Abstract

3-Axis Accelerometer QMA6100P

Advanced Information

The QMA6100P is a three-axis accelerometer. This surface-mount, small sized chip has integrated acceleration transducer with signal conditioning ASIC, sensing tilt, motion, shock and vibration, targeted for applications such as screen rotation, step counting, sleep monitor, gaming and personal navigation in mobile and wearable smart devices.

The QMA6100P is based on the state-of-the-art, high resolution single crystal silicon MEMS technology. Along with custom-designed 14-bit ADC ASIC, it offers the advantages of low noise, high accuracy, low power consumption, and offset trimming. The device supports digital interface I^2C and SPI.

The QMA6100P is in a 2x2x0.95 mm^3 surface mount 12-pin land grid array (LGA) package.

FEATURES	BENEFIT
3-Axis Accelerometer in a 2x2x0.95 mm^3 Land Grid Array Package (LGA), guaranteed to operate over a temperature range of -40 °C to +85 °C.	Small size for highly integrated products. Signals have been digitized and factory trimmed.
14-Bit ADC with low noise accelerometer sensor	High resolution allows for motion and tilt sensing
I^2C Interface with SDR modes. Support SPI digital interface	High-Speed Interfaces for fast data communications.
Built-In Self-Test	Enables low-cost functionality test after assembly in production
Wide range operation voltage (1.71V to 3.6V) and low power consumption (5-44uA low power conversion current)	Automatically maintains sensor's sensitivity under wide operation voltage range and compatible with battery powered applications
Integrated FIFO with depth of 64 frames RoHS compliant, halogen-free	Environmental protection and wide applications
Built–in motion algorithm	Low power and easy applications including step counting, sleep monitor, gaming and personal navigation

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1 INTERNAL SCHEMATIC DIAGRAM

1.1 Internal Schematic Diagram

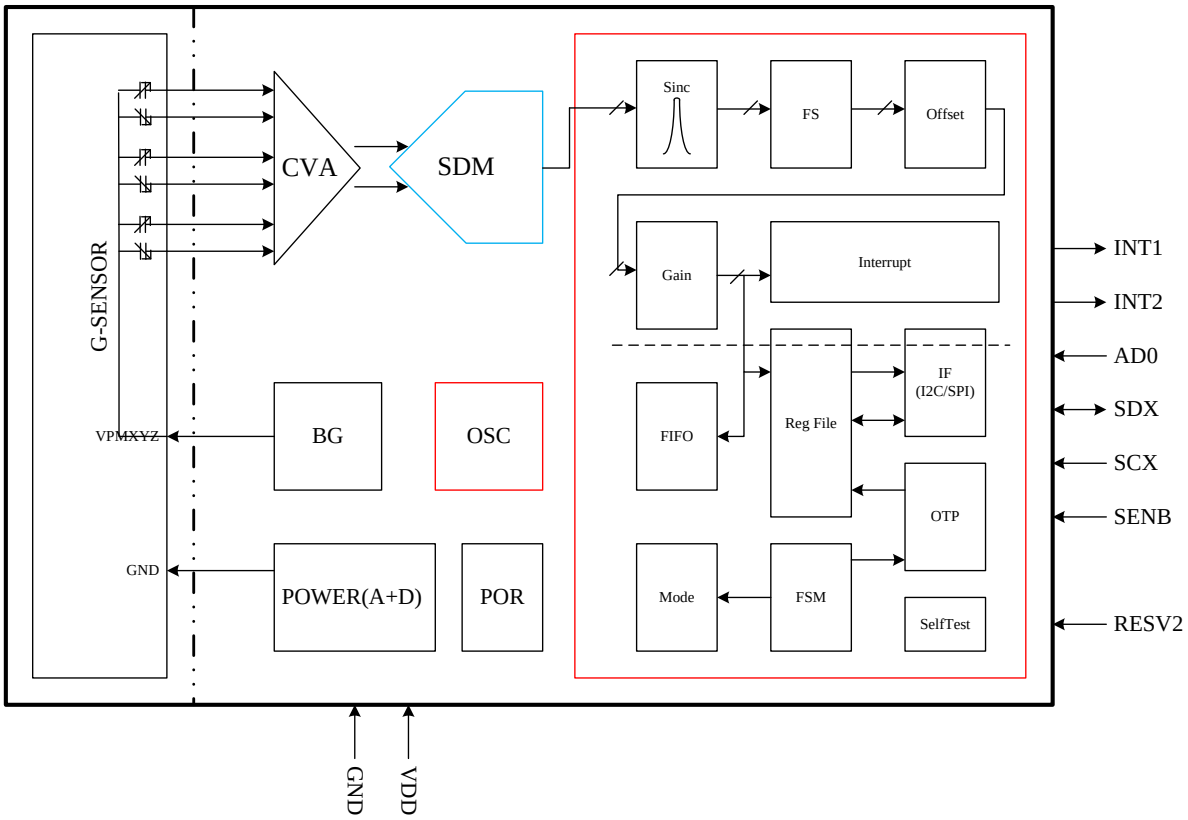

Figure 1. Block Diagram

Table 1. Block Function

Block	Function
Transducer	3-axis acceleration sensor
CVA	Charge-to-Voltage amplifier for sensor signals
Interrupt	Digital interrupt engine, to generate interrupt signal on data conversion, and motion function
FSM	Finite state machine, to control device in different mode
I^2C/SPI	Interface logic data I/O
OSC	Oscillator for internal operation
Power	Power block, including LDO

2 SPECIFICATIONS AND I/O CHARACTERISTICS

2.1 Product Specifications

Table 2. Specifications (* Tested and specified at 25°C and 3.0V VDD except stated otherwise.)

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Parameter	Conditions	Min	Typ	Max	Unit
Supply voltage VDD	VDD, for internal blocks	1.71	3.3	3.6	V
Standby current	VDD and VDDIO on		0.5		μA
Low power current	ODR=800 Hz		38		μA
	ODR=400 Hz		19		
	ODR=200 Hz		10		
	ODR=80 Hz		5		
Low noise current	ODR=50Hz		149		μA
	ODR=25 Hz		75		
	ODR=12.5 Hz		38		
	ODR=6.25 Hz		19		
Data output rate (ODR)		1.25		1000	Samples /sec
Startup time	From the time when VDD reaches to 90% of final value to the time when device is ready for conversion		2		ms
Wakeup time	From the time device enters into active mode to the time device is ready for conversion		1		ms
Operating temperature		-40		85	℃
Acceleration Full Range			±2/±4/±8/ ±16/±32		g
Sensitivity	FS=±2g		4096		LSB/g
	FS=±4g		2048		
	FS=±8g		1024		
	FS=±16g		512		
	FS=±32g		256		
Sensitivity Temperature Drift	FS=±2g, Normal VDD Supplies		±0.02		%/℃
Sensitivity tolerance	Gain accuracy		±4		%
Zero-g offset	FS=±2g, Normal VDD Supplies		±80		mg
Zero-g offset Temperature Drift	FS=±2g, Normal VDD Supplies		±2		mg/℃
Noise density	FS=±2g, run state		220		μg/√Hz
Nonlinearity	FS=±2g, Best fit straight line,		±0.5		%FS
Cross Axis Sensitivity			1		%

2.2 Absolute Maximum Ratings

Table 3. Absolute Maximum Ratings (Tested at 25°C except stated otherwise.)

Item	Symbol	Min	Max	Unit	Remark
Power Supply Voltage	Vddmax	-0.3	5.4	V	
Input Voltage (other than power)	Vmax	-0.2	Vdd+0.2	V	
Reflow Classificaition	MSL3, 260℃ Peak Temperature				
Storage Temperature	Tstr	-50	150	℃	

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Storage Humidity	Hstr	10	95	%RH	
ESD(HBM)	Vhbm		±2000	V	
ESD(MM)	Vmm		±200	V	
ESD(CDM)	Vcdm		±500	V	
Shock Immunity			10000	g	duration < 200uS

2.3 I/O Characteristics

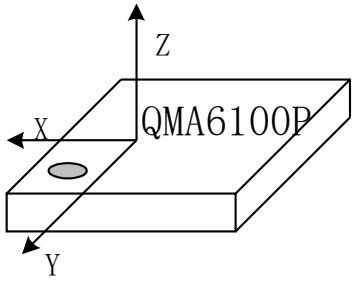
Table 4. I/O Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
Digital Input Low Voltage	Vil_d		-	-	Vddio*0.2	V
Digital Input High Voltage	Vih_d		Vddio*0.8	-	-	V
Digital Input Hysterisis	Vidhys		Vddio*0.1	-	-	V
Digital Output Low Voltage(I^2C)	Vol_d1	Io=3mA (SDI) *1)	0	-	Vddio*0.2	V
Digital Output Low Voltage (SPI)	Vol_d2	Io=1mA (SDI, SDO) *1)	0	-	Vddio*0.2	V
Digital Output High Voltage1 (SPI) (Vio>=1.62V)	Voh_d1	Io=1mA (SDI, SDO) *1)	Vddio*0.8	-	-	V
Digital Output High Voltage2 (SPI) (Vio>=1.2V)	Voh_d2	Io=1mA (SDI, SDO) *1)	Vddio*0.6	-	-	V
Leakage Current at Output OFF	Ioff	SDX, AD0	-10	-	10	µA
Internal Pullup Resistor	Rpullup	SENB	70	120	190	kohm
I^2C Load Capacitor	Cb	SDX, SCX	-	-	400	pF
Load Capacitance of Reset Terminal	Crst		-	-	20	pF
Pulse Width of Asynchronous Reset	Trst		100	-	-	µsec
Power on Startup Time	Tstart		-	-	10	msec

3 PACKAGE PIN CONFIGURATIONS

3.1 Package 3-D View

Arrow indicates direction of g field that generates a positive output reading in normal measurement configuration.



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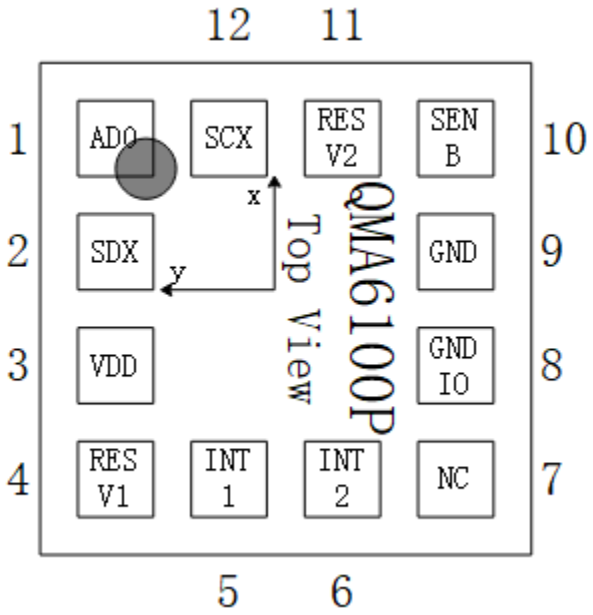

Figure 2. Package View

Table 5. Pin Configurations

No	Name	IO	Description	Logic Level
1	AD0	I	LSB of I²C address, or SDO of SPI serial data output	VDDIO
2	SDX	I/O	SDA of I2C serial data, or SDI of SPI serial data input	VDDIO
3	VDD	P	Power supply to internal circuitry	NA
4	RESV1	A	Reserved	NA
5	INT1	O	Interrupt1	VDDIO
6	INT2	O	Interrupt2	VDDIO
7	NC	NC	Not connected	NA
8	GNDIO	G	Ground to IO	GND
9	GND	G	Ground to internal circuitry	NA
10	SENB	I	Protocol selection	VDDIO
11	RESV2	A	Reserved	NA
12	SCX	I	SCL of I2C serial clock, or SCK of SPI serial clock	VDDIO

No	Name	IO	Connectivity		
			I2C	SPI_3W	SPI_4W
1	AD0	I	VDDIO/GND	Float	MISO
2	SDX	I/O	SDA	SDI/SDO	MOSI
3	VDD	P	VDD	VDD	VDD
4	RESV1	A	Float/GND	Float/GND	Float/GND
5	INT1	O	INT1	INT1	INT1
6	INT2	O	INT2	INT2	INT2

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7	NC	NC	NC	NC	NC
8	GNDIO	G	GND	GND	GND
9	GND	G	GND	GND	GND
10	SENB	I	VDDIO/Float	CSB	CSB
11	RESV2	A	VDDIO/Float/GND	VDDIO/Float/GND	VDDIO/Float/GND
12	SCX	I	SCL	SCK	SCK

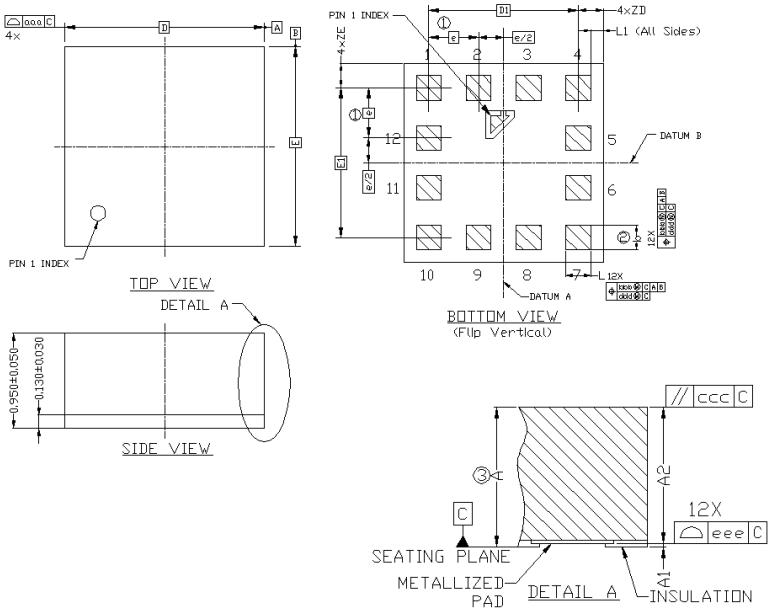
3.2 Package Outlines

3.2.1 Package Type

LGA (Land Grid Array)

3.2.2 Package Outline Drawing

2.0mm (Length)*2.0mm (Width)*0.95mm (Height)



DIMENSIONAL REFERENCES unit: mm

REF.	Min.	Nom.	Max.
A	0.90	0.95	1.00
A1	–	–	0.03
A2	–	–	0.97
b	0.20	0.25	0.30
L	0.20	0.25	0.30
D	1.925	2.00	2.075
E	1.925	2.00	2.075
D1	1.50 BSC		
E1	1.50 BSC		
ZD	0.25 BSC		
ZE	0.25 BSC		
e	0.50 BSC		
L1	0.05	0.125	0.20

DIMENSIONAL REFERENCES unit: mm

REF.	TOLERANCE OF FORM AND POSITION
aaa	0.10
bbb	0.10
ccc	0.10
ddd	0.08
eee	0.08

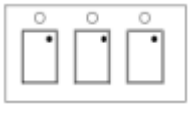
NOTE:

1. CONTROLLING DIMENSION: MILLIMETER.

Figure 3. Package Outline Drawing

3.2.3 Tape And Reel

Devices are shipped in reels, in standard cardboard box packaging.

Package	Reel Size	WidthxPitch	Qty/reel	Trailer(Inner layer Min length)	Leader(Outer layer Min length	Pin 1 Location
LGA(2x2)	13”	12*4	5000	300mm	300mm	Up Right 

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4 EXTERNAL CONNECTION

4.1 I2C Single Supply connection

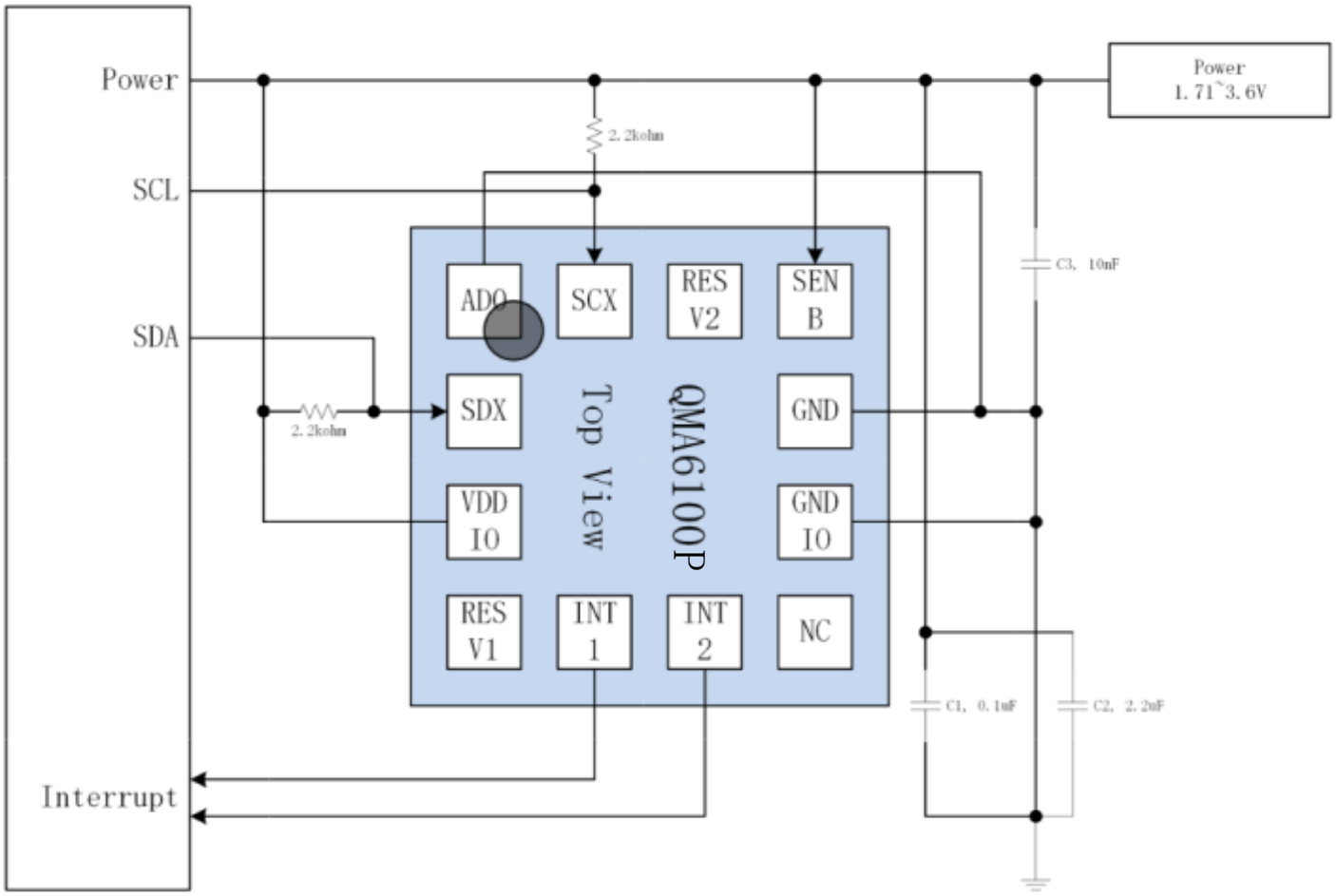

Figure 4. I2C Single Supply Connection

4.2 SPI Single Supply connection

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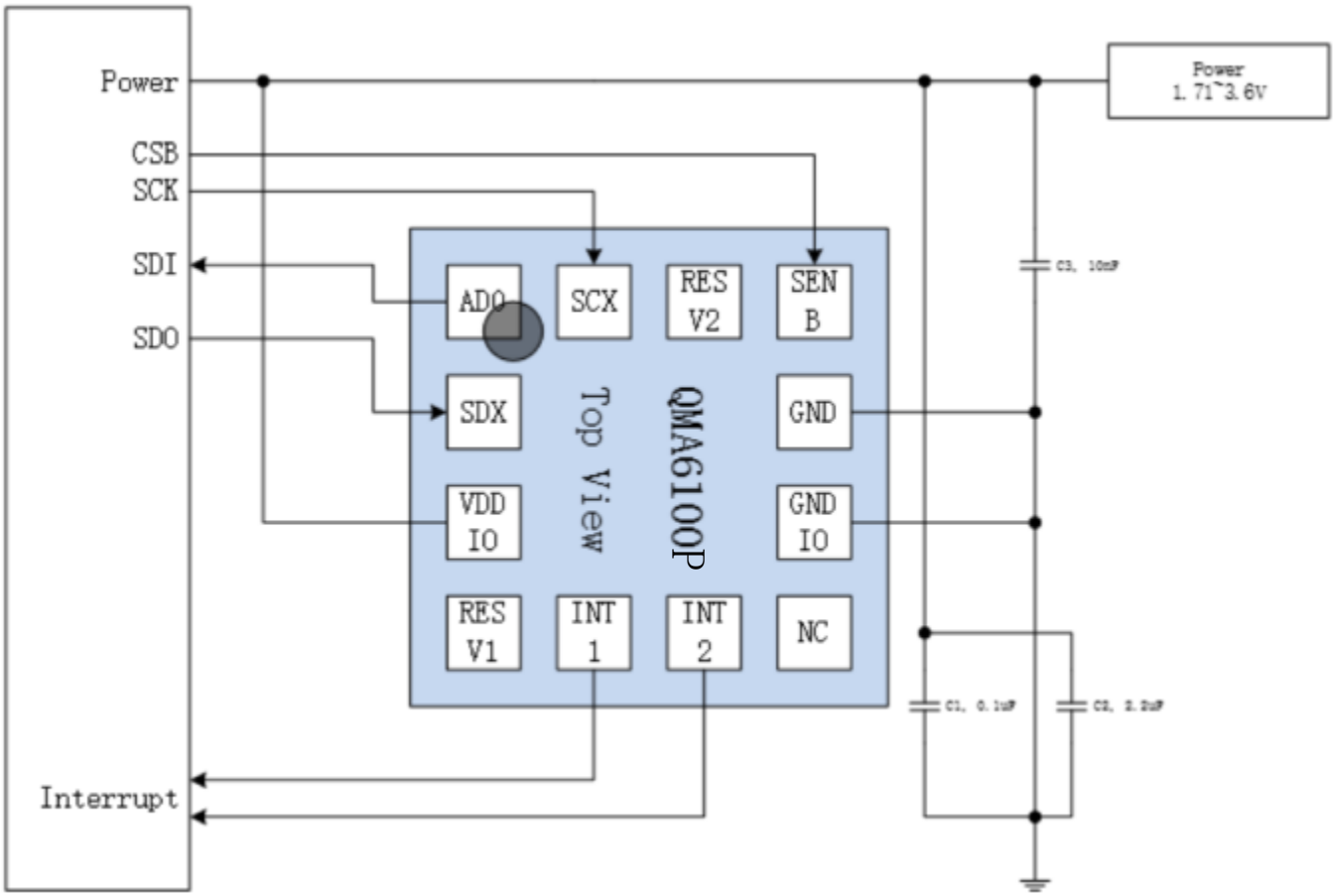

Figure 5. SPI Single Supply Connection

5 BASIC DEVICE OPERATION

5.1 Acceleration sensor

The QMA6100P acceleration sensor circuit consists of tri-axial sensors and application specific support circuits to measure the acceleration of device. When a DC power supply is applied to the sensor, the sensor converts any accelerating incident in the sensitive axis directions to charge output.

5.2 Power Management

Device has one power supply pins. VDD is the main power supply for all of the internal blocks, including analog and digital.

The device contains a power-on-reset generator. It generates reset pulse as power on, which can load the register's default value, for the device to function properly.
To make sure the POR block functions well, we should have such constrains on the timing of VDD

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The device should turn-on both power pins in order to operate properly. When the device is powered on, all registers are reset by POR, then the device transits to the standby mode and waits for further commends.

Table 6 provides references for four power states.

Table 6. Power States

Power State	VDD	Power State Description
1	0V	Device off
2	1.71V-3.6V	Device on, normal operation mode, enters standby mode after POR

5.3 Power On/Off Time

Device has one power supply pins and two ground pins. VDD is the main power supply for all of the internal blocks, including analog and digital. GND is 0V supply for all of internal blocks, and GNDIO for digital interface.

There is no limitation on the voltage levels of VDD , as long as it is within operating range.

The device contains a power-on-reset generator. It generates reset pulse as power on, which can load the register's default value, for the device to function properly.

To make sure the POR block functions well, we should have such constrains on the timing of VDD.
The power on/off time related to the device is in Table 7

Table 7. Time Required for Power On/Off

Parameter	Symbol	Condition	Min.	Typ.	Max.	Unit
POR Completion Time	PORT	Time Period After VDD and VDDIO at Operating Voltage to Ready for I^2C Commend and Analogy Measurement.			250	μs
Power off Voltage	SDV	Voltage that Device Considers to be Power Down.			0.2	V
Power on Interval	PINT	Time Period Required for Voltage Lower Than SDV to Enable Next POR	100			μs
Power on Time	PSUP	Time Period Required for Voltage from SDV to 90% of final value			50	ms

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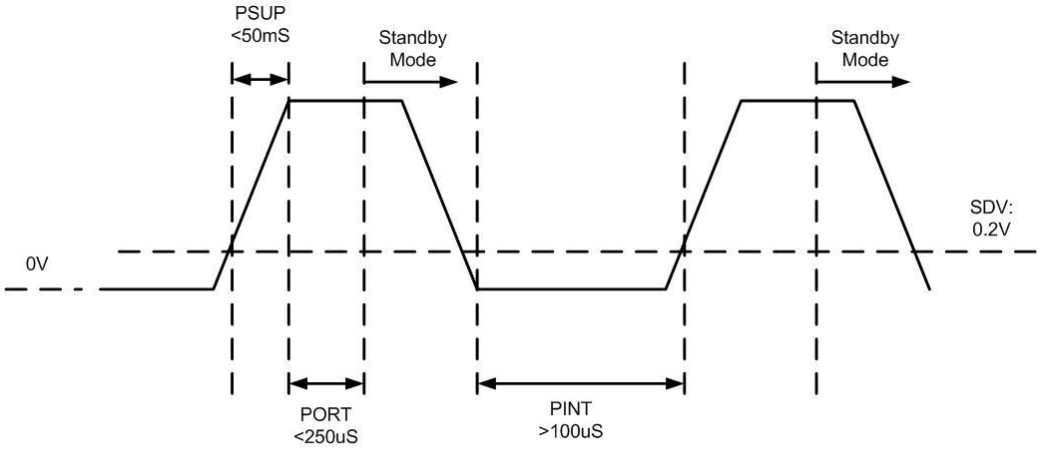

Power On/Off Timing

Figure 9. Power On/Off Timing

5.4 Communication Bus Interface I²C and Its Addresses

This device will be connected to a serial interface bus as a slave device under the control of a master device, such as the processor. Control of this device is carried out via I²C.

This device is compliant with I²C -Bus Specification, document number: 9398 393 40011. As an I²C compatible device, this device has a 7-bit serial address and supports I²C protocols. This device supports standard and fast speed modes, 100 kHz and 400 kHz, respectively. External pull-up resistors are required to support all these modes.

There are two I²C addresses selected by connecting pin 1 (AD0) to GND or VDD. The first six MSB are hardware configured to "001001" and the LSB can be configured by AD0.

Table 8. I²C Address Options

AD0 (pin 1)	I²C Slave Address (HEX)	I²C Slave Address (BIN)
Connect to GND	12	0010010
Connect to VDD	13	0010011

6 MODES OF OPERATION

6.1 Modes Transition

QMA6100P has two different operational modes, controlled by register (0x11), MODE_BIT. The main purpose of these modes is for power management. The modes can be transited from one to another, as shown below, through I²C commands. The default mode after power-on is standby mode.

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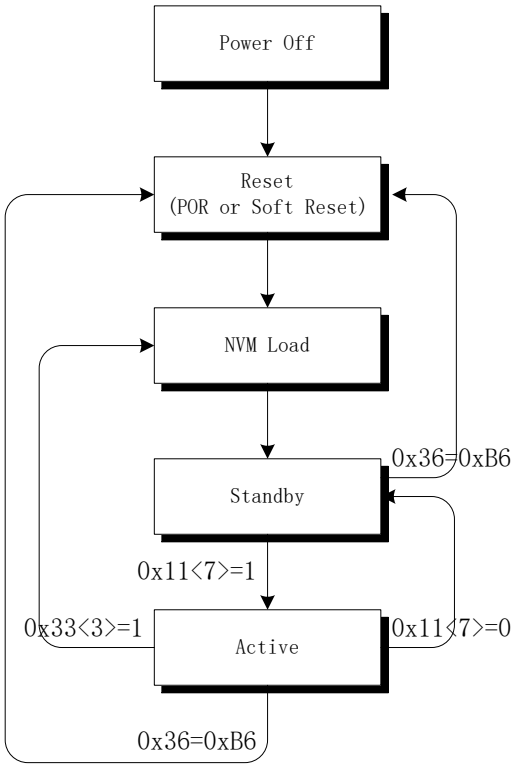

Figure 10. Basic operation flow after power-on

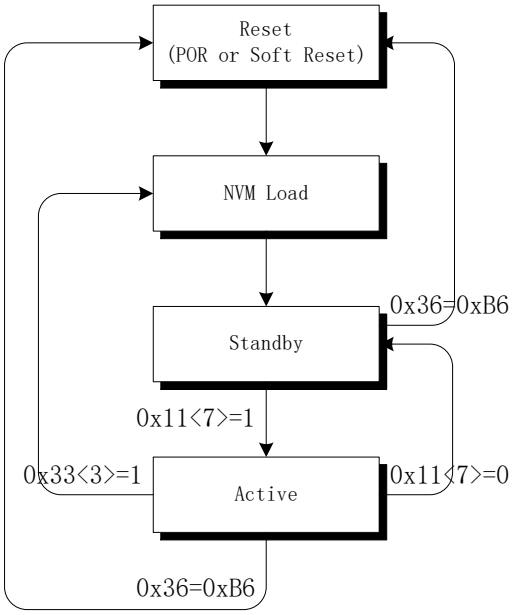

Figure 11. The work mode transferring

The default mode after power on is standby mode. Through I²C instruction, device can switch between standby mode and active mode. With SOFTRESET by writing 0xB6 into register 0x36, all of the registers will get default values. SOFTRESET can be done both in active mode and in standby mode. Also, by writing 1 in NVM_LOAD (0x33<3>) when device is in active mode, the NVM related image registers will get default value from NVM, however, other registers will keep the values of their own.

6.2 Description of Modes

6.2.1 Active Mode

In active mode, the ADC digitizes the charge signals from transducer, and digital signal processor conditions these signals in digital domain, processes the interrupts, and send data to Data registers (0x01~0x06) and FIFO (accessible through register 0x3F).

6.2.2 Standby Mode

In standby mode, most of the blocks are off, while device is ready for access through I²C. Standby mode is the default mode after power on or soft reset. Device can enter into this mode by set the soft reset register (0x36) to 0xB6 or set the MODE_BIT (0x11<7>) to logic 0.

7 Functions and interrupts

ASIC support interrupts, such as STEP_INT, DRDY_INT, ANY_MOT_INT, SIG_MOT_INT, NO_MOT_INT, RAISE_INT and FIFO_INT, etc.

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7.1 STEP_ INT

The STEP_FPAG detect that the user is entering/exiting step mode. When the user enters into step mode, at least one axis sensor data will vary periodically, by numbering the variation periods and the acceleration intensity the step counter can be calculated.

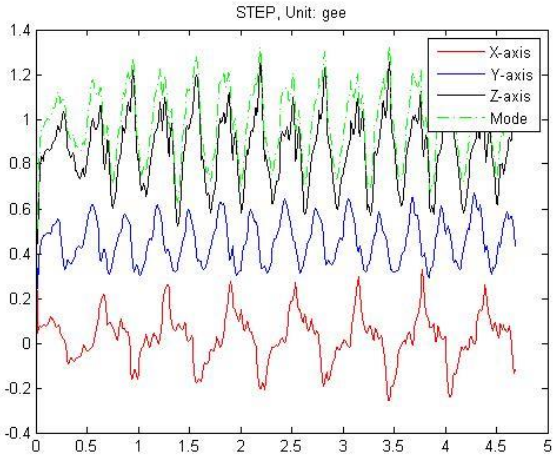

Figure 10. STEP SIGNAL

The related interrupt status bit is STEP_INT (0x0A<3>) and SIG_STEP (0x0A<6>). When the interrupt is generated, the value of STEP_INT will be set to logic 1, which will be cleared after the interrupt status register is read by user. STEP_IEN/SIG_STEP_IEN (0x16<3>/0x16<6>) is the enable bit for the STEP_INT/SIG_STEP_INT. Also, to get this interrupt on PIN_INT1 and/or PIN_INT2, we need to set INT1_STEP (0x19<3>)/INT1_SIG_STEP (0x19<6>) or INT2_STEP (0x1B<3>) /INT2_SIG_STEP (0x1B<6>) to logic 1, to map the internal interrupt to the interrupt PINs.

7.2 DRDY_INT

The width of the acceleration data is 14 bits, in two's complement representation. The data of each axis is split into 2 parts, the MSB part (one byte contains bit 13 to bit 6) and the LSB part (one byte contains bit 5 to bit 0). Reading data should start with LSB part. When user is reading the LSB byte of data, to ensure the integrity of the acceleration data, the content of MSB can be locked, by setting SHADOW_DIS (0x21<6>) to logic 0. This lock function can be disabled by setting SHADOW_DIS to logic 1. Without lock, the MSB and LSB content will be updated by new value immediately. The bit NEW_DATA in the LSB byte is the flag of the new data. If new data is updated, this NEW_DATA flag will be 1, and will be cleared when corresponding MSB or LSB is read by user.

Also, the user should note that even with SHADOW_DIS=0, the data of 3 axes are not guaranteed from the same time point.

The device supports four different acceleration measurement ranges. The range is setting through RANGE (0x0F<3:0>), and the details as following:

RANGE	Acceleration range	Resolution
0001	2g	244ug/LSB
0010	4g	488ug/LSB
0100	8g	977ug/LSB

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1000	16g	1.95mg/LSB
1111	32g	3.91mg/LSB
Others	2g	244ug/LSB

The interrupt for the new data serves for the synchronous data reading for the host. It is generated after storing a new value of z-axis acceleration data into data register. This interrupt will be cleared automatically when the next data conversion cycle starts, and the interrupt will be effective about 64*MCLK, and automatically cleared.
The interrupt mode for the new data is fixed to be non-latched.

7.3 ANY_MOT_INT

Any motion Any motion detection uses slope between two successive data to detect the changes in motion. It generates interrupt when a preset threshold ANY_MOT_TH (0x2E) is exceeded.

The time difference between two successive data depends on the output data rate (ODR).

$$\text{Slope}(t1) = \big(acc(t1) - acc(t0)\big) * ODR$$

The any motion detection criteria are fulfilled and interrupt is generated if any of enabled channels exceeds ANY_MOT_TH for ANY_MOT_DUR (0x2C<1:0>) consecutive times.

As long as all the enabled channels data fall or stay below ANY_MOT_TH for ANY_MOT_DUR consecutive times, the interrupt will be reset unless the interrupt signal is latched.

The any motion detection engine will send out the signals of axis which triggered the interrupt (ANY_MOT_FIRST_X (0x09<0>), ANY_MOT_FIRST_Y (0x09<1>), ANY_MOT_FIRST_Z (0x09<2>)) and the sign of the motion (ANY_MOT_SIGN (0x09<3>))

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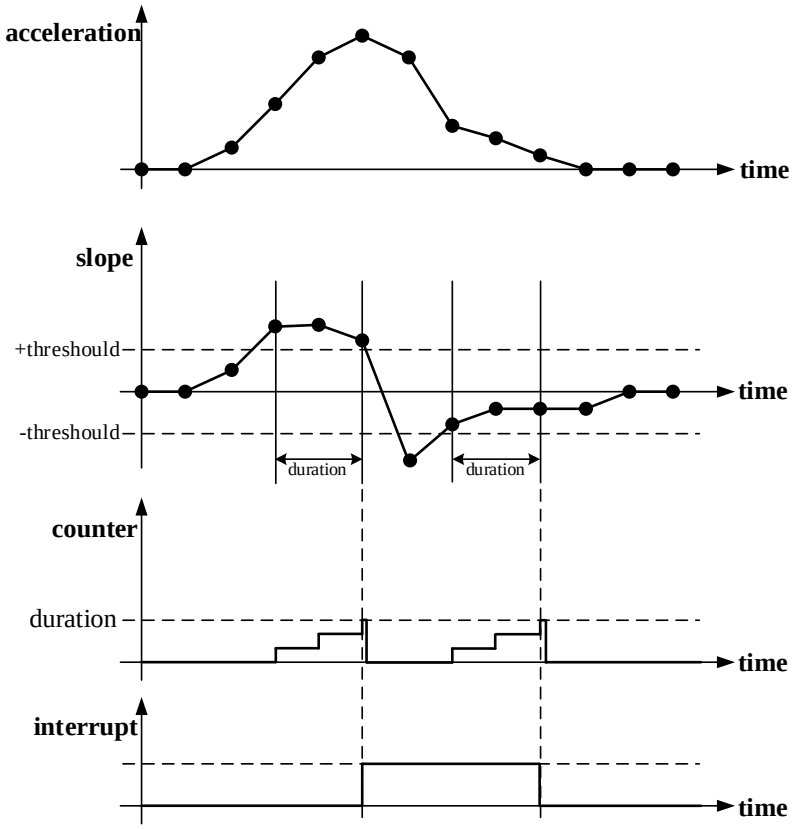
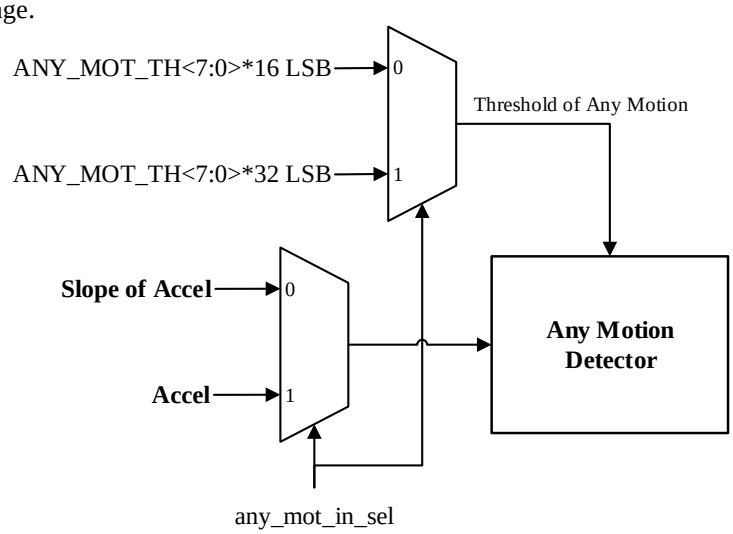


There is an option for using any motion detector to detect high-g.
If the 0x2F<6> (any_mot_in_sel) is logic-1, the input of any-motion detector would be acceleration, and the threshold range would cover full scale range.



any_mot_in_sel (0x2F<6>) : 0 for any motion detection
1 for high-g detection

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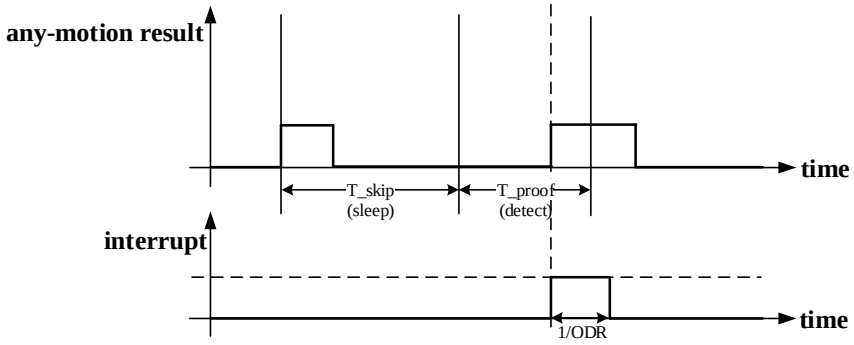
7.4 SIG_MOT_INT

A significant motion is a motion due to a change in user location.
The algorithm is as following:

1) Look for movement, same setting as any motion detection
2) If movement detected, sleep for T_Skip (0x2F<3:2>)
3) Look for movement
   a) If no movement detected within T_Proof (0x2F<5:4>), go back to 1
   b) If movement detected, report a significant movement, and generate the interrupt

The significant motion detection and any motion detection are exclusive, user can select either one through SIG_MOT_SEL (0x2F<0>).
If significant motion is detected, the engine will set SIG_MOT_INT (0x0A<0>).



7.5 NO_MOT_INT

No-motion interrupt is generated if the slope (absolute value of acceleration difference) on all selected axes is smaller than the programmable threshold for a programmable time. Figure shows the timing for the no-motion interrupt. Register (0x2C) NO_MOT_DUR defines the delay times before the no-motion interrupt is generated. Table lists the delay times adjustable with register (0x2C) NO_MOT_DUR.
The no-motion interrupt is enabled per axis by writing logic 1 to bits (0x18) NO_MOTION_EN_X, (0x18) NO_MOTION_EN_Y, and (0x18) NO_MOTION_EN_Z, respectively. The no-motion threshold is set through the (0x2D) NO_MOT_TH register. The meaning of an LSB of (0x2D) NO_MOT_TH depends on the selected g-range: it corresponds to 3.91mg in 2g-range (7.81mg in 4g-range, 15.6mg in 8g-range, 31.25mg in 16g-range, 62.5mg in 32g-range). Therefore the maximum value is 996mg in 2g-range (2g in 4g-range, 4g in 8g-range, 8g in 16g-range, and 16g in 32g-range). The time difference between the successive acceleration samples depends on the selected ODR and equates to 1/ODR.

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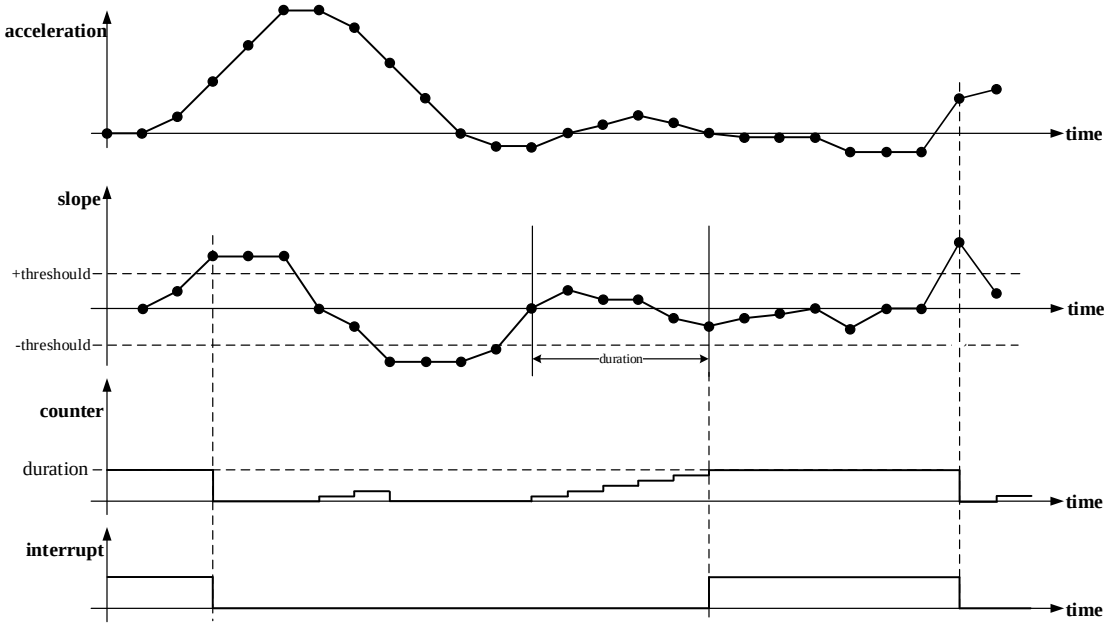

7.6 TAP_INT

Tap detection allows the device to detect the events such as clicking or double clicking of a touch-pad. A tap event is detected if a pre-defined slope of the acceleration. The tap detection includes single tap (S_TAP), double tap (D_TAP), triple tap (T_TAP), and quadruple tap (Q_TAP). A 'Single tap' is a single event within a certain shock time, followed by a certain quiet time. A 'double tap' consists of a first such event followed by a second event within a defined time frame, and so on.

Each tap interrupt can be enabled (disabled) by setting '1' ('0') to S_TAP_EN(0x16<7>), D_TAP_EN(0x16<5>), T_TAP_EN(0x16<4>), and Q_TAP_EN(0x16<0>).

The status of each tap interrupt is stored in S_TAP_INT(0x0A<7>), D_TAP_INT(0x0A<5>), T_TAP_INT(0x0A<4>), and Q_TAP_INT(0x0B<0>).

The shock and quiet threshold for detecting a tap event is set by register (0x2B) TAP_SHOCK_TH and (0x1E) TAP_QUIET_TH. The meaning of threshold LSB is 31.25mg, the range is 0 ~ 2G.

The tap input selection is defined in (0x2B<7:6>) TAP_IN_SEL, the default input is $\sqrt{x^2+y^2+z^2}$, the tap detector could only detect 1 axis as shown below:

TAP_IN_SEL<1:0>:

0: X-axis

1: Y-axis

2: Z-axis

3: $\sqrt{x^2+y^2+z^2}$

In figure the timing for tap is visualized:

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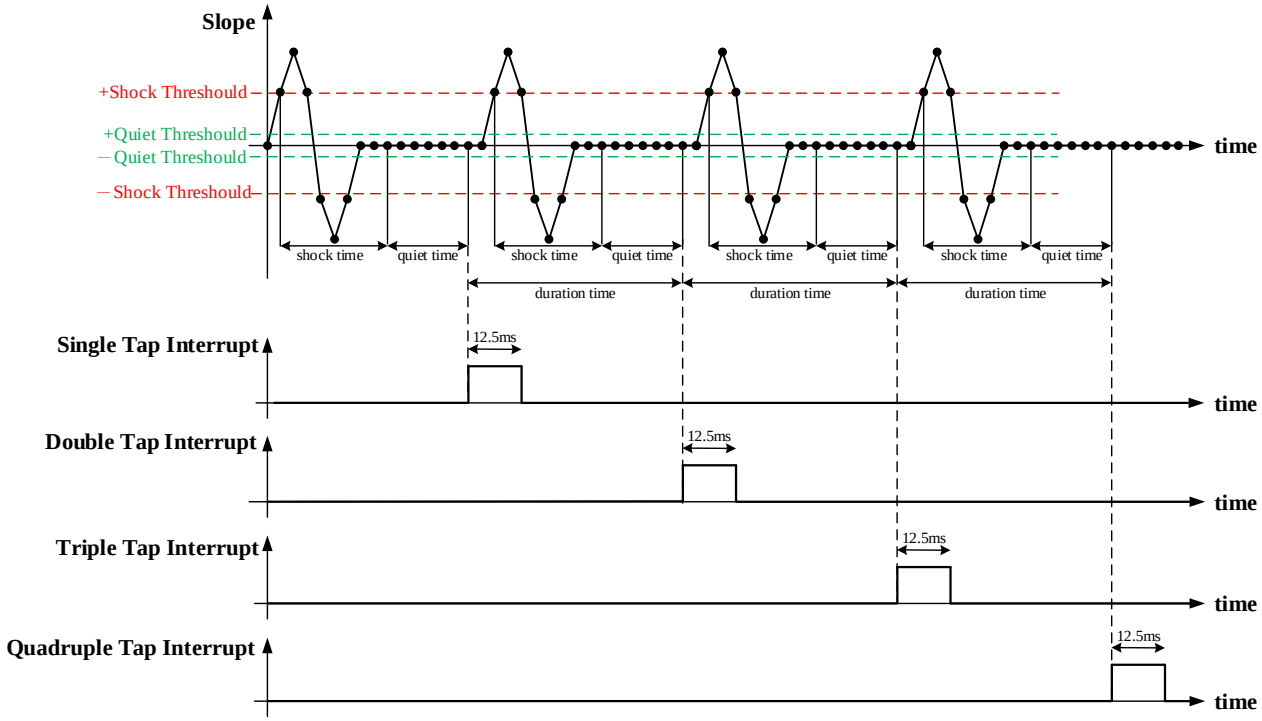

7.7 RAISE_INT

Raise wake algorithm is used to detect the action of raise hand (or hand down). The interrupt is enabled by writing logic 1 to bits (0X16[1]) RAISE_EN, (0X16[2]) HD_EN. User can adjust the sensitivity through the registers. The register RAISE_WAKE_SUM_TH(0X22[5:0]) defines the strength of hand action (raise and down). The register RAISE_DIFF_TH(0X23[1:0],0X22[7:6]) defines the differential values of twice actions, when the hand behavior almost done the differential value will be smaller and we can use this register to set the threshold. RAISE_WAKE_PERIOD and RAISE_WAKE_TIMEOUT_TH define the duration of the total hand action.

7.8 FIFO_INT

This device has integrated FIFO memory, capable of storing up to 64 frames, with each frame contains three 14bits words, for acceleration data of X, Y, and Z axis. All of the 3-axes acceleration is sampled at same time point

The FIFO can be configured as three modes, FIFO mode, STREAM mode, and BYPASS mode.
FIFO mode.
In FIFO mode, the acceleration data of selected axes are stored in the buffer memory. If enabled, a watermark interrupt can be triggered when the buffer filled up to the defined level. The buffer will continuously be filled until the fill level reaches to 64. When the buffer is full, data collection stops, and the new data will be ignored. Also, FIFO_FULL interrupt will be triggered when enabled.
STREAM mode
In STREAM mode, the acceleration data of selected axes will be stored into the buffer until the buffer is full. The buffer's depth is 64 now. when the buffer is full, data collection continues, and the oldest data is discarded. If enabled, a watermark interrupt will be triggered when the fill level reached to the defined level. Also, when buffer is full, FIFO_FULL interrupt will be triggered if enabled. If any old data is discarded, the FIFO_OR (0x0B<7>) will be set to be logic 1.
BYPASS mode
In BYPASS mode, only the current acceleration data of selected axes can be read out from FIFO. The FIFO acts like the STREAM mode when a depth of 1. Compared to reading directly from data register, this mode has the advantage of ensuring the package of xyz data are from same time point. The data registers are updated sequentially and have chance for

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xyz data are from different time. Also, if any old data is discarded, the FIFO_OR will be set to be logic 1, similar as that in STREAM mode.
The FIFO mode can be configured by setting FIFO_MODE (0x3E<7:6>).

FIFO_MODE	MODE
00	BYPASS
01	FIFO
10	STREAM
11	FIFO

User can select the acceleration data of which axes to be stored in FIFO. This configuration can be done by setting FIFO_CH (0x3E<2:0>)
If all of the 3-axes data are selected, the format of data read from 0x3F is as following

XLSB	XMSB	YLSB	YMSB	ZLSB	ZMSB

These comprise one frame

If only one axis is enabled, the format data read from 0x3F is as following

YLSB	YMSB

These comprise one frame

If the frame is not read completely, the remaining parts of the frame will be discarded.
If the FIFO is read beyond the FIFO fill level, all zeroes will be read out.

FIFO_FRAME_COUNTER (0x0E<7:0>) reflects the current filled level of the buffer. If additional data frames are written into the buffer when FIFO is full (in STREAM mode or BYPASS mode), then FIFO_OR (0x0B<7>) is set to be logic 1. This FIFO_OR bit can be considered as flag of discarding old data.
When a write access to one of the FIFO configuration registers (0x3E) or watermark registers (0x31) occurs, the FIFO buffer will be cleared, the FIFO fill level indication register FIFO_FRAME_COUNTER (0x0E<7:0>) will be cleared, and the FIFO_OR (0x0B<7>) will be cleared as well.

As mentioned above, FIFO controller contains two interrupts, FIFO_FULL interrupt and watermark interrupt. These two interrupts are functional in all of the FIFO operating modes.
The watermark interrupt is triggered when the filled level of buffer reached to the level that is defined by register FIFO_WM_LVL (0x31<7:0>), if the interrupt is enabled by setting INT_FWM_EN (0x17<6>) to logic 1 and INT1_FWM (0x1A<6>) or INT2_FWM (0x1C<6>) is set.
The FIFO_FULL interrupt is triggered when the buffer has been fully filled. In FIFO mode, the filled level is 64, and in STREAM mode the filled level is 64, in BYPASS mode the filled level is 1. To enable FIFO_FULL interrupt, INT_FFULL_EN (0x17<5>) should be set to 1, and INT1_FFULL (0x1A<5>) and INT2_FFULL (0x1C<5>) is set.

The status of watermark interrupt and FIFO full interrupt can be read through INT_STAT (0x0B)
After soft-reset, the watermark interrupt and FIFO full interrupt are disabled.

For the FIFO to recollect the data, user should reconfigure the register FIFO_MODE.

7.9 Interrupt configuration

The device has the above 3 interrupt engines. Each of the interrupts can be enabled and configured independently. If the trigger condition of the enabled interrupt fulfilled, the corresponding interrupt status bit will be set to logic 1, and the mapped interrupt pin will be activated. The device has two interrupt PINs, INT1 and INT2. Each of the interrupts can be mapped to either PIN or both PINs.

The interrupt status registers INT_ST(0x09~0x0d) will update when a new data word is written into the data registers. If an interrupt is disabled, the related active interrupt status bit is disabled immediately.

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When interrupt condition is fulfilled, related bit of interrupt will be set, until the associated interrupt condition is no more valid. Read operation to related register will also clear the register.

Device supports 2 interrupt modes, non-latched, and latched mode. The interrupt modes are set through LATCH_INT (0x21<0>).

In non-latched mode, the mapped interrupt pin will be set and/or cleared same as associated interrupt register bit. Also, the mapped interrupt pin can be cleared with read operation to any of the INT_ST(0x09~0x0d).

Exception to this is the new data interrupt and step interrupt, which are automatically reset after a fixed time (T_Pulse = 64/MCLK), no matter LATCH_INT (0x21<0>) is set to 0 or 1.

In latched mode, the clearings of mapped pins are determined by INT_RD_CLR (0x21<7>).
If the condition for trigging the interrupt still holds, the interrupt status will be set again with the next change of the data registers.

Mapping the interrupt pins can be set by INT_MAP (0x19~0x1B).

The electrical interrupt pins can be set INT_PIN_CONF (0x20<3:0>). The active logic level can be set to 1 or 0, and the interrupt pin can be set to open-drain or push-pull.

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8 I²C COMMUNICATION PROTOCOL

8.1 I²C Timings

Table 9 and Figure 11 describe the I²C communication protocol times

Table 9. I²C Timings

Parameter	Symbol	Condition	Min.	Typ.	Max.	Unit
SCL Clock	f_{scl}		0		400	kHz
SCL Low Period	t_{low}		1			μs
SCL High Period	t_{high}		1			μs
SDA Setup Time	t_{sudat}		0.1			μs
SDA Hold Time	t_{hddat}		0		0.9	μs
Start Hold Time	t_{hdsta}		0.6			μs
Start Setup Time	t_{susta}		0.6			μs
Stop Setup Time	t_{susto}		0.6			μs
New Transmission Time	t_{buf}		1.3			μs
Rise Time	t_r					μs
Fall Time	t_f					μs

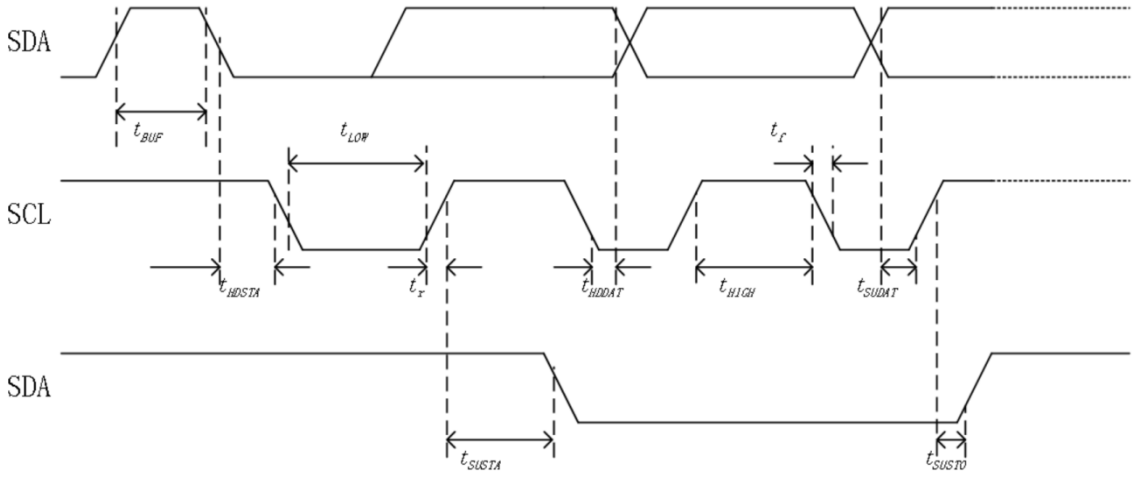

Figure 11. I²C Timing Diagram

8.2 I²C R/W Operation

8.2.1 Abbreviation

Table 10. Abbreviation

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SACK	Acknowledged by slave
MACK	Acknowledged by master
NACK	Not acknowledged by master
RW	Read/Write

8.2.2 Start/Stop/Ack

START: Data transmission begins with a high to transition on SDA while SCL is held high. Once I^2C transmission starts, the bus is considered busy.
STOP: STOP condition is a low to high transition on SDA line while SCL is held high.
ACK: Each byte of data transferred must be acknowledged. The transmitter must release the SDA line during the acknowledge pulse while the receiver must then pull the SDA line low so that it remains stable low during the high period of the acknowledge clock cycle.
NACK: If the receiver doesn't pull down the SDA line during the high period of the acknowledge clock cycle, it's recognized as NACK by the transmitter.

8.2.3 I^2C Write

I^2C write sequence begins with start condition generated by master followed by 7 bits slave address and a write bit (R/W=0). The slave sends an acknowledge bit (ACK=0) and releases the bus. The master sends the one-byte register address. The slave again acknowledges the transmission and waits for 8 bits data which shall be written to the specified register address. After the slave acknowledges the data byte, the master generates a stop signal and terminates the writing protocol.

Table 11. I^2C Write

START	Slave Address							RW	SACK	Register Address (0x11)								SACK	Data (0x80)								SACK	STOP
	0	0	1	0	0	1	0	0		0	0	0	1	0	0	0	1		1	0	0	0	0	0	0	0		

8.2.4 I^2C Read

I^2C write sequence consists of a one-byte I^2C write phase followed by the I^2C read phase. A start condition must be generated between two phases. The I^2C write phase addresses the slave and sends the register address to be read. After slave acknowledges the transmission, the master generates again a start condition and sends the slave address together with a read bit (R/W=1). Then master releases the bus and waits for the data bytes to be read out from slave. After each data byte the master has to generate an acknowledge bit (ACK = 0) to enable further data transfer. A NACK from the master stops the data being transferred from the slave. The slave releases the bus so that the master can generate a STOP condition and terminate the transmission.
The register address is automatically incremented and more than one byte can be sequentially read out. Once a new data read transmission starts, the start address will be set to the register address specified in the current I^2C write command.

Table 12. I^2C Read

START	Slave Address							RW	SACK	Register Address (0x00)								SACK										
	0	0	1	0	0	1	0	0		0	0	0	0	0	0	0	0											
ST	Slave Address							RW	SA	Data (0x00)								M	Data (0x01)									

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	0	0	1	0	0	1	0	1		0	0	0	0	0	0	1	0		0	0	0	0	0	0	0	0
MACK	Data (0x02)								MACK	…….								MACK	Data (0x07)								NACK	STOP
	0	0	0	0	0	0	1	0		…….									0	0	0	0	0	0	0	0		

8.3 Serial Peripheral Interface(SPI)

The timing specification of SPI is given in the following table.

Table 13: SPI timing

Parameter	Symbol	Condition	Min.	Max.	Unit
Clock Frequency	f_{SPI}	Max. load on SDI or SDO=25pF	0	10	MHz
SCK Low Pulse	t_{SCKL}		20		ns
SCK High Pulse	t_{SCKH}		20		ns
SDI Setup Time	t_{SDI_setup}		20		ns
SDI Hold Time	t_{SDI_hold}		20		ns
SDO Output Delay	t_{SDO_OD}	Load =25pF		30	ns
		Load =250pF, V_{ddio} =2.4V		40	ns
SENB Setup Time	t_{SENB_setup}		20		ns
SENB Hold Time	t_{SENB_hold}		40		ns

The following figure shows the definition of SPI timing given in table 13:

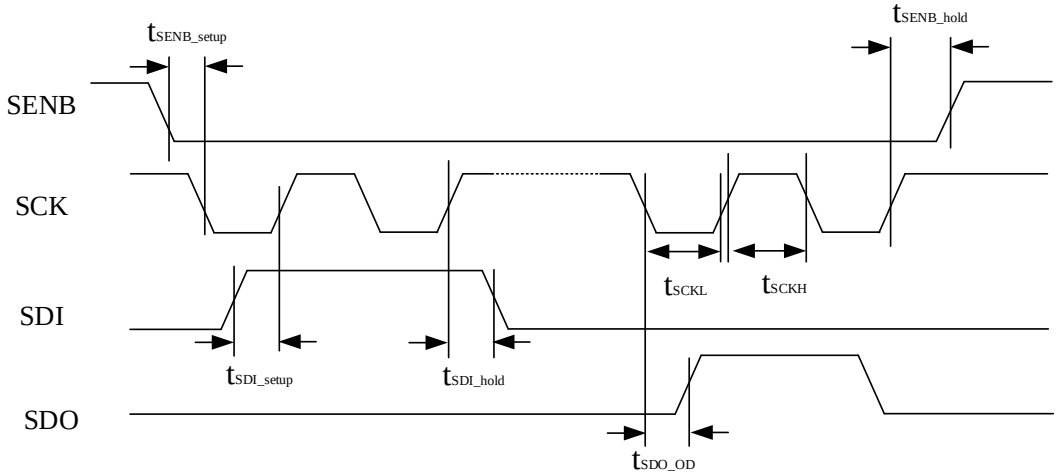

Figure. 12 SPI timing diagram

The SPI interface of QMA6100P is compatible with two modes, '00' and '11'. The automatic selection between mode '00' and mode '11' is done based on the value of SCK at the falling edge of SENB. Two configurations of SPI interface are supported by QMA6100P: 4-wire and 3-wire. The same protocol is used by both configurations. The device operates in 4-wire configuration by default. The configuration can be switched to 3-wire configuration by setting EN_SPI3W(0x20[5])=1. Pin SDI is used as the common data pin in 3-wire configuration.

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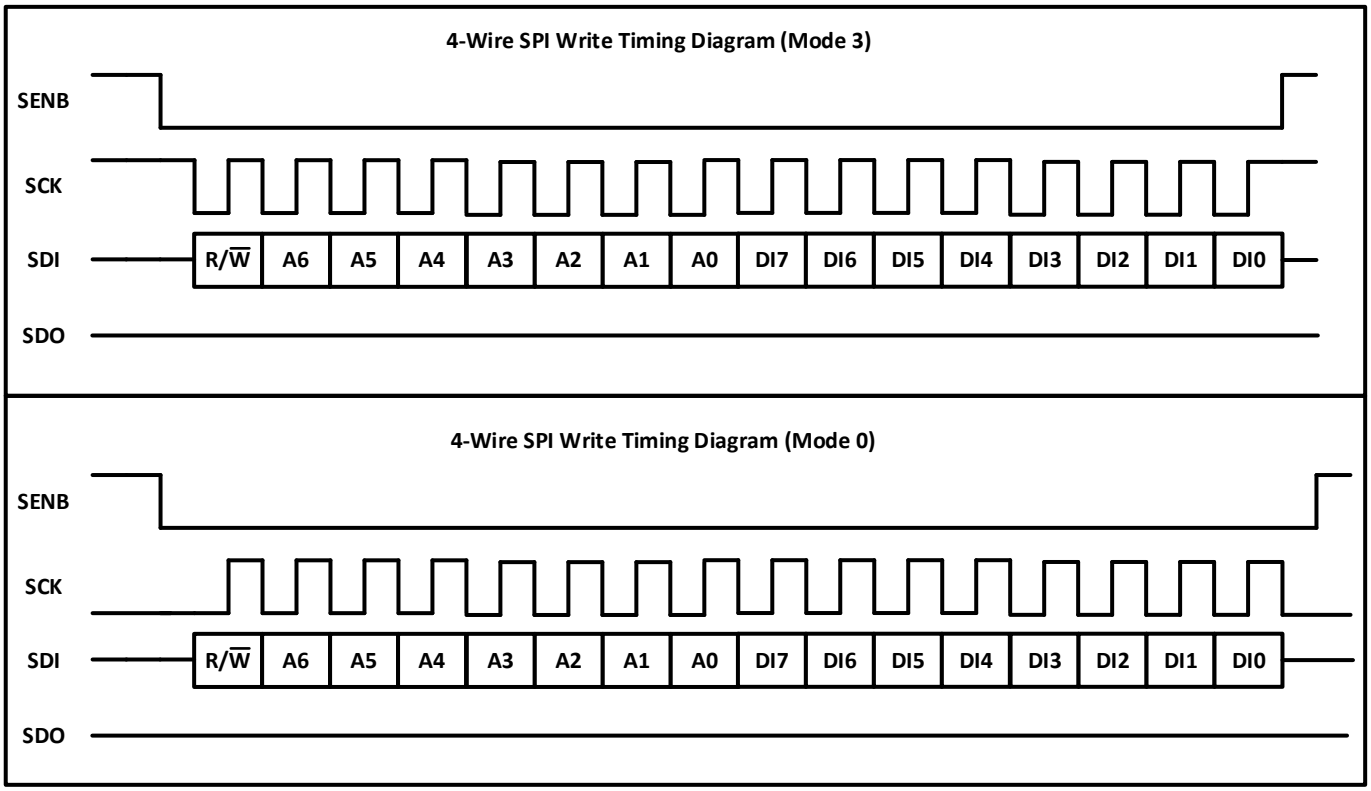
For single byte read or write operation, 16-bit protocols are used. QMA6100P also supports multiple-byte read or write operations.

In 4-wire configuration, SENB(low active), SCK(serial clock), SDI(serial data input) and SDO(serial data output) pins are used. The communication starts when SENB is pulled low by SPI master and stops when SENB is pulled high. SCK is also controlled by SPI master. SDI and SDO are driven at the falling edge of SCK and should be captured at the rising edge of SCK.

The basic write operation waveform for 4-wire configuration is depicted below in figure 13. During the entire write cycle SDO remains in high impedance state.



Bit 0 : R/W bit, R/W=0 : write mode; R/W=1 : read mode.
Bit 1-7 : 7-bit address of registers.
Bit 8-15 : Data DI7~DI0 (write mode). It is the data that will be written into the slave. (MSB first)
Bit 8-15 : Data DO7~DO0 (read mode). It is the data that will be read from the device. (MSB first)

Figure 13: 4-wire basic SPI Write sequence

The basic read operation waveform for 4-wire configuration is depicted in figure 14 below.

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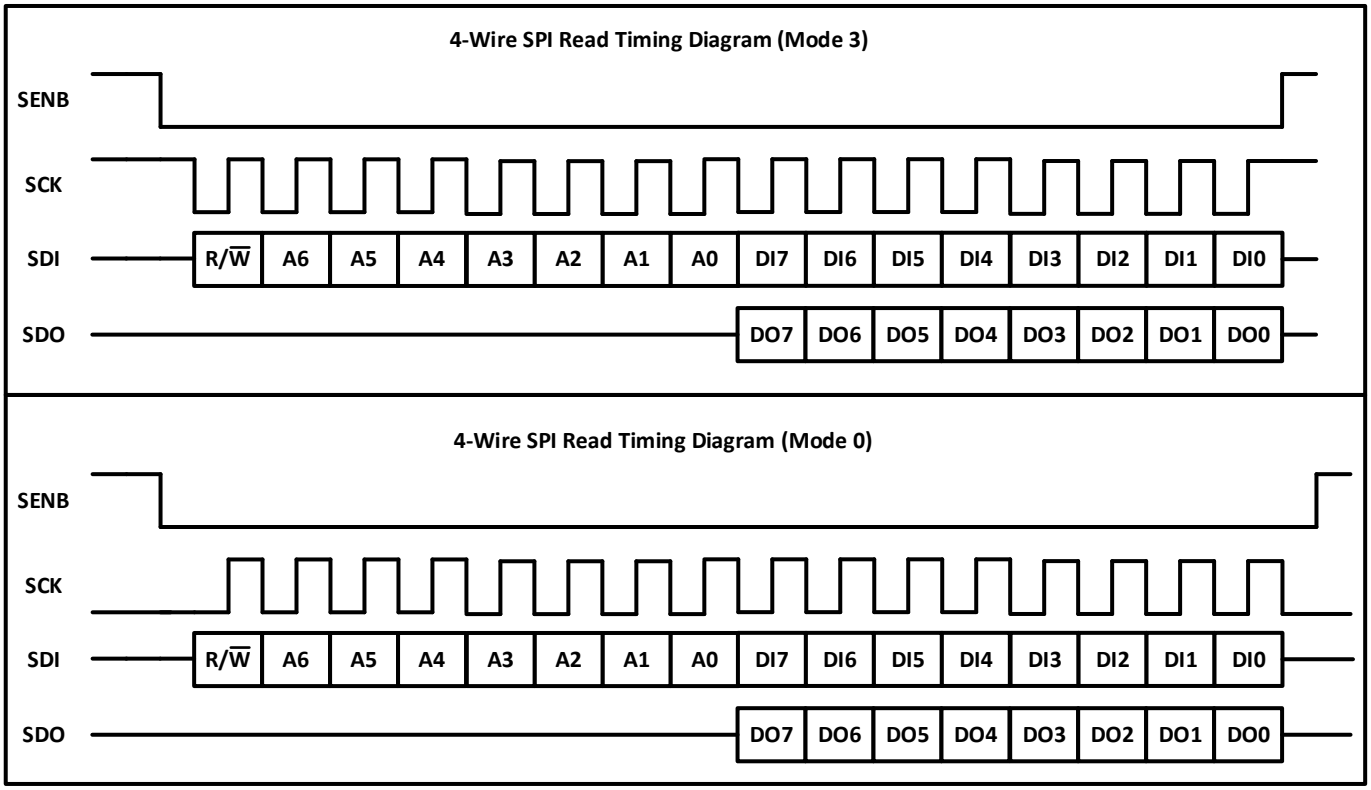

Bit 0 : R/W bit, R/W=0 : write mode; R/W=1 : read mode.
Bit 1-7 : 7-bit address of registers.
Bit 8-15 : Data DI7~DI0 (write mode). It is the data that will be written into the slave. (MSB first)
Bit 8-15 : Data DO7~DO0 (read mode). It is the data that will be read from the device. (MSB first)

Figure 14: 4-wire basic SPI Read sequence

The data bits are defined as follows:

Bit0: Read/Write bit. When 0, the data DI is written to the chip. When 1, the data DO is read from the chip.

Bit1-7: Address A(6:0).

Bit8-15: when in write mode, these are the data DI, which will be written to the address. When in read mode, these are the DO, which are read from the address.

Multiple byte read/write operations are possible by keeping SENB low and continuing the data transfer. Only the first register address has to be provided. Addresses are automatically incremented after each read/write access as long as SENB stays low.

The principle of multiple read/write is shown below.

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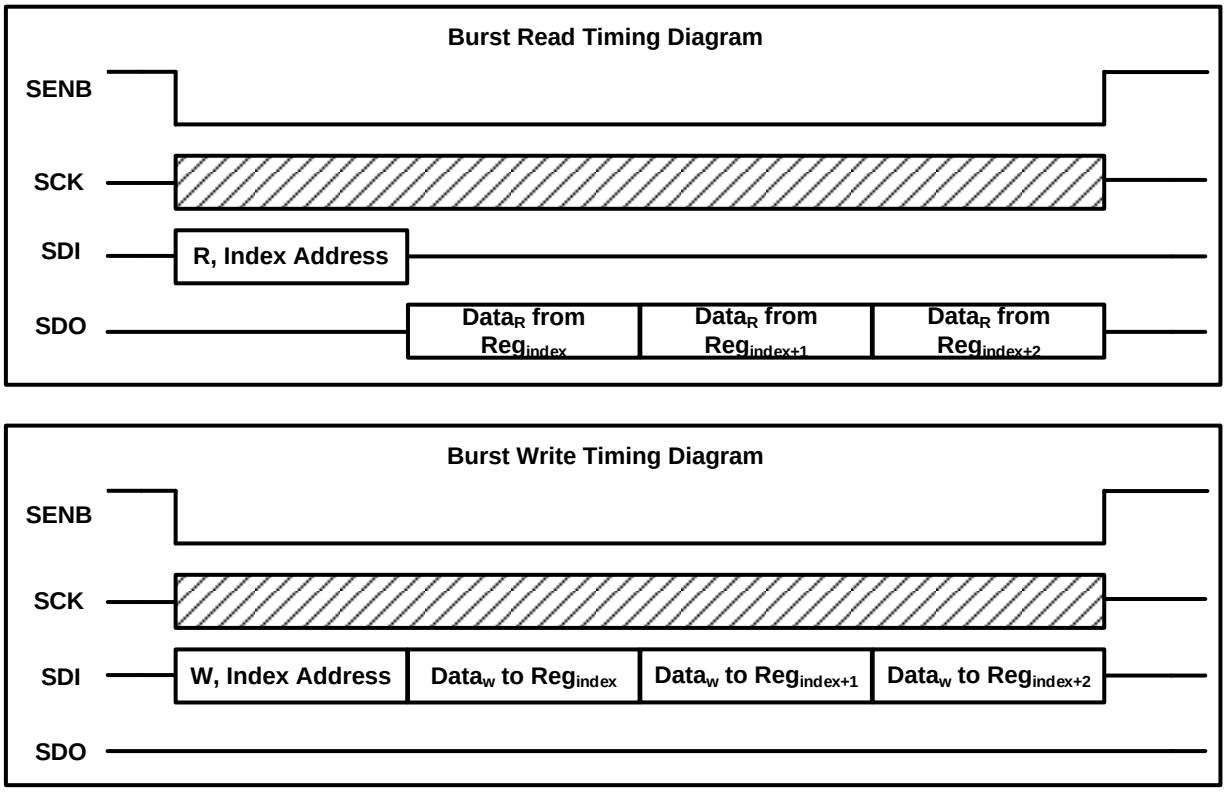
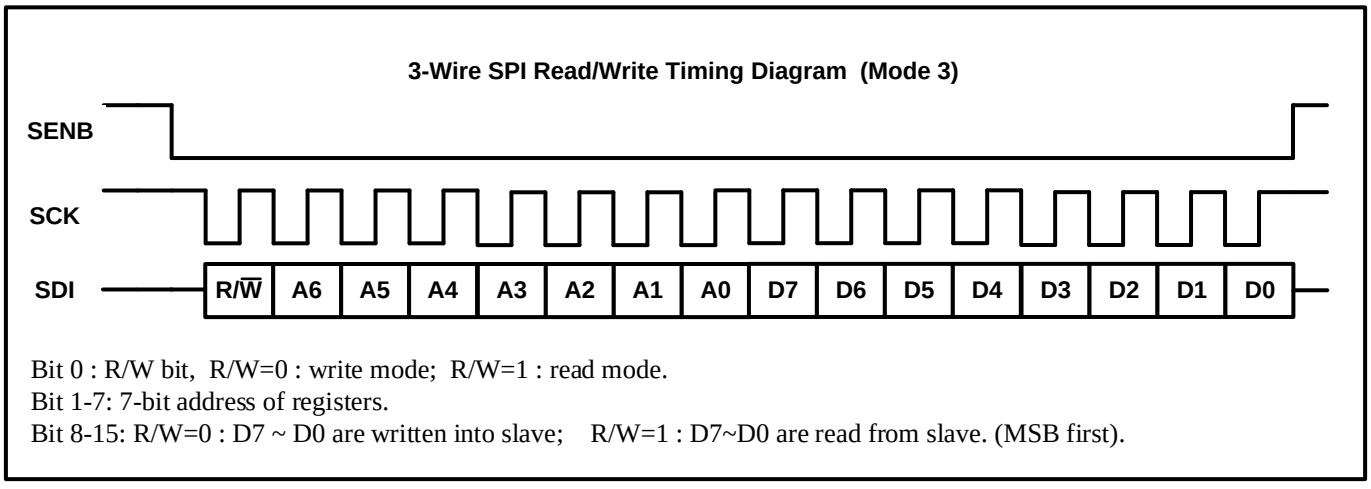


Figure 15: SPI multiple byte Read/Write

In 3-wire configuration, SENB(low active), SCK(serial clock) and SDI(serial data input) pins are used. The communication starts when SENB is pulled low by SPI master and stops when SENB is pulled high. SCK is also controlled by SPI master. SDI is driven at the falling edge of SCK when used as input of the device and should be captured at the rising edge of SCK when used as the output of the device.



Bit 0 : R/W bit, R/W=0 : write mode; R/W=1 : read mode.
Bit 1-7: 7-bit address of registers.
Bit 8-15: R/W=0 : D7 ~ D0 are written into slave; R/W=1 : D7~D0 are read from slave. (MSB first).

Figure 16: 3-wire basic SPI Read/Write sequence

9 REGISTERS

9.1 Register Map

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The table below provides a list of the 8-bit registers embedded in the device and their respective function and addresses

Table 14. Register Map

Add.	Name	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0	R/W	DEF
0x3F	FIFO_CFG	FIFO_DATA<7:0>								R	00
0x3E		FIFO_MODE<1:0>		RAISE_XYZ_SW<2:0>			FIFO_EN_Z	FIFO_EN_Y	FIFO_EN_X	RW	07
0x3D	IMAGE	GAIN_Z<7:0>								RW	NVM
0x3C		GAIN_Y<7:0>								RW	NVM
0x3B		GAIN_X<7:0>								RW	NVM
0x3A		OFFSET_Z<7:0>								RW	NVM
0x39		OFFSET_Y<7:0>								RW	NVM
0x38		OFFSET_X<7:0>								RW	NVM
0x37		OFFSET_X<10:8>			GAIN_Z<9:8>		OFFSET_Y<10:8>			RW	NVM
0x36	S_RESET	SOFTRESET: 0xB6 / NVM_UNLOCK: 0xB3								RW	00
0x35		Z_TH[3:0]				X_TH[3:0]				RW	66
0x34		YZ_TH_SEL[2:0]			Y_TH[4:0]					RW	9D
0x33	Internal									RW	05
0x32	ST	SELFTEST_BIT					SELFTEST_SIGN	STEP_BP_AXIS<1:0>		RW	00
0x31	FIFO_WM	FIFO_WTMK_LVL<7:0>								RW	00
0x30	RST_MOT	MO_BP_LPF	STEP_BP_LPF	TAP_RST_N			NO_MOT_RST_N	SIG_MOT_RST_N	ANY_MOT_RST_N	RW	3F
0x2F	MOT_CFG	RFF_BP_LPF	ANY_MOT_IN_SEL	SIG_MOT_TPROOF<1:0>		SIG_MOT_TSKIP<1:0>			SIG_MOT_SEL	RW	00
0x2E		ANY_MOT_TH<7:0>								RW	00
0x2D		NO_MOT_TH<7:0>								RW	00
0x2C		NO_MOT_DUR<5:0>						ANY_MOT_DUR<1:0>		RW	00
0x2B	TAP	TAP_IN_SEL<1:0>		TAP_SHOCK_TH<5:0>						RW	CD
0x2A		TAP_QUIET	TAP_SHOCK	T_TAP_DELAY	TAP_EARIN		TAP_DUR<2:0>			RW	05
0x29	OS_CUST	OS_CUST_Z<7:0>								RW	00
0x28		OS_CUST_Y<7:0>								RW	00
0x27		OS_CUST_X<7:0>								RW	00
0x26	na	RAISE_MODE	RAISE_WAKE_PERIOD[10:8]			RAISE_WAKE_TIMEOUT_TH[11:8]				RW	02
0x25		RAISE_WAKE_PERIOD[7:0]								RW	81
0x24		RAISE_WAKE_TIMEOUT_TH[7:0]								RW	00
0x23		HD_Z_TH[2:0]			HD_X_TH[2:0]			RAISE_WAKE_DIFF_TH[3:2]		RW	7C
0x22		RAISE_WAKE_DIFF_TH[1:0]		RAISE_WAKE_SUM_TH[5:0]						RW	D8
0x21	INT_CFG	INT_RD_CLR	SHADOW_DIS	DIS_I2C				LATCH_INT_STEP	LATCH_INT	RW	00
0x20	INT_PIN_CFG	DIS_PU_SENB	DIS_IE_AD0	EN_SPI3W	STEP_COUNT_PEAK<2>	INT2_OD	INT2_LVL	INT1_OD	INT1_LVL	RW	05
0x1F	STEP_CFG	STEP_START_CNT<2:0>			STEP_COUNT_PEAK<1:0>		STEP_COUNT_P2P<2:0>			RW	A9
0x1E		NLPF_STEP<1:0>		TAP_QUIET_TH[5:0]						RW	08
0x1D		STEP_INTERVAL<6:0>							EN_RESET_DC	RW	00
0x1C	INT_MAP	INT2_NO_MOT	INT2_FWM	INT2_FFULL	INT2_DATA			INT2_Q_TAP	INT2_ANY_MOT	RW	00
0x1B		INT2_S_TAP	INT2_SIG_STEP	INT2_D_TAP	INT2_T_TAP	INT2_STEP	INT2_HD	INT2_RAISE	INT2_SIG_MOT	RW	00
0x1A		INT1_NO_MOT	INT1_FWM	INT1_FFULL	INT1_DATA			INT1_Q_TAP	INT1_ANY_MOT	RW	00
0x19		INT1_S_TAP	INT1_SIG_STEP	INT1_D_TAP	INT1_T_TAP	INT1_STEP	INT1_HD	INT1_RAISE	INT1_SIG_MOT	RW	00
0x18	INT_EN	NO_MOT_EN_Z	NO_MOT_EN_Y	NO_MOT_EN_X			ANY_MOT_EN_Z	ANY_MOT_EN_Y	ANY_MOT_EN_X	RW	00
0x17			INT_FWM_EN	INT_FFULL_EN	INT_DATA_EN					RW	00
0x16		S_TAP_EN	SIG_STEP_IEN	D_TAP_EN	T_TAP_EN	STEP_IEN	HD_EN	RAISE_EN	Q_TAP_EN	RW	00
0x15	na	STEP_TIME_UP<7:0>								RW	16
0x14		STEP_TIME_LOW<7:0>								RW	19
0x13		STEP_CLR	STEP_PRECISION<6:0>							RW	7F
0x12		STEP_EN	STEP_SAMPLE_CNT<6:0>							RW	14
0x11	PM	MODE_BIT		T_RSTB_SINC_SEL<1:0>		MCLK_SEL<3:0>				RW	00
0x10	BW		NLPF<1:0>		BW<4:0>					RW	00
0x0F	FSR	EN_16B				RANGE<3:0>				RW	00
0x0E	FIFO_ST	FIFO_FRAME_COUNTER<7:0>								R	00
0x0D	INT_ST	STEP_CNT<23:16>								R	00
0x0C		TAP_SIGN								R	00
0x0B		FIFO_OR	FIFO_WM_INT	FIFO_FULL_INT	DATA_INT			EARIN_FLAG	Q_TAP_INT	R	00
0x0A		S_TAP_INT	SIG_STEP	D_TAP_INT	T_TAP_INT	STEP_INT	HD_INT	RAISE_INT	SIG_MOT_INT	R	00
0x09		NO_MOT	STEP_FLAG			ANY_MOT_SIGN	ANY_MOT_FIRST_Z	ANY_MOT_FIRST_Y	ANY_MOT_FIRST_X	R	00
0x08	na	STEP_CNT<15:8>								R	00
0x07		STEP_CNT<7:0>								R	00
0x06	DATA	ACC_Z<13:6>								R	00
0x05		ACC_Z<5:0>						0	NEWDATA_Z	R	00
0x04		ACC_Y<13:6>								R	00
0x03		ACC_Y<5:0>						0	NEWDATA_Y	R	00
0x02		ACC_X<13:6>								R	00
0x01		ACC_X<5:0>						0	NEWDATA_X	R	00
0x00	CHIP ID	CHIP ID to indicate the product version								R	ANA

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9.2 Register Definition

Register 0x00 (CHIP ID)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
CHIP_ID<7:0>								RW	0x90

This register is used to identify the device

Register 0x01 ~ 0x02 (DXL, DXM)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
DX<5:0>							NEWDATA_X	R	0x00
DX<13:6>								R	0x00

DX: 14bits acceleration data of x-channel. This data is in two's complement.
NEWDATA_X: 1, acceleration data of x-channel has been updated since last reading
0, acceleration data of x-channel has not been updated since last reading

Register 0x03 ~ 0x04 (DYL, DYM)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
DY<5:0>							NEWDATA_Y	R	0x00
DY<13:6>								R	0x00

DY: 14bits acceleration data of y-channel. This data is in two's complement.
NEWDATA_Y: 1, acceleration data of y-channel has been updated since last reading
0, acceleration data of y-channel has not been updated since last reading

Register 0x05 ~ 0x06 (DZL, DZM)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
DZ<5:0>							NEWDATA_Z	R	0x00
DZ<13:6>								R	0x00

DZ: 14bits acceleration data of z-channel. This data is in two's complement.
NEWDATA_Z: 1, acceleration data of z-channel has been updated since last reading
0, acceleration data of z-channel has not been updated since last reading

Register 0x07 ~ 0x08 (STEP_CNT)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_CNT<7:0>								R	0x00
STEP_CNT<15:8>								R	0x00

STEP_CNT<15:0>: 16 bits of step counter, out of total 24bits data. The MSB data are in 0x0e

Register 0x09 (INT_ST0)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
NO_MOT	STEP_FLAG			ANY_MOT_SIGN	ANY_MOT_FIRST_Z	ANY_MOT_FIRST_Y	ANY_MOT_FIRST_X	R	0x00

NO_MOT: 1, no_motion interrupt active
0, no_motion interrupt inactive
STEP_FLAG: 1, STEP detected
0, STEP not detected
ANY_MOT_SIGN: 1, sign of any_motion triggering signal is negative
0, sign of any_motion triggering signal is positive
ANY_MOT_FIRST_Z: 1, any_motion interrupt is triggered by Z axis
0, any_motion interrupt is not triggered by Z axis
ANY_MOT_FIRST_Y: 1, any_motion interrupt is triggered by Y axis
0, any_motion interrupt is not triggered by Y axis
ANY_MOT_FIRST_X: 1, any_motion interrupt is triggered by X axis
0, any_motion interrupt is not triggered by X axis

Register 0x0a (INT_ST1)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
S_TAP_INT	SIG_STEP	D_TAP_INT	T_TAP_INT	STEP_INT	HD_INT	RAISE_INT	SIG_MOT_INT	R	0x00

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S_TAP_INT: 1, single tap is active
0, single tap is inactive
SIG_STEP: 1, significant step is active
0, significant step is inactive
D_TAP_INT: 1, double tap is active
0, double tap is inactive
STEP_INT: 1, step valid interrupt is active
0, step quit interrupt is inactive
T_TAP_INT: 1, triple tap is active
0, triple tap is inactive
HD_INT: 1, hand down interrupt is active
0, hand down interrupt is inactive
RAISE_INT: 1, raise hand interrupt is active
0, raise hand interrupt is inactive
SIG_MOT_INT: 1, significant interrupt is active
0, significant interrupt is inactive

Register 0x0b (INT_ST2)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
FIFO_OR	FIFO_WM_INT	FIFO_FULL_INT	DATA_INT			EARIN_FLAG	Q_TAP_INT	R	0x00

FIFO_OR: 1, FIFO Over-Run occurred
0, FIFO Over-Run not occurred
FIFO_WM_INT: 1, FIFO watermark interrupt is active
0, FIFO watermark interrupt is inactive
FIFO_FULL_INT: 1, FIFO full interrupt is active
0, FIFO full interrupt is inactive
DATA_INT: 1, data ready interrupt active
0, data ready interrupt inactive
EARIN_FLAG: 1, ear-in interrupt is active
0, ear-in interrupt is inactive
Q_TAP_INT: 1, quad tap is active
0, quad tap is inactive

Register 0x0c (INT_ST3)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
TAP_SIGN								R	0x00

TAP_SIGN: 1, tap sign is along with positive direction
0, tap sign is along with negative direction

Register 0x0d (INT_ST4)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_CNT<23:16>								R	0x00

STEP_CNT<23:16>: 8bit MSB data of step counter, out of total 24bits data. The LSB data are in 0x07 and 0x08

Register 0x0e (FIFO_ST)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
FIFO_FRAME_COUNTER<7:0>								R	0x00

FIFO_FRAME_COUNTER<7:0>: Fill level of FIFO buffer. An empty FIFO corresponds to 0x00. The frame counter can be cleared by reading out all of the frames, or by writing register 0x3e (FIFO_CFG1) or 0x31.

Register 0x0f (FSR)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
	LPF_HPF			RANGE<3:0>				RW	0x00

RANGE<3:0>: set the full scale of the accelerometer. Setting as following

RANGE<3:0>	Acceleration range	Resolution
0001	2g	244ug/LSB
0010	4g	488g/LSB
0100	8g	977ug/LSB
1000	16g	1.95mg/LSB
1111	32g	3.91mg/LSB
Others	2g	244ug/LSB

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Register 0x10 (BW)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
HPF[2]	NLPF<1:0>		BW<4:0>					RW	0xE0

NLPF<1:0>: 00: no LPF.
01: NLPF=2.
10: NLPF=4.
11: NLPF=8

BW<4:0>: bandwidth setting, as following

Register 0x11 (PM)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
MODE_BIT		T_RSTB_SINC_SEL<1:0>		MCLK_SEL<3:0>				RW	0x00

MODE_BIT: 1, set device into active mode
0, set device into standby mode

T_RSTB_SINC_SEL<1:0>: Reset clock setting. The preset time is reserved for CIC filter in digital

MCLK_SEL<3:0>: set the master clock to digital

Register 0x12 (STEP_CONF0)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_EN	STEP_SAMPLE_CNT<6:0>							RW	0x14

STEP_EN: enable step counter, this bit should be set 1 when using step counter

STEP_SAMPLE_CNT: sample count setting to renew dynamic threshold. The actual value is STEP_SAMPLE_CNT<6:0>*8, default is 0xC, 96 sample count

Register 0x13 (STEP_CONF1)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_CLR	STEP_PRECISION<6:0>							RW	0x7F

STEP_CLR: clear step count in register 0x0D ,0x08 and 0x07

STEP_PRECISION<6:0>: algorithm setting

Register 0x14 (STEP_CONF2)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_TIME_LOW<7:0>								RW	0x19

STEP_TIME_LOW<7:0>: algorithm setting

Register 0x15 (STEP_CONF3)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_TIME_UP<7:0>								RW	0x00

STEP_TIME_UP<7:0>: algorithm setting

Register 0x16 (INT_EN0)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
S_TAP_EN	SIG_STEP_IEN	D_TAP_EN	T_TAP_EN	STEP_IEN	HD_EN	RAISE_EN	Q_TAP_EN	RW	0x00

S_TAP_EN: 1, enable single tap
0, disable single tap

SIG_STEP_IEN: 1, enable significant step interrupt
0, disable significant step interrupt

D_TAP_EN: 1, enable double tap
0, disable double tap

T_TAP_EN: 1, enable triple tap
0, disable triple tap

STEP_IEN: 1, enable step valid interrupt
0, disable step valid interrupt

HD_EN: 1, enable hand-down interrupt
0, disable hand-down interrupt

RAISE_EN: 1, enable raise-hand interrupt
0, disable raise-hand interrupt

Q_TAP_EN: 1, enable quad tap
0, disable quad tap

Register 0x17 (INT_EN1)

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Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
	INT_FWM_EN	INT_FFULL_INT	INT_DATA_EN					RW	0x00

INT_FWM_EN: 1, enable FIFO watermark interrupt
0, disable FIFO watermark interrupt
INT_FFULL_EN: 1, enable FIFO full interrupt
0, disable FIFO full interrupt
INT_DATA_EN: 1, enable data ready interrupt
0, disable data ready interrupt

Register 0x18 (INT_EN2)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
NO_MOT_EN_Z	NO_MOT_EN_Y	NO_MOT_EN_X			ANY_MOT_EN_Z	ANY_MOT_EN_Y	ANY_MOT_EN_X	RW	0x00

NO_MOT_EN_Z: 1, enable no_motion interrupt on Z axis
0, disable no_motion interrupt on Z axis
NO_MOT_EN_Y: 1, enable no_motion interrupt on Y axis
0, disable no_motion interrupt on Y axis
NO_MOT_EN_X: 1, enable no_motion interrupt on X axis
0, disable no_motion interrupt on X axis
ANY_MOT_EN_Z: 1, enable any_motion interrupt on Z axis
0, disable any_motion interrupt on Z axis
ANY_MOT_EN_Y: 1, enable any_motion interrupt on Y axis
0, disable any_motion interrupt on Y axis
ANY_MOT_EN_X: 1, enable any_motion interrupt on X axis
0, disable any_motion interrupt on X axis

Register 0x19 (INT_MAP0)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
INT1_S_TAP	INT1_SIG_STEP	INT1_D_TAP	INT1_T_TAP	INT1_STEP	INT1_HD	INT1_RAISE	INT1_SIG_MOT	RW	0x00

INT1_S_TAP: 1, map single tap interrupt to INT1 pin
0, not map single tap interrupt to INT1 pin
INT1_SIG_STEP: 1, map significant step interrupt to INT1 pin
0, not map significant step interrupt to INT1 pin
INT1_D_TAP: 1, map double tap interrupt to INT1 pin
0, not map double tap interrupt to INT1 pin
INT1_T_TAP: 1, map triple tap interrupt to INT1 pin
0, not map triple tap interrupt to INT1 pin
INT1_STEP: 1, map step valid interrupt to INT1 pin
0, not map step valid interrupt to INT1 pin
INT1_HD: 1, map hand down interrupt to INT1 pin
0, not map hand down interrupt to INT1 pin
INT1_RAISE: 1, map raise hand interrupt to INT1 pin
0, not map raise hand interrupt to INT1 pin
INT1_SIG_MOT: 1, map significant interrupt to INT1 pin
0, not map significant interrupt to INT1 pin

Register 0x1a (INT_MAP1)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
INT1_NO_MOT	INT1_FWM	INT1_FFULL	INT1_DATA			INT1_Q_TAP	INT1_ANY_MOT	RW	0x00

INT1_NO_MOT: 1, map no_motion interrupt to INT1 pin
0, not map no_motion interrupt to INT1 pin
INT1_FWM: 1, map FIFO watermark interrupt to INT1 pin
0, not map FIFO watermark interrupt to INT1 pin
INT1_FFULL: 1, map FIFO full interrupt to INT1 pin
0, not map FIFO full interrupt to INT1 pin
INT1_DATA: 1, map data ready interrupt to INT1 pin
0, not map data ready interrupt to INT1 pin
INT1_Q_TAP: 1, map quad tap interrupt to INT1 pin
0, not map quad tap interrupt to INT1 pin
INT1_ANY_MOT: 1, map any motion interrupt to INT1 pin

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0, not map any motion interrupt to INT1 pin

Register 0x1b (INT_MAP2)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
INT2_S_TAP	INT2_SIG_STEP	INT2_D_TAP	INT2_T_TAP	INT2_STEP	INT2_HD	INT2_RAISE	INT2_SIG_MOT	RW	0x00

INT2_S_TAP: 1, map single tap interrupt to INT2 pin
0, not map single tap interrupt to INT2 pin
INT2_SIG_STEP: 1, map significant step interrupt to INT2 pin
0, not map significant step interrupt to INT2 pin
INT2_D_TAP: 1, map double tap interrupt to INT2 pin
0, not map double tap interrupt to INT2 pin
INT2_T_TAP: 1, map triple tap interrupt to INT2 pin
0, not map triple tap interrupt to INT2 pin
INT2_STEP: 1, map step valid interrupt to INT2 pin
0, not map step valid interrupt to INT2 pin
INT2_HD: 1, map hand down interrupt to INT2 pin
0, not map hand down interrupt to INT2 pin
INT2_RAISE: 1, map raise hand interrupt to INT2 pin
0, not map raise hand interrupt to INT2 pin
INT2_SIG_MOT: 1, map significant interrupt to INT2 pin
0, not map significant interrupt to INT2 pin

Register 0x1c (INT_MAP3)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
INT2_NO_MOT	INT2_FWM	INT2_FFULL	INT2_DATA			INT2_Q_TAP	INT2_ANY_MOT	RW	0x00

INT2_NO_MOT: 1, map no_motion interrupt to INT2 pin
0, not map no_motion interrupt to INT2 pin
INT2_FWM: 1, map FIFO watermark interrupt to INT2 pin
0, not map FIFO watermark interrupt to INT2 pin
INT2_FFULL: 1, map FIFO full interrupt to INT2 pin
0, not map FIFO full interrupt to INT2 pin
INT2_DATA: 1, map register data ready interrupt to INT2 pin
0, not map register data ready interrupt to INT2 pin
INT2_Q_TAP: 1, map quad tap interrupt to INT2 pin
0, not map quad tap interrupt to INT2 pin
INT2_ANY_MOT: 1, map any motion interrupt to INT2 pin
0, not map any motion interrupt to INT2 pin

Register 0x1d (STEP_CFG0)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_INTERVAL<7:0>								RW	0x00

STEP_INTERVAL <7:0>: algorithm setting

Register 0x1e (STEP_CFG1)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
NLPF_STEP<1:0>		TAP_QUIET<5:0>						RW	0x08

NLPF_STEP<1:0>: Moving Average of Step: 1/2/4/8
TAP_QUIET_TH<5:0>: Tap quiet threshold selection, LSB of TAP_QUIET_TH<5:0> is 31.25mg in all full scale.

Register 0x1f

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
STEP_START_CNT<2:0>			STEP_COUNT_PEAK<1:0>		STEP_COUNT_P2P<2:0>			RW	0xA9

STEP_START_CNT<2:0>: algorithm setting
STEP_COUNT_PEAK<2:0>: algorithm setting
STEP_COUNT_P2P<2:0>: algorithm setting

Register 0x20 (INTPIN_CONF)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
DIS_PU_SENB	DIS_IE_AD0	EN_SPI3W	STEP_COUNT_PEAK<2>	INT2_OD	INT2_LVL	INT1_OD	INT1_LVL	RW	0x05

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DIS_PU_SENB: 1, disable pull-up resistor of PIN_SENB
0, enable pull-up resistor of PIN_SENB
DIS_IE_AD0: 1, disable input of AD0
0, not disable input of AD0
EN_SPI3W: 1, enable 3W SPI
0, 4W SPI
STEP_COUNT_PEAK<2>: Definition in 0x1F<4:3>
INT2_OD: 1, open-drain for INT2 pin
0, push-pull for INT2 pin
INT2_LVL: 1, logic high as active level for INT2 pin
0, logic low as active level for INT2 pin
INT1_OD: 1, open-drain for INT1 pin
0, push-pull for INT1 pin
INT1_LVL: 1, logic high as active level for INT1 pin
0, logic low as active level for INT1 pin

Register 0x21 (INT_CFG)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
INT_RD_CLR	SHADOW_DIS	DIS_I2C				LATCH_INT_STEP	LATCH_INT	RW	0x0C

INT_RD_CLR: 1, clear all the interrupts in latched-mode, when any read operation to any of registers from 0x09 to 0x0D
0, clear the related interrupts, only when read the register INT_ST (0x09 to 0x0D),
no matter the interrupts in latched-mode, or in non-latched-mode.
Reading 0x09 will clear the register 0x09 only and the others keep the status
SHADOW_DIS: 1, disable the shadowing function for the acceleration data
0, enable the shadowing function for the acceleration data.
When shadowing is enabled, the MSB of the acceleration data is locked,
when corresponding LSB of the data is reading.
This can ensure the integrity of the acceleration data during the reading.
The MSB will be unlocked when the MSB is read.
DIS_I2C: 1: disable I2C. Setting this bit to 1 in SPI mode is recommended
0: enable I2C
LATCH_INT_STEP: 1, step related interrupt is in latch mode
0, step related interrupt is in non-latch mode
LATCH_INT: 1, interrupt is in latch mode
0, interrupt is in non-latch mode

Register 0x22

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
RAISE_WAKE_DIFF_TH<1:0>		RAISE_WAKE_SUM_TH<5:0>						RW	0xD8

RAISE_WAKE_DIFF_TH<1:0>: Threshold = 0 ~ 31.5 (LSB 0.5)
RAISE_WAKE_SUM_TH<5:0>:

0	0.2
1	0.3
2	0.4
3	0.5
4	0.6
5	0.7
6	0.8
7	0.9
8	1.0
9	1.1
10	1.2
default	0.2

Register 0x23

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
HD_Z_TH<2:0>			HD_X_TH<2:0>			RAISE_WAKE_DIFF_TH<3:2>		RW	0x7C

HD_Z_TH<2:0>: hand down z threshold, 0~7
HD_X_TH<2:0>: hand down x threshold, 0~7
RAISE_WAKE_DIFF_TH<3:2>: Threshold = 0 ~ 31.5 (LSB 0.5)

Register 0x24

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Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
RAISE_WAKE_TIMEOUT_TH<7:0>								RW	0x00

RAISE_WAKE_TIMEOUT_TH<7:0>: Raise_wake_timeout_th[11:0] * ODR period = timeout count

Register 0x25

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
RAISE_WAKE_PERIOD<7:0>								RW	0x00

RAISE_WAKE_PERIOD<7:0>: Raise_wake_period[10:0] * ODR period = wake count

Register 0x26

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
RAISE_MODE	RAISE_WAKE_PERIOD<10:8>			RAISE_WAKE_TIMEOUT_TH<11:8>				RW	0x02

RAISE_MODE: 0:raise wake function, 1:ear-in function
RAISE_WAKE_PERIOD<10:8>: Raise_wake_period[10:0] * ODR period = wake count
RAISE_WAKE_TIMEOUT_TH<11:8>: Raise_wake_timeout_th[11:0] * ODR period = timeout count

Register 0x27 (OS_CUST_X)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
OS_CUST_X<7:0>								RW	0x00

OS_CUST_X<7:0>: offset calibration of X axis for user, the LSB depends on full-scale of the device which is 3.9mg in 2g range, 7.8mg in 4g range, 15.6mg in 8g range, 31.2mg in 16g, and 62.5mg in 32g

Register 0x28 (OS_CUST_Y)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
OS_CUST_Y<7:0>								RW	0x00

OS_CUST_Y<7:0>: offset calibration of Y axis for user, the LSB depends on full-scale of the device which is 3.9mg in 2g range, 7.8mg in 4g range, 15.6mg in 8g range, 31.2mg in 16g, and 62.5mg in 32g

Register 0x29 (OS_CUST_Z)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
OS_CUST_Z<7:0>								RW	0x00

OS_CUST_Z<7:0>: offset calibration of Z axis for user, the LSB depends on full-scale of the device which is 3.9mg in 2g range, 7.8mg in 4g range, 15.6mg in 8g range, 31.2mg in 16g, and 62.5mg in 32g

Register 0x2a (RAISE_WAKE_SUM_TH RAISE_WAKE_DIFF_TH)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
TAP_QUIET	TAP_SHOCK	TAP_DELAY	TAP_EARIN		TAP_DUR<2:0>			RW	0x05

TAP_QUIET: 1: Tap quiet time = 30ms 0: Tap quiet time = 20ms
TAP_SHOCK: 1: Tap shock time = 50ms 0: Tap shock time = 75ms
TAP_DELAY_Y: 0 : Triple tap interrupt would not wait for quadruple tap result.
1 : Triple tap interrupt would wait for quadruple tap result.
If quadruple tap is not toggle, triple tap would toggle after tap duration time finish.
TAP_EARIN: 1 : Tap enable would be related with EARIN_FLAG (reg 0x0B<1>).
If EARIN_FLAG is low, tap detection will be disabled.
If EARIN_FLAG is high, tap detection is enabled by reg 0x16.
0 : Tap detection is enabled by reg 0x16.
TAP_DUR<2:0>: Tap duration time selection
000: 100mS
001: 150mS
010: 200mS
011: 250mS
100: 300mS
101: 400mS
110: 500mS
111: 700mS

Register 0x2b (RAISE_WAKE_DIFF_TH HD_X_TH HD_Z_TH)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
TAP_IN_SEL<1:0>		TAP_SHOCK_TH<5:0>						RW	0xCD

TAP_IN_SEL<1:0>: Tap Detector Input Selection

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0 : X-axis
1 : Y-axis
2 : Z-axis
3 : (X^2 + Y^2 + Z^2)^0.5

TAP_SHOCK_TH: Tap shock threshold selection, LSB of TAP_SHOCK_TH<5:0> is 31.25mg in all full scale.

Register 0x2c (MOT_CONF0)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
NO_MOT_DUR<5:0>						ANY_MOT_DUR<1:0>		RW	0x00

NO_MOT_DUR<5:0>: no motion interrupt will be triggered when slope < NO_MOT_TH for the times which defined by NO_MOT_DUR<5:0>
Duration = (NO_MOT_DUR<3:0> + 1) * 1s, if NO_MOT_DUR<5:4> =b00
Duration = (NO_MOT_DUR<3:0> + 4) * 5s, if NO_MOT_DUR<5:4> =b01
Duration = (NO_MOT_DUR<3:0> + 10) * 10s, if NO_MOT_DUR<5:4> =b1x

ANY_MOT_DUR<1:0>: any motion interrupt will be triggered when slope > ANY_MOT_TH for (ANY_MOT_DUR<1:0> + 1) samples

Register 0x2d (MOT_CONF1)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
NO_MOT_TH<7:0>								RW	0x00

NO_MOT_TH<7:0>: Threshold of no-motion interrupt. The threshold definition is as following
TH= NO_MOT_TH<7:0> * 16 * LSB

Register 0x2e (MOT_CONF2)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
ANY_MOT_TH<7:0>								RW	0x00

ANY_MOT_TH<7:0>: Threshold of any motion interrupt. The threshold definition is as following
ANY_MOT_IN_SEL = 0 : Threshold = ANY_MOT_TH<7:0> * 16LSB
ANY_MOT_IN_SEL = 1 : Threshold = ANY_MOT_TH<7:0> * 32LSB
ANT_MOT_IN_SEL is 0x2F<6>.

Register 0x2f (MOT_CONF3)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
RFF_BP_LPF	ANY_MOT_IN_SEL	SIG_MOT_TPROOF<1:0>		SIG_MOT_TSKIP<1:0>			SIG_MOT_SEL	RW	0x00

RFF_BP_LP: 1: Data of register acceleration XYZ (0x01 ~ 0x06) and FIFO (0x3F) would bypass LPF.
0: Data of register file acceleration XYZ (0x01 ~ 0x06) and FIFO (0x3F) would be filtered by LPF.

ANY_MOT_IN_SEL: 0: Any-motion Input is Slope.
1: Any-motion Input is Acceleration, it could detect high-g.

SIG_MOT_TPROOF<1:0>: 00, T_PROOF=0.25s
01, T_PROOF=0.5s
10, T_PROOF=1s
11, T_PROOF=2s

SIG_MOT_TSKIP<1:0>: 00, T_SKIP=1.5s
01, T_SKIP=3s
10, T_SKIP=6s
11, T_SKIP=12s

SIG_MOT_SEL: 1, select significant motion interrupt
0, select any motion interrupt

Register 0x30

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
MO_BP_LPF	STEP_BP_LPF	TAP_RST_N			NO_MOT_RST_N	SIG_MOT_RST_N	ANY_MOT_RST_N	RW	0x1F

MO_BP_LPF: 1: Input of any motion, sig motion and no motion would bypass LPF.
0: Input of any motion, significant motion and no motion would be filtered by LPF.

STEP_BP_LPF: 1: Input of step counter, raise wake, and tap detector would bypass LPF.
0: Input of step counter, raise wake, and tap detector would be filtered by LPF.

TAP_RST_N: 0, Reset tap detector. After reset, user should write 1 back.

NO_MOT_RST_N: 0, Reset no motion detector. After reset, user should write 1 back.

SIG_MOT_RST_N: 0, Reset significant motion detector. After reset, user should write 1 back.

ANY_MOT_RST_N: 0, Reset any motion detector. After reset, user should write 1 back.

Register 0x31

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
FIFO_WTMK_LVL<7:0>									0x00

FIFO_WTMK_LVL<7:0>: defines FIFO water mark level. Interrupt will be generated, when the number of entries in the FIFO exceeds FIFO_WTMK_LVL<7:0>.

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When the value of this register is changed, the FIFO_FRAME_COUNTER in 0x0E is reset to 0.

Register 0x32 (ST)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
SELFTEST_BIT					SELFTEST_SIGN	STEP_BP_AXIS<1:0>		RW	0x00

SELFTEST_BIT: 1, self-test enabled. When self-test enabled, a delay of 3ms is necessary for the value settling.
0, normal

SELFTEST_SIGN: 1, set self-test excitation positive
0, set self-test excitation negative

STEP_BP_AXIS<1:0>: 11, bypass Z axis, use only X and Y axes data for step counter algorithm
10, bypass Y axis, use only X and Z axes data for step counter algorithm
01, bypass X axis, use only Y and Z axes data for step counter algorithm
00, use all of 3 axes data for step counter algorithm

Register 0x34 (Y_TH YZ_TH_SEL)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
YZ_TH_SEL<2:0>			Y_TH<4:0>					RW	0x9D

Y_TH: -16 ~ 15 (m/s2)

YZ_TH_SEL<2:0>	UNIT (m/s2)
0	7.0
1	7.5
2	8.0
3	8.5
4	9.0
5	9.5
6	10.0
7	10.5

Register 0x35 (RAISE_WAKE_PERIOD)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
Z_TH<3:0>				X_TH<3:0>				RW	0x66

X_TH[3:0]: 0 ~ 7.5
Z_TH[3:0] : -8 ~ 7

Register 0x36 (SR)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
SOFT_RESET								RW	0x00

SOFT_RESET: 0xB6, soft reset all of the registers. After soft-reset, user should write 0x00 back

Register 0x3e (FIFO_CFG0)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
FIFO_MODE<1:0>		RAISE_XYZ_SW<2:0>			FIFO_EN_Z	FIFO_EN_Y	FIFO_EN_X	RW	0x07

FIFO_MODE<1:0> : FIFO_MODE<1:0>: FIFO_MODE defines FIFO mode of the device. Settings as following

FIFO_MODE<1:0>	MODE
11	FIFO
10	STREAM
01	FIFO
00	BYPASS

RAISE_XYZ_SW<2:0> is x/y/z axis switcher, default setting is “0: XYZ” and below is the detail configuration. Both raise wake and ear in/out can use this function.

0x3E[5:3]	X	Y	Z
0	X	Y	Z
1	X	Z	Y
2	Y	X	Z
3	Y	Z	X
4	Z	X	Y
5	Z	Y	X
6	X	Y	Z
7	X	Y	Z

0x3E[2:0]: User can select the acceleration data of which axis to be stored in the FIFO. This configuration can be done by setting FIFO_CH, where ‘111b’ for x-, y-, and z-axis, ‘001b’ for x-axis only, ‘010b’ for y-axis only, ‘100b’ for z-axis only.

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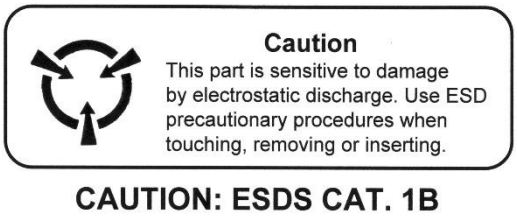
Register 0x3f (FIFO_DATA)

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	Default
FIFO_DATA<7:0>								R	0x00

FIFO_DATA<7:0>: FIFO read out data. User can read out FIFO data through this register. Data format depends on the setting of FIFO_CH (0x3e<2:0>). When the FIFO data is the LSB part of acceleration data, and if FIFO is empty, then FIFO_DATA<0> is 0. Otherwise if FIFO is not empty and the data is effective, FIFO_DATA<0> is 1 when reading LSB of acceleration.

ORDERING INFORMATION

Ordering Number	Temperature Range	Package	Packaging
QMA6100P	-40℃~85℃	LGA-12	Tape and Reel: 5k pieces/reel



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ISO9001 : 2015

China Patents 201510000399.8, 201510000425.7, 201310426346.3, 201310426677.7, 201310426729.0, 201210585811.3 and 201210553014.7 apply to the technology described.

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