

Application Note

Crystal-less Application Note

Introduction

USB interfaces are commonly used in embedded product development. Due to the high clock accuracy requirements of USB interfaces, an external high-speed crystal oscillator is often used as the clock source to ensure clock accuracy. Of course, in some applications, there is no external high-speed crystal oscillator, at this point you can use the USB crystal-less mode to ensure USB clock precision and the normal transmission of USB data.

This document mainly introduces the USB crystal-less mode, MCU does not need to connect to high-speed external crystal Oscillator.

This document is only applicable to NSING MCU products, currently supported product series are N32G43x series, N32L40x series and N32L43x series.

Contents

1.	Overview	3
2.	Configure the Sytem Clock And UCDR Module.....	4
2.1	Modify System Clock	4
2.2	Select Crystal-less Mode	4
2.3	Configure UCDR Module	5
3.	Demo presentation	7
4.	Version History.....	9
5.	Disclaimer	10

1. Overview

The USB2.0 full-speed protocol specifies a transfer rate of 12Mbps ($12\text{Mbps} \pm 0.025\%(2500\text{ppm})$). In our chip, the USB core clock is four times the transfer rate, which is 48MHz. For a high-precision 48MHz clock, there are two ways to achieve this in N32G43x series, N32L40x series and N32L43x series. One is to use external HSE crystal to obtain an accurate 48MHz clock by frequency doubling and frequency division. The other is to use the UCDR module inside the chip to get an accurate 48MHz clock.

This document describes how to obtain an accurate 48MHz clock by using the UCDR module inside the chip.

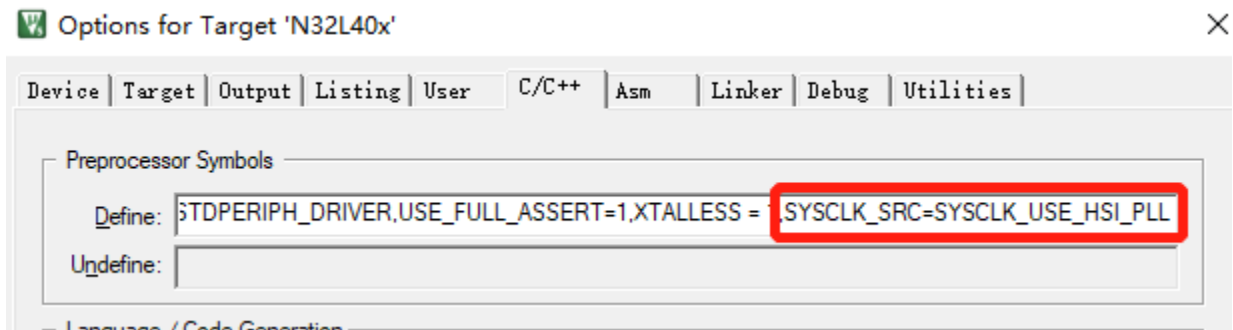
The following uses the N32L40x series as an example.

2. Configure the Sytem Clock And UCDR Module

2.1 Modify System Clock

As there is no external high-speed crystal oscillator, the system clock is selected as SYSCLK_USE_HSI_PLL.

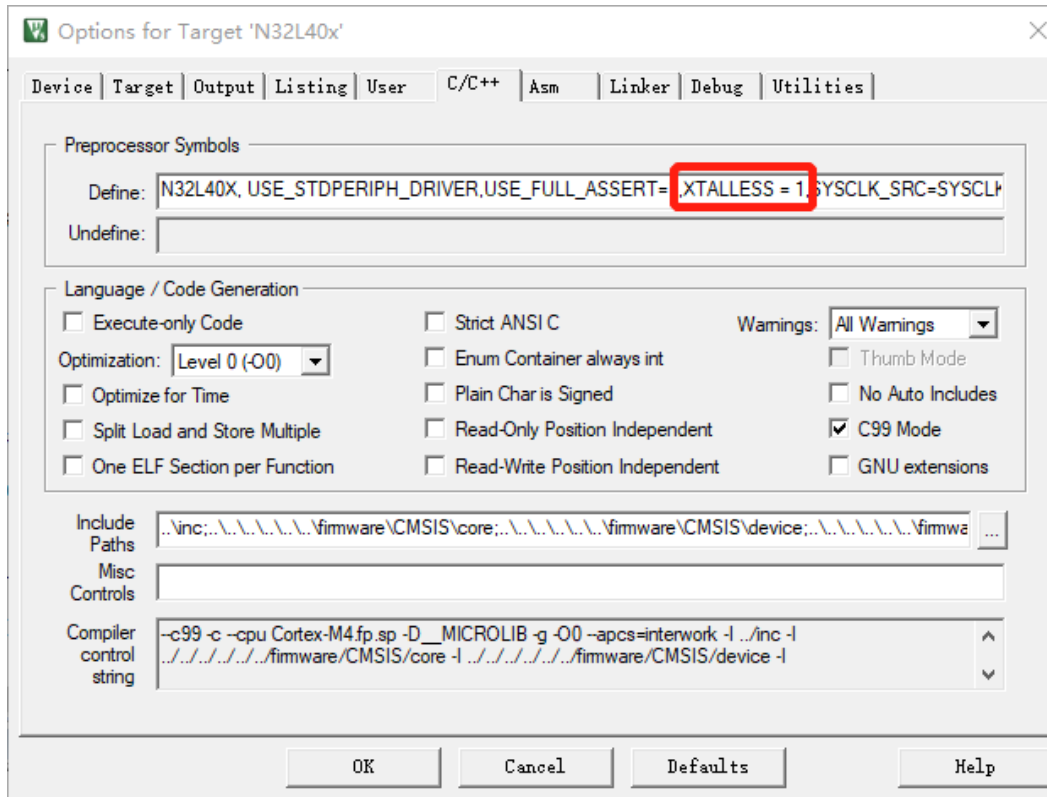
Figure 2-1 Options for Symbols



2.2 Select Crystal-less Mode

The crystal-lessmode can be selected by setting the macro "XTALLESS = 1".

Figure 2-2 Options for Xtall-less



2.3 Configure UCDR Module

Figure 2-3 Crystal-less Init

```

/**
 * @brief SB XtallessIni.
 * @param RCC_UCDR300MSource: ucdr_source
 * @return USBClock_set_Status.
 */
void USB_XtallessIni(uint32_t RCC_UCDR300MSource)
{
    uint32_t time;

    /* Check the parameters */
    assert_param(IS_RCC_UCDR300M_SRC(RCC_UCDR300MSource));

    RCC->APB1PCLKEN |= RCC_APB1PCLKEN_AFECEM;
    /* Clear UCDR300MSEL bits */
    RCC->CFG3 &= RCC_UCDR300MSource_MASK; //RCC_UCDR300M_SRC_MASK;
    /* Set UCDR300MSEL bits */
    RCC->CFG3 |= RCC_UCDR300MSource;
    /* Select the USB Crystal Mode */
    RCC->CFG3 |= RCC_USBXTALESS_LESSMODE;

    /* Enable LDO for OSC UCDR */
    _EnOsc300Ldo();
    time = 0x1000;
    while(time--);
    /* Enable iBias for OSC UCDR */
    _EnOsc300Ibias();
    time = 0x1000;
    while(time--);
    /* Enable Core for OSC UCDR */
    _EnOsc300Core();
    time = 0x1000;
    while(time--);

    /* Enable UCDR */
    RCC->CFG3 |= RCC_UCDR_ENABLE;
    time = 0x1000;
    while(time--);

    return;
}

```

After the UCDR configuration is completed, it will detect the bus signals input by the USB host to obtain the precise USB data bit width time. Then, by dividing the OSC 300MHz, a clock with the same width as this data bit time is obtained, which can

serve as the USB communication clock. The USB of crystal-less initialization process is the same as in xtal mode.

After the UCDR configuration is complete, don't enable ESOF interrupt first. Wait until an SOF frame is received, then enable the ESOF interrupt, see Figure 2-4 **Crystal-less Mode**.

To ensure the quality of USB communication, reset the UCDR module in the following cases:

- When the USB device is just inserted, the UCDR module is reset when the first SOF frame is received after each enumeration because the signal is unstable, see Figure 2-4;

Figure 2-4 Crystal-less Mode

```

...if (IMR_MSK & STS_SOF)
...if (wIstr & STS_SOF & wInterrupt_Mask)
...{
...    _SetISTR((uint16_t)CLR_SOF);
...    bIntPackSOF++;
...
...    if (USB_SET_CONFIGED_FLAG == true)
...    {
...        USB_SET_CONFIGED_FLAG = false;
...    }
...if (XTALLESS == 1)
...    {
...        RCC->APB1PRST |= RCC_APB1PRST_UCDRRST;
...        RCC->APB1PRST &= ~RCC_APB1PRST_UCDRRST;
...    }
...endif
...    _SetISTR((uint16_t)CLR_ESOF);
...    wInterrupt_Mask = IMR_MSK1;
...    SetCntr(wInterrupt_Mask);
...}
...
...if (EsofUcdrDis == 0xAA)
...{
...    EsofUcdrDis = 0;
...}
  
```

Reset UCDR

Enable ESOF interrupt

Enable ESOF interrupt reset UCDR

- Reset the UCDR module after receiving an ESOF interrupt. To prevent repeated resetting of the UCDR module, after completing the UCDR reset during an ESOF interrupt, restart the UCDR module after receiving the SOF frame during an ESOF interrupt, see Figure 2-4 **Crystal-less Mode** and Figure 2-5.

Figure 2-5 Crystal-less Mode

```

#if (IMR_MSK1 & STS_ESOF)
...if (wIstr & STS_ESOF & wInterrupt_Mask)
...{
.../* clear ESOF flag in STS */
..._SetISTR((uint16_t)CLR_ESOF);
...
...if ((_GetFNR() & FN_RXDP) != 0)
...{
.../* increment ESOF counter */
...esof_counter++;
...if (EsofUcdrDis == 0)
...{
...EsofUcdrDis = 0xAA;
#if (XTALLESS == 1)
...RCC->APB1PRST |= RCC_APB1PRST_UCDRRST; Reset UCDR
...RCC->APB1PRST &= ~RCC_APB1PRST_UCDRRST;
#endif
...}
...}
}

```

- After the USB is suspend, reset the UCDR module, see Figure 2-6.

Figure 2-6 Crystal-less Mode

```

void Suspend(void)
{
...uint32_t i = 0;
...uint16_t wCNTR;
...
.../* suspend preparation */
.../* ... */
...
#if (XTALLESS == 1)
...RCC->APB1PRST |= RCC_APB1PRST_UCDRRST; Reset UCDR
...RCC->APB1PRST &= ~RCC_APB1PRST_UCDRRST;
#endif
}

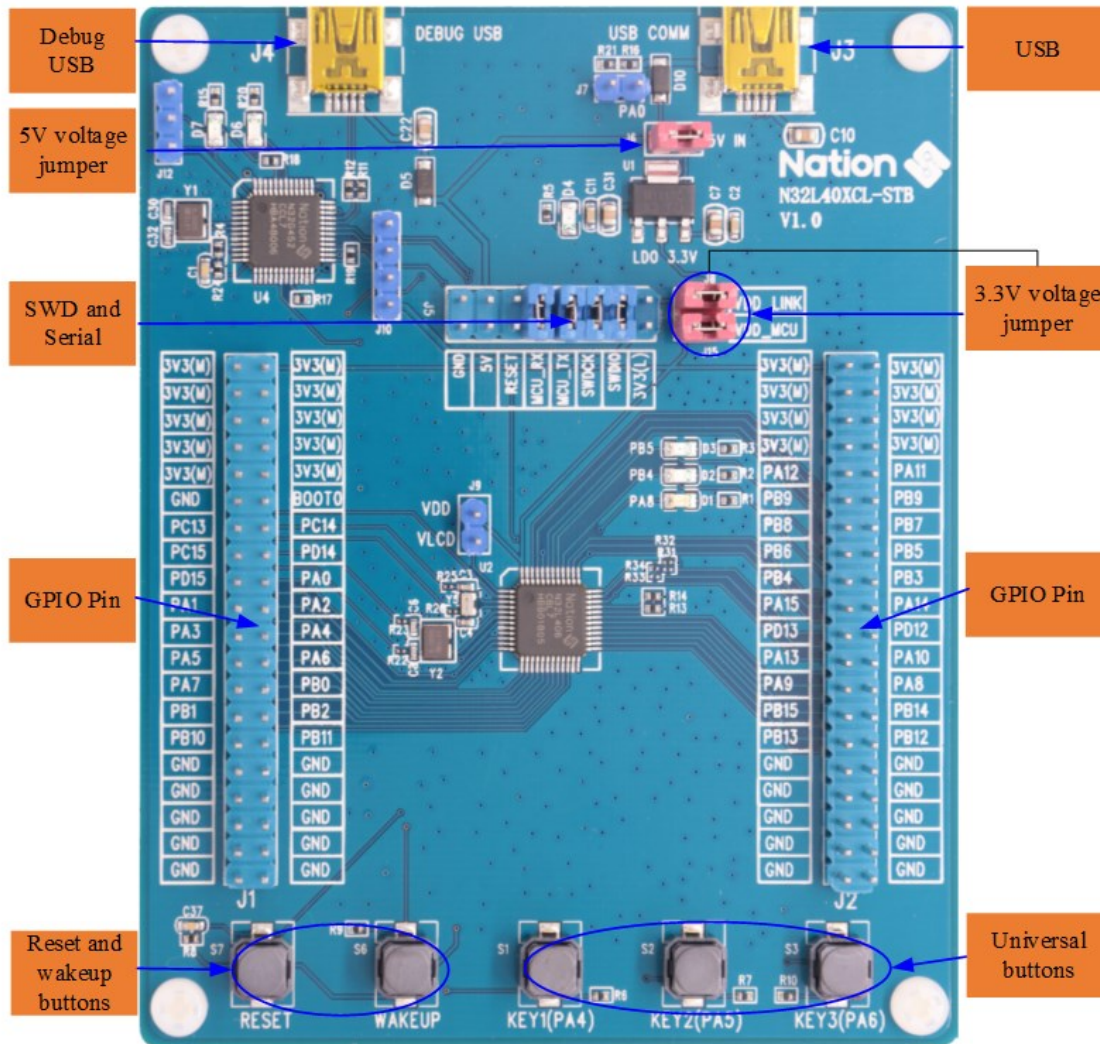
```

For more details, see DEMO in Application Notes please.

3. Demo presentation

Select N32L40x series minimum system development board N32L40XCL-STB V1.0. Figure 3-1 shows N32L40XCL-STB V1.0 minimum system development board. Please refer to “UG_N32L40XCL-STB Development Board Hardware Usage Guide” for the use of development board.

Figure 3-1 Development Board Layout



J4 on the development board is the USB download and debugging interface, and J3 is the USB device interface. After the code is compiled and downloaded to the board through J4, reset and run, and then connect J3 port to the computer, it can be seen that the computer recognizes the keyboard device, press KEY1(PA4) button, and the computer enters "a".

4. Version History

Version	Date	Changes
V1.0.0	2022.07.26	Initial release

5. Disclaimer

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