



# EFR32 Wireless Gecko EFR32MG14 Errata

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This document contains information on the EFR32MG14 errata. The latest available revision of this device is revision B. Errata that have been resolved remain documented and can be referenced for previous revisions of this device. The device data sheet explains how to identify the chip revision, either from package marking or electronically. Errata effective date: September, 2020.

## 1. Errata Summary

The table below lists all known errata for the EFR32MG14 and all unresolved errata in revision B of the EFR32MG14.

**Table 1.1. Errata Overview**

Designator	Title/Problem	Workaround Exists	Exists on Revision:
			B
ADC_E213	<a href="#">ADC KEEPINSLOWACC Mode</a>	No	X
ADC_E228	<a href="#">Limited ADC Sampling Frequency in EM2</a>	No	X
DBG_E204	<a href="#">Debug Recovery with JTAG Does Not Work</a>	Yes	X
EMU_E214	<a href="#">Device Erase Cannot Occur if Voltage Scaling Level is Too Low</a>	Yes	X
EMU_E220	<a href="#">DECBOD Reset During Voltage Scaling After EM2 or EM3 Wakeup</a>	Yes	X
I2C_E202	<a href="#">Race Condition Between Start Detection and Timeout</a>	Yes	X
I2C_E203	<a href="#">I2C Received Data Can be Shifted</a>	Yes	X
I2C_E205	<a href="#">Go Idle Bus Idle Timeout Does Not Bring Device to Idle State</a>	Yes	X
I2C_E206	<a href="#">Slave Holds SCL Low After Losing Arbitration</a>	Yes	X
I2C_E207	<a href="#">I2C Fails to Indicate New Incoming Data</a>	Yes	X
LES_E201	<a href="#">LFPRESC Can Extend Channel Start-Up Delay</a>	Yes	X
RADIO_E210	<a href="#">BLE Receiver False Detection Determination</a>	No	X
RMU_E202	<a href="#">External Debug Access Not Available After Watchdog or Lockup Full Re-set</a>	Yes	X
TIMER_E202	<a href="#">Continuous Overflow and Underflow Interrupts in Quadrature Counting Mode</a>	Yes	X
USART_E204	<a href="#">IrDA Modulation and Transmission of PRS Input Data</a>	Yes	X
USART_E205	<a href="#">Possible Data Transmission on Wrong Edge in Synchronous Mode</a>	Yes	X
USART_E206	<a href="#">Additional SCLK Pulses Can Be Generated in USART Synchronous Mode</a>	Yes	X
WDOG_E201	<a href="#">Clear Command is Lost Upon EM2 Entry</a>	Yes	X
WTIMER_E201	<a href="#">Continuous Overflow and Underflow Interrupts in Quadrature Counting Mode</a>	Yes	X

## 2. Current Errata Descriptions

### 2.1 ADC\_E213 – ADC KEEPINSLOWACC Mode

<b>Description of Errata</b>
When WARMUP-MODE in ADC <sub>n</sub> _CTRL is set to KEEPINSLOWACC, the ADC does not track the input voltage. Also, the ADC keeps the input muxes closed even during channel switching, making it not recommended to operate the ADC in KEEPINSLOWACC mode.
<b>Affected Conditions / Impacts</b>
KEEPINSLOWACC warmup mode does not function properly.
<b>Workaround</b>
There is currently no workaround for this issue.
<b>Resolution</b>
There is currently no resolution for this issue.

### 2.2 ADC\_E228 – Limited ADC Sampling Frequency in EM2

<b>Description of Errata</b>
ADC FIFO overflows occur at frequencies that are much lower than the ADC's maximum theoretical sampling rate.
<b>Affected Conditions / Impacts</b>
ADC sampling frequency is reduced in EM2.
<b>Workaround</b>
There is currently no workaround for this issue.
<b>Resolution</b>
There is currently no resolution for this issue.

### 2.3 DBG\_E204 – Debug Recovery with JTAG Does Not Work

<b>Description of Errata</b>
The debug recovery algorithm of holding down pin reset, issuing a System Bus Stall AAP instruction, and releasing the reset pin does not work when using the JTAG debug interface. When using the JTAG debug interface, the core will continue to execute code as soon as the reset pin is released.
<b>Affected Conditions / Impacts</b>
The debug recovery sequence will not work when using the JTAG debug interface.
<b>Workaround</b>
Use the Serial Wire debug interface to implement the debug recovery sequence.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.4 EMU\_E214 – Device Erase Cannot Occur if Voltage Scaling Level is Too Low

<b>Description of Errata</b>
The device erase logic does not check the Voltage Scale Level prior to attempting a device erase. If using Voltage Scale Level 0 (1 V), the device may not be able to erase the flash. This results in a potentially ununlockable device if operating at Voltage Scale Level 0 (1 V).
<b>Affected Conditions / Impacts</b>
It is possible that the flash is only partially erased when performing the operation at Voltage Scale Level 0 (1 V). If this results in the debug lock bit not clearing, a locked part doesn't unlock after the partial erasure (which it is intended to do), and the part remains locked. If subsequent erasures continue to fail, the part would remain locked.
<b>Workaround</b>
The voltage should be set to Voltage Scale Level 2 (1.2 V) before executing the device erase.  For systems that don't lock the debug interface, the user can follow the debug recovery procedure to halt the CPU before it has a chance to execute code in software to avoid the code scaling the voltage. The device erase can then be executed at Voltage Scale Level 2 (1.2 V) (the power-on default voltage of the device).  For systems that do lock the debug interface, firmware can implement a mechanism whereby it can voltage scale or unlock debug access if its defined authentication method is passed.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.5 EMU\_E220 – DECBOD Reset During Voltage Scaling After EM2 or EM3 Wakeup

<b>Description of Errata</b>
An infrequent, asynchronous and unrelated internal event can intermittently delay normal BOD state-machine transition sequencing during voltage scaling from VSCALE0 (1.0 Vdc) to VSCALE2 (1.2 Vdc) when emerging from EM2/EM3 to EM0. This delay can cause erroneous DECBOD resets on some devices.
<b>Affected Conditions / Impacts</b>
Systems operating with core voltage scaling can experience a decouple voltage brownout reset (DECBOD) when exiting EM2 or EM3.
<b>Workaround</b>
Systems that use core voltage scaling need to enter EM2 or EM3 via a RAM executed wait for interrupt instruction with interrupts disabled. Additionally, the EMU writes shown below should be added around EM2/EM3 entry and exit and after voltage scaling completes. This prevents the BOD state-machine transition signals from being delayed. This workaround adds 2.7 $\mu$ s to the voltage scaling operation.  <b>Note:</b> This workaround is included in <code>em_emu.c</code> in the v2.7.4.0 or later of the Gecko SDK. It is recommended to workaround this issue by using the latest Gecko SDK version.
<pre>// Execute from RAM with interrupts disabled *(uint32_t *) (EMU_BASE + 0x1A4)  = 0x1f &lt;&lt; 10; __WFI(); *(uint32_t *) (EMU_BASE + 0x14C)  = 0x01 &lt;&lt; 31; // Enable Interrupts and return to flash execution  . . . .  // After voltage scaling is complete *(uint32_t *) (EMU_BASE + 0x14C) &amp;= ~(0x01 &lt;&lt; 31); EMU-&gt;IFC = 0xFFFFFFFF;</pre>
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.6 I2C\_E202 – Race Condition Between Start Detection and Timeout

<b>Description of Errata</b>
There is a race condition where the Bus Idle Timeout counter may clear the busy status of the I2C bus after a start condition.
<b>Affected Conditions / Impacts</b>
Software may attempt another I2C start if it thinks the bus is idle. This may disrupt the I2C bus. After the Bus Idle Timeout feature has triggered, it will not detect another idle condition.
<b>Workaround</b>
Software can wait for any of the following conditions before starting an I2C transaction: <ul style="list-style-type: none"> <li>• The received address match interrupt indicates that the I2C bus is busy. Software should serve this transaction and proceed accordingly. Software can ignore the wrong busy status.</li> <li>• The SSTOPIF interrupt flag indicates that the I2C bus has returned to the idle state.</li> <li>• A defined, system-dependent amount of time to wait after bus activity to ensure that the bus is in idle state.</li> </ul>
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.7 I2C\_E203 – I2C Received Data Can be Shifted

<b>Description of Errata</b>
If SDA falls between detection of the start condition and the first rising edge of SCL, the I2C state machine clears the start condition that was just detected, causing the state machine counter to count the rising edge of SCL earlier than it was detected. This causes the received data to be out of sync and the acknowledge phase to occur one SCL clock cycle earlier than expected, thus corrupting the integrity of the I2C bus.
There are two ways in which the falling condition on SDA can potentially happen: <ul style="list-style-type: none"> <li>• In multi-master systems, one master initiates a start condition and then drives SDA high shortly before another master drives SDA low to indicate a start condition.</li> <li>• In a single master system, if SDA is high from the last bit of the previous transaction, the master initiates a start condition and then drives SDA low because the MSB of the new address is low.</li> </ul>
<b>Affected Conditions / Impacts</b>
I2C operation in slave mode or multi-master mode.
<b>Workaround</b>
This depends on whether the system is multi- or single-master. There is no workaround for multi-master cases. In a single-master system, the state of SDA may not change unless a new address is being sent, such that the falling condition on SDA would not be observed. Whether or not this is the case is dependent on the implementation of the particular I2C master.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.8 I2C\_E205 – Go Idle Bus Idle Timeout Does Not Bring Device to Idle State

<b>Description of Errata</b>
When the I2C is operating as a slave, if the bus idle timeout is active ( <code>I2Cn_CTRL_BITO != 0</code> ) and the go idle on bus timeout feature is enabled ( <code>I2Cn_CTRL_GIBITO = 1</code> ), the bus idle interrupt flag ( <code>I2Cn_IF_BITO</code> ) sets upon timeout, but the receiver does not enter the idle state.
<b>Affected Conditions / Impacts</b>
The I2C receiver needs to detect a START condition to recover from the bus idle timeout state. If there is other, undefined activity on the bus after the timeout, the receiver will not recover as expected.
<b>Workaround</b>
The <code>I2Cn_CTRL_EN</code> bit can be toggled from 1 to 0 and back to 1 again to resume normal operation. Alternatively, a START condition issued by any other master on the bus (including the EFM32/EFR32 device) will reset the receiver and return it to normal operation.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.9 I2C\_E206 – Slave Holds SCL Low After Losing Arbitration

<b>Description of Errata</b>
If, while transmitting data as a slave, arbitration is lost, SCL is unintentionally held low for an indefinite period of time.
<b>Affected Conditions / Impacts</b>
The winner of arbitration cannot use the bus because SCL is never released.
<b>Workaround</b>
If the I <sup>2</sup> C arbitration lost flag is asserted ( <code>I2C_IF_ARBLOST = 1</code> ) in slave mode ( <code>I2C_STATE_MASTER = 0</code> ), application software needs to wait for at least one SCL high time and then issue the transmission abort command (set <code>I2C_CMD_ABORT = 1</code> ), thus releasing SCL.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.10 I2C\_E207 – I<sup>2</sup>C Fails to Indicate New Incoming Data

<b>Description of Errata</b>
A race condition exists in which the I <sup>2</sup> C fails to indicate reception of new data when both user software attempts to read data from and the I <sup>2</sup> C hardware attempts to write data to the <code>I2C_RXFIFO</code> in the same cycle.
<b>Affected Conditions / Impacts</b>
When this race condition occurs, the <code>RXFIFO</code> enters an invalid state in which both <code>I2C_STATUS_RXDATAV = 0</code> and <code>I2C_STATUS_RXFULL = 1</code> . This causes the I <sup>2</sup> C to discard new incoming data bytes because <code>RXFULL = 1</code> and would otherwise prevent user software from reading last byte written by the I <sup>2</sup> C hardware to <code>RXFIFO</code> because <code>RXDATAV = 0</code> .
<b>Workaround</b>
User software can recognize and clear this invalid <code>RXDATAV = 0</code> and <code>RXFULL = 1</code> condition by performing a dummy read of the <code>RXFIFO</code> ( <code>I2C_RXDATA</code> ). This restores the expected <code>RXDATAV = 1</code> and <code>RXFULL = 0</code> condition. The data from this read can be discarded, and user software can now read the last byte written by the I <sup>2</sup> C hardware to the <code>RXFIFO</code> (the byte which caused the invalid <code>RXDATAV = 0</code> and <code>RXFULL = 1</code> condition).
No data will be lost as long as user software completes this recovery procedure (performing the dummy read and then reading the remaining valid byte in the <code>RXFIFO</code> ) before the I <sup>2</sup> C hardware receives the next incoming data byte.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.11 LES\_E201 — LFPRESC Can Extend Channel Start-Up Delay

<b>Description of Errata</b>
Setting LESENSE_TIMCTRL_LFPRESC to a value other than DIV1 may delay channel start-up longer than the number of LFACLK <sub>LESENSE</sub> clock cycles specified by LESENSE_TIMCTRL_STARTDLY.
<b>Affected Conditions / Impacts</b>
Delaying channel start-up delays the subsequent excitation and measurement phases and may have an impact on the data returned by the LESENSE.
<b>Workaround</b>
If a channel start-up delay is used (LESENSE_TIMCTRL_STARTDLY > 0), LESENSE_TIMCTRL_LFPRESC must be set to DIV1.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.12 RADIO\_E210 – BLE Receiver False Detection Determination

<b>Description of Errata</b>
The BLE receiver is susceptible to making a false detection determination when there is on-channel noise but no BLE signal present. Because packet arrival is determined by 2 - 3 preamble symbols, sample noise cannot be averaged down. This makes the probability of false detection higher. When the receiver is busy processing the signal based upon this false detection, an actual BLE packet can be missed.
<b>Affected Conditions / Impacts</b>
This issue can lead to a high BLE packet error rate (PER) and poor interoperability performance when interfacing with other BLE transmitters that may introduce noise in the channel before transmitting the preamble symbols.
<b>Workaround</b>
There is currently no workaround for this issue.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.13 RMU\_E202 – External Debug Access Not Available After Watchdog or Lockup Full Reset

<b>Description of Errata</b>
When a reset is triggered in full-reset mode, a debugger will not be able to read AHB-AP or ARM core registers.
<b>Affected Conditions / Impacts</b>
Systems using the full reset mode for watchdog or lockup resets will see limited debugging capability after one of these resets triggers.
<b>Workaround</b>
There are three possible workarounds: <ul style="list-style-type: none"> <li>• Software should configure peripherals to either LIMITED or EXTENDED mode if full debugger functionality is needed after a watchdog or lockup reset.</li> <li>• When using FULL reset mode, appending at least 9 idle clock cycles to the last debug command will allow the transaction to complete.</li> <li>• A power cycle or hard pin reset will restore normal operation.</li> </ul>
<b>Resolution</b>
There is currently no resolution for this issue.

**2.14 TIMER\_E202 — Continuous Overflow and Underflow Interrupts in Quadrature Counting Mode**

<b>Description of Errata</b>
When the TIMER is configured to operate in quadrature decoder mode with the overflow interrupt enabled and the counter value (TIMER_CNT) reaches the top value (TIMER_TOP), the overflow interrupt is requested continuously even if the interrupt flag (TIMER_IF_OF) is cleared. Similarly, if the underflow interrupt is enabled and the counter value reaches zero, the underflow interrupt is requested continuously even if the interrupt flag (TIMER_IF_UF) is cleared. The interrupt can be cleared only after the counter value has incremented or decremented so that the overflow or underflow condition no longer applies.
<b>Affected Conditions / Impacts</b>
Because the counter is clocked by its CC0 and CC1 inputs in quadrature decoder mode and not the prescaled HFPERCLK, overflow and underflow events remain latched as long as TIMER_CNT remains at the value that triggered the overflow or underflow condition. Until the counter is no longer in the overflow or underflow condition, it is not possible to clear the associated interrupt flag.
<b>Workaround</b>
Short of disabling the relevant interrupts, the simplest workaround is to manually change TIMER_CNT so that the overflow or underflow condition no longer exists. Insert the following or similar code in the interrupt handler for the timer in question (TIMER0 in this case) to do this:
<pre>uint32 intFlags = TIMER_IntGet(TIMER0);  if((intFlags &amp; TIMER_IF_OF) &amp;&amp; (TIMER0-&gt;CNT == TIMER0-&gt;TOP))     TIMER0-&gt;CNT = 0;  if((intFlags &amp; TIMER_IF_UF) &amp;&amp; (TIMER0-&gt;CNT == 0x0))     TIMER0-&gt;CNT = TIMER0-&gt;TOP;</pre>
It may be necessary for firmware to account for this adjustment in calculations that include the counter value.
<b>Resolution</b>
There is currently no resolution for this issue.

**2.15 USART\_E204 — IrDA Modulation and Transmission of PRS Input Data**

<b>Description of Errata</b>
If the USART IrDA modulator is configured to accept input from a PRS channel, the incoming data stream will not be transmitted because the required clock from the baud rate generator is never enabled.
<b>Affected Conditions / Impacts</b>
It is not possible for the USART IrDA modulator to directly transmit data from a source other than the USART's own transmitter. The USART_IRCTRL_IRPRSEN bit should remain at its reset state of 0.
<b>Workaround</b>
Assuming the data to be sent via the PRS is also data that could be received by the EFM32/EFR32 USART, then the data can be received using the USART's PRS RX feature (USART_INPUT_RXPRS = 1), stored in RAM (e.g., using DMA), and then transmitted with IrDA mode enabled. In cases where IrDA operation is transmit-only, the PRS RX data can be received on the same USART doing the transmission. If IrDA operation is bidirectional, then another USART must be used to receive the PRS data.
If the data to be sent is in some other format (e.g., pulses from a timer output), then there is no direct way to transmit it using the IrDA modulator. It would be necessary to capture the data in some other way and reformat it as serial data timed according to the clock generated by the USART.
<b>Resolution</b>
There is currently no resolution for this issue.



**2.16 USART\_E205 — Possible Data Transmission on Wrong Edge in Synchronous Mode**

<b>Description of Errata</b>
<p>If the USART is configured to operate in synchronous mode with...</p> <ol style="list-style-type: none"> <li>1. USART_CLKDIV_DIV = 0 (clock = <math>f_{HFPERCLK} \div 2</math>)</li> <li>2. USART_CTRL_CLKPHA = 0</li> <li>3. USART_TIMING_CSHOLD = 1</li> </ol> <p>...and data is loaded into the transmit FIFO (say, by the LDMA) at the exact same time as the USART state machine begins to insert the requested one bit time extension of chip select hold time (USART_TIMING_CSHOLD = 1), the first bit of the new data word is incorrectly transmitted on the leading clock edge of the subsequent data bit and not the trailing clock edge of the current data bit.</p>
<b>Affected Conditions / Impacts</b>
<p>Reception of each data bit by the slave is tied to a specific clock edge, thus the late transmission by the master of the first bit of a word may cause the slave to receive the incorrect data, especially if the data setup time for the slave approaches or exceeds one half the shift clock period.</p>
<b>Workaround</b>
<p>Because there is no way to specifically time a write to the transmit FIFO such that it does not occur when the USART state machine changes state, use one of the following workarounds to avoid the risk for data corruption described above:</p> <ul style="list-style-type: none"> <li>• Set USART_CLK_DIV &gt; 0.</li> <li>• Use USART_TIMING_CSHOLD = 0 or USART_TIMING_CSHOLD &gt; 1.</li> <li>• Use USART_CTRL_CLKPHA = 1. This option is particularly useful with SPI flash memories as many support operations in both the CLKPOL = CLKPHA = 0 and CLKPOL = CLKPHA = 1 modes.</li> </ul>
<b>Resolution</b>
<p>There is currently no resolution for this issue.</p>

**2.17 USART\_E206 — Additional SCLK Pulses Can Be Generated in USART Synchronous Mode**

<b>Description of Errata</b>
<p>When inter-character spacing is enabled (USART_TIMING_ICS &gt; 0) and USART_CTRL_CLKPHA = 1 in synchronous master mode, an extra clock pulse is generated after each frame transmitted except the last (that frame which when sent results in both the transmit FIFO and transmit shift register being empty).</p>
<b>Affected Conditions / Impacts</b>
<p>The extra clock pulse generated at the end of the first frame would cause a slave device to clock in the first bit of the next frame it expects to receive even though the USART is not yet driving that data. The slave would lose synchronization with the master and erroneously receive all frames after the first.</p>
<b>Workaround</b>
<p>Do not enable inter-character spacing when CLKPHA = 1. If a delay between frames is necessary, insert one manually with a software delay loop. Data cannot be transmitted using DMA in this case.</p>
<b>Resolution</b>
<p>There is currently no resolution for this issue.</p>

## 2.18 WDOG\_E201 – Clear Command is Lost Upon EM2 Entry

<b>Description of Errata</b>
If the device enters EM2 while the clear command is still being synchronized, the watchdog counter may not be cleared as expected.
<b>Affected Conditions / Impacts</b>
If the watchdog counter is not cleared as expected, the device can encounter a watchdog reset.
<b>Workaround</b>
Wait for WDOG_SYNCBUSY_CMD to clear before entering EM2.  Note that WDOG can be clocked from one of the low-frequency clock sources and will require additional time to enter EM2 when implementing this workaround.
<b>Resolution</b>
There is currently no resolution for this issue.

## 2.19 WTIMER\_E201 — Continuous Overflow and Underflow Interrupts in Quadrature Counting Mode

<b>Description of Errata</b>
When the WTIMER is configured to operate in quadrature decoder mode with the overflow interrupt enabled and the counter value (WTIMER_CNT) reaches the top value (WTIMER_TOP), the overflow interrupt is requested continuously even if the interrupt flag (WTIMER_IF_OF) is cleared. Similarly, if the underflow interrupt is enabled and the counter value reaches zero, the underflow interrupt is requested continuously even if the interrupt flag (WTIMER_IF_UF) is cleared. Only after the counter value has incremented or decremented so that the overflow or underflow condition no longer applies can the interrupt be cleared.
<b>Affected Conditions / Impacts</b>
Because the counter is clocked by its CC0 and CC1 inputs in quadrature decoder mode and not the prescaled HPERCLK, overflow and underflow events remain latched as long WTIMER_CNT remains at the value that triggered the overflow or underflow condition. Until the counter is no longer in the overflow or underflow condition, it is not possible to clear the associated interrupt flag.
<b>Workaround</b>
Short of disabling the relevant interrupts, the simplest workaround is to manually change WTIMER_CNT so that the overflow or underflow condition no longer exists. Insert the following or similar code in the interrupt handler for the timer in question (WTIMER0 in this case) to do this:
<pre>uint32 intFlags = TIMER_IntGet(WTIMER0);  if((intFlags &amp; WTIMER_IF_OF) &amp;&amp; (WTIMER0-&gt;CNT == WTIMER0-&gt;TOP))     WTIMER0-&gt;CNT = 0;  if((intFlags &amp; WTIMER_IF_UF) &amp;&amp; (WTIMER0-&gt;CNT == 0x0))     WTIMER0-&gt;CNT = WTIMER0-&gt;TOP;</pre>
It may be necessary for firmware to account for this adjustment in calculations that include the counter value.
<b>Resolution</b>
There is currently no resolution for this issue.

### 3. Revision History

#### Revision 0.7

September, 2020

- Added [I2C\\_E207](#), [USART\\_E206](#) and [WDOG\\_E201](#).

#### Revision 0.6

April, 2020

- Added [EMU\\_E220](#).

#### Revision 0.5

January, 2020

- Added [I2C\\_E202](#), [I2C\\_E203](#), [I2C\\_E205](#), [LES\\_E201](#), [RADIO\\_E210](#), [TIMER\\_E202](#), [USART\\_E204](#), [USART\\_E205](#), and [WTIMER\\_E201](#).
- Migrated to new errata document format.

#### Revision 0.4

August, 2018

- Added [EMU\\_E214](#) and [I2C\\_E206](#).
- Removed [TRNG\\_E202](#).

#### Revision 0.3

May, 2018

- Added [TRNG\\_E202](#).

#### Revision 0.2

March, 2018

- Updated the workaround in [RMU\\_E202](#).

#### Revision 0.1

October, 2017

- Initial release.

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