

CY7C68013

EZ-USB FX2™ USB Microcontroller

1.0 EZ-USB FX2 Features

- **Single-chip integrated USB 2.0 Transceiver, SIE, and Enhanced 8051 Microprocessor**
- **Software: 8051 code runs from:**
	- **Internal RAM, which is downloaded via USB**
	- **Internal RAM, which is loaded from EEPROM**
	- **External memory device (128 pin package**
- **Four programmable BULK/INTERRUPT/ ISOCHRONOUS endpoints**
	- **Buffering options: double, triple and quad**
- **8- or 16-bit external data interface**
- **GPIF**
	- **Allows direct connection to most parallel interface**
	- **Programmable waveform descriptors and configuration registers to define waveforms**
	- **Supports multiple Ready (RDY) inputs and Control (CTL) outputs**
- **Integrated, industry standard enhanced 8051:**
	- **Up to 48-MHz clock rate**
	- **Four clocks per instruction cycle**
	- **Two USARTS**
	- **Three counter/timers**
	- **Expanded interrupt system**
	- **Two data pointers**
- **Supports bus-powered applications by using renumeration**
- **3.3V operation**
- **Smart Serial Interface Engine**
- **Vectored USB interrupts**
- **Separate data buffers for the SETUP and DATA portions of a CONTROL transfer**
- **Integrated I2C-compatible controller, runs at 100 or 400 kHz**
- **48-MHz, 24-MHz, or 12-MHz 8051 operation**
- **Four integrated FIFOs**
	- **Brings glue and FIFOs inside for lower system cost**
	- **Automatic conversion to and from 16-bit buses**
	- **Master or slave operation**
	- **FIFOs can use externally supplied clock or asynchronous strobes**
	- **Easy interface to ASIC and DSP ICs**
- **Special autovectors for FIFO and GPIF interrupts**
- **Up to 40 general-purpose I/Os**
- **Four package options—128-pin TQFP, 100-pin TQFP, 56-pin QFN and 56-pin SSOP**
- **Four packages are defined for the family: 56 SSOP, 56 QFN, 100 TQFP, and 128 TQFP**

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Cypress Semiconductor Corporation • 3901 North First Street • San Jose, CA 95134 • 408-943-2600

Cypress's EZ-USB FX2™ is the world's first USB 2.0 integrated microcontroller. By integrating the USB 2.0 transceiver, SIE, enhanced 8051 microcontroller, and a programmable peripheral interface in a single chip, Cypress has created a very cost-effective solution that provides superior time-to-market advantages. The ingenious architecture of FX2 results in data transfer rates of 56 Mbytes per second, the maximum allowable USB 2.0 bandwidth, while still using a lowcost 8051 microcontroller in a package as small as a 56 SSOP. Because it incorporates the USB 2.0 transceiver, the FX2 is more economical, providing a smaller footprint solution than USB 2.0 SIE or external transceiver implementations. With EZ-USB FX2, the Cypress Smart SIE handles most of the USB 1.1 and 2.0 protocol in hardware, freeing the embedded microcontroller for application-specific functions and decreasing development time to ensure USB compatibility. The General Programmable Interface (GPIF) and Master/Slave Endpoint FIFO (8- or 16-bit data bus) provides an easy and glueless interface to popular interfaces such as ATA, UTOPIA, EPP, PCMCIA, and most DSP/processors.

2.0 Applications

- **DSL modems**
- **ATA interface**
- **Memory card readers**
- **Legacy conversion devices**
- **Cameras**
- **Scanners**
- **Home PNA**
- **Wireless LAN**
- **MP3 players**
- **Networking**.

The "Reference Designs" section of the cypress website provides additional tools for typical USB 2.0 applications. Each reference design comes complete with firmware source and object code, schematics, and documentation. Please visit http://www.cypress.com for more information.

3.0 Functional Overview

3.1 USB Signaling Speed

FX2 operates at two of the three rates defined in the Universal Serial Bus Specification Revision 2.0, dated April 27, 2000:

- Full speed, with a signaling bit rate of 12 Mbps
- High speed, with a signaling bit rate of 480 Mbps

FX2 does not support the low-speed signaling mode of 1.5 Mbps.

3.2 8051 Microprocessor

The 8051 microprocessor embedded in the FX2 family has 256 bytes of register RAM, an expanded interrupt system, three timer/counters, and two USARTs.8051 Clock Frequency

FX2 has an on-chip oscillator circuit that uses an external 24-MHz (±100 ppm) crystal with the following characteristics:

- Parallel resonant
- Fundamental mode
- 500-µW drive level
- 20–33 pF (5% tolerance) load capacitors.

An on-chip PLL multiplies the 24-MHz oscillator up to 480 MHz, as required by the transceiver/PHY, and internal counters divide it down for use as the 8051 clock. The default 8051 clock frequency is 12 MHz. The clock frequency of the 8051 can be changed by the 8051 through the CPUCS register, dynamically.

The CLKOUT pin, which can be tri-stated and inverted using internal control bits, outputs the 50% duty cycle 8051 clock, at the selected 8051 clock frequency—48, 24, or 12 MHz.

3.2.1 USARTS

FX2 contains two standard 8051 USARTs, addressed via Special Function Register (SFR) bits. The USART interface pins are available on separate I/O pins, and are not multiplexed with port pins.

UART0 and UART1 can operate using an internal clock at 230 KBaud with no more than 1% baud rate error. 230-KBaud operation is achieved by an internally derived clock source that generates overflow pulses at the appropriate time. The internal clock adjusts for the 8051 clock rate (48, 24, 12 MHz) such that it always presents the correct frequency for 230-KBaud operation.

Note. 115-KBaud operation is also possible by programming the 8051 SMOD0 or SMOD1 bits to a "1" for UART0 and/or UART1, respectively.

3.2.2 Special Function Registers

Certain 8051 SFR addresses are populated to provide fast access to critical FX2 functions. These SFR additions are shown in *[Table 3-1](#page-2-0)*. Bold type indicates non-standard, enhanced 8051 registers.

The two SFR rows that end with "0" and "8" contain bit-addressable registers. The four I/O ports A–D use the SFR addresses used in the standard 8051 for ports 0–3, which are not implemented in FX2.

Because of the faster and more efficient SFR addressing, the FX2 I/O ports are not addressable in external RAM space (using the MOVX instruction).

3.3 I2C-compatible Bus

FX2 supports the I^2C -compatible bus as a master only at 100/400 kbps. SCL and SDA pins have open-drain outputs and hysteresis inputs. These signals must be pulled up to 3.3V, even if no $I²C$ -compatible device is connected.

3.4 Buses

All packages: 8- or 16-bit "FIFO" bidirectional data bus, multiplexed on I/O ports B and D. 128-pin package: adds 16-bit output-only 8051 address bus, 8-bit bidirectional data bus.

3.5 USB Boot Methods

During the power-up sequence, internal logic checks the I²Ccompatible port for the connection of an EEPROM whose first byte is either 0xC0 or 0xC2. If found, it uses the VID/PID/DID values in the EEPROM in place of the internally stored values (0xC0), or it boot-loads the EEPROM contents into internal RAM (0xC2). If no EEPROM is detected, FX2 enumerates using internally stored descriptors. The default ID values for FX2 are VID/PID/DID (0x04B4, 0x8613, 0xxxyy).

Note. The I²C-compatible bus SCL and SDA pins must be pulled up, even if an EEPROM is not connected. Otherwise this detection method does not work properly.

3.6 ReNumeration™

Because the FX2's configuration is soft, one chip can take on the identities of multiple distinct USB devices.

When first plugged into USB, the FX2 enumerates automatically and downloads firmware and USB descriptor tables over the USB cable. Next, the FX2 enumerates again, this time as a device defined by the downloaded information. This patented two-step process, called ReNumeration™, happens instantly when the device is plugged in, with no hint that the initial download step has occurred.

Two control bits in the USBCS (USB Control and Status) register control the ReNumeration process: DISCON and RENUM. To simulate a USB disconnect, the firmware sets DISCON to 1. To reconnect, the firmware clears DISCON to 0.

Before reconnecting, the firmware sets or clears the RENUM bit to indicate whether the firmware or the Default USB Device will handle device requests over endpoint zero: if RENUM = 0, the Default USB Device will handle device requests; if RENUM $= 1$, the firmware will.

3.7 Bus Powered Applications

Bus powered applications require the FX2 to enumerate in a unconfigured mode with less then 100 mA. To do this, the FX2 must enumerate in the full speed mode and then, when configured, renumerate in high speed mode. For an example of the benefits and limitations of this renumeration process see the application note titled "Bus Powered Enumeration with FX2".

3.8 Interrupt System

3.8.1 INT2 Interrupt Request and Enable Registers

FX2 implements an autovector feature for INT2 and INT4. There are 27 INT2 (USB) vectors, and 14 INT4 (FIFO/GPIF) vectors. See FX2 TRM for more details.

3.8.2 USB-Interrupt Autovectors

The main USB interrupt is shared by 27 interrupt sources. To save the code and processing time that normally would be required to identify the individual USB interrupt source, the FX2 provides a second level of interrupt vectoring, called Autovectoring. When a USB interrupt is asserted, the FX2 pushes the program counter onto its stack then jumps to address 0x0043, where it expects to find a "jump" instruction to the USB Interrupt service routine.

The FX2 jump instruction is encoded as shown in *[Table 3-3](#page-3-0)*.

If Autovectoring is enabled (AV2EN = 1 in the INTSETUP register), the FX2 substitutes its INT2VEC byte. Therefore, if the high byte ("page") of a jump-table address is preloaded at location 0x0044, the automatically-inserted INT2VEC byte at 0x0045 will direct the jump to the correct address out of the 27 addresses within the page.

Table 3-3. INT2 USB Interrupts

3.8.3 FIFO/GPIF Interrupt (INT4)

Just as the USB Interrupt is shared among 27 individual USBinterrupt sources, the FIFO/GPIF interrupt is shared among 14 individual FIFO/GPIF sources. The FIFO/GPIF Interrupt, like the USB Interrupt, can employ autovectoring. *[Table 3-4](#page-4-0)* shows the priority and INT4VEC values for the 14 FIFO/GPIF interrupt sources.

If Autovectoring is enabled $(AV4EN = 1$ in the INTSETUP register), the FX2 substitutes its INT4VEC byte. Therefore, if the high byte ("page") of a jump-table address is preloaded at location 0x0054, the automatically-inserted INT4VEC byte at 0x0055 will direct the jump to the correct address out of the 14 addresses within the page. When the ISR occurs, the FX2 pushes the program counter onto its stack then jumps to address 0x0053, where it expects to find a "jump" instruction to the ISR Interrupt service routine.

3.9 Reset and Wakeup

3.9.1 Reset Pin

An input pin (RESET#) resets the chip. This pin has hysteresis and is active LOW. The internal PLL stabilizes approximately 200 µs after V_{CC} has reached 3.3V. Typically, an external RC network ($R = 100k$, $C = 0.1 \mu F$) is used to provide the RESET# signal.

3.9.2 Wakeup Pins

The 8051 puts itself and the rest of the chip into a power-down mode by setting $PCON.0 = 1$. This stops the oscillator and PLL. When WAKEUP is asserted by external logic, the oscillator restarts and after the PLL stabilizes, and the 8051 receives a wakeup interrupt. This applies whether or not FX2 is connected to the USB.

The FX2 exits the power down (USB suspend) state using one of the following methods:

- USB bus signals resume
- External logic asserts the WAKEUP pin
- External logic asserts the PA3/WU2 pin.

The second wakeup pin, WU2, can also be configured as a general purpose I/O pin. This allows a simple external R-C network to be used as a periodic wakeup source.

3.10 Program/Data RAM

3.10.1 Size

The FX2 has eight kbytes of internal program/data RAM, where PSEN#/RD# signals are internally ORed to allow the 8051 to access it as both program and data memory. No USB control registers appear in this space.

Two memory maps are shown in the following diagrams:

[Figure 3-1](#page-5-0) Internal Code Memory, EA = 0

[Figure 3-2](#page-5-1) External Code Memory, EA = 1.

3.10.2 Internal Code Memory, EA = 0

This mode implements the internal eight-kbyte block of RAM (starting at 0) as combined code and data memory. When external RAM or ROM is added, the external read and write strobes are suppressed for memory spaces that exist inside the chip. This allows the user to connect a 64-kbyte memory without requiring address decodes to keep clear of internal memory spaces.

Only the **internal** eight kbytes and **scratch pad** 0.5 kbytes RAM spaces have the following access:

- USB download
- USB upload
- Setup data pointer
- I²C-compatible interface boot load.

3.10.3 External Code Memory, EA = 1

The bottom eight kbytes of program memory is external, and therefore the bottom eight kbytes of internal RAM is accessible only as data memory.

*SUDPTR, USB upload/download, I²C-compatible interface boot access

Figure 3-1. Internal Code Memory, EA = 0

*SUDPTR, USB upload/download, I2C-compatible interface boot access

Figure 3-2. External Code Memory, EA = 1

3.11 Register Addresses

3.12 Endpoint RAM

3.12.1 Size

- 3 × 64 bytes (Endpoints 0 and 1)
- 8 × 512 bytes (Endpoints 2, 4, 6, 8)

3.12.2 Organization

• EP0

- Bidirectional endpoint zero, 64-byte buffer
- EP1IN, EP1OUT

64-byte buffers, bulk or interrupt

• EP2,4,6,8

Eight 512-byte buffers, bulk, interrupt, or isochronous. EP2 and 6 can be either double, triple, or quad buffered. For highspeed endpoint configuration options, see *[Figure 3-3](#page-7-0)*.

3.12.3 Set-up Data Buffer

A separate eight-byte buffer at 0xE6B8-0xE6BF holds the SETUP data from a CONTROL transfer.

3.12.4 Endpoint Configuration (High-speed Mode)

Endpoints 0 and 1 are the same for every configuration. Endpoint 0 is the only CONTROL endpoint, and endpoint 1 can be either BULK or INTERRUPT. To the left of the vertical line, the user may pick different configurations for EP2&4 and EP6&8, since none of the 512-byte buffers are combined between these endpoint groups. An example endpoint configuration would be:

EP2—1024 double buffered; EP6—512 quad buffered.

To the right of the vertical line, buffers are shared between EP2–8, and therefore only entire columns may be chosen.

Figure 3-3. Endpoint Configuration

3.12.5 Default Full-Speed Alternate Settings

3.12.6 Default High-Speed Alternate Settings

Table 3-6. Default High-Speed Alternate Settings[[1,](#page-7-1) [2\]](#page-7-2)

Notes:

1. "0" means "not implemented." 2. "2x" means "double buffered."

3. Even though these buffers are 64 bytes, they are reported as 512 for USB 2.0 compliance. The user must never transfer packets larger than 64 bytes to EP1.

3.13 External FIFO interface

3.13.1 Architecture

The FX2 slave FIFO architecture has eight 512-byte blocks in the endpoint RAM that directly serve as FIFO memories, and are controlled by FIFO control signals (such as IFCLK, SLCS#, SLRD, SLWR, SLOE, PKTEND, and flags).

In operation, some of the eight RAM blocks fill or empty from the SIE, while the others are connected to the I/O transfer logic. The transfer logic takes two forms, the GPIF for internally generated control signals, or the slave FIFO interface for externally controlled transfers.

3.13.2 Master/Slave Control Signals

The FX2 endpoint FIFOS are implemented as eight physically distinct 256 x 16 RAM blocks. The 8051/SIE can switch any of the RAM blocks between two domains, the USB (SIE) domain and the 8051-I/O Unit domain. This switching is done virtually instantaneously, giving essentially zero transfer time between "USB FIFOS" and "Slave FIFOS." Since they are physically the same memory, no bytes are actually transferred between buffers.

At any given time, some RAM blocks are filling/emptying with USB data under SIE control, while other RAM blocks are available to the 8051 and/or the I/O control unit. The RAM blocks operate as single-port in the USB domain, and dualport in the 8051-I/O domain. The blocks can be configured as single, double, triple, or quad buffered as previously shown.

The I/O control unit implements either an internal-master (M for master) or external-master (S for Slave) interface.

In Master (M) mode, the GPIF internally controls FIFOADR[1..0] to select a FIFO. The RDY pins (two in the 56 pin package, six in the 100-pin and 128-pin packages) can be used as flag inputs from an external FIFO or other logic if desired. The GPIF can be run from either an internally derived clock or externally supplied clock (IFCLK), at a rate that transfers data up to 96 Megabytes/s (48 MHz).

In Slave (S) mode, the FX2 accepts either an internally derived clock or externally supplied clock (IFCLK, max. frequency 48 MHz) and SLCS#, SLRD, SLWR, SLOE, PKTEND signals from external logic. Each endpoint can individually be selected for byte or word operation by an internal configuration bit, and a Slave FIFO Output Enable signal SLOE enables data of the selected width. External logic must insure that the output enable signal is inactive when writing data to a slave FIFO. The slave interface can also operate asynchronously, where the SLRD and SLWR signals act directly as strobes, rather than a clock qualifier as in synchronous mode. The signals SLRD, SLWR, SLOE and PKTEND are gated by the signal SLCS#.

3.13.3 GPIF and FIFO Clock Rates

An 8051 register bit selects one of two frequencies for the internally supplied interface clock: 30 MHz and 48 MHz. Alternatively, an externally supplied clock of 5 MHz–48 MHz feeding the IFCLK pin can be used as the interface clock. IFCLK can be configured to function as an output clock when the GPIF and FIFOs are internally clocked. An output enable bit in the IFCONFIG register turns this clock output off, if

desired. Another bit within the IFCONFIG register will invert the IFCLK signal whether internally or externally sourced.

3.14 GPIF

The GPIF is a flexible 8- or 16-bit parallel interface driven by a user-programmable finite state machine. It allows the CY7C68013 to perform local bus mastering, and can implement a wide variety of protocols such as ATA interface, printer parallel port, and Utopia.

The GPIF has six programmable control outputs (CTL), nine address outputs (GPIFADRx), and six general-purpose ready inputs (RDY). The data bus width can be 8 or 16 bits. Each GPIF vector defines the state of the control outputs, and determines what state a ready input (or multiple inputs) must be before proceeding. The GPIF vector can be programmed to advance a FIFO to the next data value, advance an address, etc. A sequence of the GPIF vectors make up a single waveform that will be executed to perform the desired data move between the CY7C68013 and the external design.

3.14.1 Six Control OUT Signals

The 100- and 128-pin packages bring out all six Control Output pins (CTL0-CTL5). The 8051 programs the GPIF unit to define the CTL waveforms. The 56-pin package brings out three of these signals, CTL0–CTL2. CTLx waveform edges can be programmed to make transitions as fast as once per clock (20.8 ns using a 48-MHz clock).

3.14.2 Six Ready IN Signals

The 100- and 128-pin packages bring out all six Ready inputs (RDY0–RDY5). The 8051 programs the GPIF unit to test the RDY pins for GPIF branching. The 56-pin package brings out two of these signals, RDY0–1.

3.14.3 Nine GPIF Address OUT signals

Nine GPIF address lines are available in the 100- and 128-pin packages, GPIFADR[8..0]. The GPIF address lines allow indexing through up to a 512-byte block of RAM. If more address lines are needed, I/O port pins can be used.

3.14.4 Long Transfer Mode

In master mode, the 8051 appropriately sets GPIF transaction count registers (GPIFTCB3, GPIFTCB2, GPIFTCB1, or GPIFTCB0) for unattended transfers of up to 4,294,967,296 bytes. The GPIF automatically throttles data flow to prevent under or overflow until the full number of requested transactions complete. The GPIF decrements the value in these registers to represent the current status of the transaction.

3.15 USB Uploads and Downloads

The core has the ability to directly edit the data contents of the internal 8-kbyte RAM and of the internal 512-byte scratch pad RAM via a vendor-specific command. This capability is normally used when "soft" downloading user code and is available only to and from internal RAM, whether the 8051 is held in reset or running. The available RAM spaces are 8 kbytes from 0x0000–0x1FFF (code/data) and 512 bytes from 0xE000–0xE1FF (scratch pad RAM).

Note: A "loader" running in internal RAM can be used to transfer downloaded data to external memory.

3.16 Autopointer Access

FX2 provides two identical autopointers. They are similar to the internal 8051 data pointers, but with an additional feature: they can optionally increment a pointer address after every memory access. This capability is available to and from both internal and external RAM. The autopointers are available in external FX2 registers, under control of a mode bit (AUTOP-TRSETUP.0). Using the external FX2 autopointer access (at 0xE67B – 0xE67C) allows the autopointer to access all RAM, internal and external to the part. Also, the autopointers can point to any FX2 register or endpoint buffer space. When autopointer access to external memory is enabled, location 0xE67B and 0xE67C in XDATA and PDATA space cannot be used.

3.17 I2C-compatible Controller

FX2 has one I^2C -compatible port that is driven by two internal controllers, one that automatically operates at boot time to load VID/PID/DID and configuration information, and another that the 8051, once running, uses to control external 1^2C compatible devices. The 1^2C -compatible port operates in master mode only.

3.17.1 I2C-compatible Port Pins

The I²C-compatible pins SCL and SDA must have external 2.2-kΩ pull-up resistors. External EEPROM device address pins must be configured properly. See *[Table 3-7](#page-9-1)* for configuring the device address pins.

Table 3-7. Strap Boot EEPROM Address Lines to These Values

Note:

4. This EEPROM does not have address pins.

3.17.2 I2C-compatible Interface Boot Load Access

At power-on reset the I^2C -compatible interface boot loader will load the VID/PID/DID/a configuration byte and up to eight kbytes of program/data. The available RAM spaces are eight kbytes from 0x0000–0x1FFF and 512 bytes from $0xE000-0xE1FF$. The 8051 will be in reset. 1^2C -compatible interface boot loads only occur after power-on reset.

3.17.3 I2C-compatible Interface General Purpose Access

The 8051 can control peripherals connected to the I^2C compatible bus using the I2CTL and I2DAT registers. FX2 provides 1^2C compatible master control only, it is never an 1^2C compatible slave.

4.0 Pin Assignments

[Figure 4-1](#page-10-0) identifies all signals for the four package types. The following pages illustrate the individual pin diagrams, plus a combination diagram showing which of the full set of signals are available in the 128-, 100-, and 56-pin packages.

The 56-pin package is the lowest-cost version. The signals on the left edge of the 56-pin package in *[Figure 4-1](#page-10-0)* are common to all versions in the FX2 family. Three modes are available in all package versions: Port, GPIF master, and Slave FIFO. These modes define the signals on the right edge of the diagram. The 8051 selects the interface mode using the IFCONFIG[1:0] register bits. Port mode is the power-on default configuration.

The 100-pin package adds functionality to the 56-pin package by adding these pins:

- PORTC or alternate GPIFADR[7...0] address signals
- PORTE or alternate GPIFADR8 address signals and 7 more 8051 signals
- Three GPIF Control signals
- Four GPIF Ready signals
- Nine 8051 signals (two USARTs, three timer inputs, INT4,and INT5#)
- BKPT, RD#, WR#

The 128-pin package is the full version, adding the 8051 address and data buses plus control signals. Note that two of the required signals, RD# and WR#, are present in the 100-pin version. In the 100-pin and 128-pin versions, an 8051 control bit can be set to pulse the RD# and WR# pins when the 8051 reads from/writes to PORTC.

Figure 4-1. Signals

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CY7C68013 56-pin SSOP

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Figure 4-4. CY7C68013 56-pin SSOP Pin Assignment

Figure 4-5. CY7C68013 56-pin QFN Pin Assignment

4.1 CY7C68013 Pin Descriptions

Table 4-1. FX2 Pin Descriptions [\[5](#page-15-0)]

Note:

5. Unused inputs should not be left floating. Tie either HIGH or LOW as appropriate. Outputs should only be pulled up or down to ensure signals at power-up and in standby.

Table 4-1. FX2 Pin Descriptions (continued)^[5]

| 128 TQFP | 100 | 56 TQFP SSOP QFN | 56 | Name | Type | Default | Description | | |
|--------------------|----------------|---------------------|--------------|------------------------------|-------------|-----------------------|---|--|--|
| 110 | 88 | | | PE2 or T ₂ OUT | I/O/Z | (PE2) | Multiplexed pin whose function is selected by the PORTECFG.2 bit. PE2 is a bidirectional I/O port pin. T2OUT is the active-HIGH output signal from 8051 Timer2. T2OUT is active (HIGH) for one clock cycle when Timer/Counter 2 overflows. | | |
| 111 | 89 | | | PE3 or RXD0OUT | I/O/Z | (PE3) | Multiplexed pin whose function is selected by the PORTECFG.3 bit. PE3 is a bidirectional I/O port pin. RXD0OUT is an active-HIGH signal from 8051 UART0. If RXD0OUT is selected and UART0 is in Mode 0, this pin provides the output data for UART0 only when it is in sync mode. Otherwise it is a 1. | | |
| 112 | 90 | | | PE4 or RXD1OUT | I/O/Z | (PE4) | Multiplexed pin whose function is selected by the PORTECFG.4 bit. PE4 is a bidirectional I/O port pin. RXD1OUT is an active-HIGH output from 8051 UART1. When RXD1OUT is selected and UART1 is in Mode 0, this pin provides the output data for UART1 only when it is in sync mode. In Modes 1, 2, and 3, this pin is HIGH. | | |
| 113 | 91 | | | PE5 or INT ₆ | I/O/Z | (PE5) | Multiplexed pin whose function is selected by the PORTECFG.5 bit. PE5 is a bidirectional I/O port pin. INT6 is the 8051 INT5 interrupt request input signal. The INT6 pin is edge-sensitive, active HIGH. | | |
| 114 | 92 | | | PE6 or T ₂ EX | I/O/Z | (PE6) | Multiplexed pin whose function is selected by the PORTECFG.6 bit. PE6 is a bidirectional I/O port pin. T2EX is an active-high input signal to the 8051 Timer2. T2EX reloads timer 2 on its falling edge. T2EX is active only if the EXEN2 bit is set in T2CON. | | |
| 115 | 93 | | | PE7 or GPIFADR8 | I/O/Z | \mathbf{L} (PE7) | Multiplexed pin whose function is selected by the PORTECFG.7 bit. PE7 is a bidirectional I/O port pin. GPIFADR8 is a GPIF address output pin. | | |
| 4 | 3 | 8 | 1 | RDY0 or SLRD | Input | N/A | Multiplexed pin whose function is selected by the following bits: IFCONFIG[10]. RDY0 is a GPIF input signal. SLRD is the input-only read strobe with programmable polarity (FIFOPOLAR.3) for the slave FIFOs connected to FDI[70] or FDI[150]. | | |
| 5 | $\overline{4}$ | $9\,$ | $\mathbf{2}$ | RDY1 or SLWR | Input | N/A | Multiplexed pin whose function is selected by the following bits: IFCONFIG[10]. RDY1 is a GPIF input signal. SLWR is the input-only write strobe with programmable polarity (FIFOPOLAR.2) for the slave FIFOs connected to FDI[70] or FDI[150]. | | |
| 6 | 5 | | | RDY ₂ | Input | N/A | RDY2 is a GPIF input signal. | | |
| $\overline{7}$ | $\,6\,$ | | | RDY3 | Input | N/A | RDY3 is a GPIF input signal. | | |
| 8 | $\overline{7}$ | | | RDY4 | Input | N/A | RDY4 is a GPIF input signal. | | |
| 9 | 8 | | | RDY5 | Input | N/A | RDY5 is a GPIF input signal. | | |

Table 4-1. FX2 Pin Descriptions (continued)^[5]

| 128 TQFP | 100 TQFP | 56 SSOP | 56 QFN | Name | Type | Default | Description | | |
|--------------------|--------------------|-------------------|------------------|-------------------------|-------------|----------------|--|--|--|
| 69 | 54 | 36 | 29 | CTL0 or FLAGA | Output | H | Multiplexed pin whose function is selected by the following bits: IFCONFIG[10]. CTL0 is a GPIF control output. FLAGA is a programmable slave-FIFO output status flag signal. Defaults to programmable for the FIFO selected by the FIFOADR[1:0] pins. | | |
| 70 | 55 | 37 | 30 | CTL1 or FLAGB | Output | H | Multiplexed pin whose function is selected by the following bits: IFCONFIG[10]. CTL1 is a GPIF control output. FLAGB is a programmable slave-FIFO output status flag signal. Defaults to FULL for the FIFO selected by the FIFOADR[1:0] pins. | | |
| 71 | 56 | 38 | 31 | CTL2 or FLAGC | Output | H | Multiplexed pin whose function is selected by the following bits: IFCONFIG[10]. CTL2 is a GPIF control output. FLAGC is a programmable slave-FIFO output status flag signal. Defaults to EMPTY for the FIFO selected by the FIFOADR[1:0] pins. | | |
| 66 | 51 | | | CTL3 | Output | Н | CTL3 is a GPIF control output. | | |
| 67 | 52 | | | CTL4 | Output | H | CTL4 is a GPIF control output. | | |
| 98 | 76 | | | CTL5 | Output | H | CTL5 is a GPIF control output. | | |
| 32 | 26 | 20 | 13 | IFCLK | I/O/Z | Ζ | Interface Clock, used for synchronously clocking data into or out of the slave FIFOs. IFCLK also serves as a timing reference for all slave FIFO control signals and GPIF. When internal clocking, IFCONFIG.7 = 1, is used the IFCLK pin can be configured to output 30/48 MHz by bits IFCONFIG.5 and IFCONFIG.6. IFCLK may be inverted, whether internally or externally sourced, by setting the bit IFCONFIG.4 $=1$. | | |
| 28 | 22 | | | INT4 | Input | N/A | INT4 is the 8051 INT4 interrupt request input signal. The INT4 pin is edge-sensitive, active HIGH. | | |
| 106 | 84 | | | INT5# | Input | N/A | INT5# is the 8051 INT5 interrupt request input signal. The INT5 pin is edge-sensitive, active LOW. | | |
| 31 | 25 | | | T ₂ | Input | N/A | T2 is the active-HIGH T2 input signal to 8051 Timer2, which provides the input to Timer2 when $C/T2 = 1$. When $C/T2 = 0$, Timer2 does not use this pin. | | |
| 30 | 24 | | | T1 | Input | N/A | T1 is the active-HIGH T1 signal for 8051 Timer1, which provides the input to Timer1 when C/T1 is 1. When C/T1 is 0, Timer1 does not use this bit. | | |
| 29 | 23 | | | T0. | Input | N/A | TO is the active-HIGH T0 signal for 8051 Timer0, which provides the input to Timer0 when C/T0 is 1. When C/T0 is 0, Timer0 does not use this bit. | | |
| 53 | 43 | | | RXD1 | Input | N/A | RXD1is an active-HIGH input signal for 8051 UART1, which provides data to the UART in all modes. | | |
| 52 | 42 | | | TXD1 | Output | H | TXD1is an active-HIGH output pin from 8051 UART1, which provides the output clock in sync mode, and the output data in async mode. | | |
| 51 | 41 | | | RXD ₀ | Input | N/A | RXD0 is the active-HIGH RXD0 input to 8051 UART0, which provides data to the UART in all modes. | | |
| 50 | 40 | | | TXD ₀ | Output | H | TXD0 is the active-HIGH TXD0 output from 8051 UART0, which provides the output clock in sync mode, and the output data in async mode. | | |
| 42 | | | | CS# | Output | H. | CS# is the active-LOW chip select for external memory. | | |
| 41 | 32 | | | WR# | Output | H | WR# is the active-LOW write strobe output for external memory. | | |

5.0 Register Summary

FX2 register bit definitions are described in the FX2 TRM in greater detail.

Table 5-1. FX2 Register Summary

Note:

6. Read and writes to these register may require synchronization delay, see Technical Reference Manual for "Synchronization Delay."

Notes:

7. SFRs not part of the standard 8051 architecture. 8. If no EEPROM is detected by the SIE then the default is 00000000.

6.0 Absolute Maximum Ratings

7.0 Operating Conditions

8.0 DC Characteristics

Table 8-1. DC Characteristics

8.1 USB Transceiver

USB 2.0-certified in full- and high-speed modes.

Note:

9. Connected to the USB includes 1.5k-ohm internal pull-up. Disconnected has the 1.5k-ohm internal pull-up excluded.

9.0 AC Electrical Characteristics

9.1 USB Transceiver

USB 2.0-certified in full- and high-speed modes.

9.2 Program Memory Read

Figure 9-1. Program Memory Read Timing Diagram

Table 9-1. Program Memory Read Parameters

Notes:

10. CLKOUT is shown with positive polarity.
11. t_{ACC1} is computed from the above parameters as follows:

 $t_{\text{ACC1}}(24 \text{ MHz}) = 3 \cdot t_{\text{CL}} - t_{\text{AV}} - t_{\text{DSU}} = 106 \text{ ns}$

 t_{ACC1} (48 MHz) = 3* $t_{\text{CL}} - t_{\text{AV}} - t_{\text{DSU}}$ = 43 ns.

9.3 Data Memory Read

Figure 9-2. Data Memory Read Timing Diagram

Note:

12. t_{ACC2} and t_{ACC3} are computed from the above parameters as follows: t_{ACC2}(24 MHz) = 3*t_{CL} – t_{AV} –t_{DSU} = 106 ns
t_{ACC2}(48 MHz) = 3*t_{CL} – t_{AV} – t_{DSU} = 43 ns

t_{ACC3}(24 MHz) = 5*t_{CL} – t_{AV} –t_{DSU} = 190 ns
t_{ACC3}(48 MHz) = 5*t_{CL} – t_{AV} – t_{DSU} = 86 ns.

9.4 Data Memory Write

Figure 9-3. Data Memory Write Timing Diagram

9.5 GPIF Synchronous Signals

Figure 9-4. GPIF Synchronous Signals Timing Diagram[[13\]](#page-32-2)

| Parameter | Description | Min. | Max. | Unit |
|--------------------|--|----------|------|-------------|
| ^t IFCLK | IFCLK Period | 20.83 | | ns |
| t _{SRY} | $RDYX$ to Clock Set-up Time | 8.9 | | ns |
| t_{RYH} | Clock to $RDYX$ | Ω | | ns |
| t _{SGD} | GPIF Data to Clock Set-up Time | 9.2 | | ns |
| ^t DAH | GPIF Data Hold Time | 0 | | ns |
| t _{SGA} | Clock to GPIF Address Propagation Delay | | 7.5 | ns |
| t _{XGD} | Clock to GPIF Data Output Propagation Delay | | 11 | ns |
| t_{XCTL} | Clock to CTL _X Output Propagation Delay | | 6.7 | ns |

Table 9-4. GPIF Synchronous Signals Parameters with Externally Sourced IFCLK[\[15](#page-32-1)]

Notes:

^{13.} Dashed lines denote signals with programmable polarity.
14. GPIF asynchronous RDY_x signals have a minimum set-up time of 50 ns when using internal 48-MHz IFCLK.
15. IFCLK must not exceed 48 MHz.

9.6 Slave FIFO Synchronous Read

Figure 9-5. Slave FIFO Synchronous Read Timing Diagram[\[13\]](#page-32-2)

 $R =$ all bits read-only $W =$ all bits write-only \sim r = read-only bit w = write-only bit b = both read/write bit

9.7 Slave FIFO Asynchronous Read

Table 9-7. Slave FIFO Asynchronous Read Parameters[[16\]](#page-34-0)

9.8 Slave FIFO Synchronous Write

Table 9-8. Slave FIFO Synchronous Write Parameters with Internally Sourced IFCLK [\[15](#page-32-1)]

Note:

16. Slave FIFO asynchronous parameter values use internal IFCLK setting at 48 MHz.

Table 9-9. Slave FIFO Synchronous Write Parameters with Externally Sourced IFCLK[[15\]](#page-32-1)

9.9 Slave FIFO Asynchronous Write

Figure 9-8. Slave FIFO Asynchronous Write Timing Diagram[\[13](#page-32-2)]

Table 9-10. Slave FIFO Asynchronous Write Parameters with Internally Sourced IFCLK [[16\]](#page-34-0)

9.10 Slave FIFO Synchronous Packet End Strobe

Figure 9-9. Slave FIFO Synchronous Packet End Strobe Timing Diagram[\[13](#page-32-2)]

Table 9-11. Slave FIFO Synchronous Packet End Strobe Parameters with Internally Sourced IFCLK [[15\]](#page-32-1)

There is no specific timing requirement that needs to be met for asserting PKTEND pin with regards to asserting SLWR. PKTEND can be asserted with the last data value clocked into the FIFOs or thereafter. The only consideration is the set-up time t_{SPE} and the hold time t_{PEH} must be met.

Although there are no specific timing requirement for the PKTEND assertion, there is a specific corner case condition that needs attention while using the PKTEND to commit a one byte/word packet. There is an additional timing requirement that need to be met when the FIFO is configured to operate in auto mode and it is desired to send two packets back to back: a full packet (full defined as the number of bytes in the FIFO meeting the level set in AUTOINLEN register) committed automatically followed by a short one byte/word packet committed manually using the PKTEND pin. In this particular scenario, user must make sure to assert PKTEND at least one

clock cycle after the rising edge that caused the last byte/word to be clocked into the previous auto committed packet. *[Figure 9-10](#page-36-0)* below shows this scenario. X is the value the AUTOINLEN register is set to when the IN endpoint is configured to be in auto mode.

[Figure 9-10](#page-36-0) shows a scenario where two packets are being committed. The first packet gets committed automatically when the number of bytes in the FIFO reaches X (value set in AUTOINLEN register) and the second one byte/word short packet being committed manually using PKTEND. Note that there is at least one IFCLK cycle timing between the assertion of PKTEND and clocking of the last byte of the previous packet (causing the packet to be committed automatically). Failing to adhere to this timing, will result in the FX2 failing to send the one byte/word short packet.

Figure 9-10. Slave FIFO Synchronous Write Sequence and Timing Diagram

9.11 Slave FIFO Asynchronous Packet End Strobe

Table 9-13. Slave FIFO Asynchronous Packet End Strobe Parameters[[16\]](#page-34-0)

9.12 Slave FIFO Output Enable

Figure 9-12. Slave FIFO Output Enable Timing Diagram[[13\]](#page-32-2)

Table 9-14. Slave FIFO Output Enable Parameters

9.13 Slave FIFO Address to Flags/Data

Figure 9-13. Slave FIFO Address to Flags/Data Timing Diagram[\[13](#page-32-2)]

Table 9-15. Slave FIFO Address to Flags/Data Parameters

9.14 Slave FIFO Synchronous Address

Figure 9-14. Slave FIFO Synchronous Address Timing Diagram

Table 9-16. Slave FIFO Synchronous Address Parameters [\[15\]](#page-32-1)

9.15 Slave FIFO Asynchronous Address

Figure 9-15. Slave FIFO Asynchronous Address Timing Diagram[[13\]](#page-32-2)

Table 9-17. Slave FIFO Asynchronous Address Parameters[[16\]](#page-34-0)

9.16 Sequence Diagram

Figure 9-16. Slave FIFO Synchronous Read Sequence and Timing Diagram

Figure 9-17. Slave FIFO Synchronous Sequence of Events Diagram

[Figure 9-16](#page-39-0) shows the timing relationship of the SLAVE FIFO signals during a synchronous FIFO read using IFCLK as the synchronizing clock. The diagram illustrates a single read followed by a burst read.

- \bullet At t = 0 the FIFO address is stable and the signal SLCS is asserted (SLCS may be tied low in some applications). Note: t_{SFA} has a minimum of 25 ns. This means when IFCLK is running at 48 MHz, the FIFO address set-up time is more than one IFCLK cycle.
- \bullet At = 1, SLOE is asserted. SLOE is an output enable only, whose sole function is to drive the data bus. The data that is driven on the bus is the data that the internal FIFO pointer is currently pointing to. In this example it is the first data value in the FIFO. Note: the data is pre-fetched and is driven on the bus when SLOE is asserted.
- \bullet At t = 2, SLRD is asserted. SLRD must meet the setup time of t_{SRD} (time from asserting the SLRD signal to the rising edge of the IFCLK) and maintain a minimum hold time of t_{RDH} (time from the IFCLK edge to the de-assertion of the SLRD signal). If the SLCS signal is used, it must be asserted

with SLRD, or before SLRD is asserted (i.e. the SLCS and SLRD signals must both be asserted to start a valid read condition).

• The FIFO pointer is updated on the rising edge of the IFCLK, while SLRD is asserted. This starts the propagation of data from the newly addressed location to the data bus. After a propagation delay of t_{XFD} (measured from the rising edge of IFCLK) the new data value is present. N is the first data value read from the FIFO. In order to have data on the FIFO data bus, SLOE MUST also be asserted.

The same sequence of events are shown for a burst read and are marked with the time indicators of T = 0 through 5. **Note:** For the burst mode, the SLRD and SLOE are left asserted during the entire duration of the read. In the burst read mode, when SLOE is asserted, data indexed by the FIFO pointer is on the data bus. During the first read cycle, on the rising edge of the clock the FIFO pointer is updated and increments to point to address N+1. For each subsequent rising edge of IFCLK, while the SLRD is asserted, the FIFO pointer is incremented and the next data value is placed on the data bus.

Figure 9-18. Slave FIFO Synchronous Write Sequence and Timing Diagram[\[13\]](#page-32-2)

The *[Figure 9-18](#page-40-0)* shows the timing relationship of the SLAVE FIFO signals during a synchronous write using IFCLK as the synchronizing clock. The diagram illustrates a single write followed by burst write of three bytes and committing all four bytes as a short packet using the PKTEND pin.

- \bullet At t = 0 the FIFO address is stable and the signal SLCS is asserted. (SLCS may be tied low in some applications) Note: t_{SFA} has a minimum of 25 ns. This means when IFCLK is running at 48 MHz, the FIFO address setup time is more than one IFCLK cycle.
- At $t = 1$, the external master/peripheral must outputs the data value onto the data bus with a minimum set up time of t_{SFD} before the rising edge of IFCLK.
- At t = 2, SLWR is asserted. The SLWR must meet the setup time of t_{SWR} (time from asserting the SLWR signal to the rising edge of IFCLK) and maintain a minimum hold time of t_{WRH} (time from the IFCLK edge to the deassertion of the SLWR signal). If SLCS signal is used, it must be asserted with SLWR or before SLWR is asserted. (i.e., the SLCS and SLWR signals must both be asserted to start a valid write condition).
- While the SLWR is asserted, data is written to the FIFO and on the rising edge of the IFCLK, the FIFO pointer is incremented. The FIFO flag will also be updated after a delay of $t_{XFI,G}$ from the rising edge of the clock.

The same sequence of events are also shown for a burst write and are marked with the time indicators of $T = 0$ through 5. **Note**: For the burst mode, SLWR and SLCS are left asserted for the entire duration of writing all the required data values. In this burst write mode, once the SLWR is asserted, the data on the FIFO data bus is written to the FIFO on every rising edge of IFCLK. The FIFO pointer is updated on each rising edge of IFCLK. In *[Figure 9-18](#page-40-0)*, once the four bytes are written to the FIFO, SLWR is de-asserted. The short 4-byte packet can be committed to the host by asserting the PKTEND signal.

There is no specific timing requirement that needs to be met for asserting PKTEND signal with regards to asserting the SLWR signal. PKTEND can be asserted with the last data value or thereafter. The only requirement is that the set-up time t_{SPE} and the hold time t_{PEH} must be met. In the scenario of *[Figure 9-18](#page-40-0)*, the number of data values committed includes the last value written to the FIFO. In this example, both the data value and the PKTEND signal are clocked on the same rising edge of IFCLK. PKTEND can also be asserted in subsequent clock cycles. The FIFOADDR lines should be held constant during the PKTEND assertion.

Although there is no specific timing requirement for the PKTEND assertion, there is a specific corner case condition that needs attention while using the PKTEND to commit a one byte/word packet. Additional timing requirements exists when the FIFO is configured to operate in auto mode and it is desired to send two packets: a full packet (full defined as the number of bytes in the FIFO meeting the level set in AUTOINLEN register) committed automatically followed by a short one byte/word packet committed manually using the PKTEND pin. In this case, the external master must make sure to assert the PKTEND pin at least one clock cycle after the rising edge that caused the last byte/word to be clocked into the previous auto committed packet (the packet with the number of bytes equal to what is set in the AUTOINLEN register). Refer to *[Figure 9-](#page-36-0) [10](#page-36-0)* for further details on this timing.

9.16.3 Sequence Diagram of a Single and Burst Asynchronous Read

Figure 9-20. Slave FIFO Asynchronous Read Sequence of Events Diagram

[Figure 9-19](#page-41-0) diagrams the timing relationship of the SLAVE FIFO signals during an asynchronous FIFO read. It shows a single read followed by a burst read.

- \bullet At t = 0 the FIFO address is stable and the SLCS signal is asserted.
- \bullet At t = 1, SLOE is asserted. This results in the data bus being driven. The data that is driven on to the bus is previous data, it data that was in the FIFO from a prior read cycle.
- At t = 2, SLRD is asserted. The SLRD must meet the minimum active pulse of t_{RDpwl} and minimum de-active pulse width of t_{RDpwh}. If SLCS is used then, SLCS must be in asserted with SLRD or before SLRD is asserted (i.e., the SLCS and SLRD signals must both be asserted to start a valid read condition).
- The data that will be driven, after asserting SLRD, is the updated data from the FIFO. This data is valid after a propagation delay of t_{XFD} from the activating edge of SLRD. In *[Figure 9-19](#page-41-0)*, data N is the first valid data read from the FIFO. For data to appear on the data bus during the read cycle (i.e., SLRD is asserted), SLOE MUST be in an asserted state. SLRD and SLOE can also be tied together.

The same sequence of events is also shown for a burst read marked with T = 0 through 5. **Note**: In burst read mode, during SLOE is assertion, the data bus is in a driven state and outputs the previous data. Once SLRD is asserted, the data from the FIFO is driven on the data bus (SLOE must also be asserted) and then the FIFO pointer is incremented.

9.16.4 Sequence Diagram of a Single and Burst Asynchronous Write

Figure 9-21. Slave FIFO Asynchronous Write Sequence and Timing Diagram[[13\]](#page-32-2)

[Figure 9-21](#page-42-0) diagrams the timing relationship of the SLAVE FIFO write in an asynchronous mode. The diagram shows a single write followed by a burst write of three bytes and committing the 4-byte-short packet using PKTEND.

- \bullet At t = 0 the FIFO address is applied, insuring that it meets the setup time of t_{SFA} . If SLCS is used, it must also be asserted (SLCS may be tied low in some applications).
- At t = 1 SLWR is asserted. SLWR must meet the minimum active pulse of t_{WRpwl} and minimum de-active pulse width of t_{WRpwh}. If the SLCS is used, it must be in asserted with SLWR or before SLWR is asserted.
- At t = 2, data must be present on the bus t_{SFD} before the deasserting edge of SLWR.
- \bullet At t = 3, deasserting SLWR will cause the data to be written from the data bus to the FIFO and then increments the FIFO pointer. The FIFO flag is also updated after $t_{XFI,G}$ from the deasserting edge of SLWR.

The same sequence of events is shown for a burst write and is indicated by the timing marks of T = 0 through 5. **Note:** In the burst write mode, once SLWR is deasserted, the data is written to the FIFO and then the FIFO pointer is incremented to the next byte in the FIFO. The FIFO pointer is post incremented.

In *[Figure 9-21](#page-42-0)* once the four bytes are written to the FIFO and SLWR is deasserted, the short 4-byte packet can be committed to the host using the PKTEND. The external device should be designed to not assert SLWR and the PKTEND signal at the same time. It should be designed to assert the PKTEND after SLWR is deasserted and met the minimum deasserted pulse width. The FIFOADDR lines are to be held constant during the PKTEND assertion.

10.0 Ordering Information

Table 10-1. Ordering Information

11.0 Package Diagrams

The FX2 is available in four packages:

- 56-pin SSOP
- 56-pin QFN
- 100-pin TQFP
- 128-pin TQFP.

Figure 11-1. 56-lead Shrunk Small Outline Package O56

51-85144-*D

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DIMENSIONS ARE IN MILLIMETERS.

12.0 PCB Layout Recommendations[[17\]](#page-46-0)

The following recommendations should be followed to ensure reliable high-performance operation.

- At least a four-layer impedance controlled boards are required to maintain signal quality.
- Specify impedance targets (ask your board vendor what they can achieve).
- To control impedance, maintain trace widths and trace spacing.
- Minimize stubs to minimize reflected signals.
- Connections between the USB connector shell and signal ground must be done near the USB connector.
- Bypass/flyback caps on VBus, near connector, are recommended.
- DPLUS and DMINUS trace lengths should be kept to within two mm of each other in length, with preferred length of 20- 30 mm.
- Maintain a solid ground plane under the DPLUS and DMI-NUS traces. Do not allow the plane to be split under these traces.
- It is preferred is to have no vias placed on the DPLUS or DMINUS trace routing.
- Isolate the DPLUS and DMINUS traces from all other signal traces by no less than 10 mm.

13.0 Quad Flat Package No Leads (QFN) Package Design Notes

Electrical contact of the part to the Printed Circuit Board (PCB) is made by soldering the leads on the bottom surface of the package to the PCB. Hence, special attention is required to the heat transfer area below the package to provide a good

thermal bond to the circuit board. A Copper (Cu) fill is to be designed into the PCB as a thermal pad under the package. Heat is transferred from the FX2 through the device's metal paddle on the bottom side of the package. Heat from here, is conducted to the PCB at the thermal pad. It is then conducted from the thermal pad to the PCB inner ground plane by a 5 x 5 array of via. A via is a plated through hole in the PCB with a finished diameter of 13 mil. The QFN's metal die paddle must be soldered to the PCB's thermal pad. Solder mask is placed on the board top side over each via to resist solder flow into the via. The mask on the top side also minimizes outgassing during the solder reflow process.

For further information on this package design please refer to the application note "Surface Mount Assembly of AMKOR's MicroLeadFrame (MLF) Technology." This application note can be downloaded from AMKOR's website from the following URL:

"www.amkor.com/products/notes_papers/MLF_AppNote_090 2.pdf". The application note provides detailed information on board mounting guidelines, soldering flow, rework process, etc.

[Figure 13-1](#page-46-1) below display a cross-sectional area underneath the package. The cross section is of only one via. The solder paste template needs to be designed to allow at least 50% solder coverage. The thickness of the solder paste template should be 5 mil. It is recommended that "No Clean", type 3 solder paste is used for mounting the part. Nitrogen purge is recommended during reflow.

[Figure 13-2](#page-46-2) is a plot of the solder mask pattern and *[Figure 13-](#page-46-3) [3](#page-46-3)* displays an X-Ray image of the assembly (darker areas indicate solder.).

Top Solder, PCB Dielectric, and the Ground Plane

Figure 13-1. Cross-section of the Area Underneath the QFN Package

Figure 13-2. Plot of the Solder Mask (White Area) Figure 13-3. X-ray Image of the Assembly

Note:

17. Source for recommendations: *EZ-USB FX2™PCB Design Recommendations*, http:///www.cypress.com/cfuploads/support/app_notes/FX2_PCB.pdf and *High Speed USB Platform Design Guidelines*, http://www.usb.org/developers/data/hs_usb_pdg_r1_0.pdf.

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Document History Page

