
MTCH6102 Low-Power Projected Capacitive Touch Controller

Description:

Microchip's MTCH6102 is a turnkey projected capacitive touch controller that simplifies adding gestures to touch interface designs with industry-leading low-power performance. It utilizes up to 15 channels to support taps, swipes, and scrolling on XY touch pads and touch screens. MTCH6102 allows designers to quickly and easily integrate projected capacitive touch into their cost-sensitive, low-power application. MTCH6102 provides developers with a flexible touch-sensing solution to optimize common constraints of size, power and cost that are critical to applications such as wearable devices, remote controls, gaming devices and track pads.

Applications:

- Wearable Devices such as Headphones, Watches, Fitness Wristbands
- Track Pads and Computer Peripherals
- Input Devices with Configurable Button, Keypad or Scrolling Functions
- Any Interface with Single-Finger Gestures to Swipe, Scroll, or Doubletap Controls
- Home Automation Control Panels
- Security Control Keypads
- Automotive Center Stack Controls
- Gaming Devices
- Remote Control Touch Pads

Touch Sensor Support:

- Up to 15 Channels
- Sensor Sizes up to 120 mm (4.7")
- Individual Channel Tuning for Optimal Sensitivity
- Works with Printed Circuit Board (PCB) Sensors, Film, Glass and Flexible Printed Circuit (FPC) Sensors

Cover Layer Support:

- Plastic: up to 3 mm
- Glass: up to 5 mm

Touch Performance:

- >200 Reports per Second (configurable)
- 12-Bit Resolution Coordinate Reporting

Touch Features:

- Gesture Detection and Reporting
- Self-Capacitance Signal Acquisition
- Multiple Built-in Filtering Options

Power Management:

- Configurable Sleep/Idle Frame Rates
- Standby mode <500 nA (typical)
- Active mode <12 uA possible

Communication Interface:

- I²C™ (up to 400 kbps)
- Both Polling and Interrupt Schemes Supported
- Sync Signal Allows for Host Frame Detection
- Field Upgradeable over I²C

Operating Conditions:

- 1.8V to 3.6V, -40°C to +85°C

Package Types:

- 28-Pin SSOP
- 28-Pin UQFN

Table of Contents

| | | |
|------|---|----|
| 1.0 | MTCH6102 Block Diagram..... | 3 |
| 2.0 | Pin Diagrams..... | 4 |
| 3.0 | MTCH6102 Pinout Description..... | 5 |
| 4.0 | Layout..... | 6 |
| 5.0 | Communication | 8 |
| 6.0 | Sensor Design Considerations..... | 10 |
| 7.0 | Operating Modes..... | 13 |
| 8.0 | Controller Commands | 15 |
| 9.0 | Touch Frame Control | 16 |
| 10.0 | Touch Data Registers..... | 17 |
| 11.0 | Acquisition and Touch Parameters | 18 |
| 12.0 | Compensation RAM | 20 |
| 13.0 | Baseline..... | 21 |
| 14.0 | Gesture Features and Parameters..... | 22 |
| 15.0 | Configuring a Non-Default Application | 26 |
| 16.0 | Manufacturing Testing | 27 |
| 17.0 | Memory Map | 28 |
| 18.0 | Electrical Characteristics | 31 |
| 19.0 | Ordering Information | 35 |
| 20.0 | Packaging Information..... | 36 |
| | The Microchip Web Site..... | 43 |
| | Customer Change Notification Service..... | 43 |
| | Customer Support | 43 |
| | Worldwide Sales and Service..... | 45 |

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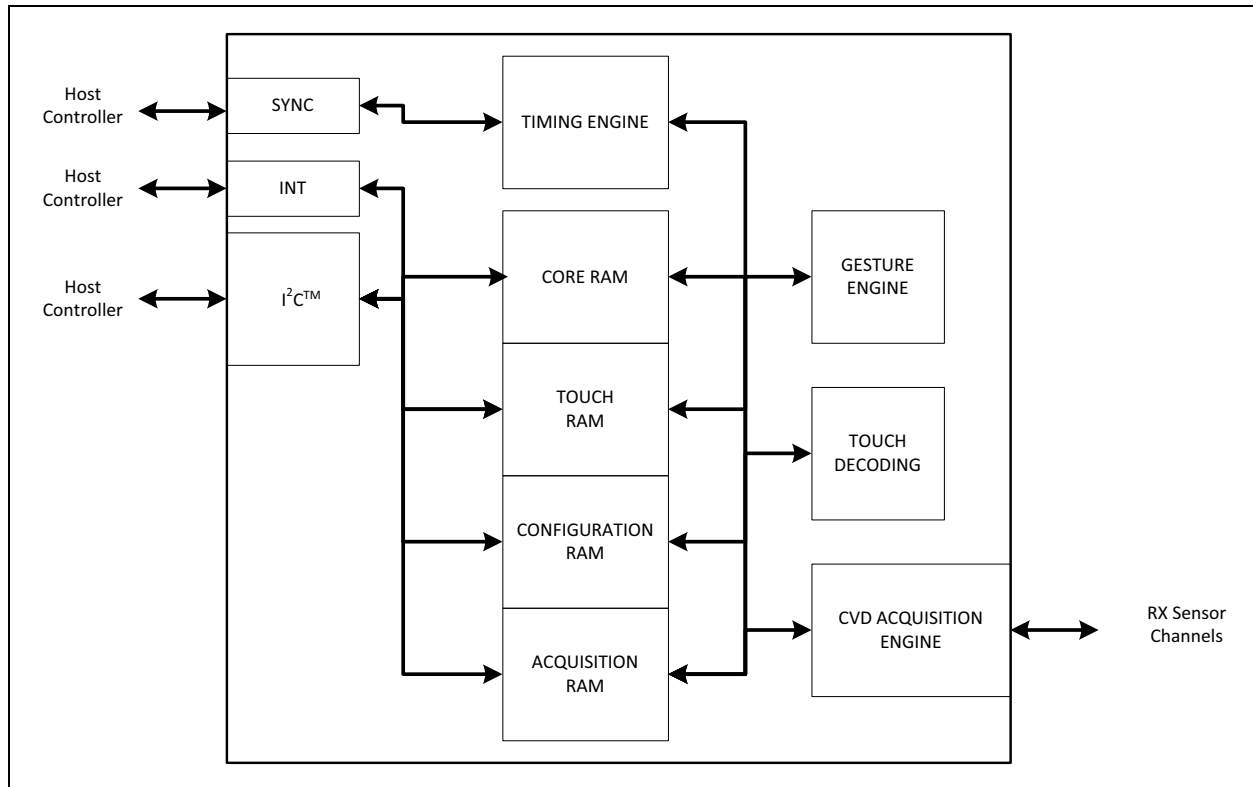
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1.0 MTCH6102 BLOCK DIAGRAM

FIGURE 1-1: MTCH6102 BLOCK DIAGRAM



MTCH6102

2.0 PIN DIAGRAMS

FIGURE 2-1: 28-PIN UQFN (4X4)

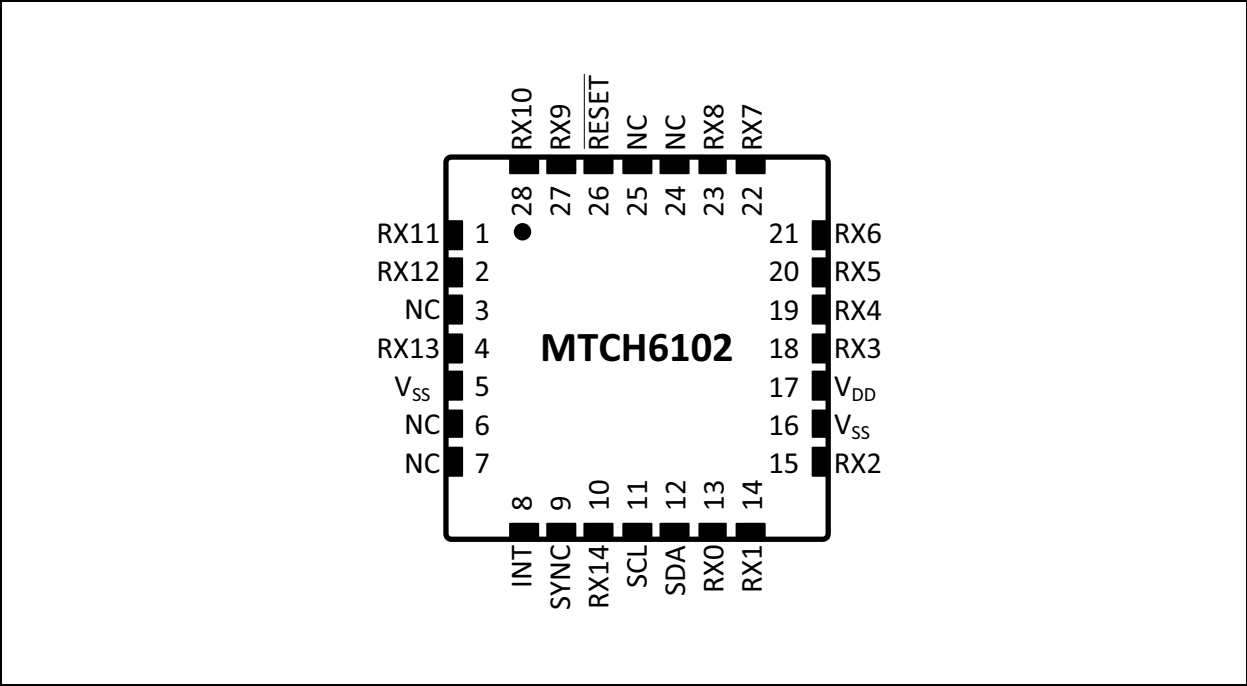
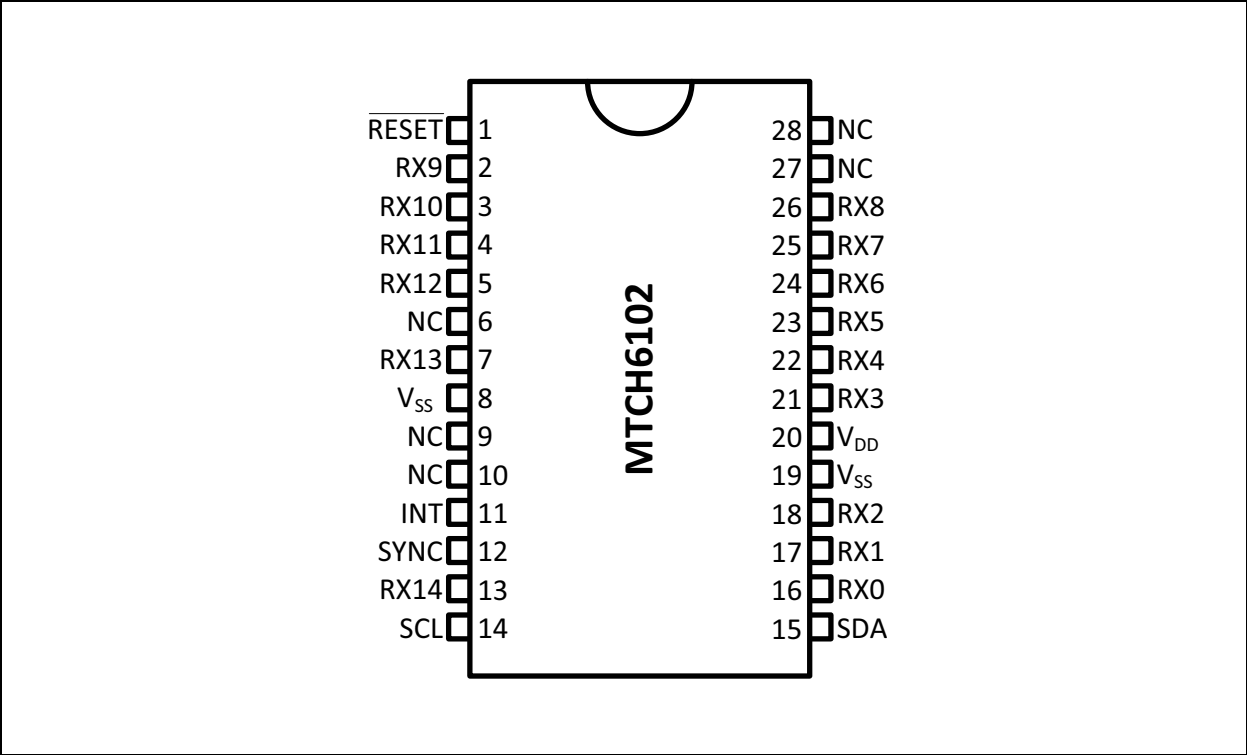


FIGURE 2-2: 28-PIN SSOP



3.0 MTCH6102 PINOUT DESCRIPTION

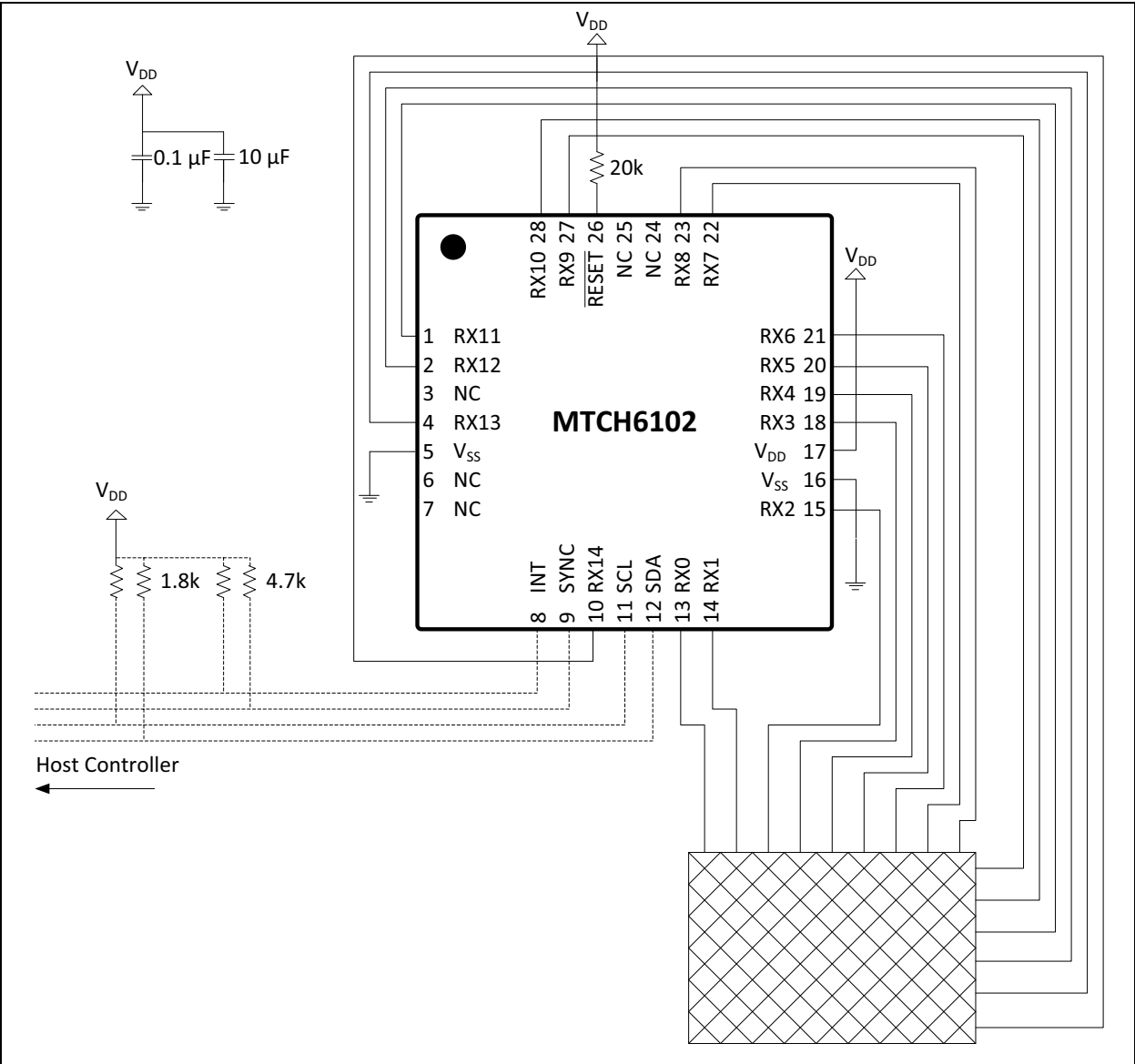
TABLE 3-1: MTCH6102 PINOUT DESCRIPTION

| Pin Name | UQFN Pin | SSOP Pin | Pin Type | Description |
|----------|-----------------|------------------|----------|------------------------------------|
| RESET | 26 | 1 | I | Master Reset with Internal Pull-up |
| SCL | 11 | 14 | I/O | I ² C™ Clock |
| SDA | 12 | 15 | I/O | I ² C Data Input/Output |
| INT | 8 | 11 | O | Interrupt Request Output |
| SYNC | 9 | 12 | O | Synchronous Frame Output |
| RX0 | 13 | 16 | I/O | Touch Sensor Channel Input |
| RX1 | 14 | 17 | I/O | |
| RX2 | 15 | 18 | I/O | |
| RX3 | 18 | 21 | I/O | |
| RX4 | 19 | 22 | I/O | |
| RX5 | 20 | 23 | I/O | |
| RX6 | 21 | 24 | I/O | |
| RX7 | 22 | 25 | I/O | |
| RX8 | 23 | 26 | I/O | |
| RX9 | 27 | 2 | I/O | |
| RX10 | 28 | 3 | I/O | |
| RX11 | 1 | 4 | I/O | |
| RX12 | 2 | 5 | I/O | |
| RX13 | 4 | 7 | I/O | |
| RX14 | 10 | 13 | I/O | |
| VDD | 17 | 20 | Power | Positive Supply |
| VSS | 5,16 | 8,19 | Power | Ground Reference |
| N/C | 3, 6, 7, 24, 25 | 6, 9, 10, 27, 28 | N/C | No Connect |

MTCH6102

4.0 LAYOUT

FIGURE 4-1: TYPICAL APPLICATION CIRCUIT



4.1 Decoupling Capacitors

The use of decoupling capacitors on power-supply pins, such as VDD and VSS, is required. Consider the following criteria when using decoupling capacitors:

1. Value and type of capacitor:

A value of 0.1 μF (100 nF), 10-20V is recommended. The capacitor should be a low Equivalent Series Resistance (low ESR) capacitor and have resonance frequency in the range of 20 MHz and higher. It is further recommended that ceramic capacitors be used.

2. Placement on the Printed Circuit Board:

The decoupling capacitors should be placed as close to the pins as possible. It is recommended that the capacitors be placed on the same side of the board as the device. If space is constricted, the capacitor can be placed on another layer on the PCB using a via; however, ensure that the trace length from the pin to the capacitor is within one-quarter inch (6 mm) in length.

3. Handling high-frequency noise:

If the board is experiencing high-frequency noise, upward of tens of MHz, add a second ceramic-type capacitor in parallel to the above-described decoupling capacitor. The value of the second capacitor can be in the range of 0.01 μF to 0.001 μF . Place this second capacitor next to the primary decoupling capacitor. In high-speed circuit designs, consider implementing a decade pair of capacitances as close to the power and ground pins as possible (for example, 0.1 μF in parallel with 0.001 μF).

4. Maximizing performance:

On the board layout from the power supply circuit, run the power and return traces to the decoupling capacitors first, and then to the device pins. This ensures that the decoupling capacitors are first in the power chain. It is equally important to keep the trace length between the capacitor and the power pins to a minimum, thereby reducing PCB track inductance.

4.2 Bulk Capacitors

The use of a bulk capacitor is recommended to improve power-supply stability. Typical values range from 4.7 μF to 47 μF . This capacitor should be located as close to the device as possible.

5.0 COMMUNICATION

5.1 I²C Pin Specification

5.1.1 DESCRIPTION

The MTCH6102 low-power projected capacitive touch controller uses a standard register-based read/write I²C protocol based upon the memory map. This protocol is similar to many other devices such as temperature sensors and serial EEPROMs. Although data can be read at any time (polling), an interrupt pin (INT) is provided for flexible integration options.

5.1.2 READING/WRITING REGISTERS

To access memory (both to read or write), the I²C transaction must start by addressing the chip with the Write bit set, then writing out a single byte of data representing the memory address to be operated on. After that, the host can choose to do either of the following (see Figure 5-1):

- 1. To write memory, continue writing [n] data bytes (see Figure 5-2).
- 2. To read memory, restart the I²C transaction (via either a Stop-Start or Restart), then address the chip with the Read bit set. Continue to read in [n] data bytes (see Figure 5-3).

During either of these transactions, multiple bytes within the same block may be read or written due to the device's address auto-increment feature. See Section 17.0 "Memory Map" for block separation.

FIGURE 5-1: I²C™ TRANSACTION DIAGRAM

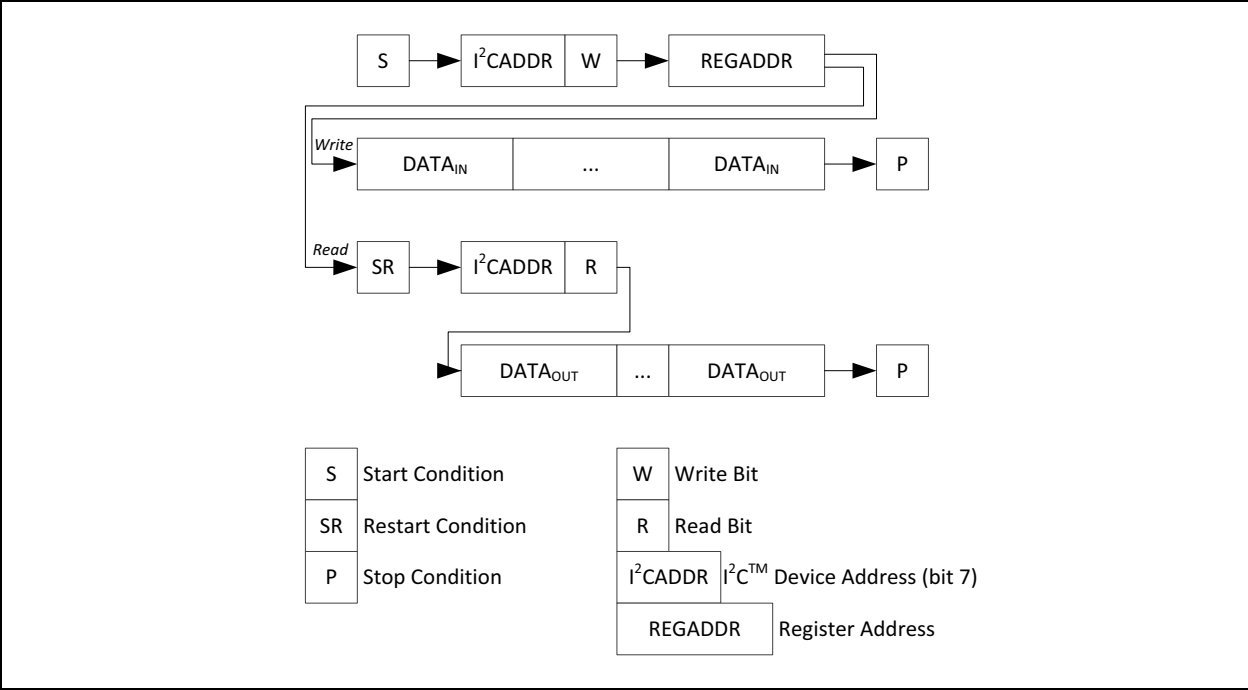


FIGURE 5-2: EXAMPLE I²C™ WRITE TRANSACTION

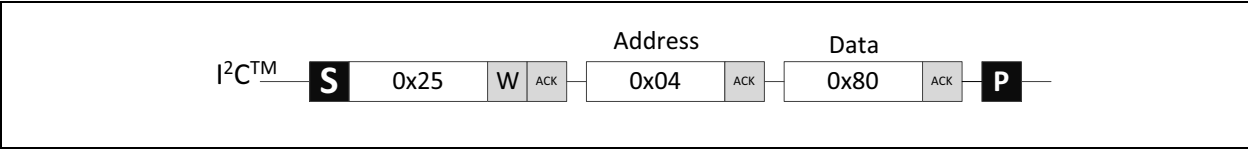
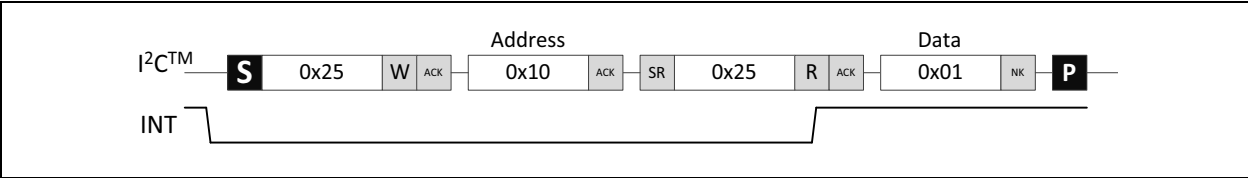


FIGURE 5-3: EXAMPLE I²C™ READ TRANSACTION



5.1.3 DEVICE ADDRESSING

The MTCH6102 default 7-bit base address is 0x25. Every transmission must be prefixed with this address, as well as a bit signifying whether the transmission is a master write ('0') or master read ('1'). After appending this Read/Write bit to the base address, this first byte becomes either 0x4A (write) or 0x4B (read).

This address can be modified (see [I²CADDR](#)), but this requires initially communicating with the device under the default address. If this is not feasible in the user's application, contact Microchip support for additional options.

5.2 Interrupt Pin

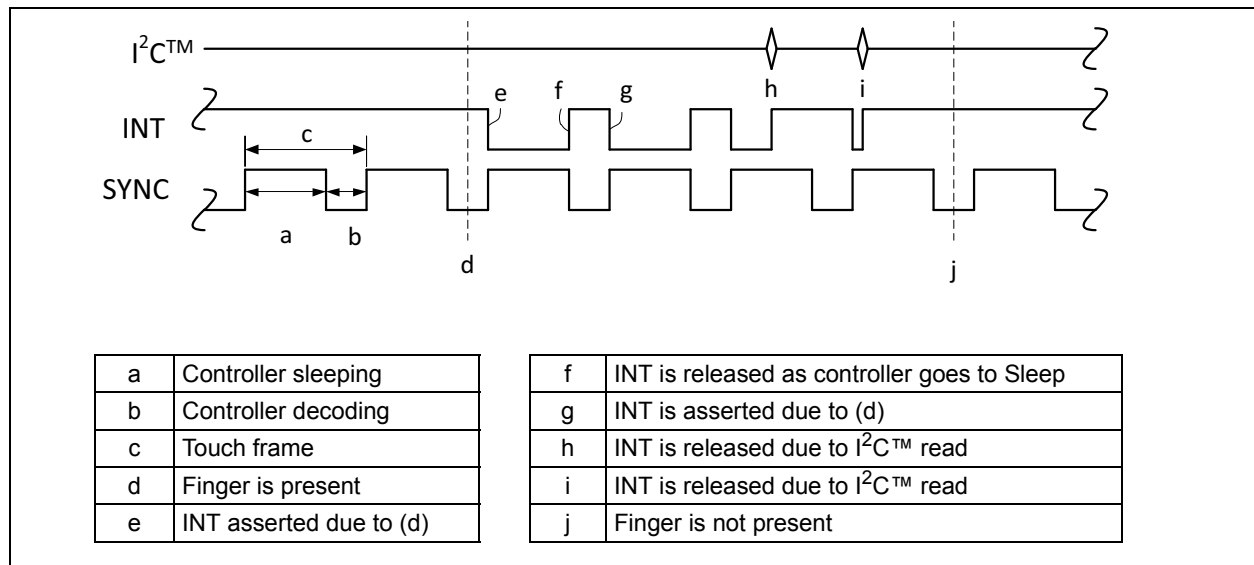
MTCH6102 provides an open-collector active-low Interrupt pin (INT) that will be asserted any time new data is available. INT is automatically released under two conditions:

1. A read is performed of *any* register within the device.
2. The next frame of decoding has started.

5.3 SYNC Output Pin

MTCH6102 provides an active-high sync signal that correlates with the current touch frame status. The SYNC pin is low while the device is sleeping (between frames) and high while touch sensing/decoding is occurring. A common use of this pin includes a host that makes use of data on every frame (such as raw-acquisition data), for host-side decoding (see [Figure 5-4](#)).

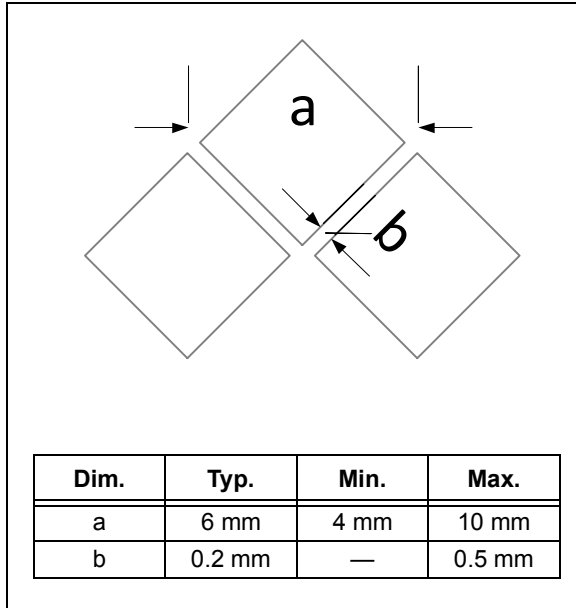
FIGURE 5-4: EXAMPLE INT/SYNC LOGIC



6.0 SENSOR DESIGN CONSIDERATIONS

6.1 General Guidelines

FIGURE 6-1: DIAMOND DIMENSION GUIDELINES



6.1.1 PROTOTYPING DESIGNS

Touch sensor designs typically require a thorough debugging phase to ensure a reliable product. If possible, it is suggested that flexible prototyping hardware be created with this in mind. A common example is providing external access to the communication lines for quick test and tuning while in-circuit.

6.1.2 SENSOR OVERLAY MATERIAL

To prevent saturation of sensor levels, a minimum overlay of 0.5 mm plastic or glass is required for proper operation of the device, even during a prototyping phase, even if this value is different than the final design.

Note: At no time should the device be expected to respond correctly to a user touching a bare PCB sensor.

6.1.3 OPERATION WITH AN LCD

MTCH6102 has integrated algorithms to detect and minimize the effects of noise, but proper care should always be taken in selecting an LCD and support components with a focus on reducing noise as much as possible. Since the interaction between the touch sensor and display is highly dependent upon the physical arrangement of the components, proper testing should always be executed with a fully integrated device. Please reference the appropriate projected capacitive touch screen manufacturer's integration guide for additional design considerations.

6.2 Sensor Layout Configuration

TABLE 6-1: REGISTERS ASSOCIATED WITH SENSOR LAYOUT CONFIGURATION

| Address | Name | Description |
|---------|-------------------|------------------------------------|
| 0x20 | NUMBEROFXCHANNELS | Number of channels used for X axis |
| 0x21 | NUMBEROFYCHANNELS | Number of channels used for Y axis |

MTCH6102 is designed to work with sensors with a minimum of 3x3 sensor channels, and a total maximum of 15 channels. The number of channels on each axis is governed by the registers in [Table 6-1](#). For all sensor configurations, the following conditions must be met:

1. Channel layout must start at RX0.
2. Each axis must have the associated channels in either ascending or descending order.
3. No unconnected channel pins are allowed in the middle of a layout.

[Table 6-2](#) shows an example of each rule being broken by a 6x5 sensor layout, followed by the correct layout in the last column.

TABLE 6-2: EXAMPLE OF INCORRECT 6X5 SENSOR CONNECTIONS

| | (1) | (2) | (3) | Correct |
|------|-----|-----|-----|---------|
| RX0 | | X0 | X0 | X0 |
| RX1 | | X1 | X1 | X1 |
| RX2 | | X2 | X2 | X2 |
| RX3 | | X4 | X3 | X3 |
| RX4 | X0 | X3 | X4 | X4 |
| RX5 | X1 | X5 | X5 | X5 |
| RX6 | X2 | Y0 | | Y0 |
| RX7 | X3 | Y2 | | Y1 |
| RX8 | X4 | Y1 | Y0 | Y2 |
| RX9 | X5 | Y3 | Y1 | Y3 |
| RX10 | Y0 | Y4 | Y2 | Y4 |
| RX11 | Y1 | | Y3 | |
| RX12 | Y2 | | | |
| RX13 | Y3 | | Y4 | |
| RX14 | Y4 | | | |

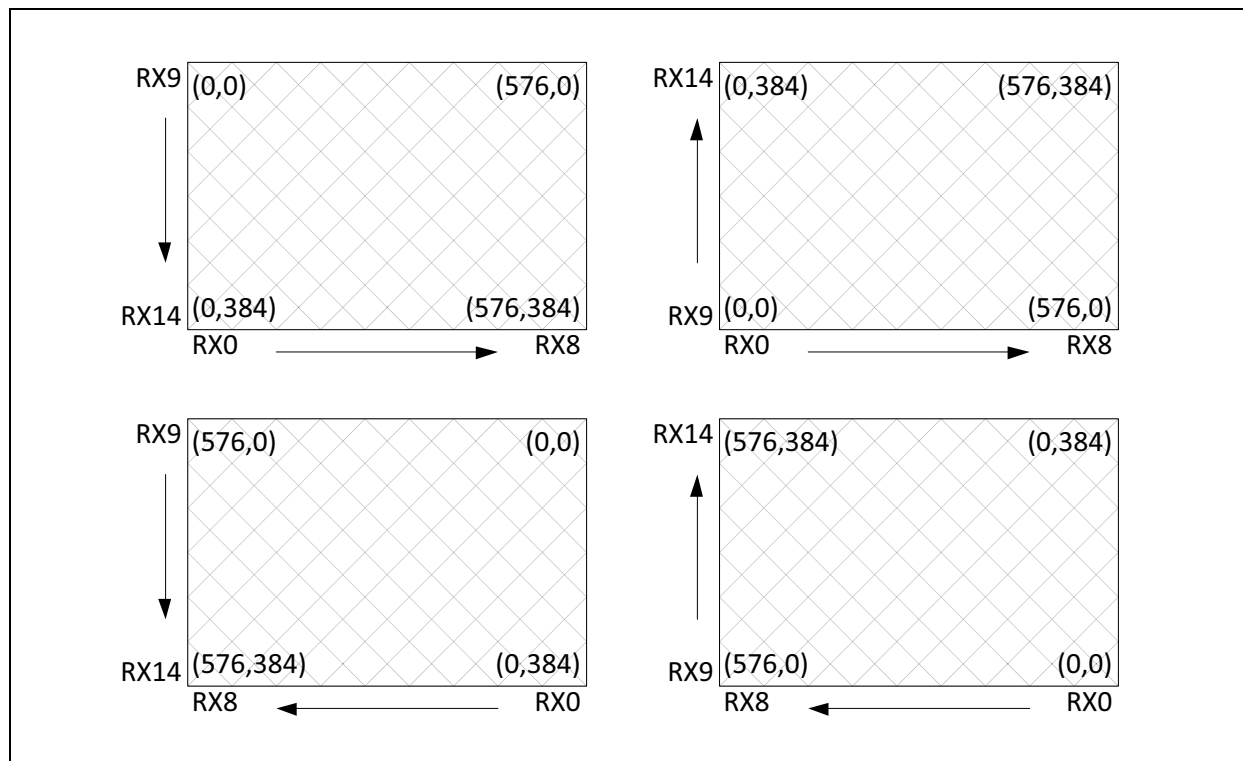
6.3 Sensor Output Resolution

MTCH6102 interpolates 64 discrete points between each channel and 32 points past the centerline of each edge. As a result, the maximum value in the TOUCHX and TOUCHY registers will be (64xNUMBEROFCHANNELS) on each axis. For the default 9x6 sensor, this results in a maximum resolution of 576x384.

6.4 Sensor Orientation

To aid in PCB layout, the sensor can be oriented in any direction, have either axis reversed, or even have the axes swapped. The host controller must take into account the X/Y output and gesture orientation based on [Figure 6-2](#).

FIGURE 6-2: SENSOR ORIENTATION EXAMPLES



7.0 OPERATING MODES

MTCH6102 operates in multiple modes (see [Table 7-1](#)) governed by the MODE register (see [Register 7-1](#)).

TABLE 7-1: OPERATING MODE DESCRIPTIONS

| Mode Name | Description | INT Behavior |
|-----------|---|--|
| Full | Full X/Y and gesture decoding occurs (Default mode) | Asserted if touch is present or if a change in touch status or a gesture have occurred |
| Touch | Full X/Y decoding only | Asserted if touch is present or if a change in touch status occurs |
| Gesture | Full X/Y and gesture decoding occurs, but INT is no longer asserted for touch data | Asserted for gestures only ⁽¹⁾ |
| Raw | Raw-capacitance signals are stored in RAWADC registers, no decoding done. Channel selection and type of measurement is governed by the MODECON register | None |
| Standby | Device is no longer sensing or performing baseline tasks | None |

Note 1: Data in TOUCH registers is still valid.

REGISTER 7-1: MODE: TOUCH DECODE MODE REGISTER

| U-x | U-x | U-x | U-x | R/W-0 | R/W-0 | R/W-1 | R/W-1 |
|-------|-----|-----|-----|-----------|-------|-------|-------|
| — | — | — | — | MODE<3:0> | | | |
| bit 7 | | | | bit 0 | | | |

Legend:

| | | | |
|------------------|----------------------|-----------------------|---|
| R = Readable bit | '1' = Bit is set | x = Bit is unknown | -n = Value after initialization (default) |
| W = Writable bit | '0' = Bit is cleared | U = Unimplemented bit | q = Conditional |

bit 7-4 **Unimplemented:** Read as '0'

bit 3-0 **MODE<3:0>:** Touch Decoding mode bits

| | | |
|------|---|--------------------------|
| 0000 | = | Standby |
| 0001 | = | Gesture |
| 0010 | = | Touch only |
| 0011 | = | Full (touch and gesture) |
| 01XX | = | Raw ADC |

MTCH6102

REGISTER 7-2: MODECON: RAWADC MODE CONTROL REGISTER

| | | | | | | | |
|-----------|-------|-------|-------|---------|-------|-------|-------|
| R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 |
| TYPE<3:0> | | | | CH<3:0> | | | |
| bit 7 | | | | bit 0 | | | |

Legend:

| | | | |
|------------------|----------------------|-----------------------|---|
| R = Readable bit | '1' = Bit is set | x = Bit is unknown | -n = Value after initialization (default) |
| W = Writable bit | '0' = Bit is cleared | U = Unimplemented bit | q = Conditional |

bit 7-4 **TYPE<3:0>**: CVD Result Arithmetic bits

0000 = (1023 – Result1) + Result 2

0001 = Result 1 only

0010 = Result 2 only

bit 3-0 **CH<3:0>**: RX Sense Channel bits

0000 = RX0

..

..

1110 = RX14

1111 = Reserved, do not use

8.0 CONTROLLER COMMANDS

Various controller commands can be initiated by writing a '1' to the appropriate bit in the CMD register ([Register 8-1](#)). This bit will automatically be cleared after the command has been completed.

REGISTER 8-1: CMD: COMMAND REGISTER

| | | | | | | | |
|-------|-------|-------|-----|-------|-----|-----|-------|
| R/W-0 | R/W-0 | R/W-0 | U-x | R/W-0 | U-x | U-x | R/W-0 |
| NV | DEF | CFG | — | MFG | — | — | BS |
| bit 7 | | | | | | | bit 0 |

Legend:

| | | | |
|------------------|----------------------|-----------------------|---|
| R = Readable bit | '1' = Bit is set | x = Bit is unknown | -n = Value after initialization (default) |
| W = Writable bit | '0' = Bit is cleared | U = Unimplemented bit | q = Conditional |

| | |
|---------|---|
| bit 7 | NV: Nonvolatile Storage Write bit |
| bit 6 | DEF: Restore Controller to Default Configuration Values bit |
| bit 5 | CFG: Configure Controller bit (after parameters have been changed) |
| bit 4 | Unimplemented: Read as '0' |
| bit 3 | MFG: Execute Manufacturing Test bit |
| bit 2-1 | Unimplemented: Read as '0' |
| bit 0 | BS: Force Baseline bit (recalibration) to occur |

9.0 TOUCH FRAME CONTROL

Touch decoding is based around the concept of a touch *frame* that begins with acquisition, followed by decoding of the acquired values, and lastly a Sleep phase for power savings. The duration of the touch frame is governed by the current touch state, as well as the timing registers outlined in this section (see [Table 9-1](#)). [Figure 9-1](#) shows the interaction between these registers during a typical touch cycle.

TABLE 9-1: **REGISTERS ASSOCIATED WITH TOUCH FRAME CONTROL**

| Address | Name | Description |
|---------|---------------|---------------------|
| 0x25 | ACTIVEPERIODL | Active Period |
| 0x26 | ACTIVEPERIODH | |
| 0x27 | IDLEPERIODL | Idle Period |
| 0x28 | IDLEPERIODH | |
| 0x29 | IDLETIMEOUT | Idle Timeout |
| 0x2B | DEBOUNCEUP | Liftoff Debounce |
| 0x2C | DEBOUNCEDOWN | Touch Down Debounce |

Both active and idle period calculations are as shown in [Equation 9-1](#).

EQUATION 9-1:

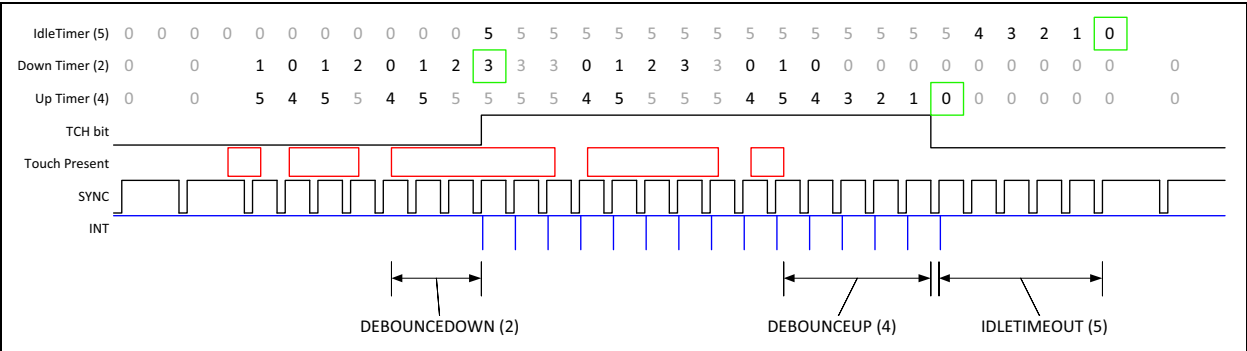
$$\left(\frac{Duration(ms) \times 1000}{31}\right) + 1 = PERIOD$$

Typical frame rates have been computed for the user's convenience and are shown in [Table 9-2](#).

TABLE 9-2: **EXAMPLE FRAME RATE PERIOD CALCULATIONS**

| Desired Rate (ms) | Period |
|-------------------|--------|
| 10 | 0x0142 |
| 20 | 0x0284 |
| 50 | 0x064C |
| 100 | 0x0C99 |

FIGURE 9-1: **TOUCH FRAME TIMING**



10.0 TOUCH DATA REGISTERS

REGISTER 10-1: TOUCHSTATE: CURRENT TOUCH STATE REGISTER

| | | | | | | | |
|------------|-------|-------|-------|-------|-------|-------|-------|
| R/W-0 | R/W-0 | R/W-0 | R/W-0 | U-x | R/W-0 | R/W-0 | R/W-0 |
| FRAME<3:0> | | | | — | LRG | GES | TCH |
| bit 7 | | | | bit 0 | | | |

Legend:

| | | | |
|------------------|----------------------|-----------------------|---|
| R = Readable bit | '1' = Bit is set | x = Bit is unknown | -n = Value after initialization (default) |
| W = Writable bit | '0' = Bit is cleared | U = Unimplemented bit | q = Conditional |

bit 7-4 **FRAME<3:0>**: Increments on Every Touch Frame

bit 3 **Unimplemented**: Read as '0'

bit 2 **LRG**: Large Activation is Present

bit 1 **GES**: Gesture is Present

bit 0 **TCH**: Touch is Present

REGISTER 10-2: TOUCHLSB REGISTER

| | | | | | | | |
|-------------|-------|-------|-------|-------------|-------|-------|-------|
| R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 |
| TOUCHX<3:0> | | | | TOUCHY<3:0> | | | |
| bit 7 | | | | bit 0 | | | |

Legend:

| | | | |
|------------------|----------------------|-----------------------|---|
| R = Readable bit | '1' = Bit is set | x = Bit is unknown | -n = Value after initialization (default) |
| W = Writable bit | '0' = Bit is cleared | U = Unimplemented bit | q = Conditional |

bit 7-4 **TOUCHX<3:0>**: Current X Position (Least Significant bits)

bit 3-0 **TOUCHY<3:0>**: Current Y Position (Least Significant bits)

TABLE 10-1: SUMMARY OF REGISTERS ASSOCIATED WITH TOUCH DATA

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|---------|------------|--------------|-------|-------|-------|-------------|-------|-------|-------|
| 0x10 | TOUCHSTATE | FRAME<3:0> | | | | — | LRG | GES | TCH |
| 0x11 | TOUCHX | TOUCHX<11:4> | | | | | | | |
| 0x12 | TOUCHY | TOUCHY<11:4> | | | | | | | |
| 0x13 | TOUCHLSB | TOUCHX<3:0> | | | | TOUCHY<3:0> | | | |

11.0 ACQUISITION AND TOUCH PARAMETERS

TABLE 11-1: REGISTERS ASSOCIATED WITH ACQUISITION AND TOUCH PARAMETERS

| Address | Name | Default |
|---------|------------------------|---------|
| 0x22 | SCANCOUNT | 6 |
| 0x23 | TOUCHTHRESHX | 55 |
| 0x24 | TOUCHTHRESHY | 40 |
| 0x2A | HYSTERESIS | 4 |
| 0x31 | FILTERTYPE | 2 |
| 0x32 | FILTERSTRENGTH | 1 |
| 0x35 | LARGEACTIVATIONTHRESHL | 0 |
| 0x36 | LARGEACTIVATIONTHRESHH | 0 |

11.1 SCANCOUNT

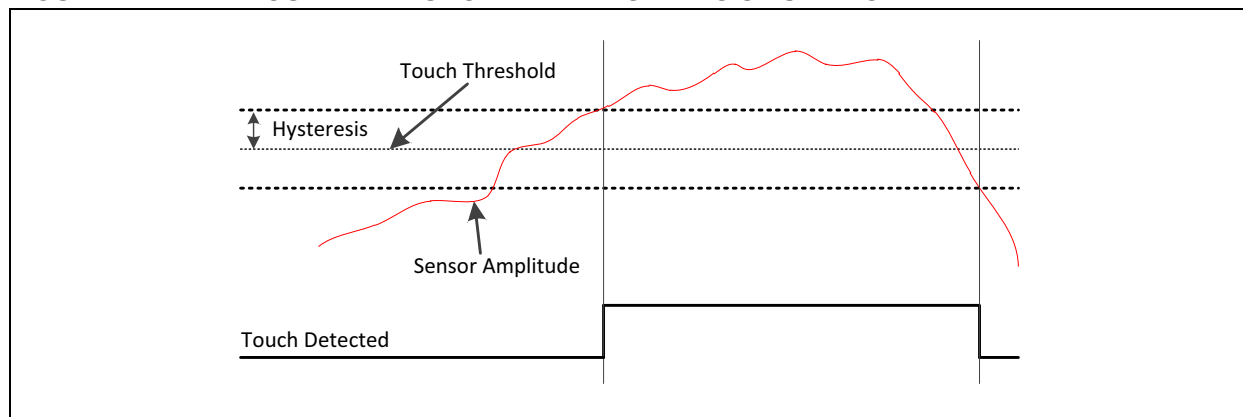
Every time a channel is scanned, it is scanned multiple times (SCANCOUNT) and summed. Increasing this number will give an inherent averaging effect, but at the cost of time and subsequently increased power consumption.

11.2 TOUCHTHRESHX/ TOUCHTHRESHY and HYSTERESIS

The presence of a touch is determined by the sensor channel's current value compared to the touch thresholds set by TOUCHTHRESHX (or TOUCHTHRESHY if the channel is on the Y axis).

The HYSTERESIS register contains a threshold modifier that acts as a dynamic threshold modifier depending on the state of the touch (higher without a touch). A single channel of touch is shown in Figure 11-1.

FIGURE 11-1: TOUCH THRESHOLD AND HYSTERESIS FUNCTIONALITY



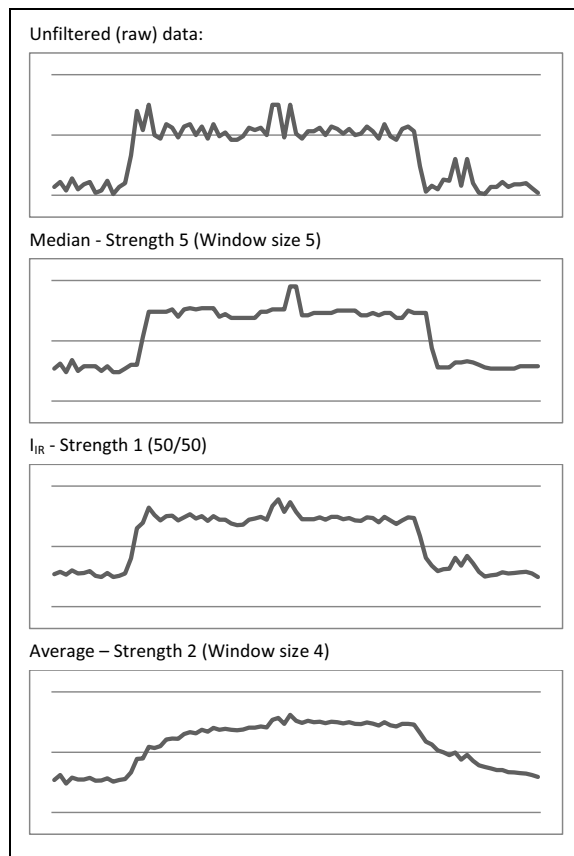
11.3 FILTERTYPE/FILTERSTRENGTH

As new sensor values are acquired, they are filtered based on the settings of the FILTERTYPE/FILTERSTRENGTH registers (see [Table 11-2](#)). Examples of the effects of each filter type are shown in [Figure 11-2](#).

TABLE 11-2: FILTERTYPE AND FILTERSTRENGTH DEFINITIONS

| FILTERTYPE | FILTERSTRENGTH | Valid Values |
|---------------|--|--|
| 0 – No Filter | N/A | — |
| 1 – Median | Size of median window | 3, 5, 7, 9 |
| 2 – IIR | Weighting of previous to current value | 1, 2, 3 (1/2, 1/4 and 1/8 weighting accordingly) |
| 3 – Average | Size of average window | 1, 2, 3 (2, 4 and 8 accordingly) |

FIGURE 11-2: FILTER EXAMPLES



Choosing the correct filtering option for the user's application depends on the environment and sensor. Note that while the median filter has good characteristics, it is not the most efficient and will consume more power than other filters.

11.4 Large Activation

The LARGEACTIVATIONTHRESH registers provide a way to do simple rejection of signals that are too large to interpret. The amplitude of all sensor channels are added together and compared to this threshold. If greater, the LRG bit of the TOUCHSTATE register ([Register 10-1](#)) will be set.

Note that this does not affect touch decoding. In other words, even if the large activation threshold is breached, the controller will still decode the touch position as normal. The LRG bit merely serves to inform the host that the large activation threshold has been reached.

If this functionality is not intended to be used, this register should be set to zero, which will disable the large activation routines from running.

12.0 COMPENSATION RAM

It is very common for a typical touch sensor to have non-uniform capacitive properties. To equalize the sensor, a series of coefficients can be written to the compensation RAM block. These coefficients represent a ratio that is applied to the individual channel in post-acquisition, before touch decoding occurs.

EQUATION 12-1: COMPENSATION RAM CALCULATION

$$\frac{[RAW\ VALUE] \times SENSORCOMP}{64} = [FINAL\ VALUE]$$

To obtain the correct compensation RAM values, the following procedure should be used:

1. Set all SENSORVALUES registers to zero (if necessary).
2. Record the peak values that occur in the SENSORVALUES registers when using the sensor under normal conditions (column A of [Table 12-1](#)).
3. Pick a commonly occurring value to represent the median of the set ('125').
4. Calculate the ratio of the peak value by dividing the median value by the peak (column B).
5. Multiply this value by 64 and truncate (column C). These are the compensation values that should be written to the SENSORCOMP registers. Please note that, if no compensation is required (value of '64', ratio of '1'), the register should be set to '0', to save time running compensation routines for that channel.
6. To see the expected output from the compensation values, follow [Equation 12-1](#) (result in column D).

**TABLE 12-1: COMPENSATION RAM
EXAMPLE CALCULATION**

| CH | A | B | C | D |
|----|-----|-------|--------|-----|
| 0 | 102 | 1.225 | 78 | 124 |
| 1 | 113 | 1.106 | 71 | 125 |
| 2 | 118 | 1.059 | 68 | 125 |
| 3 | 125 | 1 | 64 (0) | 125 |
| 4 | 125 | 1 | 64 (0) | 125 |
| 5 | 128 | 0.977 | 63 | 126 |
| 6 | 132 | 0.947 | 61 | 126 |
| 7 | 160 | 0.781 | 50 | 125 |

13.0 BASELINE

Capacitive touch principles rely on analyzing a change in capacitance from a previously-stored baseline value (sometimes referred to as a calibration value). Baseline routines and behavior can be tweaked using the registers listed in [Table 13-1](#).

TABLE 13-1: REGISTERS ASSOCIATED WITH BASELINE

| Address | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Default |
|---------|--------------------|-------|-------|-------|-------|-------|-------|-------|---------|
| 0x04 | NV | DEF | CFG | - | MFG | - | - | BS | 0 |
| 0x2D | BASEINTERVALL | | | | | | | | 10 |
| 0x2E | BASEINTERVALH | | | | | | | | 0 |
| 0x2F | BASEPOSFILTER | | | | | | | | 20 |
| 0x30 | BASENEGFILTER | | | | | | | | 20 |
| 0x33 | BASEFILTERTYPE | | | | | | | | 2 |
| 0x34 | BASEFILTERSTRENGTH | | | | | | | | 1 |

13.1 BS Bit (CMD Register)

The BS bit forces the current sensor values to be stored as the baseline values, disregarding the constraints of BASEPOSFILTER and BASENEGFILTER.

13.2 BASEINTERVAL

It represents the number of touch frames between baseline sampling. Data that is sampled will be applied at the next baseline interval, provided that a touch has not occurred between the two.

If at any point, the touch threshold is breached, the baseline counter is reset, and a full interval without a touch must occur before baselining resumes.

Note that this value is specified in terms of the number of touch frames, so any changes in frame rate should take this into consideration by raising or lowering this interval accordingly.

13.3 BASEPOSFILTER/BASENEGFILTER

The positive and negative filters act as slew-rate limiters for a new baseline being applied. For example, if the new baseline value is larger than the previous by a value of 35, and the BASEPOSFILTER is set to 20 (default), the new baseline will only be increased by 20.

Use of these registers helps prevent unwanted spikes in the baseline value.

13.4 BASEFILTERTYPE/ BASEFILTERSTRENGTH

Baseline acquisition frames follow the same filter type and strength parameters as normal acquisition filters, defined in [Section 11.3 “FILTERTYPE/FILTER-STRENGTH”](#).

14.0 GESTURE FEATURES AND PARAMETERS

Gesture detection and reporting is governed by the registers outlined in [Table 14-1](#).

TABLE 14-1: SUMMARY OF REGISTERS ASSOCIATED WITH GESTURES

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Default |
|---------|-------------------------|-------------------------|-------|-------|-------|-------|-------|-------|-------|---------|
| 0x10 | TOUCHSTATE | FRAME<3:0> | | | | - | LRG | GES | TCH | N/A |
| 0x14 | GESTURESTATE | GESTURESTATE | | | | | | | | 0 |
| 0x15 | GESTUREDIAG | GESTUREDIAG | | | | | | | | 0 |
| 0x37 | HORIZONTALSWIPEDISTANCE | HORIZONTALSWIPEDISTANCE | | | | | | | | 64 |
| 0x38 | VERTICALSWIPEDISTANCE | VERTICALSWIPEDISTANCE | | | | | | | | 64 |
| 0x39 | SWIPEHOLDBOUNDARY | SWIPEHOLDBOUNDARY | | | | | | | | 25 |
| 0x3A | TAPDISTANCE | TAPDISTANCE | | | | | | | | 25 |
| 0x3B | DISTANCEBETWEENTAPS | DISTANCEBETWEENTAPS | | | | | | | | 64 |
| 0x3C | TAPHOLDTIME | TAPHOLDTIMEL | | | | | | | | 50 |
| 0x3D | | TAPHOLDTIMEH | | | | | | | | 0 |
| 0x3E | GESTURECLICKTIME | GESTURECLICKTIME | | | | | | | | 12 |
| 0x3F | SWIPEHOLDTHRESH | SWIPEHOLDTHRESH | | | | | | | | 32 |
| 0x40 | MINSWIPEVELOCITY | MINSWIPEVELOCITY | | | | | | | | 4 |
| 0x41 | HORIZONTALGESTUREANGLE | HORIZONTALGESTUREANGLE | | | | | | | | 45 |
| 0x42 | VERTICALGESTUREANGLE | VERTICALGESTUREANGLE | | | | | | | | 45 |

When a gesture is performed, the gesture ID will be placed in GESTURESTATE, and the GES bit of the TOUCHSTATE register will be set. Both of these items are cleared after reading the GESTURESTATE register. The GESTUREDIAG register contains a code explaining the logic behind the last operation of the gesture engine, primarily to help with debugging of the gesture parameters. These diagnostic codes are shown in [Register 14-2](#).

REGISTER 14-1: GESTURESTATE: CURRENT GESTURE STATE REGISTER

| | | | | | | | |
|-------------------|-------|-------|-------|-------|-------|-------|-------|
| R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 |
| GESTURESTATE<7:0> | | | | | | | |
| bit 7 | | | | | | | bit 0 |

Legend:

| | | | |
|------------------|----------------------|-----------------------|---|
| R = Readable bit | '1' = Bit is set | x = Bit is unknown | -n = Value after initialization (default) |
| W = Writable bit | '0' = Bit is cleared | U = Unimplemented bit | q = Conditional |

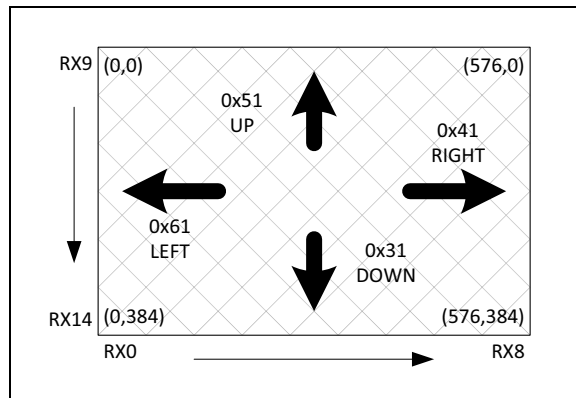
bit 7-0

GESTURESTATE<7:0>:

| | |
|------|----------------------|
| 0x00 | No Gesture Present |
| 0x10 | Single Click |
| 0x11 | Click and Hold |
| 0x20 | Double Click |
| 0x31 | Down Swipe |
| 0x32 | Down Swipe and Hold |
| 0x41 | Right Swipe |
| 0x42 | Right Swipe and Hold |
| 0x51 | Up Swipe |
| 0x52 | Up Swipe and Hold |
| 0x61 | Left Swipe |
| 0x62 | Left Swipe and Hold |

Please note that the gesture orientations listed in [Register 14-1](#) are correct for a default layout, with *right* moving on increasing X-axis channels, and *down* moving on increasing Y-axis channels. These default orientations are shown in [Figure 14-1](#). Depending on the application, the host may need to associate the gesture IDs differently.

FIGURE 14-1: GESTURE ORIENTATION



MTCH6102

REGISTER 14-2: GESTUREDIAG: GESTURE DIAGNOSTICS REGISTER

| | | | | | | | |
|------------------|-------|-------|-------|-------|-------|-------|-------|
| R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 |
| GESTUREDIAG<7:0> | | | | | | | |
| bit 7 | | | | | | | bit 0 |

Legend:

| | | | |
|------------------|----------------------|-----------------------|---|
| R = Readable bit | '1' = Bit is set | x = Bit is unknown | -n = Value after initialization (default) |
| W = Writable bit | '0' = Bit is cleared | U = Unimplemented bit | q = Conditional |

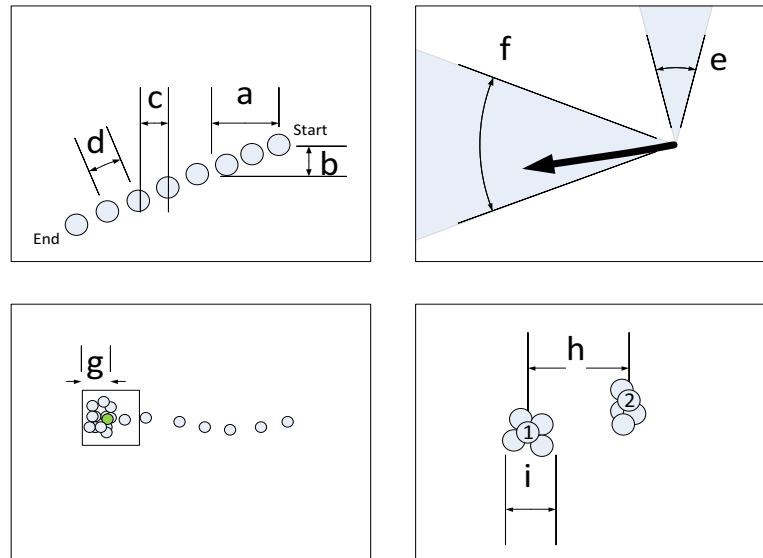
bit 7-0

GESTUREDIAG<7:0>:

| | |
|------|---|
| 0x01 | Click Timeout |
| 0x02 | Swipe Timeout |
| 0x03 | General Timeout |
| 0x04 | Click Threshold Exceeded |
| 0x05 | Swipe Threshold Exceeded |
| 0x06 | Swipe and Hold Threshold Exceeded |
| 0x07 | Swipe Opposite Direction Threshold Exceeded |
| 0x08 | Reserved |
| 0x09 | Swipe and Hold Value Exceeded |
| 0x0A | Outside Swipe Angle |

14.1 Gesture Tuning

FIGURE 14-2: GESTURE PARAMETER VISUALIZATION



Legend:

1. HORIZONTALSWIPEDISTANCE/VERTICALSWIPEDISTANCE (**a/b**): Distance that a touch must move from the initial touchdown to be considered a *swipe*.
2. SWIPEHOLDTHRESH (**c**): Allowed movement in the opposite direction before a swipe is canceled.
3. MINSWIPEVELOCITY (**d**): Once a movement is classified as a *swipe*, this distance must be kept frame to frame before the swipe is classified as a *hold* (direction of travel is not important).
4. HORIZONTALGESTUREANGLE/VERTICALGESTUREANGLE (**f/e**): Angle in degrees allowed on horizontal (X-axis) and vertical (Y-axis) swipe movements. Swipes outside this parameter are detected, but not reported.
5. SWIPEHOLDBOUNDARY (**g**): Once a swipe is classified as a *hold*, movement must not exceed this parameter in any direction.
6. DISTANCEBETWEENTAPS (**h**): Distance allowed between two taps to be considered a *double click*.
7. TAPDISTANCE (**i**): Even when a sensor is pressed for a very short time (click), multiple frames of touch data occur. This parameter governs how close those individual touch points must be for a *click*.
8. TAPHOLDTIME (not shown): Duration of time a click must be held for to be considered a *click and hold*.
9. GESTURECLICKTIME (not shown): Maximum time between two clicks to be considered a *double click*.

15.0 CONFIGURING A NON-DEFAULT APPLICATION

When modifying sensor configuration parameters, the CFG bit of the CMD register must be set for the configuration to take effect. Setting this bit analyzes the following registers for validity and coerces them if necessary:

1. IDLEPERIOD/ACTIVEPERIOD
2. FILTERTYPE/FILTERSTRENGTH
3. BASELINEFILTERTYPE/FILTERSTRENGTH
4. NUMBEROFXCHANNELS/NUMBEROFYCHANNELS

Afterwards, the values take effect, and the sensor is base-lined and ready for use.

| |
|--|
| Note: If the controller is not in Standby mode when changing configuration parameters, unreliable touch data may be generated until the CFG is set. |
|--|

Most applications will require custom parameters to be stored in the configuration RAM. The following methods are recommended for achieving this:

1. For permanent configuration: Either during manufacturing test or on first start-up, the host controller writes all configuration values to the controller, sets the CFG bit and stores them to NVRAM by using the NV bit.
2. For configuration on every power-up: The host writes all configuration data to the controller and sets the CFG bit on start-up.

16.0 MANUFACTURING TESTING

16.1 Automated Manufacturing Test

To start the automated manufacturing test, set the MFG bit of the CMD register. This test re-purposes the same RAM used for RAWADC commands to store the results. When the test is complete, the MFG bit will be cleared. The results of the manufacturing test are stored in the registers shown in [Table 16-1](#).

TABLE 16-1: MFG TEST RX LOOK-UP TABLE^(1,2)

| Address | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|---------|-------|-------|-------|-------|-------|-------|-------|-------|
| 0XD0 | — | — | RX13H | — | RX12H | RX11H | RX10H | RX9H |
| 0XD1 | — | — | RX13L | — | RX12L | RX11L | RX10L | RX9L |
| 0XD2 | — | — | RX8H | RX7H | RX6H | RX5H | RX4H | RX3H |
| 0XD3 | — | — | RX8L | RX7L | RX6L | RX5L | RX4L | RX3L |
| 0XD4 | RX2H | RX1H | RX0H | — | — | RX14H | — | — |
| 0XD5 | RX2L | RX1L | RX0L | — | — | RX14L | — | — |

Note 1: RXnH: Pin was unable to set high and is likely shorted to VDD.

2: RXnL: Pin was unable to set low and is likely shorted to GND.

16.2 Sensor Integrity Testing

To test the integrity of both the touch sensor and the overlay for defects, the following test outline is advised:

1. For this test, a way to retrieve data from the MTCH6102 will be required. This can be either through a host controller, or the host controller can conduct the test itself with pre-set test values.
2. Collect the raw-capacitance values by reading the RAWVALUES registers under normal conditions on a set of at least 30 completely assembled sensors.
3. Use the information collected in step 2 to determine the variance and average value for each sensor channel. These values will be used as the standard by which manufactured sensors will need to fall within.
4. For each new sensor produced, compare the RAWVALUES to the range described in step 3. If the sensor falls out of this range, inspect the sensor assembly for defects.
5. To test for touch acquisition ability, repeat steps 1-4 with a known touch stimulus applied (e.g., simulated metal finger).

The above outline is intentionally generic, as manufacturing test setup will need to be modified for every application.

MTCH6102

17.0 MEMORY MAP

TABLE 17-1: CORE RAM MEMORY MAP

| Addr. | Name | Core RAM | | | | | | | | |
|-------|---------|---------------|-------|-------|-------|-----------|-------|-------|-------|---------|
| | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Default |
| 0x00 | FWMAJOR | FW MAJOR | | | | | | | | 0x02 |
| 0x01 | FWMINOR | FW MINOR | | | | | | | | 0x00 |
| 0x02 | APPID | APPIDH <15:8> | | | | | | | | 0x00 |
| 0x03 | | APPIDL <7:0> | | | | | | | | 0x12 |
| 0x04 | CMD | NV | DEF | CFG | — | MFG | — | — | BS | 0x00 |
| 0x05 | MODE | — | — | — | — | MODE<3:0> | | | | 0x03 |
| 0x06 | MODECON | TYPE<3:0> | | | | CH<3:0> | | | | 0x00 |

TABLE 17-2: TOUCH RAM MEMORY MAP

| Addr. | Name | Touch RAM | | | | | | | | |
|-------|--------------|-------------------|-------|-------|-------|-------------|-------|-------|-------|---------|
| | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Default |
| 0x10 | TOUCHSTATE | FRAME<3:0> | | | | — | LRG | GES | TCH | 0x00 |
| 0x11 | TOUCHX | TOUCHX<11:4> | | | | | | | | 0x00 |
| 0x12 | TOUCHY | TOUCHY<11:4> | | | | | | | | 0x00 |
| 0x13 | TOUCHLSB | TOUCHX<3:0> | | | | TOUCHY<3:0> | | | | 0x00 |
| 0x14 | GESTURESTATE | GESTURESTATE | | | | | | | | 0x00 |
| 0x15 | GESTUREDIAG | GESTUREDIAGNOSTIC | | | | | | | | 0x00 |

TABLE 17-3: COMPENSATION RAM MEMORY MAP

| Addr. | Compensation RAM | | | | | | | |
|-------|------------------|-------|-------|-------|-------|-------|-------|-------|
| | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
| 0x50 | SENSORCOMP<RX0> | | | | | | | |
| ... | ... | | | | | | | |
| 0x5F | SENSORCOMP<RX14> | | | | | | | |

TABLE 17-4: ACQUISITION RAM MEMORY MAP

| Addr. | Acquisition RAM | | | | | | | |
|-------|--------------------|-------|-------|-------|-------|-------|-------|-------|
| | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
| 0x80 | SENSORVALUES<RX0> | | | | | | | |
| ... | ... | | | | | | | |
| 0x8E | SENSORVALUES<RX14> | | | | | | | |
| — | | | | | | | | |
| 0x90 | RAWVALUES<RX0> | | | | | | | |
| ... | ... | | | | | | | |
| 0xAC | RAWVALUES<RX14> | | | | | | | |
| — | | | | | | | | |
| 0xB0 | BASEVALUES<RX0> | | | | | | | |
| ... | ... | | | | | | | |
| 0xCC | BASEVALUES<RX15> | | | | | | | |
| — | | | | | | | | |
| 0xD0 | RAWADC<0> | | | | | | | |
| ... | ... | | | | | | | |
| 0xEF | SENSORVALUES<31> | | | | | | | |

TABLE 17-5: CONFIGURATION RAM MEMORY MAP

| Addr. | Configuration RAM | | | | | | | | Default |
|-------|-------------------------|-------|-------|-------|-------|-------|-------|-------|---------|
| | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | |
| 0x20 | NUMBEROFXCHANNELS | | | | | | | | 0x09 |
| 0x21 | NUMBEROFYCHANNELS | | | | | | | | 0x06 |
| 0x22 | SCANCOUNT | | | | | | | | 0x06 |
| 0x23 | TOUCHTHRESHX | | | | | | | | 0x37 |
| 0x24 | TOUCHTHRESHY | | | | | | | | 0x28 |
| 0x25 | ACTIVEPERIODL | | | | | | | | 0x85 |
| 0x26 | ACTIVEPERIODH | | | | | | | | 0x02 |
| 0x27 | IDLEPERIODL | | | | | | | | 0x4C |
| 0x28 | IDLEPERIODH | | | | | | | | 0x06 |
| 0x29 | IDLETIMEOUT | | | | | | | | 0x10 |
| 0x2A | HYSTERESIS | | | | | | | | 0x04 |
| 0x2B | DEBOUNCEUP | | | | | | | | 0x01 |
| 0x2C | DEBOUNCEDOWN | | | | | | | | 0x01 |
| 0x2D | BASEINTERVALL | | | | | | | | 0x0A |
| 0x2E | BASEINTERVALH | | | | | | | | 0x00 |
| 0x2F | BASEPOSFILTER | | | | | | | | 0x14 |
| 0x30 | BASENEGFILTER | | | | | | | | 0x14 |
| 0x31 | FILTERTYPE | | | | | | | | 0x02 |
| 0x32 | FILTERSTRENGTH | | | | | | | | 0x01 |
| 0x33 | BASEFILTERTYPE | | | | | | | | 0x01 |
| 0x34 | BASEFILTERSTRENGTH | | | | | | | | 0x05 |
| 0x35 | LARGEACTIVATIONTHRESHL | | | | | | | | 0x00 |
| 0x36 | LARGEACTIVATIONTHRESHH | | | | | | | | 0x00 |
| 0x37 | HORIZONTALSWIPEDISTANCE | | | | | | | | 0x40 |
| 0x38 | VERTICALSWIPEDISTANCE | | | | | | | | 0x40 |
| 0x39 | SWIPEHOLDBOUNDARY | | | | | | | | 0x19 |
| 0x3A | TAPDISTANCE | | | | | | | | 0x19 |
| 0x3B | DISTANCEBETWEENTAPS | | | | | | | | 0x40 |
| 0x3C | TAPHOLDTIMEL | | | | | | | | 0x32 |
| 0x3D | TAPHOLDTIMEH | | | | | | | | 0x00 |
| 0x3E | GESTURECLICKTIME | | | | | | | | 0x0C |
| 0x3F | SWIPEHOLDTHRESH | | | | | | | | 0x20 |
| 0x40 | MINSWIPEVELOCITY | | | | | | | | 0x04 |
| 0x41 | HORIZONTALGESTUREANGLE | | | | | | | | 0x2D |
| 0x42 | VERTICALGESTUREANGLE | | | | | | | | 0x2D |
| 0x43 | I ² CADDR | | | | | | | | 0x25 |

18.0 ELECTRICAL CHARACTERISTICS

18.1 Absolute Maximum Ratings^(†)

| | |
|--------------------------------------|----------------------|
| Ambient temperature under bias | -40°C to +85°C |
| Storage temperature | -65°C to +150°C |
| Voltage on pins with respect to Vss | |
| on VDD pin | -0.3V to +4.0V |
| on all other pins | 0.3V to (VDD + 0.3V) |
| Maximum current | |
| out of Vss pin | 340 mA |
| into VDD pin | 255 mA |
| Maximum output current | |
| sunk by any I/O pin | 25 mA |
| sourced by any I/O pin | 25 mA |

Note: This device is sensitive to ESD damage and must be handled appropriately. Failure to properly handle and protect the device in an application may cause partial to complete failure of the device.

† NOTICE: Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure above maximum rating conditions for extended periods may affect device reliability.

18.2 Standard Operating Conditions

The standard operating conditions for any device are defined as:

Operating Voltage: $V_{DDMIN} \leq V_{DD} \leq V_{DDMAX}$
 Operating Temperature: $T_{A_MIN} \leq T_A \leq T_{A_MAX}$

VDD — Operating Supply Voltage

MTCH6102

| | |
|--------------|------|
| VDDMIN | 1.8V |
| VDDMAX | 3.6V |

TA — Operating Ambient Temperature Range

Industrial Temperature

| | |
|--------------|-------|
| TA_MIN | -40°C |
| TA_MAX | +85°C |

MTCH6102

18.3 DC Characteristics

TABLE 18-1: OPERATING CONDITIONS

| Rating | Min. | Typ. | Max. | Units |
|---|------|------|------|-------|
| Supply Voltage | 1.8 | — | 3.6 | V |
| Supply Current (Full Active, No Frame Rate) | 0.7 | — | 1.17 | mA |
| Supply Current (Sleep) | <1 | | | uA |

TABLE 18-2: I/O PORTS

| DC CHARACTERISTICS | | | Standard Operating Conditions (unless otherwise stated) | | | | |
|--|-----------------|--|---|-------|----------------------|-------|--|
| Param. No. | Sym. | Characteristic | Min. | Typ.† | Max. | Units | Conditions |
| D030 D031 D032 D033 | V _{IL} | Input Low Voltage | | | | | |
| | | I/O PORT: | | | | | |
| | | with TTL buffer | — | — | 0.15 V _{DD} | V | 1.8V ≤ V _{DD} ≤ 4.5V |
| | | with Schmitt Trigger buffer | — | — | 0.2 V _{DD} | V | 2.0V ≤ V _{DD} ≤ 5.5V |
| | | with I ² C™ levels | — | — | 0.3 V _{DD} | V | |
| | | with SMBus levels | — | — | 0.8 | V | 2.7V ≤ V _{DD} ≤ 5.5V |
| D032 | | RESET, OSC1 (RC mode) | — | — | 0.2 V _{DD} | V | |
| D033 | | OSC1 (HS mode) | — | — | 0.3 V _{DD} | V | |
| D040 D041 D042 D043A D043B | V _{IH} | Input High Voltage | | | | | |
| | | I/O ports: | | | | | |
| | | with TTL buffer | 0.25 V _{DD} + 0.8 | — | — | V | 1.8V ≤ V _{DD} ≤ 4.5V |
| | | with Schmitt Trigger buffer | 0.8 V _{DD} | — | — | V | 2.0V ≤ V _{DD} ≤ 5.5V |
| | | with I ² C levels | 0.7 V _{DD} | — | — | V | |
| | | with SMBus levels | 2.1 | — | — | V | 2.7V ≤ V _{DD} ≤ 5.5V |
| | | RESET | 0.8 V _{DD} | — | — | V | |
| | | OSC1 (HS mode) | 0.7 V _{DD} | — | — | V | |
| D043B | | OSC1 (RC mode) | 0.9 V _{DD} | — | — | V | Note 1 |
| D060 D061 | I _{IL} | Input Leakage Current⁽²⁾ | | | | | |
| | | I/O ports | — | ± 5 | ± 125 | nA | V _{SS} ≤ V _{PIN} ≤ V _{DD} , Pin at high-impedance at 85°C |
| | | RESET ⁽²⁾ | — | ± 50 | ± 200 | nA | V _{SS} ≤ V _{PIN} ≤ V _{DD} at 85°C |

* These parameters are characterized but not tested.

† Data in "Typ." column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Negative current is defined as current sourced by the pin.

Note 2: The leakage current on the RESET pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

TABLE 18-2: I/O PORTS (CONTINUED)

| DC CHARACTERISTICS | | | Standard Operating Conditions (unless otherwise stated) | | | | |
|--------------------|------|--|---|-------|------|-------|--|
| Param. No. | Sym. | Characteristic | Min. | Typ.† | Max. | Units | Conditions |
| D070* | IPUR | Weak Pull-up Current | | | | | |
| | | | 25 | 100 | 200 | μA | VDD = 3.3V, VPIN = VSS |
| D080 | VOL | Output Low Voltage | | | | | |
| | | I/O ports | — | — | 0.6 | V | IOL = 6 mA, VDD = 3.3V IOL = 1.8 mA, VDD = 1.8V |
| D090 | VOH | Output High Voltage | | | | | |
| | | I/O ports | VDD - 0.7 | — | — | V | IOH = 3 mA, VDD = 3.3V IOH = 1 mA, VDD = 1.8V |
| D101* | CIO | Capacitive Loading Specs on Output Pins | | | | | |
| | | All I/O pins | — | — | 50 | pF | |

* These parameters are characterized but not tested.

† Data in "Typ." column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Negative current is defined as current sourced by the pin.

Note 2: The leakage current on the RESET pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

18.4 AC Characteristics and Timing Parameters

FIGURE 18-1: I²C™ BUS DATA TIMING

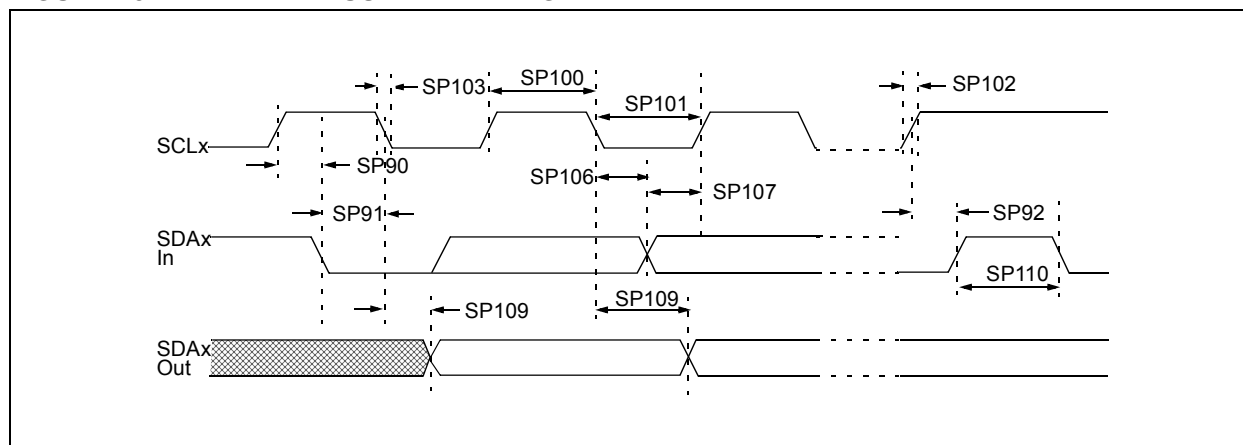


TABLE 18-3: I²C™ BUS DATA REQUIREMENTS

| Param. No. | Symbol | Characteristic | | Min. | Max. | Units | Conditions |
|------------|---------------------|-------------------------|--------------|------------------------|------|-------|------------|
| SP100* | T _{HIGH} | Clock high time | 400 kHz mode | 0.6 | — | μs | |
| | | | SSP module | 1.5T _{CY} | — | — | |
| SP101* | T _{LOW} | Clock low time | 400 kHz mode | 1.3 | — | μs | |
| | | | SSP module | 1.5T _{CY} | — | — | |
| SP102* | T _R | SDAx and SCLx rise time | 400 kHz mode | 20 + 0.1C _B | 300 | ns | |
| SP103* | T _F | | 400 kHz mode | 20 + 0.1C _B | 250 | ns | |
| SP106* | T _{HD:DAT} | Data input hold time | 400 kHz mode | 0 | 0.9 | μs | |
| SP107* | T _{SU:DAT} | Data input setup time | 400 kHz mode | 100 | — | ns | |
| SP109* | T _{AA} | Output valid from clock | 400 kHz mode | — | — | ns | |
| SP110* | T _{BUF} | Bus free time | 400 kHz mode | 1.3 | — | μs | |
| SP111 | C _B | Bus capacitive loading | | — | 400 | pF | |

* These parameters are characterized but not tested.

19.0 ORDERING INFORMATION

TABLE 19-1: ORDERING INFORMATION

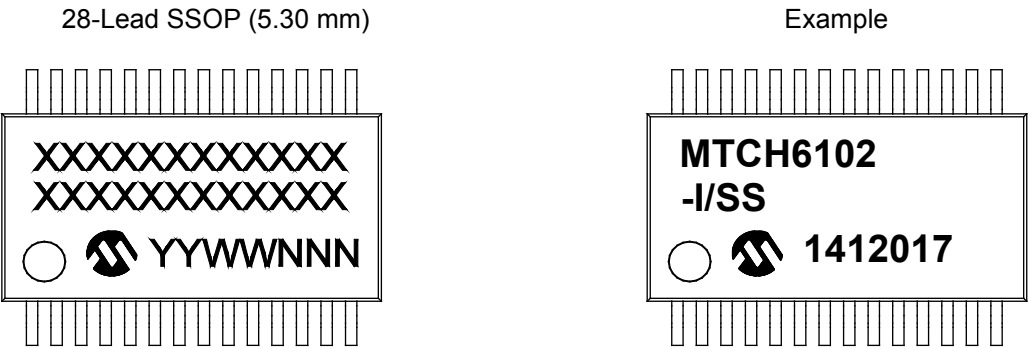
| Part Number | Pin Package | Packing |
|----------------|---------------------------|---------|
| MTCH6102-I/SS | 28-Lead SSOP (5.30 mm) | Tube |
| MTCH6102-I/MV | 28-Lead UQFN (4x4x0.5 mm) | Tube |
| MTCH6102T-I/SS | 28-Lead SSOP (5.30 mm) | T/R |
| MTCH6102T-I/MV | 28-Lead UQFN (4x4x0.5 mm) | T/R |

MTCH6102

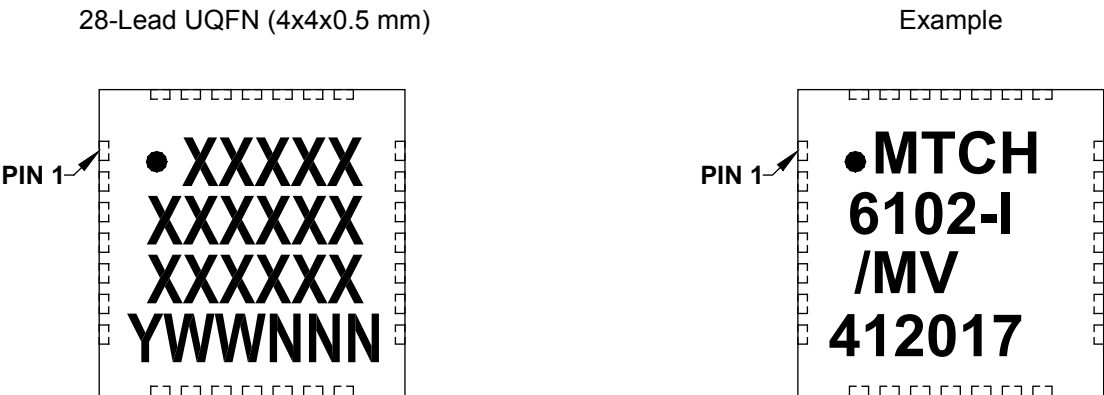
20.0 PACKAGING INFORMATION

20.1 Package Marking Information

28-Lead Plastic Shrink Small Outline – 5.30 mm Body [SSOP]



28-Lead Plastic Ultra Thin Quad Flat, No Lead Package – 4x4x0.5 mm Body [UQFN]



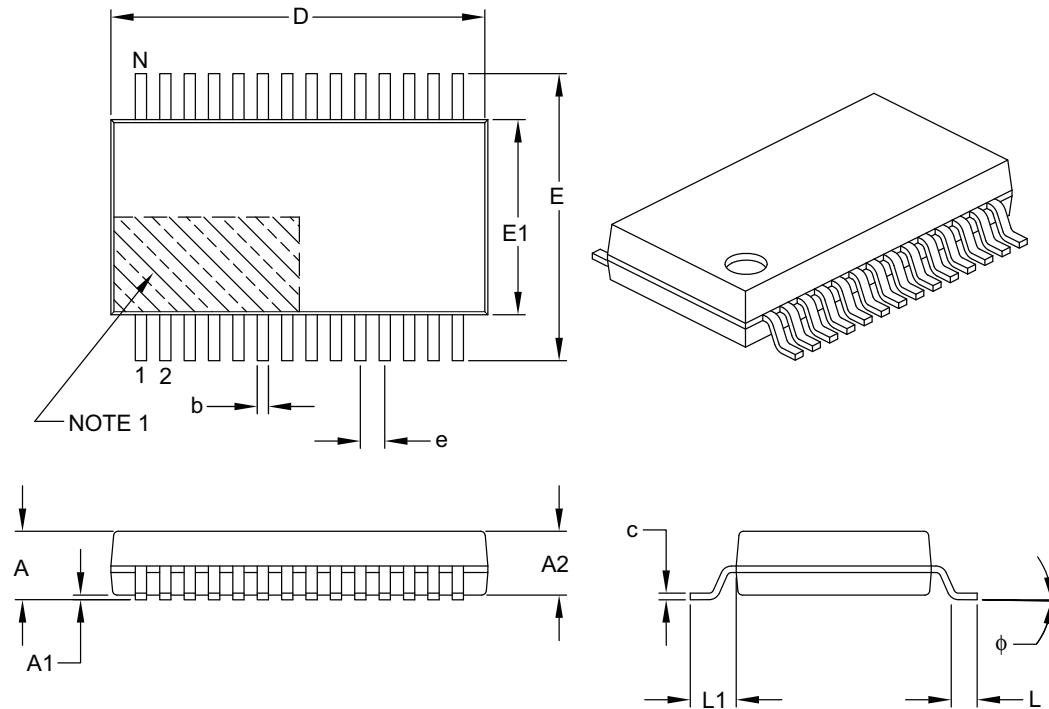
| | | |
|--|--------|--|
| Legend: | XX...X | Customer-specific information |
| | Y | Year code (last digit of calendar year) |
| | YY | Year code (last 2 digits of calendar year) |
| | WW | Week code (week of January 1 is week '01') |
| | NNN | Alphanumeric traceability code |
| | (e3) | Pb-free JEDEC® designator for Matte Tin (Sn) |
| | * | This package is Pb-free. The Pb-free JEDEC designator (e3) can be found on the outer packaging for this package. |
| Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information. | | |

20.2 Package Details

The following sections give the technical details of the packages.

28-Lead Plastic Shrink Small Outline (SS) – 5.30 mm Body [SSOP]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



| Units | | MILLIMETERS | | |
|--------------------------|----|-------------|-------|-------|
| Dimension Limits | | MIN | NOM | MAX |
| Number of Pins | N | 28 | | |
| Pitch | e | 0.65 BSC | | |
| Overall Height | A | – | – | 2.00 |
| Molded Package Thickness | A2 | 1.65 | 1.75 | 1.85 |
| Standoff | A1 | 0.05 | – | – |
| Overall Width | E | 7.40 | 7.80 | 8.20 |
| Molded Package Width | E1 | 5.00 | 5.30 | 5.60 |
| Overall Length | D | 9.90 | 10.20 | 10.50 |
| Foot Length | L | 0.55 | 0.75 | 0.95 |
| Footprint | L1 | 1.25 REF | | |
| Lead Thickness | c | 0.09 | – | 0.25 |
| Foot Angle | φ | 0° | 4° | 8° |
| Lead Width | b | 0.22 | – | 0.38 |

Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20 mm per side.
- Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

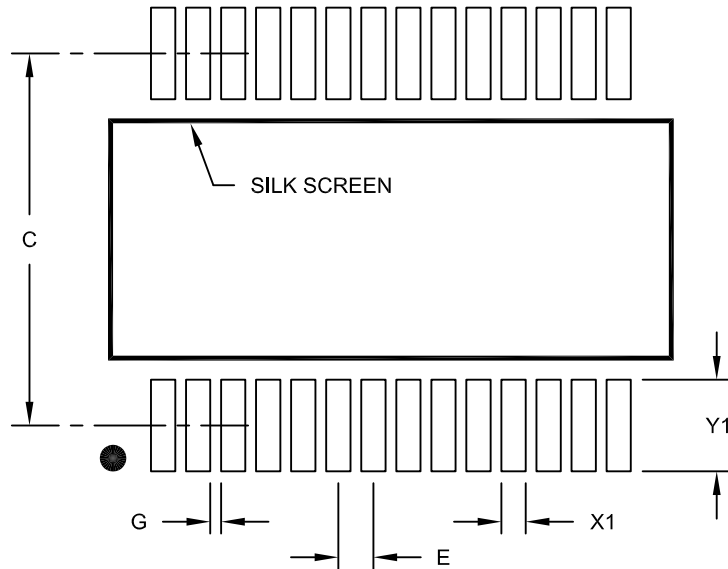
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-073B

MTCH6102

28-Lead Plastic Shrink Small Outline (SS) - 5.30 mm Body [SSOP]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



RECOMMENDED LAND PATTERN

| Units | | MILLIMETERS | | |
|--------------------------|----|-------------|------|------|
| Dimension Limits | | MIN | NOM | MAX |
| Contact Pitch | E | 0.65 BSC | | |
| Contact Pad Spacing | C | | 7.20 | |
| Contact Pad Width (X28) | X1 | | | 0.45 |
| Contact Pad Length (X28) | Y1 | | | 1.75 |
| Distance Between Pads | G | 0.20 | | |

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

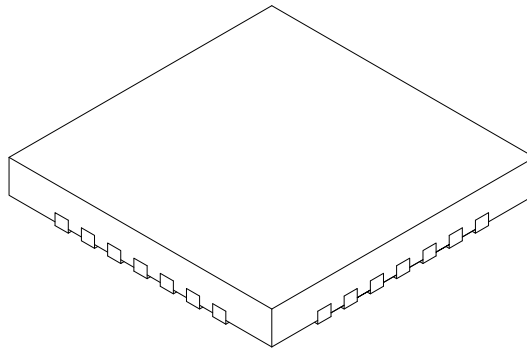
BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2073A

MTCH6102

28-Lead Plastic Ultra Thin Quad Flat, No Lead Package (MV) – 4x4x0.5 mm Body [UQFN]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



| Units | | MILLIMETERS | | |
|------------------------|----|-------------|------|------|
| Dimension Limits | | MIN | NOM | MAX |
| Number of Pins | N | 28 | | |
| Pitch | e | 0.40 BSC | | |
| Overall Height | A | 0.45 | 0.50 | 0.55 |
| Standoff | A1 | 0.00 | 0.02 | 0.05 |
| Contact Thickness | A3 | 0.127 REF | | |
| Overall Width | E | 4.00 BSC | | |
| Exposed Pad Width | E2 | 2.55 | 2.65 | 2.75 |
| Overall Length | D | 4.00 BSC | | |
| Exposed Pad Length | D2 | 2.55 | 2.65 | 2.75 |
| Contact Width | b | 0.15 | 0.20 | 0.25 |
| Contact Length | L | 0.30 | 0.40 | 0.50 |
| Contact-to-Exposed Pad | K | 0.20 | - | - |

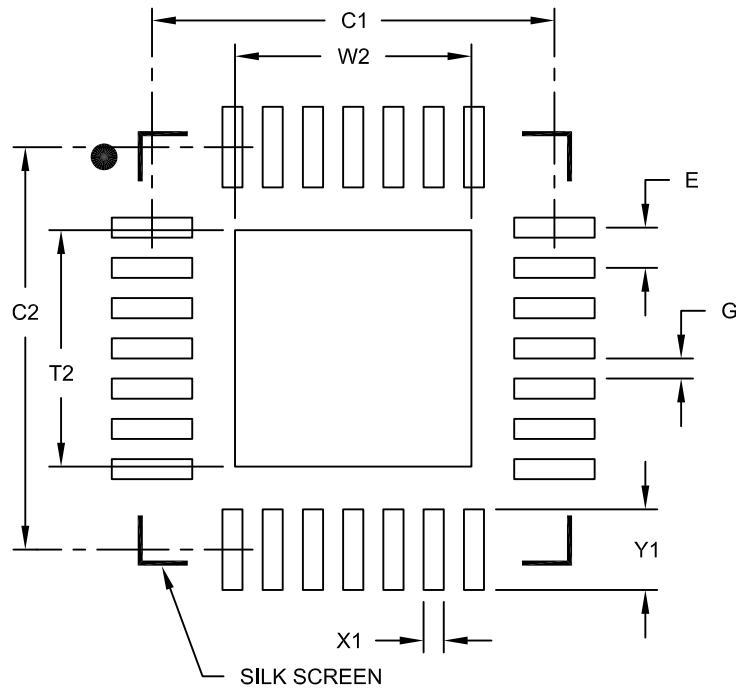
Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- Package is saw singulated.
- Dimensioning and tolerancing per ASME Y14.5M.
 - BSC: Basic Dimension. Theoretically exact value shown without tolerances.
 - REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-152A Sheet 2 of 2

28-Lead Ultra Thin Plastic Quad Flat, No Lead Package (MV) - 4x4 mm Body [UQFN] With 0.40 mm Contact Length

Note: For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



RECOMMENDED LAND PATTERN

| Dimension Limits | Units | MILLIMETERS | | |
|----------------------------|-------|-------------|------|------|
| | | MIN | NOM | MAX |
| Contact Pitch | E | 0.40 BSC | | |
| Optional Center Pad Width | W2 | | | 2.35 |
| Optional Center Pad Length | T2 | | | 2.35 |
| Contact Pad Spacing | C1 | | 4.00 | |
| Contact Pad Spacing | C2 | | 4.00 | |
| Contact Pad Width (X28) | X1 | | | 0.20 |
| Contact Pad Length (X28) | Y1 | | | 0.80 |
| Distance Between Pads | G | 0.20 | | |

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2152A

APPENDIX A: DATA SHEET REVISION HISTORY

Revision A (03/2014)

Initial release of the document.

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