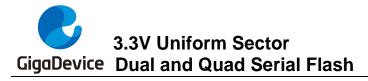
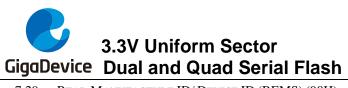
**DATASHEET** 



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## 1. FEATURES

- ◆ 2 x 256M-bit Serial Flash
  - 2 x 32M-Byte
  - 256-Byte per programmable page
- ◆ Standard, Dual, Quad SPI
  - Standard SPI: SCLK, CS#, SI, SO, RESET#
  - Dual SPI: SCLK, CS#, IO0, IO1, RESET#
  - Quad SPI: SCLK, CS#, IO0, IO1, IO2, IO3
  - 3- or 4-Byte Addressing Mode
- ◆ High Speed Clock Frequency
  - Maximum 104MHz for fast read on 3.0 3.6V power supply
    - Dual I/O Data transfer up to 208Mbits/s
    - Quad I/O Data transfer up to 416Mbits/s
  - Maximum 80MHz for fast read on 2.7 3.6V power supply
    - Dual I/O Data transfer up to 160Mbits/s
    - Quad I/O Data transfer up to 320Mbits/s
- ◆ Software Write Protection
  - Write protect all/portion of memory via software
  - Top/Bottom Block protection
- ◆ Flexible "Concurrent Operation"
  - Independent single die access
  - Allows "Read while Program/Erase"
  - Allows "Multi Die Program/Erase"
  - Improves Program/Erase throughput
  - Reduces Suspend/Resume activities

- ◆ Fast Program/Erase Speed
  - Page Program time: 0.4ms typical
  - Sector Erase time: 70ms typical
  - Block Erase time: 0.16/0.22s typical
  - Chip Erase time: 70s typical (single die)
- ◆ Flexible Architecture
  - Uniform Sectors of 4K-Byte
  - Uniform Blocks of 32/64K-Byte
- ◆ Low Power Consumption
  - 2uA typical deep power down current
  - 24uA typical standby current
- Advanced Security Features
  - 6x2048-Byte Security Registers With OTP Locks
  - 128-bit Unique ID
  - Serial Flash Discoverable parameters (SFDP) register
- ◆ Single Power Supply Voltage
  - Full voltage range: 2.7 3.6V
- ◆ Cycling Endurance and Data Retention
  - Minimum 100,000 Program/Erase Cycles
  - 20-year data retention typical
- ◆ Package Information
  - SOP16 (300mil)
  - WSON8 (8x6mm)
  - TFBGA-24 (5x5 ball array)

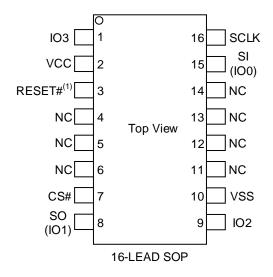
## 2. GENERAL DESCRIPTION

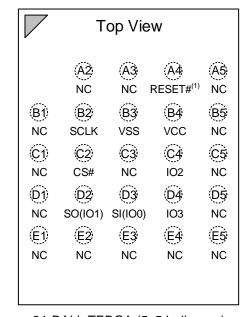
The GD25S512MD (2 x 256M-bit) Serial MCP (Multi Chip Package) Flash memory is based on the popular GD25B series by stacking two individual GD25B256D dies into a standard 8-pin package. It offers the highest memory density for the low pin-count package, as well as Concurrent Operations in Serial Flash memory for applications that demand high Program/Erase data throughput.

The GD25S512MD Serial flash supports the standard Serial Peripheral Interface (SPI), and the Dual/Quad SPI: Serial Clock, Chip Select, Serial Data I/O0 (SI), I/O1 (SO), I/O2, and I/O3. The Dual SPI data is transferred with speed of 208Mbit/s and the Quad SPI data is transferred with speed of 416Mbit/s.

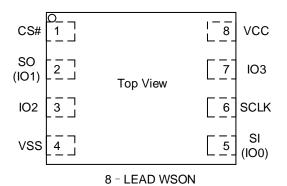
#### **CONNECTION DIAGRAM**

**Figure 1 Connection Diagram** 





24-BALL TFBGA (5x5 ball array)



#### Note:

- Only for special order, Pin 3 of 16-LEAD SOP package or Pin A4 of 24-BALL TFBGA (5x5 ball array) package is RESET# pin. Please contact GigaDevice for detail.
- 2. CS# must be driven high if chip is not selected. Please don't leave CS# floating any time after power is on.

## **PIN DESCRIPTION**

Table 1. Pin Description for SOP16 package

Pin No.	Pin Name	1/0	Description
1	IO3	I/O	Data Input Output 3
2	VCC		Power Supply
7	CS#	Ι	Chip Select Input
8	SO (IO1)	I/O	Data Output (Data Input Output 1)
9	IO2	I/O	Data Input Output 2
10	VSS		Ground
15	SI (IO0)	I/O	Data Input (Data Input Output 0)
16	SCLK	I	Serial Clock Input

## Table 2 Ball Description for TFBGA24 5\*5package

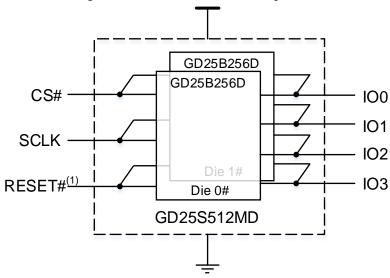
Pin No.	Pin Name	1/0	Description
B2	SCLK	I	Serial Clock Input
В3	VSS		Ground
B4	VCC		Power Supply
C2	CS#	Ι	Chip Select Input
C4	IO2	I/O	Data Input Output 2
D2	SO (IO1)	I/O	Data Output (Data Input Output 1)
D3	SI (IO0)	I/O	Data Input (Data Input Output 0)
D4	IO3	I/O	Data Input Output 3

## Table 3 Pad Description for WSON8 package

Pin No.	Pin Name	1/0	Description
1	CS#	I	Chip Select Input
2	SO (IO1)	I/O	Data Output (Data Input Output 1)
3	IO2	I/O	Data Input Output 2
4	VSS		Ground
5	SI (IO0)	I/O	Data Input (Data Input Output 0)
6	SCLK	I	Serial Clock Input
7	IO3	I/O	Data Input Output 3
8	VCC		Power Supply

## **Serial MCP Device Configuration**

Figure 2 GD25S512MD Device configuration

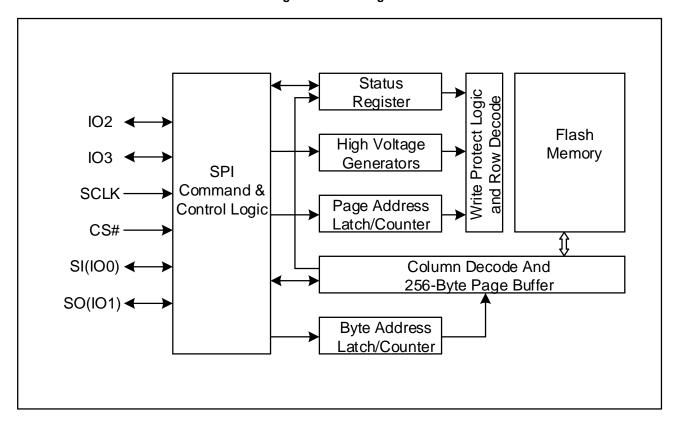


Note: 1. RESET# pin is available on SOP16 and TFBGA packages

All signal pins are shared by the stacked dies within the package. Each die is assigned a "Die ID#" in the factory. Only a single die is active at any given time, and have the control of SPI bus to communicate with the external SPI controller. However, all the dies will accept two instructions regardless their Active or Idle status: a) "Software Die Select (C2H)" instruction: it is used to set any single die to be active according to the 8-bit Die ID following the instruction. b) "Software Reset (66H+99H)" instruction: it is used to reset all the stacked dies to the power-up state.

## **BLOCK DIAGRAM**

Figure 3 Block Diagram





## 3. MEMORY ORGANIZATION

## GD25S512MD

## Table 4 GD25S512MD Memory Organization

Each device has	Each block has	Each sector has	Each page has	
64M	64/32K	4K	256	Bytes
256K	256/128	16	-	pages
16384	16/8	-	-	sectors
1024/2048	-	-	-	blocks

# UNIFORM BLOCK SECTOR ARCHITECTURE Single die GD25B256D

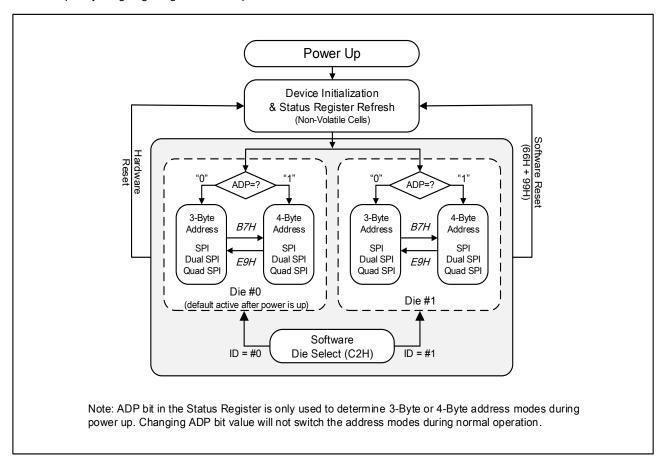
#### Table 5 GD25B256D 64K Bytes Block Sector Architecture

Table 5 GD25B256D 64K Bytes Block Sector Architecture					
Block	Sector	Address Range			
	8191	01FF F000H	01FF FFFFH		
511					
	8176	01FF 0000H	01FF 0FFFH		
	8175	01FE F000H	01FE FFFFH		
510					
	8160	01FE 0000H	01FE 0FFFH		
	8159	01FD F000H	01FD FFFFH		
509					
	8144	01FD 0000H	01FD 0FFFH		
	47	0002 F000H	0002 FFFFH		
2					
	32	0002 0000H	0002 0FFFH		
	31	0001 F000H	0001 FFFFH		
1					
	16	0001 0000H	0001 0FFFH		
	15	0000 F000H	0000 FFFFH		
0					
	0	0000 0000H	0000 0FFFH		

## 4. DEVICE OPERATION

## 4.1. Stacked Die Operations

Once the device is power on, Die #0 will be active and have control of SPI bus. "Software Die Select (C2H)" instruction followed by the 8-bit Die ID can be used to select the active die. The active die is available to accept any instruction issued by the controller and perform specific operations. The inactive/idle die does not accept any other instruction except the "Software Die Select (C2H)" and "Software Reset (66H+99H)". However, the inactive/idle die can still perform internal Program/Erase operation which was initiated when the die was active. Therefore, "Read (on Active die) while Program/Erase (on Idle die)" and "Multi-die Program/Erase (both Active & Idle dies)" concurrent operations are feasible in the stack die configuration. "Software Die Select (C2H)" instruction will only change the active / idle status of the stacked dies, and it will not interrupt any on-going Program/Erase operations.



#### 4.2. SPI Mode

#### Standard SPI

The GD25S512MD features a serial peripheral interface on 4 signals buses: Serial Clock (SCLK), Chip Select (CS#), Serial Data Input (SI) and Serial Data Output (SO). Both SPI bus mode 0 and 3 are supported. Input data is latched on the rising edge of SCLK and data shifts out on the falling edge of SCLK.

#### **Dual SPI**

The GD25S512MD supports Dual SPI operation when using the "Dual Output Fast Read", "Dual Output Fast Read with 4-Byte address", "Dual I/O Fast Read" and "Dual I/O Fast Read with 4-Byte address" commands (3BH 3CH BBH and BCH). These commands allow data to be transferred to or from the device at twice the rate of the standard SPI. When using the Dual SPI command the SI and SO pins become bidirectional I/O pins: IO0 and IO1.

#### **Quad SPI**

The GD25S512MD supports Quad SPI operation when using the "Quad Output Fast Read", "Quad Output Fast Read" with 4-Byte address", "Quad I/O Fast Read", "Quad I/O Fast Read with 4-Byte address" (6BH, 6CH, EBH and ECH) commands. These commands allow data to be transferred to or from the device at four times the rate of the standard SPI. When using the Quad SPI command the SI and SO pins become bidirectional I/O pins: IO0 and IO1, in addition to IO2 and IO3 pins. For GD25S512MD, QE bit is set to 1 as default and cannot be changed.

## 5. DATA PROTECTION

The GD25S512MD provides the following data protection methods:

- Write Enable (WREN) command: The WREN command is set the Write Enable Latch bit (WEL). The WEL bit will return to reset by the following situation:
  - -Power-Up/Software Reset (66H+99H)
  - -Write Disable (WRDI)
  - -Write Status Register (WRSR)
  - -Page Program (PP)
  - -Quad Page Program (QPP)
  - -Sector Erase (SE) / Block Erase (BE) / Chip Erase (CE)
- Software Protection Mode:
  - -The Block Protect (BP3, BP2, BP1, and BP0) bits and Top Bottom (TB) bit define the section of the memory array that can be read but cannot be change.
- ◆ Deep Power-Down Mode: In Deep Power-Down Mode, all commands are ignored except the Release from Deep Power-Down Mode command and software reset (66H+99H).

Table 6. GD25B256D Protected area size

,	Status Register Content				Memory Content			
ТВ	BP3	BP2	BP1	BP0	Blocks	Addresses	Density	Portion
Х	0	0	0	0	NONE	NONE	NONE	NONE
0	0	0	0	1	511	01FF0000h-01FFFFFh	64KB	Upper 1/512
0	0	0	1	0	510 to 511	01FE0000h-01FFFFFh	128KB	Upper 1/256
0	0	0	1	1	508 to 511	01FC0000h-01FFFFFh	256KB	Upper 1/128
0	0	1	0	0	504 to 511	01F80000h-01FFFFFh	512KB	Upper 1/64
0	0	1	0	1	496 to 511	01F00000h-01FFFFFh	1MB	Upper 1/32
0	0	1	1	0	480 to 511	01E00000h-01FFFFFh	2MB	Upper 1/16
0	0	1	1	1	448 to 511	01C00000h-01FFFFFh	4MB	Upper 1/8
0	1	0	0	0	384 to 511	01800000h-01FFFFFh	8MB	Upper 1/4
0	1	0	0	1	256 to 511	01000000h-01FFFFFh	16MB	Upper 1/2
1	0	0	0	1	0	00000000h-0000FFFFh	64KB	Lower 1/512
1	0	0	1	0	0 to 1	00000000h-0001FFFFh	128KB	Lower 1/256
1	0	0	1	1	0 to 3	00000000h-0003FFFFh	256KB	Lower 1/128
1	0	1	0	0	0 to 7	00000000h-0007FFFh	512KB	Lower 1/64
1	0	1	0	1	0 to 15	00000000h-000FFFFh	1MB	Lower 1/32
1	0	1	1	0	0 to 31	00000000h-001FFFFh	2MB	Lower 1/16
1	0	1	1	1	0 to 63	00000000h-003FFFFh	4MB	Lower 1/8
1	1	0	0	0	0 to 127	00000000h-007FFFFh	8MB	Lower 1/4
1	1	0	0	1	0 to 255	00000000h-00FFFFFh	16MB	Lower 1/2
Х	1	1	0	Х	ALL	00000000h-01FFFFFh	32MB	ALL
Х	1	Χ	1	Χ	ALL	00000000h-01FFFFFh	32MB	ALL

## 6. REGISTERS

## 6.1. Status Registers

#### Table 7 Status Register-1

No.	Bit Name	Description	Note
S0	WIP	Erase/Write In Progress	Volatile, read only
S1	WEL	Write Enable Latch	Volatile, read only
S2	BP0	Block Protect Bit	Non-volatile writable
S3	BP1	Block Protect Bit	Non-volatile writable
S4	BP2	Block Protect Bit	Non-volatile writable
S5	BP3	Block Protect Bit	Non-volatile writable
S6	ТВ	Top/Bottom Protect Bit	Non-volatile writable
S7	SRP0	Status Register Protection Bit	Non-volatile writable

## Table 8 Status Register-2

No.	Bit Name	Description	Note
S8	ADS	Current Address Mode	Volatile, read only
S9	QE	Quad Enable	QE=1 permanently
S10	SUS2	Program Suspend	Volatile, read only
S11	LB1	Security Register Lock Bit	Non-volatile writable (OTP)
S12	LB2	Security Register Lock Bit	Non-volatile writable (OTP)
S13	LB3	Security Register Lock Bit	Non-volatile writable (OTP)
S14	SRP1	Status Register Protection Bit	Non-volatile writable
S15	SUS1	Erase Suspend	Volatile, read only

#### **Table 9 Status Register-3**

No.	Bit Name	Description	Note
S16	Reserved	Reserved	Reserved
S17	Reserved	Reserved	Reserved
S18	PE	Program Error bit	Volatile, read only
S19	EE	Erase Error bit	Volatile, read only
S20	ADP	Power Up Address Mode	Non-volatile writable
S21	DRV0	Output Driver Strength	Non-volatile writable
S22	DRV1	Output Driver Strength	Non-volatile writable
S23	Reserved	Reserved	Reserved

The status and control bits of the Status Register are as follows:

#### WIP bit

The Write in Progress (WIP) bit indicates whether the memory is busy in program/erase/write status register progress. When WIP bit sets to 1, means the device is busy in program/erase/write status register progress, when WIP bit sets 0, means the device is not in program/erase/write status register progress.

#### WFI bit

The Write Enable Latch (WEL) bit indicates the status of the internal Write Enable Latch. When set to 1 the internal Write Enable Latch is set, when set to 0 the internal Write Enable Latch is reset and no Write Status Register, Program or Erase command is accepted.

#### TB bit

The Top Bottom (TB) bit is non-volatile (OTP). The Top/Bottom (TB) bit is used to configure the Block Protect area by BP bit (BP3, BP2, BP1, and BP0), starting from Top or Bottom of the memory array. The TB bit is defaulted as "0", which means Top area protect. When it is set to "1", the protect area will change to Bottom area of the memory device. This bit is written with the Write Status Register (WRSR) command.

#### BP3, BP2, BP1, BP0 bits

The Block Protection (BP3, BP2, BP1, and BP0) bits are non-volatile. They define the size of the area to be software protected against Program and Erase commands. These bits are written with the Write Status Register (WRSR) command. When the Block Protect (BP3, BP2, BP1, and BP0) bits are set to 1, the relevant memory area becomes protected against Page Program (PP), Sector Erase (SE) and Block Erase (BE) commands. The Chip Erase (CE) command is executed, only if the Block Protect (BP3, BP2, BP1, and BP0) bits are 0.

#### SRP1, SRP0 bit

The Status Register Protect (SRP1 and SRP0) bits are non-volatile Read/Write bits in the status register. The SRP bits control the method of the write protection: software protected, power supply lock-down or one time programmable.

· · · · · · · · · · · · · · · · · · ·							
SRP1	SRP0	Status Register	Description				
0	0	Cofficient Destanted	The Status Register can be written to after a Write				
U	0 Software Protected	Enable command, WEL=1.(Default)					
	0	D(1)/2)	Status Register is protected and cannot be written to				
1	0 Power Supply Lock-Down <sup>(1) (2)</sup>		again until the nest Power-Down, Power-Up cycle				
4	4	One Time Dragger (2)	Status Register is permanently protected and cannot to				
1	1	One Time Program <sup>(2)</sup>	written to.				

Table 10 Status Register Protect (SRP) bit

#### NOTE:

- 1. When SRP1, SRP0 = (1, 0), a Power-Down, Power-Up cycle will change SRP1, SRP0 to (0, 0) state.
- 2. This feature is available on special order. Please contact GigaDevice for details.

#### QE bit

The Quad Enable (QE) bit is a non-volatile bit in the Status Register that allows Quad operation. The default value of QE bit is 1 and it cannot be changed, so that the IO2 and IO3 pins are enabled all the time.

#### LB3, LB2, LB1, bits.

The LB3, LB2, LB1, bits are non-volatile One Time Program (OTP) bits in Status Register (S11, S12, S13) that provide the write protect control and status to the Security Registers. The default state of LB3-LB1 are 0, the security registers are unlocked. The LB3-LB1 bits can be set to 1 individually using the Write Register instruction. The LB3-LB1 bits are One Time Programmable, once they are set to 1, the Security Registers will become read-only permanently.

#### SUS1, SUS2 bit

The SUS1 and SUS2 bit are read only bit in the status register (S15 and S10) that are set to 1 after executing an

Program/Erase Suspend (75H) command (The Erase Suspend will set the SUS1 to 1, and the Program Suspend will set the SUS2 to 1). The SUS1 and SUS2 bit are cleared to 0 by Program/Erase Resume (7AH) command, software reset (66H+99H) command as well as a power-down, power-up cycle.

#### PE bit

The Program Error (PE) bit is a read only bit that indicates a program failure. It will also be set when the user attempts to program a protected array sector or access the locked OTP space.

Error bits can be reset by CLEAR FLAG STATUS REGISTER command (30H).

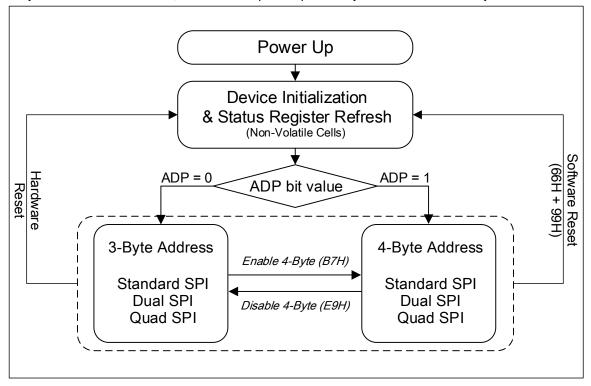
#### **EE** bit

The Erase Error (EE) bit is a read only bit that indicates an erase failure. It will also be set when the user attempts to erase a protected array sector or access the locked OTP space.

Error bits can be reset by CLEAR FLAG STATUS REGISTER command (30H).

#### **ADP** bit

The Address Power-up (ADP) bit is a non-volatile writable bit that determines the initial address mode when the device is powered on or reset. This bit is only used during the power on or device reset initialization period. When ADP=0(factory default), the device will power up into 3-Byte address mode, the Extended Address Register must be used to access memory regions beyond 128Mb. When ADP=1, the device will power up into 4-Byte address mode directly.

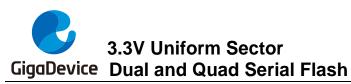


#### **ADS** bit

The Address Status (ADS) bit is a read only bit that indicates the current address mode the device is operating in. The device is in 3-Byte address mode when ADS=0 (default), and in 4-Byte address mode when ADS=1.

#### DRV1, DRV0 bits

The DRV1&DRV0 bits are used to determine the output driver strength for the Read operations.



## **Table 11 Driver Strength for Read Operations**

DRV1,DRV0	Driver Strength
00	100%
01	75% (Default)
10	Reserved
11	Reserved

## 6.2. Extended Address Register

Table 12 Extended Address Register (Single Die GD25B256D)

No.	Name	Description	Note
EA0	A24	Address bit	Volatile writable
EA1	Reserved	Reserved	Reserved
EA2	Reserved	Reserved	Reserved
EA3	Reserved	Reserved	Reserved
EA4	Reserved	Reserved	Reserved
EA5	Reserved	Reserved	Reserved
EA6	Reserved	Reserved	Reserved
EA7	Reserved	Reserved	Reserved

In addition to the Status Registers, each GD25B256D device provides a volatile Extended Address Register which consists of the 4th Byte of memory address. The extended address register is only used when the address mode is 3-Byte address mode, as to set the higher address. The lower 128Mb memory array (00000000H-00FFFFFFH) is selected when A24=0, all instructions with 3-Byte addresses will be executed within that region. When A24=1, the upper 128Mb memory array (01000000H-01FFFFFFH) will be selected.

If the device powers up with ADP bit set to 1, or an "Enter 4-Byte Address Mode (B7H)" instruction is issued, the device will require 4-Byte address input for all address related instructions, and the Extended Address Register setting will be ignored. However, any instruction with 4-Byte address input will replace the Extended Address Register Bit A24 with new settings.

It is recommended to set the value of the reserved bit as "0"

Upon power up or after the execution of a Software/Hardware Reset, the extended address register values will be cleared to 0.

#### 7. COMMANDS DESCRIPTION

All commands, addresses and data are shifted in and out of the device, beginning with the most significant bit on the first rising edge of SCLK after CS# is driven low. Then, the one-Byte command code must be shifted in to the device, with most significant bit first on SI, and each bit being latched on the rising edges of SCLK.

Every command sequence starts with a one-Byte command code. Depending on the command, this might be followed by address Bytes, or by data Bytes, or by both or none. CS# must be driven high after the last bit of the command sequence has been completed. For the command of Read, Fast Read, Read Status Register or Release from Deep Power-Down, and Read Device ID, the shifted-in command sequence is followed by a data-out sequence. All read instruction can be completed after any bit of the data-out sequence is being shifted out, and then CS# must be driven high to return to deselected status.

For the command of Page Program, Sector Erase, Block Erase, Chip Erase, Write Status Register, Write Enable, Write Disable or Deep Power-Down command, CS# must be driven high exactly at a Byte boundary, otherwise the command is rejected, and is not executed. That is CS# must be driven high when the number of clock pulses after CS# being driven low is an exact multiple of eight. For Page Program, if at any time the input Byte is not a full Byte, nothing will happen and WEL will not be reset.

When the device is in 3-Byte address mode (ADS=0), please refer to command set in table13 & table14. When the device is in 4-Byte address mode (ADS=1), please refer to command set in table13 & table15.

Extended Address Register setting is effective to achieve A31-A24, accompanying A23-A0 within the instruction, when commands listed in table14 are executed.

Extended Address Register setting is ignored when A31-A24 are given in the instruction listed in table 15 and some specific instruction from table 13 (13H, 0CH, 3CH, 6CH, BCH, ECH).

Command Add Byte 1 Byte 2 Byte 3 Byte 4 Byte 5 Byte 6 n-Bytes Name Mode Software Die 3 & 4 C2H Die ID# Select Read Active 3 & 4 F8H (Die ID#) Die ID# Write Enable 3 & 4 06H Write Disable 3 & 4 04H Volatile SR 3 & 4 50H Write Enable Read Status 3 & 4 05H (S7-S0) (cont.) Register-1 Read Status 3 & 4 35H (S15-S8) (cont.) Register-2 Read Status 3 & 4 (S23-S16) 15H Register-3 3 & 4 Write Status 01H S7-S0 Register-1 Write Status 3 & 4 01H S7-S0 S15-S8 Register-1&2 Write Status 3 & 4 31H S15-S8 Register-2 Write Status 3 & 4 S23-S16 11H Register-3 Read 3 & 4 C8H (EA7-EA0) Extended

Table 13. Commands (Standard/Dual/Quad SPI, 3-Byte & 4-Byte address mode)



## 3.3V Uniform Sector GigaDevice Dual and Quad Serial Flash

## **GD25S512MD**

digubevice	Dua	i and	Quad Oc	ilai i lasii			<b>GD2555</b>	
Addr. Register								
Write	3 & 4							
Extended		C5H	EA7-EA0					
Addr. Register								
Chip Erase	3 & 4	C7/60H						
Enable Reset	3 & 4	66H						
Reset	3 & 4	99H						
Program/Erase		75H						
Suspend								
Program/Erase	3 & 4	7AH						
Resume								
Set Burst with	3 & 4	77H	dummy					
Wrap (5)			W7-W0					
Release From	3 & 4	ABH						
Deep								
Power-Down								
Read Device	3 & 4	ABH	dummy	dummy	dummy	(DID7-DID0)		(cont.)
ID			_	,				,
Deep Power-	3 & 4	В9Н						
Down								
Manufacturer/	3 & 4	90H	00H	00H	00H	(MID7-	(DID7-DID0)	(cont.)
Device ID						MID0)	- /	(,
Manufacturer/						,		
Device ID by	3 & 4	92H	A23-A8	A7-A0,	(MID7-MID0)			
Dual I/O				M7-M0	(DID7-DID0)			
Manufacturer/				dummy (5)				
Device ID by	3 & 4	94H	A23-A0,	(MID7-MID0)				
Quad I/O			M7-M0	(DID7-DID0)				
Read	3 & 4	0511	(MID7-	(JDID15-	(JDID7-			(cont.)
Identification		9FH	MID0)	JDID8)	JDID0)			,
Enter 4-Byte	3 & 4	5-11	,	·	,			
Address Mode		В7Н						
Exit 4-Byte	3 & 4	FOLI						
Address Mode		E9H						
Read Data	3 & 4	13H	A31-A24	A23-A16	A15-A8	A7-A0	(D7-D0)	
with 4-Byte							,	
Address								
Fast Read with	3 & 4	0CH	A31-A24	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)
4-Byte							-	
Address								
Fast Read	3 & 4	3CH	A31-A24	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)
Dual Output								
with 4-Byte								
Address (1)								
Fast Read	3 & 4	6CH	A31-A24	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)
Quad Output								
with 4-Byte								
Address (3)								
Fast Read	3 & 4	всн	A31-A24	A15-A8	M7-M0			
Dual I/O with			A23-A 16	A7-A0	(D7-D0)			
4-Byte								
Address (2)								
Fast Read	3 & 4	ECH	A31-A24	M7-M0				
Quad I/O with			A23-A 16	dummy				
4-Byte			A15-A8	dummy				
Address (4)			A7-A0	D7-D0				



# 3.3V Uniform Sector GigaDevice Dual and Quad Serial Flash

## GD25S512MD

Page Program with 4-Byte Address	3 & 4	12H	A31-A24	A23-A16	A15-A8	A7-A0	D7-D0	Next Byte
Quad Page Program with 4-Byte Address	3 & 4	34H	A31-A24	A23-A16	A15-A8	A7-A0	D7-D0	
Sector Erase with 4-Byte Address	3 & 4	21H	A31-A24	A23-A16	A15-A8	A7-A0		
Block Erase(32K) with 4-Byte Address	3 & 4	5CH	A31-A24	A23-A16	A15-A8	A7-A0		
Block Erase(64K) with 4-Byte Address	3 & 4	DCH	A31-A24	A23-A16	A15-A8	A7-A0		
Clear SR Flags	3 & 4	30H						
Read Serial Flash Discoverable Parameter	3 & 4	5AH	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)	(cont.)

## Table 14 Commands (Standard/Dual/Quad SPI, 3-Byte address)

Command Name	Add Mode	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	n-Bytes
Read Data	3	03H	A23-A16	A15-A8	A7-A0	(D7-D0)	(Next Byte)	(cont.)
Fast Read	3	0BH	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)	(cont.)
Dual Output Fast Read (1)	3	звн	A23-A16	A15-A8	A7-A0	dummy	(D7-D0) <sup>(1)</sup>	(cont.)
Dual I/O Fast Read (2)	3	ввн	A23-A8 <sup>(2)</sup>	A7-A0 M7-M0 <sup>(2)</sup>	(D7-D0) <sup>(1)</sup>			(cont.)
Quad Output Fast Read (3)	3	6BH	A23-A16	A15-A8	A7-A0	dummy	(D7-D0) <sup>(3)</sup>	(cont.)
Quad I/O Fast Read (4)	3	EBH	A23-A0 M7-M0 <sup>(4)</sup>	dummy	(D7-D0) <sup>(3)</sup>			(cont.)
Page Program	3	02H	A23-A16	A15-A8	A7-A0	D7-D0	Next Byte	
Quad Page Program	3	32H	A23-A16	A15-A8	A7-A0	D7-D0		
Sector Erase	3	20H	A23-A16	A15-A8	A7-A0			
Block Erase(32K)	3	52H	A23-A16	A15-A8	A7-A0			
Block Erase(64K)	3	D8H	A23-A16	A15-A8	A7-A0			
Read Unique ID	3	4BH	dummy	dummy	dummy	dummy	(UID7-UID0)	(cont.)
Erase Security Registers <sup>(6)</sup>	3	44H	A23-A16	A15-A8	A7-A0			
Program Security Registers <sup>(6)</sup>	3	42H	A23-A16	A15-A8	A7-A0	D7-D0	D7-D0	
Read Security Registers <sup>(6)</sup>	3	48H	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)	



## 3.3V Uniform Sector GigaDevice Dual and Quad Serial Flash

## **GD25S512MD**

#### Table 15. Commands (Standard/Dual/Quad SPI, 4-Byte address)

Command Name	Add Mode	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Bytes-7	n-Bytes
Read Data	4	03H	A31-A24	A23-A16	A15-A8	A7-A0	(D7-D0)		(cont.)
Fast Read	4	0BH	A31-A24	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)	(cont.)
Dual Output Fast Read (1)	4	звн	A31-A24	A23-A16	A15-A8	A7-A0	dummy	(D7-D0) <sup>(1)</sup>	(cont.)
Dual I/O Fast Read (2)	4	ввн	A31-A24 A23-A16	A15-A8 A7-A0	M7-M0 <sup>(2)</sup> dummy	(D7-D0) <sup>(1)</sup>			
Quad Output Fast Read (3)	4	6BH	A31-A24	A23-A16	A15-A8	A7-A0	dummy	(D7-D0) <sup>(1)</sup>	(cont.)
Quad I/O Fast Read (4)	4	EBH	A31-A24 A23-A16 A15-A8 A7-A0	M7-M0 <sup>(4)</sup> dummy dummy (D7-D0) <sup>(3)</sup>					(cont.)
Page Program	4	02H	A31-A24	A23-A16	A15-A8	A7-A0	D7-D0	D7-D0	(cont.)
Quad Page Program	4	32H	A31-A24	A23-A16	A15-A8	A7-A0	D7-D0		(cont.)
Sector Erase	4	20H	A31-A24	A23-A16	A15-A8	A7-A0			
Block Erase(32K)	4	52H	A31-A24	A23-A16	A15-A8	A7-A0			
Block Erase(64K)	4	D8H	A31-A24	A23-A16	A15-A8	A7-A0			
Read Unique ID	4	4BH	dummy	dummy	dummy	dummy	dummy	(UID7-UID0)	(cont.)
Erase Security Registers <sup>(6)</sup>	4	44H	A31-A24	A23-A16	A15-A8	A7-A0			
Program Security Registers <sup>(6)</sup>	4	42H	A31-A24	A23-A16	A15-A8	A7-A0	D7-D0	D7-D0	(cont.)
Read Security Registers <sup>(6)</sup>	4	48H	A31-A24	A23-A16	A15-A8	A7-A0	dummy	(D7-D0)	(cont.)

#### NOTE:

1. Dual Output data

IO0 = (D6, D4, D2, D0)

IO1 = (D7, D5, D3, D1)

2. Dual Input Address

IO0 = A22, A20, A18, A16, A14, A12, A10, A8 A6, A4, A2, A0, M6, M4, M2, M0

IO1 = A23, A21, A19, A17, A15, A13, A11, A9 A7, A5, A3, A1, M7, M5, M3, M1

3. Quad Output Data

IO0 = (D4, D0, ....)

IO1 = (D5, D1, .....)

IO2 = (D6, D2, ....)

IO3 = (D7, D3,....)

4. Quad Input Address

IO0 = A20, A16, A12, A8, A4, A0, M4, M0

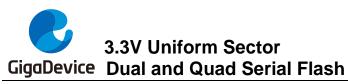
IO1 = A21, A17, A13, A9, A5, A1, M5, M1

IO2 = A22, A18, A14, A10, A6, A2, M6, M2

IO3 = A23, A19, A15, A11, A7, A3, M7, M3

5. Address, Read Mode bits, Dummy bits, Manufacture ID and Device ID

IO0 = (A20, A16, A12, A8, A4, A0, M4, M0, x, x, x, x, MID4, MID0, DID4, DID0, ...)



IO1 = (A21, A17, A13, A9, A5, A1, M5, M1, x, x, x, x, MID5, MID1, DID5, DID1, ...)

IO2 = (A22, A18, A14, A10, A6, A2, M6, M2, x, x, x, x, MID6, MID2, DID6, DID2, ...)

IO3 = (A23, A19, A15, A11, A7, A3, M7, M3, x, x, x, x, MID7, MID3, DID7, DID3, ...)

#### 6. Security Registers Address

Security Register1: A23-A16=00H, A15-A12=1H, A11=0b, A10-A0= Byte Address; Security Register2: A23-A16=00H, A15-A12=2H, A11=0b, A10-A0= Byte Address; Security Register3: A23-A16=00H, A15-A12=3H, A11=0b, A10-A0= Byte Address.

#### **Table of ID Definitions:**

## GD25B256D

Operation Code	MID7-MID0	ID15-ID8	ID7-ID0
9FH	C8	40	19
90H	C8		18
ABH			18

## 7.1. Software Die Select (C2H)

Each stacked die has a pre-assigned "Die ID#" by the factory, in the sequence of 0x00, 0x01, etc. At any given time, there can only be one Active Die within the GD25S package, to communicate with the external SPI controller. After power-up, Die #0 is always the Active Die. Software Die Select (C2H) instruction is used to select a specific die to be active, according to the 8-bit Die ID following the C2H instruction as illustrated in Figure 4

"Concurrent Operations" can be realized by assigning the current Active Die to perform a Program/Erase operation which requires some amount of time to finish. While the internal Program/Erase operation is ongoing, the controller can issue a "Software Die Select (C2H)" instruction to select another die to be active. Depending on the system requirement, a Read, Program or Erase operation can be performed on the newly selected Active Die. "Read while Program/Erase" or "Multi-Die Program/Erase" can be performed in such fashion, to improve system Program/Erase throughput and to avoid constant Program/Erase Suspend and Resume activities in certain applications.

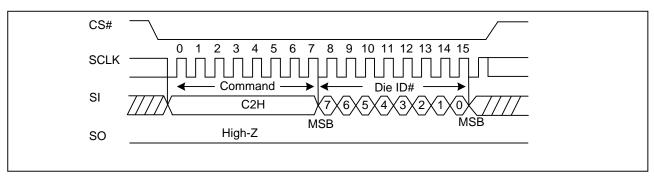


Figure 4 Software Die Select Sequence Diagram

## 7.2. Read Active Die ID# (F8H)

The Read Active Die ID# command is used to read ID of active die within the MCP package, and each bit being latched-in on the rising edge of SCLK. Then the active die ID# is shifted out on SO, and each bit being shifted out, at a Max frequency  $f_R$ , on the falling edge of SCLK. The Active Die ID# may be read at any time, even while a Program, Erase or Read cycle is in progress.

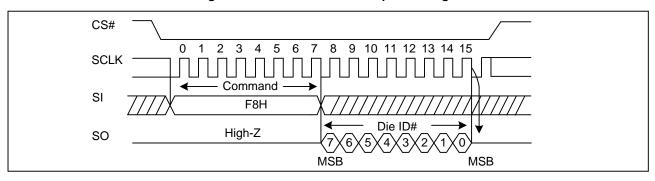
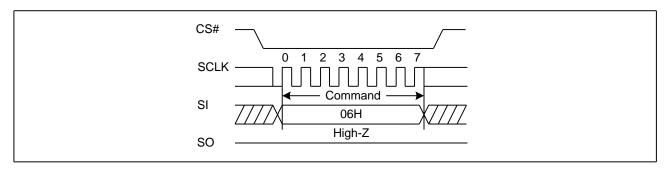


Figure 5 Read Active Die ID# Sequence Diagram

## 7.3. Write Enable (WREN) (06H)

The Write Enable (WREN) command is for setting the Write Enable Latch (WEL) bit. The Write Enable Latch (WEL) bit must be set prior to every Page Program (PP), Quad Page Program (QPP), Sector Erase (SE), Block Erase (BE), Chip Erase (CE), Write Status Register (WRSR). The Write Enable (WREN) command sequence: CS# goes low → sending the Write Enable command → CS# goes high.

Figure 6 Write Enable Sequence Diagram



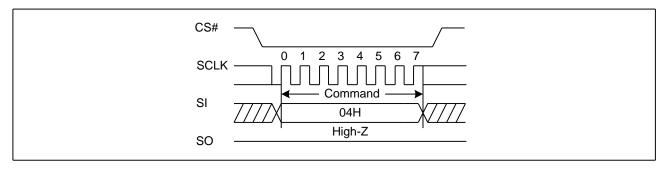
## 7.4. Write Disable (WRDI) (04H)

The Write Disable command is for resetting the Write Enable Latch (WEL) bit. The Write Enable Latch (WEL) bit may be set to a 0 by issuing the Write Disable (WRDI) command to disable Page Program (PP), Quad Page Program (QPP), Sector Erase (SE), Block Erase (BE), Chip Erase (CE), Write Status Register (WRSR), that require WEL be set to 1 for execution. The WRDI command can be used by the user to protect memory areas against inadvertent writes that can possibly corrupt the contents of the memory. The WRDI command is ignored during an embedded operation while WIP bit =1.

The WEL bit is reset by following condition: Write Disable command (WRDI), Power-up, and upon completion of the Write Status Register, Page Program, Sector Erase, Block Erase and Chip Erase commands.

The Write Disable command sequence: CS# goes low →Sending the Write Disable command →CS# goes high.

Figure 7 Write Disable Sequence Diagram



## 7.5. Write Enable for Volatile Status Register (50H)

The non-volatile Status Register bits can also be written to as volatile bits. This gives more flexibility to change the system configuration and memory protection schemes quickly without waiting for the typical non-volatile bit write cycles or affecting the endurance of the Status Register non-volatile bits. The Write Enable for Volatile Status Register command must be issued prior to a Write Status Register command and any other commands can't be inserted between them. Otherwise, Write Enable for Volatile Status Register will be cleared. The Write Enable for Volatile Status Register command will not set the Write Enable Latch bit, it is only valid for the Write Status Register command to change the volatile Status Register bit values.

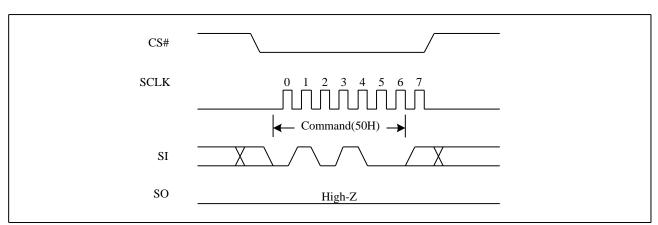


Figure 8. Write Enable for Volatile Status Register Sequence Diagram

## 7.6. Read Status Register (RDSR) (05H or 35H or 15H)

The Read Status Register (RDSR) command is for reading the Status Register. The Status Register may be read at any time, even while a Program, Erase or Write Status Register cycle is in progress. When one of these cycles is in progress, it is recommended to check the Write in Progress (WIP) bit before sending a new command to the device. It is also possible to read the Status Register continuously. For command code "05H" / "35H" / "15H", the SO will output Status Register bits S7~S0 / S15-S8 / S23-S16.

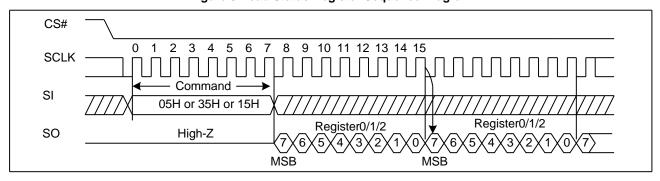


Figure 9 Read Status Register Sequence Diagram

## 7.7. Write Status Register (WRSR) (01H or 31H or 11H)

The Write Status Register (WRSR) command allows new values to be written to the Status Register. Before it can be accepted, a Write Enable (WREN) command must previously have been executed. After the Write Enable (WREN) command has been decoded and executed, the device sets the Write Enable Latch (WEL).

The Write Status Register (WRSR) command has no effect on S19, S18, S15, S10, S8, S1 and S0 of the Status Register. CS# must be driven high after the eighth of the data Byte has been latched in. If not, the Write Status Register (WRSR) command is not executed. As soon as CS# is driven high, the self-timed Write Status Register cycle (whose duration is tw) is initiated. While the Write Status Register cycle is in progress, the Status Register may still be read to check the value of the Write In Progress (WIP) bit. The Write In Progress (WIP) bit is 1 during the self-timed Write Status Register cycle, and is 0 when it is completed. When the cycle is completed, the Write Enable Latch (WEL) is reset.

The Write Status Register (WRSR) command allows the user to change the values of the Block Protect (TB, BP3, BP1, and BP0) bits, to define the size of the area that is to be treated as read-only.

The Write Status Register-1 (01h) command can also write the Status Register-1&2. To complete the Write Status Register-1&2 command, the CS# pin must be driven high after the sixteenth bit of data is clocked in. If CS# is driven high after the eighth clock, the Write Status Register-1 (01h) instruction will only program the Status Register-1, and the Status Register-2 will not be affected.

CS# 2 5 8 9 10 11 12 13 14 15 3 **SCLK** - Status Register in -Command SI 01H/31H/11H  $\langle 6 \rangle$ (4X3) MSB High-Z SO

Figure 10 Write Status Register Sequence Diagram

## 7.8. Read Extended Register (C8H)

Extended Register contains Address Bit A24. The Read Extended Register instruction is entered by driving CS# low and shifting the instruction code "C8H" into the SI pin on the rising edge of SCLK. The Extended Register bits are then shifted out on the SO pin at the falling edge of SCLK with most significant bit (MSB) first as shown in Figure 11.

When the device is in the 4-Byte Address Mode, the value of A24 Bit is ignored.

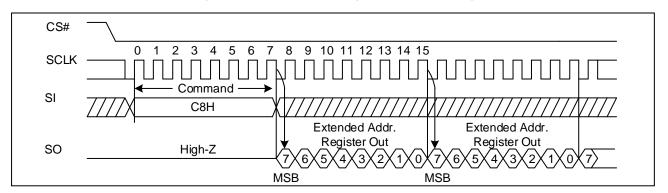


Figure 11 Read Extended Register Sequence Diagram

## 7.9. Write Extended Register (C5H)

The Write Extended Register command could be executed no matter the Write Enable Latch (WEL) bit is 0 or 1. The Write Extended Register instruction is entered by driving CS# low, sending the instruction code "C5H", and then writing the Extended Register data Byte as illustrated in Figure 12.

Upon power up or the execution of a Software/Hardware Reset, the Extended Register bit values will be cleared to 0.

Figure 12 Write Extended Register Sequence Diagram

## 7.10. Read Data Bytes (READ 03H or 4READ 13H)

The Read Data Bytes (READ) command is followed by a 3-Byte address (A23-A0), and each bit being latched-in on the rising edge of SCLK. Then the memory content, at that address, is shifted out on SO, and each bit being shifted out, at a Max frequency  $f_R$ , on the falling edge of SCLK. The first Byte addressed can be at any location. The address is automatically incremented to the next higher address after each Byte of data is shifted out. The whole memory of single GD25B256D can, therefore, be read with a single Read Data Bytes (READ) command. Any Read Data Bytes (READ) command, while an Erase, Program or Write cycle is in progress, is rejected without having any effects on the cycle that is in progress.

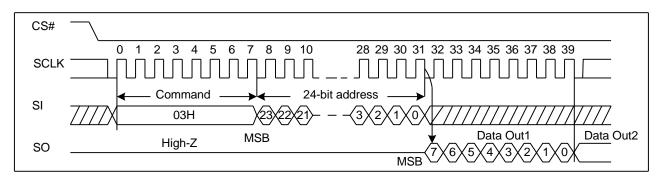


Figure 13 Read Data Bytes Sequence Diagram (ADS=0)

Figure 14 Read Data Bytes Sequence Diagram (ADS=1)

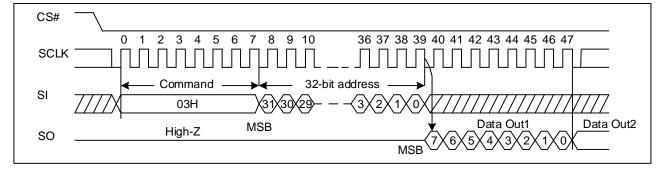
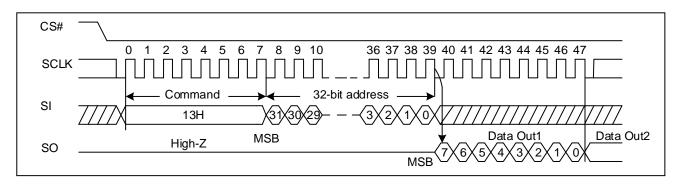


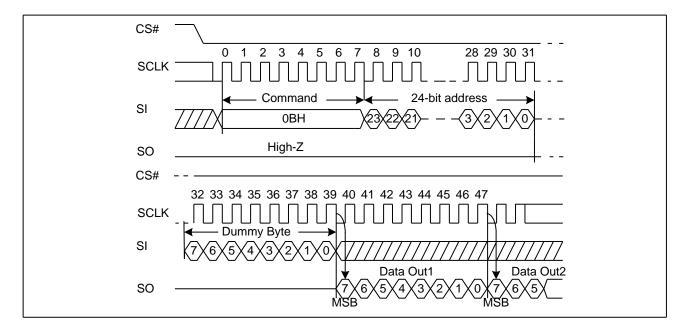
Figure 15 Read Data with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



## 7.11. Read Data Bytes at Higher Speed (Fast Read 0BH or 4Fast Read 0CH)

The Read Data Bytes at Higher Speed (Fast Read) command is for quickly reading data out. It is followed by a 3-Byte address (A23-A0) and a dummy Byte, and each bit being latched-in on the rising edge of SCLK. Then the memory content, at that address, is shifted out on SO, and each bit being shifted out, at a Max frequency fc, on the falling edge of SCLK. The first Byte addressed can be at any location. The address is automatically incremented to the next higher address after each Byte of data is shifted out.

Figure 16 Read Data Bytes at Higher Speed Sequence Diagram (ADS=0)



## Figure 17 Read Data Bytes at Higher Speed Sequence Diagram (ADS=1)

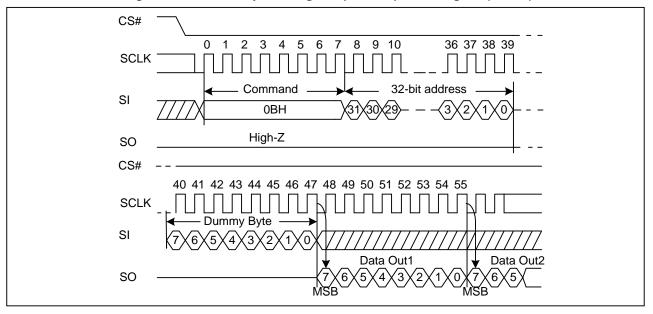
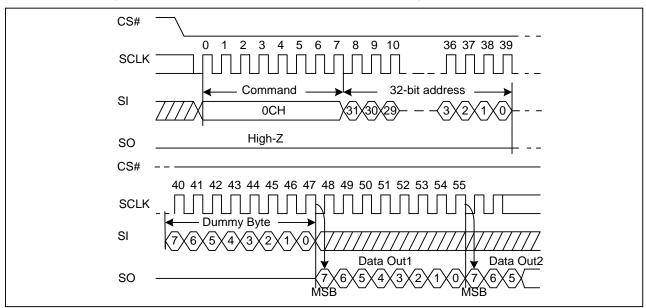
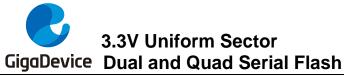


Figure 18 Fast Read with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)





## 7.12. Dual Output Fast Read (DOFR 3BH or 4DOFR 3CH)

The Dual Output Fast Read command is followed by 3-Byte address (A23-A0) and a dummy Byte, and each bit being latched in on the rising edge of SCLK, then the memory contents are shifted out 2-bit per clock cycle from SI and SO. The command sequence is shown in followed Figure 19. The first Byte addressed can be at any location. The address is automatically incremented to the next higher address after each Byte of data is shifted out.

Figure 19 Dual Output Fast Read Sequence Diagram (ADS=0)

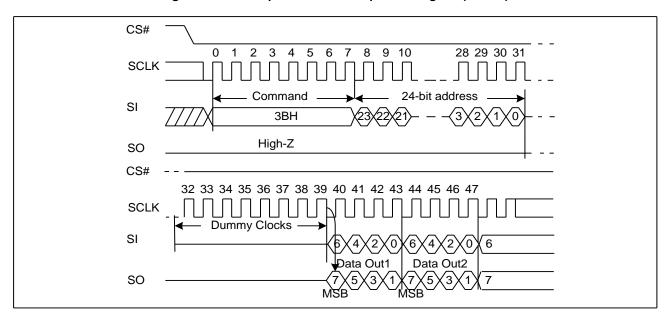


Figure 20 Dual Output Fast Read Sequence Diagram (ADS=1)

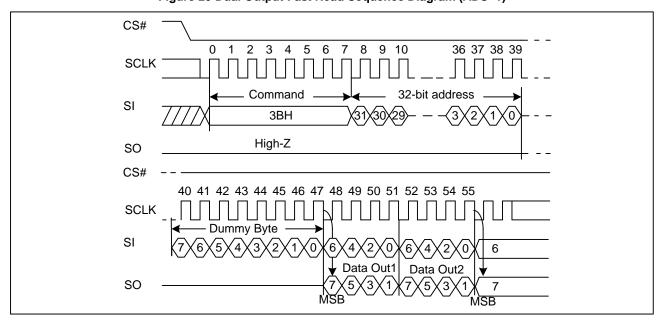
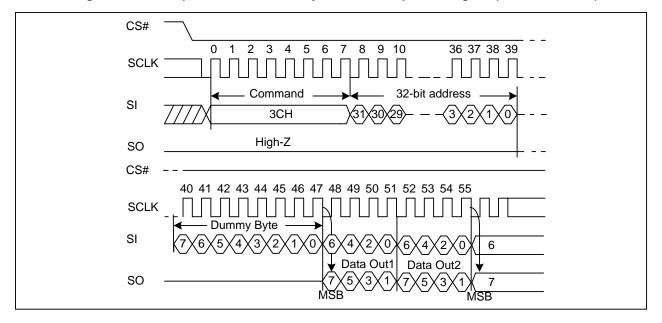


Figure 21 Dual Output Fast Read with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



## 7.13. Quad Output Fast Read (QOFR 6BH or 4QOFR 6CH)

The Quad Output Fast Read command is followed by 3-Byte address (A23-A0) and a dummy Byte, and each bit being latched in on the rising edge of SCLK, then the memory contents are shifted out 4-bit per clock cycle from IO3, IO2, IO1 and IO0. The command sequence is shown in followed Figure 22. The first Byte addressed can be at any location. The address is automatically incremented to the next higher address after each Byte of data is shifted out.

CS# 28 29 30 31 6 5 8 9 10 SCLK Command 24-bit address SI(IO0) 6BH SO(IO1) High-Z 102 High-Z **IO3** High-Z CS# 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 SCLK Dummy Clocks SI(IO0) SO(IO1) 102 IO3

Figure 22 Quad Output Fast Read Sequence Diagram (ADS=0)

## Figure 23 Quad Output Fast Read Sequence Diagram (ADS=1)

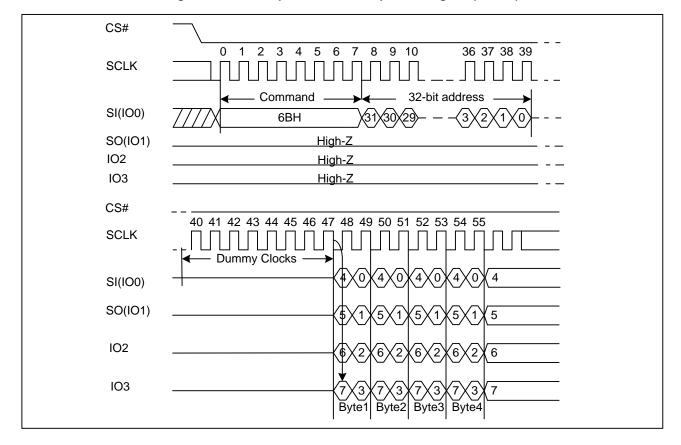
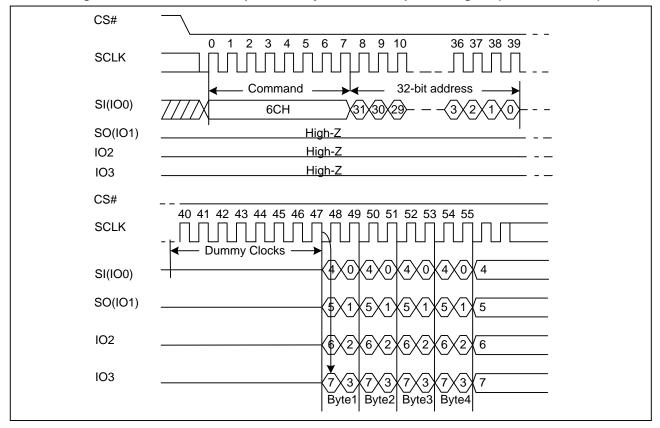


Figure 24 Fast Read Quad Output with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



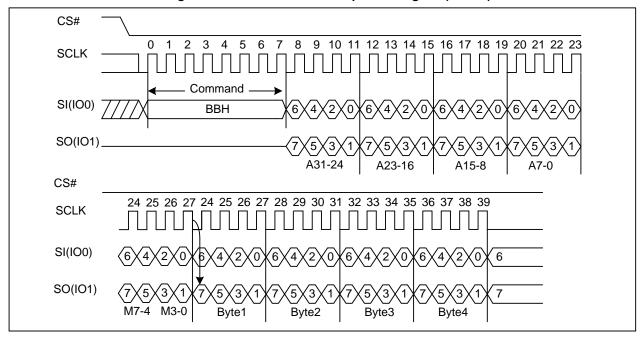
## 7.14. Dual I/O Fast Read (DIOFR BBH or 4DIOFR BCH)

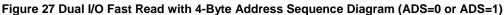
The Dual I/O Fast Read command is similar to the Dual Output Fast Read command but with the capability to input the 3-Byte address (A23-0) and a "Read Mode" Byte 2-bit per clock by SI and SO, and each bit being latched in on the rising edge of SCLK, then the memory contents are shifted out 2-bit per clock cycle from SI and SO. The command sequence is shown below. The first Byte addressed can be at any location. The address is automatically incremented to the next higher address after each Byte of data is shifted out.

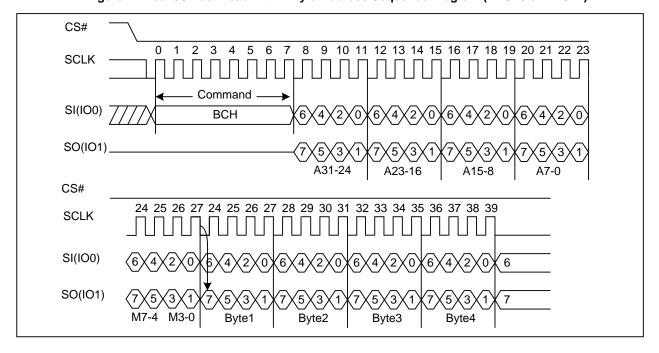
CS# 8 9 10 11 12 13 14 15 16 17 18 19 20 21 SCLK Command SI(IO0) BBH SO(IO1) A15-8 CS# 32 33 34 35 36 37 38 39 28 29 30 31 **SCLK** SI(IO0) SO(IO1) Byte1 Byte3 Byte2 Byte4

Figure 25 Dual I/O Fast Read Sequence Diagram (ADS=0)









## 7.15. Quad I/O Fast Read (QIOFR EBH or 4QIOFR ECH)

The Quad I/O Fast Read command is similar to the Dual I/O Fast Read command but with the capability to input the 3-Byte address (A23-0) and a "Read Mode" Byte and 4-dummy clock 4-bit per clock by IO0, IO1, IO2, IO3, and each bit being latched in on the rising edge of SCLK, then the memory contents are shifted out 4-bit per clock cycle from IO0, IO1, IO2, IO3. The first Byte addressed can be at any location. The address is automatically incremented to the next higher address after each Byte of data is shifted out.

Figure 28 Quad I/O Fast Read Sequence Diagram (ADS=0)

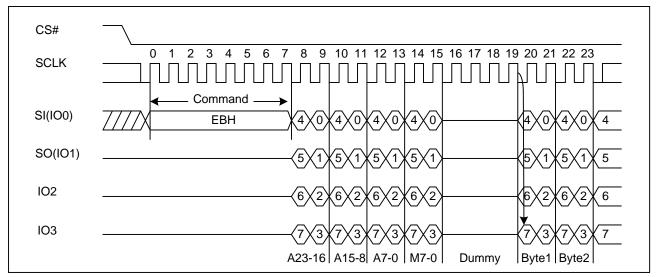


Figure 29 Quad I/O Fast Read Sequence Diagram (ADS=1)

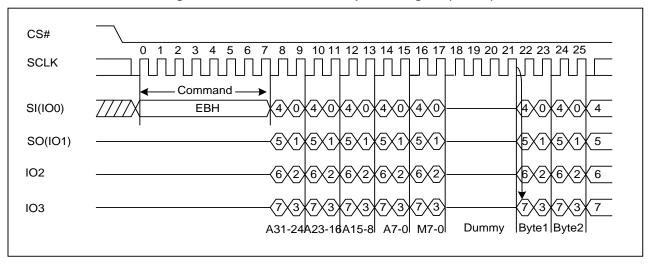
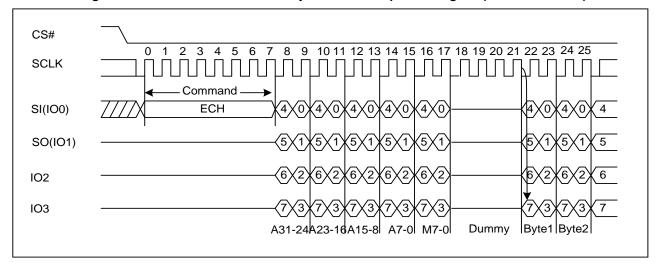


Figure 30 Quad I/O Fast Read with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



#### Quad I/O Fast Read with "8/16/32/64-Byte Wrap Around" in Standard SPI mode

The Quad I/O Fast Read command can be used to access a specific portion within a page by issuing "Set Burst with Wrap" (77H) commands prior to EBH or ECH. The "Set Burst with Wrap" (77H) command can either enable or disable the "Wrap Around" feature for the following EBH or ECH commands. When "Wrap Around" is enabled, the data being accessed can be limited to either an 8/16/32/64-Byte section of a 256-Byte page. The output data starts at the initial address specified in the command, once it reaches the ending boundary of the 8/16/32/64-Byte section, the output will wrap around the beginning boundary automatically until CS# is pulled high to terminate the command.

The Burst with Wrap feature allows applications that use cache to quickly fetch a critical address and then fill the cache afterwards within a fixed length (8/16/32/64-Byte) of data without issuing multiple read commands. The "Set Burst with Wrap" command allows three "Wrap Bits" W6-W4 to be set. The W4 bit is used to enable or disable the "Wrap Around" operation while W6-W5 is used to specify the length of the wrap around section within a page.

### 7.16. Set Burst with Wrap (77H)

The Set Burst with Wrap command is used in conjunction with "Quad I/O Fast Read" command to access a fixed length of 8/16/32/64-Byte section within a 256-Byte page, in standard SPI mode.

The Set Burst with Wrap command sequence: CS# goes low  $\rightarrow$  Send Set Burst with Wrap command  $\rightarrow$  Send 24 dummy bits  $\rightarrow$  Send 8 bits "Wrap bits"  $\rightarrow$  CS# goes high.

		•	<b>3</b>	
MC ME	_ W4=0		W4=1 (	default)
W6,W5	Wrap Around	Wrap Length	Wrap Around	Wrap Length
0, 0	Yes	8-Byte	No	N/A
0, 1	Yes	16-Byte	No	N/A
1, 0	Yes	32-Byte	No	N/A
1, 1	Yes	64-Byte	No	N/A

**Table 16 Set Burst with Wrap configuration** 

If the W6-W4 bits are set by the Set Burst with Wrap command, all the following "Quad I/O Fast Read" command will use the W6-W4 setting to access the 8/16/32/64-Byte section within any page. To exit the "Wrap Around" function and return to normal read operation, another Set Burst with Wrap command should be issued to set W4=1.

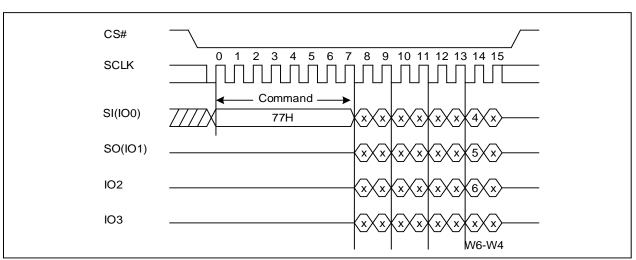


Figure 31 Set Burst with Wrap Sequence Diagram

### 7.17. Page Program (PP 02H or 4PP 12H)

The Page Program (PP) command is for programming the memory. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit before sending the Page Program command.

The Page Program (PP) command is entered by driving CS# Low, followed by the command code, three address Bytes and at least one data Byte on SI. If the 8 least significant address bits (A7-A0) are not all zero, all transmitted data that goes beyond the end of the current page are programmed from the start address of the same page (from the address whose 8 least significant bits (A7-A0) are all zero). CS# must be driven low for the entire duration of the sequence. The Page Program command sequence: CS# goes low  $\rightarrow$  sending Page Program command  $\rightarrow$  3 or 4-Byte address on SI  $\rightarrow$  at least 1 Byte data on SI  $\rightarrow$  CS# goes high. If more than 256 Bytes are sent to the device, previously latched data are discarded and the last 256 data Bytes are guaranteed to be programmed correctly within the same page. If less than 256 data Bytes are sent to device, they are correctly programmed at the requested addresses without having any effects on the other Bytes of the same page. CS# must be driven high after the eighth bit of the last data Byte has been latched in; otherwise the Page Program (PP) command is not executed.

As soon as CS# is driven high, the self-timed Page Program cycle (whose duration is t<sub>PP</sub>) is initiated. While the Page Program cycle is in progress, the Status Register may be read to check the value of the Write in Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Page Program cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset.

A Page Program (PP) command applied to a page which is protected by the Block Protect (TB, BP3, BP2, BP1, and BP0) is not executed.

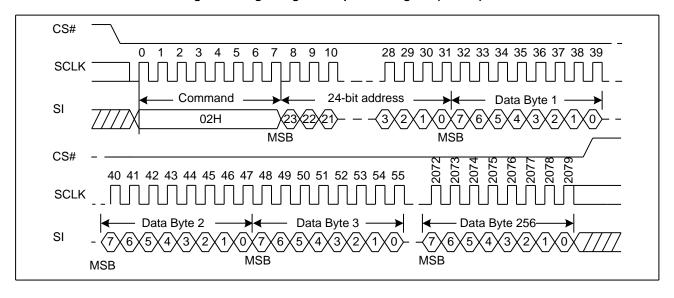


Figure 32 Page Program Sequence Diagram (ADS=0)

#### Figure 33 Page Program Sequence Diagram (ADS=1)

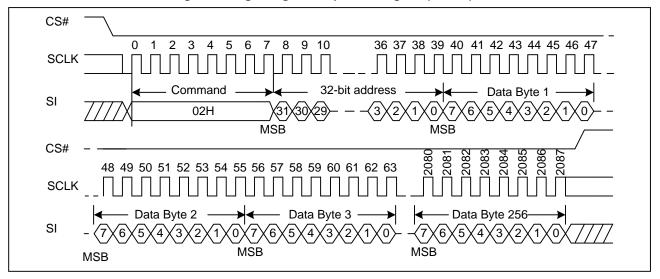
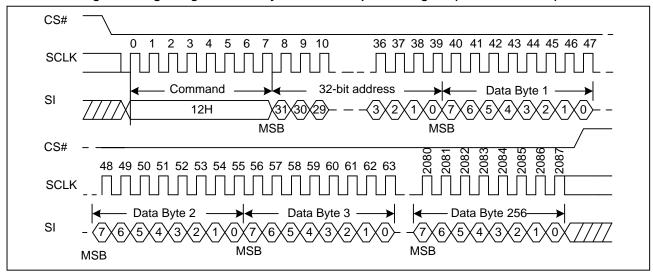


Figure 34 Page Program with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



### 7.18. Quad Page Program (QPP 32H or 4QPP 34H)

The Quad Page Program command is for programming the memory using four pins: IO0, IO1, IO2, and IO3. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit before sending the Page Program command. The quad Page Program command is entered by driving CS# Low, followed by the command code (32H), three address Bytes and at least one data Byte on IO pins.

The command sequence is shown below. If more than 256 Bytes are sent to the device, previously latched data are discarded and the last 256 data Bytes are guaranteed to be programmed correctly within the same page. If less than 256 data Bytes are sent to device, they are correctly programmed at the requested addresses without having any effects on the other Bytes of the same page. CS# must be driven high after the eighth bit of the last data Byte has been latched in; otherwise the Quad Page Program (PP) command is not executed.

As soon as CS# is driven high, the self-timed Quad Page Program cycle (whose duration is t<sub>PP</sub>) is initiated. While the Quad Page Program cycle is in progress, the Status Register may be read to check the value of the Write In Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Quad Page Program cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset.

A Quad Page Program command applied to a page which is protected by the Block Protect (TB, BP3, BP2, BP1, and BP0) is not executed.

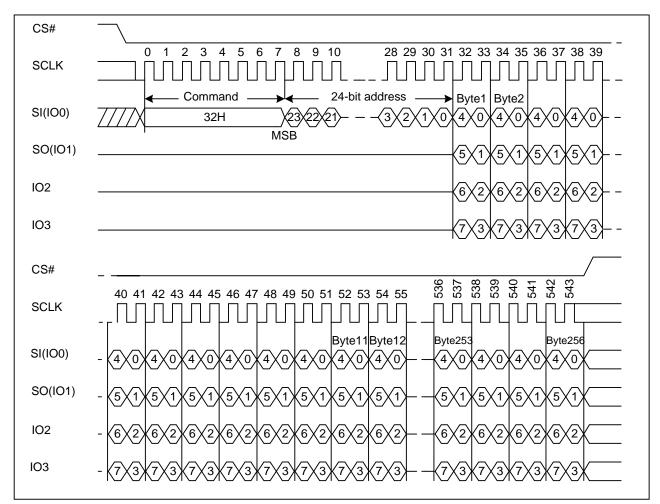


Figure 35 Quad Page Program Sequence Diagram (ADS=0)

#### Figure 36 Quad Page Program Sequence Diagram (ADS=1)

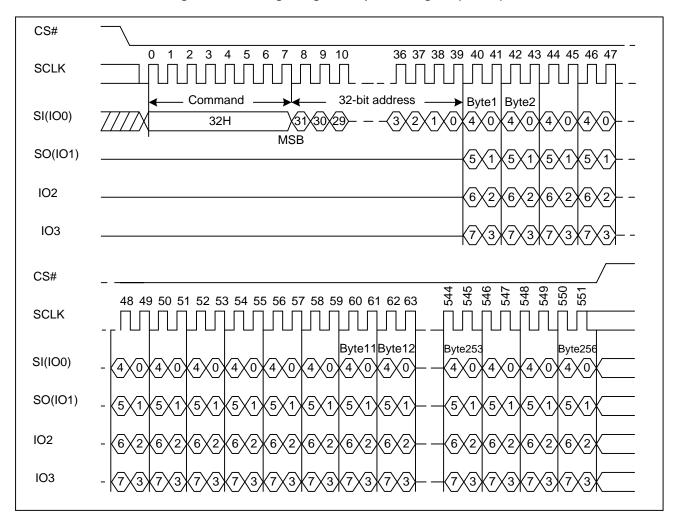
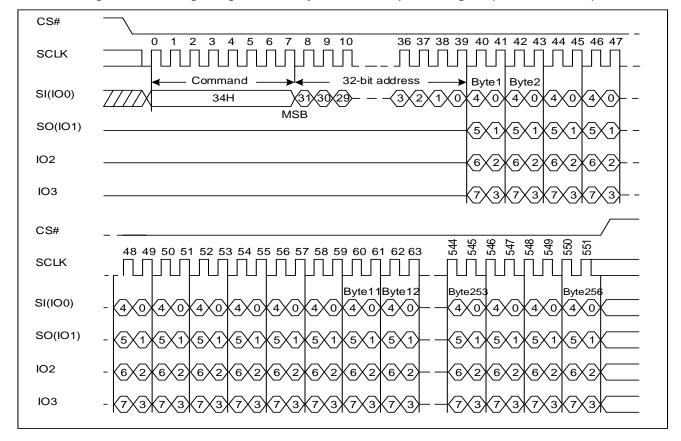
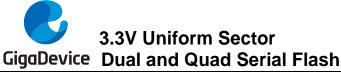


Figure 37 Quad Page Program with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)





### 7.19. Sector Erase (SE 20H or 4SE 21H)

The Sector Erase (SE) command is erased the all data of the chosen sector. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit. The Sector Erase (SE) command is entered by driving CS# low, followed by the command code, and 3-address Byte on SI. Any address inside the sector is a valid address for the Sector Erase (SE) command. CS# must be driven low for the entire duration of the sequence.

The Sector Erase command sequence: CS# goes low  $\rightarrow$  sending Sector Erase command  $\rightarrow$  3-Byte address on SI  $\rightarrow$  CS# goes high. CS# must be driven high after the eighth bit of the last address Byte has been latched in; otherwise the Sector Erase (SE) command is not executed. As soon as CS# is driven high, the self-timed Sector Erase cycle (whose duration is  $t_{SE}$ ) is initiated. While the Sector Erase cycle is in progress, the Status Register may be read to check the value of the Write in Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Sector Erase cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset. A Sector Erase (SE) command applied to a sector which is protected by the Block Protect (TB, BP3, BP2, BP1, and BP0) bit is not executed.

Figure 38 Sector Erase Sequence Diagram (ADS=0)

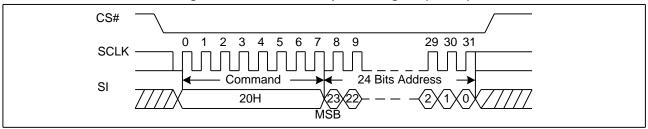


Figure 39 Sector Erase Sequence Diagram (ADS=1)

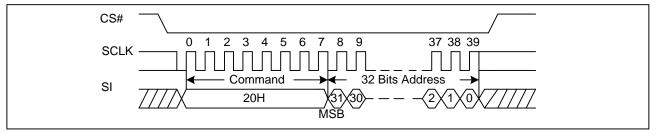
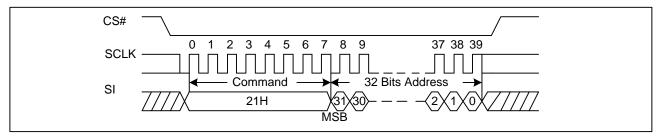


Figure 40 Sector Erase with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



### 7.20. 32KB Block Erase (BE32 52H or 4BE32 5CH)

The 32KB Block Erase (BE) command is erased the all data of the chosen block. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit. The 32KB Block Erase (BE) command is entered by driving CS# low, followed by the command code, and three address Bytes on SI. Any address inside the block is a valid address for the 32KB Block Erase (BE) command. CS# must be driven low for the entire duration of the sequence.

The 32KB Block Erase command sequence: CS# goes low  $\rightarrow$  sending 32KB Block Erase command  $\rightarrow$  3-Byte address on SI  $\rightarrow$  CS# goes high. CS# must be driven high after the eighth bit of the last address Byte has been latched in; otherwise the 32KB Block Erase (BE) command is not executed. As soon as CS# is driven high, the self-timed Block Erase cycle (whose duration is  $t_{BE}$ ) is initiated. While the Block Erase cycle is in progress, the Status Register may be read to check the value of the Write in Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Block Erase cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset. A 32KB Block Erase (BE) command applied to a block which is protected by the Block Protect (TB, BP3, BP2, BP1, and BP0) bits is not executed.

Figure 41 32KB Block Erase Sequence Diagram (ADS=0)

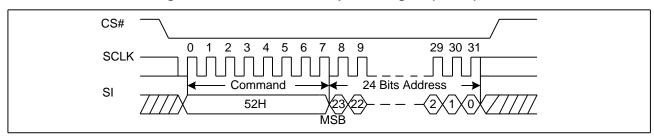


Figure 42 32KB Block Erase Sequence Diagram (ADS=1)

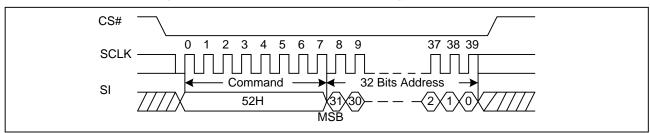
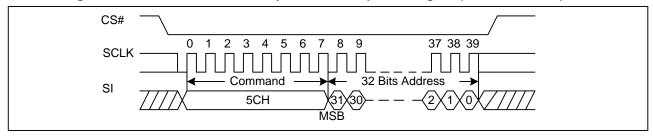


Figure 43 32KB Block Erase with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



### 7.21. 64KB Block Erase (BE64 D8H or 4BE64 DCH)

The 64KB Block Erase (BE) command is erased the all data of the chosen block. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit. The 64KB Block Erase (BE) command is entered by driving CS# low, followed by the command code, and three address Bytes on SI. Any address inside the block is a valid address for the 64KB Block Erase (BE) command. CS# must be driven low for the entire duration of the sequence.

The 64KB Block Erase command sequence: CS# goes low  $\rightarrow$  sending 64KB Block Erase command  $\rightarrow$  3-Byte address on SI  $\rightarrow$  CS# goes high. CS# must be driven high after the eighth bit of the last address Byte has been latched in; otherwise the 64KB Block Erase (BE) command is not executed. As soon as CS# is driven high, the self-timed Block Erase cycle (whose duration is  $t_{BE}$ ) is initiated. While the Block Erase cycle is in progress, the Status Register may be read to check the value of the Write in Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Block Erase cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset. A 64KB Block Erase (BE) command applied to a block which is protected by the Block Protect (TB, BP3, BP2, BP1, and BP0) bits is not executed.

Figure 44 64KB Block Erase Sequence Diagram (ADS=0)

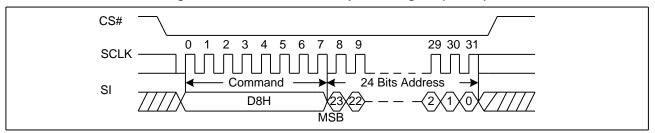


Figure 45 64KB Block Erase Sequence Diagram (ADS=1)

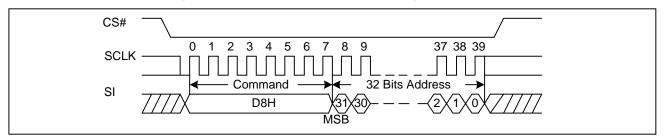
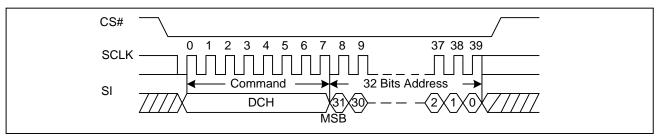


Figure 46 64KB Block Erase with 4-Byte Address Sequence Diagram (ADS=0 or ADS=1)



### 7.22. Chip Erase (CE) (60/C7H)

The Chip Erase (CE) command is erased the all data of the chip. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit .The Chip Erase (CE) command is entered by driving CS# Low, followed by the command code on Serial Data Input (SI). CS# must be driven Low for the entire duration of the sequence.

The Chip Erase command sequence: CS# goes low  $\rightarrow$  sending Chip Erase command  $\rightarrow$  CS# goes high. CS# must be driven high after the eighth bit of the command code has been latched in; otherwise the Chip Erase command is not executed. As soon as CS# is driven high, the self-timed Chip Erase cycle (whose duration is  $t_{CE}$ ) is initiated. While the Chip Erase cycle is in progress, the Status Register may be read to check the value of the Write in Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Chip Erase cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset. The Chip Erase (CE) command is ignored if one or more sectors/blocks are protected.

SCLK 0 1 2 3 4 5 6 7

SCLK Command Com

Figure 47 Chip Erase Sequence Diagram

### 7.23. Deep Power-Down (DP) (B9H)

Executing the Deep Power-Down (DP) command is the only way to put the device in the lowest consumption mode (the Deep Power-Down Mode). It can also be used as an extra software protection mechanism, while the device is not in active use, since in this mode, the device ignores all Write, Program and Erase commands. Driving CS# high deselects the device, and puts the device in the Standby Mode (if there is no internal cycle currently in progress). But this mode is not the Deep Power-Down Mode. The Deep Power-Down Mode can only be entered by executing the Deep Power-Down (DP) command. Once the device has entered the Deep Power-Down Mode, all commands are ignored except the Release from Deep Power-Down and Read Device ID (RDI) command or software reset command. The Release from Deep Power-Down and Read Device ID (RDI) command releases the device from Deep Power-Down mode, also allows the Device ID of the device to be output on SO.

The Deep Power-Down Mode automatically stops at Power-Down, and the device always in the Standby Mode after Power-Up.

The Deep Power-Down command sequence: CS# goes low  $\rightarrow$  sending Deep Power-Down command  $\rightarrow$  CS# goes high. CS# must be driven high after the eighth bit of the command code has been latched in; otherwise the Deep Power-Down (DP) command is not executed. As soon as CS# is driven high, it requires a delay of  $t_{DP}$  before the supply current is reduced to  $t_{CC2}$  and the Deep Power-Down Mode is entered. Any Deep Power-Down (DP) command, while an Erase, Program or Write cycle is in progress, is rejected without having any effects on the cycle that is in progress.

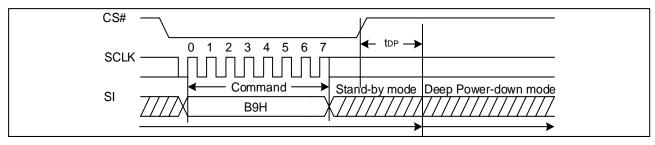


Figure 48 Deep Power-Down Sequence Diagram

### 7.24. Read Unique ID (4BH)

The Read Unique ID command accesses a factory-set read-only 128bit number that is unique to each device. The Unique ID can be used in conjunction with user software methods to help prevent copying or cloning of a system.

The Read Unique ID command sequence in 3 Byte mode (ADS=0): CS# goes low → sending Read Unique ID command →Dummy Byte1 →Dummy Byte2 →Dummy Byte3 →Dummy Byte4→128bit Unique ID Out →CS# goes high.

The Read Unique ID command sequence in 4 Byte mode (ADS=0): CS# goes low → sending Read Unique ID command →Dummy Byte1 →Dummy Byte2 →Dummy Byte3 →Dummy Byte4→ Dummy Byte5→128bit Unique ID Out →CS# goes high.

Figure 49 Read Unique ID Sequence Diagram (ADS=0)

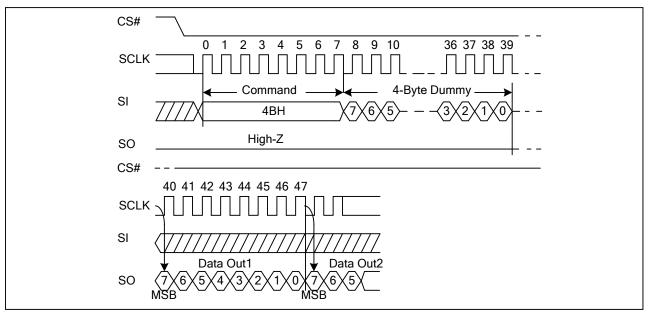
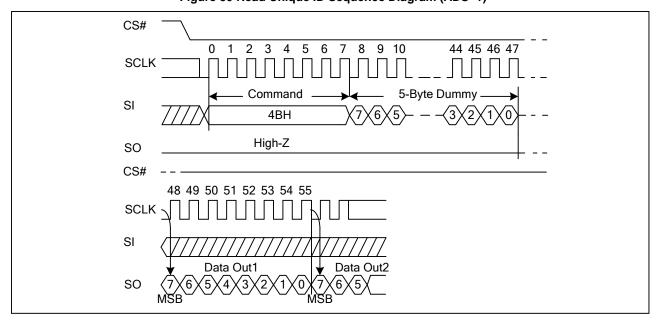


Figure 50 Read Unique ID Sequence Diagram (ADS=1)



### 7.25. Enter 4-Byte Address Mode (B7H)

The Enter 4-Byte Address Mode command enables accessing the address length of 32-bit for the memory area of higher density (larger than 128Mb). The device default is in 24-bit address mode; after sending out the EN4B instruction, the bit8 (ADS bit) of status register will be automatically set to "1" to indicate the 4-Byte address mode has been enabled. Once the 4-Byte address mode is enabled, the address length becomes 32-bit instead of the default 24-bit.

All instructions are accepted normally, and just the address bit is changed from 24-bit to 32-bit.

The sequence of issuing EN4B instruction is: CS# goes low → sending Enter 4-Byte mode command →CS# goes high.

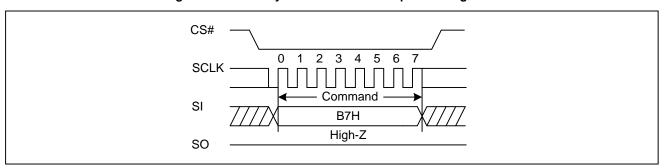


Figure 51 Enter 4-Byte Address Mode Sequence Diagram

### 7.26. Exit 4-Byte Address Mode (E9H)

The Exit 4-Byte Address Mode command is executed to exit the 4-Byte address mode and return to the default 3-Byte address mode. After sending out the EX4B instruction, the bit8 (ADS bit) of status register will be cleared to "0" to indicate the exit of the 4-Byte address mode. Once exiting the 4-Byte address mode, the address length will return to 24-bit.

The sequence of issuing EN4B instruction is: CS# goes low → sending Exit 4-Byte Address Mode command →CS# goes high.

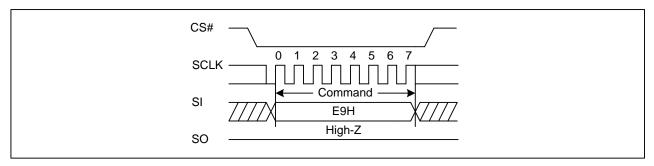


Figure 52 Exit 4-Byte Address Mode Sequence Diagram

### 7.27. Clear SR Flags (30H)

The Clear Status Register Flags command resets bit S18 (Program Error bit) and S19 (Erase Error bit) from status register. It is not necessary to set the WEL bit before the Clear Status Register command is executed. The Clear SR command will not be accepted when the device remains busy with WIP set to 1. The WEL bit will be unchanged after this command is executed.

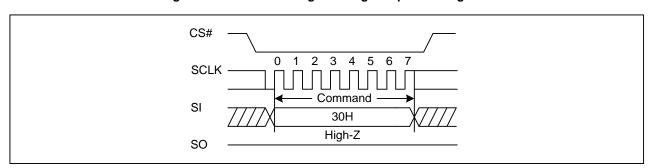


Figure 53 Clear Status Register Flags Sequence Diagram

### 7.28. Release from Deep Power-Down and Read Device ID (RDI) (ABH)

The Release from Power-Down and Read Device ID command is a multi-purpose command. It can be used to release the device from the Power-Down state or obtain the devices electronic identification (ID) number.

To release the device from the Power-Down state, the command is issued by driving the CS# pin low, shifting the instruction code "ABH" and driving CS# high as shown below. Release from Power-Down will take the time duration of trees (See AC Characteristics) before the device will resume normal operation and other command are accepted. The CS# pin must remain high during the trees time duration.

When used only to obtain the Device ID while not in the Power-Down state, the command is initiated by driving the CS# pin low and shifting the instruction code "ABH" followed by 3-dummy Byte. The Device ID bits are then shifted out on the falling edge of SCLK with most significant bit (MSB) first as shown below. The Device ID value is listed in Manufacturer and Device Identification table. The Device ID can be read continuously. The command is completed by driving CS# high.

When used to release the device from the Power-Down state and obtain the Device ID, the command is the same as previously described, except that after CS# is driven high it must remain high for a time duration of trees (See AC Characteristics). After this time duration the device will resume normal operation and other command will be accepted. If the Release from Power-Down / Device ID command is issued while an Erase, Program or Write cycle is in process (when WIP equal 1) the command is ignored and will not have any effects on the current cycle.

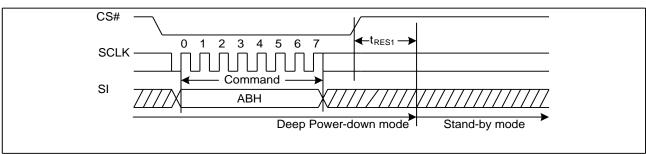


Figure 54 Release Power-Down Sequence Diagram

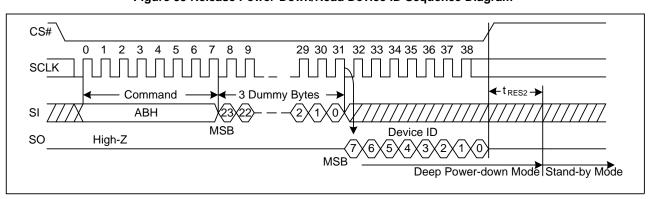


Figure 55 Release Power-Down/Read Device ID Sequence Diagram

#### 7.29. Read Manufacture ID/ Device ID (REMS) (90H)

The Read Manufacturer/Device ID command is an alternative to the Release from Power-Down / Device ID command that provides both the JEDEC assigned Manufacturer ID and the specific Device ID.

The command is initiated by driving the CS# pin low and shifting the command code "90H" followed by a 24-bit address (A23-A0) of 000000H. After which, the Manufacturer ID and the Device ID are shifted out on the falling edge of SCLK with most significant bit (MSB) first as shown below. If the 24-bit address is initially set to 000001H, the Device ID will be read first.

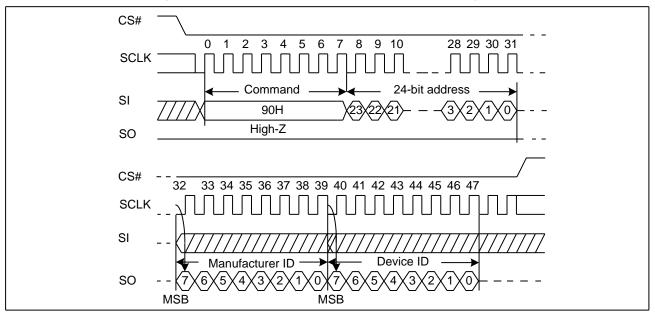


Figure 56 Read Manufacture ID/ Device ID Sequence Diagram

### 7.30. Read Manufacture ID/ Device ID Dual I/O (92H)

The Read Manufacturer/Device ID Dual I/O command is an alternative to the Release from Power-Down / Device ID command that provides both the JEDEC assigned Manufacturer ID and the specific Device ID by dual I/O.

The command is initiated by driving the CS# pin low and shifting the command code "92H" followed by a 24-bit address (A23-A0) of 000000H. After which, the Manufacturer ID and the Device ID are shifted out on the falling edge of SCLK with most significant bit (MSB) first as shown in Figure 57. If the 24-bit address is initially set to 000001H, the Device ID will be read first.

CS# 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 **SCLK** SI(IO0) 92H SO(IO1) A23-16 A15-8 M7-0 CS# 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 26 29 **SCLK** SI(IO0) SO(IO1) MFR ID MFR ID Device ID Device ID MFR ID Device ID (Repeat) (Repeat) (Repeat) (Repeat)

Figure 57. Read Manufacture ID/ Device ID Dual I/O Sequence Diagram

### 7.31. Read Manufacture ID/ Device ID Quad I/O (94H)

The Read Manufacturer/Device ID Quad I/O command is an alternative to the Release from Power-Down / Device ID command that provides both the JEDEC assigned Manufacturer ID and the specific Device ID by quad I/O.

The command is initiated by driving the CS# pin low and shifting the command code "94H" followed by a 24-bit address (A23-A0) of 000000H. After which, the Manufacturer ID and the Device ID are shifted out on the falling edge of SCLK with most significant bit (MSB) first as shown in Figure 58. If the 24-bit address is initially set to 000001H, the Device ID will be read first.

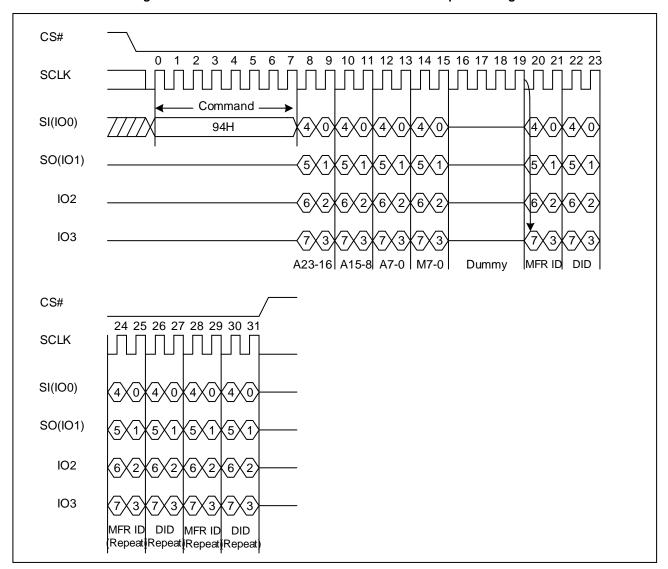


Figure 58. Read Manufacture ID/ Device ID Quad I/O Sequence Diagram

### 7.32. Read Identification (RDID) (9FH)

The Read Identification (RDID) command allows the 8-bit manufacturer identification to be read, followed by two Bytes of device identification. The device identification indicates the memory type in the first Byte, and the memory capacity of the device in the second Byte. The Read Identification (RDID) command while an Erase or Program cycle is in progress is not decoded, and has no effect on the cycle that is in progress. The Read Identification (RDID) command should not be issued while the device is in Deep Power-Down Mode.

The device is first selected by driving CS# low. Then, the 8-bit command code for the command is shifted in. This is followed by the 24-bit device identification, stored in the memory. Each bit is shifted out on the falling edge of Serial Clock. The Read Identification (RDID) command is terminated by driving CS# high at any time during data output. When CS# is driven high, the device is in the Standby Mode. Once in the Standby Mode, the device waits to be selected, so that it can receive, decode and execute commands.

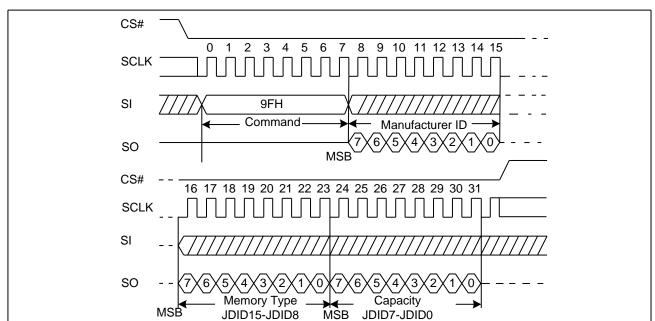


Figure 59 Read Identification ID Sequence Diagram



### 7.33. Program/Erase Suspend (PES) (75H)

The Program/Erase Suspend command "75H", allows the system to interrupt a page program or sector/block erase operation and then read data from any other sector or block. The Write Status Register command (01H/31H/11H) and Erase/Program Security Registers command (44H,42H) and Erase commands (20H, 52H, D8H, C7H, 60H) and Page Program command (02H / 32H) are not allowed during Program suspend. The Write Status Register command (01H/31H/11H) and Erase Security Registers command (44H) and Erase commands (20H, 52H, D8H, C7H, 60H) are not allowed during Erase suspend. Program/Erase Suspend is valid only during the page program or sector/block erase operation. A maximum of time of "tsus" (See AC Characteristics) is required to suspend the program/erase operation.

**Table 17 Commands Allowed During Program or Erase Suspend** 

		Allowed	Allowed	
Command Name	Code	During	During	Comment
Command Name	(Hex)	Erase	Program	Comment
		Suspend	Suspend	
Write Enable	06	Yes		Required for program command within erase suspend.
Read Status Register-1	05	Yes	Yes	Needed to read WIP to determine end of suspend process.
Read Status Register-2	35	Yes	Yes	Needed to read suspend status to determine whether the operation is suspended or complete.
Read Status Register-3	15	Yes	Yes	Needed to read suspend status to determine whether the operation is suspended or complete.
Read Extended Addr. Register	C8	Yes	Yes	Extended Addr. Register may need to be changed during a suspend to reach a sector needed for read or program.
Write Extended Addr. Register	C5	Yes	Yes	Extended Addr. Register may need to be changed during a suspend to reach a sector needed for read or program.
Read	03	Yes	Yes	All array reads allowed in suspend.
4Read	13	Yes	Yes	All array reads allowed in suspend.
Fast Read	0B	Yes	Yes	All array reads allowed in suspend.
4Fast Read	0C	Yes	Yes	All array reads allowed in suspend.
Dual I/O Fast Read	ВВ	Yes	Yes	All array reads allowed in suspend.
4Dual I/O Fast Read	вс	Yes	Yes	All array reads allowed in suspend.
Dual Output Fast Read	3B	Yes	Yes	All array reads allowed in suspend.
4Dual Output Fast Read	3C	Yes	Yes	All array reads allowed in suspend.
Quad I/O Fast Read	EB	Yes	Yes	All array reads allowed in suspend.
4Quad I/O Fast Read	EC	Yes	Yes	All array reads allowed in suspend.
Quad Output Fast Read	6B	Yes	Yes	All array reads allowed in suspend.
4Quad Output Fast Read	6C	Yes	Yes	All array reads allowed in suspend.
Page Program	02	Yes		Required for array program during erase suspend.
4Page Program	12	Yes		Required for array program during erase suspend.
Quad Page Program	32	Yes		Required for array program during erase suspend.
4Quad Page Program	34	Yes		Required for array program during erase suspend.
Program/Erase Resume	7A	Yes		Required to resume from erase/program suspend.

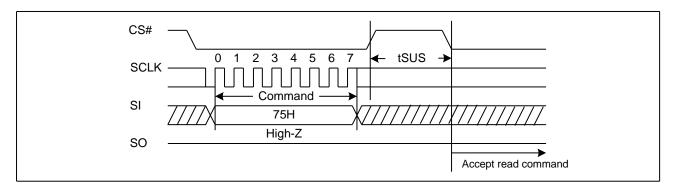
## 3.3V Uniform Sector GigaDevice Dual and Quad Serial Flash

**GD25S512MD** 

Enable Reset	66	Yes	Yes	Reset allowed anytime.
Reset	99	Yes	Yes	Reset allowed anytime.

The Program/Erase Suspend command will be accepted by the device only if the SUS2/SUS1 bit in the Status Register equal to 0 and WIP bit equal to 1 while a Page Program or a Sector or Block Erase operation is on-going. If the SUS2/SUS1 bit equal to 1 or WIP bit equal to 0, the Suspend command will be ignored by the device. The WIP bit will be cleared from 1 to 0 within "tsus" and the SUS2/SUS1 bit will be set from 0 to 1 immediately after Program/Erase Suspend. A power-off during the suspend period will reset the device and release the suspend state.

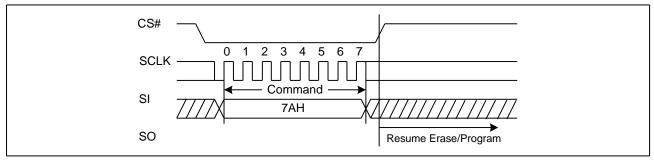
Figure 60 Program/Erase Suspend Sequence Diagram



#### 7.34. Program/Erase Resume (PER) (7AH)

The Program/Erase Resume command must be written to resume the program or sector/block erase operation after a Program/Erase Suspend command. The Program/Erase Resume command will be accepted by the device only if the SUS2/SUS1 bit equal to 1 and the WIP bit equal to 0. After issued the SUS2/SUS1 bit in the status register will be cleared from 1 to 0 immediately, the WIP bit will be set from 0 to 1 within 200ns and the Sector or Block will complete the erase operation or the page will complete the program operation. The Program/Erase Resume command will be ignored unless a Program/Erase Suspend is active.

Figure 61 Program/Erase Resume Sequence Diagram



### 7.35. Erase Security Registers (44H)

Each GD25B256D provides three 2048-Byte Security Registers which can be erased and programmed individually. These registers may be used by the system manufacturers to store security and other important information separately from the main memory array.

The Erase Security Registers command is similar to Sector/Block Erase command. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit.

The Erase Security Registers command sequence: CS# goes low → sending Erase Security Registers command → The Erase Security Registers command sequence: CS# goes low → sending Erase Security Registers command →3 or 4-Byte address on SI → CS# goes high. The command sequence is shown below. CS# must be driven high after the eighth bit of the last address Byte has been latched in; otherwise the Erase Security Registers command is not executed. As soon as CS# is driven high, the self-timed Erase Security Registers cycle (whose duration is t<sub>SE</sub>) is initiated. While the Erase Security Registers cycle is in progress, the Status Register may be read to check the value of the Write in Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Erase Security Registers cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset. The Security Registers Lock Bit (LB3-1) in the Status Register can be used to OTP protect the security registers. Once the LB bit is set to 1, the Security Registers will be permanently locked; the Erase Security Registers command will be ignored.

**Table 18 Security Registers** 

Address	A23-16	A15-12	A11	A10-0
Security Register #1	00H	0001	0	Don't care
Security Register #2	00H	0010	0	Don't care
Security Register #3	00H	0011	0	Don't care

Figure 62 Erase Security Registers command Sequence Diagram (ADS=0)

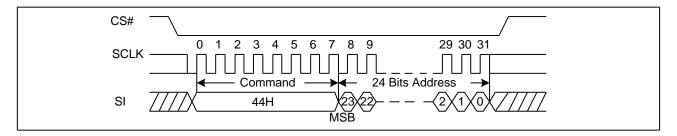
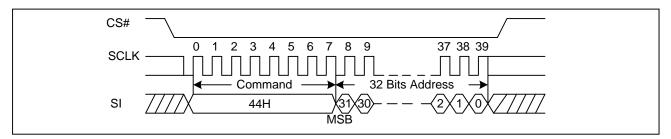


Figure 63 Erase Security Registers command Sequence Diagram (ADS=1)



### 7.36. Program Security Registers (42H)

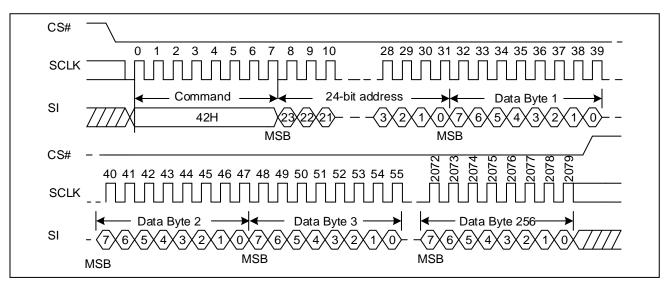
The Program Security Registers command is similar to the Page Program command. Each security register contains four pages content. A Write Enable (WREN) command must previously have been executed to set the Write Enable Latch (WEL) bit before sending the Program Security Registers command. The Program Security Registers command is entered by driving CS# Low, followed by the command code (42H), three address Bytes and at least one data Byte on SI. As soon as CS# is driven high, the self-timed Program Security Registers cycle (whose duration is tpp) is initiated. While the Program Security Registers cycle is in progress, the Status Register may be read to check the value of the Write in Progress (WIP) bit. The Write in Progress (WIP) bit is 1 during the self-timed Program Security Registers cycle, and is 0 when it is completed. At some unspecified time before the cycle is completed, the Write Enable Latch (WEL) bit is reset.

If the Security Registers Lock Bit (LB3-1) is set to 1, the Security Registers will be permanently locked. Program Security Registers command will be ignored.

<u>-</u>		, ,		
Address	A23-16	A15-12	A11	A10-0
Security Register #1	00H	0001	0	Byte Address
Security Register #2	00H	0010	0	Byte Address
Security Register #3	00H	0011	0	Byte Address

**Table 19 Security Registers** 

Figure 64 Program Security Registers command Sequence Diagram (ADS=0)



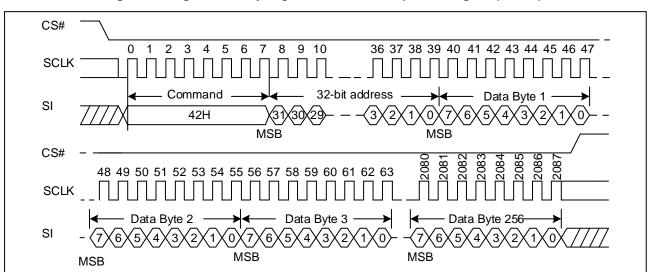


Figure 65 Program Security Registers command Sequence Diagram (ADS=1)

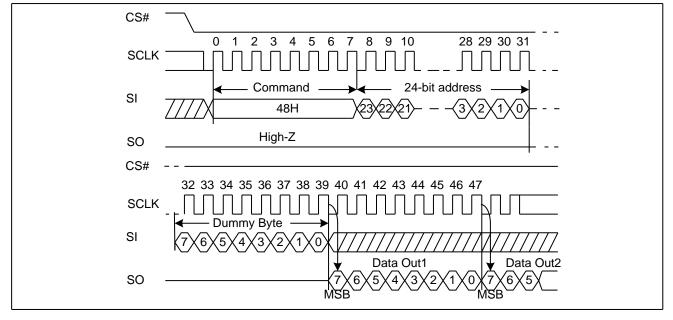
#### 7.37. Read Security Registers (48H)

The Read Security Registers command is similar to Fast Read command. The command I is followed by a 3-Byte address (A23-A0) or 4-Byte address (A31-A0) and a dummy Byte, and each bit being latched-in on the rising edge of SCLK. Then the memory content, at that address, is shifted out on SO, and each bit being shifted out, at a Max frequency fc, on the falling edge of SCLK. The first Byte addressed can be at any location. The address is automatically incremented to the next higher address after each Byte of data is shifted out. Once the A10-A0 address reaches the last Byte of the register (Byte 7FFH), it will reset to 000H, the command is completed by driving CS# high.

Address A23-16 A15-12 A11 A10-0 Security Register #1 00H 0001 0 Byte Address Byte Address Security Register #2 00H 0010 0 Security Register #3 00H 0011 0 Byte Address

**Table 20 Security Registers** 





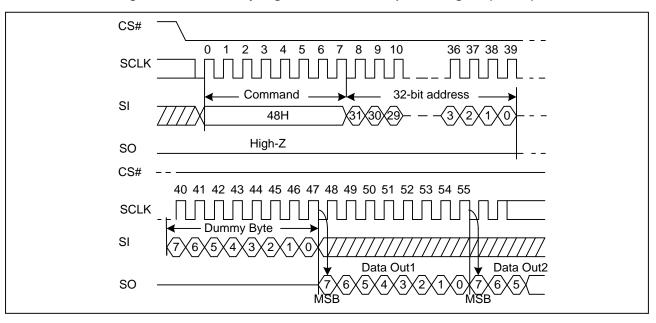


Figure 67 Read Security Registers command Sequence Diagram (ADS=1)

#### 7.38. Enable Reset (66H) and Reset (99H)

If the Reset command is accepted, any on-going internal operation will be terminated and the device will return to its default power-on state and lose all the current volatile settings, such as Volatile Status Register bits, Write Enable Latch status (WEL), Program/Erase Suspend status, Read Mode bit setting (M7-M0) and Wrap Bit Setting (W6-W4).

The "Enable Reset (66H)" and the "Reset (99H)" commands can be issued in SPI mode. The "Reset (99H)" command sequence as follow: CS# goes low  $\rightarrow$  Sending Enable Reset command  $\rightarrow$  CS# goes high  $\rightarrow$  CS# goes low  $\rightarrow$  Sending Reset command  $\rightarrow$  CS# goes high. Once the Reset command is accepted by the device, the device will take approximately  $t_{RST\_E}$  to reset. During this period, no command will be accepted. Data corruption may happen if there is an on-going or suspended internal Erase or Program operation when Reset command sequence is accepted by the device. It is recommended to check the BUSY bit and the SUS bit in Status Register before issuing the Reset command sequence.

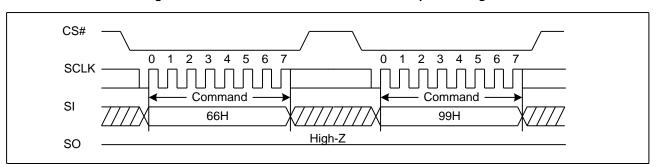


Figure 68 Enable Reset and Reset command Sequence Diagram

### 7.39. Read Serial Flash Discoverable Parameter (5AH)

The Serial Flash Discoverable Parameter (SFDP) standard provides a consistent method of describing the functional and feature capabilities of serial flash devices in a standard set of internal parameter tables. These parameter tables can be interrogated by host system software to enable adjustments needed to accommodate divergent features from multiple vendors. The concept is similar to the one found in the Introduction of JEDEC Standard, JESD68 on CFI. SFDP is a standard of JEDEC Standard No.216B.

#### Figure 69 Read Serial Flash Discoverable Parameter command Sequence Diagram

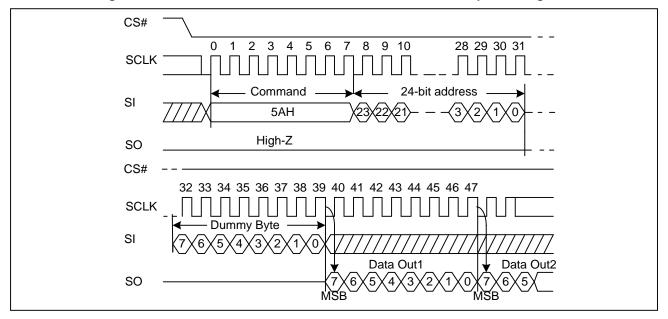


Table 21. Signature and Parameter Identification Data Values

Description	Comment	Add(H)	DW Add	Data	Data
2 00011711011		(Byte)	(Bit)	24.4	2 3.13.
SFDP Signature	Fixed:50444653H	00H	07:00	53H	53H
ŭ		01H	15:08	46H	46H
		02H	23:16	44H	44H
		03H	31:24	50H	50H
SFDP Minor Revision Number	Start from 00H	04H	07:00	06H	06H
SFDP Major Revision Number	Start from 01H	05H	15:08	01H	01H
Number of Parameters Headers	Start from 00H	06H	23:16	02H	02H
Unused	Contains 0xFFH and can never be	07H	31:24	FFH	FFH
Onusea	changed	0/11	31.24	1111	''''
ID number (JEDEC)	00H: It indicates a JEDEC specified	08H	07:00	00H	00H
ID Humber (JEDEC)	header	0011	07.00	0011	0011
Parameter Table Minor Revision	Start from 0x00H	09H	15:08	06H	06H
Number	Clart Horn Oxoor	0011	10.00	0011	0011
Parameter Table Major Revision	Start from 0x01H	0AH	23:16	01H	01H
Number		07.11.1	201.10	• • • • • • • • • • • • • • • • • • • •	0
Parameter Table Length	How many DWORDs in the	0BH	31:24	10H	10H
(in double word)	Parameter table				
Parameter Table Pointer (PTP)	First address of JEDEC Flash	0CH	07:00	30H	30H
	Parameter table	0DH	15:08	00H	00H
		0EH	23:16	00H	00H
Unused	Contains 0xFFH and can never be	0FH	31:24	FFH	FFH
	changed				
ID Number	It is indicates GigaDevice	10H	07:00	C8H	C8H
(GigaDevice Manufacturer ID)	manufacturer ID				
Parameter Table Minor Revision	Start from 0x00H	11H	15:08	00H	00H
Number					
Parameter Table Major Revision	Start from 0x01H	12H	23:16	01H	01H
Number					
Parameter Table Length	How many DWORDs in the	13H	31:24	03H	03H
(in double word)	Parameter table				
Parameter Table Pointer (PTP)	First address of GigaDevice Flash	14H	07:00	90H	90H
	Parameter table	15H	15:08	00H	00H
		16H	23:16	00H	00H
Unused	Contains 0xFFH and can never be	17H	31:24	FFH	FFH
	changed				
ID Number	4-Byte address instruction	18H	07:00	84H	84H
(4-Byte Address Instruction)	parameter ID				
Parameter Table Minor Revision	Start from 0x00H	19H	15:08	00H	00H
Number					



Parameter Table Major Revision	Start from 0x01H	1AH	23:16	01H	01H
Number					
Parameter Table Length	How many DWORDs in the	1BH	31:24	02H	02H
(in double word)	Parameter table				
Parameter Table Pointer (PTP)	First address of GigaDevice Flash	1CH	07:00	C0H	C0H
	Parameter table	1DH	15:08	00H	00H
		1EH	23:16	00H	00H
Unused	Contains 0xFFH and can never be	1FH	31:24	FFH	FFH
	changed				

### Table 22. Parameter Table (0): JEDEC Flash Parameter Tables

Description	Comment	Add(H)	DW Add	Data	Data
		(Byte)	(Bit)		
	00: Reserved; 01: 4KB erase;				
Block/Sector Erase Size	10: Reserved;		01:00	01b	
	11: not support 4KB erase				
Write Granularity	0: 1Byte, 1: 64Byte or larger		02	1b	
Write Enable Instruction	0: Nonvolatile status bit				
Requested for Writing to Volatile	1: Volatile status bit		03	0b	
Status Registers	(BP status register bit)	30H			E5H
	0: Use 50H Opcode,	3011			Lon
Write Enable Opcode Select for	1: Use 06H Opcode,				
Writing to Volatile Status	Note: If target flash status register is		04	0b	
Registers	Nonvolatile, then bits 3 and 4 must				
	be set to 00b.				
Have	Contains 111b and can never be		07.05	4446	
Unused	changed		07:05	111b	
4KB Erase Opcode		31H	15:08	20H	20H
(1-1-2) Fast Read	0=Not support, 1=Support		16	1b	
Address Bytes Number used in	00: 3Byte only, 01: 3 or 4Byte,		18:17	01b	
addressing flash array	10: 4Byte only, 11: Reserved				
Double Transfer Rate (DTR)	O Not support 4 Command		40	O.L.	F3H
clocking	0=Not support, 1=Support	32H	19	0b	
(1-2-2) Fast Read	0=Not support, 1=Support		20	1b	
(1-4-4) Fast Read	0=Not support, 1=Support		21	1b	
(1-1-4) Fast Read	0=Not support, 1=Support		22	1b	
Unused			23	1b	
Unused		33H	31:24	FFH	FFH
Flash Memory Density (Single		274.244	24.00	٥٥٥٥٥	(OECMb)
Die)		37H:34H	31:00	0FFFFFFH	(236IVID)
(1-4-4) Fast Read Number of Wait	0 0000b: Wait states (Dummy		04.00	00100h	
states	Clocks) not support	2011	04:00	00100b	4411
(1-4-4) Fast Read Number of	000hMada Dita nat augnort	38H	07.05	010h	44H
Mode Bits	000b:Mode Bits not support		07:05	010b	
(1-4-4) Fast Read Opcode		39H	15:08	EBH	EBH
(1-1-4) Fast Read Number of Wait	0 0000b: Wait states (Dummy		20.16	04000h	
states	Clocks) not support	2411	20:16	01000b	0011
(1-1-4) Fast Read Number of	000b:Mode Bits not support	- 3AH	23:21	000b	- 08H
Mode Bits					
(1-1-4) Fast Read Opcode		3BH	31:24	6BH	6BH



Description						
States	Description	Comment			Data	Data
(1-1-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         3DH         15:08         3BH         3BH           (1-1-2) Fast Read Opcode         0 000b: Wait states (Dummy of Wait states)         20:16         00010b         2BH           (1-2-2) Fast Read Number of Mode Bits         0 000b: Mode Bits not support         3FH         31:24         BBH         BBH           (1-2-2) Fast Read Opcode         9-not support         1-support         47H         31:24         BBH         BBH           (2-2-2) Fast Read         0-not support         1-support         40H         00         0b         00H           (2-2-2) Fast Read         0-not support         1-support         40H         00         0b         00H         00H <td></td> <td>, ,</td> <td></td> <td>04:00</td> <td>01000b</td> <td></td>		, ,		04:00	01000b	
(1-2-2) Fast Read Number of Wait states         0 0000b: Wait states (Dummy Clocks) not support         3EH         20:16         00010b         42H           (1-2-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         3FH         31:24         BBH         BBH           (1-2-2) Fast Read Opcode         3FH         31:24         BBH         BBH         BBH           (1-2-2) Fast Read Opcode         0=not support         1=support         00         0b         0b           Unused         0=not support         1=support         00         0b         0c         0c           Unused         0=not support         1=support         00         0b         0c         0c <t< td=""><td>,</td><td>000b: Mode Bits not support</td><td>- 3CH</td><td>07:05</td><td>000b</td><td>- 08H</td></t<>	,	000b: Mode Bits not support	- 3CH	07:05	000b	- 08H
of Wait states         Clocks) not support         3EH         20:16         00010b         42H           (1-2-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         3FH         31:24         BBH         BBH           (2-2-2) Fast Read Opcode         0=not support         1=support         40H         0         0b         0 <t< td=""><td>(1-1-2) Fast Read Opcode</td><td></td><td>3DH</td><td>15:08</td><td>3BH</td><td>звн</td></t<>	(1-1-2) Fast Read Opcode		3DH	15:08	3BH	звн
(1-2-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         3FH         31:24         BBH         BBH           (2-2-2) Fast Read Opcode         3FH         31:24         BBH         BBH           (2-2-2) Fast Read         0=not support         1=support         40H         03:01         111b           (4-4-4) Fast Read         0=not support         1=support         40H         04         0b           Unused         0=not support         1=support         43H:41H         31:08         0xFFH         0xFFH           Unused         43H:41H         31:08         0xFFH         0xFFH         0xFFH         0xFFH           Unused         43H:41H         15:00         0xFFH         0xFFH         0xFFH         0xFFH           Unused         0 0000b: Mode Bits not support         45H:44H         15:00         0xFFH         0xFFH           (2-2-2) Fast Read Number of Wait states         000b: Mode Bits not support         49H:48H         15:00         0xFFH         0xFFH           Unused         49H:48H         15:00         0xFFH         0xFFH         0xFFH         0xFFH           Unused         49H:48H         15:00         0xFFH         0xFFH         0xFFH         0xFH	, ,	, -	3EH	20:16	00010b	42H
(2-2-2) Fast Read         0 = not support 1 = support         40H         0 = 00 0b         00H         00H<		000b: Mode Bits not support	SEIT	23:21	010b	4211
Unused         0=not support         1=support         40H         03:01         111b         EEH           Unused         0=not support         1=support         43H:41H         31:08         0xFFH         0xFFH           Unused         43H:41H         31:08         0xFFH         0xFFH         0xFFH           Unused         45H:44H         15:00         0xFFH         0xFFH           (2-2-2) Fast Read Number of Wait states         Clocks) not support         46H         23:21         0000b           (2-2-2) Fast Read Opcode         47H         31:24         FFH         FFH           Unused         49H:48H         15:00         0xFFH         0xFFH           (2-2-2) Fast Read Number of Mode Bits not support         49H:48H         15:00         0xFFH         0xFFH           Unused         49H:48H         15:00         0xFFH         0xFH           4:4-4 Fast Rea	(1-2-2) Fast Read Opcode		3FH	31:24	BBH	BBH
(4-4-4) Fast Read         0=not support         1=support         40H         04         0b         0T/055         1111b           Unused         43H:41H         31:08         0xFFH         0xFFH         0xFFH           Unused         43H:41H         15:00         0xFFH         0xFFH           Unused         45H:44H         15:00         0xFFH         0xFFH           (2-2-2) Fast Read Number of Wait states         Clocks) not support         46H         23:21         0000b           (2-2-2) Fast Read Opcode         47H         31:24         FFH         FFH           Unused         49H:48H         15:00         0xFFH         0xFFH           Unused         49H:48H         15:00         0xFFH         0xFH           Unused         49H:48H         15:00         0xFH	(2-2-2) Fast Read	0=not support 1=support		00	0b	
C4-4-4  Fast Read   O=not support   1=support   1=su	Unused		4011	03:01	111b	FFU
Unused         43H:41H         31:08         0xFFH         0xFFH           Unused         45H:44H         15:00         0xFFH         0xFFH           (2-2-2) Fast Read Number of Wait states         0 0000b: Wait states (Dummy Clocks) not support         20:16         00000b           (2-2-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         46H         23:21         000b           (2-2-2) Fast Read Opcode         47H         31:24         FFH         FFH           Unused         49H:48H         15:00         0xFFH         0xFFH           (4-4-4) Fast Read Number of Wait states (Dummy Clocks) not support         4AH         20:16         00000b         0xFFH           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         4AH         31:24         FFH         FFH           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         4BH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 2 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 3 size         Sector/	(4-4-4) Fast Read	0=not support 1=support	40H	04	0b	EEM
Unused         45H:44H         15:00         0xFFH         0xFFH           (2-2-2) Fast Read Number of Wait states         0 0000b: Mode Bits not support         20:16         00000b         00000b           (2-2-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         46H         23:21         000b           (2-2-2) Fast Read Opcode         47H         31:24         FFH         FFH           Unused         49H:48H         15:00         0xFFH         0xFFH           (4-4-4) Fast Read Number of Wait states (Dummy Clocks) not support         20:16         00000b         0xFFH           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         4AH         20:16         00000b           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         4AH         23:21         000b           (4-4-4) Fast Read Opcode         4BH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 2 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 3 Size         Sector/block size=2^N Bytes Ox00b: this sector ty	Unused			07:05	111b	
(2-2-2) Fast Read Number of Wait states         0 0000b: Wait states (Dummy Clocks) not support         46H         23:21         0000b         00H           (2-2-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         47H         31:24         FFH         FFH           Unused         47H         31:24         FFH         FFH         0xFFH           (4-4-4) Fast Read Number of Wait states (Dummy Clocks) not support         0 0000b: Wait states (Dummy Clocks) not support         20:16         00000b         0xFFH           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         4AH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 1 erase Opcode         4DH         15:08         20H         20H           Sector Type 2 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 3 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         50H         07:00         10H         10H           Sector Type 3 erase Opcode         51H         15:08         D8H         D8H           Sector Type 4 Size	Unused		43H:41H	31:08	0xFFH	0xFFH
of Wait states         Clocks) not support         20:16         00000b           (2-2-2) Fast Read Number of Mode Bits         000b: Mode Bits not support         23:21         000b           (2-2-2) Fast Read Opcode         47H         31:24         FFH         FFH           Unused         49H:48H         15:00         0xFFH         0xFFH           (4-4-4) Fast Read Number of Wait states (Dummy Clocks) not support         4AH         20:16         00000b           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         4BH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 1 erase Opcode         4DH         15:08         20H         20H           Sector Type 2 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 2 erase Opcode         4FH         31:24         52H         52H         52H           Sector Type 3 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         50H         07:00         10H         10H           Sector Type 4 Size         Sector/block size=2^N Bytes 0x00b: this sec	Unused		45H:44H	15:00	0xFFH	0xFFH
(2-2-2) Fast Read Number of Mode Bits       000b: Mode Bits not support       23:21       000b         (2-2-2) Fast Read Opcode       47H       31:24       FFH       FFH         Unused       49H:48H       15:00       0xFFH       0xFFH         (4-4-4) Fast Read Number of Wait states       0 0000b: Wait states (Dummy Clocks) not support       20:16       00000b       00000b         (4-4-4) Fast Read Number of Mode Bits       000b: Mode Bits not support       4AH       20:16       00000b       00H         Sector Type 1 Size       Sector/block size=2^N Bytes 0x00b: this sector type don't exist       4CH       07:00       0CH       0CH         Sector Type 1 erase Opcode       4DH       15:08       20H       20H         Sector Type 2 Size       Sector/block size=2^N Bytes 0x00b: this sector type don't exist       4EH       23:16       0FH       0FH         Sector Type 2 erase Opcode       4FH       31:24       52H       52H       52H         Sector Type 3 size       Sector/block size=2^N Bytes 0x00b: this sector type don't exist       50H       07:00       10H       10H         Sector Type 3 erase Opcode       51H       15:08       D8H       D8H         Sector Type 4 Size       Sector/block size=2^N Bytes 0x00b: this sector type don't exist       52H <td< td=""><td>,</td><td></td><td></td><td>20:16</td><td>00000b</td><td></td></td<>	,			20:16	00000b	
Unused         49H:48H         15:00         0xFFH         0xFFH           (4-4-4) Fast Read Number of Wait states         0 0000b: Wait states (Dummy Clocks) not support         20:16         00000b         00000b           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         23:21         000b         00H           (4-4-4) Fast Read Opcode         4BH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 1 erase Opcode         4DH         15:08         20H         20H           Sector Type 2 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 2 erase Opcode         4FH         31:24         52H         52H         52H           Sector Type 3 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         50H         07:00         10H         10H           Sector Type 4 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         52H         23:16         00H         00H		000b: Mode Bits not support	- 46H	23:21	000b	- 00H
(4-4-4) Fast Read Number of Wait states         0 0000b: Wait states (Dummy Clocks) not support         4AH         20:16         00000b         00H           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         4BH         31:24         FFH         FFH           (4-4-4) Fast Read Opcode         4BH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 1 erase Opcode         4DH         15:08         20H         20H           Sector Type 2 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 2 erase Opcode         4FH         31:24         52H         52H         52H           Sector Type 3 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         50H         07:00         10H         10H           Sector Type 3 erase Opcode         51H         15:08         D8H         D8H           Sector Type 4 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         52H         23:16         00H         00H	(2-2-2) Fast Read Opcode		47H	31:24	FFH	FFH
states         Clocks) not support         4AH         20:16         00000b         000H           (4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         23:21         000b         000b           (4-4-4) Fast Read Opcode         4BH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 1 erase Opcode         4DH         15:08         20H         20H           Sector Type 2 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 2 erase Opcode         4FH         31:24         52H         52H           Sector Type 3 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         50H         07:00         10H         10H           Sector Type 3 erase Opcode         51H         15:08         D8H         D8H           Sector Type 4 Size         Sector/block size=2^N Bytes Ox00b: this sector type don't exist         52H         23:16         00H         00H	Unused		49H:48H	15:00	0xFFH	0xFFH
(4-4-4) Fast Read Number of Mode Bits         000b: Mode Bits not support         23:21         000b           (4-4-4) Fast Read Opcode         4BH         31:24         FFH         FFH           Sector Type 1 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4CH         07:00         0CH         0CH           Sector Type 1 erase Opcode         4DH         15:08         20H         20H           Sector Type 2 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         4EH         23:16         0FH         0FH           Sector Type 2 erase Opcode         4FH         31:24         52H         52H           Sector Type 3 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         50H         07:00         10H         10H           Sector Type 3 erase Opcode         51H         15:08         D8H         D8H           Sector Type 4 Size         Sector/block size=2^N Bytes 0x00b: this sector type don't exist         52H         23:16         00H         00H	, ,	, ,	404	20:16	00000b	004
Sector Type 1 Size  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  4CH 07:00 0CH 0CH  Sector Type 1 erase Opcode  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  Sector Type 2 Size  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  Sector Type 3 Size  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  Sector Type 3 Grase Opcode  Sector Type 3 erase Opcode  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  Sector Type 3 erase Opcode  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  Sector Type 4 Size  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  Sector Type 4 Size  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  Sector Type 4 Size		000b: Mode Bits not support	4/(1)	23:21	000b	0011
Sector Type 1 Size  Ox00b: this sector type don't exist  ACH  O7:00  OCH  OCH  OCH  Sector Type 1 erase Opcode  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 2 Size  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 3 Size  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 3 erase Opcode  Sector Type 3 erase Opcode  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 4 Size  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 4 Size  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 4 Size  OCH  OCH  OCH  OCH  OCH  OCH  OCH  OC	(4-4-4) Fast Read Opcode		4BH	31:24	FFH	FFH
Sector Type 2 SizeSector/block size=2^N Bytes 0x00b: this sector type don't exist4EH23:160FH0FHSector Type 2 erase Opcode4FH31:2452H52HSector Type 3 SizeSector/block size=2^N Bytes 0x00b: this sector type don't exist50H07:0010H10HSector Type 3 erase Opcode51H15:08D8HD8HSector Type 4 SizeSector/block size=2^N Bytes 0x00b: this sector type don't exist52H23:1600H00H	Sector Type 1 Size	•	4CH	07:00	0CH	0CH
Sector Type 2 Size  Ox00b: this sector type don't exist  Sector Type 2 erase Opcode  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 3 Size  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 3 erase Opcode  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 4 Size  Sector/block size=2^N Bytes Ox00b: this sector type don't exist  Sector Type 4 Size  OFH  OFH  OFH  OFH  OFH  OFH  OFH  OF	Sector Type 1 erase Opcode		4DH	15:08	20H	20H
Sector Type 3 SizeSector/block size=2^N Bytes 0x00b: this sector type don't exist50H07:0010H10HSector Type 3 erase Opcode51H15:08D8HD8HSector Type 4 SizeSector/block size=2^N Bytes 0x00b: this sector type don't exist52H23:1600H00H	Sector Type 2 Size	•	4EH	23:16	0FH	0FH
Sector Type 3 Size  0x00b: this sector type don't exist  Sector Type 3 erase Opcode  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  50H 07:00 10H 10H 10H 10H Sector Type 3 erase Opcode  Sector/block size=2^N Bytes 0x00b: this sector type don't exist  52H 23:16 00H 00H	Sector Type 2 erase Opcode		4FH	31:24	52H	52H
Sector/block size=2^N Bytes 0x00b: this sector type don't exist  52H 23:16 00H 00H	Sector Type 3 Size	•	50H	07:00	10H	10H
Sector Type 4 Size 0x00b: this sector type don't exist 52H 23:16 00H 00H	Sector Type 3 erase Opcode		51H	15:08	D8H	D8H
Sector Type 4 erase Opcode 53H 31·24 FEH FEH	Sector Type 4 Size	-	52H	23:16	00H	00H
000101 1,750 1,01000 Option	Sector Type 4 erase Opcode		53H	31:24	FFH	FFH



Description	Comment	Add(H) (Byte)	DW Add (Bit)	Data	Data
Multiplier from typical erase time to maximum erase time		54H	3:0	0010b	42H
Face Time 4 Face Tomical time	F	1	7:4	0100b	
Erase Type 1 Erase, Typical time	Erase time=70ms/80ms	5511	10:8	010b	0011
E T 05 T 16	F '' 000 '000	- 55H	15:11	01100b	62H
Erase Type 2 Erase, Typical time	Erase time=200ms/208ms	5011	17:16	01b	0011
E T 0E T 16	F '' 000 '004	- 56H	23:18	110010b	C9H
Erase Type 3 Erase, Typical time	Erase time=300ms/304ms	5711	24	0b	EELL
Erase Type 4 Erase, Typical time	Not exist	- 57H	31:25	1111111b	FEH
Multiplier from typical time to max time for Page or Byte program		58H	3:0	0010b	82H
Page Size	Page size=256Byte	1	7:4	1000b	
Page Program Typical time	Page program=600us/640us		13:8	101001b	
Byte Program Typical time, first		59H	15:14	11b	E9H
Byte	First Byte program=30us/32us		18:16	100b	
Byte Program Typical time, additional Byte	Additional Byte program=2.5us/3us	5AH	23:19	00010b	14H
Chip Erase, Typical time	Chip erase typical time=100s/100s		30:24	1011000b	
Reserved		- 5BH	31	0b	58H
Prohibited Operations During Program Suspend			3:0	1100b	
Prohibited Operations During Erase Suspend		5CH	7:4	1110b	ECH
Reserved			8	0b	
Program Resume to Suspend Interval	Interval=64us	5DH	12:9	0000b	60H
Suspend in-progress program		1	15:13	011b	
max latency	max latency=20us/20us		19:16	0110b	
Erase Resume to Suspend Interval	Interval=64us	5EH	23:20	0000b	06H
Suspend in-progress erase max latency	max latency=20us/20us	5FH	30:24	0110011b	33H
Suspend / Resume supported			31	0b	
Program Resume Instruction		60H	7:0	7AH	7AH
Program Suspend Instruction		61H	15:0	75H	75H
Resume Instruction		62H	23:16	7AH	7AH
Suspend Instruction		63H	31:24	75H	75H
	•	•	•	•	



•	ada Ooriai i laon				
Description	Comment	Add(H) (Byte)	DW Add (Bit)	Data	Data
Reserved			1:0	00b	
Status Register Polling Device Busy	Use of legacy polling is supported by reading the Status Register with 05h instruction and checking WIP bit[0] (0=ready; 1=busy).	64H	7:2	000001b	04H
Exit Deep Power down to next operation delay	Delay=30us/30us	65H	14:8	0111101b	BDH
Evit Doop Dower down Instruction			15	1b	
Exit Deep Power down Instruction		0011	22:16	1010101b	DELL
Enter Deep Power down		66H	23	1b	D5H
Instruction		0711	30:24	1011100b	5011
Deep Power down Supported		67H	31	0b	5CH
4-4-4 mode disable sequences	Not support 4-4-4 mode	COLL	3:0	0000b	0011
4.4.4.made anable assurences	Not comport 4.4.4 mode	68H	7:4	0000b	00H
4-4-4 mode enable sequences	Not support 4-4-4 mode		8	0b	_ <del></del>
0-4-4 mode supported	Supported	69H	9	1b	06H
0-4-4 Mode Exit Method	M<7:0>=00H		15:10	000001b	
0-4-4 Mode Entry Method	M<7:0>=AXH		19:16	0100b	
Quad Enable Requirements (QER)	QE is in status register 2, bit 1	6AH	22:20	100b	44H
RESET Disable			23	0b	
Reserved		6BH	31:24	0000000b	00H
Volatile or Non-Volatile Register and Write Enable Instruction for Status Register 1		6СН	6:0	0001000b	08H
Reserved			7	0b	
Soft Reset and Rescue Sequence Support	66H-99H	6DH	13:8	010000b	50H
Evit 4 Puto Addressins			15:14	01b	
Exit 4-Byte Addressing		6EH	23:16	0000000b	00H
Enter 4-Bye Addressing		6FH	31:24	00000001b	01H

#### Note:

#### Table 23. Parameter Table (1): GigaDevice Flash Parameter Tables

Description	Comment	Add(H)	DW Add	Data	Data
Description	Comment	(Byte)	(Bit)	Data	Data
Vcc Supply Maximum Voltage	3600H=3.600V	91H:90H	15:00	3600H	3600H
Vcc Supply Minimum Voltage	2700H=2.700V	93H:92H	31:16	2700H	2700H
HW Reset# pin	0=not support 1=support		00	0b <sup>(1)</sup>	
HW Hold# pin	0=not support 1=support		01	0b	
Deep Power Down Mode	0=not support 1=support		02	1b	
SW Reset	0=not support 1=support		03	1b	
SW Reset Opcode	Should be issue Reset Enable (66H) before Reset cmd.	95H:94H	11:04	1001 1001b (99H)	F99CH
Program Suspend/Resume	0=not support 1=support		12	1b	
Erase Suspend/Resume	0=not support 1=support		13	1b	
Unused			14	1b	
Wrap-Around Read mode	0=not support 1=support		15	1b	
Wrap-Around Read mode Opcode		99H	23:16	77H	77H
Wrap-Around Read data length	08H:support 8B wrap-around read 16H:8B&16B 32H:8B&16B&32B 64H:8B&16B&32B&64B	97H	31:24	64H	64H
Individual block lock	0=not support 1=support		00	0b	
Individual block lock bit (Volatile/Nonvolatile)	0=Volatile 1=Nonvolatile		01	0b	
Individual block lock Opcode			09:02	FFH	
Individual block lock Volatile protect bit default protect status	0=protect 1=unprotect	99H:98H	10	0b	CBFC/ EBFCH
Secured OTP	0=not support 1=support	•	11	1b	
Read Lock	0=not support 1=support		12	0b	
Permanent Lock	0=not support 1=support		13	0/1b <sup>(2)</sup>	
Unused			15:14	11b	
Chip Type	0=stack die 1=one die		16	0b	
Die Amount	00=2 dies 01=4 dies 10=reserved 11=reserved		18:17	00b	
Support for Software Die Select Command. Instruction = C2H	0=not support 1=support	9BH:9AH	19	1b	E358H
Support for Read Active Die ID  Command. Instruction = F8H	0=not support 1=support		20	1b	
Chip Density ID		1	28:21	1AH	
Unused		1	31:29	111b	1

#### NOTE:

- 1. GD25S512MDxxRx of the SOP16 and TFBGA packages, a dedicated RESET# pin is provided.
- $2.\ GD25S512MDxxSx\ support\ Permanent\ Lock.\ Please\ contact\ GigaDevice\ for\ details.$

### Table 24. Parameter Table (2): 4-Byte Instruction Tables

Description	Comment	Add(H) (Byte)	DW Add (Bit)	Data	Data
Support for (1-1-1) READ command. Instruction = 13H	0 = NOT supported 1 = supported		00	1b	
Support for (1-1-1) FAST READ command. Instruction = 0CH	0 = NOT supported 1 = supported		01	1b	
Support for (1-1-2) FAST READ command. Instruction = 3CH	0 = NOT supported 1 = supported		02	1b	
Support for (1-2-2) FAST READ command. Instruction = BCH	0 = NOT supported 1 = supported		03	1b	FFH
Support for (1-1-4) FAST READ	0 = NOT supported	C0H	04	1b	
command. Instruction = 6CH  Support for (1-4-4) FAST READ	1 = supported 0 = NOT supported		05	1b	
command. Instruction = ECH  Support for (1-1-1) Page Program	1 = supported 0 = NOT supported		06	1b	
command. Instruction = 12H  Support for (1-1-4) Page Program	1 = supported 0 = NOT supported		07	1b	
command. Instruction = 34H  Support for (1-4-4) Page Program	1 = supported 0 = NOT supported	C1H	08	0b	
command. Instruction = 3EH	1 = supported				
Support for Erase Command – Type 1 size. Instruction lookup in next the dword	0 = NOT supported 1 = supported		09	1b	
Support for Erase Command – Type 2 size. Instruction lookup in next the dword	0 = NOT supported 1 = supported		10	1b	
Support for Erase Command – Type 3 size. Instruction lookup in next the dword	0 = NOT supported 1 = supported		11	1b	0EH
Support for Erase Command – Type 4 size. Instruction lookup in next the dword	0 = NOT supported 1 = supported		12	0b	
Support for (1-1-1) DTR READ command. Instruction = 0EH	0 = NOT supported		13	0b	
Support for (1-2-2) DTR READ	1 = supported 0 = NOT supported		14	0b	
command. Instruction = BEH	1 = supported				
Support for (1-4-4) DTR READ command. Instruction = EEH	0 = NOT supported 1 = supported		15	0b	

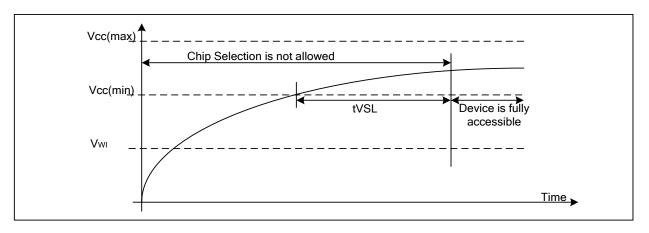


Description	Comment	Add(H) (Byte)	DW Add (Bit)	Data	Data
Support for volatile individual sector lock Read command. Instruction = E0H	0 = NOT supported 1 = supported		16	0b	
Support for volatile individual sector lock Write command. Instruction = E1H	0 = NOT supported 1 = supported		17	0b	
Support for non-volatile individual sector lock Read command.  Instruction = E2H	0 = NOT supported 1 = supported	C2H	18	0b	F0H
Support for non-volatile individual sector lock Write command.  Instruction = E3H	0 = NOT supported 1 = supported		19	0b	
Reserved	Reserved		23:20	1111b	
Reserved	Reserved	СЗН	31:24	FFH	FFH
Instruction for Erase Type 1	FFH = NOT supported	C4H	07:00	21H	21H
Instruction for Erase Type 2	FFH = NOT supported	C5H	15:08	5CH	5CH
Instruction for Erase Type 3	FFH = NOT supported	C6H	23:16	DCH	DCH
Instruction for Erase Type 4	FFH = NOT supported	C7H	31:24	FFH	FFH

#### 8. ELECTRICAL CHARACTERISTICS

### 8.1. POWER-ON TIMING

Figure 70 Power-on Timing



**Table 25 Power-Up Timing and Write Inhibit Threshold** 

Symbol	Parameter	Min	Max	Unit
tVSL	VCC (min) To CS# Low	2.5		ms
VWI	Write Inhibit Voltage	1.5	2.5	V

#### 8.2. INITIAL DELIVERY STATE

The device is delivered with the memory array erased: all bits are set to 1 (each Byte contains FFH). The Status Register bits are set to 0, except QE bit (S9) and DRV0 bit (S21) are set to 1.

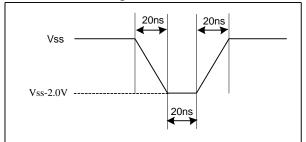
#### 8.3. ABSOLUTE MAXIMUM RATINGS

**Table 26 Absolute Maximum Ratings** 

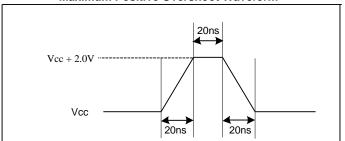
Parameter	Value	Unit
	-40 to 85	
Ambient Operating Temperature	-40 to 105	${\mathbb C}$
	-40 to 125	
Storage Temperature	-65 to 150	$^{\circ}$
Applied Input/Output Voltage	-0.6 to VCC+0.4	V
Transient Input/Output Voltage (note: overshoot)	-2.0 to VCC+2.0	V
VCC	-0.6 to 4.2	V

Figure 71 Input Test Waveform and Measurement Level

#### **Maximum Negative Overshoot Waveform**



# **Maximum Positive Overshoot Waveform**

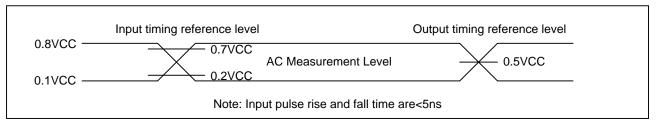


#### 8.4. CAPACITANCE MEASUREMENT CONDITIONS

**Table 27 Capacitance Measurement Conditions** 

Symbol	Parameter	Min	Тур.	Max	Unit	Conditions
CIN	Input Capacitance			12	pF	VIN=0V
COUT	Output Capacitance			16	pF	VOUT=0V
CL	Load Capacitance	30		pF		
	Input Rise And Fall time			5	ns	
	Input Pulse Voltage	0.1VCC to 0.8VCC		V		
	Input Timing Reference Voltage	0.2VCC to 0.7VCC		V		
	Output Timing Reference Voltage	0.5VCC		V		

Figure 72 Input/Output Timing Reference Level



## 8.5. DC CHARACTERISTICS

### Table 28 DC CHARACTERISTICS (T= -40 ℃~85 ℃, VCC=2.7~3.6V)

Symbol	Parameter	Test Condition	Min.	Тур.	Max.	Unit.
ILI	Input Leakage Current				±4	μA
ILO	Output Leakage Current				±4	μA
I <sub>CC1</sub>	Standby Current	CS#=VCC,		24	100	μA
		V <sub>IN</sub> =VCC or VSS				
I <sub>CC2</sub>	Deep Power-Down Current	CS#=VCC,		2	16	μA
		V <sub>IN</sub> =VCC or VSS				
		CLK=0.1VCC / 0.9VCC				
		at 104MHz,		15	25	mA
Іссз	Operating Current (Read)	Q=Open(*1,*2,*4 I/O)				
1003	Operating Current (Nead)	CLK=0.1VCC / 0.9VCC				
		at 80MHz,		13	20	mA
		Q=Open(*1,*2,*4 I/O)				
I <sub>CC4</sub>	Operating Current (PP)	CS#=VCC			25	mA
I <sub>CC5</sub>	Operating Current (WRSR)	CS#=VCC			25	mA
Icc6	Operating Current (SE)	CS#=VCC			25	mA
I <sub>CC7</sub>	Operating Current (BE)	CS#=VCC			25	mA
I <sub>CC8</sub>	Operating Current (CE)	CS#=VCC			25	mA
VIL	Input Low Voltage		-0.5		0.2VCC	V
V <sub>IH</sub>	Input High Voltage		0.7VCC		VCC+0.4	V
V <sub>OL</sub>	Output Low Voltage	I <sub>OL</sub> =100μA			0.2	V
Voн	Output High Voltage	Іон =-100μΑ	VCC-0.2			V

<sup>1.</sup> Typical value tested at T =  $25^{\circ}$ C.

<sup>2.</sup> Value guaranteed by design and/or characterization, not 100% tested in production.

## 

Symbol	Parameter	Test Condition	Min.	Тур.	Max.	Unit
ILI	Input Leakage Current				±4	μA
ILO	Output Leakage Current				±4	μΑ
Icc1	Standby Current	CS#=VCC,		24	140	μΑ
		V <sub>IN</sub> =VCC or VSS				
I <sub>CC2</sub>	Deep Power-Down Current	CS#=VCC,		2	40	μΑ
		V <sub>IN</sub> =VCC or VSS				
		CLK=0.1VCC / 0.9VCC				
		at 104MHz,		15	30	mA
lass	Operating Current (Read)	Q=Open(*1,*2,*4 I/O)				
Іссз	Operating Current (Read)	CLK=0.1VCC / 0.9VCC				
		at 80MHz,		13	25	mA
		Q=Open(*1,*2,*4 I/O)				
I <sub>CC4</sub>	Operating Current (PP)	CS#=VCC			30	mA
Icc5	Operating Current (WRSR)	CS#=VCC			30	mA
I <sub>CC6</sub>	Operating Current (SE)	CS#=VCC			30	mA
I <sub>CC7</sub>	Operating Current (BE)	CS#=VCC			30	mA
Icc8	Operating Current (CE)	CS#=VCC			30	mA
V <sub>IL</sub>	Input Low Voltage		-0.5		0.2VCC	V
VIH	Input High Voltage		0.7VCC		VCC+0.4	V
VoL	Output Low Voltage	I <sub>OL</sub> =100μA			0.2	V
V <sub>OH</sub>	Output High Voltage	I <sub>OH</sub> =-100μA	VCC-0.2			V

- 1. Typical value tested at T =  $25^{\circ}$ C.
- 2. Value guaranteed by design and/or characterization, not 100% tested in production.

## 

Symbol	Parameter	Test Condition	Min.	Тур.	Max.	Unit
lμ	Input Leakage Current				±4	μA
ILO	Output Leakage Current				±4	μA
Icc1	Standby Current	CS#=VCC,		24	160	μA
		V <sub>IN</sub> =VCC or VSS				
I <sub>CC2</sub>	Deep Power-Down Current	CS#=VCC,		2	60	μA
		V <sub>IN</sub> =VCC or VSS				
		CLK=0.1VCC / 0.9VCC				
		at 104MHz,		15	30	mA
Icc3	Operating Current (Read)	Q=Open(*1,*2,*4 I/O)				
ICC3	Operating Current (INeau)	CLK=0.1VCC / 0.9VCC				
		at 80MHz,		13	25	mA
		Q=Open(*1,*2,*4 I/O)				
I <sub>CC4</sub>	Operating Current (PP)	CS#=VCC			30	mA
Icc5	Operating Current (WRSR)	CS#=VCC			30	mA
I <sub>CC6</sub>	Operating Current (SE)	CS#=VCC			30	mA
I <sub>CC7</sub>	Operating Current (BE)	CS#=VCC			30	mA
Icc8	Operating Current (CE)	CS#=VCC			30	mA
V <sub>IL</sub>	Input Low Voltage		-0.5		0.2VCC	V
ViH	Input High Voltage		0.7VCC		VCC+0.4	V
VoL	Output Low Voltage	I <sub>OL</sub> =100μA			0.2	V
V <sub>OH</sub>	Output High Voltage	I <sub>OH</sub> =-100μA	VCC-0.2			V

- 1. Typical value tested at T =  $25^{\circ}$ C.
- 2. Value guaranteed by design and/or characterization, not 100% tested in production.

## 8.6. AC CHARACTERISTICS

### Table 31 AC CHARACTERISTICS (T= -40℃~85℃, VCC=2.7~3.6V, CL=30pf)

Symbol	Parameter	Min.	Тур.	Max.	Unit.
f <sub>C</sub>	Serial Clock Frequency for all instructions except Read			104	MHz
	Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH,				
f <sub>C1</sub>	ECH),Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast			104	MHz
	Read (0BH, 0CH) instructions, on 3.0 – 3.6V power supply				
	Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH,				
f <sub>C2</sub>	ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast			80	MHz
	Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply				
f <sub>R</sub>	Serial Clock Frequency For: Read (03H, 13H)			50	MHz
t <sub>CLH</sub>	Serial Clock High Time	3.7			ns
tcll	Serial Clock Low Time	3.7			ns
tclch	Serial Clock Rise Time (Slew Rate)	0.2			V/ns
t <sub>CHCL</sub>	Serial Clock Fall Time (Slew Rate)	0.2			V/ns
tslch	CS# Active Setup Time	8			ns
t <sub>CHSH</sub>	CS# Active Hold Time	5			ns
t <sub>SHCH</sub>	CS# Not Active Setup Time	5			ns
tchsl	CS# Not Active Hold Time	5			ns
t <sub>SHSL</sub>	CS# High Time (Read/Write)	20			ns
tshqz	Output Disable Time			6	ns
tclqx	Output Hold Time	1.8			ns
t <sub>DVCH</sub>	Data In Setup Time	2			ns
tchdx	Data In Hold Time	2			ns
t <sub>CLQV</sub>	Clock Low To Output Valid			7	ns
t <sub>DP</sub>	CS# High To Deep Power-Down Mode			20	μs
t <sub>RES1</sub>	CS# High To Standby Mode Without Electronic Signature Read			30	μs
t <sub>RES2</sub>	CS# High To Standby Mode With Electronic Signature Read			30	μs
tsus	Cs# High To Next Command After Suspend			20	μs
t <sub>RS</sub>	Latency Between Resume And Next Suspend	100			μs
t <sub>RST</sub>	CS# High To Next Command After Reset (Except From Erase)			30	μs
t <sub>RST_E</sub>	CS# High To Next Command After Reset (From Erase)			12	ms
t <sub>W</sub>	Write Status Register Cycle Time		5	20	ms
t <sub>BP1</sub>	Byte Program Time (First Byte)		30	50	μs
t <sub>BP2</sub>	Additional Byte Program Time (After First Byte)		2.5	12	μs
t <sub>PP</sub>	Page Programming Time		0.4	2.4	ms
tse	Sector Erase Time		70	400	ms
t <sub>BE1</sub>	Block Erase Time (32K Bytes)		0.16	0.8	s
t <sub>BE2</sub>	Block Erase Time (64K Bytes)		0.22	1	s
tce	Chip Erase Time (GD25B256D)		70	200	S

- 1. Typical value tested at T =  $25^{\circ}$ C.
- 2. Value guaranteed by design and/or characterization, not 100% tested in production.



# 3.3V Uniform Sector GigaDevice Dual and Quad Serial Flash

**GD25S512MD** 

# Table 32 AC CHARACTERISTICS (T= -40 ℃~105 ℃, VCC=2.7~3.6V, CL=30pf)

Symbol	Parameter	Min.	Тур.	Max.	Unit.
fc	Serial Clock Frequency for all instructions except Read			104	MHz
	Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH,				
f <sub>C1</sub>	ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast			104	MHz
	Read (0BH, 0CH) instructions, on 3.0 – 3.6V power supply				
	Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH,				
f <sub>C2</sub>	ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast			80	MHz
	Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply				
f <sub>R</sub>	Serial Clock Frequency For: Read (03H, 13H)			50	MHz
tclh	Serial Clock High Time	3.7			ns
t <sub>CLL</sub>	Serial Clock Low Time	3.7			ns
t <sub>CLCH</sub>	Serial Clock Rise Time (Slew Rate)	0.2			V/ns
tchcl	Serial Clock Fall Time (Slew Rate)	0.2			V/ns
t <sub>SLCH</sub>	CS# Active Setup Time	8			ns
tchsh	CS# Active Hold Time	5			ns
tshch	CS# Not Active Setup Time	5			ns
t <sub>CHSL</sub>	CS# Not Active Hold Time	5			ns
tshsl	CS# High Time (Read/Write)	20			ns
t <sub>SHQZ</sub>	Output Disable Time			6	ns
tclqx	Output Hold Time	1.8			ns
tovch	Data In Setup Time	2			ns
t <sub>CHDX</sub>	Data In Hold Time	2			ns
tclqv	Clock Low To Output Valid			7	ns
t <sub>DP</sub>	CS# High To Deep Power-Down Mode			20	μs
t <sub>RES1</sub>	CS# High To Standby Mode Without Electronic Signature Read			30	μs
t <sub>RES2</sub>	CS# High To Standby Mode With Electronic Signature Read			30	μs
tsus	Cs# High To Next Command After Suspend			20	μs
t <sub>RS</sub>	Latency Between Resume And Next Suspend	100			μs
t <sub>RST</sub>	CS# High To Next Command After Reset (Except From Erase)			30	μs
t <sub>RST_E</sub>	CS# High To Next Command After Reset (From Erase)			12	ms
tw	Write Status Register Cycle Time		5	20	ms
t <sub>BP1</sub>	Byte Program Time (First Byte)		30	60	μs
t <sub>BP2</sub>	Additional Byte Program Time (After First Byte)		2.5	15	μs
tpp	Page Programming Time		0.4	2.5	ms
t <sub>SE</sub>	Sector Erase Time		70	450	ms
t <sub>BE1</sub>	Block Erase Time (32K Bytes)		0.16	1.2	S
t <sub>BE2</sub>	Block Erase Time (64K Bytes)		0.22	1.6	S
t <sub>CE</sub>	Chip Erase Time (GD25B256D)		70	260	S

- 1. Typical value tested at T = 25  $^{\circ}$ C.
- 2. Value guaranteed by design and/or characterization, not 100% tested in production.



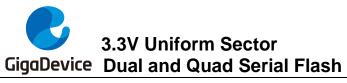
# 3.3V Uniform Sector GigaDevice Dual and Quad Serial Flash

**GD25S512MD** 

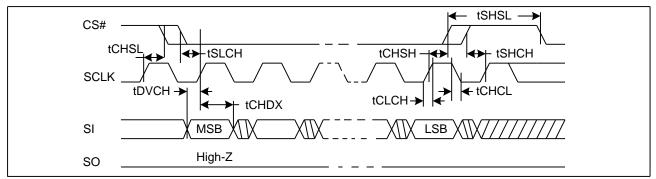
## Table 33 AC CHARACTERISTICS (T= -40 $^{\circ}$ C-125 $^{\circ}$ C, VCC=2.7~3.6V, CL=30pf)

Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH, ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast Read (0BH, 0CH) instructions, on 3.0 – 3.6V power supply  Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH, ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply  fix Serial Clock Frequency For: Read (03H, 13H)  tcl. Serial Clock Ligh Time  3.7	Symbol	Parameter	Min.	Тур.	Max.	Unit.
Fc1   ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast Read (0BH, 0CH) instructions, on 3.0 – 3.6V power supply   Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH, ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply   Serial Clock Frequency For: Read (03H, 13H)   So	fc	Serial Clock Frequency for all instructions except Read			104	MHz
Read (0BH, 0CH) instructions, on 3.0 – 3.6V power supply  Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH, ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply  f <sub>R</sub> Serial Clock Frequency For: Read (03H, 13H)  t <sub>CLH</sub> Serial Clock High Time  3.7		Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH,				
Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH, ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply  fig. Serial Clock Frequency For: Read (03H, 13H)  toli Serial Clock High Time 3.7 nn  toli Serial Clock Low Time 3.7 nn  toli Serial Clock Rise Time (Slew Rate)  toli Serial Clock Rise Time (Slew Rate)  toli Serial Clock Fall	f <sub>C1</sub>	ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast			104	MHz
fc2       ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply       80       MH         fR       Serial Clock Frequency For: Read (03H, 13H)       50       MH         tcl.L       Serial Clock High Time       3.7       n       n         tcl.L       Serial Clock Low Time       3.7       n       n         tcl.CH       Serial Clock Rise Time (Slew Rate)       0.2       V//         tchcl.       Serial Clock Fall Time (Slew Rate)       0.2       V//         tchcl.       Serial Clock Fall Time (Slew Rate)       0.2       V//         tchcl.       Serial Clock Fall Time (Slew Rate)       0.2       V//         tsl.CH       CS# Active Setup Time       8       n       n         tchsl.       CS# Active Hold Time       5       n       n         tshch.       CS# Active Hold Time       5       n       n         tshch.       CS# High Time (Read/Write)       20       n       n         tshc.       CS# High Time (Read/Write)       20       n       n         tshc.       Output Disable Time       1.8       n       n         tchc.       Output Hold Time       1.8       n       n		Read (0BH, 0CH) instructions, on 3.0 – 3.6V power supply				
Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply         50         MH           f <sub>R</sub> Serial Clock Frequency For: Read (03H, 13H)         50         MH           t <sub>CLH</sub> Serial Clock High Time         3.7         n         n           t <sub>CLCH</sub> Serial Clock Low Time         3.7         n         n           t <sub>CLCH</sub> Serial Clock Rise Time (Slew Rate)         0.2         V//           t <sub>CHCL</sub> Serial Clock Fall Time (Slew Rate)         0.2         V//           t <sub>CHCL</sub> Serial Clock Fall Time (Slew Rate)         0.2         V//           t <sub>CHCL</sub> Serial Clock Fall Time (Slew Rate)         0.2         V//           t <sub>CHCL</sub> Serial Clock Fall Time (Slew Rate)         0.2         V//           t <sub>CHCL</sub> CS# Active Setup Time         8         n         n           t <sub>CHS</sub> CS# Active Setup Time         5         n         n           t <sub>CHAL</sub> CS# High Time (Read/Write)         20         n         n           t <sub>SHAL</sub> CS# High Time (Read/Write)         20         n         n           t <sub>CHAL</sub> CS# High Time (Read/Write)         1.8         n         n           t <sub>CHAL</sub> CS# High Time (Read/Write)		Serial Clock Frequency for Dual I/O (BBH, BCH), Quad I/O (EBH,				
fR       Serial Clock Frequency For: Read (03H, 13H)       50       MH         tcl.H       Serial Clock High Time       3.7       n         tcl.L       Serial Clock Low Time       3.7       n         tcl.CH       Serial Clock Rise Time (Slew Rate)       0.2       V//         tchcl.       Serial Clock Fall Time (Slew Rate)       0.2       V//         tchcl.       CS# Active Setup Time       8       n       n         tchsh       CS# Active Hold Time       5       n       n         tchsh       CS# Not Active Setup Time       5       n       n         tchsl       CS# Not Active Hold Time       5       n       n         tshsl       CS# High Time (Read/Write)       20       n       n         tshaz       Output Disable Time       6       n       n         tclox       Output Hold Time       1.8       n       n         tchox       Data In Setup Time       2       n       n         tchox       Data In Hold Time       2       n       n         tchox       Data In Fold Time       2       n       n         tchox       CS# High To Standby Mode Without Electronic Signature Read       30       µ	f <sub>C2</sub>	ECH), Dual Output (3BH, 3CH), Quad Output (6BH, 6CH), Fast			80	MHz
tclh         Serial Clock High Time         3.7         n           tclL         Serial Clock Low Time         3.7         n           tclch         Serial Clock Rise Time (Slew Rate)         0.2         V//           tchcl         Serial Clock Fall Time (Slew Rate)         0.2         V//           tchcl         Serial Clock Fall Time (Slew Rate)         0.2         V//           tchcl         Cs# Active Setup Time         8         n         n           tchsl         Cs# Active Hold Time         5         n         n           tshch         Cs# Not Active Setup Time         5         n         n           tchsl         Cs# Not Active Hold Time         5         n         n           tshsl         Cs# High Time (Read/Write)         20         n         n           tshoz         Output Disable Time         1.8         n         n           tclox         Output Hold Time         1.8         n         n           tchbx         Data In Setup Time         2         n         n           tchbx         Data In Hold Time         2         n         n           tchbx         Clock Low To Output Valid         7         n           tchy </td <td></td> <td>Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply</td> <td></td> <td></td> <td></td> <td></td>		Read (0BH, 0CH) instructions, on 2.7 – 3.0V power supply				
tcll Serial Clock Low Time  tclch Serial Clock Rise Time (Slew Rate)  tchcl Serial Clock Rise Time (Slew Rate)  tchcl Serial Clock Fall Time (Slew Rate)  tchcl Serial Clock Fall Time (Slew Rate)  tchcl CS# Active Setup Time  tchsh CS# Active Hold Time  tchsh CS# Not Active Setup Time  tchsl CS# Not Active Hold Time  tchsl CS# Not Active Hold Time  tchsl CS# High Time (Read/Write)  tshc Output Disable Time  tchox Output Hold Time  tchox Output Hold Time  tchox Data In Setup Time  tchox Data In Hold Time  tchox Clock Low To Output Valid  top CS# High To Deep Power-Down Mode  trest CS# High To Standby Mode Without Electronic Signature Read  tress CS# High To Next Command After Suspend  trest CS# High To Next Command After Reset (Except From Erase)  30 µ  trest CS# High To Next Command After Reset (Except From Erase)	$f_R$	Serial Clock Frequency For: Read (03H, 13H)			50	MHz
tclch         Serial Clock Rise Time (Slew Rate)         0.2         V//I           tchcL         Serial Clock Fall Time (Slew Rate)         0.2         V//I           tchcL         CS# Active Setup Time         8         n           tchsH         CS# Active Hold Time         5         n           tshCH         CS# Not Active Setup Time         5         n           tchsL         CS# Not Active Hold Time         5         n           tshSL         CS# High Time (Read/Write)         20         n           tshQZ         Output Disable Time         6         n           tclQX         Output Hold Time         1.8         n           tchDX         Data In Setup Time         2         n           tchDX         Data In Hold Time         2         n           tclQX         Clock Low To Output Valid         7         n           tclQX         Clock Low To Output Valid         7         n           tp         CS# High To Deep Power-Down Mode         20         µ           tress1         CS# High To Standby Mode Without Electronic Signature Read         30         µ           trss         Latency Between Resume And Next Suspend         100         µ           trss1 <td>tclh</td> <td>Serial Clock High Time</td> <td>3.7</td> <td></td> <td></td> <td>ns</td>	tclh	Serial Clock High Time	3.7			ns
tchcl Serial Clock Fall Time (Slew Rate)  tchcl CS# Active Setup Time  tchsh CS# Active Hold Time  tchsh CS# Not Active Setup Time  tchsl CS# Not Active Setup Time  tchsl CS# Not Active Hold Time  tshcl CS# Not Active Hold Time  tshsl CS# High Time (Read/Write)  tshcz Output Disable Time  tclox Output Hold Time  tclox Output Hold Time  tchox Data In Setup Time  tchox Data In Hold Time  tchox Clock Low To Output Valid  top CS# High To Deep Power-Down Mode  trest CS# High To Standby Mode Without Electronic Signature Read  tsus CS# High To Next Command After Suspend  trest CS# High To Next Command After Reset (Except From Erase)  V//  1	t <sub>CLL</sub>	Serial Clock Low Time	3.7			ns
tslich CS# Active Setup Time 8 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	t <sub>CLCH</sub>	Serial Clock Rise Time (Slew Rate)	0.2			V/ns
tchsh CS# Active Hold Time 5 nn  tshch CS# Not Active Setup Time 5 nn  tchsl CS# Not Active Hold Time 5 nn  tshsl CS# High Time (Read/Write) 20 nn  tshoz Output Disable Time 6 nn  tclox Output Hold Time 1.8 nn  tovch Data In Setup Time 2 nn  tchox Data In Hold Time 2 nn  tchox Data In Hold Time 2 nn  tchox Clock Low To Output Valid 7 nn  tchox CS# High To Deep Power-Down Mode 20 μ  tress CS# High To Standby Mode Without Electronic Signature Read 30 μ  tsus CS# High To Next Command After Suspend 20 μ  tress CS# High To Next Command After Reset (Except From Erase) 30 μ  tress CS# High To Next Command After Reset (Except From Erase) 30 μ	tchcl	Serial Clock Fall Time (Slew Rate)	0.2			V/ns
tshch CS# Not Active Setup Time 5 nn  tchsl CS# Not Active Hold Time 5 nn  tshsl CS# High Time (Read/Write) 20 nn  tshoz Output Disable Time 6 nn  tclox Output Hold Time 1.8 nn  tbvch Data In Setup Time 2 nn  tchox Data In Hold Time 2 nn  tchox Clock Low To Output Valid 7 nn  tbp CS# High To Deep Power-Down Mode 20 µ  trest CS# High To Standby Mode Without Electronic Signature Read 30 µ  tsus Cs# High To Next Command After Suspend 20 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase) 30 µ  trest CS# High To Next Command After Reset (Except From Erase)	tslch	CS# Active Setup Time	8			ns
tchsl CS# Not Active Hold Time  tshsl CS# High Time (Read/Write)  tshoz Output Disable Time  6 n  tclox Output Hold Time  1.8 n  tovch Data In Setup Time  2 nn  tchdx Clock Low To Output Valid  7 nn  top CS# High To Deep Power-Down Mode  trest CS# High To Standby Mode Without Electronic Signature Read  tsus Cs# High To Next Command After Suspend  trest CS# High To Next Command After Reset (Except From Erase)	tchsh	CS# Active Hold Time	5			ns
tshsl. CS# High Time (Read/Write)  tshoz Output Disable Time  6 n.  tclox Output Hold Time  1.8 n.  tdvch Data In Setup Time  2 n.  tchdx Data In Hold Time  2 n.  tclox Clock Low To Output Valid  7 n.  tdd CS# High To Deep Power-Down Mode  trest CS# High To Standby Mode Without Electronic Signature Read  tsus CS# High To Next Command After Suspend  trest CS# High To Next Command After Reset (Except From Erase)  10 n.	tsнсн	CS# Not Active Setup Time	5			ns
tshoz Output Disable Time 6 n.  tcLox Output Hold Time 1.8 n.  tbvch Data In Setup Time 2 n.  tchdx Data In Hold Time 2 n.  tchdx Clock Low To Output Valid 7 n.  tdp CS# High To Deep Power-Down Mode 20 μ  tres1 CS# High To Standby Mode Without Electronic Signature Read 30 μ  tres2 CS# High To Next Command After Suspend 20 μ  tres Latency Between Resume And Next Suspend 100 μ  trest CS# High To Next Command After Reset (Except From Erase) 30 μ	t <sub>CHSL</sub>	CS# Not Active Hold Time	5			ns
touch Data In Setup Time 2 nn tohon Data In Hold Time 2 nn tohon Data In Hold Time 2 nn tohon Data In Hold Time 2 nn tohon Clock Low To Output Valid 7 nn top CS# High To Deep Power-Down Mode 20 μ trest CS# High To Standby Mode Without Electronic Signature Read 30 μ trest CS# High To Standby Mode With Electronic Signature Read 30 μ trest CS# High To Next Command After Suspend 20 μ trest CS# High To Next Command After Reset (Except From Erase) 30 μ trest CS# High To Next Command After Reset (Except From Erase) 30 μ	tshsl	CS# High Time (Read/Write)	20			ns
tDVCH       Data In Setup Time       2       n         tCHDX       Data In Hold Time       2       n         tCLQV       Clock Low To Output Valid       7       n         tDP       CS# High To Deep Power-Down Mode       20       μ         tRES1       CS# High To Standby Mode Without Electronic Signature Read       30       μ         tRES2       CS# High To Standby Mode With Electronic Signature Read       30       μ         tSUS       Cs# High To Next Command After Suspend       20       μ         tRS       Latency Between Resume And Next Suspend       100       μ         tRST       CS# High To Next Command After Reset (Except From Erase)       30       μ	t <sub>SHQZ</sub>	Output Disable Time			6	ns
t <sub>CHDX</sub> Data In Hold Time 2 nn t <sub>CLQV</sub> Clock Low To Output Valid 7 nn t <sub>DP</sub> CS# High To Deep Power-Down Mode 20 μ t <sub>RES1</sub> CS# High To Standby Mode Without Electronic Signature Read 30 μ t <sub>RES2</sub> CS# High To Standby Mode With Electronic Signature Read 30 μ t <sub>SUS</sub> CS# High To Next Command After Suspend 20 μ t <sub>RS</sub> Latency Between Resume And Next Suspend 100 μ t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase) 30 μ	tclqx	Output Hold Time	1.8			ns
tcLQV Clock Low To Output Valid 7 n  top CS# High To Deep Power-Down Mode 20 μ  t <sub>RES1</sub> CS# High To Standby Mode Without Electronic Signature Read 30 μ  t <sub>RES2</sub> CS# High To Standby Mode With Electronic Signature Read 30 μ  t <sub>SUS</sub> CS# High To Next Command After Suspend 20 μ  t <sub>RS</sub> Latency Between Resume And Next Suspend 100 μ  t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase) 30 μ	tovch	Data In Setup Time	2			ns
top CS# High To Deep Power-Down Mode  t <sub>RES1</sub> CS# High To Standby Mode Without Electronic Signature Read  t <sub>RES2</sub> CS# High To Standby Mode With Electronic Signature Read  t <sub>SUS</sub> CS# High To Next Command After Suspend  t <sub>RS</sub> Latency Between Resume And Next Suspend  t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase)  20 μ  μ  100 μ	t <sub>CHDX</sub>	Data In Hold Time	2			ns
t <sub>RES1</sub> CS# High To Standby Mode Without Electronic Signature Read  t <sub>RES2</sub> CS# High To Standby Mode With Electronic Signature Read  t <sub>SUS</sub> Cs# High To Next Command After Suspend  t <sub>RS</sub> Latency Between Resume And Next Suspend  t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase)  30 μ  μ	tclqv	Clock Low To Output Valid			7	ns
t <sub>RES2</sub> CS# High To Standby Mode With Electronic Signature Read 30 μ t <sub>SUS</sub> Cs# High To Next Command After Suspend 20 μ t <sub>RS</sub> Latency Between Resume And Next Suspend 100 μ t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase) 30 μ	t <sub>DP</sub>	CS# High To Deep Power-Down Mode			20	μs
t <sub>SUS</sub> Cs# High To Next Command After Suspend 20 μ t <sub>RS</sub> Latency Between Resume And Next Suspend 100 μ t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase) 30 μ	t <sub>RES1</sub>	CS# High To Standby Mode Without Electronic Signature Read			30	μs
t <sub>RS</sub> Latency Between Resume And Next Suspend 100 μ t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase) 30 μ	t <sub>RES2</sub>	CS# High To Standby Mode With Electronic Signature Read			30	μs
t <sub>RST</sub> CS# High To Next Command After Reset (Except From Erase) 30 μ	t <sub>SUS</sub>	Cs# High To Next Command After Suspend			20	μs
	t <sub>RS</sub>	Latency Between Resume And Next Suspend	100			μs
t CC# Lligh To Nort Command After Paget (From Frees)	t <sub>RST</sub>	CS# High To Next Command After Reset (Except From Erase)			30	μs
trist_E   C5# riigh to Next Command After Reset (From Erase)   12   m	t <sub>RST_E</sub>	CS# High To Next Command After Reset (From Erase)			12	ms
tw Write Status Register Cycle Time 5 20 m	tw	Write Status Register Cycle Time		5	20	ms
t <sub>BP1</sub> Byte Program Time (First Byte) 30 60 μ	t <sub>BP1</sub>	Byte Program Time (First Byte)		30	60	μs
t <sub>BP2</sub> Additional Byte Program Time (After First Byte) 2.5 15 μ	t <sub>BP2</sub>	Additional Byte Program Time (After First Byte)		2.5	15	μs
t <sub>PP</sub> Page Programming Time 0.4 2.5 m	t₽₽	Page Programming Time		0.4	2.5	ms
t <sub>SE</sub> Sector Erase Time 70 450 m	t <sub>SE</sub>	Sector Erase Time		70	450	ms
t <sub>BE1</sub> Block Erase Time (32K Bytes) 0.16 1.2 s	t <sub>BE1</sub>	Block Erase Time (32K Bytes)		0.16	1.2	s
t <sub>BE2</sub> Block Erase Time (64K Bytes) 0.22 2 s	t <sub>BE2</sub>	Block Erase Time (64K Bytes)		0.22	2	s
t <sub>CE</sub> Chip Erase Time (GD25B256D) 70 260 s	t <sub>CE</sub>	Chip Erase Time (GD25B256D)		70	260	s

- 1. Typical value tested at T = 25  $^{\circ}$ C.
- 2. Value guaranteed by design and/or characterization, not 100% tested in production.



### Figure 73 Serial Input Timing



**Figure 74 Output Timing** 

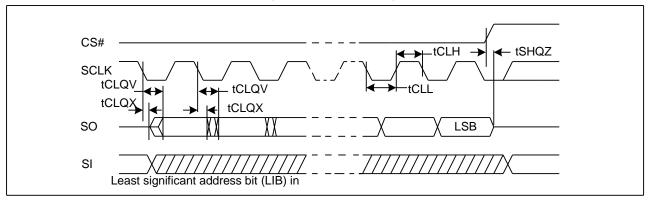


Figure 75. Resume to Suspend Timing Diagram

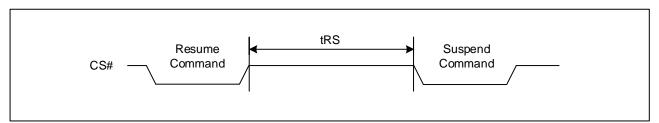
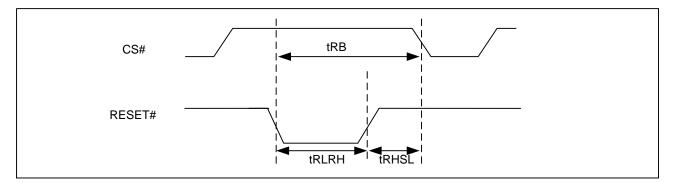
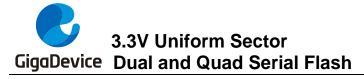


Figure 76 RESET Timing

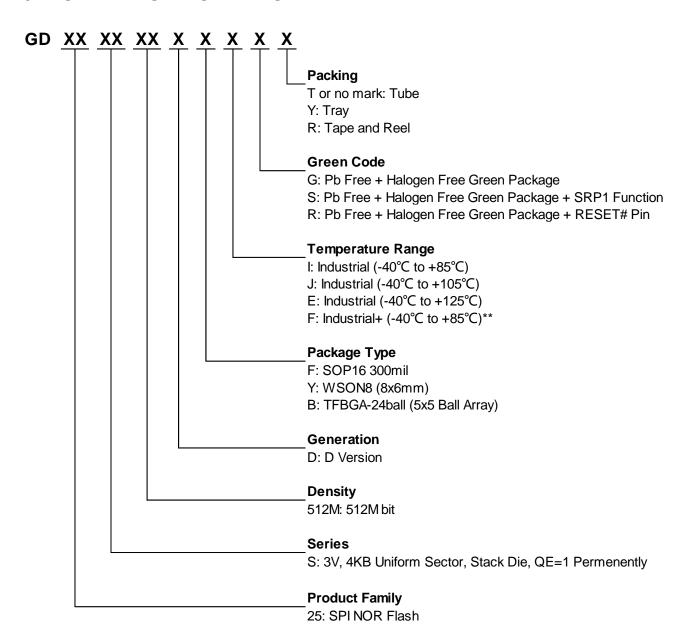


**Table 34 Reset Timing** 

Symbol	Parameter	Min.	Тур.	Max.	Unit.
tRLRH	Reset Pulse Width	1			μs
tRHSL	Reset High Time Before Read	50			ns
tRB	Reset Recovery Time			12	ms



### 9. ORDERING INFORMATION



<sup>\*\*</sup>F grade has implemented additional test flows to ensure higher product quality than I grade.

## 9.1. Valid Part Numbers

Please contact GigaDevice regional sales for the latest product selection and available form factors.

## Temperature Range I: Industrial (-40°C to +85°C)

Product Number	Density	Package Type		
GD25S512MDFIG				
GD25S512MDFIS	512Mbit	SOP16 300mil		
GD25S512MDFIR				
GD25S512MDYIG	512Mbit	WSON9 (8v6mm)		
GD25S512MDYIS	3 I ZIVIDIL	WSON8 (8x6mm)		
GD25S512MDBIG				
GD25S512MDBIS	512Mbit	TFBGA-24ball (5x5 Ball Array)		
GD25S512MDBIR				

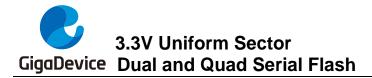
### Temperature Range J: Industrial (-40°C to +105°C)

Product Number	Density	Package Type			
GD25S512MDFJG					
GD25S512MDFJS	512Mbit	SOP16 300mil			
GD25S512MDFJR					
GD25S512MDYJG	512Mbit	WSON8 (8x6mm)			
GD25S512MDYJS	3 I ZIVIDIL	WSONO (OXOIIIII)			
GD25S512MDBJG					
GD25S512MDBJS	512Mbit	TFBGA-24ball (5x5 Ball Array)			
GD25S512MDBJR					

### Temperature Range E: Industrial (-40°C to +125°C)

Product Number	Density	Package Type			
GD25S512MDFEG					
GD25S512MDFES	512Mbit	SOP16 300mil			
GD25S512MDFER					
GD25S512MDYEG	512Mbit	WSON9 (9v6mm)			
GD25S512MDYES	312IVIDIL	WSON8 (8x6mm)			
GD25S512MDBEG					
GD25S512MDBES	512Mbit	TFBGA-24ball (5x5 Ball Array)			
GD25S512MDBER					





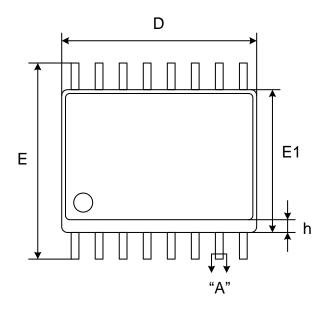
## Temperature Range F: Industrial+ (-40°C to +85°C)

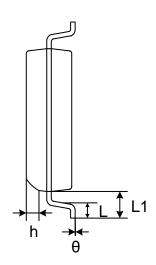
Product Number	Density	Package Type			
GD25S512MDFFG					
GD25S512MDFFS	512Mbit	SOP16 300mil			
GD25S512MDFFR					
GD25S512MDYFG	512Mbit	WSON8 (8x6mm)			
GD25S512MDYFS	312IVIDIL	WSONO (OXOIIIII)			
GD25S512MDBFG					
GD25S512MDBFS	512Mbit	TFBGA-24ball (5x5 Ball Array)			
GD25S512MDBFR					

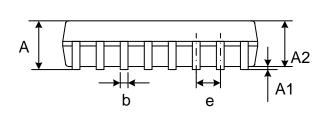


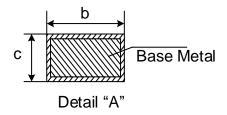
## 10. PACKAGE INFORMATION

# 10.1. Package SOP16 300MIL







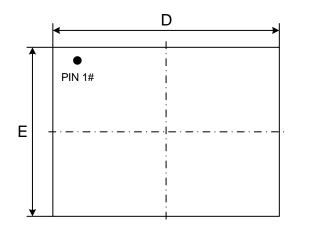


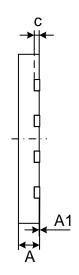
### **Dimensions**

Syı	mbol	۸	A1	A2	b		D	Е	E1	•		L1	h	Δ
U	Init	Α	Ai	AZ	D	С	, D	_	E1	е	_	L1	h	θ
	Min	-	0.10	2.05	0.31	0.10	10.20	10.10	7.40		0.40		0.25	0
mm	Nom	-	0.20	-	0.41	0.25	10.30	10.30	7.50	1.27	-	1.40	-	-
	Max	2.65	0.30	2.55	0.51	0.33	10.40	10.50	7.60		1.27		0.75	8

- 1. Both the package length and width do not include the mold flash.
- 2. Seating plane: Max. 0.1mm.

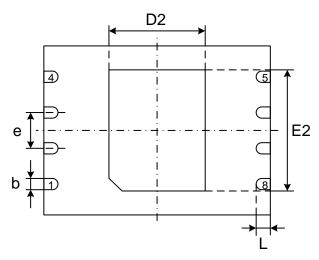
# 10.2. Package WSON8 (8\*6mm)





Top View

Side View



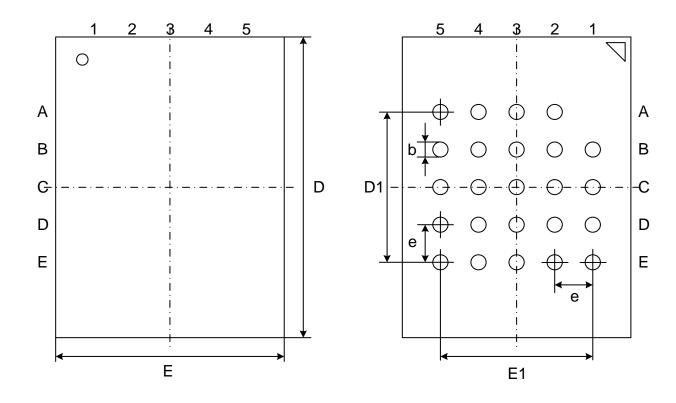
**Bottom View** 

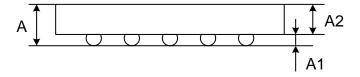
#### **Dimensions**

Symbol		Δ.	A4		<b>b</b>	-	Da	Е	E2		
U	Init	Α	A1	С	b	D	D2		EZ	е	<b>L</b>
mm	Min	0.70	0.00	0.180	0.35	7.90	3.30	5.90	4.20	1.27	0.45
	Nom	0.75	0.02	0.203	0.40	8.00	3.40	6.00	4.30		0.50
	Max	0.80	0.05	0.250	0.45	8.10	3.50	6.10	4.40		0.55

- 1. Both the package length and width do not include the mold flash.
- 2. The exposed metal pad area on the bottom of the package is floating.
- 3. Coplanarity ≤0.08mm. Package edge tolerance≤0.10mm.
- 4. The lead shape may be of little difference according to different package lead frames. These lead shapes are compatible with each other.

# 10.3. Package TFBGA-24BALL (5\*5 ball array)

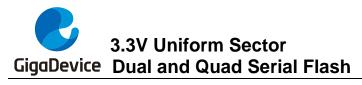




### **Dimensions**

Symbol Unit		Α	A1	A2	b	E	E1	D	D1	е
	Min	-	0.25	0.75	0.35	5.90	4.00	7.90	4.00	1.00
mm	Nom	-	0.30	0.80	0.40	6.00		8.00		
	Max	1.20	0.35	0.85	0.45	6.10		8.10		

Note: Both the package length and width do not include the mold flash.



# 11. REVISION HISTORY

Version No	Description	Page	Date			
1.0	Initial Release	All	2018-1-17			
1.1	Add E,3,2,A to the 7 <sup>th</sup> code of ordering information	P74	2018-2-26			
1.2	Modify the content @37H:34H of SFDP from 1FFFFFFH to	P62				
	0FFFFFFH		2018-3-6			
	Add the content @A3H:9CH of SFDP	P66-67				
	Modify SFDP: the content @13H from 03H to 05H	P60				
1.3	Modify tVSL min value from 5ms to 2.5ms	P71	2018-3-28			
	Add tRS, of which the min value is 100us	P74				
	Modify SFDP @13H, 9AH, 9BH addr. Delete SFDP @9CH:A3H	P61, 67				
1.4	addr.		2018-5-2			
	Modify tw typ. value from 1ms to 5ms	P73				
	Modify the note of QE bit	P13				
	Modify ICC1 typ. value from 30uA to 24uA	P72				
	Modify tPP typ. value from 0.6ms to 0.4ms	P74				
1.5	Modify tBE1 typ. value from 0.2s to 0.16s	P74	2018-7-4			
1.5	Modify tBE2 typ. value from 0.3s to 0.22s	P74				
	Modify tCE from 100-240s to 70-200s	P74				
	Add DC/AC characteristics @-40°C~105°C	P73, 75				
	Update Ordering Information	P78-79				
	Modify Figure 64 Program Security Registers command Sequence	P58				
	Diagram (ADS=0)					
	Modify Figure 65 Program Security Registers command Sequence	P58				
1.6	Diagram (ADS=1)		2018-9-25			
	Update DC/AC characteristics @-40℃~105℃	P74/76				
	Add DC/AC characteristics @-40°C~125°C	P75/P77				
	Update Ordering Information	P79				
1.7	Modify the description of DRV bits	P16	2019-4-16			
1.8	Update Ordering Information	P80-82	2019-11-26			