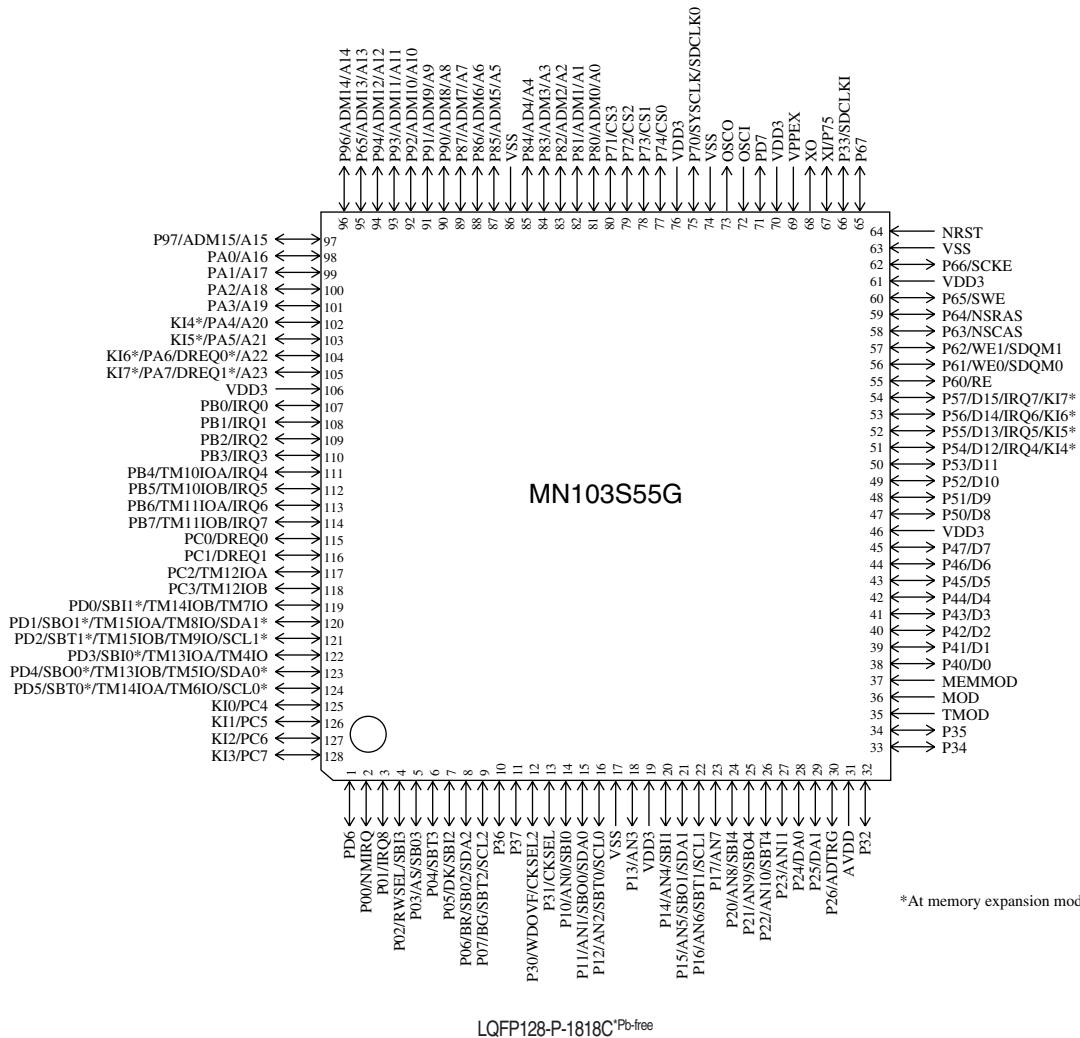


# □ MN103S55G

<b>Type</b>	MN103S55G (under development)
<b>Command ROM (x64-bit)</b>	128 K-byte
<b>Data RAM (x32-bit)</b>	16 K-byte
<b>Package</b>	LQFP128-P-1818C *Pb-free
<b>Minimum Instruction Execution Time</b>	25.0 ns (at 2.7 V to 3.6 V, 40 MHz)
<b>Interrupts</b>	<ul style="list-style-type: none"> <li>• RESET • IRQ × 9 • NMI • Timer × 30 • SIF × 10 • I<sup>2</sup>C × 3 • KEY</li> <li>• DMA × 12 • WDT • A/D • System error</li> </ul>
<b>Timer Counter</b>	<p>8-bit timer × 10            Reload-down count            Cascade connection possible (usable as a 16-bit to 32-bit timer)</p> <p>16-bit timer × 6            Up-down count            Input capture function            PWM generating function            Compare/capture register 2-ch.</p> <p>Time base timer × 1, Free run counter</p> <p>Watchdog timer × 1</p>
<b>DMA Controller</b>	<p>Number of channels: 4            Unit of transfer: 8/16/32 bits            Max. Transfer cycles: 65535            Staring factor: external interrupt, timer factor, serial transmission/reception factor, I<sup>2</sup>C transmission/reception factor, external transmission request factor, A/D conversion finish, software factor            Transfer method: 2-bus cycle transfer            Adressing modes: fixed, increment, decrement            Transfer modes: word transfer, burst transfer, intermittent transfer</p>
<b>Serial Interface</b>	<p>UART/synchronous/multi-master I<sup>2</sup>C interface selective: 3            UART/synchronous interface selective: 2</p>
<b>I/O Pins</b>	I/O      109 • Common use
<b>A/D Inputs</b>	10-bit × 12-ch.
<b>D/A Inputs</b>	8-bit × 2-ch.
<b>Electrical Characteristics</b>	T.B.D.

## Pin Assignment



LQFP128-P-1818C \*Pb-free

## SupportTool

In-circuit Emulator	PX-ICE103S55
On-board Development Tools	PX-ODB103S-O
Flash Memory Built-in Type	Type MN103SF55G (under development)
	Command ROM (× 64-bit) 128 K-byte
	Data RAM (× 32-bit) 16 K-byte
	Minimum instruction execution time 25.0 ns (at 2.7 V to 3.6 V, 40 MHz)
	Package LQFP128-P-1818C *Pb-free