

ADuC845/ADuC847/ADuC848

3. I²C[®] Operation [er003]

Background:	The I2CDAT register is used to read or write data to the I ² C bus. The I2CDAT register has an SFR address of 9AH.
Issue:	During an I ² C transfer, if a user accesses the RAM address 9AH, the contents of the I2CDAT SFR can be modified.
Workaround A:	For Assembly code: Do not use memory location 9AH. For C code: Assign a dummy variable to location 0x9A by using the following code, thereby preventing C from using it. <pre>idata unsigned int ui32Dummy[2] _at_ 0x9A;</pre>
Related Issues:	None.

4. ADC Noise [er004]

Background:	The ADuC845 incorporates two 24-bit Σ - Δ ADCs, and the ADuC847 and ADuC848 incorporate a 24-bit and 16-bit Σ - Δ ADC, respectively. These ADCs are specified for typical noise performance as described in the relevant noise tables of the data sheet.
Issue:	ADC noise performance degrades when operating at maximum MCU clock frequency as determined via the CD bits in the PLLCON SFR.
Workaround:	For the duration of an ADC conversion, the CD bits should be set to 3 or greater. Note that the default CD setting is 3.
Related Issues:	None.

5. Watchdog Timer [er005]

Background:	The ADuC845, ADuC847, and ADuC848 incorporate a watchdog timer. The purpose of the WDT is to ensure that the part is never stuck in an endless loop by generating either a hardware reset or an interrupt event that vectors to the WDT ISR.
Issue:	If the WDT generates an interrupt as opposed to a hardware reset, and if the ISR subsequently sets up the WDT to time out to a hardware reset, the reset is ignored.
Workaround:	Ensure that a double write to the WDCON is executed inside the ISR, with the first write being a reset of the WDT. For example: <pre>void isr_wdt(void) interrupt 11 { WDWR = 1; // This first WDT write is required to get the WDT to work inside the ISR. WDCON = 0x60; // Reset WDT. WDWR = 1; // Now set the WDT to the required 1s timeout WDCON = 0x62; // select reset after 1000mS while(1); } void main(void) { EA = 0; WDWR = 1; // Allow write to WDCON WDCON = 0x6A; // timeout=1000mS, WDT enable, WDT ISR Interrupt while (1); }</pre>
Related Issues:	None.

6. Stack Pointer in ULOAD Mode [er006]

Background:	When starting user code, the stack pointer should, by default, be initialized to Address 07H.
Issue:	In ULOAD mode, the stack pointer defaults to 03H causing conflict between RAM locations R4 to R7 and the stack.
Workaround:	Manually change in code the stack pointer address to 07H or to the address that is required upon entry to ULOAD mode, that is, <pre>MOV SP, #07H or SP = 0x07;</pre>
Related Issues:	None.

7. Level-Triggered Interrupt Operation [er007]

Background:	The ADuC845/ADuC847/ADuC848 incorporate two external interrupt sources (INT0 and INT1) that can be configured to respond to either an edge event or a level event.
Issue:	If an interrupt occurs on the INT0 or INT1 pins and is then removed within one core instruction cycle, the interrupt vector address that is generated may be incorrect, resulting in a vector to 0000H. This effectively restarts code execution.
Workaround:	To ensure that this does not occur, the level-triggered interrupt source must be kept low for a minimum of nine core clock cycles.
Related Issues:	None.

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ADuC845/ADuC847/ADuC848 SILICON ANOMALIES

Anomaly No.	Description	Status
er001	Interrupts During Reading/Writing to DATAFLASH/EE	Pending
er002	PWM Operation	Pending
er003	I ² C Operation	Pending
er004	ADC Noise	Pending
er005	Watchdog Timer	Pending
er006	Stack Pointer in ULOAD Mode	Pending
er007	Level Triggered Interrupt Operation	Pending

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