1. **BOOTSTRAP LOADER MASS ERASE COMMAND DOES NOT CLEAR OPTION CONTROL REGISTER**

   **Description:**
   The mass erase command of the bootstrap loader does not reset the OCR to FFh. As a result, the watchdog timer power-on reset default bit cannot be set to 1 if previously cleared.

   **Work Around:**
   If the watchdog timer power-on reset default bit has been cleared and needs to be reset to 1, use the erase option control register command in either in-application or parallel programming modes.

2. **POWER-DOWN SLEW RATE REQUIREMENT IN CRYSTAL MULTIPLIER MODE**

   **Description:**
   The microcontroller may not reset itself following a brownout (0.4 $< V_{CC} < V_{RST}$) if the crystal multiplier mode (CTM = 1) is enabled.

   **Work Around:**
   Performing a full power-down ($V_{CC} = 0$) clears the condition. In default (1 clock per machine cycle) mode, this erratum does not occur and no work around is required.

   If the crystal multiplier, in either 2X or 4X mode, is used, the device must be placed into default sysclk/1 mode before $V_{CC}$ drops below $V_{RST}$. Do this by using the power-fail interrupt as follows:

   1) Enable the power-fail interrupt before the crystal multiplier is engaged. Do this by setting the EPFI (WDCON.5) bit anytime before the CTM bit is set.

   2) The first instruction at 0033h (the start of the power-fail interrupt service routine) must be ORL PMR, #80h. This deactivates the crystal multiplier and returns the device to default sysclk/1 mode. A user-defined power-fail interrupt service routine, if present, can follow. If no user-defined power-fail interrupt service routine is specified, the next instruction should be an endless loop.
3. MOVC INSTRUCTION DOES NOT FUNCTION PROPERLY IN EXTERNAL MEMORY

**Description:**
The following instructions do not function correctly when \( EA = 0 \) and the target MOVC location, \( @A + PC \), is located in program memory external to the microcontroller:
- MOVC A, \( @A + DPTR \)
- MOVC A, \( @A + PC \)

**Work Around:**
Perform all MOVC instructions on memory locations in internal flash memory.

4. EXTERNAL MOVX INSTRUCTIONS BLOCKED AT SECURITY LEVEL 4

**Description:**
At security Level 4 (LB3 is cleared to 0; LB2 and LB1 are don't care), internal code cannot access external MOVX memory. The stated definition of Level 4 in the data sheet permits access to external MOVX memory.

**Work Around:**
Verify the level of security required for the application and if possible select a more appropriate security level.

5. FLASH MEMORY CORRUPTION CAN OCCUR UNDER CERTAIN CIRCUMSTANCES

**Description:**
This device has exhibited symptoms of flash memory corruption during a power-on cycle. When this issue occurs, portions of the code memory and/or internal device configuration may be lost. Upon investigation, this may manifest itself as:

1) Erased/corrupted program memory, noticeable during program operation or when a verification function is performed using the internal ROM loader.
2) An incorrect device number, displayed in the internal ROM loader sign-on banner. For example, a DS89C450 may report itself to be a DS89C430 in the ROM sign-on banner.
3) Erasure of previously programmed lock bits.

In parts that are sensitive to this, the problem typically occurs at temperatures between 50°C and 70°C. The problem is also exacerbated by negative undershoot on \( V_{CC} \) during power-up, although there is no set of conditions under which this issue can be guaranteed not to occur.

**Work Around:**
Be sure that \( V_{CC} \) remains positive at all times, especially during power-up. If possible, hold the system temperature below 50°C or above 70°C. The use of the watchdog timer and an application software-based checksum routine can monitor the program memory space for changes and greatly increase system reliability.

Our investigation into this issue is ongoing. Please contact our technical support staff immediately at micro.support@dalsemi.com if you experience any problems associated with the flash memory of these microcontrollers.

6. LOCK BIT SECURITY LEVELS 1, 2, AND 3 DO NOT FUNCTION PROPERLY

**Description:**
Security levels 1, 2, and 3 do not function properly and may not prevent access to internal flash memory if external program memory is used.

**Work Around:**
Use security level 4 if internal flash memory protection is required.