



IQS7222D DATASHEET

14 Channel Mutual / 8 Channel Self-capacitive Touch and Proximity Controller with I²C communications interface, configurable touch output pins and low power options

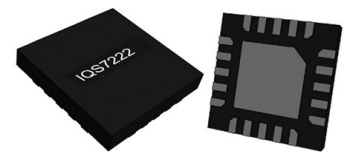
1 Device Overview

The IQS7222D ProxFusion® IC is a multi-sensor, multi-channel device mainly aimed at single finger trackpad applications. The device features I²C compatibility and on-chip computations that allow for an effective response even in the lowest power modes.

1.1 Main Features

- > Highly flexible ProxFusion® device
- > 9x external sensor pad connections (QFN20)
- > Configure up to 14 channels using the external connections
- > External sensor options:
 - Up to 8x self capacitive sensors
 - Up to 14x mutual capacitive sensors
 - Up to 4x inductive sensors
- > Built-in basic functions:
 - Independent channel automatic tuning
 - Noise filtering
 - Debounce & Hysteresis
 - Dual direction trigger indication
- > Built-in Signal processing options:
 - Single finger gesture recognition:
 - * Swipes (up, down, left, right)
 - * Adjustable swipe length, angle and time duration
 - * Taps (single taps)
 - * Adjustable tap size and time duration
 - * Flick
 - Trackpad:
 - * XY coordinate slider output
 - * Dynamic XY coordinate filtering
 - * XY coordinate calibration
- > Design simplicity
 - PC Software for debugging and obtaining optimal settings and performance
 - Auto-run from programmed settings for simplified integration
- > Automated system power modes for optimal response vs consumption
- > I²C communication interface with IRQ/RDY(up to fast plus -1MHz)
- > Event and streaming modes
- > Customizable user interface due to programmable memory
- > Supply Voltage 1.8V to 3.5V
- > Small packages
 - QFN20 (3 x 3 x 0.5 mm) - 0.4 mm pitch

RoHS2
Compliant
QFN20 package
Representation only





1.2 Applications

- > Wearables
- > Navigation controls
- > Office equipment, toys, sanitary ware
- > White goods and appliances
- > Waterproof inductive buttons
- > Low power wake-up / proximity sensor
- > Replacement for electromechanical switches and keypads

1.3 Block Diagram

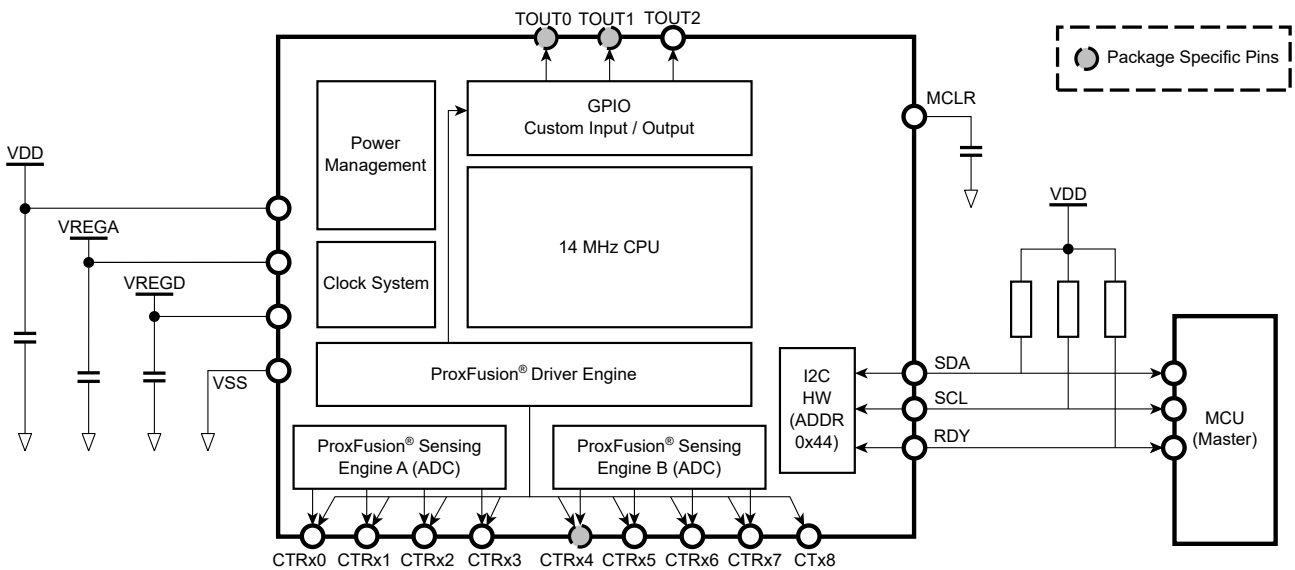


Figure 1.1: Functional Block Diagram



Contents

1	Device Overview	1
1.1	Main Features	1
1.2	Applications	2
1.3	Block Diagram	2
2	Hardware Connection	5
2.1	QFN20 Pin Diagram	5
2.2	Pin Attributes	5
2.3	Signal Descriptions	6
2.4	Reference Schematic	7
3	Electrical Characteristics	9
3.1	Absolute Maximum Ratings	9
3.2	Recommended Operating Conditions	9
3.3	ESD Rating	10
3.4	Current Consumption	10
4	Timing and Switching Characteristics	11
4.1	Reset Levels	11
4.2	MCLR Pin Levels and Characteristics	11
4.3	Miscellaneous Timings	11
4.4	Digital I/O Characteristics	12
4.5	I ² C Characteristics	12
5	ProxFusion[®] Module	13
5.1	Channel Options	13
5.2	Low Power Options	13
5.3	Count Value	13
5.3.1	Max Count	13
5.4	Reference Value/Long-Term Average (LTA)	13
5.4.1	Reseed	13
5.5	Automatic Tuning Implementation (ATI)	14
5.6	Automatic Re-ATI	14
5.6.1	Description	14
5.6.2	Conditions for Re-ATI to activate	14
5.6.3	ATI Error	14
6	Sensing Modes	15
6.1	Mode Timeout	15
6.2	Count Filter	15
6.2.1	IIR Filter	15
7	Hardware Settings	16
7.1	Charge Transfer Frequency	16
7.2	Reset	16
7.2.1	Reset Indication	16
7.2.2	Software Reset	16
8	Additional Features	17
8.1	Setup Defaults	17

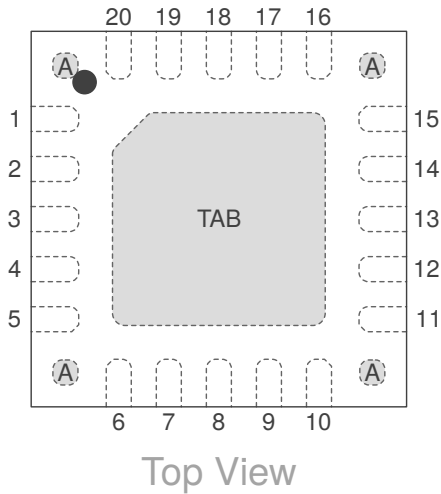


8.2	Automated Start-up	17
8.3	RF Immunity	17
9	I²C Interface	18
9.1	I ² C Module Specification	18
9.2	I ² C Address	18
9.3	I ³ C Compatibility	18
9.4	Memory Map Addressing	18
9.4.1	8-bit Address	18
9.4.2	Extended 16-bit Address	18
9.5	Data	19
9.6	I ² C Timeout	20
9.7	Terminate Communication	20
9.8	RDY/IRQ	20
9.9	Invalid Communications Return	20
9.10	I ² C Interface	20
9.10.1	I ² C Streaming	20
9.10.2	I ² C Event Mode	21
9.10.3	I ² C Stream in Touch Mode	21
9.11	Event Mode Communication	21
9.11.1	Events	21
9.11.2	Force Communication	21
9.12	Program Flow Diagram	22
10	I²C Memory Map - Register Descriptions	23
11	Implementation and Layout	28
11.1	Layout Fundamentals	28
11.1.1	Power Supply Decoupling	28
11.1.2	VREG	28
12	Ordering Information	29
12.1	Ordering Code	29
12.2	Top Marking	29
12.2.1	QFN20 Package Marking Option 1	29
12.2.2	QFN20 Package Marking Option 2	29
13	Package Specification	30
13.1	Package Outline Description – QFN20 (QFR)	30
13.2	Package Outline Description – QFN20 (QNR)	31
13.3	Tape and Reel Specifications	32
13.4	Moisture Sensitivity Levels	32
13.5	Reflow Specifications	32
A	Memory Map Descriptions	33

2 Hardware Connection

2.1 QFN20 Pin Diagram

Table 2.1: 20-pin QFN Package (Top View)



Pin no.	Signal name	Pin no.	Signal name
1	VDD	11	CRx6/CTx6
2	VREGD	12	CRx7/CTx7
3	VSS	13	CTx8/VBIAS
4	VREGA	14	TOUT0/GPIO0
5	CRx0/CTx0	15	TOUT1/GPIO3
6	CRx1/CTx1	16	TOUT2/GPIO4
7	CRx2/CTx2	17	RDY/GPIO5
8	CRx3/CTx3	18	SCL/GPIO2
9	CRx4/CTx4	19	SDA/GPIO1
10	CRx5/CTx5	20	MCLR/GPIO6

Area name	Signal name
TAB ⁱ	Thermal pad (floating)
A ⁱⁱ	Thermal pad (floating)

2.2 Pin Attributes

Table 2.2: Pin Attributes

Pin no. QFN20	Signal name	Signal type	Buffer type	Power source
1	VDD	Power	Power	N/A
2	VREGD	Power	Power	N/A
3	VSS	Power	Power	N/A
4	VREGA	Power	Power	N/A
5	CRx0/CTx0	Analog		VREGA
6	CRx1/CTx1	Analog		VREGA
7	CRx2/CTx2	Analog		VREGA
8	CRx3/CTx3	Analog		VREGA
9	CRx4/CTx4	Analog		VREGA
10	CRx5/CTx5	Analog		VREGA
11	CRx6/CTx6	Analog		VREGA
12	CRx7/CTx7	Analog		VREGA
13	CTx8/VBIAS	Analog		VREGA
14	TOUT0/GPIO0	Digital		VDD
19	SDA/GPIO1	Digital		VDD
18	SCL/GPIO2	Digital		VDD
15	TOUT1/GPIO3	Digital		VDD
16	TOUT2/GPIO4	Digital		VDD
17	RDY/GPIO5	Digital		VDD
20	MCLR/GPIO6	Digital		VDD

ⁱIt is recommended to connect the thermal pad (TAB) to VSS.

ⁱⁱElectrically connected to TAB. These exposed pads are only present on –QNR order codes.



2.3 Signal Descriptions

Table 2.3: Signal Descriptions

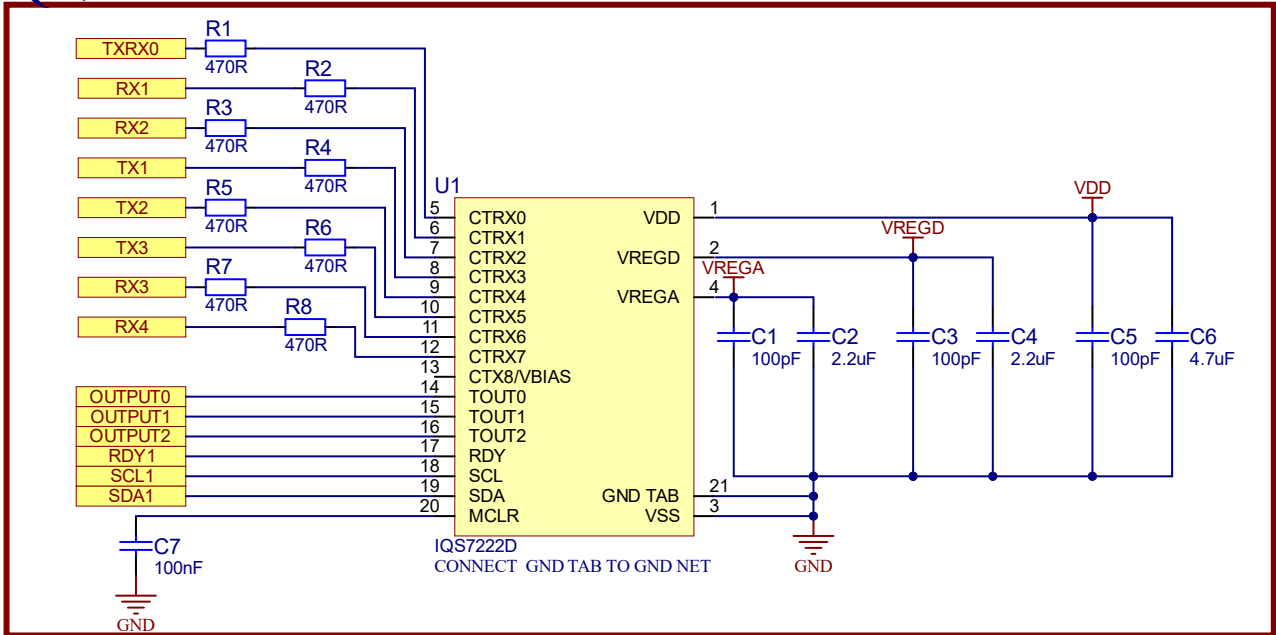
Function	Signal name	Pin no. QFN20	Pin type ⁱⁱⁱ	Description
ProxFusion®	CRx0/CTx0	5	IO	ProxFusion® channel
	CRx1/CTx1	6	IO	
	CRx2/CTx2	7	IO	
	CRx3/CTx3	8	IO	
	CRx4/CTx4	9	IO	
	CRx5/CTx5	10	IO	
	CRx6/CTx6	11	IO	
	CRx7/CTx7	12	IO	
	CTx8/VBIAS	13	O	CTx8 pad
GPIO	TOUT0/GPIO0	14	O	TOUT0/GPIO0 pad
	TOUT1/GPIO3	15	O	TOUT1/GPIO3 pad
	TOUT2/GPIO4	16	O	TOUT2/GPIO4 pad
	RDY/GPIO5	17	O	RDY/GPIO5 pad
	MCLR/GPIO6	20	IO	Active pull-up, 200k resistor to VDD. Pulled low during POR, and MCLR function enabled by default. VPP input for OTP.
I ² C	SDA/GPIO1	19	IO	I ² C Data
	SCL/GPIO2	18	IO	I ² C Clock
Power	VDD	1	P	Power supply input voltage
	VREGD	2	P	Internal regulated supply output for digital domain
	VSS	3	P	Analog/Digital Ground
	VREGA	4	P	Internal regulated supply output for analog domain

ⁱⁱⁱPin Types: I = Input, O = Output, IO = Input or Output, P = Power

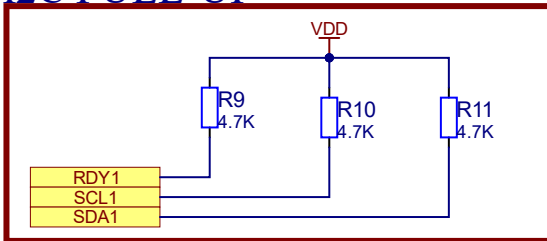


2.4 Reference Schematic

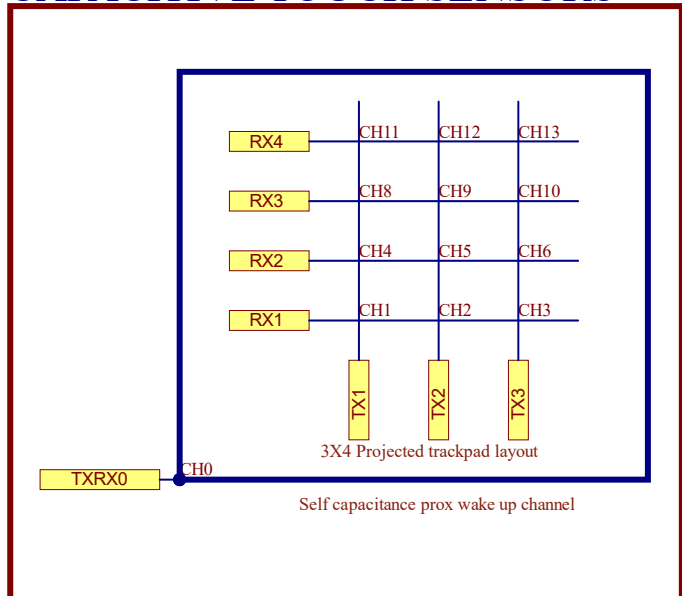
IQS7222D IC



I2C PULL-UP



CAPACITIVE TOUCH SENSORS



TOUCH OUTPUT LEDs

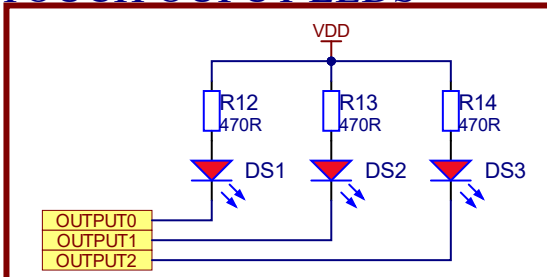
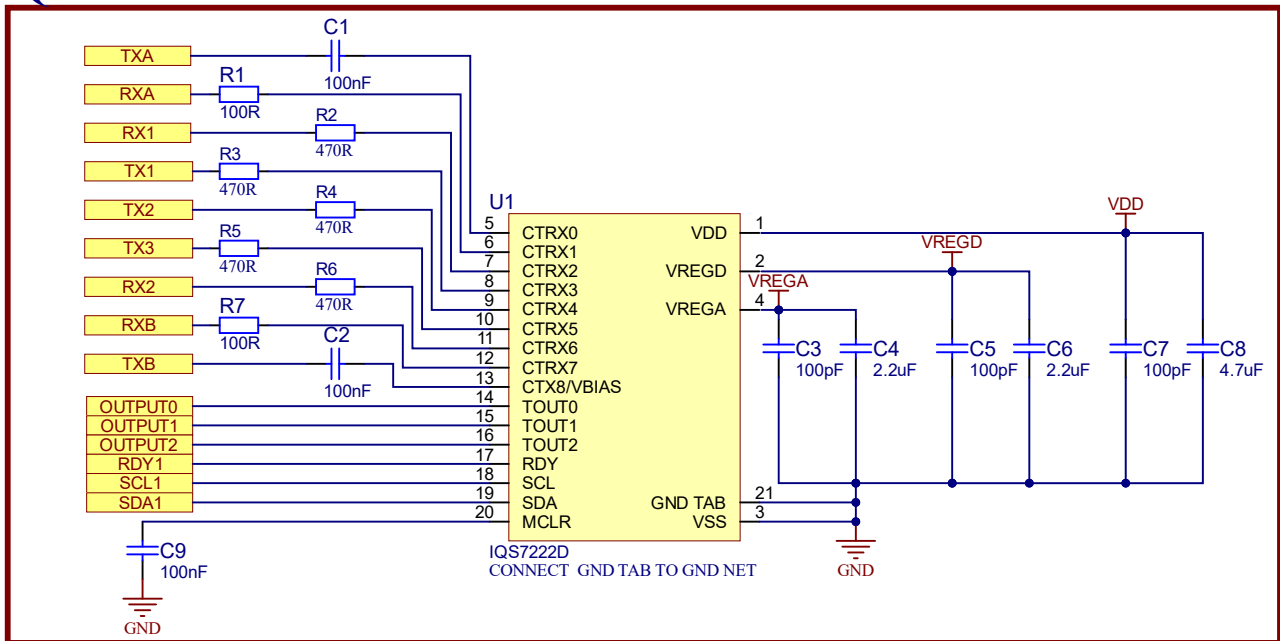


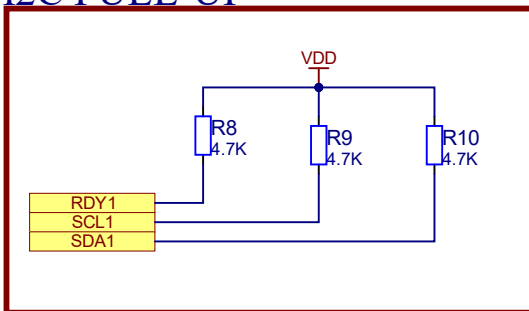
Figure 2.1: Wake-up and 3x4 Mutual Capacitive Trackpad Reference Schematic



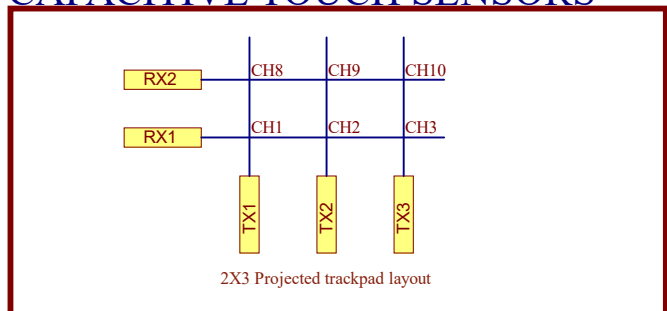
IQS7222D IC



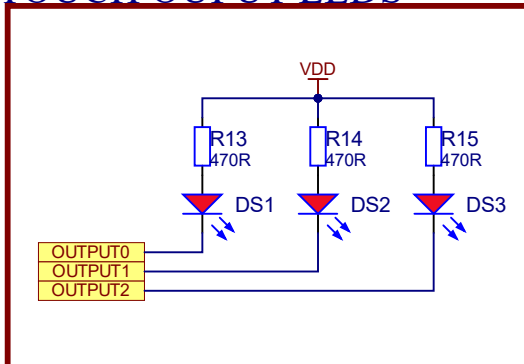
I2C PULL-UP



CAPACITIVE TOUCH SENSORS



TOUCH OUTPUT LEDs



INDUCTIVE SENSORS @14MHz

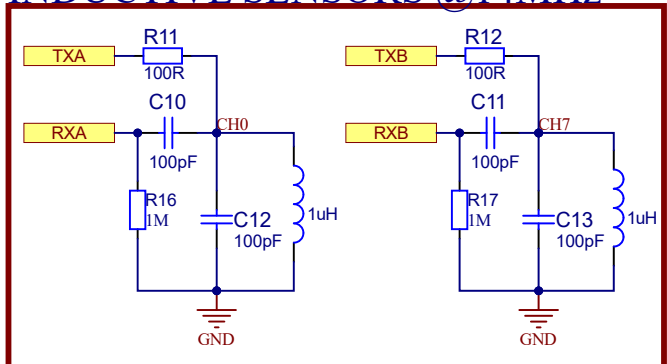


Figure 2.2: Inductive Buttons and 2x3 Mutual Capacitive Trackpad Reference Schematic



3 Electrical Characteristics

3.1 Absolute Maximum Ratings

Table 3.1: Absolute Maximum Ratings

	Min	Max	Unit
Voltage applied at VDD pin to VSS	1.71	3.5	V
Voltage applied to any ProxFusion® pin	-0.3	VREGA	V
Voltage applied to any other pin (referenced to VSS)	-0.3	VDD + 0.3 (3.5 V max)	V
Storage temperature, T _{stg}	-40	85	°C

3.2 Recommended Operating Conditions

Table 3.2: Recommended Operating Conditions

Recommended operating conditions		Min	Nom	Max	Unit
VDD	Supply voltage applied at VDD pin: F _{OSC} = 14 MHz	1.71		3.5	V
VREGA	Internal regulated supply output for analog domain: F _{OSC} = 14 MHz	1.49	1.53	1.57	V
VREGD	Internal regulated supply output for digital domain: F _{OSC} = 14 MHz	1.56	1.59	1.64	V
VSS	Supply voltage applied at VSS pin		0		V
T _A	Operating free-air temperature	-40	25	85	°C
C _{VDD}	Recommended capacitor at VDD	2×C _{VREGA}	3×C _{VREGA}		µF
C _{VREGA}	Recommended external buffer capacitor at VREGA, ESR ≤ 200 mΩ	2	4.7	10	µF
C _{VREGD}	Recommended external buffer capacitor at VREGD, ESR ≤ 200 mΩ	2	4.7	10	µF
C _{XSELF-VSS}	Maximum capacitance between ground and all external electrodes on all ProxFusion® blocks (self-capacitance mode)	1	-	400 ⁱ	pF
C _{mCTX-CRx}	Capacitance between Receiving and Transmitting electrodes on all ProxFusion® blocks (mutual-cap mode)	0.2	-	9 ⁱ	pF
C _{pCRx-VSS-1M}	Maximum capacitance between ground and all external electrodes on all ProxFusion® blocks (mutual-capacitance mode @ f _{xfer} = 1 MHz)			100 ⁱ	pF
C _{pCRx-VSS-4M}	Maximum capacitance between ground and all external electrodes on all ProxFusion® blocks (mutual-capacitance mode @ f _{xfer} = 4 MHz sensing)			25 ⁱ	pF
$\frac{C_{pCRx-VSS}}{C_{mCTX-CRx}}$	Capacitance ratio for optimal SNR in mutual capacitance mode ⁱⁱ	10		20	n/a
RC _{XCRx/CTx}	Series (in-line) resistance of all mutual capacitance pins (Tx & Rx pins) in mutual capacitance mode	0 ⁱⁱⁱ	0.47	10 ^{iv}	kΩ
RC _{XSELF}	Series (in-line) resistance of all self capacitance pins in self capacitance mode	0 ⁱⁱⁱ	0.47	10 ^{iv}	kΩ



3.3 ESD Rating

Table 3.3: ESD Rating

		Value	Unit
V _(ESD) Electrostatic discharge	Human-body model (HBM), per ANSI/ESDA/JEDEC JS-001 ^v	±4000	V

3.4 Current Consumption

Mutual Inductive Mode Setup: ATI Target = 50, F_{OSC} = 14MHz
Self-capacitive Mode Setup: ATI Target = 512, F_{xfer} = 500kHz
Mutual capacitive Mode Setup: ATI Target = 512, F_{xfer} = 500kHz
Interface Selection: Event mode

Power mode	Active channels	Report rate (Sampling rate) [ms]	Typical Current [µA]	
			1.8V	3.3V
Active Mode	Mutual Inductive (2 coils)	10		156
	Self-capacitive (10 channels)	16	365	367
	Mutual Capacitive slider and buttons	16	593	596
Idle	Mutual Inductive (2 coils)	80		20
	Self-capacitive (10 channels)	60	83	82
	Mutual Capacitive slider and buttons	60	114	115
ULP	Wake-up proximity - Distributed self channel	160	6.6	6.8
	Mutual Inductive (2 coils)	200		10

ⁱRC_x = 0 Ω

ⁱⁱPlease note that the the maximum values for Cp and Cm are subject to this ratio

ⁱⁱⁱNominal series resistance of 470 Ω is recommended to prevent received and emitted EMI effects. Typical resistance also adds additional ESD protection

^{iv}Series resistance limit is a function of f_{xfer} and the circuit time constant, RC. $R_{max} \times C_{max} = \frac{1}{(6 \times f_{xfer})}$ where C is the pin capacitance to VSS.

^vJEDEC document JEP155 states that 500-V HBM allows safe manufacturing with a standard ESD control process. Pins listed as ±4000 V may actually have higher performance.

4 Timing and Switching Characteristics

4.1 Reset Levels

Table 4.1: Reset Levels

Parameter		Min	Typ	Max	Unit
V _{VDD}	Power-up/down level (Reset trigger) – slope > 100 V/s	1.040	1.353	1.568	V
V _{VREGD}	Power-up/down level (Reset trigger) – slope > 100 V/s	0.945	1.122	1.304	V

4.2 MCLR Pin Levels and Characteristics

Table 4.2: MCLR Pin Characteristics

Parameter		Conditions	Min	Typ	Max	Unit
V _{IL(MCLR)}	MCLR Input low level voltage	VDD = 3.3 V	VSS – 0.3	-	1.05	V
		VDD = 1.7 V			0.75	
V _{IH(MCLR)}	MCLR Input high level voltage	VDD = 3.3 V	2.25	-	VDD + 0.3	V
		VDD = 1.7 V	1.05			
R _{PU(MCLR)}	MCLR pull-up equivalent resistor		180	210	240	kΩ
t _{PULSE(MCLR)}	MCLR input pulse width – no trigger	VDD = 3.3 V	-	-	15	ns
		VDD = 1.7 V			10	
t _{TRIG(MCLR)}	MCLR input pulse width – ensure trigger		250	-	-	ns

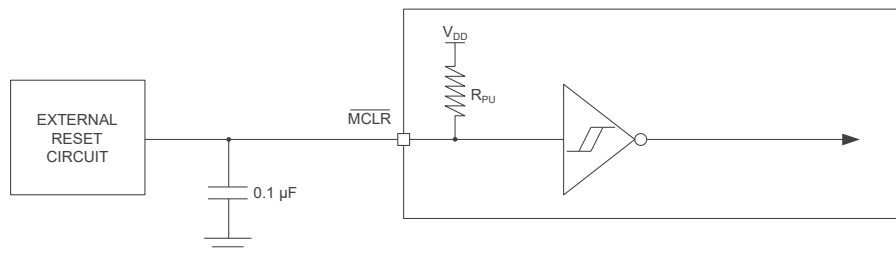


Figure 4.1: MCLR Pin Diagram

4.3 Miscellaneous Timings

Table 4.3: Miscellaneous Timings

Parameter		Min	Typ	Max	Unit
f _{xfer}	Charge transfer frequency (derived from f _{OSC})	42	500 – 1500	3500	kHz
f _{OSC}	Master CLK frequency tolerance 14 MHz	13.23	14	14.77	MHz



4.4 Digital I/O Characteristics

Table 4.4: Digital I/O Characteristics

Parameter	Test Conditions	Min	Typ	Max	Unit
V_{OL}	SDA & SCL Output low voltage	$I_{sink} = 20\text{ mA}$		0.3	V
V_{OL}	GPIO ⁱ Output low voltage	$I_{sink} = 10\text{ mA}$		0.15	V
V_{OH}	Output high voltage	$I_{source} = 20\text{ mA}$	$VDD - 0.2$		V
V_{IL}	Input low voltage			$VDD \times 0.3$	V
V_{IH}	Input high voltage		$VDD \times 0.7$		V
C_{b_max}	SDA & SCL maximum bus capacitance			550	pF

4.5 I²C Characteristics

Table 4.5: I²C Characteristics

Parameter	VDD	Min	Typ	Max	Unit
f_{SCL}	1.8 V, 3.3 V			1000	kHz
$t_{HD,STA}$	1.8 V, 3.3 V	0.26			μs
$t_{SU,STA}$	1.8 V, 3.3 V	0.26			μs
$t_{HD,DAT}$	1.8 V, 3.3 V	0			ns
$t_{SU,DAT}$	1.8 V, 3.3 V	50			ns
$t_{SU,STO}$	1.8 V, 3.3 V	0.26			μs
t_{SP}	1.8 V, 3.3 V	0		50	ns

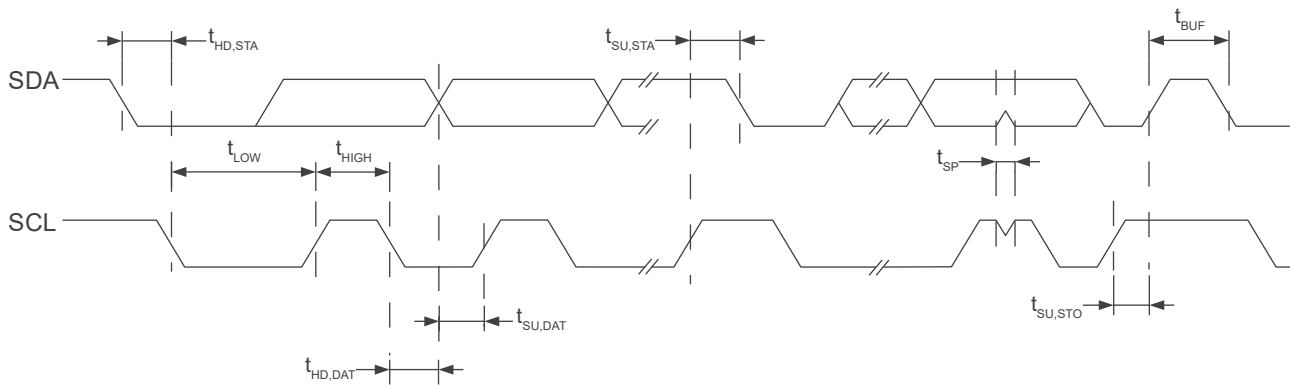


Figure 4.2: I²C Mode Timing Diagram

ⁱRefers to TOUT0, TOUT1, TOUT2, and RDY pins



5 ProxFusion® Module

The IQS7222D contains dual ProxFusion® modules that uses patented technology to measure and process the sensor data. Two modules ensure a rapid response from multi-channel implementations. The multiple touch, proximity and weighted average (slider&wheel) outputs are the primary output from the sensor.

5.1 Channel Options

Self-capacitance, Mutual capacitance and Inductive designs are possible with the IQS7222D.

- > Sensor pad design overview: AZD008
- > Mutual capacitance button layout guide: AZD036
- > Inductive design layout guide: AZD115

5.2 Low Power Options

The IQS7222D offers 3 power modes:

- > Normal power mode (NP)
 - Flexible key scan rate
- > Lower power mode (LP)
 - Flexible key scan rate
 - Typically set to a slower rate than NP
- > Ultra-low power mode (ULP)
 - Optimized firmware setup
 - Intended for rapid wake-up on a single channel (e.g. distributed proximity event), enabling immediate button response for an approaching user
 - Other sensor channels are typically sampled at a slower rate in order to optimize power consumption

5.3 Count Value

The sensing measurement returns a *count value* for each channel. Count values are inversely proportional to capacitance/inductance, and all outputs are derived from this.

5.3.1 Max Count

Each channel is limited to having a count value smaller than the configurable limit (*Maximum counts*). If the ATI setting or hardware causes measured count values higher than this, the conversion will be stopped, and the max value will be read for that relevant count value.

5.4 Reference Value/Long-Term Average (LTA)

User interaction is detected by comparing the measured count values to some reference value. The reference value/LTA of a sensor is slowly updated to track changes in the environment and is not updated during user interaction.

5.4.1 Reseed

Since the *Reference* for a channel is critical for the device to operate correctly, there could be known events or situations which would call for a manual reseed. A reseed takes the latest measured counts,



and seeds the *reference/LTA* with this value, therefore updating the value to the latest environment. A reseed command can be given by setting the corresponding bit (Register 0xD0, bit3).

5.5 Automatic Tuning Implementation (ATI)

The ATI is a sophisticated technology implemented in the new ProxFusion® devices to allow optimal performance of the devices for a wide range of sensing electrode capacitances and inductance, without modification to external components. The ATI settings allow tuning of various parameters. For a detailed description of ATI, please see contact Azoteq.

5.6 Automatic Re-ATI

5.6.1 Description

Re-ATI will be triggered if certain conditions are met. One of the most important features of the Re-ATI is that it allows easy and fast recovery from an incorrect ATI, such as when performing ATI during user interaction with the sensor. This could cause the wrong ATI Compensation to be configured, since the user affects the capacitance of the sensor. A Re-ATI would correct this. It is recommended to always have this enabled. When a Re-ATI is performed on the IQS7222D, a status bit will set momentarily to indicate that this has occurred.

5.6.2 Conditions for Re-ATI to activate

A Re-ATI is performed when the reference of a channel drifts outside of the acceptable range around the ATI Target. The boundaries where Re-ATI occurs for the channels are adjustable in registers listed in Table A.16.

$$\text{Re-ATI Boundary}_{\text{default}} = \text{ATI target} \pm \left(\frac{1}{16} \text{ATI Target}\right)$$

For example, assume that the ATI target is configured to 800 and that the and the default boundary value is $1/16 \cdot 800 = 50$. If Re-ATI is enabled, the ATI algorithm will be repeated under the following conditions:

$$\text{Reference} > 850 \text{ or } \text{Reference} < 750$$

The ATI algorithm executes in a short time, so goes unnoticed by the user.

5.6.3 ATI Error

After the ATI algorithm is performed, a check is done to see if there was any error with the algorithm. An ATI error is reported if one of the following is true for any channel after the ATI has completed:

- > ATI Compensation = 0 (min value)
- > ATI Compensation \geq 1023 (max value)
- > Count is already outside the Re-ATI range upon completion of the ATI algorithm

If any of these conditions are met, the corresponding error flag will be set (*ATI Error*). The flag status is only updated again when a new ATI algorithm is performed.

Re-ATI will not be repeated immediately if an ATI Error occurs. A configurable time (*ATI error timeout*) will pass where the Re-ATI is momentarily suppressed. This is to prevent the Re-ATI repeating indefinitely. An ATI error should however not occur under normal circumstances.



6 Sensing Modes

6.1 Mode Timeout

In order to optimize power consumption and performance, power modes are "stepped" by default in order to move to power efficient modes when no interaction has been detected for a certain (configurable) time known as the "mode timeout".

6.2 Count Filter

6.2.1 IIR Filter

The IIR filter applied to the digitized raw input offers various damping options as defined in Table A.21 and Table A.22

$$\text{Damping factor} = \text{Beta}/256$$



7 Hardware Settings

Settings specific to hardware and the ProxFusion® Module charge transfer characteristics can be changed.

Below, some are described, the other hardware parameters are not discussed as they should only be adjusted under guidance of Azoteq support engineers.

7.1 Charge Transfer Frequency

The charge transfer frequency (f_{xfer}) can be configured using the product GUI, and the relative parameters (Charge Transfer frequency) will be provided. For high resistance sensors, it might be needed to decrease f_{xfer} .

7.2 Reset

7.2.1 Reset Indication

After a reset, the Reset bit will be set by the system to indicate the reset event occurred. This bit will clear when the master sets the Ack Reset, if it becomes set again, the master will know a reset has occurred, and can react appropriately.

7.2.2 Software Reset

The IQS7222D can be reset by means of an I²C command (Soft Reset).



8 Additional Features

8.1 Setup Defaults

The supplied GUI can be utilised to configure the optimal settings. The design specific settings are exported and can be written to the device by the master after every power-on reset.

8.2 Automated Start-up

The device is programmed with the application firmware, bundled with settings specifically configured for the current hardware as described in Section 8.1. After power-up the device will automatically use the settings and perform the configuration/setup accordingly.

8.3 RF Immunity

The IQS7222D has immunity to high power RF noise. To improve the RF immunity, extra decoupling capacitors are suggested on V_{REG} and V_{DD} .

Place a 100pF in parallel with the 2.2 μ F ceramic on V_{REG} . Place a 2.2 μ F ceramic on V_{DD} . All decoupling capacitors should be placed as close as possible to the V_{DD} and V_{REG} pads.

If needed, series resistors can be added to Rx electrodes to reduce RF coupling into the sending pads. Normally these are in the range of 470 Ω -1k Ω . PCB ground planes also improve noise immunity.



9 I²C Interface

9.1 I²C Module Specification

The device supports a standard two wire I²C interface with the addition of an RDY (ready interrupt) line. The communications interface of the IQS7222D supports the following:

- > *Fast-mode-plus* standard I²C up to 1MHz.
- > Streaming data as well as event mode.
- > The provided interrupt line (RDY) is an open-drain active low implementation and indicates a communication window.

The IQS7222D implements 8-bit addressing with 2 data bytes at each address with the exception of extended addresses, which implement 16-bit addressing with 2 bytes at each address. Two consecutive read/writes are required in this memory map structure. The two bytes at each address will be referred to as "byte 0" (least significant byte) and "byte 1" (most significant byte).

9.2 I²C Address

The default 7-bit device address is 0x44 ('01000100'). The full address byte will thus be 0x89 (read) or 0x88 (write).

Other address options exist on special request. Please contact Azoteq.

9.3 I³C Compatibility

This device is not compatible with an I³C bus due to clock stretching allowed for data retrieval.

9.4 Memory Map Addressing

9.4.1 8-bit Address

Most of the memory map implements an 8-bit addressing scheme for the required user data. Extended memory map addresses implement 16-bit addressing scheme.

9.4.2 Extended 16-bit Address

For development purposes, larger blocks of data are found in an extended 16-bit memory addressable location. It is possible to only address each Block as an 8-bit address, and then continue to clock into the next address locations. For example, if the procedure depicted below is followed, you will read the values from the hypothetical address 0xE000 to 0XE300:

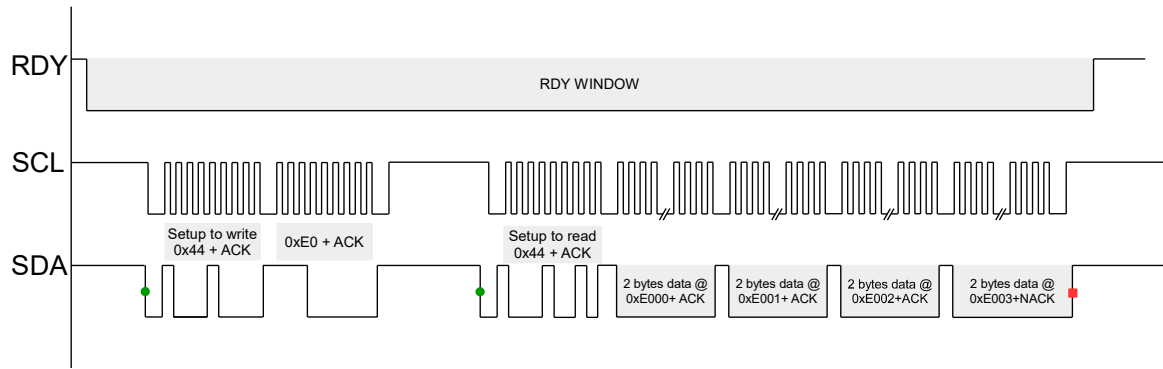


Figure 9.1: Extended 16-bit Addressing for Continuous Block

However, if you need to address a specific byte in that extended memory map space, then you will need to address using the full 16-bit address (note the 16-bit address is high byte first, unlike the data which is low byte first):

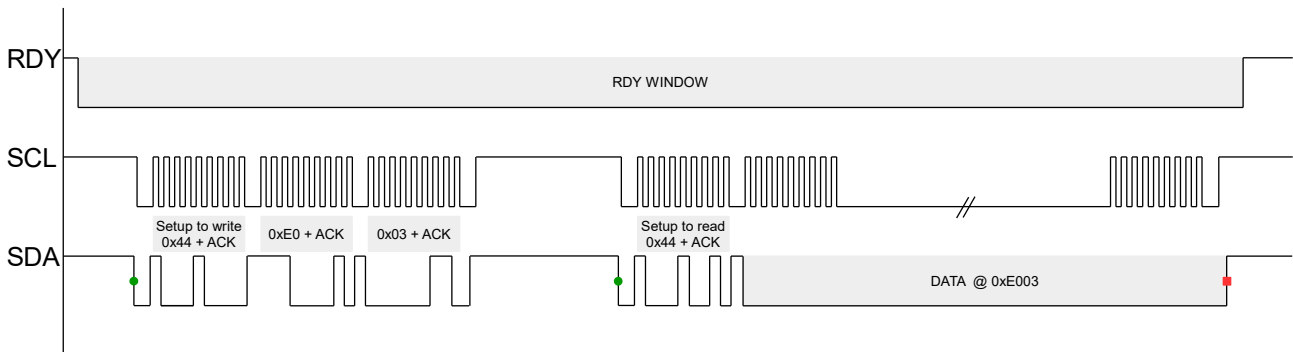


Figure 9.2: Extended 16-bit Addressing for a Specific Register

9.5 Data

The data is 16-bit words, meaning that each address obtains 2 bytes of data. For example, address 0x10 will provide two bytes, then the next two bytes read will be from address 0x11.

The 16-bit data is sent in little endian byte order (least significant byte first).

The h file generated by the GUI will display the start address of each block of data, with each address containing 2 bytes. The data of all the addresses can be written consecutively -in a single block of data or the entire memory map, (refer to figure 9.1), or data can be written explicitly to a specific address (refer to figure 9.2). An example of the h file exported by the GUI and the order of the data, is shown in figure 9.3 below.

```

/* Change the Sensor 0 Settings */
/* Memory Map Position 0x30 - 0x39 */
#define SENSOR_0_SETUP_0          0x01  →  LSB
#define SENSOR_0_SETUP_1          0x07  →  MSB

```

Figure 9.3: Example of an H file Exported by the GUI



9.6 I²C Timeout

If the communication window is not serviced within the *I²C timeout* period (in milliseconds), the session is ended (RDY goes HIGH), and processing continues as normal. This allows the system to continue and keep reference values up to date even if the master is not responsive, however the corresponding data was missed/lost, and this should be avoided. The default I²C timeout period is set to 500ms and can be adjusted in register 0xDC.

9.7 Terminate Communication

A standard I²C STOP ends the current communication window.

If the stop bit disable (bit 0 register 0xDA) is set, the device will not respond to a standard I²C STOP. The communication window must be terminated using the end communications command (0xFF).

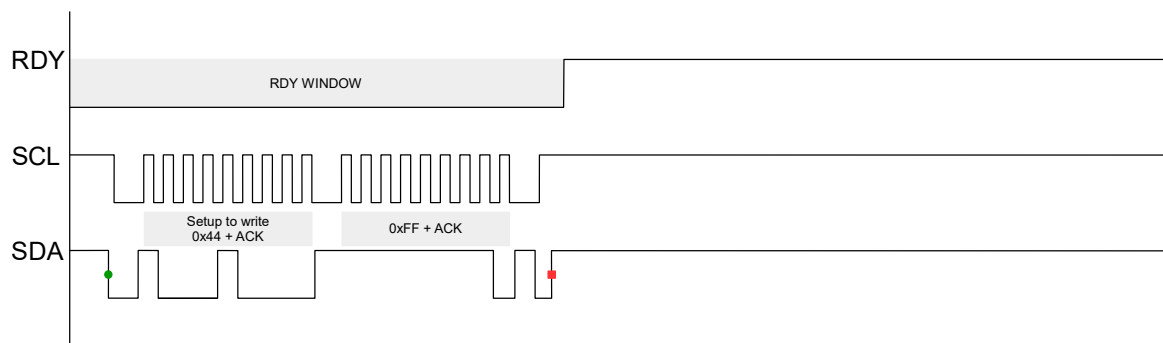


Figure 9.4: Force Stop Communication Sequence

9.8 RDY/IRQ

The communication has an open-drain active-LOW RDY signal to inform the master that updated data is available. It is optimal for the master to use this as an interrupt input and obtain the data accordingly. It is also useful to allow the master MCU to enter low-power/sleep allowing wake-up from the touch device when user presence is detected. It is recommended that the RDY be placed on an interrupt-on-pin-change input on the master.

9.9 Invalid Communications Return

The device will give an invalid communication response (0xEE) under the following conditions:

- > The host is trying to read from a memory map register that does not exist.
- > The host is trying to read from the device outside of a communication window (i.e. while RDY = high)

9.10 I²C Interface

The IQS7222C has 3 *I²C interface options*, as described in the sections below.

9.10.1 I²C Streaming

I²C Streaming mode refers to constant data reporting at the relevant power mode report rate specified in register 0xD4 (normal power), register 0xD6 (low power) and register 0xD8 (ultra low power) respectively.



9.10.2 I²C Event Mode

The device can be set up to bypass the communication window when no activity is sensed (EVENT MODE). This is usually enabled since the master does not want to be interrupted unnecessarily during every cycle if no activity occurred. The communication will resume (RDY will indicate available data) if an enabled event occurs.

9.10.3 I²C Stream in Touch Mode

Stream in touch is a hybrid I²C mode between streaming mode and event mode. The device follows event mode I²C protocol but when a touch is registered on any channel, the device enters streaming mode until the touch is released.

The hybrid I²C interface is specifically aimed at the use of sliders where data needs to be received and processed for the duration of a touch.

9.11 Event Mode Communication

Event mode can only be entered if the following requirements are met:

- > Reset bit must be cleared by acknowledging the device reset condition occurrence through writing Ack Reset bit to clear the System status flag.
- > Events must be serviced by reading from the Events register 0x11 to ensure all events flags are cleared otherwise continuous reporting (RDY interrupts) will persist after every conversion cycle similar to streaming mode

9.11.1 Events

Numerous events can be individually enabled to trigger communication, bit definitions can be found in Table A.4 and Table A.3:

- > Power mode change
- > Prox or touch event
- > ATI error
- > ATI active
- > ATI Event

9.11.2 Force Communication

In streaming mode, the IQS7222C I²C will provide Ready (RDY) windows at intervals specified in the power mode report rate . Ideally, communication with the IQS7222C should only be initiated in a Ready window but a communication request described in figure 9.5 below, will force a Ready window to open. In event mode Ready windows are only provided when an event is reported and a Ready window must be requested to write or read settings outside of this window. The minimum and maximum time between the communication request and the opening of a RDY window (t_{wait}), is application specific, but the average values are $0.1\text{ms} \leq t_{wait} \leq 45\text{ms}$ ⁱ.

The communication request sequence is shown in figure 9.5 below.

ⁱPlease contact Azoteq for an application specific value of t_{wait}

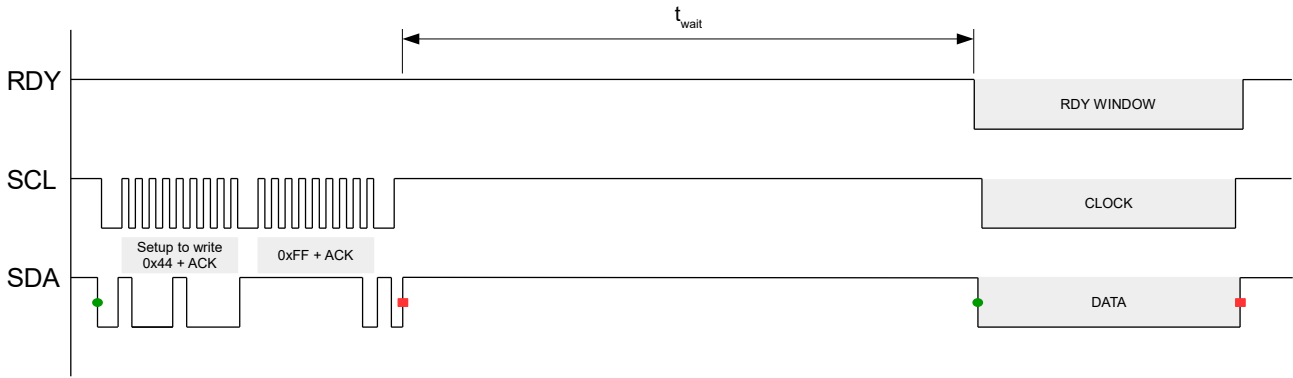


Figure 9.5: Force Communication Sequence

9.12 Program Flow Diagram

The program flow for event mode communication is shown in 9.6

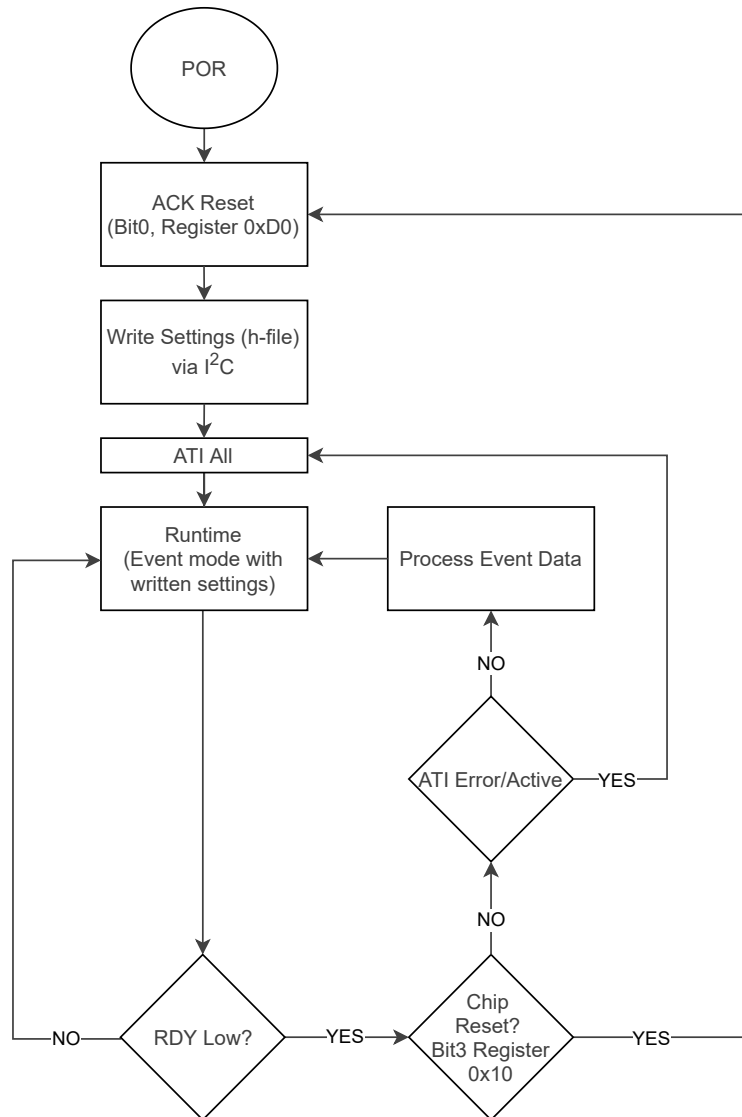


Figure 9.6: Program Flow Diagram



10 I²C Memory Map - Register Descriptions

See Appendix A for a more detailed description of registers and bit definitions

Address	Data (16bit)	Notes
Read Only		
0x00	Application Version Info	See Table A.1
0x01		
0x02		
0x03		
0x04		
0x05	ROM Version Info	See Table A.2
0x06		
0x07		
0x08		
0x09		
Read Only		
Device Status		
0x10	System Status	See Table A.3
0x11	Events	See Table A.4
0x12	Prox event States	See Table A.5
0x13	Touch event States	See Table A.6
0x14	Trackpad X Output	16-bit value
0x15	Trackpad Y Output	
0x16	Trackpad Event Flags	See Table A.7
Read Only		
Channel Counts		
0x20	Channel 0 Counts	16-bit value
0x21	Channel 1 Counts	
0x22	Channel 2 Counts	
0x23	Channel 3 Counts	
0x24	Channel 4 Counts	
0x25	Channel 5 Counts	
0x26	Channel 6 Counts	
0x27	Channel 7 Counts	
0x28	Channel 8 Counts	
0x29	Channel 9 Counts	
0x2A	Channel 10 Counts	
0x2B	Channel 11 Counts	
0x2C	Channel 12 Counts	
0x2D	Channel 13 Counts	
Read-Write		
Channel LTA		
0x30	Channel 0 LTA	
0x31	Channel 1 LTA	
0x32	Channel 2 LTA	
0x33	Channel 3 LTA	
0x34	Channel 4 LTA	
0x35	Channel 5 LTA	
0x36	Channel 6 LTA	
0x37	Channel 7 LTA	
0x38	Channel 8 LTA	
0x39	Channel 9 LTA	
0x3A	Channel 10 LTA	
0x3B	Channel 11 LTA	
0x3C	Channel 12 LTA	



0x3D	Channel 13 LTA	
Read-Write	Cycle Setup	
0x8000	Cycle Setup 0	See Table A.8
0x8001		See Table A.9
0x8100	Cycle Setup 1	See Table A.8
0x8101		See Table A.9
0x8200	Cycle Setup 2	See Table A.8
0x8201		See Table A.9
0x8300	Cycle Setup 3	See Table A.8
0x8301		See Table A.9
0x8400	Cycle Setup 4	See Table A.8
0x8401		See Table A.9
0x8500	Cycle Setup 5	See Table A.8
0x8501		See Table A.9
0x8600	Cycle Setup 6	See Table A.8
0x8601		See Table A.9
0x8700	Global Cycle Setup	See Table A.10
0x8701	Coarse and Fine Multiplier Preloads	See Table A.11
0x8702	Compensation Preload	See Table A.12
Read-Write	Button Setup - Thresholds, Hysteresis and Debounce	
0x9000	Button Setup 0	See Table A.13
0x9001		See Table A.14
0x9002		See Table A.15
0x9100	Button Setup 1	See Table A.13
0x9101		See Table A.14
0x9102		See Table A.15
0x9200	Button Setup 2	See Table A.13
0x9201		See Table A.14
0x9202		See Table A.15
0x9300	Button Setup 3	See Table A.13
0x9301		See Table A.14
0x9302		See Table A.15
0x9400	Button Setup 4	See Table A.13
0x9401		See Table A.14
0x9402		See Table A.15
0x9500	Button Setup 5	See Table A.13
0x9501		See Table A.14
0x9502		See Table A.15
0x9600	Button Setup 6	See Table A.13
0x9601		See Table A.14
0x9602		See Table A.15
0x9700	Button Setup 7	See Table A.13
0x9701		See Table A.14
0x9702		See Table A.15
0x9800	Button Setup 8	See Table A.13
0x9801		See Table A.14
0x9802		See Table A.15
0x9900	Button Setup 9	See Table A.13
0x9901		See Table A.14
0x9902		See Table A.15
0x9A00	Button Setup 10	See Table A.13
0x9A01		See Table A.14



0x9A02		See Table A.15
0x9B00		See Table A.13
0x9B01	Button Setup 11	See Table A.14
0x9B02		See Table A.15
0x9C00		See Table A.13
0x9C01	Button Setup 12	See Table A.14
0x9C02		See Table A.15
0x9D00		See Table A.13
0x9D01	Button Setup 13	See Table A.14
0x9D02		See Table A.15
Channel Setup- ATI Parameters and Rx Select		
Read-Write Channel 0		
0xA000	CRX Select and General Channel Setup	See Table A.16
0xA001	ATI Base and Target	See Table A.18
0xA002	Fine and Coarse Multipliers	See Table A.19
0xA003	ATI Compensation	See Table A.20
Read-Write Channel 1		
0xA100	CRX Select and General Channel Setup	See Table A.16
0xA101	ATI Base and Target	See Table A.18
0xA102	Fine and Coarse Multipliers	See Table A.19
0xA103	ATI Compensation	See Table A.20
Read-Write Channel 2		
0xA200	CRX Select and General Channel Setup	See Table A.16
0xA201	ATI Base and Target	See Table A.18
0xA202	Fine and Coarse Multipliers	See Table A.19
0xA203	ATI Compensation	See Table A.20
Read-Write Channel 3		
0xA300	CRX Select and General Channel Setup	See Table A.16
0xA301	ATI Base and Target	See Table A.18
0xA302	Fine and Coarse Multipliers	See Table A.19
0xA303	ATI Compensation	See Table A.20
Read-Write Channel 4		
0xA400	CRX Select and General Channel Setup	See Table A.16
0xA401	ATI Base and Target	See Table A.18
0xA402	Fine and Coarse Multipliers	See Table A.19
0xA403	ATI Compensation	See Table A.20
Read-Write Channel 5		
0xA500	CRX Select and General Channel Setup	See Table A.17
0xA501	ATI Base and Target	See Table A.18
0xA502	Fine and Coarse Multipliers	See Table A.19
0xA503	ATI Compensation	See Table A.20
Read-Write Channel 6		
0xA600	CRX Select and General Channel Setup	See Table A.17
0xA601	ATI Base and Target	See Table A.18
0xA602	Fine and Coarse Multipliers	See Table A.19
0xA603	ATI Compensation	See Table A.20
Read-Write Channel 7		
0xA700	CRX Select and General Channel Setup	See Table A.17
0xA701	ATI Base and Target	See Table A.18
0xA702	Fine and Coarse Multipliers	See Table A.19
0xA703	ATI Compensation	See Table A.20
Read-Write Channel 8		



0xA800	CRX Select and General Channel Setup	See Table A.17
0xA801	ATI Base and Target	See Table A.18
0xA802	Fine and Coarse Multipliers	See Table A.19
0xA803	ATI Compensation	See Table A.20
Read-Write	Channel 9	
0xA900	CRX Select and General Channel Setup	See Table A.17
0xA901	ATI Base and Target	See Table A.18
0xA902	Fine and Coarse Multipliers	See Table A.19
0xA903	ATI Compensation	See Table A.20
Read-Write	Channel 10	
0xAA00	CRX Select and General Channel Setup	See Table A.17
0xAA01	ATI Base and Target	See Table A.18
0xAA02	Fine and Coarse Multipliers	See Table A.19
0xAA03	ATI Compensation	See Table A.20
Read-Write	Channel 11	
0xAB00	CRX Select and General Channel Setup	See Table A.17
0xAB01	ATI Base and Target	See Table A.18
0xAB02	Fine and Coarse Multipliers	See Table A.19
0xAB03	ATI Compensation	See Table A.20
Read-Write	Channel 12	
0xAC00	CRX Select and General Channel Setup	See Table A.17
0xAC01	ATI Base and Target	See Table A.18
0xAC02	Fine and Coarse Multipliers	See Table A.19
0xAC03	ATI Compensation	See Table A.20
Read-Write	Channel 13	
0xAD00	CRX Select and General Channel Setup	See Table A.17
0xAD01	ATI Base and Target	See Table A.18
0xAD02	Fine and Coarse Multipliers	See Table A.19
0xAD03	ATI Compensation	See Table A.20
Read-Write	Filter Betas	
0xAE00	Filter Beta	See Table A.21
0xAE01	Fast Filter Beta	See Table A.22
Read-Write	Trackpad Setup	
0xB000	Trackpad General Setup	See Table A.23
0xB001	X and Y Lower Calibration	See Table A.24
0xB002	X and Y Upper Calibration	See Table A.25
0xB003	Top and Bottom Speed	See Table A.26
0xB004	X Resolution	16-bit value
0xB005	Y Resolution	
0xB006	Channel Enable Mask	See Table A.27
0xB007	Enable Status Link	See Table A.28
Read-Write	Trackpad Delta Links	
0xB008	Delta Link 0	See Table A.29
0xB009	Delta Link 1	
0xB00A	Delta Link 2	
0xB00B	Delta Link 3	
0xB00C	Delta Link 4	
0xB00D	Delta Link 5	
0xB00E	Delta Link 6	
0xB00F	Delta Link 7	
0xB010	Delta Link 8	



0xB011	Delta Link 9	
0xB012	Delta Link 10	
0xB013	Delta Link 11	
Read-Write	Trackpad Gestures	
0xB014	Trackpad Gestures 0	See Table A.30
0xB015	Trackpad Gestures 1	See Table A.31
0xB016	Tap Distance	See Table A.32
0xB017	Swipe Distance	See Table A.33
Read-Write	Output Port Pin Settings	
0xC000	Output Port 0 Enable and Configuration Settings	See Table A.34
0xC001	Output Port 0 Channel Mask	See Table A.35
0xC002	Output Port 0 Enable Status Link	See Table A.36
0xC100	Output Port 1 Enable and Configuration Settings	See Table A.34
0xC101	Output Port 1 Channel Mask	See Table A.35
0xC102	Output Port 1 Enable Status Link	See Table A.36
0xC200	Output Port 2 Enable and Configuration Settings	See Table A.34
0xC201	Output Port 2 Channel Mask	See Table A.35
0xC202	Output Port 2 Enable Status Link	See Table A.36
Read-Write	PMU and System Settings	
0xD0	Control settings	See Table A.37
0xD1	ATI Error Timeout	16-bit value * 500ms
0xD2	ATI Report Rate	16-bit value (ms)
0xD3	Normal Power Mode Timeout	16-bit value (ms)
0xD4	Normal Power Mode Report Rate	16-bit value (ms) Range: 0 - 3276
0xD5	Low Power Mode Timeout	16-bit value (ms)
0xD6	Low Power Mode Report Rate	16-bit value (ms) Range: 0 - 3276
0xD7	Normal Power Update rate in Ultra-low Power Mode	16-bit value (ms)
0xD8	Ultra-low Power Mode Report Rate	16-bit value (ms) Range: 0 - 3276
0xD9	ULP Entry Mask	See table A.38
0xDA	Event Enable	See Table A.39
0xDB	I ² C Communication	See Table A.40
0xDC	Output port Override	See Table A.41
0xDD	I ² C Communications Timeout	See Table A.42



11 Implementation and Layout

11.1 Layout Fundamentals

NOTE

Information in the following Applications section is not part of the Azoteq component specification, and Azoteq does not warrant its accuracy or completeness. Azoteq's customers are responsible for determining suitability of components for their purposes. Customers should validate and test their design implementation to confirm system functionality.

11.1.1 Power Supply Decoupling

Azoteq recommends connecting a combination of a 4.7 μF plus a 100 pF low-ESR ceramic decoupling capacitor between the VDD and VSS pins. Higher-value capacitors may be used but can impact supply rail ramp-up time. Decoupling capacitors must be placed as close as possible to the pins that they decouple (within a few millimetres).

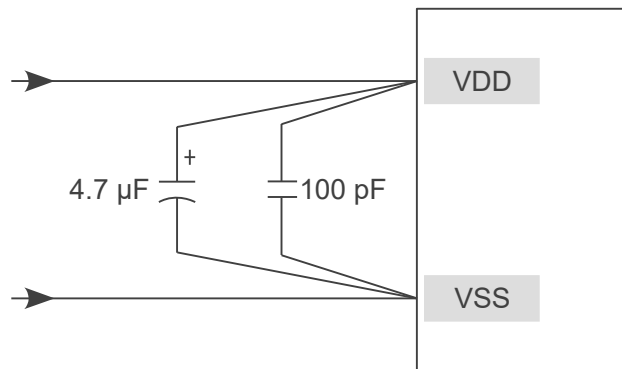


Figure 11.1: Recommended Power Supply Decoupling

11.1.2 VREG

The VREG pin requires a 2.2 μF capacitor to regulate the LDO internal to the device. This capacitor must be placed as close as possible to the microcontroller. The figure below shows an example layout where the capacitor is placed close to the IC.

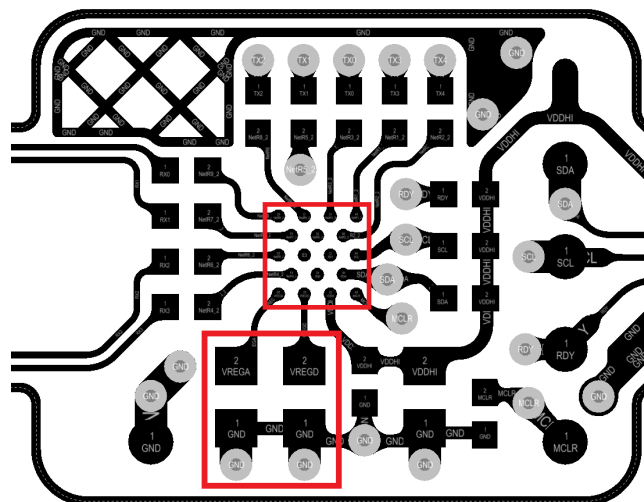


Figure 11.2: VREG Capacitor Placement Close to IC



12 Ordering Information

12.1 Ordering Code

IQS7222D zzz ppb

IC NAME	IQS7222D	=	IQS7222D	
POWER-ON CONFIGURATION	zzz	=	001	Reserved
PACKAGE TYPE	pp	=	QN	QFN-20 package
BULK PACKAGING	b	=	R	QFN-20 Reel (2000pcs/reel)

Figure 12.1: Order Code Description

12.2 Top Marking

12.2.1 QFN20 Package Marking Option 1

- IQS
7222D
pppxx

Product Name
ppp = product code
xx = batchcode

12.2.2 QFN20 Package Marking Option 2

- IQS
722xy
pppxx

Product Name
ppp = product code
xx = batchcode

13 Package Specification

13.1 Package Outline Description – QFN20 (QFR)

This package outline is specific to order codes ending in *QFR*.

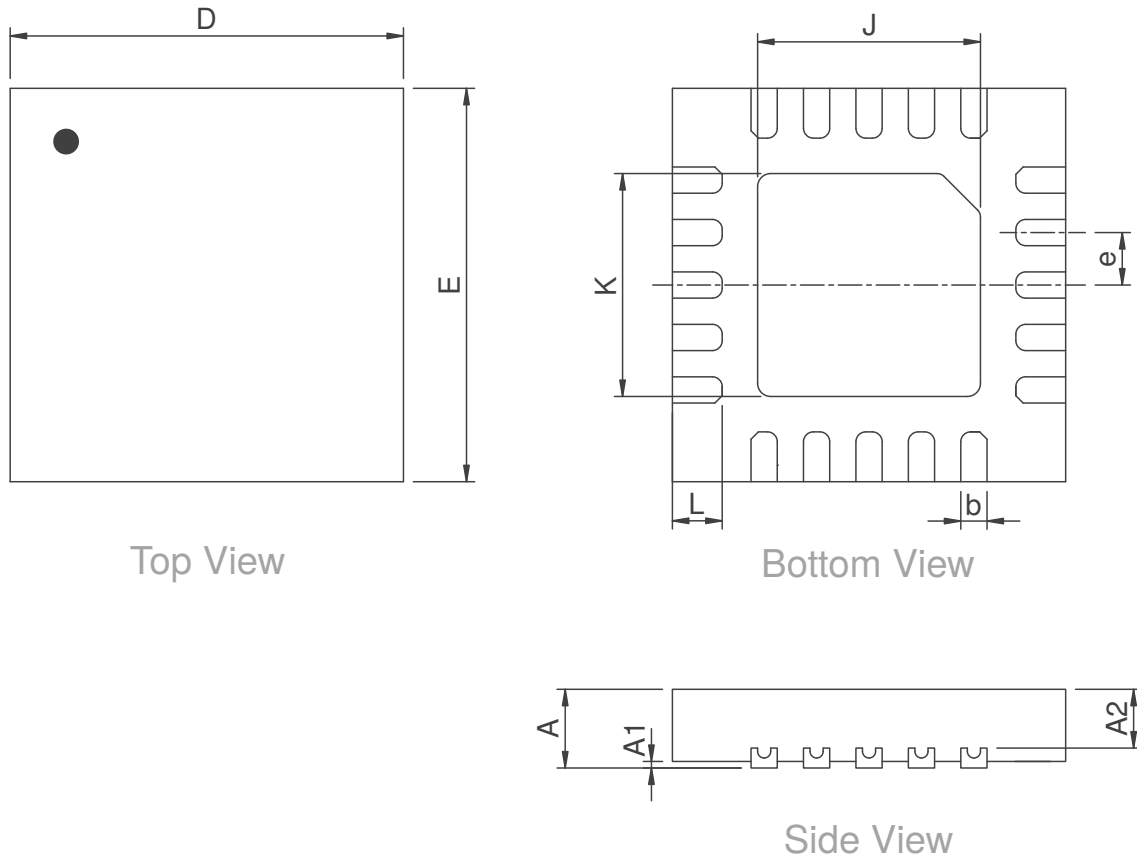


Figure 13.1: QFN (3x3)-20 (QFR) Package Outline Visual Description

Table 13.1: QFN (3x3)-20 Package Outline Visual Description

Dimension	[mm]	Dimension	[mm]
A	0.55 ± 0.05	E	3
A1	0.035 ± 0.05	e	0.4
A2	0.3	J	1.7 ± 0.1
A3	0.203	K	1.7 ± 0.1
b	0.2 ± 0.05	L	0.3 ± 0.05
D	3		

13.2 Package Outline Description – QFN20 (QNR)

This package outline is specific to order codes ending in *QNR*.

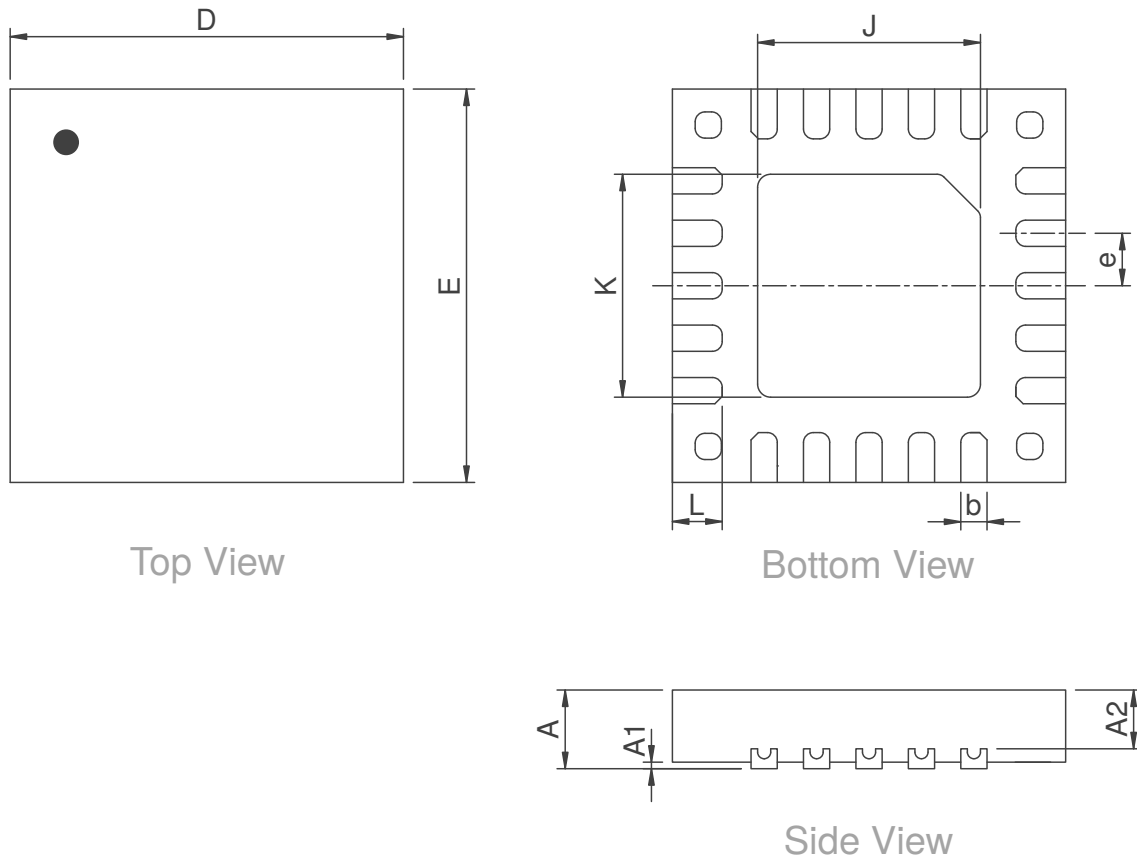
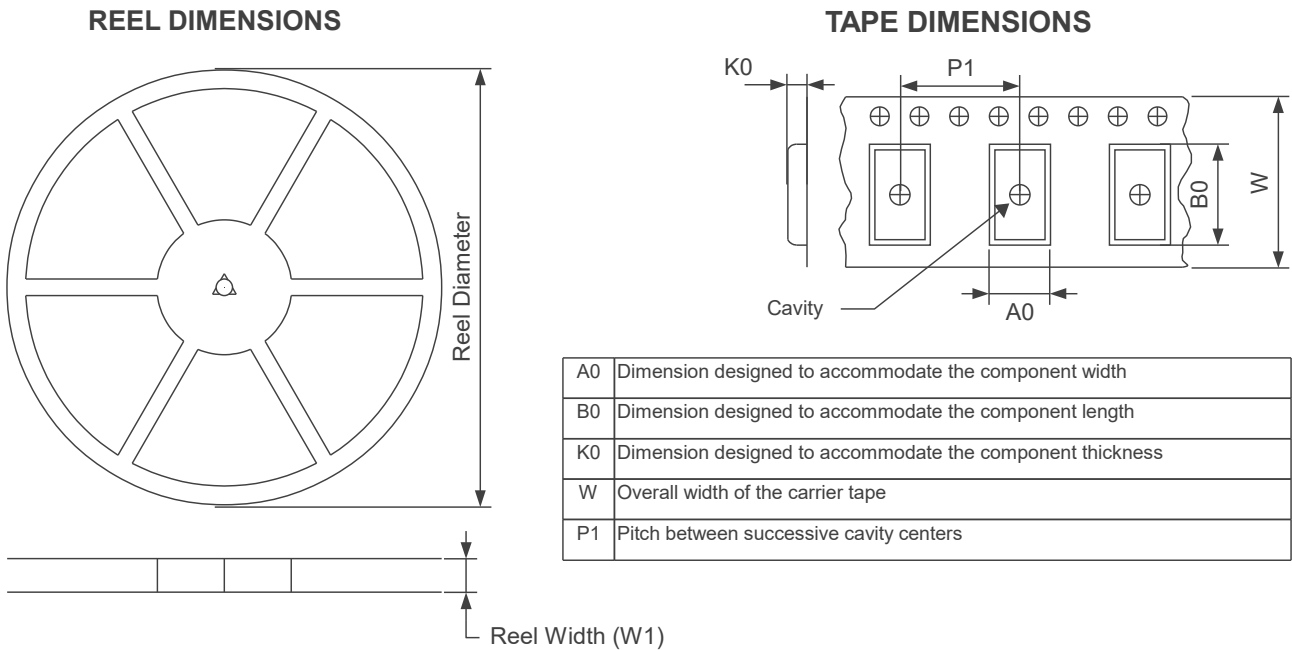


Figure 13.2: QFN (3x3)-20 (QNR) Package Outline Visual Description

Table 13.2: QFN (3x3)-20 Package Outline Visual Description

Dimension	[mm]	Dimension	[mm]
A	0.55 ± 0.05	E	3
A1	0.035 ± 0.05	e	0.4
A2	0.3	J	1.7 ± 0.1
A3	0.203	K	1.7 ± 0.1
b	0.2 ± 0.05	L	0.38 ± 0.05
D	3		

13.3 Tape and Reel Specifications



QUADRANT ASSIGNMENTS FOR PIN 1 ORIENTATION IN TAPE

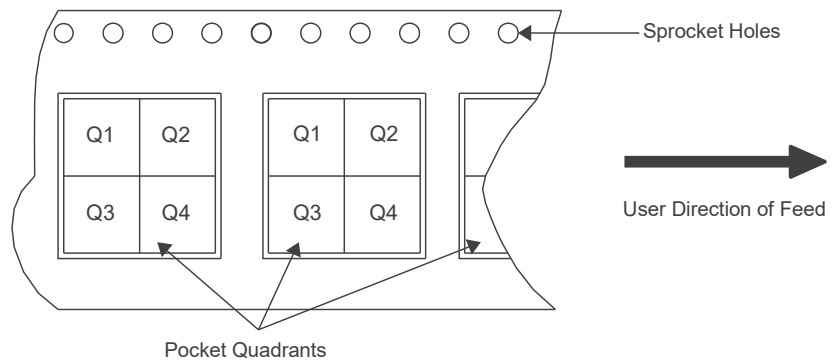


Figure 13.3: Tape and Reel Specification

Table 13.3: Tape and reel Specifications

Package Type	Pins	Reel Diameter (mm)	Reel Width (mm)	A0 (mm)	B0 (mm)	K0 (mm)	P1 (mm)	W (mm)	Pin1 Quadrant
QFN20	20	180	12.4	3.3	3.3	0.8	8	12	Q2

13.4 Moisture Sensitivity Levels

Package	MSL
QFN20	1

13.5 Reflow Specifications

Contact Azoteq



A Memory Map Descriptions

Table A.1: Application Version Information

Register: 0x00 - 0x04

Address	Category	Name	Value
0x00	Application Version Info	Product Number	863
0x01		Major Version	1
0x02		Minor Version	1
0x03		Reserved	Reserved
0x04			

Table A.2: ROM Library Version Information

Register: 0x05 - 0x09

Address	Category	Name	Value
0x05	ROM Library Version Info	Library Number	595
0x06		Major Version	0
0x07		Minor Version	33
0x08		Reserved	Reserved
0x09			

Table A.3: System Status

Register: 0x10

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved								Global Halt	NP up-date	Power mode	Reset	Res	ATI Error	ATI Active	

- > **Bit 7: Global Halt**
 - 0: Global Halt not active
 - 1: Global Halt active
- > **Bit 6: NP Update**
 - 0: No Normal Power Update occurred
 - 1: Normal Power update occurred
- > **Bit 4-5: Power Mode**
 - 00: Normal power mode
 - 01: Low power mode
 - 10: Ultra-low power mode
- > **Bit 3: Device Reset**
 - 0: No reset occurred
 - 1: Reset occurred
- > **Bit 1: ATI Error**
 - 0: No ATI error occurred
 - 1: ATI error occurred
- > **Bit 0: ATI Active**
 - 0: ATI not active
 - 1: ATI active

Table A.4: Events

Register: 0x11

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved	Power Event	ATI Event	Res	Track-pad	Reserved								Touch Event	Prox Event	

- > **Bit 13: Power Event**
 - 0: No Power Event occurred
 - 1: Power Event occurred
- > **Bit 12: ATI Event**
 - 0: No ATI Event occurred
 - 1: ATI Event occurred
- > **Bit 10: Trackpad Event**



- 0: No Trackpad Event occurred
- 1: Trackpad Event occurred
- > **Bit 1: Touch Event**
 - 0: No Touch Event occurred
 - 1: Touch Event occurred
- > **Bit 0: Prox Event**
 - 0: No Prox Event occurred
 - 1: Prox Event occurred

Table A.5: Proximity Event States

Register: 0x12

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved		CH13	CH12	CH11	CH10	CH9	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1	CH0

- > **Bit 0-13: Channel Prox Event**
 - 0: No prox event occurred on channel
 - 1: Prox event occurred on channel

Table A.6: Touch Event States

Register: 0x13

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved		CH13	CH12	CH11	CH10	CH9	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1	CH0

- > **Bit 0-13: Channel Touch Event**
 - 0: No touch event occurred on channel
 - 1: Touch event occurred on channel

Table A.7: Trackpad Event Flags

Register: 0x16

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved										Swipe Y -	Swipe X -	Swipe Y	Swipe X	Flick	Tap

- > **Bit 5: Swipe Y Negative**
 - 0: Positive Swipe in Y direction
 - 1: Negative Swipe in Y direction
- > **Bit 4: Swipe X Negative**
 - 0: Positive Swipe in X direction
 - 1: Negative Swipe in X direction
- > **Bit 3: Swipe Y**
 - 0: No Swipe in Y direction
 - 1: Swipe in Y direction
- > **Bit 2: Swipe X**
 - 0: No Swipe in X direction
 - 1: Swipe in X direction
- > **Bit 1: Flick**
 - 0: No flick event occurred
 - 1: Flick event occurred
- > **Bit 0: Tap**
 - 0: No tap event occurred
 - 1: Tap event occurred

Table A.8: Cycle Setup 0

Register: 0x8000, 0x8100, 0x8200, 0x8300, 0x8400, 0x8500, 0x8600

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Conversion Frequency Period								Conversion Frequency Fraction							



> **Bit 8-15: Conversion Period**

- $\frac{128}{\text{FrequencyFraction}} - 2$
- Range: 0 - 127

> **Bit 0-7: Frequency Fraction**

- $256 * \frac{f_{\text{conv}}}{f_{\text{clk}}}$
- Range: 0 - 255

> Note: if Frequency fraction is fixed at 127, the following values of the conversion period will result in the corresponding charge transfer frequencies:

- 1: 2MHz
- 5: 1MHz
- 12: 500kHz
- 17: 350kHz
- 26: 250kHz
- 53: 125kHz

Table A.9: Cycle Setup 1

Register: 0x8001, 0x8101, 0x8201, 0x8301, 0x8401, 0x8501, 0x8601															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
CTX8	CTX7	CTX6	CTX5	CTX4	CTX3	CTX2	CTX1	CTX0	Inactive Rx - GND	Dead time enabled	FOSC TX Freq	VBIAS Enable	PXS Mode		

> **Bit 15: Tx8**

- 0: Tx8 disabled
- 1: Tx8 enabled

> **Bit 14: Tx7**

- 0: Tx7 disabled
- 1: Tx7 enabled

> **Bit 13: Tx6**

- 0: Tx6 disabled
- 1: Tx6 enabled

> **Bit 12: Tx5**

- 0: Tx5 disabled
- 1: Tx5 enabled

> **Bit 11: Tx4**

- 0: Tx4 disabled
- 1: Tx4 enabled

> **Bit 10: Tx3**

- 0: Tx3 disabled
- 1: Tx3 enabled

> **Bit 9: Tx2**

- 0: Tx2 disabled
- 1: Tx2 enabled

> **Bit 8: Tx1**

- 0: Tx1 disabled
- 1: Tx1 enabled

> **Bit 7: Tx0**

- 0: Tx0 disabled
- 1: Tx0 enabled

> **Bit 6: Inactive Rx GND**

- 0: Inactive Rx floating
- 1: Inactive Rx Grounded

> **Bit 5: Dead Time Enabled**

- 0: Dead-time disabled
- 1: Dead-time enabled

> **Bit 4: TX FOSC Frequency**

- 0: Disabled
- 1: Enabled

> **Bit 3: VBIAS Enabled**

- 0: VBIAS disabled
- 1: VBIAS enabled

> **Bit 0-2: PXS Mode**



- 000: None
- 001: Self-capacitive
- 010: Mutual capacitive
- 011: Mutual inductance

Table A.10: Global Cycle Setup

Register: 0x8700															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Re-served	Maximum counts		Reserved				1	1	00		Auto Mode		Reserved		

> Bit 13-14: **Maximum counts**

- 00: 1023
- 01: 2047
- 10: 4095
- 11: 16384

> Bit 2-3: **Auto Mode**

- Number of conversions created before each interrupt is generated
- 00: 4
- 01: 8
- 10: 16
- 11: 32

Table A.11: Coarse and Fine Multipliers Preload

Register: 0x8501															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved		Fine Multiplier Preload				Reserved				Coarse Multiplier Preload					

> Bit 0-4: **Coarse Multiplier Preload**

- 5-bit coarse multiplier preload value

> Bit 9-13: **Fine Multiplier Preload**

- 5-bit fine multiplier preload value

Table A.12: ATI Compensation Preload

Register: 0x8502															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved						ATI Compensation Preload									

> Bit 0-9: **ATI Compensation Preload**

- 10-bit preload value

Table A.13: Button Setup 0

Register: 0x9000, 0x9100, 0x9200, 0x9300, 0x9400, 0x9500, 0x9600, 0x9700, 0x9800, 0x9900, 0x9A00, 0x9B00, 0x9C00, 0x9D00																
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	
Exit				Enter				Res Set 0	Proximity Threshold							

> Bit 12-15: **Exit Debounce Value**

- 0000: Debounce disabled
- 4-bit value

> Bit 8-11: **Enter Debounce Value**

- 0000: Debounce disabled
- 4-bit value

> Bit 0-6: **Proximity Threshold**

- 7-bit value

Table A.14: Button Setup 1

Register: 0x9001, 0x9101, 0x9201, 0x9301, 0x9401, 0x9501, 0x9601, 0x9701, 0x9801, 0x9901, 0x9A01, 0x9B01, 0x9C01, 0x9D01															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Touch Hysteresis								Touch Threshold							



> **Bit 8-15: Touch Hysteresis**

- Touch hysteresis value determines the release threshold. Release threshold can be determined as follows:
- $\frac{LTA}{256} * \text{Threshold bit value} - \frac{LTA}{216} * \text{Hysteresis bit value}$

> **Bit 0-7: Touch Threshold**

- $\frac{LTA}{256} * 8\text{bit value}$

Table A.15: Button Setup 2

Register: 0x9002, 0x9102, 0x9202, 0x9302, 0x9402, 0x9502, 0x9602, 0x9702, 0x9802, 0x9902, 0x9A02, 0x9B02, 0x9C02, 0x9D02															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Touch Event Timeout								Prox Event Timeout							

> **Bit 8-15: Touch Event Timeout**

- 8-bit value * 500ms
- 0: Never timeout

> **Bit 0-7: Prox Event Timeout**

- 8-bit value * 500ms
- 0: Never timeout

Table A.16: CRX Select and General Channel Setup(CH0-CH6)

Register: 0xA000, 0xA100, 0xA200, 0xA300, 0xA400, 0xA500, 0xA600															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Res	Filter En	ATI Band		Global halt	Invert	Dual	Enabled	CRX3	CRX2	CRX1	CRX0	Cs 80pF	0v5 Rev	Proj Bias Select	

> **Bit 14: AC Filter Enable**

- 0: AC Filter disabled
- 1: AC Filter enabled

> **Bit 12-13: ATI band**

- 00: 1/16 * Target
- 01: 1/8 * Target
- 10: 1/4 * Target
- 11: 1/2 * Target

> **Bit 11: Global halt**

- 0: Halt disabled
- 1: Halt enabled

> **Bit 10: Invert Direction**

- 0: Invert direction disabled
- 1: Invert direction enabled

> **Bit 9: Bi-directional**

- 0: Bi-directional sensing disabled
- 1: Bi-directional sensing enabled

> **Bit 8: Channel Enabled**

- 0: Channel disabled
- 1: Channel enabled

> **Bit 7: CRx3**

- 0: CRx3 disabled
- 1: CRx3 enabled

> **Bit 6: CRx2**

- 0: CRx2 disabled
- 1: CRx2 enabled

> **Bit 5: CRx1**

- 0: CRx1 disabled
- 1: CRx1 enabled

> **Bit 4: CRx0**

- 0: CRx0 disabled
- 1: CRx0 enabled

> **Bit 3: Cs 80pF**

- 0: 40pF
- 1: 80pF

> **Bit 2: VBIAS enabled**

- 0: VBIAS disabled
- 1: VBIAS enabled



> Bit 0-1: **Projected Bias Select**

- 00: 2µA
- 01: 5µA
- 10: 7µA
- 11: 10µA

Table A.17: CRX Select and General Channel Setup(CH7-CH13)

Register: 0xA700, 0xA800, 0xA900, 0xAA00, 0xAB00, 0xAC00, 0xAD00

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Res	Filter En	ATI Band		Global halt	Invert	Dual	Enabled	CRX7	CRX6	CRX5	CRX4	Cs 80pF	0v5 Rev	Proj Bias Select	

> Bit 14: **AC Filter Enable**

- 0: AC Filter disabled
- 1: AC Filter enabled

> Bit 12-13: **ATI band**

- 00: 1/16 * Target
- 01: 1/8 * Target
- 10: 1/4 * Target
- 11: 1/2 * Target

> Bit 11: **Global halt**

- If enabled, the LTA on the channel will halt when any other channel with global halt enabled, is in a prox/touch state. The function is aimed at slider/ wheel applications
- 0: Halt disabled
- 1: Halt enabled

> Bit 10: **Invert Direction**

- If this bit is enabled, the direction in which a touch will be triggered, is inverted. Bit must be enabled for mutual capacitive mode
- 0: Invert direction disabled
- 1: Invert direction enabled

> Bit 9: **Bi-directional**

- 0: Bi-directional sensing disabled
- 1: Bi-directional sensing enabled

> Bit 8: **Channel Enabled**

- 0: Channel disabled
- 1: Channel enabled

> Bit 7: **CRx7**

- 0: CRx7 disabled
- 1: CRx7 enabled

> Bit 6: **CRx6**

- 0: CRx6 disabled
- 1: CRx6 enabled

> Bit 5: **CRx5**

- 0: CRx5 disabled
- 1: CRx5 enabled

> Bit 4: **CRx4**

- 0: CRx4 disabled
- 1: CRx4 enabled

> Bit 3: **Cs 80pF**

- 0: 40pF
- 1: 80pF

> Bit 2: **VBIAS enabled**

- 0: VBIAS disabled
- 1: VBIAS enabled

> Bit 0-1: **Projected Bias Select**

- 00: 2µA
- 01: 5µA
- 10: 7µA
- 11: 10µA



Table A.18: ATI Base and Target

Register: 0xA001, 0xA101, 0xA201, 0xA301, 0xA401, 0xA501, 0xA601, 0xA701, 0xA801, 0xA901, 0xAA01, 0xAB01, 0xAC01, 0xAD01															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
ATI Target						ATI Base						ATI Mode			

- > **Bit 8-15: ATI Target**
 - 8-bit value * 8
- > **Bit 3-7: ATI Base**
 - 5-bit value * 16
- > **Bit 0-2: ATI Mode**
 - 000: ATI Disabled
 - 001: Compensation only
 - 010: ATI from compensation divider
 - 011: ATI from fine fractional divider
 - 100: ATI from coarse fractional divider
 - 101: Full ATI

Table A.19: Fine and Coarse Multipliers

Register: 0xA002, 0xA102, 0xA202, 0xA302, 0xA402, 0xA502, 0xA602, 0xA702, 0xA802, 0xA902, 0xAA02, 0xAB02, 0xAC02, 0xAD02															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved		Fine Fractional Divider					Coarse Fractional Multiplier					Coarse Fractional Divider			

- > **Bit 9-13: Fine Fractional Divider**
 - 5-bit value
- > **Bit 5-8: Coarse Fractional Multiplier**
 - 4-bit value
- > **Bit 0-4: Coarse Fractional Divider**
 - 5-bit value

Table A.20: ATI Compensation

Register: 0xA003, 0xA103, 0xA203, 0xA303, 0xA403, 0xA503, 0xA603, 0xA703, 0xA803, 0xA903, 0xAA03, 0xAB03, 0xAC03, 0xAD03															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Compensation Divider					Res		Compensation Selection								

- > **Bit 11-15: Compensation Divider**
 - 5-bit value
- > **Bit 0-9: Compensation Selection**
 - 10-bit value

Table A.21: Filter Betas

Register: 0xAE00															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
LTA Low Power Beta				LTA Normal Power Beta				Counts Low Power Beta				Counts Normal Power Beta			

- > **Bit 12-15: LTA Low Power Beta Filter Value**
 - 4-bit value
- > **Bit 8-11: LTA Normal Power Beta Filter Value**
 - 4-bit value
- > **Bit 4-7: Counts Low Power Beta Filter Value**
 - 4-bit value
- > **Bit 0-3: Counts Normal Power Beta Filter Value**
 - 4-bit value

Table A.22: Fast Filter Betas

Register: 0xAE01															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved								LTA Low Power Fast Beta				LTA Normal Power Fast Beta			

- > **Bit 4-7: LTA Low Power Fast Beta Filter Value**
 - 4-bit value



- > Bit 0-3: **LTA Normal Power Fast Beta Filter Value**
 - 4-bit value

Table A.23: Trackpad General Setup

Register: 0xB000

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved				Static Filter Enable	Slow/Static Beta Filter Value			Total Y Channels			Total X Channels				

- > Bit 11: **Slow/Static Filter Enable**
 - 0: Slow/Static filter disabled
 - 1: Slow/Static filter enabled
- > Bit 8-9: **Static Beta Filter Value**
 - 3-bit value
- > Bit 4-7: **Total Y Channels**
 - 8-bit decimal value = number of channels
- > Bit 0-3: **Total X Channels**
 - 8-bit decimal value = number of channels

Table A.24: X and Y Lower Calibration

Register: 0xB001

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Lower Y Calibration								Lower X Calibration							

- > Bit 8-15: **Lower Y Calibration**
 - 8-bit value
- > Bit 0-7: **Lower X Calibration**
 - 8-bit value

Table A.25: X and Y Upper Calibration

Register: 0xB002

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Upper Y Calibration								Upper X Calibration							

- > Bit 8-15: **Upper Y Calibration**
 - 8-bit value
- > Bit 0-7: **Upper X Calibration**
 - 8-bit value

Table A.26: Bottom and Top Speed

Register: 0xB003

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Top Speed								Bottom Speed							

- > Bit 8-15: **Top Speed**
 - 8-bit value * 4ms
- > Bit 0-7: **Bottom Speed**
 - 8-bit value

Table A.27: Channel Enable Mask

Register: 0xB006

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved		CH13	CH12	CH11	CH10	CH9	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1	CH0

- > Please note that all channels in use must be selected
- > Bit 0-9: **Channel Enable Mask**
 - 0: Disabled
 - 1: Channel 0 enabled for trackpad
 - 2: Channel 1 enabled for trackpad



- 4: Channel 2 enabled for trackpad
- 8: Channel 3 enabled for trackpad
- 16: Channel 4 enabled for trackpad
- 32: Channel 5 enabled for trackpad
- 64: Channel 6 enabled for trackpad
- 128: Channel 7 enabled for trackpad
- 256: Channel 8 enabled for trackpad
- 512: Channel 9 enabled for trackpad
- 1024: Channel 10 enabled for trackpad
- 2048: Channel 11 enabled for trackpad
- 4096: Channel 12 enabled for trackpad
- 8192: Channel 13 enabled for trackpad

Table A.28: Trackpad Enable Status Link

Register: 0xB007															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Enable Status Link															

> Bit 0-15: Enable Status Link

- 0x6EC (decimal = 1772): Output linked to channel prox
- 0x6EE (decimal = 1774): Output linked to channel touch

Table A.29: Delta Link

Register: 0xB008, 0xB009, 0xB00A, 0xB00B, 0xB00C, 0xB00D, 0xB00E, 0xB00F, 0xB010, 0xB011, 0xB012, 0xB013															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Delta Link															

> Bit 0-15: Delta Link - Select element order per channel
> Delta link number corresponds with slider element order

- 0x000 (decimal = 0): Disabled
- 0x430 (decimal = 1072): Channel 0 enabled for element
- 0x452 (decimal = 1106): Channel 1 enabled for element
- 0x474 (decimal = 1140): Channel 2 enabled for element
- 0x496 (decimal = 1174): Channel 3 enabled for element
- 0x4B8 (decimal = 1208): Channel 4 enabled for element
- 0x4DA (decimal = 1242): Channel 5 enabled for element
- 0x4FC (decimal = 1276): Channel 6 enabled for element
- 0x51E (decimal = 1310): Channel 7 enabled for element
- 0x540 (decimal = 1344): Channel 8 enabled for element
- 0x562 (decimal = 1378): Channel 9 enabled for element
- 0x584 (decimal = 1412): Channel 10 enabled for element
- 0x5A6 (decimal = 1446): Channel 11 enabled for element
- 0x5C8 (decimal = 1480): Channel 12 enabled for element
- 0x5EA (decimal = 1514): Channel 13 enabled for element

Table A.30: Trackpad Gestures 0

Register: 0xB014															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Minimum Gesture Time								Reserved			Strict X swipe	Strict Y swipe	Flick En	Swipe En	Tap En

> Bit 8-15: Minimum Gesture Time

- 8-bit value * 16 ms

> Bit 4: Strict X Swipe

- 0: X Swipe gesture valid if
 - X coordinate travel distance is greater than the specified Swipe Distance
 - X coordinate swipe occurs within the specified Maximum Swipe Time
- 1: X Swipe gesture valid if
 - X coordinate travel distance is greater than the specified Swipe Distance



- X coordinate swipe occurs within the specified Maximum Swipe Time
- X coordinate travel distance is at least twice the Y coordinate travel distance
- > Bit 3: Strict Y Swipe
 - 0: Y Swipe gesture valid if
 - Y coordinate travel distance is greater than the specified Swipe Distance
 - Y coordinate swipe occurs within the specified Maximum Swipe Time
 - 1: Y Swipe gesture valid if
 - Y coordinate travel distance is greater than the specified Swipe Distance
 - Y coordinate swipe occurs within the specified Maximum Swipe Time
 - Y coordinate travel distance is at least twice the X coordinate travel distance
- > Bit 2: Flick Enable
 - Flick gesture disabled
 - Flick gesture enabled
- > Bit 1: Swipe Enable
 - Swipe gesture disabled
 - Swipe gesture enabled
- > Bit 0: Tap Enable
 - Tap gesture disabled
 - Tap gesture enabled

Table A.31: Trackpad Gestures 1

Register: 0xB015

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Maximum swipe time								Maximum tap time							

- > Bit 8-15: Maximum Swipe Time
 - 8-bit value * 16 ms
- > Bit 0-7: Maximum Tap Time
 - 8-bit value * 16 ms

Table A.32: Tap Distance

Register: 0xB016

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Tap distance															

- > Bit 0-15: Tap Distance
 - 16-bit value (pxs)

Table A.33: Swipe Distance

Register: 0xB017

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Swipe distance															

- > Bit 0-15: Swipe Distance
 - 16-bit value (pxs)

Table A.34: Output Port x Enable and Configuration Settings

Register: 0xC000, 0xC100, 0xC200

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved									TOUT2	TOUT1	Reserved		TOUT0	Open Drain	Enable

- > Bit 6: TOUT2
 - 0: TOUT2 pin not linked to output port
 - 1: TOUT2 pin linked to output port



- > Bit 5: TOUT1
 - 0: TOUT1 pin not linked to output port
 - 1: TOUT1 pin linked to output port
- > Bit 2: TOUT0
 - 0: TOUT0 pin not linked to output port
 - 1: TOUT0 pin linked to output port
- > Bit 1: Open Drain
 - 0: Output port pins configured as push-pull with active high logic
 - 1: Output port pins configured as open drain with active low logic
- > Bit 0: Enable
 - 0: Output port disabled
 - 1: Output port enabled

Table A.35: Output Port x Channel Enable Mask

Register: 0xC001, 0xC101, 0xC201

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved						CH9	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1	CH0

- > Please note that more than one channel can be selected as an output
- > Bit 0-7: Channel Enable Mask
 - 0: Disabled
 - 1: Channel 0 enabled as output
 - 2: Channel 1 enabled as output
 - 4: Channel 2 enabled as output
 - 8: Channel 3 enabled as output
 - 16: Channel 4 enabled as output
 - 32: Channel 5 enabled as output
 - 64: Channel 6 enabled as output
 - 128: Channel 7 enabled as output
- > Bit 8-13: Channel Enable Mask
 - 256: Channel 8 enabled as output
 - 512: Channel 9 enabled as output
 - 1024: Channel 10 enabled as output
 - 2048: Channel 11 enabled as output
 - 4096: Channel 12 enabled as output
 - 8192: Channel 13 enabled as output

Table A.36: Output Port x Enable Status Link

Register: 0xC002, 0xC102, 0xC202

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Enable Status Link															

- > Bit 0-15: Enable Status Link
 - 0x061E (decimal = 1566): Output linked to trackpad gesture events
 - 0x06E8 (decimal = 1768): Output linked to channel prox
 - 0x06EA (decimal = 1770): Output linked to channel touch .
 - 0x06F8 (decimal = 1784): Direct output

Table A.37: Control Settings

Register: 0xD0

Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved								Interface type		Power mode		Reseed	Re-ATI	Soft Reset	ACK Reset

- > Bit 6-7: Interface Selection
 - 00: I²C streaming
 - 01: I²C event mode
 - 10: I²C Stream in touch
- > Bit 4-5: Power Mode Selection
 - 00: Normal power
 - 01: Low power



- 10: Ultra-low Power
- 11: Automatic power mode switching
- > **Bit 3: Execute Reseed Command**
 - 0: Do not reseed
 - 1: Reseed
- > **Bit 2: Execute ATI Command**
 - 0: Do not ATI
 - 1: ATI
- > **Bit 1: Soft Reset**
 - 0: Do not reset device
 - 1: Reset device
- > **Bit 0: Acknowledge Reset Command**
 - 0: Do not acknowledge reset
 - 1: Acknowledge reset

Table A.38: ULP Entry Mask

Register: 0xD9															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved	CH13	CH12	CH11	CH10	CH9	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1	CH0	

- > **Bit 0-13: ULP Entry Mask**
 - Channel 0-13 mask to enable the device to enter ULP if the relevant channel is in activation.
 - 0: If channel is in activation, device will not enter ULP
 - 1: Device will be able to enter ULP even if channel is in activation,

Table A.39: Event Enable

Register: 0xDA															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved	Power event	ATI event	Res	Track-pad					Reserved					Touch event	Prox event

- > **Bit 13: Power Event**
 - 0: Power event masked
 - 1: Power event enabled
- > **Bit 12: ATI Event**
 - 0: ATI event masked
 - 1: ATI event enabled
- > **Bit 10: Trackpad Event**
 - 0: Trackpad event masked
 - 1: Trackpad event enabled
- > **Bit 1: Touch Event**
 - 0: Touch event masked
 - 1: Touch event enabled
- > **Bit 0: Prox Event**
 - 0: Prox event masked
 - 1: Prox event enabled

Table A.40: I²C Communication

Register: 0xDB															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
												Stop re-ceived	Start re-ceived	RW check dis-abled	Stop bit dis-abled

- > **Bit 3: Stop Received Flag**
 - 0: No I²C stop received
 - 1: I²C stop received
- > **Bit 2: Start Received Flag**
 - 0: No I²C start received
 - 1: I²C start received
- > **Bit 1: RW Check Disabled**



- 0: Write not allowed on read only registers
- 1: Read and write allowed on read only registers
- > **Bit 0: Stop Bit Disabled**
 - 0: I²C communication window terminated by stop bit.
 - 1: I²C communication window not terminated by stop bit. Send 0xFF to slave address to terminate window

Table A.41: Output Port Override

Register: 0xDC															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Reserved													CH2	CH1	CH0

- > Note: To write to this register, the register's address (0xDC) must be commanded explicitly before writing data i.e. in a separate I²C write setup command.
- > Output port mask enable should have channel's 0/1/2 selected for the TOUTx output override functionality to work
- > **Bit 2: CH2**
 - 0: Channel 2 disabled as direct output
 - 1: Channel 2 enabled as direct output
- > **Bit 1: CH1**
 - 0: Channel 1 disabled as direct output
 - 1: Channel 1 enabled as direct output
- > **Bit 0: CH0**
 - 0: Channel 0 disabled as direct output
 - 1: Channel 0 enabled as direct output

Table A.42: I²C Communication Timeout

Register: 0xDD															
Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
I ² C Communication Timeout															

- > Note: To write to this register, the register's address (0xDD) must be commanded explicitly before writing data i.e. in a separate I²C write setup command.
- > **Bit 0-16: I²C Communication Timeout**
 - 16-bit value (ms) Range: 0 - 3276
 - Default = 500ms



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