaround

An external interrupt can be enabled on the capture I/O just before reading the capture register (in the capture interrupt), and disabled just after reading the captured data. Possibly, a missed capture will be detected by the EXTI peripheral.

## 2.9.2 Overcapture detected too early

### Description

In capture mode, the overcapture flag (CCxOF) can be set even though no data have been lost.

### Conditions

If a capture occurs while the capture register is being read, an overcapture is detected even though the previously captured data are correctly read and the new data are correctly stored into the capture register.

The system is at the limit of an overcapture but no data are lost.

### Workaround

None.

## 2.9.3 General-purpose timer: regulation for 100% PWM

### Description

When the OCREF\_CLR functionality is activated, the OCxREF signal becomes de-asserted (and consequently OCx is deasserted / OCxN is asserted) when a high level is applied on the OCREF\_CLR signal. The PWM then restarts (output re-enabled) at the next counter overflow.

But if the PWM is configured at 100% (CCxR > ARR), then it does not restart and OCxREF remains de-asserted.

### Workaround

None.

## 2.10 LSI clock stabilization time

### Description

When the LSIRDY flag is set, the clock may still be out of the specified frequency range ( $f_{LSI}$  parameter, see LSI oscillator characteristics in the product datasheet).

**Workaround**

To have a fully stabilized clock in the specified range, a software temporization of 100  $\mu$ s should be added.

## Appendix A Revision code on device marking

Figure 1, Figure 2 and Figure 3 show the marking compositions for the LQFP100, LQFP64 and LQFP48 packages, respectively. Only the Additional field containing the Revision code is shown.

Figure 1. LQFP100 top package view

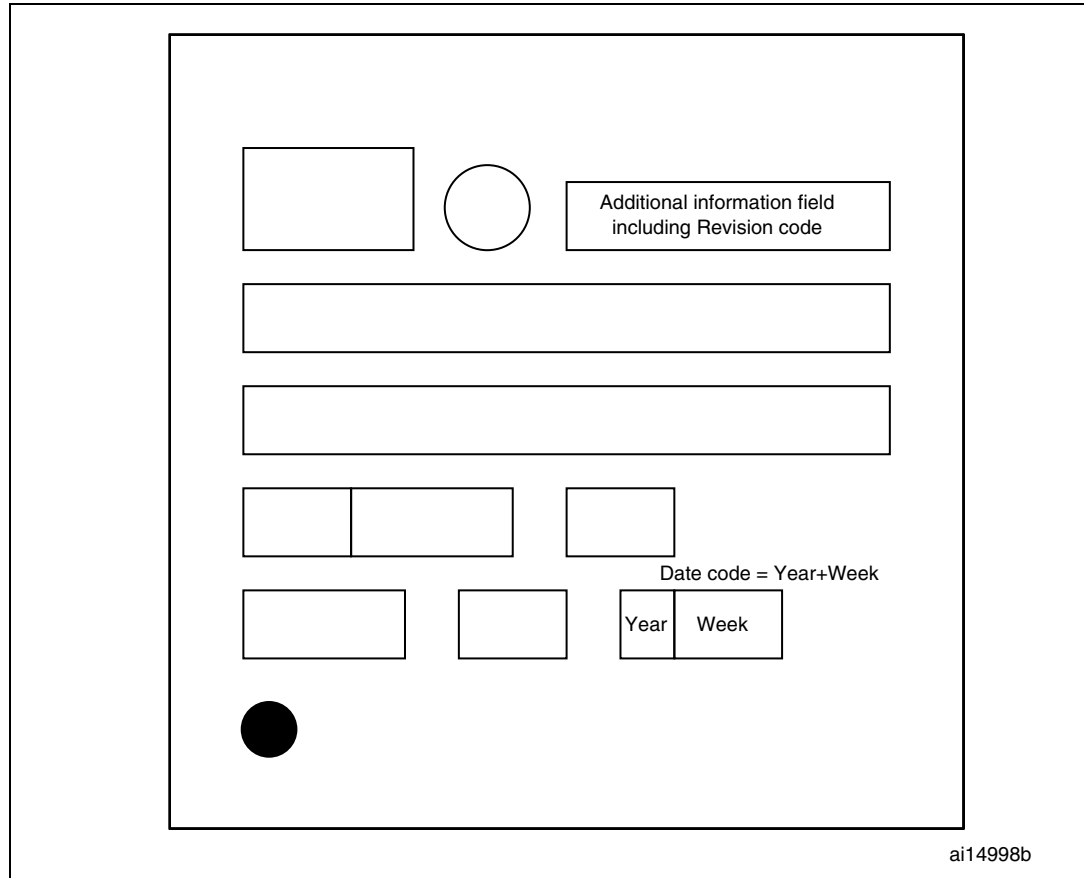


Figure 2. LQFP64 top package view

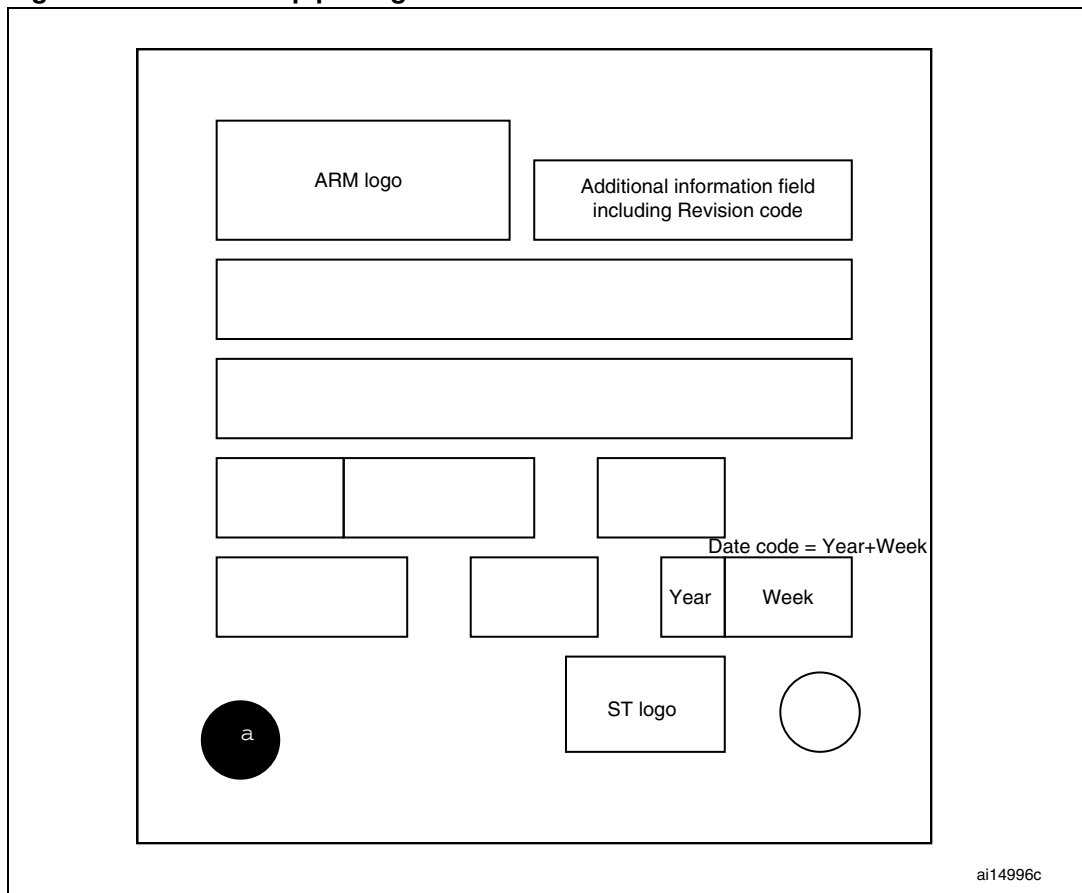
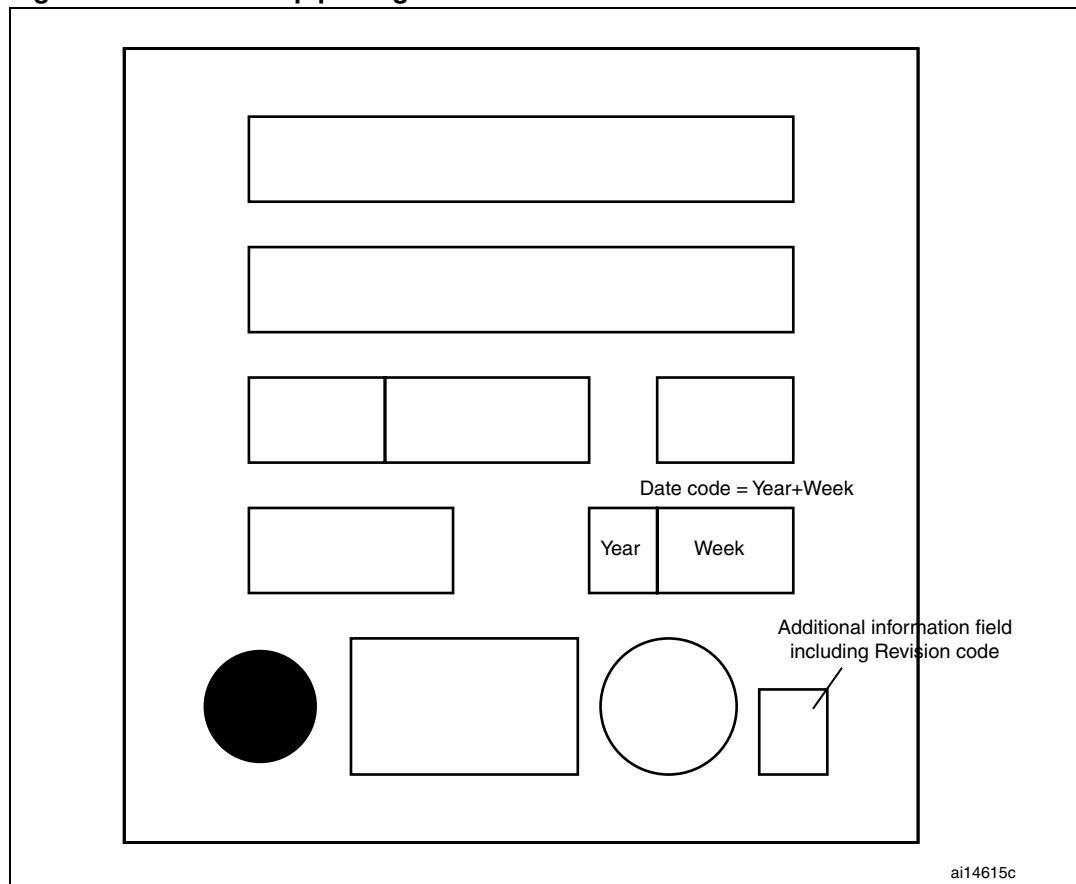


Figure 3. LQFP48 top package view



## Revision history

**Table 5. Document revision history**

Date	Revision	Changes
18-Dec-2009	1	Initial release.
03-May-2010	2	Updated for Rev Z. Removed section 2.8 "PB6 not 5 V-tolerant" Updated <a href="#">Section 2.7: I<sup>2</sup>C peripheral</a>
18-Jun-2010	3	Added <a href="#">Section 2.2: Debugging Stop mode and system tick timer</a> Added <a href="#">Section 2.3: Debugging Stop mode with WFE entry</a> Modified <a href="#">Section 2.9: Timers</a> Modified <a href="#">Section 2.7.3: Wrong behavior of I2C peripheral in master mode after a misplaced Stop</a> Modified <a href="#">Section 2.7.5: Data valid time (t<sub>VD, DAT</sub>) violated without the OVR flag being set</a> Added <a href="#">Section 2.8: USART peripheral</a>



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