

Errata  
**MSP430F5519 Microcontroller**



**ABSTRACT**

This document describes the known exceptions to the functional specifications (advisories).

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## 1 Functional Advisories

Advisories that affect the device's operation, function, or parametrics.

✓ The check mark indicates that the issue is present in the specified revision.

Errata Number	Rev K	Rev I	Rev H	Rev G	Rev F	Rev E	Rev D	Rev C
COMP10	✓	✓	✓	✓	✓	✓	✓	✓
CPU37	✓	✓	✓	✓	✓	✓	✓	✓
CPU47	✓	✓	✓	✓	✓	✓	✓	✓
DMA4	✓	✓	✓	✓	✓	✓	✓	✓
DMA7	✓	✓	✓	✓	✓	✓	✓	✓
DMA8	✓	✓	✓	✓	✓	✓	✓	✓
DMA10	✓	✓	✓	✓	✓	✓	✓	✓
FLASH33	✓	✓	✓	✓	✓	✓	✓	✓
FLASH34	✓	✓	✓	✓	✓	✓	✓	✓
FLASH35							✓	✓
FLASH37						✓	✓	✓
MPY1	✓	✓	✓	✓	✓	✓	✓	✓
PMP1	✓	✓	✓	✓	✓	✓	✓	✓
PMM9	✓	✓	✓	✓	✓	✓	✓	✓
PMM10						✓	✓	✓
PMM11	✓	✓	✓	✓	✓	✓	✓	✓
PMM12	✓	✓	✓	✓	✓	✓	✓	✓
PMM14	✓	✓	✓	✓	✓	✓	✓	✓
PMM15	✓	✓	✓	✓	✓	✓	✓	✓
PMM17						✓	✓	✓
PMM18	✓	✓	✓	✓	✓	✓	✓	✓
PMM20	✓	✓	✓	✓	✓	✓	✓	✓
PORT15	✓	✓	✓	✓	✓	✓	✓	✓
PORT16	✓	✓	✓	✓	✓	✓	✓	✓
PORT19	✓	✓	✓	✓	✓	✓	✓	✓
PORT24	✓	✓	✓	✓	✓	✓	✓	✓
RTC3	✓	✓	✓	✓	✓	✓	✓	✓
RTC6	✓	✓	✓	✓	✓	✓	✓	✓
SYS10						✓	✓	✓
SYS12						✓	✓	✓
SYS14						✓	✓	✓
SYS16	✓	✓	✓	✓	✓	✓	✓	✓
SYS18	✓	✓	✓	✓	✓	✓	✓	✓
TAB23	✓	✓	✓	✓	✓	✓	✓	✓
USB4						✓	✓	✓
USB6						✓	✓	✓
USB8						✓	✓	✓
USB9				✓	✓	✓	✓	✓
USB10	✓	✓	✓	✓	✓	✓	✓	✓
USB11		✓						
USB12	✓	✓	✓	✓	✓	✓	✓	✓
USB13		✓						

Errata Number	Rev K	Rev I	Rev H	Rev G	Rev F	Rev E	Rev D	Rev C
<a href="#">USCI26</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">USCI30</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">USCI31</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">USCI34</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">USCI35</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">USCI39</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">USCI40</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">WDG4</a>	✓	✓	✓	✓	✓	✓	✓	✓

## 2 Preprogrammed Software Advisories

Advisories that affect factory-programmed software.

✓ The check mark indicates that the issue is present in the specified revision.

Errata Number	Rev K	Rev I	Rev H	Rev G	Rev F	Rev E	Rev D	Rev C
<a href="#">BSL6</a>			✓	✓	✓			
<a href="#">BSL7</a>		✓	✓	✓	✓	✓	✓	✓
<a href="#">JTAG20</a>	✓	✓	✓	✓	✓	✓	✓	✓

## 3 Debug Only Advisories

Advisories that affect only debug operation.

✓ The check mark indicates that the issue is present in the specified revision.

Errata Number	Rev K	Rev I	Rev H	Rev G	Rev F	Rev E	Rev D	Rev C
<a href="#">EEM9</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM11</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM13</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM14</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM15</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM16</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM17</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM19</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM21</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">EEM23</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">JTAG26</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">JTAG27</a>	✓	✓	✓	✓	✓	✓	✓	✓

## 4 Fixed by Compiler Advisories

Advisories that are resolved by compiler workaround. Refer to each advisory for the IDE and compiler versions with a workaround.

✓ The check mark indicates that the issue is present in the specified revision.

Errata Number	Rev K	Rev I	Rev H	Rev G	Rev F	Rev E	Rev D	Rev C
<a href="#">CPU21</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU22</a>	✓	✓	✓	✓	✓	✓	✓	✓

Errata Number	Rev K	Rev I	Rev H	Rev G	Rev F	Rev E	Rev D	Rev C
<a href="#">CPU23</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU26</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU27</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU28</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU29</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU30</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU31</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU32</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU33</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU34</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU35</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU39</a>	✓	✓	✓	✓	✓	✓	✓	✓
<a href="#">CPU40</a>	✓	✓	✓	✓	✓	✓	✓	✓

Refer to the following MSP430 compiler documentation for more details about the CPU bugs workarounds.

#### TI MSP430 Compiler Tools (Code Composer Studio IDE)

- [MSP430 Optimizing C/C++ Compiler](#): Check the --silicon\_errata option
- [MSP430 Assembly Language Tools](#)

#### MSP430 GNU Compiler (MSP430-GCC)

- [MSP430 GCC Options](#): Check -msilicon-errata= and -msilicon-errata-warn= options
- [MSP430 GCC User's Guide](#)

#### IAR Embedded Workbench

- [IAR workarounds for msp430 hardware issues](#)

## 5 Nomenclature, Package Symbolization, and Revision Identification

The revision of the device can be identified by the revision letter on the [Package Markings](#) or by the [HW\\_ID](#) located inside the TLV structure of the device.

### 5.1 Device Nomenclature

To designate the stages in the product development cycle, TI assigns prefixes to the part numbers of all MSP MCU devices. Each MSP MCU commercial family member has one of two prefixes: MSP or XMS. These prefixes represent evolutionary stages of product development from engineering prototypes (XMS) through fully qualified production devices (MSP).

**XMS** – Experimental device that is not necessarily representative of the final device's electrical specifications

**MSP** – Fully qualified production device

Support tool naming prefixes:

**X**: Development-support product that has not yet completed Texas Instruments internal qualification testing.

**null**: Fully-qualified development-support product.

XMS devices and X development-support tools are shipped against the following disclaimer:

"Developmental product is intended for internal evaluation purposes."

MSP devices have been characterized fully, and the quality and reliability of the device have been demonstrated fully. TI's standard warranty applies.

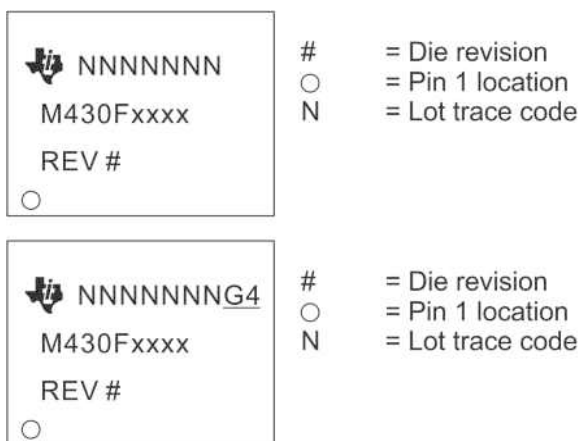
Predictions show that prototype devices (XMS) have a greater failure rate than the standard production devices. TI recommends that these devices not be used in any production system because their expected end-use failure rate still is undefined. Only qualified production devices are to be used.

TI device nomenclature also includes a suffix with the device family name. This suffix indicates the temperature range, package type, and distribution format.

### 5.2 Package Markings

**PN80**

**LQFP (PN), 80 Pin**



### 5.3 Memory-Mapped Hardware Revision (TLV Structure)

Die Revision	TLV Hardware Revision
Rev K	19h
Rev I	18h
Rev H	17h
Rev G	16h

<b>Die Revision</b>	<b>TLV Hardware Revision</b>
Rev F	15h
Rev E	14h
Rev D	13h
Rev C	12h

Further guidance on how to locate the TLV structure and read out the HW\_ID can be found in the device User's Guide.

## 6 Advisory Descriptions

<b>BSL6</b>	<b><i>BSL Module</i></b>
<b>Category</b>	Software in ROM
<b>Function</b>	USB BSL does not respond properly to suspend/reset events from the USB host
<b>Description</b>	<p>The USB BSL in affected revisions contains an improper configuration of the USB module. As a result, errors might occur in response to suspend/reset events from the USB host. (Since enumeration of the USB device often involves suspend and/or reset events, an enumeration might trigger the failure.) If the failure occurs, the device becomes unresponsive to the USB host.</p> <p>If the failure occurs, and if application code exists in main flash, a reset (BOR/POR/PUC) can be issued to switch execution away from the BSL, to the application. Given the same USB host/setup circumstances, the problem is likely to occur again on subsequent attempts.</p> <p>Applications that do not use the USB BSL are unaffected.</p>
<b>Workaround</b>	1. The BSL can be updated via JTAG with a version that does not contain this bug. Use the code published in <a href="#">BSL documentation</a> starting with version 00.07.85.36.
<b>BSL7</b>	<b><i>BSL Module</i></b>
<b>Category</b>	Software in ROM
<b>Function</b>	BSL does not start after waking up from LPMx.5
<b>Description</b>	When waking up from LPMx.5 mode, the BSL does not start as it does not clear the Lock I/O bit (LOCKLPM5 bit in PM5CTL0 register) on start-up.
<b>Workaround</b>	1. Upgrade the device BSL to the latest version (see Creating a Custom Flash-Based Bootstrap Loader (BSL) Application Note - SLAA450 for more details) OR 2. Do not use LOCKLPM5 bit (LPMx.5) if the BSL is used but cannot be upgraded.
<b>COMP10</b>	<b><i>COMP Module</i></b>
<b>Category</b>	Functional
<b>Function</b>	Comparator port output toggles when entering or leaving LPM3/LPM4
<b>Description</b>	<p>The comparator port pin output (CECTL1.CEOUT) erroneously toggles when device enters or leaves LPM3/LPM4 modes under the following conditions:</p> <p>1) Comparator is disabled (CECTL1.CEON = 0)</p> <p>AND</p> <p>2) Output polarity is enabled (CECTL1.CEOUTPOL = 1)</p> <p>AND</p> <p>3) The port pin is configured to have CEOUT functionality.</p>

For example, if the CEOUT pin is high when the device is in Active Mode, CEOUT pin becomes low when the device enters LPM3/LPM4 modes.

**Workaround** When the comparator is disabled, ensure at least one of the following:

1) Output inversion is disabled (CECTL.CEOUTPOL = 0)

OR

2) Change pin configuration from CEOUT to GPIO with output low.

## CPU21

### **CPU Module**

#### **Category**

Compiler-Fixed

#### **Function**

Using POPM instruction on Status register may result in device hang up

#### **Description**

When an active interrupt service request is pending and the POPM instruction is used to set the Status Register (SR) and initiate entry into a low power mode, the device may hang up.

#### **Workaround**

None. It is recommended not to use POPM instruction on the Status Register.

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	v4.0.x or later	User is required to add the compiler or assembler flag option below. --silicon_errata=CPU21
MSP430 GNU Compiler (MSP430-GCC)	MSP430-GCC 4.9 build 167 or later	

## CPU22

### **CPU Module**

#### **Category**

Compiler-Fixed

#### **Function**

Indirect addressing mode with the Program Counter as the source register may produce unexpected results

#### **Description**

When using the indirect addressing mode in an instruction with the Program Counter (PC) as the source operand, the instruction that follows immediately does not get executed. For example in the code below, the ADD instruction does not get executed.

```
mov @PC, R7
add #1h, R4
```

#### **Workaround**

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	



IDE/Compiler	Version Number	Notes
TI MSP430 Compiler Tools (Code Composer Studio)	v4.0.x or later	User is required to add the compiler or assembler flag option below. --silicon_errata=CPU22
MSP430 GNU Compiler (MSP430-GCC)	MSP430-GCC 4.9 build 167 or later	

## CPU23

### CPU Module

#### Category

Compiler-Fixed

#### Function

Rotate instruction does not function as expected

#### Description

When repeated rotate instructions (rrcm, rram, rrum and rlam) are applied on the Program Counter(PC), unexpected instruction execution may occur.

#### Workaround

Insert a NOP instruction between sequential rotate instructions performed on the PC register.

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	v4.0.x or later	User is required to add the compiler or assembler flag option below. --silicon_errata=CPU23
MSP430 GNU Compiler (MSP430-GCC)	MSP430-GCC 4.9 build 167 or later	

## CPU26

### CPU Module

#### Category

Compiler-Fixed

#### Function

CALL SP instruction does not behave as expected

#### Description

The intention of the CALL SP instruction is to execute code from the stack, instead it skips the first piece of data (instruction) on the stack. The second piece of data at SP+2 is used as the first executable instruction.

#### Workaround

Write the op code for a NOP as the first instruction on the stack. Begin the intended subroutine at address SP + 2.

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	v4.1.3 or later	
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

**CPU27****CPU Module****Category**

Compiler-Fixed

**Function**

Program Counter (PC) is corrupted during the context save of a nested interrupt

**Description**

When a low power mode is entered within an interrupt service routine that has enabled nested interrupts (by setting the GIE bit), and the instruction that sets the low power mode is directly followed by a RETI instruction, an incorrect value of PC + 2 is pushed to the stack during the context save. Hence, the RETI instruction is not executed on return from the nested interrupt and the PC becomes corrupted.

**Workaround**

Insert a NOP or `__no_operation()` intrinsic function between the instruction that sets the lower power mode and the RETI instruction.

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	IAR EW430 v6.20 until v6.40	User is required to add the compiler or assembler flag option below. --hw_workaround=nop_after_lpm
IAR Embedded Workbench	IAR EW430 v6.40 or later	Workaround is automatically enabled
TI MSP430 Compiler Tools (Code Composer Studio)	v4.1.3 or later	
MSP430 GNU Compiler (MSP430-GCC)	MSP430-GCC 4.9 build 167	

**CPU28****CPU Module****Category**

Compiler-Fixed

**Function**

PC is corrupted when using certain extended addressing mode combinations

**Description**

An extended memory instruction that modifies the program counter executes incorrectly when preceded by an extended memory write-back instruction under the following conditions:

First instruction:

2-operand instruction, extended mode using (register,index), (register,absolute), OR (register,symbolic) addressing modes

Second instruction:

2-operand instruction, extended mode using the (indirect,PC), (indirect auto-increment,PC), OR (indexed [with ind 0], PC) addressing modes

Example:

```
BISX.A R6,&AABCD
ANDX.A @R4+,PC
```

**Workaround**

1. Insert a NOP or a `__no_operation()` intrinsic function between the two instructions

Or

2. Do not use an extended memory instruction to modify the PC

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	v4.1.3 or later	
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

## CPU29

### **CPU Module**

#### **Category**

Compiler-Fixed

#### **Function**

Using a certain instruction sequence to enter low power mode(s) affects the instruction width of the first instruction in an NMI ISR

#### **Description**

If there is a pending NMI request when the CPU enters a low power mode (LPMx) using an instruction of Indexed source addressing mode, and that instruction is followed by a 20-bit wide instruction of Register source and destination addressing modes, the first instruction of the ISR is executed as a 20-bit wide instruction.

Example:

main:

...

MOV.W [indexed],SR ; Enter LPMx

MOVX.A [register],[register] ; 20-bit wide instruction

...

ISR\_start:

MOV.B [indexed],[register] ; ERROR - Executed as a 20-bit instruction!

Note: [] indicates addressing mode

#### **Workaround**

1. Insert a NOP or a `__no_operation()` intrinsic function following the instruction that enters the LPMx using indexed addressing mode

OR

2. Use a NOP or a `__no_operation()` intrinsic function as first instruction in the ISR

OR

3. Do not use the indexed mode to enter LPMx

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	IAR EW430 v6.20 until v6.40	User is required to add the compiler or assembler flag option below. --hw_workaround=nop_after_lpm

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	IAR EW430 v6.40 or later	Workaround is automatically enabled
TI MSP430 Compiler Tools (Code Composer Studio)	v4.1.3 or later	
MSP430 GNU Compiler (MSP430-GCC)	MSP430-GCC 4.9 build 167	

**CPU30****CPU Module****Category**

Compiler-Fixed

**Function**

ADDA, SUBA, CMPA [immediate],PC behave as if immediate value were offset by -2

**Description**

The extended address instructions ADDA, SUBA, CMPA in immediate addressing mode are represented by 4-bytes of opcode (see the MSP430F5xx Family User's Guide [MSP430F5xx Family User's Guide](#) for more details). In cases where the program counter (PC) is used as the destination register only 2 bytes of the current instruction's 4-byte opcode are accounted for in the PC value. The resulting operation executes as if the immediate value were offset by a value of -2.

Ideal: ADDA #Immediate-4, PC

...is equivalent to...

Actual: ADDA #Immediate-2, PC

\*\* NOTE: The MOV instruction is not affected \*\*

**Workaround**

1) Modify immediate value in software to account for the offset of 2.

OR

2) Use extended 20-bit instructions (addx.a, subx.a, cmpx.a).

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	IAR EW430 v5.30 or later	IDE-based usage enables the workaround automatically. When using the command line, user is required to add the option below: Linker: -D?CPU30_OFFSET=2
TI MSP430 Compiler Tools (Code Composer Studio)	v4.0 or later	
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

**CPU31****CPU Module****Category**

Compiler-Fixed

**Function** SP corruption

**Description** When the instruction PUSHX.A is executed using the indirect auto-increment mode with the stack pointer (SP) as the source register [PUSHX.A @SP+] the SP is consequently corrupted. Instead of decrementing the value of the SP by four, the value of the SP is replaced with the data pointed to by the SP previous to the PUSHX.A instruction execution.

**Workaround** None. Note that compilers will not generate a PUSHX.A instruction that involves the SP.

Refer to the table below for compiler-specific information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	Not affected	User is required to add the compiler or assembler flag option below. --silicon_errata=CPU18
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

## CPU32

### CPU Module

**Category** Compiler-Fixed

**Function** CALLA PC executes incorrectly

**Description** When the instruction CALLA PC is executed, the program counter (PC) that is pushed onto the stack during the context save is incorrectly offset by a value of -2.

**Workaround** None. Note that compilers will not generate a CALLA PC instruction.

Refer to the table below for compiler-specific information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	Not affected	
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

## CPU33

### CPU Module

**Category** Compiler-Fixed

**Function** CALLA [indexed] may corrupt the program counter

**Description** When the Stack Pointer (SP) is used as the destination register in the CALLA index(Rdst) instruction and is preceded by a PUSH or PUSHX instruction in any of the following addressing modes: Absolute, Symbolic, Indexed, Indirect register or Indirect auto increment, the "index" of the CALLA instruction is not sign extended to 20-bits and is always treated as a positive value. This causes the Program Counter to be set to a wrong address location when the index of the CALLA instruction represents a negative offset.

**NOTE:**

1. This erratum only applies when the instruction sequence is: PUSH or PUSHX followed by CALLA index(SP)
2. This erratum does not apply if the PUSH or PUSHX instruction is used in the Register or Immediate addressing mode
3. This erratum only applies when SP is used as the destination register in the CALLA index(Rdst) instruction

**Workaround**

Place a "NOP" instruction in between the PUSH or PUSHX and the CALLA index(SP) instructions.

NOTE: This bug has no compiler impact as the compiler will not generate a CALLA instruction that uses indexed addressing mode with the SP.

Refer to the table below for compiler-specific information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	Not affected	
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

**CPU34****CPU Module****Category**

Compiler-Fixed

**Function**

CPU may be halted if a conditional jump is followed by a rotate PC instruction

**Description**

If a conditional jump instruction (JZ, JNZ, JC, JNC, JN, JGE, JL) is followed by an Address Rotate instruction on the PC (RRCM, RRAM, RLAM, RRUM) and the jump is not performed, the CPU is halted.

**Workaround**

Insert a NOP between the conditional jump and the rotate PC instructions.

Refer to the table below for compiler-specific information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	Not affected	
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

**CPU35****CPU Module****Category**

Compiler-Fixed

**Function**

Instruction BIT.B @Rx,PC uses the wrong PC value

**Description** The BIT(.B/.W) instruction in indirect register addressing mode uses the wrong PC value. This instruction is represented by 2 bytes of opcode. If the Program Counter (PC) is used as the destination register, the 2 opcode bytes of the current BIT instruction are not accounted for. The resulting operation executes the instruction using the wrong PC value and this affects the results in the Status Register (SR).

**Workaround** None. Note that compilers will not generate a BIT instruction that uses the PC as an operand.

Refer to the table below for compiler-specific information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	Not affected	
TI MSP430 Compiler Tools (Code Composer Studio)	Not affected	
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

## CPU37

### **CPU Module**

#### **Category**

Functional

#### **Function**

Wrong program trace display in the debugger while using conditional jump instructions

#### **Description**

The state storage window displays an incorrect sequence of instructions when:

1. Conditional jump instructions are used to form a software loop

AND

2. A false condition on the jump breaks out of the loop

In such cases the trace buffer incorrectly displays the first instruction of the loop as the instruction that is executed immediately after exiting the loop.

Example:

Actual Code:

```
mov #4,R4
LABEL mov #1,R5
dec R4
jnz LABEL
mov #2,R6
nop
```

State Storage Window Displays:

```
LABEL mov #1,R5
dec R4
jnz LABEL
mov #1,R5
nop
```

#### **Workaround**

None

Note: This erratum affects the trace buffer display only. It does not affect code execution in debugger or free run mode

**CPU39****CPU Module****Category**

Compiler-Fixed

**Function**

PC is corrupted when single-stepping through an instruction that clears the GIE bit

**Description**

Single-stepping over an instruction that clears the General Interrupt Enable bit (for example DINT or BIC #GIE,SR) when the GIE bit was previously set may corrupt the PC. For example, the DINT or BIC #GIE,SR is a 2-byte instruction. Single stepping through this instruction increments the PC by a value of 4 instead of 2 thus corrupting the next PC value.

Note: This erratum applies to debug mode only.

**Workaround**

Insert a NOP or `__no_operation()` intrinsic immediately after the line of code that clears the GIE bit.

OR

Refer to the table below for compiler-specific fix implementation information.

Note that compilers implementing the fix may lead to double stack usage when RET/RETA follows the compiler-inserted NOP.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	IAR EW430 v5.60 until v6.20	User is required to add the compiler flag option below. --hw_workaround=CPU39 For the command line version add the following information Compiler: --core=430 Assembler:-v1
IAR Embedded Workbench	IAR EW430 v6.20 or later	Workaround is automatically enabled
TI MSP430 Compiler Tools (Code Composer Studio)	v4.1.3 or later	
MSP430 GNU Compiler (MSP430-GCC)	MSP430-GCC 4.9 build 167 or later	

**CPU40****CPU Module****Category**

Compiler-Fixed

**Function**

PC is corrupted when executing jump/conditional jump instruction that is followed by instruction with PC as destination register or a data section

**Description**

If the value at the memory location immediately following a jump/conditional jump instruction is 0X40h or 0X50h (where X = don't care), which could either be an instruction opcode (for instructions like RRCM, RRAM, RLAM, RRUM) with PC as destination register or a data section (const data in flash memory or data variable in RAM), then the PC value is auto-incremented by 2 after the jump instruction is executed; therefore, branching to a wrong address location in code and leading to wrong program execution.

For example, a conditional jump instruction followed by data section (0140h).



@0x8012 Loop DEC.W R6  
 @0x8014 DEC.W R7  
 @0x8016 JNZ Loop  
 @0x8018 Value1 DW 0140h

**Workaround**

In assembly, insert a NOP between the jump/conditional jump instruction and program code with instruction that contains PC as destination register or the data section.

Refer to the table below for compiler-specific fix implementation information.

IDE/Compiler	Version Number	Notes
IAR Embedded Workbench	IAR EW430 v5.51 or later	For the command line version add the following information Compiler: --hw_workaround=CPU40 Assembler:-v1
TI MSP430 Compiler Tools (Code Composer Studio)	v4.0.x or later	User is required to add the compiler or assembler flag option below. --silicon_errata=CPU40
MSP430 GNU Compiler (MSP430-GCC)	Not affected	

**CPU47**

**CPU Module**

**Category**

Functional

**Function**

An unexpected Vacant Memory Access Flag (VMAIFG) can be triggered

**Description**

An unexpected Vacant Memory Access Flag (VMAIFG) can be triggered, if a PC-modifying instruction (e.g. - ret, push, call, pop, jmp, br) is fetched from the last addresses (last 4 or 8 byte) of a memory (e.g.- FLASH, RAM, FRAM) that is not contiguous to a higher, valid section on the memory map.  
 In debug mode using breakpoints the last 8 bytes are affected.  
 In free running mode the last 4 bytes are affected.

**Workaround**

Edit the linker command file to make the last 4 or 8 bytes of affected memory sections unavailable, to avoid PC-modifying instructions on these locations.  
 Remaining instructions or data can still be stored on these locations.

**DMA4**

**DMA Module**

**Category**

Functional

**Function**

Corrupted write access to 20-bit DMA registers

**Description**

When a 20-bit wide write to a DMA address register (DMAxSA or DMAxDA) is interrupted by a DMA transfer, the register contents may be unpredictable.

**Workaround**

1. Design the application to guarantee that no DMA access interrupts 20-bit wide accesses to the DMA address registers.

OR

2. When accessing the DMA address registers, enable the Read Modify Write disable bit (DMARMWDIS = 1) or temporarily disable all active DMA channels (DMAEN = 0).

OR

3. Use word access for accessing the DMA address registers. Note that this limits the values that can be written to the address registers to 16-bit values (lower 64K of Flash).

**DMA7*****DMA Module***

---

**Category**

Functional

**Function**

DMA request may cause the loss of interrupts

**Description**

If a DMA request starts executing during the time when a module register containing an interrupt flags is accessed with a read-modify-write instruction, a newly arriving interrupt from the same module can get lost. An interrupt flag set prior to DMA execution would not be affected and remain set.

**Workaround**

1. Use a read of Interrupt Vector registers to clear interrupt flags and do not use read-modify-write instruction.

OR

2. Disable all DMA channels during read-modify-write instruction of specific module registers containing interrupts flags while these interrupts are activated.

**DMA8*****DMA Module***

---

**Category**

Functional

**Function**

DMA can corrupt values on write-access to program stack

**Description**

If the DMA controller makes a write access to the stack while executing one of the following instructions, the data that is written may be corrupted.

CALLA [REG | IDX | SYM | ABS | IND | INA | IMM]  
 PUSHX.A [IDX | SYM | ABS | IND | IMM | INA]  
 PUSHX.A [REG]  
 PUSHM.A [REG]  
 POPM.A [REG]

Note: [ ... ] denotes an addressing mode

**Workaround**

Do not declare function-scope variables. Declare all variables that are intended to be modified by the DMA as global- or file-scope such that they are allocated in the data section of RAM and not on the program stack.

**DMA10*****DMA Module***

---

**Category**

Functional

**Function**

DMA access may cause invalid module operation

**Description**

The peripheral modules MPY, CRC, USB, RF1A and FRAM controller in manual mode can stall the CPU by issuing wait states while in operation. If a DMA access to the module occurs while that module is issuing a wait state, the module may exhibit undefined behavior.

**Workaround** Ensure that DMA accesses to the affected modules occur only when the modules are not in operation. For example with the MPY module, ensure that the MPY operation is completed before triggering a DMA access to the MPY module.

### **EEM9** *EEM Module*

---

**Category** Debug

**Function** Combined triggers on the PUSH instruction may be missed

**Description** When the PUSH instruction is used in any addressing mode except register or immediate modes, a combined trigger may be missed when its conditions are defined by a PUSH instruction fetch and a successful match of the value being pushed onto stack.

**Workaround** None

### **EEM11** *EEM Module*

---

**Category** Debug

**Function** Conditional register write trigger fails while executing rotate instructions

**Description** A conditional register write trigger will fail to generate the expected breakpoint if the trigger condition is a result of executing one of the following rotate instructions: RRUM, RRCM, RRAM and RLAM.

**Workaround** None

---

**Note**

This erratum applies to debug mode only.

---

### **EEM13** *EEM Module*

---

**Category** Debug

**Function** Halting the debugger does not return correct PC value when in LPM

**Description** When debugging, if the device is in any low power mode and the debugger is halted, the program counter update by the debugger is corrupted. The debugger is unable to halt at the correct location.

**Workaround** None.

---

**Note**

This erratum applies to debug mode only.

---

### **EEM14** *EEM Module*

---

**Category** Debug

**Function** Single-step or breakpoint on module registers with WAIT capability may not work

**Description** In debug mode, the CPU clock is driven independently from the wait inputs of device modules (i.e., MULT, USB, RF1A, CRC). As a result, an EEM halt on an access to

the module data registers (breakpoint or single-step) may show incorrect results due to incomplete execution.

**Workaround** Do not single-step through a data register access that holds the CPU to provide a valid result. Place breakpoints after the affected register is accessed and sufficient clock cycles have been provided.

---

**Note**

This erratum applies to debug mode only.

---

**EEM15** ***EEM Module***

---

**Category** Debug

**Function** Read or write to RF1A, CRC, MULT and USB RAM may be corrupted when debugging

**Description** When performing read or write operations on modules that require CPU wait cycles (i.e. when accessing CRC, RF1A, MULT and USB RAM) setting a breakpoint on or single stepping through the operation could corrupt the result.

**Workaround** None

---

**Note**

This erratum applies to debug mode only.

---

**EEM16** ***EEM Module***

---

**Category** Debug

**Function** The state storage display does not work reliably when used on instructions with CPU Wait cycles.

**Description** When executing instructions that require wait states; the state storage window updates incorrectly. For example a flash erase instruction causes the CPU to be held until the erase is completed i.e. the flash puts the CPU in a wait state. During this time if the state storage window is enabled it may incorrectly display any previously executed instruction multiple times.

**Workaround** Do not enable the state storage display when executing instructions that require wait states. Instead set a breakpoint after the instruction is completed to view the state storage display.

---

**Note**

This erratum affects debug mode only.

---

**EEM17** ***EEM Module***

---

**Category** Debug

**Function** Wrong Breakpoint halt after executing Flash Erase/Write instructions

**Description** Hardware breakpoints or Conditional Address triggered breakpoints on instructions that follow Flash Erase/Write instructions, stops the debugger at the actual Flash Erase/Write instruction even though the flash erase/write operation has already been executed. The hardware/conditional address triggered breakpoints that are placed on either the next two single opcode instructions OR the next double opcode instruction that follows the Flash Erase/Write instruction are affected by this erratum.

**Workaround** None. Use other conditional/advanced triggered breakpoints to halt the debugger right after Flash erase/write instructions.

---

**Note**

This erratum affects debug mode only.

---

**EEM19** ***EEM Module***

---

**Category** Debug

**Function** DMA may corrupt data in debug mode

**Description** When the DMA is enabled and the device is in debug mode, the data written by the DMA may be corrupted when a breakpoint is hit or when the debug session is halted.

**Workaround** This erratum has been addressed in MSPDebugStack version 3.5.0.1. It is also available in released IDE EW430 IAR version 6.30.3 and CCS version 6.1.1 or newer. If using an earlier version of either IDE or MSPDebugStack, do not halt or use breakpoints during a DMA transfer.

---

**Note**

This erratum applies to debug mode only.

---

**EEM21** ***EEM Module***

---

**Category** Debug

**Function** LPMx.5 debug limitations

**Description** Debugging the device in LPMx.5 mode might wake the device up from LPMx.5 mode inadvertently, and it is possible that the device enters a lock-up condition; that is, the device cannot be accessed by the debugger any more.

**Workaround** Follow the debugging steps in Debugging MSP430 LPM4.5 [SLAA424](#) .

**EEM23** ***EEM Module***

---

**Category** Debug

**Function** EEM triggers incorrectly when modules using wait states are enabled

**Description** When modules using wait states (USB, MPY, CRC and FRAM controller in manual mode) are enabled, the EEM may trigger incorrectly. This can lead to an incorrect profile counter value or cause issues with the EEMs data watch point, state storage, and breakpoint functionality.

**Workaround** None.

**Note**


---

This erratum affects debug mode only.

---

**FLASH33*****FLASH Module*****Category**

Functional

**Function**

Flash erase/program with fsystem &lt;160kHz causes code execution to fail

**Description**

A flash erase or flash program operation with the system frequency (fsystem) <160kHz causes the program execution (executing out of main or info memory) that follows to fail.

**Workaround**

Make sure the fsystem >160kHz before doing a flash erase or program operation.

**FLASH34*****FLASH Module*****Category**

Functional

**Function**

Concurrent flash read during bank erase fails

**Description**

Code residing in flash cannot be executed during a bank erase.

**Workaround**

Place the code to be executed during bank erase in RAM.

**FLASH35*****FLASH Module*****Category**

Functional

**Function**

Flash read error may cause invalid memory access

**Description**

Flash memory accesses are always 32-bit wide and performed on 32-bit boundaries. A read error when accessing flash may corrupt the second most significant bit (MSB-1) in a 32-bit access when programmed as a logic 0.

When affected flash is idle, the read disturb may occur on the first flash access that follows any of the listed events:

- On reset issued at RST input pin
- On wakeup from low-power modes when executing interrupt service routines located at addresses <0xC400
- When moving program execution from unaffected to affected areas of flash
- When accessing affected flash after execution from RAM

**Workaround**

See Flash Read Error and Susceptibility for MSP430F55xx ([SLAA471](#)) for detailed background information and possible workaround(s).

**FLASH37*****FLASH Module*****Category**

Functional

**Function**

Corrupted flash read when SVM low-side flag is triggered

**Description**

If the SVM low side is enabled, a change in the VCORE voltage level (an increase in the VCORE level) may cause the currently executed read operation from flash to be incorrect and may lead to unexpected code execution or incorrect data. This can happen under any

one of the following conditions:

- When the VCORE is changed in application, the SVM low side is used to indicate if the core voltage has settled by using the SVMDLYIFG flag. The failure occurs only when a flash access is concurrent to the expiration of the settling time delay.
- Unexpected changes in the VCORE voltage level

For code examples and detailed guidance on the PMM operation and software APIs for PMM configuration see the driverlib APIs from 430Ware ([MSP430Ware](#)).

### Workaround

- Execute the procedure to change the VCORE level from RAM.

or

- If executing from flash, follow the procedure below when increasing the VCORE level.  
Note: To apply this workaround, the SVM low-side comparator must operate in normal mode (SVMLFP = 0 in SVMLCTL).

```
// Set SVM highside to new level and check if a VCore increase is possible
SVSMHCTL = SVMHE | SVSHE | (SVSMHRRLO * level);
// Wait until SVM highside is settled
while ((PMMIFG & SVSMHDLYIFG) == 0);
// Clear flag
PMMIFG &= ~SVSMHDLYIFG;
```

```
// Set also SVS highside to new level
// Vcc is high enough for a Vcore increase
SVSMHCTL |= (SVSHRVLO * level);
// Wait until SVM highside is settled
while ((PMMIFG & SVSMHDLYIFG) == 0);
// Clear flag
PMMIFG &= ~SVSMHDLYIFG;
```

```
//*****flow change for errata workaround *****
// Set VCore to new level
PMMCTL0_L = PMMCOREV0 * level;
```

```
// Set SVM, SVS low side to new level
SVSMLCTL = SVMLE | (SVSMLRRL0 * level) | SVSLE | (SVSLRVLO * level);
// Wait until SVM, SVS low side is settled
while ((PMMIFG & SVSMLDLYIFG) == 0);
// Clear flag
PMMIFG &= ~SVSMLDLYIFG;
```

```
//*****flow change for errata workaround *****
```

## JTAG20

### JTAG Module

#### Category

Software in ROM

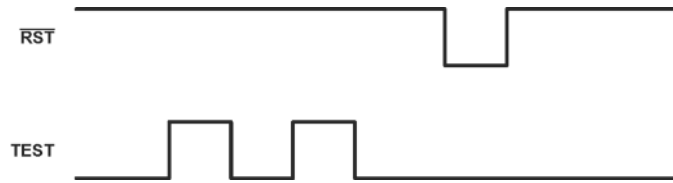
#### Function

BSL does not exit to application code

#### Description

The methods used to exit the BSL per MSP430 Programming Via the Bootstrap Loader ([SLAU319](#)) are invalid.

- Workaround** To exit the BSL one of the following methods must be used.
- A Power cycle
- or
- Toggle the TEST pin twice when nRST is high and after 50us pull nRST low.



Note: This toggling of TEST pins is not subject to timing constraints. The appropriate level transitions on TEST pin, followed by a RST pulse after 50us, are sufficient to trigger an exit from BSL mode.

## JTAG26

### JTAG Module

#### Category

Debug

#### Function

LPMx.5 Debug Support Limitations

#### Description

The JTAG connection to the device might fail at device-dependent low or high supply voltage levels if the LPMx.5 debug support feature is enabled. To avoid a potentially unreliable debug session or general issues with JTAG device connectivity and the resulting bad customer experience Texas Instruments has chosen to remove the LPMx.5 debug support feature from common MSP430 IDEs including TIs Code Composer Studio 6.1.0 with msp430.emu updated to version 6.1.0.7 and IARs Embedded Workbench 6.30.2, which are based on the MSP430 debug stack MSP430.DLL 3.5.0.1 <http://www.ti.com/tool/MSPDS>

TI plans to re-introduce this feature in limited capacity in a future release of the debug stack by providing an IDE override option for customers to selectively re-activate LPMx.5 debug support if needed. Note that the limitations and supply voltage dependencies outlined in this erratum will continue to apply.

For additional information on how the LPMx.5 debug support is handled within the MSP430 IDEs including possible workarounds on how to debug applications using LPMx.5 without toolchain support refer to [Code Composer Studio User's Guide for MSP430 chapter F.4](#) and [IAR Embedded Workbench User's Guide for MSP430 chapter 2.2.5](#).

#### Workaround

1. If LPMx.5 debug support is deemed functional and required in a given scenario:
  - a) Do not update the IDE to continue using a previous version of the debug stack such as MSP430.DLL v3.4.3.4.

OR

  - b) Roll back the debug stack by either performing a clean re-installation of a previous version of the IDE or by manually replacing the debug stack with a prior version such as MSP430.DLL v3.4.3.4 that can be obtained from <http://www.ti.com/tool/MSPDS>.



2. In case JTAG connectivity fails during the LPMx.5 debug mode, the device supply voltage level needs to be raised or lowered until the connection is working.

Do not enable the LPMx.5 debug support feature during production programming.

## JTAG27

### **JTAG Module**

---

#### **Category**

Debug

#### **Function**

Unintentional code execution after programming via JTAG/SBW

#### **Description**

The device can unintentionally start executing code from uninitialized RAM addresses 0x0006 or 0x0008 after being programming via the JTAG or SBW interface. This can result in unpredictable behavior depending on the contents of the address location.

#### **Workaround**

1. If using programming tools purchased from TI (MSP-FET, LaunchPad), update to CCS version 6.1.3 later or IAR version 6.30 or later to resolve the issue.
2. If using the MSP-GANG Production Programmer, use v1.2.3.0 or later.
3. For custom programming solutions refer to the specification on MSP430 Programming Via the JTAG Interface User's Guide (SLAU320) revision V or newer and use MSPDebugStack v3.7.0.12 or later.

For MSPDebugStack (MSP430.DLL) in CCS or IAR, download the latest version of the development environment or the latest version of the [MSPDebugStack](#)

NOTE: This only affects debug mode.'

## MPY1

### **MPY Module**

---

#### **Category**

Functional

#### **Function**

Save and Restore feature on MPY32 not functional

#### **Description**

The MPY32 module uses the Save and Restore method which involves saving the multiplier state by pushing the MPY configuration/operand values to the stack before using the multiplier inside an Interrupt Service Routine (ISR) and then restoring the state by popping the configuration/operand values back to the MPY registers at the end of the ISR. However due to the erratum the Save and Restore operation fails causing the write operation to the OP2H register right after the restore operation to be ignored as it is not preceded by a write to OP2L register resulting in an invalid multiply operation.

#### **Workaround**

None. Disable interrupts when writing to OP2L and OP2H registers.

Note: When using the C-compiler, the interrupts are automatically disabled while using the MPY32

## PMPA1

### **PMPA Module**

---

#### **Category**

Functional

#### **Function**

Port Mapping Controller does not clear unselected inputs to mapped module.

#### **Description**

The Port Mapping Controller provides the logical OR of all port mapped inputs to a module (Timer, USCI, etc). If the PSEL bit (PxSEL.y) of a port mapped input is cleared, then the logic level of that port mapped input is latched to the current logic level of the

input. If the input is in a logical high state, then this high state is latched into the input of the logical OR. In this case, the input to the module is always a logical 1 regardless of the state of the selected input.

**Workaround**

1. Drive input to the low state before clearing the PSEL bit of that input and switching to another input source.

or

2. Use the Port Mapping Controller reconfiguration feature, PMAPRECFG, to select inputs to a module and map only one input at a time.

**PMM9*****PMM Module*****Category**

Functional

**Function**

False SVSxIFG events

**Description**

The comparators of the SVS require a certain amount of time to stabilize and output a correct result once re-enabled; this time is different for the Full Performance versus the Normal mode. The time to stabilize the SVS comparators is intended to be accounted for by a built-in event-masking delay of 2 us when Full Performance mode is enabled. However, the comparators of the SVS in Full Performance mode take longer than 2 us to stabilize so the possibility exists that a false positive will be triggered on the SVSH or SVSL. This results in the SVSxIFG flags being set and depending on the configuration of SVSxPE bit a POR can also be triggered. Additionally when the SVSxIFGs are set, all GPIOs are tri-stated i.e. floating until the SVSx comparators are settled.

The SVS IFG's are falsely set under the following conditions:

1. Wakeup from LPM2/3/4 when SVSxMD = 0 (default setting) && SVSxFP=1. The SVSx comparators are disabled automatically in LPM2/3/4 and are then re-enabled on return to active mode.
2. SVSx is turned on in full performance mode (SVSxFP=1).
3. A PUC/POR occurs after SVSx is disabled. After a PUC or POR the SVSx are enabled automatically but the settling delay does not get triggered. Based on SVSxPE bit this may lead to POR events until the SVS comparator is fully settled.

**Workaround**

For each of the above listed conditions the following workarounds apply:

1. If the Full Performance mode is to be enabled for either the high- or low-side SVS comparators, the respective SVSxMD bits must be set (SVSxMD = 1) such that the SVS comparators are not temporarily shut off in LPM2/3/4. Note that this is equivalent to a 2 uA (typical) adder to the low power mode current, per the device-specific datasheet, for each SVSx that remains enabled.
2. The SVSx must be turned on in normal mode (SVSxFP=0). It can be reconfigured to use full performance mode once the SVSx/SVMx delay has expired.
3. Ensure that SVSH and SVSL are always enabled.

**PMM10*****PMM Module*****Category**

Functional

<b>Function</b>	SVS/SVM flags disabled after Power Up Clear reset
<b>Description</b>	SVS/SVM interrupt flag functionality is disabled after a Power Up Clear (PUC) Reset if the SVS was disabled before the PUC reset was applied.
<b>Workaround</b>	A write access to the intended SVSx register after PUC re-enables the SVS & SVM interrupt flags.

**PMM11** *PMM Module*

---

<b>Category</b>	Functional
<b>Function</b>	MCLK comes up fast on exit from LPM3 and LPM4
<b>Description</b>	The DCO exceeds the programmed frequency of operation on exit from LPM3 and LPM4 for up to 6 us. This behavior is masked from affecting code execution by default: SVSL and SVML run in normal-performance mode and mask CPU execution for 150 us on wakeup from LPM3 and LPM4. However, when the low-side SVS and the SVM are disabled or are operating in full-performance mode (SVMLE= 0 and SVSLE= 0, or SVMLFP= 1 and SVSLFP= 1) AND MCLK is sourced from the internal DCO running over 4 MHz, 7 MHz, 11 MHz, or 14 MHz at core voltage levels 0, 1, 2, and 3, respectively, the mask lasts only 2 us. MCLK is, therefore, susceptible to run out of spec for 4 us.
<b>Workaround</b>	Set the MCLK divide bits in the Unified Clock System Control 5 Register (UCSCTL5) to divide MCLK by two prior to entering LPM3 or LPM4 (set DIVMx= 001). This prevents MCLK from running out of spec when the CPU wakes from the low-power mode. Following the wakeup from the low-power mode, wait 32, 48, 80, or 100 cycles for core voltage levels 0, 1, 2, and 3, respectively, before resetting DIVM xto zero and running MCLK at full speed [for example, <code>__delay_cycles(100)</code> ]

**PMM12** *PMM Module*

---

<b>Category</b>	Functional
<b>Function</b>	SMCLK comes up fast on exit from LPM3 and LPM4
<b>Description</b>	The DCO exceeds the programmed frequency of operation on exit from LPM3 and LPM4 for up to 6 us. When SMCLK is sourced by the DCO, it is not masked on exit from LPM3 or LPM4. Therefore, SMCLK exceeds the programmed frequency of operation on exit from LPM3 and LPM4 for up to 6 us. The increased frequency has the potential to change the expected timing behavior of peripherals that select SMCLK as the clock source.
<b>Workaround</b>	- Use XT2 as the SMCLK oscillator source instead of the DCO  or  - Do not disable the clock request bit for SMCLKREQEN in the Unified Clock System Control 8 Register (UCSCTL8). This means that all modules that depend on SMCLK to operate successfully should be halted or disabled before entering LPM3 or LPM4. If the increased frequency prevents the proper function of an affected module, wait 32, 48, 80 or 100 cycles for core voltage levels 0, 1, 2, or 3, respectively, before re-enabling the module. (for example, <code>__delay_cycles(100)</code> )

**PMM14** *PMM Module*

---

<b>Category</b>	Functional
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- Function** Increasing the core level when SVS/SVM low side is configured in full-performance mode causes device reset
- Description** When the SVS/SVM low side is configured in full performance mode (SVSMLCTL.SVSLFP = 1), the setting time delay for the SVS comparators is ~2us. When increasing the core level in full-performance mode; the core voltage does not settle to the new level before the settling time delay of the SVS/SVM comparator expires. This results in a device reset.
- Workaround** When increasing the core level; enable the SVS/SVM low side in normal mode (SVSMLCTL.SVSLFP=0). This provides a settling time delay of approximately 150us allowing the core sufficient time to increase to the expected voltage before the delay expires.

## PMM15

### PMM Module

#### Category

Functional

#### Function

Device may not wake up from LPM2, LPM3, or LPM4

#### Description

Device may not wake up from LPM2, LPM3 or LMP4 if an interrupt occurs within 1 us after the entry to the specified LPMx; entry can be caused either by user code or automatically (for example, after a previous ISR is completed). Device can be recovered with an external reset or a power cycle. Additionally, a PUC can also be used to reset the failing condition and bring the device back to normal operation (for example, a PUC caused by the WDT).

This effect is seen when:

- A write to the SVSMHCTL and SVSMLCTL registers is immediately followed by an LPM2, LPM3, LPM4 entry without waiting the requisite settling time ((PMMIFG.SVSMLDLYIFG = 0 and PMMIFG.SVSMHDLYIFG = 0)).

or

The following two conditions are met:

- The SVSL module is configured for a fast wake-up or when the SVSL/SVML module is turned off. The affected SVSMLCTL register settings are shaded in the following table.

	SVSLE	SVSLMD	SVSLFP	AM, LPM0/1 SVSL state	Manual	Automatic	Wakeup Time LPM2/3/4
					SVSMLACE = 0 LPM2/3/4 SVSL State	SVSMLACE = 1 LPM2/3/4 SVSL State	
SVSL	0	x	x	OFF	OFF	OFF	t <sub>WAKE-UP FAST</sub>
	1	0	0	Normal	OFF	OFF	t <sub>WAKE-UP SLOW</sub>
	1	0	1	Full Performance	OFF	OFF	t <sub>WAKE-UP FAST</sub>
	1	1	0	Normal	Normal	OFF	t <sub>WAKE-UP SLOW</sub>
	1	1	1	Full Performance	Full Performance	Normal	t <sub>WAKE-UP FAST</sub>
SVML	SVMLE	SVMLFP		AM, LPM0/1 SVML state	Manual	Automatic	Wakeup Time LPM2/3/4
					SVSMLACE = 0 LPM2/3/4 SVML State	SVSMLACE = 1 LPM2/3/4 SVML State	
	0	x	OFF	OFF	OFF	t <sub>WAKE-UP FAST</sub>	
	1	0	Normal	Normal	OFF	t <sub>WAKE-UP SLOW</sub>	
1	1	1	Full Performance	Full Performance	Normal	t <sub>WAKE-UP FAST</sub>	

and

-The SVSH/SVMH module is configured to transition from Normal mode to an OFF state when moving from Active/LPM0/LPM1 into LPM2/LPM3/LPM4 modes. The affected SVSMHCTL register settings are shaded in the following table.

	SVSHE	SVSHMD	SVSHFP	AM, LPM0/1 SVSH state	Manual SVSMHACE = 0	Automatic SVSMHACE = 1
					LPM2/3/4 SVSH State	LPM2/3/4 SVSH State
SVSH	0	x	x	OFF	OFF	OFF
	1	0	0	Normal	OFF	OFF
	1	0	1	Full Performance	OFF	OFF
	1	1	0	Normal	Normal	OFF
	1	1	1	Full Performance	Full Performance	Normal
SVMH	SVMHE	SVMHFP		AM, LPM0/1 SVMH state	Manual SVSMHACE = 0	Automatic SVSMHACE = 1
					LPM2/3/4 SVMH State	LPM2/3/4 SVMH State
	0	x	OFF	OFF	OFF	
	1	0	Normal	Normal	OFF	
1	1	Full Performance	Full Performance	Normal		

## Workaround

Any write to the SVSMxCTL register must be followed by a settling delay (PMMIFG.SVSMLDLYIFG = 0 and PMMIFG.SVSMHDLYIFG = 0) before entering LPM2, LPM3, LPM4.

and

1. Ensure the SVSx, SVMx are configured to prevent the issue from occurring by the following:

- Configure the SVSL module for slow wake up (SVSLFP = 0). Note that this will increase the wake up time from LPM2/3/4 to twakeupslow (~150 us).

or

- Do not configure the SVSH/SVMH such that the modules transition from Normal mode to an OFF state on LPM entry and ensure SVSH/SVMH is in manual mode. Instead force the modules to remain ON even in LPMx. Note that this will cause increased power consumption when in LPMx.

Refer to the MSP430 Driver Library([MSPDRIVERLIB](#)) for proper PMM configuration functions.

Use the following function, PMM15Check (void), to determine whether or not the existing PMM configuration is affected by the erratum. The return value of the function is 1 if the configuration is affected, and 0 if the configuration is not affected.

```

unsigned char PMM15Check (void)
{
// First check if SVSL/SVML is configured for fast wake-up
if ( (!(SVSMLCTL & SVSLE)) || ((SVSMLCTL & SVSLE) && (SVSMLCTL & SVSLFP)) ||
(!(SVSMLCTL & SVMLE)) || ((SVSMLCTL & SVMLE) && (SVSMLCTL & SVMLEFP)) )
{ // Next Check SVSH/SVMH settings to see if settings are affected by PMM15
if ((SVSMHCTL & SVSHE) && !(SVSMHCTL & SVSHFP))
{
if ( (!(SVSMHCTL & SVSHMD)) || ((SVSMHCTL & SVSHMD) &&
(SVSMHCTL & SVSMHACE)) )
return 1; // SVSH affected configurations
}
if ((SVSMHCTL & SVMHE) && !(SVSMHCTL & SVMHFP) && (SVSMHCTL &
SVSMHACE))
return 1; // SVMH affected configurations
}
}

```

```

return 0; // SVS/M settings not affected by PMM15
}
}

```

2. If fast servicing of interrupts is required, add a 150us delay either in the interrupt service routine or before entry into LPM3/LPM4.

**PMM17*****PMM Module*****Category**

Functional

**Function**

Vcore exceed maximum limit of 2.0V.

**Description**

If the device is switching between active mode and LPM2/3/4 with very high frequency, the core voltage of the device, V<sub>CORE</sub>, may rise incrementally until it is beyond 2.0 V, which is the maximum allowable limit for digital circuitry internal to the MSP430. This increase may remain undetected in an application with no functional impact but could potentially result in decreased endurance and increased wear over the lifetime of the device, because the digital circuitry is continually subjected to overvoltage.

The accumulation of V<sub>core</sub> affects only older lot trace codes of mentioned revisions.

**Workaround**

The V<sub>CORE</sub> accumulation is fixed by enabling the prolongation mechanism in software. The following lines of code need to be implemented before periodic execution of LPM-to-AM-LPM. It is recommended to execute the code at program start:

ASM code:

```
mov.w #0x9602, &0110h;
```

```
bis.w #0x0800, &0112h;
```

C code:

```
*(unsigned int*)(0x0110)=0x9602;
```

```
*(unsigned int*)(0x0112)|=0x0800;
```

The automatic prolongation mechanism is disabled with a BOR and must be enabled after each boot code execution.

For detailed background information, affected LTCs and possible workaround(s) see V<sub>core</sub> Accumulation documentation in [SLAA505](#).

**PMM18*****PMM Module*****Category**

Functional

**Function**

PMM supply overvoltage protection falsely triggers POR

**Description**

The PMM Supply Voltage Monitor (SVM) high side can be configured as overvoltage protection (OVP) using the SVMHOVPE bit of SVSMHCTL register. In this mode a POR should typically be triggered when DV<sub>CC</sub> reaches ~3.75V.

If the OVP feature of SVM high side is enabled going into LPM234, the SVM might trigger at DV<sub>CC</sub> voltages below 3.6V (~3.5V) within a few ns after wake-up. This can falsely cause an OVP-triggered POR. The OVP level is temperature sensitive during fail scenario and decreases with higher temperature (85 degC ~3.2V).

**Workaround**

Use automatic control mode for high-side SVS & SVM (SVSMHCTL.SVSMHACE=1). The SVM high side is inactive in LPM2, LPM3, and LPM4.

**PMM20*****PMM Module*****Category**

Functional

**Function** Unexpected SVSL/SVML event during wakeup from LPM2/3/4 in fast wakeup mode

**Description** If PMM low side is configured to operate in fast wakeup mode, during wakeup from LPM2/3/4 the internal VCORE voltage can experience voltage drop below the corresponding SVSL and SVML threshold (recommendation according to User's Guide) leading to an unexpected SVSL/SVML event. Depending on PMM configuration, this event triggers a POR or an interrupt.

---

**Note**

As soon the SVSL or the SVML is enabled in Normal performance mode the device is in slow wakeup mode and this erratum does not apply. In addition, this erratum has sporadic characteristic due to an internal asynchronous circuit. The drop of Vcore does not have an impact on specified device performance.

---

**Workaround** If SVSL or SVML is required for application (to observe external disruptive events at Vcore pin) the slow wakeup mode has to be used to avoid unexpected SVSL/SVML events. This is achieved if the SVSL or the SVML is configured in "Normal" performance mode (not disabled and not in "Full" Performance Mode).

**PORT15** *PORT Module*

---

**Category** Functional

**Function** In-system debugging causes the PMALOCKED bit to be always set

**Description** The port mapping controller registers cannot be modified when single-stepping or halting at break points between a valid password write to the PMAPWD register and the expected lock of the port mapping (PMAP) registers. This causes the PMAPLOCKED bit to remain set and not clear as expected.

Note: This erratum only applies to in-system debugging and is not applicable when operating in free-running mode.

**Workaround** Do not single step through or place break points in the port mapping configuration section of code.

**PORT16** *PORT Module*

---

**Category** Functional

**Function** GPIO pins are driven low during device start-up

**Description** During device start-up, all of the GPIO pins are expected to be in the floating input state. Due to this erratum, some of the GPIO pins are driven low for the duration of boot code execution during device start-up, if an external reset event (via the RST pin) interrupted the previous boot code execution. Boot code is always executed after a BOR, and the duration of this boot code execution is approximately 500us.

For a given device family, this erratum affects only the GPIO pins that are not available in the smallest package device family member, but that are present on its larger package variants.

**Note**

This erratum does not affect the smallest package device variants in a particular device family.

**Workaround**

Ensure that no external reset is applied via the RST pin during boot code execution of the device, which occurs 1us after device start-up.

**Note**

System application needs to account for this erratum in to ensure there is no increased current draw by the external components or damage to the external components in the system during device start-up.

**PORT19*****PORT Module*****Category**

Functional

**Function**

Port interrupt may be missed on entry to LPMx.5

**Description**

If a port interrupt occurs within a small timing window (~1MCLK cycle) of the device entry into LPM3.5 or LPM4.5, it is possible that the interrupt is lost. Hence this interrupt will not trigger a wakeup from LPMx.5.

**Workaround**

None

**PORT24*****PORT Module*****Category**

Functional

**Function**

Increased current consumption by internal floating pads

**Description**

For MSP430F534x devices in 48-pin RGZ package, the internal floating pads can cause increased current consumption in all operating modes. Those pads are not connected to external device pins and are not terminated automatically by the boot code.

**Note**

This erratum ONLY applies for MSP430F534x devices in 48-pin RGZ package.

**Workaround**

Add the following lines of code at the beginning of the application to terminate the floating pads and eliminate additional current consumption.

1. In Assembly:

```
bis #07F00h,&00204h ; Terminate unused P2
bis #000E0h,&00224h ; Terminate unused P4 and P3 pads
bis #0C140h,&00244h ; Terminate unused P6 and P5 pads
bis #0FFFFh,&00264h ; Terminate unused P8 and P7 pads
```

2. In C:

```
#define INIT_MEMORY_ADDR 0x0204
```

```
unsigned int *Init_Addr = ((unsigned int*)INIT_MEMORY_ADDR);
*Init_Addr = 0x7F00;
```



\* (Init\_Addr+0x10) = 0x00E0;  
 \*(Init\_Addr+0x20) = 0xC140;  
 \*(Init\_Addr+0x30) = 0x07FF;

**RTC3**

**RTC Module**

---

**Category**

Functional

**Function**

Unreliable write to RTC register

**Description**

A write access to the RTC registers (SEC, MIN, HOUR, DATE, MON, YEAR, DOW) may result in unexpected results. As a consequence the addressed register might not contain the written data, or some data can be accidentally written to other RTC registers.

**Workaround**

Use the RTC library routines, available as F541x/F543x code examples on the MSP430 Code Examples page ([www.ti.com/msp430](http://www.ti.com/msp430) > Software > Code Examples), which use carefully aligned MOV instructions. Library is listed as RTC\_Workaround.zip and includes both CCE and IAR example projects that show proper usage. Using this library, full access to RTC registers is possible.

**RTC6**

**RTC Module**

---

**Category**

Functional

**Function**

the step size of the RTC frequency adjustment is twice the specified size.

**Description**

In BCD mode of operation, the step size of the RTC frequency adjustment is +8ppm/-4ppm. This is twice the size specified in the User's Guide. In BCD mode, for up calibration this results in a step size per step of 8ppm (1024 cycles) instead of 4ppm (512 cycles). For down calibration this results in a step size per step of 4ppm (512 cycles) instead of 2ppm (256 cycles). In Binary mode, the step size = +4ppm/-2ppm as per the spec.

**Workaround**

In BCD mode of operation, half the calibration value could be written into RTCCAL register to compensate the doubled step size.

**SYS10**

**SYS Module**

---

**Category**

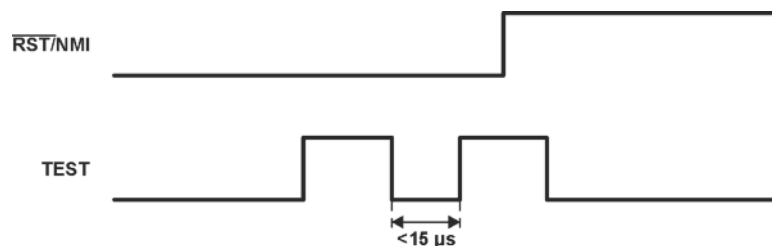
Functional

**Function**

BSL entry sequence is subject to specific timing requirements

**Description**

The BSL entry sequence requires that the low phase of the TEST/SBWTCK pin does not exceed 15us. This timing requirement is faster than most PC serial ports can provide, as shown in the following picture. If this requirement is not met, the entry sequence fails and the SYSBSLIND is not set.



**Workaround** An external hardware solution is recommended to provide the appropriate BSL entry sequence. See [http://processors.wiki.ti.com/index.php/BSL\\_\(MSP430\)](http://processors.wiki.ti.com/index.php/BSL_(MSP430)) for recommendations on available BSL hardware.

## SYS12

### SYS Module

---

**Category**

Functional

**Function**

Invalid ACCVIFG when DVcc in the range of 2.4 to 2.6V

**Description**

A Flash Access Violation Interrupt Flag (ACCVIFG) may be triggered by the Voltage Changed During Program Error bit (VPE) when DVcc is in the range of 2.4 to 2.6V. However the VPE does not signify an invalid flash operation has occurred.

If the ACCVIE bit is set and a flash operation is executed in the affected voltage range, an unnecessary interrupt is requested. The bootstrap loader also cannot be used to execute write/erase flash operations in this voltage range, because it exits the flash operation and returns an error on an ACCVIFG event.

**Workaround**

None

## SYS14

### SYS Module

---

**Category**

Functional

**Function**

Increased current consumption after a PUC

**Description**

After a PUC, an increased current consumption is seen.

---

**Note**

This erratum ONLY applies for MSP430F53xx devices.

---

**Workaround**

For silicon RevE only:  
Insert the following memory initialization code at the beginning of the application firmware.

Assembly Initialization Code:

```
mov.w #0x7F00, &0x0206
mov.w #0x00E0, &0x0226
mov.w #0xC140, &0x0246
mov.w #0x07FF, &0x0266
```

```
mov.w #0x9628, &0x0900
mov.w #0x0000, &0x0908
mov.w #0x9600, &0x0900
```

C Initialization Code:

```
unsigned int *Init_Addr1 = ((unsigned int*)INIT_MEMORY_ADDR1);
*Init_Addr1 = 0x7F00;
*(Init_Addr1+0x10) = 0x00E0;
*(Init_Addr1+0x20) = 0xC140;
*(Init_Addr1+0x30) = 0x07FF;
```

```
unsigned int *Init_Addr2 = ((unsigned int*)INIT_MEMORY_ADDR2);
```

```
*Init_Addr2 = 0x9628;
*(Init_Addr2+4) = 0x0000;
*Init_Addr2 = 0x9600;
```

Where INIT\_MEMORY\_ADDR1 and INIT\_MEMORY\_ADDR2 are defined as:  

```
#define INIT_MEMORY_ADDR1 0x0206
#define INIT_MEMORY_ADDR2 0x0900
```

For silicon rev F and later:  
 Insert the following memory initialization code at the beginning of the application firmware.

Assembly Initialization Code:  

```
mov.w #0x7F00, &0x0206
mov.w #0x00E0, &0x0226
mov.w #0xC140, &0x0246
mov.w #0x07FF, &0x0266
```

C Initialization Code:  

```
unsigned int *Init_Addr = ((unsigned int*)INIT_MEMORY_ADDR);
*Init_Addr = 0x7F00;
*(Init_Addr+0x10) = 0x00E0;
*(Init_Addr+0x20) = 0xC140;
*(Init_Addr+0x30) = 0x07FF;
```

Where INIT\_MEMORY\_ADDR is defined as:  

```
#define INIT_MEMORY_ADDR 0x0206
```

## SYS16

### **SYS Module**

---

**Category**

Functional

**Function**

Fast Vcc ramp after device power up may cause a reset

**Description**

At initial power-up, after Vcc crosses the brownout threshold and reaches a constant level, an abrupt ramp of Vcc at a rate  $dV/dT > 1V/100\mu s$  can cause a brownout condition to be incorrectly detected even though Vcc does not fall below the brownout threshold. This causes the device to undergo a reset.

**Workaround**

Use a controlled Vcc ramp to power up the device.

## SYS18

### **USB Module**

---

**Category**

Functional

**Function**

USB registers are unlocked and ACCVIFG is set at start-up

**Description**

During device start-up, an incorrect line of code in the start-up code causes the USB registers to remain unlocked and causes an access violation, setting ACCVIFG bit. In the BSL430\_Low\_Level\_Init code, the following line of code accesses USBKEY (incorrect register address) instead of USBKEYPID, causing an access violation setting ACCVIFG bit, and leaving the USB registers unlocked.  

```
mov.w #0x0000, &USBKEY ; lock USB
```

The correct line of code should read:  

```
mov.w #0x0000, &USBKEYPID ; lock USB correctly
```

Note: This code does not run when using the JTAG debugger - the behavior only appears when running standalone.

**Workaround**

1. Load the latest version of the USB BSL from [Custom BSL Download](#)

OR

2. Load a non-USB or custom BSL

OR

3. Erase the BSL

OR

4. Clear the access violation flag at the beginning of the application code with the following C code (or its assembly equivalent):

```
USBKEYPID = 0;           // Lock USB correctly
FCTL3 = 0xA558;        // Clear violation flag
```

**TAB23*****TAB Module*****Category**

Functional

**Function**

TAxR/TBxR read can be corrupted when TAxR/TBxR = TAxCCR0/TBxCCR0

**Description**

When a timer in Up mode is stopped and the counter register (TAxR/TBxR) is equal to the TAxCCR0/TBxCCR0 value, a read of the TAR/TBR register may return an unexpected result.

**Workaround**

1. Use 'Up/Down' mode instead of 'Up' mode

OR

2. In 'Up' mode, use the timer interrupt instead of halting the counter and reading out the value in TAxR/TBxR

OR

3. When halting the timer counter in 'Up' mode, reinitialize the timer before starting to run again.

**USB4*****USB Module*****Category**

Functional

**Function**

USB control registers cannot be modified during USB Function Reset when FRSTE = 1

**Description**

If the function reset connection enable (FRSTE) bit in the USBCTL register is set and the USB host asserts reset over the USB bus, then the USB control registers cannot be modified until the host reset is de-asserted. The FRSTE bit is used to enable the USB function reset to reset of all internal logic of the USB module and is used to reduce the software overhead of USB reset handling.

**Workaround**

Clear the FRSTE bit inside the RSTRIFG interrupt service routine before reconfiguring the USB control registers, and set the FRSTE bit at the beginning of SUSRIFG, SETUPIFG,

IEPIFG.EP0, and OEPIFG.EP0 interrupt service routines.

NOTE: TI supplied stacks implement this software workaround

## USB6

### **USB Module**

---

#### **Category**

Functional

#### **Function**

Endpoint0 STALL bit can be cleared during USBIEPCNFG\_0/ USBOEPCNFG\_0 register access

#### **Description**

According to the MSP430F5xx Family User's Guide ([SLAU208](#)), the STALL bit in the Endpoint0 configuration register should be set by software when there is either an unsupported control request or a control request fail or an endpoint halt, and this bit is automatically cleared by the next setup transaction. In correct operation, the hardware clearing of the Endpoint0 STALL bit should not occur when the configuration registers USBIEPCNFG\_0/USBOEPCNFG\_0 are being accessed even though the next set-up transaction required to clear the STALL bit has occurred. Rather, the hardware clear of the STALL bit should wait until the access is finished, and then clear the bit.

However due to the erratum, if the next setup transaction occurs while the USBIEPCNFG\_0/USBOEPCNFG\_0 registers are being accessed, the STALL bit will be cleared immediately. This can be a problem during write accesses; for example, if the application tries to set the STALL bit and the next set-up transaction has cleared it. In this case, a valid STALL condition might be missed.

#### **Workaround**

- Set the STALL bit inside the SETUP ISR. The STALL bit is automatically cleared on entering SETUP ISR so the user does not need to check it is cleared before setting STALL = 1.

or

- Poll the STALL bit to verify it is cleared, then set STALL = 1.

NOTE: The USB stacks supplied by TI implement the first software workaround.

## USB8

### **USB Module**

---

#### **Category**

Functional

#### **Function**

USB PLL may fail to initialize when DCO is not used

#### **Description**

If the DCO is not used or does not source any clock in the system, the PLL may not initialize properly, leading to a "bus error" NMI when the CPU attempts to access USB memory. Under certain conditions, the PLL requires the DCO to be active in order to initialize properly. If any of the system clocks (MCLK, SMCLK, ACLK) are derived from the DCO during PLL initialization, this condition is satisfied and the PLL initializes in a stable manner.

#### **Workaround**

- Configure one of the system clocks to use the DCO for normal operation. (In most applications, it's convenient to source MCLK from the DCO.)

or

- If it's necessary to use a clock configuration that doesn't include the DCO, then briefly activate it, then de-activate it. This should be done after setting the UPLLEN bit but before polling the USBPLLIR flags. The code below shows a simplified PLL initialization procedure. (In the MSP430 USB API Stacks, this is performed in USB\_enable().)

```
USBPLLCTL |= UPLEN; // Enable PLL
```

```
// Add the following code to enable the DCO, then immediately revert back
// to the original clock settings for the application. This is long
// enough to allow PLL initialization to proceed. The actual UCSCTL4
// settings depend on the application's clock requirements.
```

```
UCSCTL4 = SELA__REFOCLK + SELS__XT2CLK + SELM__DCOCLK; // Enable the
DCO
```

```
UCSCTL4 = SELA__REFOCLK + SELS__XT2CLK + SELM__XT2CLK; // Revert back
```

```
//Wait for the PLL to settle
do {
USBPLLIR = 0x0000; // Clear the flags
for (i =0; i < 400; i++); // Wait for flags to set if not stable yet
}while (USBPLLIR != 0);
```

```
// PLL is now stable
```

## USB9

### **USB Module**

---

#### **Category**

Functional

#### **Function**

VBUS detection may fail after powerup

#### **Description**

In rare cases, some USB-equipped MSP430 devices may experience a failure in the bandgap that aids in detecting the presence of 5V on the VBUS pin. Two primary effects of this are:

- The USBBGVBV bit fails to show the presence of a valid voltage on the VBUS pin.

and

- The USB LDOs fail to start.

#### **Workaround**

This error state can be "reset" by clearing all the bits in the USBPWRCTL register, which disables the USB LDOs, among other actions. The bits can then be set again normally, and the device functions properly.

This has been added to the USB\_Init() function in v3.11 and later of the MSP430 USB API. Therefore, this problem is automatically addressed in applications using the API.

However, if the integrated 3.3V USB LDO (the output of the VUSB pin) is used to power the device's DVCC pin, as in many bus-powered applications, and if the rare bandgap error occurs, the CPU will fail to power up, because the USB LDO fails to operate. The problem might be resolved by cycling power to the VBUS pin; for example, if the end user responds to the failure by unplugging and re-plugging the USB cable. The bandgap failure is also known to occur more often with slow DVCC ramps >200ms; for example, when there is excessive capacitance on the DVCC pin, in excess of what the USB specification allows. However, the only sure way to prevent the problem from occurring in the first place is to avoid making DVCC power reliant on VUSB.

## USB10

### **USB Module**

---

#### **Category**

Functional

<b>Function</b>	USB interface may begin to endlessly transmit to the USB host when a rare timing event occurs between the USB host and MSP430 software execution
<b>Description</b>	<p>When the host sends a SETUP packet for an IN transaction, the SETUPIFG bit always gets set by hardware, and the USB ISR is triggered. While SETUPIFG is high, the host's attempts to continue the transaction with IN packets are automatically NAKed.</p> <p>When the SETUP packet has been decoded and the IN data prepared, the USB ISR clears the SETUPIFG bit. But if it happens to do so within the 2nd CRC bit of an IN packet from the host, the USB module enters an errant state and can begin to endlessly transmit to the host, irrespective of the protocol. The errant state can be cleared by resetting the module with the USB_EN bit; but there's no way for software to reliably detect the condition.</p> <p>Since the 2nd CRC bit is only an 83ns window, the problem is extremely rare. However, since the timing of IN packets relative to their preceding SETUP packets can vary according to the host's timing, there's no way to ensure for certain that it will never happen.</p>
<b>Workaround</b>	<p>If the problem behavior occurs, and if the MSP430 is bus-powered, the user may naturally unplug/re-plug the devices USB connection. If this occurs, the behavior will be corrected because power to the MSP430 will be cycled. After this, its unlikely the problem will occur again soon, since the failure is usually rare.</p>

The behavior can be prevented altogether by clearing the UBME bit immediately before clearing SETUPIFG, and setting it again immediately after:

```

USBIEPCNF_0 &= ~EPCNF_UBME; // Clear ME to gate off SETUPIFG clear event
USBOEPCNF_0 &= ~EPCNF_UBME; // Clear ME to gate off SETUPIFG clear event
USBIFG &= ~SETUPIFG; // clear the interrupt bit
USBIEPCNF_0 |= EPCNF_UBME; // Set ME to continue with normal operation
USBOEPCNF_0 |= EPCNF_UBME; // Set ME to continue with normal operation

```

This workaround is reliable and effective. However, as a side effect, it results in the creation of orphan tokens on the USB interface. Although the workaround is field-tested, and no problems have been reported with these orphan packets, it is recommended to use the workaround only if the errata behavior is problematic for the application in question.

<b>USB11</b>	<b>USB Module</b>
<b>Category</b>	Functional
<b>Function</b>	USB BSL invoke
<b>Description</b>	For devices with USB BSL, when externally invoking BSL according SLAU319 chapter 1.3.3. a critical setup time may not be met. In this case the BSL will not start. The pass/fail condition is temperature-dependent, where if a unit passes at a certain temperature, it will always pass at the same or higher temperature condition.
<b>Workaround</b>	<p>1. Invoke the BSL from the application code and ensure VCore is set to level 2 or 3 prior to BSL entry.</p> <p>OR</p> <p>2. Update the device BSL. The CustomBSL source code implements the fix for this errata</p>

in versions 1.00.05.00 and newer. The CustomBSL package can be download at [Custom BSL package](#)

**USB12****USB Module****Category**

Functional

**Function**

The 2nd byte of a slave-to-host transmission is sent twice.

**Description**

In extremely rare cases, when the USB module's PLL is disabled (by clearing the UPLEN bit), the USB module can be placed into an undetermined state, resulting in an extra byte being sent to the host over the bus. The PLL is usually disabled by software when the USB module detects that the USB device has been suspended by the host. Suspend events can occur at any time, but are typically invoked during periods of inactivity.

**Workaround**

Once this error occurs, the USB module needs to be reset (by clearing the USBEN bit), and then the module can be re-initialized. For example, software can call the MSP430 USB API `USB_disable()` followed by `USB_enable()`. These actions are taken by the USB APIs when the user unplugs and replugs the USB cable, which is likely to happen when the user realizes the bus is no longer working.

If automatic detection of the error is required, then software on the host and device could implement a CRC check on the data payload (above the USB API) to detect the extra byte. If detected, software could then disable/re-enable the USB module. (The CRC inherent in the USB protocol calculates over the data packet, and thus cannot detect the erroneously added byte.)

**USB13****USB Module****Category**

Functional

**Function**

USB BSL invoke is not working when device powered via USB

**Description**

If the device is powered via the 3.3V USB LDO the BSL invoke might not work once the USB cable is plugged in depending on the on board capacitance connected to DVCC/AVCC.

The failure will be caused by the BSL code which is creating a voltage dip on the supply preventing successful code execution.

**Workaround**

1. Increasing the capacitance on DVCC/AVCC (typical 30 uF). However site effect on application needs to be considered.

Or

2. Update the USB BSL via JTAG with the latest USB BSL revision (version 00.08.88.39 or later).

**USCI26****USCI Module****Category**

Functional

**Function**

Tbuf parameter violation in I2C multi-master mode

**Description**

In multi-master I2C systems the timing parameter Tbuf (bus free time between a stop condition and the following start) is not guaranteed to match the I2C specification of 4.7us in standard mode and 1.3us in fast mode. If the UCTXSTT bit is set during a running I2C transaction, the USCI module waits and issues the start condition on bus release causing



the violation to occur.

Note: It is recommended to check if UCBBUSY bit is cleared before setting UCTXSTT=1.

**Workaround** None

**USCI30** *USCI Module*

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**Category** Functional

**Function** I2C mode master receiver / slave receiver

**Description** When the USCI I2C module is configured as a receiver (master or slave), it performs a double-buffered receive operation. In a transaction of two bytes, once the first byte is moved from the receive shift register to the receive buffer the byte is acknowledged and the state machine allows the reception of the next byte.

If the receive buffer has not been cleared of its contents by reading the UCBxRXBUF register while the 7th bit of the following data byte is being received, an error condition may occur on the I2C bus. Depending on the USCI configuration the following may occur:

- 1) If the USCI is configured as an I2C master receiver, an unintentional repeated start condition can be triggered or the master switches into an idle state (I2C communication aborted). The reception of the current data byte is not successful in this case.
- 2) If the USCI is configured as I2C slave receiver, the slave can switch to an idle state stalling I2C communication. The reception of the current data byte is not successful in this case. The USCI I2C state machine will notify the master of the aborted reception with a NACK.

Note that the error condition described above occurs only within a limited window of the 7th bit of the current byte being received. If the receive buffer is read outside of this window (before or after), then the error condition will not occur.

**Workaround** a) The error condition can be avoided altogether by servicing the UCBxRXIFG in a timely manner. This can be done by (a) servicing the interrupt and ensuring UCBxRXBUF is read promptly or (b) Using the DMA to automatically read bytes from receive buffer upon UCBxRXIFG being set.

OR

b) In case the receive buffer cannot be read out in time, test the I2C clock line before the UCBxRXBUF is read out to ensure that the critical window has elapsed. This is done by checking if the clock line low status indicator bit UCSCLLOW is set for atleast three USCI bit clock cycles i.e.  $3 \times t(\text{BitClock})$ .

Note that the last byte of the transaction must be read directly from UCBxRXBUF. For all other bytes follow the workaround:

Code flow for workaround

- (1) Enter RX ISR for reading receiving bytes
- (2) Check if UCSCLLOW.UCBxSTAT == 1
- (3) If no, repeat step 2 until set
- (4) If yes, repeat step 2 for a time period  $> 3 \times t(\text{BitClock})$  where  $t(\text{BitClock}) = 1 / f(\text{BitClock})$
- (5) If window of  $3 \times t(\text{BitClock})$  cycles has elapsed, it is safe to read UCBxRXBUF

<b>USCI31</b>	<b><i>USCI Module</i></b>
<b>Category</b>	Functional
<b>Function</b>	Framing Error after USCI SW Reset (UCSWRST)
<b>Description</b>	While receiving a byte over USCI-UART (with UCBUSY bit set), if the application resets the USCI module (software reset via UCSWRST), then a framing error is reported for the next receiving byte.
<b>Workaround</b>	<p>1. If possible, do not reset USCI-UART during an ongoing receive operation; that is, when UCBUSY bit is set.</p> <p>2. If the application software resets the USCI module (via the UCSWRST bit) during an ongoing receive operation, then set and reset the UCSYNC bit before releasing the software USCI reset.</p> <p>Workaround code sequence:</p> <pre>bis #UCSWRST, &amp;UCAxCTL1 ; USCI SW reset ;Workaround begins bis #UCSYNC, &amp;UCAxCTL0 ; set synchronous mode bic #UCSYNC, &amp;UCAxCTL0 ; reset synchronous mode ;Workaround ends  bic #UCSWRST, &amp;UCAxCTL1 ; release USCI reset</pre>
<b>USCI34</b>	<b><i>USCI Module</i></b>
<b>Category</b>	Functional
<b>Function</b>	I2C multi-master transmit may lose first few bytes.
<b>Description</b>	<p>In an I2C multi-master system (UCMM =1), under the following conditions:</p> <p>(1)the master is configured as a transmitter (UCTR =1)</p> <p>AND</p> <p>(2)the start bit is set (UCTXSTT =1);</p> <p>if the I2C bus is unavailable, then the USCI module enters an idle state where it waits and checks for bus release. While in the idle state it is possible that the USCI master updates its TXIFG based on clock line activity due to other master/slave communication on the bus. The data byte(s) loaded in TXBUF while in idle state are lost and transmit pointers initialized by the user in the transmit ISR are updated incorrectly.</p>
<b>Workaround</b>	<p>Verify that the START condition has been sent (UCTXSTT =0) before loading TXBUF with data.</p> <p>Example:</p> <pre>#pragma vector = USCIAB0TX_VECTOR __interrupt void USCIAB0TX_ISR(void) { // Workaround for USCI34 if(UCB0CTL1&amp;UCTXSTT) { // TXData = pointer to the transmit buffer start</pre>

```
// PTxData = pointer to transmit in the ISR
PTxData = TXData; // restore the transmit buffer pointer if the Start bit is set
}
//
if(IFG2&UCB0TXIFG)
{
if (PTxData <= PTxDataEnd) // Check TX byte counter
{
UCB0TXBUF = *PTxData++; // Load TX buffer
}
else
{
UCB0CTL1 |= UCTXSTP; // I2C stop condition
IFG2 &= ~UCB0TXIFG; // Clear USCI_B0 TX int flag
__bic_SR_register_on_exit(CPUOFF); // Exit LPM0
}
}
}
```

## USCI35

### *USCI Module*

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#### Category

Functional

#### Function

Violation of setup and hold times for (repeated) start in I2C master mode

#### Description

In I2C master mode, the setup and hold times for a (repeated) START,  $t_{SU,STA}$  and  $t_{HD,STA}$  respectively, can be violated if SCL clock frequency is greater than 50kHz in standard mode (100kbps). As a result, a slave can receive incorrect data or the I2C bus can be stalled due to clock stretching by the slave.

#### Workaround

If using repeated start, ensure SCL clock frequencies is < 50kHz in I2C standard mode (100 kbps).

## USCI39

### *USCI Module*

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#### Category

Functional

#### Function

USCI I2C IFGs UCSTTIFG, UCSTPIFG, UCNACKIFG

#### Description

Unpredictable code execution can occur if one of the hardware-clear-able IFGs UCSTTIFG, UCSTPIFG or UCNACKIFG is set while the global interrupt enable is set by software (GIE=1). This erratum is triggered if ALL of the following events occur in following order:

1. Pending Interrupt: One of the UCxIFG=1 AND UCxIE=1 while GIE=0
2. The GIE is set by software (e.g. EINT)
3. The pending interrupt is cleared by hardware (external I2C event) in a time window of 1 MCLK clock cycle after the "EINT" instruction is executed.

#### Workaround

Disable the UCSTTIE, UCSTPIE and UCNACKIE before the GIE is set. After GIE is set, the local interrupt enable flags can be set again.

Assembly example:

```
bic #UCNACKIE+UCSTPIE+UCSTTIE, UCxBIE ; disable all self-clearing interrupts
NOP
```

EINT  
bis #UCNACKIE+UCSTPIE+UCSTTIE, UCBxIE ; enable all self-clearing interrupts

**USCI40*****USCI Module*****Category**

Functional

**Function**

SPI Slave Transmit with clock phase select = 1

**Description**

In SPI slave mode with clock phase select set to 1 (UCAxCTLW0.UCCKPH=1), after the first TX byte, all following bytes are shifted by one bit with shift direction dependent on UCMSB. This is due to the internal shift register getting pre-loaded asynchronously when writing to the USCIA TXBUF register. TX data in the internal buffer is shifted by one bit after the RX data is received.

**Workaround**

Reinitialize TXBUF before using SPI and after each transmission.  
If transmit data needs to be repeated with the next transmission, then write back previously read value:

```
UCAxTXBUF = UCAxTXBUF;
```

**WDG4*****WDG Module*****Category**

Functional

**Function**

The WDT failsafe can be disabled

**Description**

The UCS is capable of masking clock requests (ACLK, SMCLK, MCLK) from peripheral modules; see request enable (REQEN) bits in the UCS control register, UCSCTL8.

The clock request logic of the UCS is used by the WDT module to ensure a fail-safe clock source in all low-power modes. Therefore, de-asserting the request enable bit of the watchdog clock source (xCLKREQEN = 0) allows the respective clock to be disabled upon entry into a low-power mode. Without an active clock source, the WDT timer stops incrementing and a watchdog event will not occur.

**Workaround**

None

## 7 Revision History

NOTE: Page numbers for previous revisions may differ from page numbers in the current version.

### Changes from April 24, 2019 to May 19, 2021

**Page**

- Changed the document format and structure; updated the numbering format for tables, figures, and cross references throughout the document.....7

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