



**Enhanced Touch A/D Flash MCU with LCD Driver**

**BS67F350C**

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## Features

### CPU Features

- Operating voltage
  - ♦  $f_{SYS}=8\text{MHz}$ : 2.2V~5.5V
  - ♦  $f_{SYS}=12\text{MHz}$ : 2.7V~5.5V
  - ♦  $f_{SYS}=16\text{MHz}$ : 3.3V~5.5V
- Up to 0.25 $\mu\text{s}$  instruction cycle with 16MHz system clock at  $V_{DD}=5\text{V}$
- Power down and wake-up functions to reduce power consumption
- Oscillator types
  - ♦ External High Speed Crystal – HXT
  - ♦ Internal High Speed 8/12/16MHz RC – HIRC
  - ♦ Internal Low Speed 32kHz RC – LIRC
  - ♦ External Low Speed 32.768kHz Crystal – LXT
- Fully integrated internal oscillators require no external components
- Multi-mode operation: FAST, SLOW, IDLE and SLEEP
- All instructions executed in one to three instruction cycles
- Table read instructions
- 115 powerful instructions
- 8-level subroutine nesting
- Bit manipulation instruction

### Peripheral Features

- Flash Program Memory: 8K $\times$ 16
- Data Memory: 768 $\times$ 8
- True EEPROM Memory: 128 $\times$ 8
- In Application Programming function – IAP
- Watchdog Timer function
- 43 bidirectional I/O lines
- Two external interrupt lines shared with I/O pins
- Multiple Timer Modules for time measurement, input capture, compare match output or PWM output or single pulse output function
- Dual Time-Base functions for generation of fixed time interrupt signals
- 8 external channels 12-bit resolution A/D converter with internal reference voltage  $V_{BG}$
- 24 fully integrated touch key functions without requiring external components
- Serial Interface Module – SIM for SPI or I<sup>2</sup>C
- Fully-duplex Universal Asynchronous Receiver and Transmitter Interface – UART
- LCD Driver function
  - ♦ SEGs $\times$ COMs: 32 $\times$ 4
  - ♦ Duty type: 1/4 duty
  - ♦ Bias level: 1/3 bias
  - ♦ Bias type: R type or C type
  - ♦ Waveform type: type A or type B
- Low voltage reset function
- Low voltage detect function
- Package types: 48/64-pin LQFP

## General Description

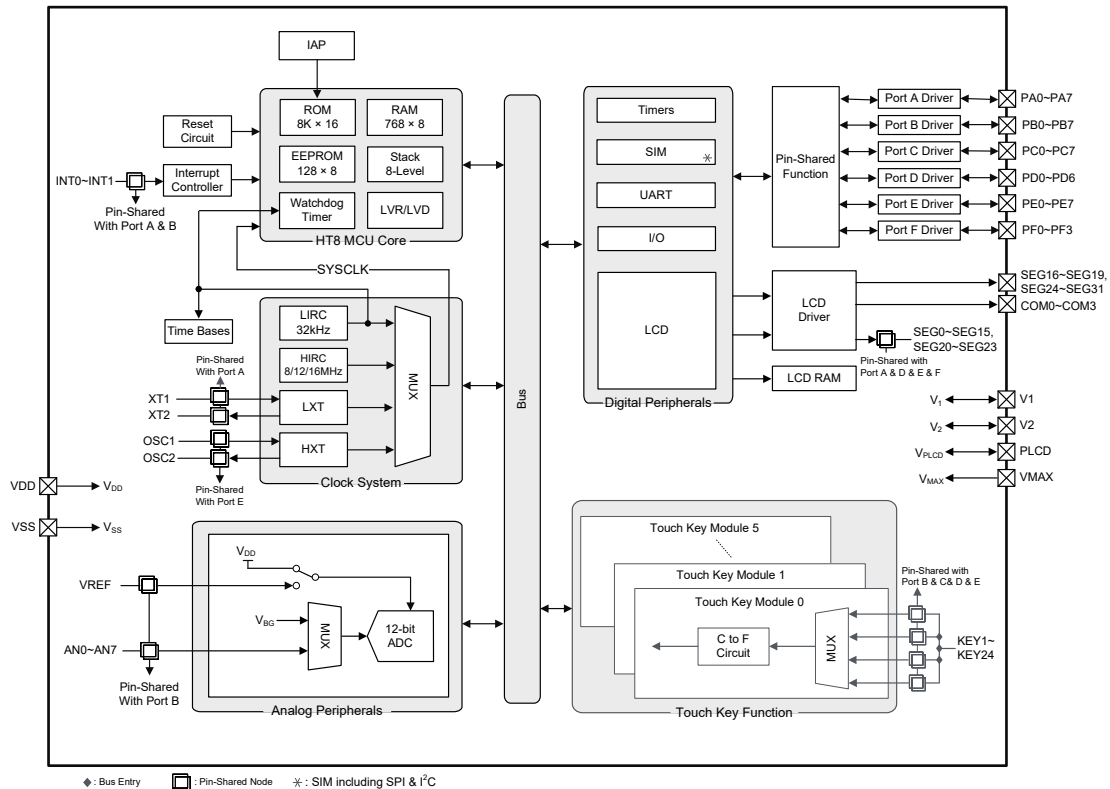
The device is a Flash Memory type 8-bit high performance RISC architecture microcontroller with fully integrated touch key functions and LCD driver function. With all touch key functions provided internally and with the convenience of Flash Memory multi-programming features, the device has all the features to offer designers a reliable and easy means of implementing touch keys within their products applications.

In addition to the Flash program memory, other memory includes an area of RAM Data Memory as well as an area of true EEPROM memory for storage of non-volatile data such as serial numbers, calibration data etc. Analog feature includes a multi-channel 12-bit A/D converter. Protective features such as an internal Watchdog Timer, Low Voltage Reset and Low Voltage Detector coupled with excellent noise immunity and ESD protection ensure that reliable operation is maintained in hostile electrical environments.

A full choice of external and internal, high and low speed oscillators are provided and can be flexibly used for different applications. The ability to operate and switch dynamically between a range of operating modes using different clock sources gives users the ability to optimise microcontroller operation and minimise power consumption. Easy communication with the outside world is provided using the internal SPI, I<sup>2</sup>C and UART interfaces, while the inclusion of flexible I/O programming features, Time-Base functions, Timer Modules and many other features further enhance device functionality and flexibility.

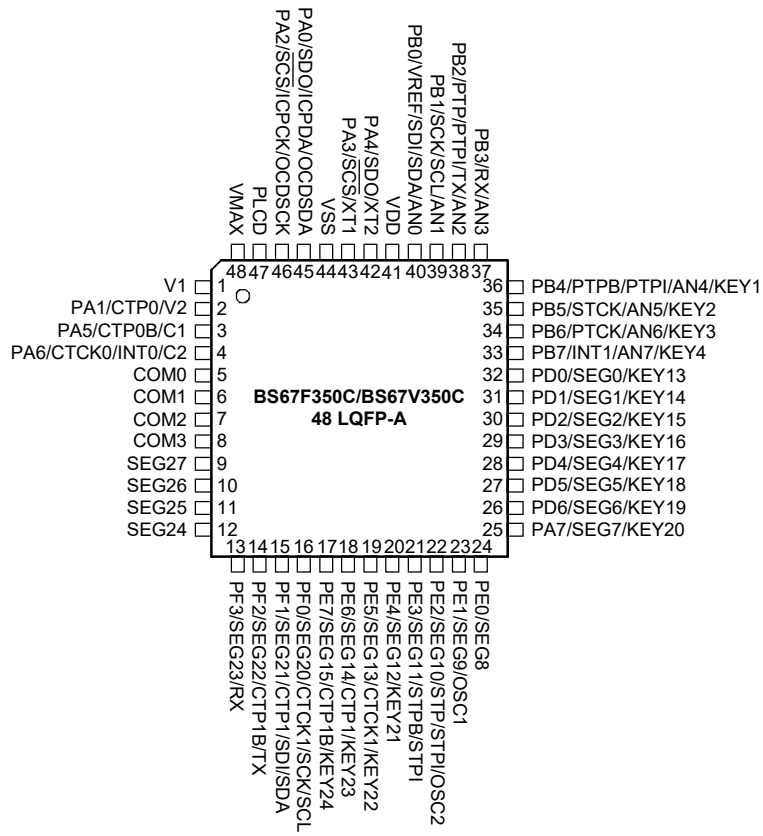
The touch key device will find excellent use in a huge range of modern Touch Key product applications such as remote control, instrumentation, household appliances such as electric rice cookers and electronically controlled tools to name but a few.

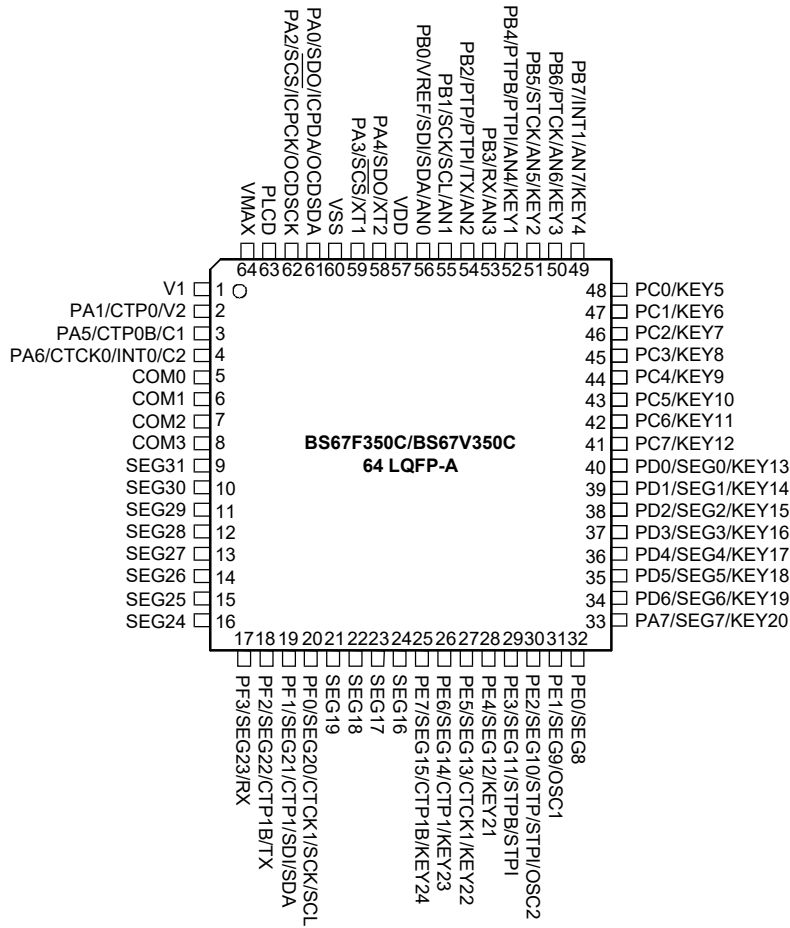
## Block Diagram





## Pin Assignment





- Note:
1. The desired pin-shared function is determined by the corresponding pin-shared software control bits.
  2. The OCSDA and OCDSCK pins are the OCDS dedicated pins and only available for the EV chip with the part number BS67V350C.
  3. For less pin-count package types there will be unbonded pins which should be properly configured to avoid unwanted current consumption resulting from floating input conditions. Refer to the “Standby Current Considerations” and “Input/Output Ports” sections.

## Pin Description

The function of each pin is listed in the following table, however the details behind how each pin is configured is contained in other sections of the datasheet.

Pin Name	Function	OPT	I/T	O/T	Description
PA0/SDO/ICPDA/OCSDA	PA0	PAWU PAPU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	SDO	PAS0	—	CMOS	SIM SPI serial data output
	ICPDA	—	ST	CMOS	ICP Data/Address pin
	OCSDA	—	ST	CMOS	OCDS Data/Address pin, for EV chip only.
PA1/CTP0/V2	PA1	PAWU PAPU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	CTP0	PAS0	—	CMOS	CTM0 output
	V2	PAS0	—	AN	LCD voltage pump
PA2/ $\overline{SCS}$ /ICPCK/OCDSCK	PA2	PAWU PAPU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	$\overline{SCS}$	PAS0 IFS	ST	CMOS	SPI slave chip select
	ICPCK	—	ST	CMOS	ICP Clock pin
	OCDSCK	—	ST	—	OCDS Clock pin, for EV chip only.
PA3/ $\overline{SCS}$ /XT1	PA3	PAWU PAPU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	$\overline{SCS}$	PAS0 IFS	ST	CMOS	SPI slave select
	XT1	PAS0	LXT	—	LXT oscillator pin
PA4/SDO/XT2	PA4	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	SDO	PAS1	—	CMOS	SPI data output
	XT2	PAS1	—	LXT	LXT oscillator pin
PA5/CTP0B/C1	PA5	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	CTP0B	PAS1	—	CMOS	CTM0 inverted output
	C1	PAS1	—	AN	LCD voltage pump
PA6/CTCK0/INT0/C2	PA6	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	CTCK0	PAS1	ST	—	CTM0 clock input
	INT0	PAS1 INTEG INTC0	ST	—	External Interrupt 0
	C2	PAS1	—	AN	LCD voltage pump
PA7/SEG7/KEY20	PA7	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up.
	KEY20	PAS1	AN	—	Touch key input
	SEG7	PAS1	—	AN	LCD segment output

Pin Name	Function	OPT	I/T	O/T	Description
PB0/VREF/SDI/SDA/AN0	PB0	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SDI	PBS0 IFS	ST	—	SIM SPI data input
	SDA	PBS0 IFS	ST	NMOS	SIM I <sup>2</sup> C data line
	VREF	PBS0	AN	—	A/D Converter reference voltage input
	AN0	PBS0	AN	—	A/D Converter analog input
PB1/SCK/SCL/AN1	PB1	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SCK	PBS0 IFS	ST	CMOS	SIM SPI serial clock
	SCL	PBS0 IFS	ST	NMOS	SIM I <sup>2</sup> C clock line
	AN1	PBS0	AN	—	A/D Converter analog input
PB2/PTP/PTPI/TX/AN2	PB2	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	PTPI	PBS0 IFS	ST	—	PTM capture input
	TX	PBS0	—	CMOS	UART TX serial data output
	PTP	PBS0	—	CMOS	PTM output
	AN2	PBS0	AN	—	A/D Converter analog input
PB3/RX/AN3	PB3	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	RX	PBS0 IFS	ST	—	UART RX serial data input
	AN3	PBS0	AN	—	A/D Converter analog input
PB4/PTPB/PTPI/AN4/KEY1	PB4	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	PTPI	PBS1 IFS	ST	—	PTM capture input
	PTPB	PBS1	—	CMOS	PTM inverted output
	KEY1	PBS1	AN	—	Touch key input
	AN4	PBS1	AN	—	A/D Converter analog input
PB5/STCK/AN5/KEY2	PB5	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	STCK	PBS1	ST	—	STM clock input
	KEY2	PBS1	AN	—	Touch key input
	AN5	PBS1	AN	—	A/D Converter analog input
PB6/PTCK/AN6/KEY3	PB6	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	PTCK	PBS1	ST	—	PTM clock input
	KEY3	PBS1	AN	—	Touch key input
	AN6	PBS1	AN	—	A/D Converter analog input

Pin Name	Function	OPT	I/T	O/T	Description
PB7/INT1/AN7/KEY4	PB7	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	INT1	PBS1 INTEG INTC0	ST	—	External Interrupt 1
	KEY4	PBS1	AN	—	Touch key input
	AN7	PBS1	AN	—	A/D Converter analog input
PC0/KEY5	PC0	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY5	PCS0	AN	—	Touch key input
PC1/KEY6	PC1	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY6	PCS0	AN	—	Touch key input
PC2/KEY7	PC2	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY7	PCS0	AN	—	Touch key input
PC3/KEY8	PC3	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY8	PCS0	AN	—	Touch key input
PC4/KEY9	PC4	PCPU PCS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY9	PCS1	AN	—	Touch key input
PC5/KEY10	PC5	PCPU PCS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY10	PCS1	AN	—	Touch key input
PC6/KEY11	PC6	PCPU PCS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY11	PCS1	AN	—	Touch key input
PC7/KEY12	PC7	PCPU PCS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY12	PCS1	AN	—	Touch key input
PD0/SEG0/KEY13	PD0	PDP PDS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY13	PDS0	AN	—	Touch key input
	SEG0	PDS0	—	AN	LCD segment output
PD1/SEG1/KEY14	PD1	PDP PDS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY14	PDS0	AN	—	Touch key input
	SEG1	PDS0	—	AN	LCD segment output
PD2/SEG2/KEY15	PD2	PDP PDS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY15	PDS0	AN	—	Touch key input
	SEG2	PDS0	—	AN	LCD segment output
PD3/SEG3/KEY16	PD3	PDP PDS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY16	PDS0	AN	—	Touch key input
	SEG3	PDS0	—	AN	LCD segment output

Pin Name	Function	OPT	I/T	O/T	Description
PD4/SEG4/KEY17	PD4	PDP PDS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY17	PDS1	AN	—	Touch key input
	SEG4	PDS1	—	AN	LCD segment output
PD5/SEG5/KEY18	PD5	PDP PDS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY18	PDS1	AN	—	Touch key input
	SEG5	PDS1	—	AN	LCD segment output
PD6/SEG6/KEY19	PD6	PDP PDS1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	KEY19	PDS1	AN	—	Touch key input
	SEG6	PDS1	—	AN	LCD segment output
PE0/SEG8	PE0	PEP PES0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG8	PES0	—	AN	LCD segment output
PE1/SEG9/OSC1	PE1	PEP PES0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	OSC1	PES0	HXT	—	HXT oscillator pin
	SEG9	PES0	—	AN	LCD segment output
PE2/SEG10/STP/STPI/OSC2	PE2	PEP PES0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	STPI	PES0 IFS	ST	—	STM capture input
	STP	PES0	—	CMOS	STM output
	OSC2	PES0	—	HXT	HXT oscillator pin
	SEG10	PES0	—	AN	LCD segment output
PE3/SEG11/STPB/STPI	PE3	PEP PES0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	STPI	PES0 IFS	ST	—	STM capture input
	STPB	PES0	—	CMOS	STM inverted output
	SEG11	PES0	—	AN	LCD segment output
PE4/SEG12/KEY21	PE4	PEP PES1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG12	PES1	—	AN	LCD segment output
	KEY21	PES1	AN	—	Touch key input
PE5/SEG13/CTCK1/KEY22	PE5	PEP PES1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG13	PES1	—	AN	LCD segment output
	CTCK1	PES1 IFS	ST	—	CTM1 clock input
	KEY22	PES1	AN	—	Touch key input
PE6/SEG14/CTP1/KEY23	PE6	PEP PES1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG14	PES1	—	AN	LCD segment output
	CTP1	PES1	—	CMOS	CTM1 output
	KEY23	PES1	AN	—	Touch key input

Pin Name	Function	OPT	I/T	O/T	Description
PE7/SEG15/CTP1B/KEY24	PE7	PEPU PES1	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG15	PES1	—	AN	LCD segment output
	CTP1B	PES1	—	CMOS	CTM1 inverted output
	KEY24	PES1	AN	—	Touch key input
PF0/SEG20/CTCK1/SCK/SCL	PF0	PFPU PFS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG20	PFS0	—	AN	LCD segment output
	CTCK1	PFS0 IFS	ST	—	CTM1 clock input
	SCK	PFS0 IFS	ST	CMOS	SIM SPI serial clock
	SCL	PFS0 IFS	ST	NMOS	SIM I <sup>2</sup> C clock line
PF1/SEG21/CTP1/SDI/SDA	PF1	PFPU PFS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG21	PFS0	—	AN	LCD segment output
	CTP1	PFS0	—	CMOS	CTM1 output
	SDI	PFS0 IFS	ST	—	SIM SPI data input
	SDA	PFS0 IFS	ST	NMOS	SIM I <sup>2</sup> C data line
PF2/SEG22/CTP1B/TX	PF2	PFPU PFS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG22	PFS0	—	AN	LCD segment output
	CTP1B	PFS0	—	CMOS	CTM1 inverted output
	TX	PFS0	—	CMOS	UART TX serial data output
PF3/SEG23/RX	PF3	PFPU PFS0	ST	CMOS	General purpose I/O. Register enabled pull-up.
	SEG23	PFS0	—	AN	LCD segment output
	RX	PFS0 IFS	ST	—	UART RX serial data input
SEG16~SEG19, SEG24~SEG31	SEGN	—	—	AN	LCD segment output
COM0~COM3	COMn	—	—	AN	LCD common output
V1	V1	—	—	AN	LCD voltage pump
PLCD	PLCD	—	PWR	AN	LCD power supply
VMAX	VMAX	—	PWR	—	Device maximum voltage, connected to VDD, PLCD or V1.
VDD	VDD	—	PWR	—	Positive power supply
VSS	VSS	—	PWR	—	Negative power supply, ground.

Legend: I/T: Input type;

OPT: Optional by register option;

ST: Schmitt Trigger input;

CMOS: CMOS output;

HXT: High frequency crystal oscillator;

LXT: Low frequency crystal oscillator.

O/T: Output type;

PWR: Power;

AN: Analog signal;

NMOS: NMOS output;

## Absolute Maximum Ratings

Supply Voltage .....	$V_{SS}-0.3V$ to $6.0V$
Input Voltage .....	$V_{SS}-0.3V$ to $V_{DD}+0.3V$
Storage Temperature.....	$-50^{\circ}C$ to $125^{\circ}C$
Operating Temperature.....	$-40^{\circ}C$ to $85^{\circ}C$

Note: These are stress ratings only. Stresses exceeding the range specified under “Absolute Maximum Ratings” may cause substantial damage to the device. Functional operation of this device at other conditions beyond those listed in the specification is not implied and prolonged exposure to extreme conditions may affect device reliability.

## D.C. Characteristics

For data in the following tables, note that factors such as oscillator type, operating voltage, operating frequency, pin load conditions, temperature and program instruction type, etc., can all exert an influence on the measured values.

### Operating Voltage Characteristics

$T_a=-40^{\circ}C\sim 85^{\circ}C$

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
$V_{DD}$	Operating Voltage – HXT	$f_{SYS}=4MHz$	2.2	—	5.5	V
		$f_{SYS}=8MHz$	2.2	—	5.5	
		$f_{SYS}=12MHz$	2.7	—	5.5	
		$f_{SYS}=16MHz$	3.3	—	5.5	
	Operating Voltage – HIRC	$f_{SYS}=8MHz$	2.2	—	5.5	V
		$f_{SYS}=12MHz$	2.7	—	5.5	
$f_{SYS}=16MHz$		3.3	—	5.5		
Operating Voltage – LXT	$f_{SYS}=32768Hz$	2.2	—	5.5	V	
Operating Voltage – LIRC	$f_{SYS}=32kHz$	2.2	—	5.5	V	

### Operating Current Characteristics

$T_a=-40^{\circ}C\sim 85^{\circ}C$

Symbol	Operation Mode	Test Conditions		Min.	Typ.	Max.	Unit
		$V_{DD}$	Conditions				
$I_{DD}$	SLOW Mode – LIRC	2.2V	$f_{SYS}=32kHz$	—	3	24	$\mu A$
		3V		—	4	30	
		5V		—	14	50	
	SLOW Mode – LXT	2.2V	$f_{SYS}=32768Hz$	—	3.5	24.5	$\mu A$
		3V		—	5.0	31.0	
		5V		—	16	50	
	FAST Mode – HIRC	2.2V	$f_{SYS}=8MHz$	—	0.6	1.0	mA
		3V		—	0.8	1.2	
		5V		—	1.6	2.4	
		2.7V	$f_{SYS}=12MHz$	—	1.0	1.4	mA
		3V		—	1.2	1.8	
		5V		—	2.4	3.6	
3.3V	$f_{SYS}=16MHz$	—	1.8	2.7	mA		
5V		—	3.6	5.4			



Symbol	Operation Mode	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
I <sub>DD</sub>	FAST Mode – HXT	2.2V	f <sub>sys</sub> =4MHz	—	0.4	0.6	mA
		3V		—	0.50	0.75	
		5V		—	1.0	1.5	
		2.2V	f <sub>sys</sub> =8MHz	—	0.6	1.0	mA
		3V		—	0.8	1.2	
		5V		—	1.6	2.4	
		2.7V	f <sub>sys</sub> =12MHz	—	1.0	1.4	mA
		3V		—	1.2	1.8	
		5V		—	2.4	3.6	
		3.3V	f <sub>sys</sub> =16MHz	—	1.8	2.7	mA
		5V		—	3.6	5.4	

Note: When using the characteristic table data, the following notes should be taken into consideration:

1. Any digital input is setup in a non-floating condition.
2. All measurements are taken under conditions of no load and with all peripherals in an off state.
3. There are no DC current paths.
4. All Operating Current values are measured using a continuous NOP instruction program loop.

### Standby Current Characteristics

T<sub>a</sub>=25°C, unless otherwise specified

Symbol	Operation Mode	Test Conditions		Min.	Typ.	Max.	Unit			
		V <sub>DD</sub>	Conditions							
I <sub>STB</sub>	SLEEP Mode	2.2V	WDT on	—	1.2	2.4	μA			
		3V		—	1.5	3.0				
		5V		—	3	5				
	IDLE0 Mode – LIRC	2.2V	f <sub>sub</sub> on	—	2.4	4.0	μA			
		3V		—	3	5				
		5V		—	5	10				
	IDLE0 Mode – LXT	2.2V	f <sub>sub</sub> on	—	2.4	4.0	μA			
		3V		—	3	5				
		5V		—	5	10				
	IDLE1 Mode – HIRC	2.2V	f <sub>sub</sub> on, f <sub>sys</sub> =8MHz	—	288	400	μA			
		3V		—	360	500				
		5V		—	600	800				
	IDLE1 Mode – HIRC	2.7V	f <sub>sub</sub> on, f <sub>sys</sub> =12MHz	—	432	600	μA			
		3V		—	540	750				
		5V		—	800	1200				
	IDLE1 Mode – HXT	IDLE1 Mode – HXT	2.2V	f <sub>sub</sub> on, f <sub>sys</sub> =4MHz	—	144	200	μA		
			3V		—	180	250			
			5V		—	400	600			
		IDLE1 Mode – HXT	2.2V	f <sub>sub</sub> on, f <sub>sys</sub> =8MHz, T <sub>a</sub> =-40°C~85°C	—	288	400	μA		
			3V		—	360	500			
			5V		—	600	800			
			2.7V		—	432	600			
		IDLE1 Mode – HXT	IDLE1 Mode – HXT	3V	f <sub>sub</sub> on, f <sub>sys</sub> =12MHz	—	540	750	μA	
				5V		—	1100	1650		
3.3V				f <sub>sub</sub> on, f <sub>sys</sub> =16MHz		—	1.1	1.6		mA
5V						—	1.4	2.0		

Note: When using the characteristic table data, the following notes should be taken into consideration:

1. Any digital input is setup in a non-floating condition.
2. All measurements are taken under conditions of no load and with all peripherals in an off state.
3. There are no DC current paths.
4. All Standby Current values are taken after a HALT instruction executed thus stopping all instruction execution.

## A.C. Characteristics

For data in the following tables, note that factors such as oscillator type, operating voltage, operating frequency and temperature, can all exert an influence on the measured values.

### High Speed Internal Oscillator – HIRC – Frequency Accuracy

During the program writing operation the writer will trim the HIRC oscillator at a user selected HIRC frequency and user selected voltage of either 3V or 5V.

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Temp.				
f <sub>HIRC</sub>	8MHz Writer Trimmed HIRC Frequency	3V/5V	25°C	-1%	8	+1%	MHz
			-40°C ~ 85°C	-2%	8	+2%	
		2.2V~5.5V	25°C	-2.5%	8	+2.5%	
			-40°C ~ 85°C	-3%	8	+3%	
	12MHz Writer Trimmed HIRC Frequency	3V/5V	25°C	-1%	12	+1%	MHz
			-40°C ~ 85°C	-2%	12	+2%	
		2.7V~5.5V	25°C	-2.5%	12	+2.5%	
			-40°C ~ 85°C	-3%	12	+3%	
	16MHz Writer Trimmed HIRC Frequency	5V	25°C	-1%	16	+1%	MHz
			-40°C ~ 85°C	-2%	16	+2%	
		3.3V~5.5V	25°C	-2.5%	16	+2.5%	
			-40°C ~ 85°C	-3%	16	+3%	

Note: 1. The 3V/5V values for V<sub>DD</sub> are provided as these are the two selectable fixed voltages at which the HIRC frequency is trimmed by the writer.

2. The row below the 3V/5V trim voltage row is provided to show the values for the full V<sub>DD</sub> range operating voltage. It is recommended that the trim voltage is fixed at 3V for application voltage ranges from 2.2V to 3.6V and fixed at 5V for application voltage ranges from 3.3V to 5.5V.
3. The minimum and maximum tolerance values provided in the table are only for the frequency at which the writer trims the HIRC oscillator. After trimming at this chosen specific frequency any change in HIRC oscillator frequency using the oscillator register control bits by the application program will give a frequency tolerance to within ±20%.

### External High Speed Crystal/Resonator Oscillator Characteristics – HXT

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Temp.				
f <sub>HXT</sub>	Oscillator Frequency	2.2V~5.5V	-40°C~85°C	—	4	—	MHz
		2.2V~5.5V		—	8	—	MHz
		2.7V~5.5V		—	12	—	MHz
		3.3V~5.5V		—	16	—	MHz
t <sub>START</sub>	HXT Start Up Time	3V	-40°C~85°C	—	—	25	ms
		5V		—	—	10	

**Low Speed Internal Oscillator Characteristics – LIRC**

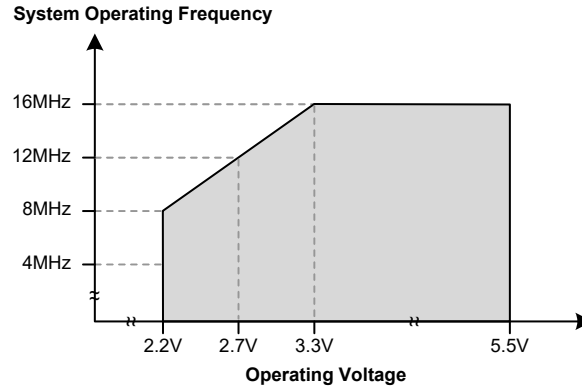
Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Temp.				
f <sub>LIRC</sub>	LIRC Frequency	2.2V~5.5V	-40°C~85°C	-10%	32	+10%	kHz
t <sub>START</sub>	LIRC Start Up Time	—	-40°C~85°C	—	—	100	μs

**External 32768Hz Crystal Oscillator Characteristics – LXT**

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Temp.				
f <sub>LXT</sub>	Oscillator Frequency	2.2V~5.5V	-40°C~85°C	—	32768	—	Hz
Duty Cycle	Duty Cycle	—	-40°C~85°C	45	50	55	%
t <sub>START</sub>	LXT Start Up Time	3V	-40°C~85°C	—	—	500	ms
		5V	-40°C~85°C	—	—	500	
R <sub>NEG</sub>	Negative Resistance	2.2V	-40°C~85°C	3×ESR	—	—	Ω

Note: C1, C2 and R<sub>P</sub> are external components. C1=C2=10pF. R<sub>P</sub>=R<sub>U</sub>=10MΩ. C<sub>L</sub>=7pF, ESR=30kΩ.

**Operating Frequency Characteristic Curves**



**System Start Up Time Characteristics**

T<sub>a</sub>=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
t <sub>SST</sub>	System Start-up Time Wake-up from Condition where f <sub>sys</sub> is off	—	f <sub>sys</sub> =f <sub>H</sub> ~f <sub>H</sub> /64, f <sub>H</sub> =f <sub>HXT</sub>	—	128	—	t <sub>HXT</sub>
			f <sub>sys</sub> =f <sub>H</sub> ~f <sub>H</sub> /64, f <sub>H</sub> =f <sub>HIRC</sub>	—	16	—	t <sub>HIRC</sub>
			f <sub>sys</sub> =f <sub>SUB</sub> =f <sub>LXT</sub>	—	1024	—	t <sub>LXT</sub>
			f <sub>sys</sub> =f <sub>SUB</sub> =f <sub>LIRC</sub>	—	2	—	t <sub>LIRC</sub>
	System Start-up Time Wake-up from Condition where f <sub>sys</sub> is on	—	f <sub>sys</sub> =f <sub>H</sub> ~f <sub>H</sub> /64, f <sub>H</sub> =f <sub>HXT</sub> or f <sub>HIRC</sub>	—	2	—	t <sub>H</sub>
			f <sub>sys</sub> =f <sub>SUB</sub> =f <sub>LXT</sub> or f <sub>LIRC</sub>	—	2	—	t <sub>SUB</sub>
	System Speed Switch Time FAST to SLOW Mode or SLOW to FAST Mode	—	f <sub>HXT</sub> switches from off → on	—	1024	—	t <sub>HXT</sub>
			f <sub>HIRC</sub> switches from off → on	—	16	—	t <sub>HIRC</sub>
			f <sub>LXT</sub> switches from off → on	—	1024	—	t <sub>LXT</sub>

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
t <sub>RSTD</sub>	System Reset Delay Time Reset Source from Power-on Reset or LVR Hardware Reset	—	RR <sub>POR</sub> =5V/ms	42	48	54	ms
	System Reset Delay Time LVRC/WDTC/RSTC Software Reset	—	—				
	System Reset Delay Time Reset Source from WDT Overflow	—	—	14	16	18	ms
t <sub>SRESET</sub>	Minimum Software Reset Width to Reset	—	—	45	90	120	μs

Note: 1. For the System Start-up time values, whether f<sub>sys</sub> is on or off depends upon the mode type and the chosen f<sub>sys</sub> system oscillator. Details are provided in the System Operating Modes section.

2. The time units, shown by the symbols t<sub>HXT</sub>, t<sub>HIRC</sub> etc. are the inverse of the corresponding frequency values as provided in the frequency tables. For example t<sub>HIRC</sub>=1/f<sub>HIRC</sub>, t<sub>sys</sub>=1/f<sub>sys</sub> etc.

3. The System Speed Switch Time is effectively the time taken for the newly activated oscillator to start up.

## Input/Output Characteristics

T<sub>a</sub>=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
V <sub>IL</sub>	Input Low Voltage for I/O Ports	5V	—	0	—	1.5	V
		—	—	0	—	0.2V <sub>DD</sub>	
V <sub>IH</sub>	Input High Voltage for I/O Ports	5V	—	3.5	—	5.0	V
		—	—	0.8V <sub>DD</sub>	—	V <sub>DD</sub>	
I <sub>OL</sub>	Sink Current for I/O Ports	3V	V <sub>OL</sub> =0.1V <sub>DD</sub>	16	32	—	mA
		5V		32	65	—	
I <sub>OH</sub>	Source Current for I/O Ports	3V	V <sub>OH</sub> =0.9V <sub>DD</sub>	-4	-8	—	mA
		5V		-8	-16	—	
R <sub>PH</sub>	Pull-high Resistance for I/O Ports <sup>(Note)</sup>	3V	—	20	60	100	kΩ
		5V	—	10	30	50	
I <sub>LEAK</sub>	Input Leakage Current	3V	V <sub>IN</sub> =V <sub>DD</sub> or V <sub>SS</sub>	—	—	±1	μA
		5V		—	—	±1	
t <sub>TCK</sub>	TM xTCK Input Pin Minimum Pulse Width	—	—	0.3	—	—	μs
t <sub>TPI</sub>	TM xTPI Input Pin Minimum Pulse Width	—	—	0.3	—	—	μs
t <sub>INT</sub>	External Interrupt Minimum Pulse Width	—	—	10	—	—	μs

Note: The R<sub>PH</sub> internal pull high resistance value is calculated by connecting to ground and enabling input pin with a pull-high resistor and then measuring the pin current at the specified supply voltage level. Dividing the voltage by this measured current provides the R<sub>PH</sub> value.

## Memory Characteristics

Ta=-40°C~85°C, unless otherwise specified

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
V <sub>DD</sub>	Read/Write Operating Voltage	—	—	V <sub>DDmin</sub>	—	V <sub>DDmax</sub>	V
<b>Flash Program/Data EEPROM Memory</b>							
t <sub>DEW</sub>	Write Cycle Time – Data EEPROM Memory	—	—	—	4	6	ms
E <sub>P</sub>	Cell Endurance	—	—	100K	—	—	E/W
t <sub>RETD</sub>	ROM Data Retention Time	—	Ta=25°C	—	40	—	Year
<b>RAM Data Memory</b>							
V <sub>DR</sub>	RAM Data Retention Voltage	—	Device in SLEEP Mode	1.0	—	—	V

## LVR/LVD Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
V <sub>LVR</sub>	Low Voltage Reset Voltage	—	LVR enable, voltage select 2.1V	-5%	2.1	+5%	V
		—	LVR enable, voltage select 2.55V		2.55		
		—	LVR enable, voltage select 3.15V		3.15		
		—	LVR enable, voltage select 3.8V		3.8		
V <sub>LVD</sub>	Low Voltage Detection Voltage	—	LVD enable, voltage select 2.0V	-5%	2.0	+5%	V
		—	LVD enable, voltage select 2.2V		2.2		
		—	LVD enable, voltage select 2.4V		2.4		
		—	LVD enable, voltage select 2.7V		2.7		
		—	LVD enable, voltage select 3.0V		3.0		
		—	LVD enable, voltage select 3.3V		3.3		
		—	LVD enable, voltage select 3.6V		3.6		
		—	LVD enable, voltage select 4.0V		4.0		
I <sub>LVR/LVDBG</sub>	Operating Current	3V	LVD enable, LVR enable, VBGEN=0	—	—	18	μA
		5V	VBGEN=0	—	20	25	
		3V	LVD enable, LVR enable, VBGEN=1	—	—	150	μA
		5V	VBGEN=1	—	180	200	
t <sub>LVDS</sub>	LVDO Stable Time	—	For LVR enable, VBGEN=0, LVD off → on	—	—	18	μs
t <sub>LVR</sub>	Minimum Low Voltage Width to Reset	—	—	120	240	480	μs
t <sub>LVD</sub>	Minimum Low Voltage Width to Interrupt	—	—	60	120	240	μs
I <sub>LVR</sub>	Additional Current for LVR Enable	—	LVD disable, VBGEN=0	—	—	24	μA

## Internal Reference Voltage Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
V <sub>BG</sub>	Bandgap Reference Voltage	—	—	-5%	1.04	+5%	V
t <sub>BGS</sub>	V <sub>BG</sub> turn-on Stable Time	—	No load	—	—	150	μs

Note: The V<sub>BG</sub> voltage is used as the A/D converter internal signal input.

## A/D Converter Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
V <sub>DD</sub>	A/D Converter Operating Voltage	—	—	2.2	—	5.5	V
V <sub>ADI</sub>	A/D Converter Input Voltage	—	—	0	—	V <sub>REF</sub>	V
V <sub>REF</sub>	A/D Converter Reference Voltage	—	—	2	—	V <sub>DD</sub>	V
N <sub>R</sub>	Resolution	—	—	—	—	12	Bit
DNL	A/D Converter Differential Non-linearity	—	V <sub>REF</sub> =V <sub>DD</sub> , t <sub>ADCK</sub> =0.5μs	-3	—	+3	LSB
INL	A/D Converter Integral Non-linearity	—	V <sub>REF</sub> =V <sub>DD</sub> , t <sub>ADCK</sub> =0.5μs	-4	—	+4	LSB
I <sub>ADC</sub>	Additional Current for A/D Converter Enable	2.2V	No load, t <sub>ADCK</sub> =0.5μs	—	300	420	μA
		3V		—	340	500	
		5V		—	500	700	
t <sub>ADCK</sub>	A/D Converter Clock Period	—	—	0.5	—	10	μs
t <sub>ON2ST</sub>	A/D Converter On-to-Start Time	—	—	4	—	—	μs
t <sub>ADC</sub>	A/D Conversion Time (Including A/D Sampling and Hold Time)	—	—	—	16	—	t <sub>ADCK</sub>

## LCD Characteristics

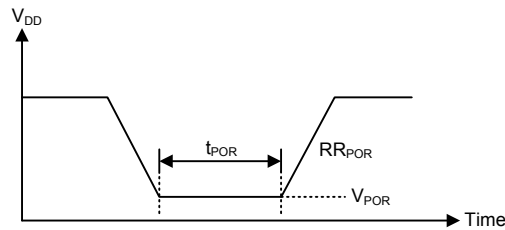
Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
V <sub>IN</sub>	LCD Operating Voltage	—	R type, power supply from PLCD pin, PLCD[3:0]=1xxxB	3.0	—	5.5	V
		—	C type, power supply from PLCD pin	2.0	—	3.7	V
		—	C type, power supply from V1 pin	3.0	—	5.5	V
		—	C type, power supply from V2 pin	1.0	—	1.8	V
		—	C type, power supply from V <sub>A</sub>	3.0	—	5.5	V
		—	C type, power supply from V <sub>B</sub>	2.0	—	3.7	V
		—	C type, power supply from V <sub>C</sub>	-10%	1.08	+10%	V
I <sub>LCD</sub>	Additional Current for LCD Enable (R type)	3V	R <sub>T</sub> =1170kΩ, No load, V <sub>A</sub> =V <sub>PLCD</sub> =V <sub>DD</sub> , 1/3 bias	—	10	15	μA
		5V	—	—	13.5	20.0	
		3V	R <sub>T</sub> =225kΩ, No load, V <sub>A</sub> =V <sub>PLCD</sub> =V <sub>DD</sub> , 1/3 bias	—	16	28	μA
		5V	—	—	21	40	
	Additional Current for LCD Enable (C type)	3V	R <sub>T</sub> =60kΩ, No load, V <sub>A</sub> =V <sub>PLCD</sub> =V <sub>DD</sub> , 1/3 bias	—	40	60	μA
		5V	—	—	51	80	
I <sub>LCDOL</sub>	LCD Common and Segment Sink Current	3V	V <sub>OL</sub> =0.1V <sub>DD</sub>	210	420	—	μA
		5V		350	700	—	
I <sub>LCDOH</sub>	LCD Common and Segment Source Current	3V	V <sub>OH</sub> =0.9V <sub>DD</sub>	-80	-160	—	μA
		5V		-180	-360	—	

## Power-on Reset Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V <sub>DD</sub>	Conditions				
V <sub>POR</sub>	V <sub>DD</sub> Start Voltage to Ensure Power-on Reset	—	—	—	—	100	mV
RR <sub>POR</sub>	V <sub>DD</sub> Rising Rate to Ensure Power-on Reset	—	—	0.035	—	—	V/ms
t <sub>POR</sub>	Minimum Time for V <sub>DD</sub> Stays at V <sub>POR</sub> to Ensure Power-on Reset	—	—	1	—	—	ms

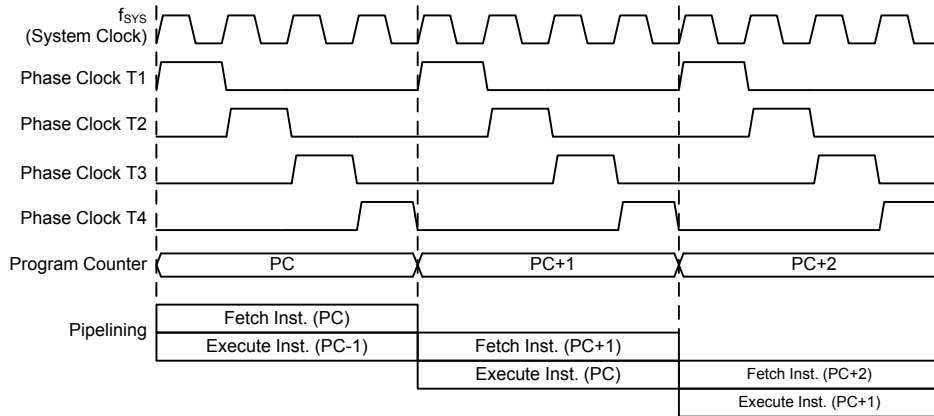


## System Architecture

A key factor in the high-performance features of the range of microcontrollers is attributed to their internal system architecture. The device takes advantage of the usual features found within RISC microcontrollers providing increased speed of operation and enhanced performance. The pipelining scheme is implemented in such a way that instruction fetching and instruction execution are overlapped, hence instructions are effectively executed in one or two cycles for most of the standard or extended instructions respectively. The exceptions to this are branch or call instructions which need one more cycle. An 8-bit wide ALU is used in practically all instruction set operations, which carries out arithmetic operations, logic operations, rotation, increment, decrement, branch decisions, etc. The internal data path is simplified by moving data through the Accumulator and the ALU. Certain internal registers are implemented in the Data Memory and can be directly or indirectly addressed. The simple addressing methods of these registers along with additional architectural features ensure that a minimum of external components is required to provide a functional I/O and A/D control system with maximum reliability and flexibility. This makes the device suitable for low-cost, high-volume production for controller applications.

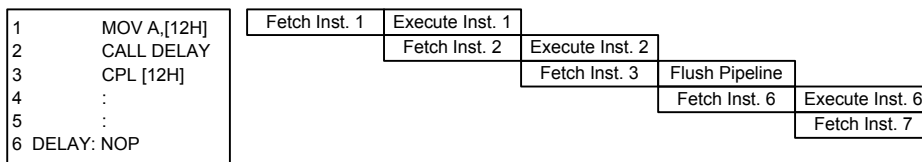
### Clocking and Pipelining

The main system clock, derived from the HXT, HIRC, LIRC or LXT oscillator is subdivided into four internally generated non-overlapping clocks, T1~T4. The Program Counter is incremented at the beginning of the T1 clock during which time a new instruction is fetched. The remaining T2~T4 clocks carry out the decoding and execution functions. In this way, one T1~T4 clock cycle forms one instruction cycle. Although the fetching and execution of instructions takes place in consecutive instruction cycles, the pipelining structure of the microcontroller ensures that instructions are effectively executed in one instruction cycle. The exception to this are instructions where the contents of the Program Counter are changed, such as subroutine calls or jumps, in which case the instruction will take one more instruction cycle to execute.



**System Clocking and Pipelining**

For instructions involving branches, such as jump or call instructions, two machine cycles are required to complete instruction execution. An extra cycle is required as the program takes one cycle to first obtain the actual jump or call address and then another cycle to actually execute the branch. The requirement for this extra cycle should be taken into account by programmers in timing sensitive applications.



**Instruction Fetching**

### Program Counter

During program execution, the Program Counter is used to keep track of the address of the next instruction to be executed. It is automatically incremented by one each time an instruction is executed except for instructions, such as “JMP” or “CALL” that demand a jump to a non-consecutive Program Memory address. Only the lower 8 bits, known as the Program Counter Low Register, are directly addressable by the application program.

When executing instructions requiring jumps to non-consecutive addresses such as a jump instruction, a subroutine call, interrupt or reset, etc., the microcontroller manages program control by loading the required address into the Program Counter. For conditional skip instructions, once the condition has been met, the next instruction, which has already been fetched during the present instruction execution, is discarded and a dummy cycle takes its place while the correct instruction is obtained.

Program Counter	
High Byte	Low Byte (PCL)
PC12~PC8	PCL7~PCL0

**Program Counter**

The lower byte of the Program Counter, known as the Program Counter Low register or PCL, is available for program control and is a readable and writable register. By transferring data directly into this register, a short program jump can be executed directly; however, as only this low byte is available for manipulation, the jumps are limited to the present page of memory that is 256 locations. When such program jumps are executed it should also be noted that a dummy cycle will be inserted. Manipulating the PCL register may cause program branching, so an extra cycle is needed to pre-fetch.

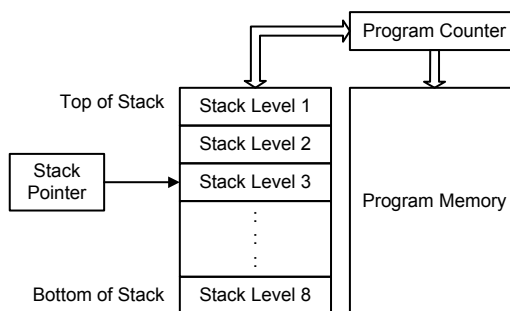


## Stack

This is a special part of the memory which is used to save the contents of the Program Counter only. The stack is organized into 8 levels and neither part of the data nor part of the program space, and is neither readable nor writeable. The activated level is indexed by the Stack Pointer, and is neither readable nor writeable. At a subroutine call or interrupt acknowledge signal, the contents of the Program Counter are pushed onto the stack. At the end of a subroutine or an interrupt routine, signaled by a return instruction, RET or RETI, the Program Counter is restored to its previous value from the stack. After a device reset, the Stack Pointer will point to the top of the stack.

If the stack is full and an enabled interrupt takes place, the interrupt request flag will be recorded but the acknowledge signal will be inhibited. When the Stack Pointer is decremented, by RET or RETI, the interrupt will be serviced. This feature prevents stack overflow allowing the programmer to use the structure more easily. However, when the stack is full, a CALL subroutine instruction can still be executed which will result in a stack overflow. Precautions should be taken to avoid such cases which might cause unpredictable program branching.

If the stack is overflow, the first Program Counter save in the stack will be lost.



## Arithmetic and Logic Unit – ALU

The arithmetic-logic unit or ALU is a critical area of the microcontroller that carries out arithmetic and logic operations of the instruction set. Connected to the main microcontroller data bus, the ALU receives related instruction codes and performs the required arithmetic or logical operations after which the result will be placed in the specified register. As these ALU calculation or operations may result in carry, borrow or other status changes, the status register will be correspondingly updated to reflect these changes. The ALU supports the following functions:

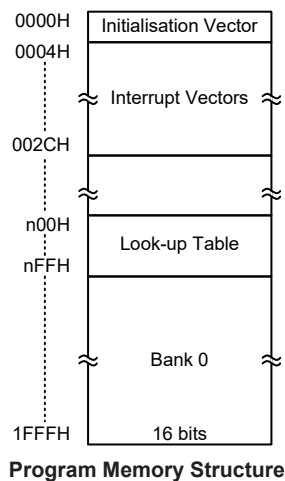
- Arithmetic operations  
 ADD, ADDM, ADC, ADCM, SUB, SUBM, SBC, SBCM, DAA,  
 LADD, LADDM, LADC, LADCM, LSUB, LSUBM, LSBC, LSBCM, LDAA
- Logic operations  
 AND, OR, XOR, ANDM, ORM, XORM, CPL, CPLA,  
 LAND, LOR, LXOR, LANDM, LORM, LXORM, LCPL, LCPLA
- Rotation  
 RRA, RR, RRCA, RRC, RLA, RL, RLCA, RLC,  
 LRRR, LRR, LRRCA, LRRC, LRLA, LRL, LRLCA, LRLC
- Increment and Decrement  
 INCA, INC, DECA, DEC,  
 LINCA, LINC, LDECA, LDEC
- Branch decision  
 JMP, SZ, SZA, SNZ, SIZ, SDZ, SIZA, SDZA, CALL, RET, RETI,  
 LSZ, LSZA, LSNZ, LSIZ, LSDZ, LSIZA, LSDZA

## Flash Program Memory

The Program Memory is the location where the user code or program is stored. For this device the Program Memory is Flash type, which means it can be programmed and re-programmed a large number of times, allowing the user the convenience of code modification on the same device. By using the appropriate programming tools, the Flash device offers users the flexibility to conveniently debug and develop their applications while also offering a means of field programming and updating.

### Structure

The Program Memory has a capacity of 8K×16 bits. The Program Memory is addressed by the Program Counter and also contains data, table information and interrupt entries. Table data, which can be configured in any location within the Program Memory, is addressed by separate table pointer registers.



### Special Vectors

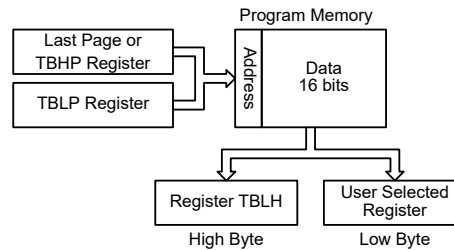
Within the Program Memory, certain locations are reserved for the reset and interrupts. The location 0000H is reserved for use by the device reset for program initialisation. After a device reset is initiated, the program will jump to this location and begin execution.

### Look-up Table

Any location within the Program Memory can be defined as a look-up table where programmers can store fixed data. To use the look-up table, the table pointer must first be configured by placing the address of the look up data to be retrieved in the table pointer register, TBLP and TBHP. These registers define the total address of the look-up table.

After setting up the table pointer, the table data can be retrieved from the Program Memory using the “ITABRD [m]”, “ITABRDL [m]”, “TABRD [m]” or “TABRDL [m]” instructions respectively when the memory [m] is located in sector 0. If the memory [m] is located in other sectors except sector 0, the data can be retrieved from the program memory using the corresponding extended table read instruction such as “LITABRD [m]”, “LITABRDL [m]”, “LTABRD [m]” or “LTABRDL [m]” respectively. When the instruction is executed, the lower order table byte from the Program Memory will be transferred to the user defined Data Memory register [m] as specified in the instruction. The higher order table data byte from the Program Memory will be transferred to the TBLH special register.

The accompanying diagram illustrates the addressing data flow of the look-up table.



### Table Program Example

The following example shows how the table pointer and table data is defined and retrieved from the microcontroller. This example uses raw table data located in the Program Memory which is stored there using the ORG statement. The value at this ORG statement is “1F00H” which refers to the start address of the last page within the 8K Program Memory of the microcontroller. The table pointer low byte register is set here to have an initial value of “06H”. This will ensure that the first data read from the data table will be at the Program Memory address “1F06H” or 6 locations after the start of the last page. Note that the value for the table pointer is referenced to the specific page pointed by the TBLP and TBHP registers if the “TABRD [m]” or “LTABRD [m]” instruction is being used. The high byte of the table data which in this case is equal to zero will be transferred to the TBLH register automatically when the “TABRD [m]” instruction is executed.

Because the TBLH register is a read/write register and can be restored, care should be taken to ensure its protection if both the main routine and Interrupt Service Routine use table read instructions. If using the table read instructions, the Interrupt Service Routines may change the value of the TBLH and subsequently cause errors if used again by the main routine. As a rule it is recommended that simultaneous use of the table read instructions should be avoided. However, in situations where simultaneous use cannot be avoided, the interrupts should be disabled prior to the execution of any main routine table-read instructions. Note that all table related instructions require two instruction cycles to complete their operation.

### Table Read Program Example

```

tempreg1 db ? ; temporary register #1
tempreg2 db ? ; temporary register #2
:
:
mov a,06h      ; initialise low table pointer - note that this address is referenced
mov tblp,a    ; to the last page or the page that tbhp pointed
mov a,1Fh     ; initialise high table pointer
mov tbhp,a
:
:
tabrd tempreg1 ; transfers value in table referenced by table pointer data at program
               ; memory address "1F06H" transferred to tempreg1 and TBLH
dec tblp      ; reduce value of table pointer by one
tabrd tempreg2 ; transfers value in table referenced by table pointer
               ; data at program memory address "1F05H" transferred to
               ; tempreg2 and TBLH, in this example the data "1AH" is
               ; transferred to tempreg1 and data "0FH" to register tempreg2
:
:
org 1F00h     ; sets initial address of program memory
dc 00Ah, 00Bh, 00Ch, 00Dh, 00Eh, 00Fh, 01Ah, 01Bh
:
:

```

### In Circuit Programming – ICP

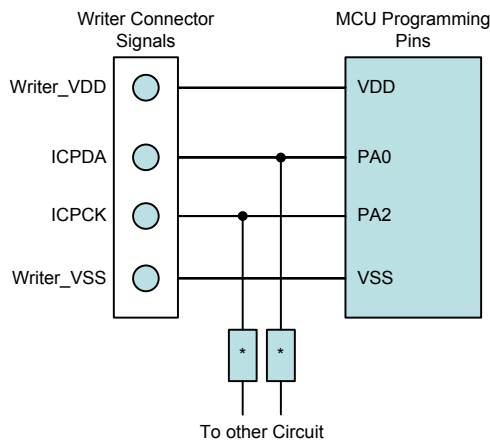
The provision of Flash type Program Memory provides the user with a means of convenient and easy upgrades and modifications to their programs on the same device.

As an additional convenience, Holtek has provided a means of programming the microcontroller in-circuit using a 4-pin interface. This provides manufacturers with the possibility of manufacturing their circuit boards complete with a programmed or un-programmed microcontroller, and then programming or upgrading the program at a later stage. This enables product manufacturers to easily keep their manufactured products supplied with the latest program releases without removal and re-insertion of the device.

Holtek Writer Pins	MCU Programming Pins	Pin Description
ICPDA	PA0	Programming Serial Data/Address
ICPCK	PA2	Programming Clock
VDD	VDD	Power Supply
VSS	VSS	Ground

The Program Memory can be programmed serially in-circuit using this 4-wire interface. Data is downloaded and uploaded serially on a single pin with an additional line for the clock. Two additional lines are required for the power supply. The technical details regarding the in-circuit programming of the device is beyond the scope of this document and will be supplied in supplementary literature.

During the programming process, the user must take care of the ICPDA and ICPCK pins for data and clock programming purposes to ensure that no other outputs are connected to these two pins.



Note: \* may be resistor or capacitor. The resistance of \* must be greater than 1kΩ or the capacitance of \* must be less than 1nF.

### On-Chip Debug Support – OCDS

There is an EV chip named BS67V350C which is used to emulate the real MCU device named BS67F350C. The EV chip device also provides the “On-Chip Debug” function to debug the real MCU device during development process. The EV chip and the real MCU device are almost functionally compatible except for “On-Chip Debug” function. Users can use the EV chip device to emulate the real chip device behavior by connecting the OCDSDA and OCDSCK pins to the Holtek HT-IDE development tools. The OCDSDA pin is the OCDS Data/Address input/output pin while the OCDSCK pin is the OCDS clock input pin. When users use the EV chip device for debugging, the corresponding pin functions shared with the OCDSDA and OCDSCK pins in the real MCU device will have no effect in the EV chip. However, the two OCDS pins which are pin-shared with the ICP programming pins are still used as the Flash Memory programming pins for ICP. For more detailed OCDS information, refer to the corresponding document named “Holtek e-Link for 8-bit MCU OCDS User’s Guide”.

Holtek e-Link Pins	EV Chip OCDS Pins	Pin Description
OCDSDA	OCDSDA	On-Chip Debug Support Data/Address input/output
OCDSCK	OCDSCK	On-Chip Debug Support Clock input
VDD	VDD	Power Supply
GND	VSS	Ground

### In Application Programming – IAP

Flash type Program Memory provides the user with a means of convenient and easy upgrades and modifications to their programs on the same device. The provision of IAP function offers users the convenience of Flash Memory multi-programming features. The convenience of the IAP function is that it can execute the updated program procedure using its internal firmware, without requiring an external Program Writer or PC. In addition, the IAP interface can also be any type of communication protocol, such as UART or USB, using I/O pins. Regarding the internal firmware, the user can select versions provided by Holtek or create their own. The following section illustrates the procedures regarding how to implement the IAP firmware.

#### Flash Memory Read/Write Size

The flash memory Erase and Write operations are carried out in a page format while the Read operation is carried out in a word format. The page size and write buffer size are both assigned with a capacity of 32 words. Note that the Erase operation should be executed before the Write operation is executed.

When the Flash Memory Erase/Write Function is successfully enabled, the CFWEN bit will be set high. When the CFWEN bit is set high, the data can be written into the write buffer. The FWT bit is used to initiate the write process and then indicate the write operation status. This bit is set high by application programs to initiate a write process and will be cleared by hardware if the write process is finished.

The Read operation can be carried out by executing a specific read procedure. The FRDEN bit is used to enable the read function and the FRD bit is used to initiate the read process by application programs and then indicate the read operation status. When the read process is finished, this bit will be cleared by hardware.

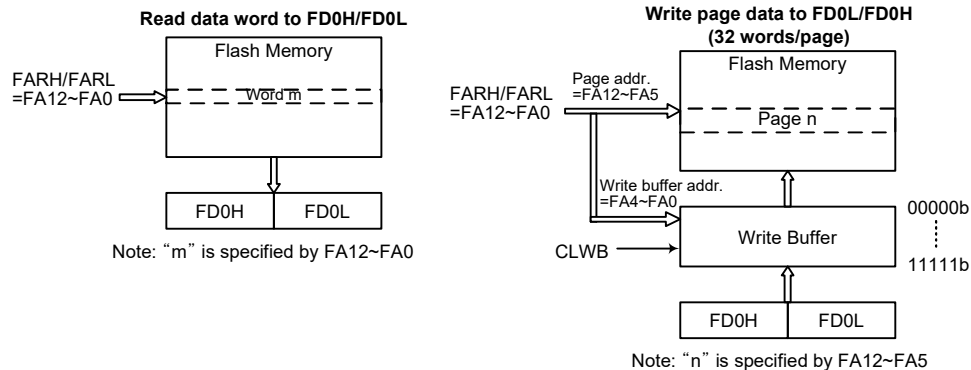
Operations	Format
Erase	1 page/time
Write	32 words/time
Read	1 word/time
Note: Page size = Write buffer size = 32 words.	

**IAP Operation Format**

Erase Page	FARH	FARL[7:5]	FARL[4:0]
0	0000 0000	000	x xxxx
1	0000 0000	001	x xxxx
2	0000 0000	010	x xxxx
3	0000 0000	011	x xxxx
4	0000 0000	100	x xxxx
5	0000 0000	101	x xxxx
6	0000 0000	110	x xxxx
7	0000 0000	111	x xxxx
8	0000 0001	000	x xxxx
9	0000 0001	001	x xxxx
:	:	:	:
:	:	:	:
126	0000 1111	110	x xxxx
127	0000 1111	111	x xxxx
128	0001 0000	000	x xxxx
129	0001 0000	001	x xxxx
:	:	:	:
:	:	:	:
254	0001 1111	110	x xxxx
255	0001 1111	111	x xxxx

“x”: don't care

**Erase Page Number and Selection**



**Flash Memory IAP Read/Write Structure**

**Write Buffer**

The write buffer is used to store the written data temporarily when executing the write operation. The Write Buffer can be filled with written data after the Flash Memory Erase/Write Function has been successfully enabled by executing the Flash Memory Erase/Write Function Enable procedure. The write buffer can be cleared by configuring the CLWB bit in the FC2 register. The CLWB bit can be set high to enable the Clear Write Buffer procedure. When the procedure is finished this bit will be cleared to zero by the hardware. It is recommended that the write buffer should be cleared by setting the CLWB bit high before the write buffer is used for the first time or when the data in the write buffer is updated.

The write buffer size is 32 words corresponding to a page. The write buffer address is mapped to a specific Flash memory page specified by the memory address bits, FA12~FA5. The data written into the FD0L and FD0H registers will be loaded into the write buffer. When data is written into the high

byte data register, FD0H, it will result in the data stored in the high and low byte data registers both being written into the write buffer. It will also cause the Flash memory address to be incremented by one, after which the new address will be loaded into the FARH and FARL address registers. When the Flash memory address reaches the page boundary, 11111b of a page with 32 words, the address will now not be incremented but will stop at the last address of the page. At this point a new page address should be specified for any other erase/write operations.

After a write process is finished, the write buffer will automatically be cleared by the hardware. Note that the write buffer should be cleared manually by the application program when the data written into the flash memory is incorrect in the data verification step. The data should again be written into the write buffer after the write buffer has been cleared when the data is found to be incorrect during the data verification step.

### IAP Flash Program Memory Registers

There are two address registers, four pairs of 16-bit data registers and three control registers. Read and Write operations to the Flash memory are carried out using 16-bit data operations using the address and data registers and the control register. Several registers control the overall operation of the internal Flash Program Memory. The address registers are named FARL and FARH, the data registers are named FDnL and FDnH and the control registers are named FC0, FC1 and FC2.

Register Name	Bit							
	7	6	5	4	3	2	1	0
FC0	CFWEN	FMOD2	FMOD1	FMOD0	FWPEN	FWT	FRDEN	FRD
FC1	D7	D6	D5	D4	D3	D2	D1	D0
FC2	—	—	—	—	—	—	—	CLWB
FARL	FA7	FA6	FA5	FA4	FA3	FA2	FA1	FA0
FARH	—	—	—	FA12	FA11	FA10	FA9	FA8
FD0L	D7	D6	D5	D4	D3	D2	D1	D0
FD0H	D15	D14	D13	D12	D11	D10	D9	D8
FD1L	D7	D6	D5	D4	D3	D2	D1	D0
FD1H	D15	D14	D13	D12	D11	D10	D9	D8
FD2L	D7	D6	D5	D4	D3	D2	D1	D0
FD2H	D15	D14	D13	D12	D11	D10	D9	D8
FD3L	D7	D6	D5	D4	D3	D2	D1	D0
FD3H	D15	D14	D13	D12	D11	D10	D9	D8

IAP Register List

#### • FC0 Register

Bit	7	6	5	4	3	2	1	0
Name	CFWEN	FMOD2	FMOD1	FMOD0	FWPEN	FWT	FRDEN	FRD
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **CFWEN**: Flash Memory Erase/Write function enable control  
 0: Flash memory erase/write function is disabled  
 1: Flash memory erase/write function has been successfully enabled

When this bit is cleared to 0 by application program, the Flash memory erase/write function is disabled. Note that this bit cannot be set high by application programs. Writing a “1” into this bit will result in no action. This bit is used to indicate the Flash memory erase/write function status. When this bit is set high by the hardware, it means that the Flash memory erase/write function is enabled successfully. Otherwise, the Flash memory erase/write function is disabled if the bit is zero.

- Bit 6~4    **FMOD2~FMOD0**: Flash memory Mode selection  
           000: Write Mode  
           001: Page Erase Mode  
           011: Read Mode  
           110: Flash memory Erase/Write function Enable Mode  
           Other values: Reserved
- These bits are used to select the Flash Memory operation modes. Note that the “Flash memory Erase/Write function Enable Mode” should first be successfully enabled before the Erase or Write Flash memory operation is executed.
- Bit 3        **FWPEN**: Flash memory Erase/Write function enable procedure Trigger  
           0: Erase/Write function enable procedure is not triggered or procedure timer times out  
           1: Erase/Write function enable procedure is triggered and procedure timer starts to count
- This bit is used to activate the Flash memory Erase/Write function enable procedure and an internal timer. It is set by the application programs and then cleared to 0 by the hardware when the internal timer times out. The correct patterns must be written into the FD1L/FD1H, FD2L/FD2H and FD3L/FD3H register pairs respectively as soon as possible after the FWPEN bit is set high.
- Bit 2        **FWT**: Flash memory write initiate control  
           0: Do not initiate Flash memory write or indicating that a Flash memory write process has completed  
           1: Initiate Flash memory write process
- This bit is set by software and cleared to 0 by the hardware when the Flash memory write process has completed.
- Bit 1        **FRDEN**: Flash memory read enable control  
           0: Flash memory read disable  
           1: Flash memory read enable
- This is the Flash memory Read Enable Bit which must be set high before any Flash memory read operations are carried out. Clearing this bit to zero will inhibit Flash memory read operations.
- Bit 0        **FRD**: Flash memory read initiate control  
           0: Do not initiate Flash memory read or indicating that a Flash memory read process has completed  
           1: Initiate Flash memory read process
- This bit is set by software and cleared to 0 by the hardware when the Flash memory read process has completed.

- Note: 1. The FWT, FRDEN and FRD bits cannot be set to “1” at the same time with a single instruction.  
 2. Ensure that the  $f_{SUB}$  clock is stable before executing the erase/write operation.  
 3. Note that the CPU will be stopped when a read, write or erase operation is successfully activated.  
 4. Ensure that the read/erase/write operation is totally complete before executing other operations.

• **FC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~0    **D7~D0**: Chip Reset Pattern
- When a specific value of “55H” is written into this register, a reset signal will be generated to reset the whole chip.



• **FC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	—	CLWB
R/W	—	—	—	—	—	—	—	R/W
POR	—	—	—	—	—	—	—	0

Bit 7~1 Unimplemented, read as “0”

Bit 0 **CLWB**: Flash memory Write Buffer Clear control

0: Do not initiate a Write Buffer Clear process or indicating that a Write Buffer Clear process has completed

1: Initiate Write Buffer Clear process

This bit is set by software and cleared to 0 by hardware when the Write Buffer Clear process has completed.

• **FARL Register**

Bit	7	6	5	4	3	2	1	0
Name	FA7	FA6	FA5	FA4	FA3	FA2	FA1	FA0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **FA7~FA0**: Flash Memory Address bit 7 ~ bit 0

• **FARH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	FA12	FA11	FA10	FA9	FA8
R/W	—	—	—	R/W	R/W	R/W	R/W	R/W
POR	—	—	—	0	0	0	0	0

Bit 7~5 Unimplemented, read as “0”

Bit 4~0 **FA12~FA8**: Flash Memory Address bit 12 ~ bit 8

• **FD0L Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: The first Flash Memory data word bit 7 ~ bit 0

Note that data written into the low byte data register FD0L will only be stored in the FD0L register and not loaded into the lower 8-bit write buffer.

• **FD0H Register**

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D15~D8**: The first Flash Memory data word bit 15 ~ bit 8

Note that when 8-bit data is written into the high byte data register FD0H, the whole 16 bits of data stored in the FD0H and FD0L registers will simultaneously be loaded into the 16-bit write buffer after which the contents of the Flash memory address register pair, FARH and FARL, will be incremented by one.

• **FD1L Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: The second Flash Memory data word bit 7 ~ bit 0

• **FD1H Register**

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D15~D8**: The second Flash Memory data word bit 15 ~ bit 8

• **FD2L Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: The third Flash Memory data word bit 7 ~ bit 0

• **FD2H Register**

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D15~D8**: The third Flash Memory data word bit 15 ~ bit 8

• **FD3L Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: The fourth Flash Memory data word bit 7 ~ bit 0

• **FD3H Register**

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

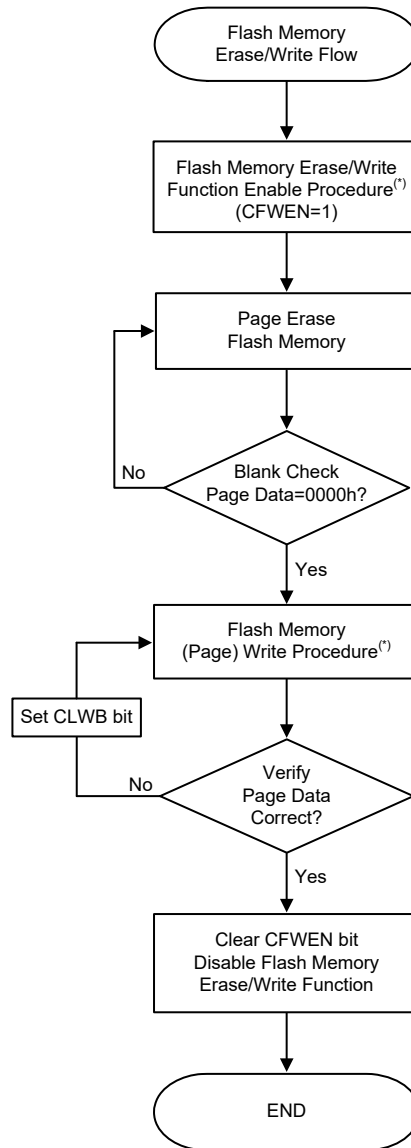
Bit 7~0      **D15~D8**: The fourth Flash Memory data word bit 15 ~ bit 8

### **Flash Memory Erase/Write Flow**

It is important to understand the Flash memory Erase/Write flow before the Flash memory contents are updated. Users can refer to the corresponding operation procedures when developing their IAP program to ensure that the Flash memory contents are correctly updated.

### **Flash Memory Erase/Write Flow Descriptions**

1. Activate the “Flash Memory Erase/Write Function Enable Procedure” first. When the Flash Memory Erase/Write function is successfully enabled, the CFWEN bit in the FC0 register will automatically be set high by hardware. After this, Erase or Write operations can be executed on the Flash memory. Refer to the “Flash Memory Erase/Write Function Enable Procedure” for details.
2. Configure the flash memory address to select the desired erase page and then erase this page.
3. Execute a Blank Check operation to ensure whether the page erase operation is successful or not. The “TABRD” instruction should be executed to read the flash memory contents and to check if the contents is 0000h or not. If the flash memory page erase operation fails, users should go back to Step 2 and execute the page erase operation again.
4. Write data into the specific page. Refer to the “Flash Memory Write Procedure” for details.
5. Execute the “TABRD” instruction to read the flash memory contents and check if the written data is correct or not. If the data read from the flash memory is different from the written data, it means that the page write operation has failed. The CLWB bit should be set high to clear the write buffer and then write the data into the specific page again if the write operation has failed.
6. Clear the CFWEN bit to disable the Flash Memory Erase/Write function enable mode if the current page Erase and Write operations are completed and no more pages need to be erased or written.



**Flash Memory Erase/Write Flow**

Note: \* The Flash Memory Erase/Write Function Enable procedure and Flash Memory Write procedure will be described in the following sections.

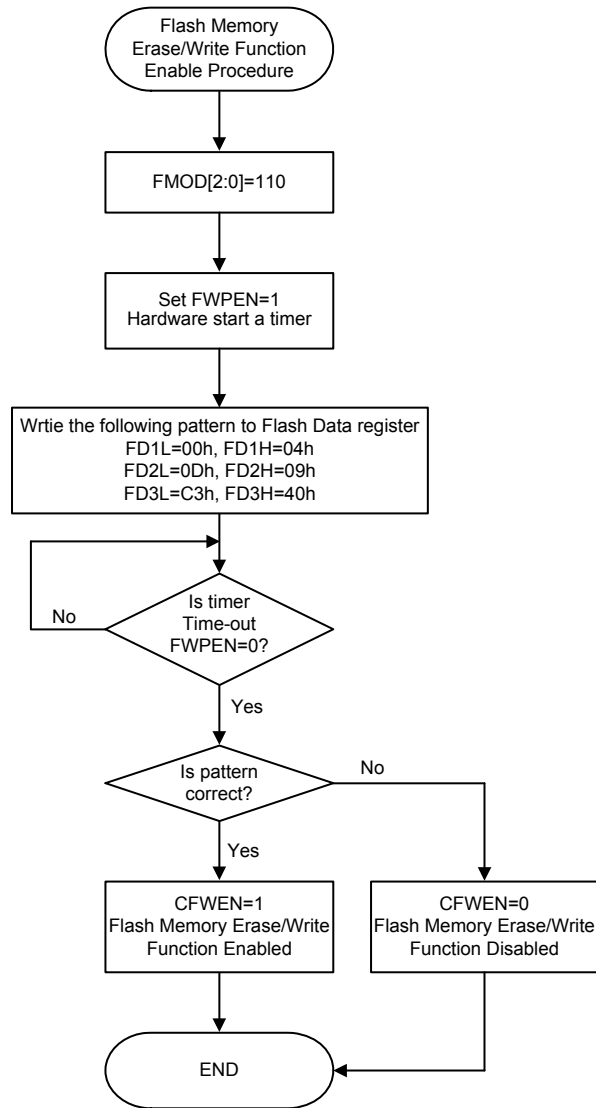
### **Flash Memory Erase/Write Function Enable Procedure**

The Flash Memory Erase/Write Function Enable Mode is specially designed to prevent the flash memory contents from being wrongly modified. In order to allow users to change the Flash memory data using the IAP control registers, users must first enable the Flash memory Erase/Write function.

### **Flash Memory Erase/Write Function Enable Procedure Description**

1. Write data “110” to the FMOD [2:0] bits in the FC0 register to select the Flash Memory Erase/Write Function Enable Mode.
2. Set the FWPEN bit in the FC0 register to “1” to activate the Flash Memory Erase/Write Enable Function. This will also activate an internal timer.
3. Write the correct data pattern into the Flash data registers, FD1L~FD3L and FD1H~FD3H, as soon as possible after the FWPEN bit is set high. The enable Flash memory erase/write function data pattern is 00h, 04h, 0Dh, 09h, C3h and 40h corresponding to the FD1L, FD1H, FD2L, FD2H, FD3L and FD3H registers.
4. Once the timer has timed out, the FWPEN bit will automatically be cleared to zero by hardware regardless of the input data pattern.
5. If the written data pattern is incorrect, the Flash memory erase/write function will not be enabled successfully and the above steps should be repeated. If the written data pattern is correct, the Flash memory erase/write function will be enabled successfully.
6. Once the Flash memory erase/write function is enabled, the Flash memory contents can be updated by executing the page erase and write operations using the IAP control registers.

To disable the Flash memory erase/write function, the CFWEN bit in the FC0 register can be cleared. There is no need to execute the above procedure.



**Flash Memory Erase/Write Function Enable Procedure**

### **Flash Memory Write Procedure**

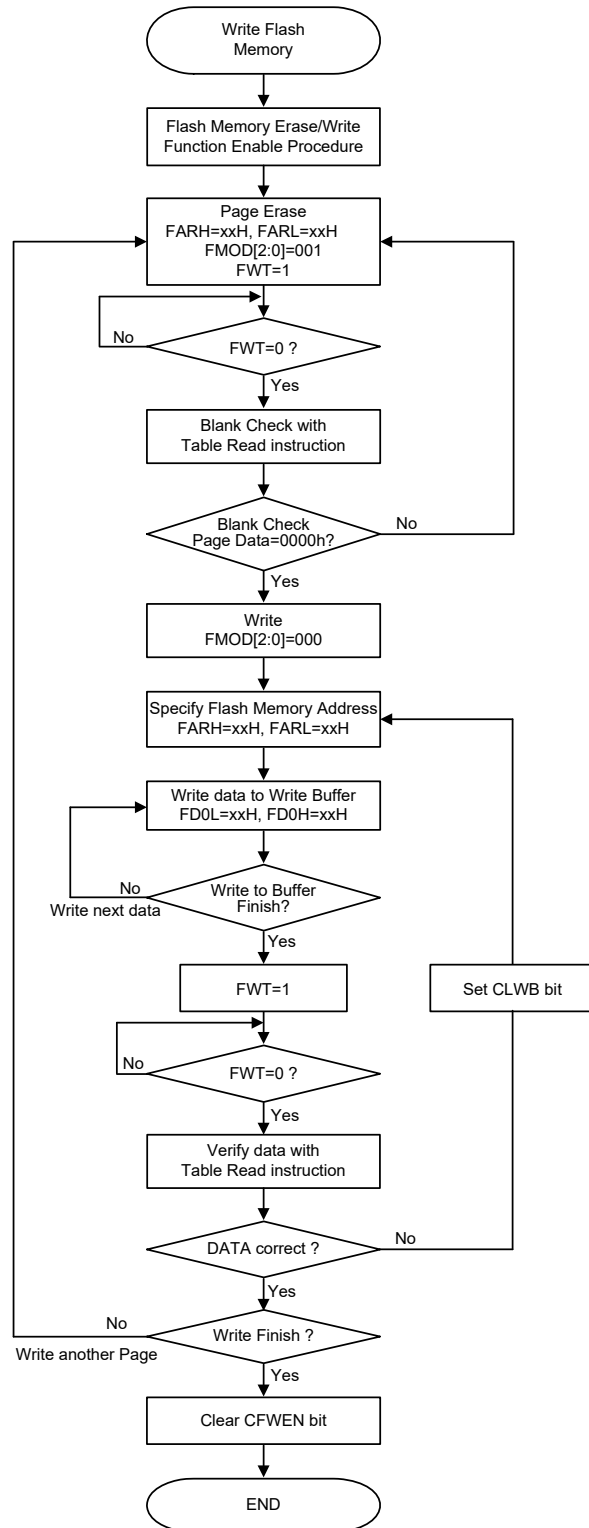
After the Flash memory erase/write function has been successfully enabled as the CFWEN bit is set high, the data to be written into the flash memory can be loaded into the write buffer. The selected flash memory page data should be erased by properly configuring the IAP control registers before the data write procedure is executed.

The write buffer size is 32 words, known as a page, whose address is mapped to a specific flash memory page specified by the memory address bits, FA12~FA5. It is important to ensure that the page where the write buffer data is located is the same one which the memory address bits, FA12~FA5, specify.

### **Flash Memory Consecutive Write Description**

The maximum amount of write data is 32 words for each write operation. The write buffer address will be automatically incremented by one when consecutive write operations are executed. The start address of a specific page should first be written into the FARL and FARH registers. Then the data word should first be written into the FD0L register and then the FD0H register. At the same time the write buffer address will be incremented by one and then the next data word can be written into the FD0L and FD0H registers for the next address without modifying the address register pair, FARH and FARL. When the write buffer address reaches the page boundary the address will not be further incremented but will stop at the last address of the page.

1. Activate the “Flash Memory Erase/Write function enable procedure”. Check the CFWEN bit value and then execute the erase/write operations if the CFWEN bit is set high. Refer to the “Flash Memory Erase/Write function enable procedure” for more details.
2. Set the FMOD field to “001” to select the erase operation. Set the FWT bit high to erase the desired page which is specified by the FARH and FARL registers. Wait until the FWT bit goes low.
3. Execute a Blank Check operation using the table read instruction to ensure that the erase operation has successfully completed.  
Go to step 2 if the erase operation is not successful.  
Go to step 4 if the erase operation is successful.
4. Set the FMOD field to “000” to select the write operation.
5. Setup the desired start address in the FARH and FARL registers. Write the desired data words consecutively into the FD0L and FD0H registers within a page as specified by their consecutive addresses. The maximum written data number is 32 words.
6. Set the FWT bit high to write the data words from the write buffer to the flash memory. Wait until the FWT bit goes low.
7. Verify the data using the table read instruction to ensure that the write operation has successfully completed.  
If the write operation has not successfully completed, set the CLWB bit high to clear the write buffer and then go to step 5.  
Go to step 8 if the write operation is successful.
8. Clear the CFWEN bit low to disable the Flash memory erase/write function.



**Flash Memory Consecutive Write Procedure**

Note: 1. When the erase or write operation is successfully activated, all CPU operations will temporarily cease.  
 2. It will take a typical time of 2.2ms for the FWT bit state changing from high to low.

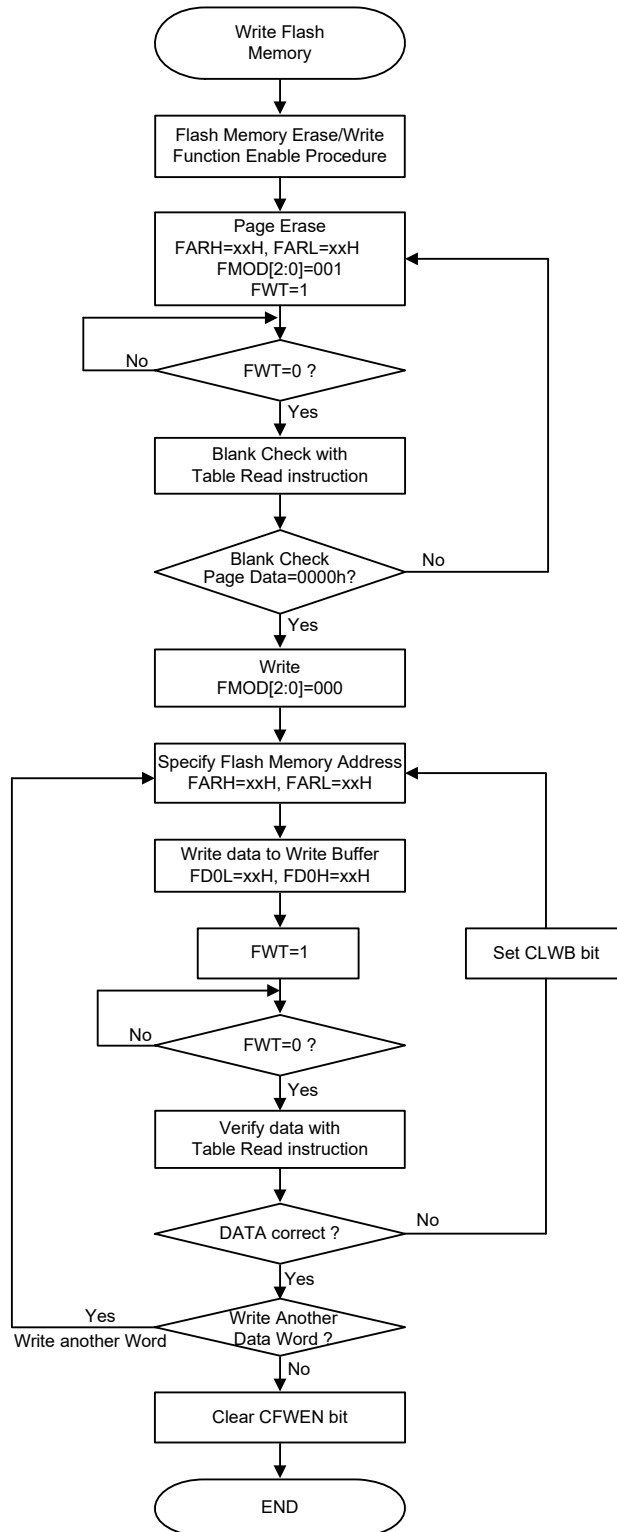


### **Flash Memory Non-Consecutive Write Description**

The main difference between Flash Memory Consecutive and Non-Consecutive Write operations is whether the data words to be written are located in consecutive addresses or not. If the data to be written is not located in consecutive addresses the desired address should be re-assigned after a data word is successfully written into the Flash Memory.

A two data word non-consecutive write operation is taken as an example here and described as follows:

1. Activate the “Flash Memory Erase/Write function enable procedure”. Check the CFWEN bit value and then execute the erase/write operation if the CFWEN bit is set high. Refer to the “Flash Memory Erase/Write function enable procedure” for more details.
2. Set the FMOD field to “001” to select the erase operation. Set the FWT bit high to erase the desired page which is specified by the FARH and FARL registers. Wait until the FWT bit goes low.
3. Execute a Blank Check operation using the table read instruction to ensure that the erase operation has successfully completed.  
Go to step 2 if the erase operation is not successful.  
Go to step 4 if the erase operation is successful.
4. Set the FMOD field to “000” to select the write operation.
5. Setup the desired address ADDR1 in the FARH and FARL registers. Write the desired data word DATA1 first into the FD0L register and then into the FD0H register.
6. Set the FWT bit high to transfer the data word from the write buffer to the flash memory. Wait until the FWT bit goes low.
7. Verify the data using the table read instruction to ensure that the write operation has successfully completed.  
If the write operation has not successfully completed, set the CLWB bit high to clear the write buffer and then go to step 5.  
Go to step 8 if the write operation is successful.
8. Setup the desired address ADDR2 in the FARH and FARL registers. Write the desired data word DATA2 first into the FD0L register and then into the FD0H register.
9. Set the FWT bit high to transfer the data word from the write buffer to the flash memory. Wait until the FWT bit goes low.
10. Verify the data using the table read instruction to ensure that the write operation has successfully completed.  
If the write operation has not successfully completed, set the CLWB bit high to clear the write buffer and then go to step 8.  
Go to step 11 if the write operation is successful.
11. Clear the CFWEN bit low to disable the Flash memory erase/write function.



**Flash Memory Non-Consecutive Write Procedure**

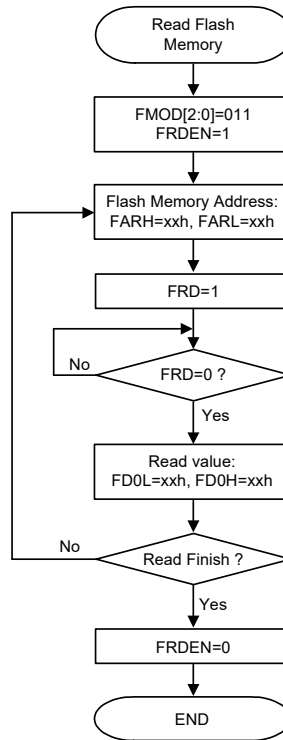
Note: 1. When the erase or write operation is successfully activated, all CPU operations will temporarily cease.  
2. It will take a typical time of 2.2ms for the FWT bit state changing from high to low.

**Important Points to Note for Flash Memory Write Operations**

1. The “Flash Memory Erase/Write Function Enable Procedure” must be successfully activated before the Flash Memory erase/write operation is executed.
2. The Flash Memory erase operation is executed to erase a whole page.
3. The whole write buffer data will be written into the flash memory in a page format. The corresponding address cannot exceed the page boundary.
4. After the data is written into the flash memory the flash memory contents must be read out using the table read instruction, TABRD, and checked if it is correct or not. If the data written into the flash memory is incorrect, the write buffer should be cleared by setting the CLWB bit high and then write the data again into the write buffer. Then activate a write operation on the same flash memory page without erasing it. The data check, buffer clear and data re-write steps should be repeatedly executed until the data written into the flash memory is correct.
5. The system frequency should be setup to the maximum application frequency when data write and data check operations are executed using the IAP function.

**Flash Memory Read Procedure**

To activate the Flash Memory Read procedure, the FMOD field should be set to “011” to select the flash memory read mode and the FRDEN bit should be set high to enable the read function. The desired flash memory address should be written into the FARH and FARL registers and then the FRD bit should be set high. After this the flash memory read operation will be activated. The data stored in the specified address can be read from the data registers, FDOH and FDOH, when the FRD bit goes low. There is no need to first activate the Flash Memory Erase/Write Function Enable Procedure before the flash memory read operation is executed.



**Flash Memory Read Procedure**

- Note: 1. When the read operation is successfully activated, all CPU operations will temporarily cease.  
 2. It will take a typical time of three instruction cycles for the FRD bit state changing from high to low.

## Data Memory

The Data Memory is a volatile area of 8-bit wide RAM internal memory and is the location where temporary information is stored.

Categorized into two types, the first of these is an area of RAM where special function registers are located. These registers have fixed locations and are necessary for correct operation of the device. Many of these registers can be read from and written to directly under program control, however, some remain protected from user manipulation. The second area of Data Memory is reserved for general purpose use. All locations within this area are read and write accessible under program control.

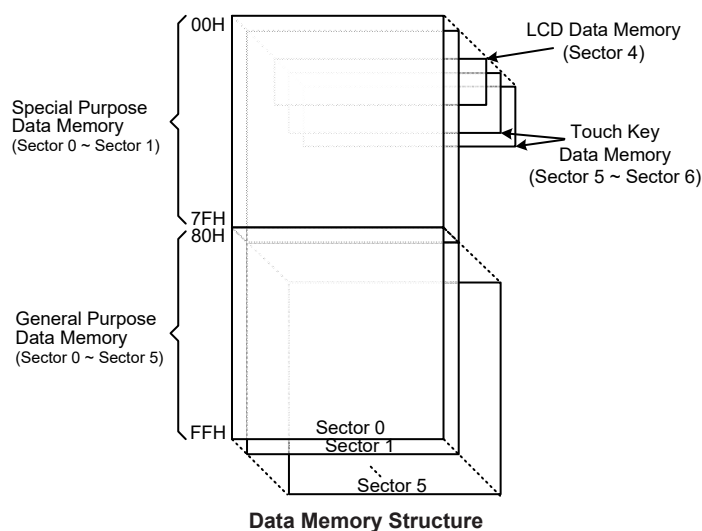
The device also provides dedicated memory areas for the Touch Key data and the LCD display data storage. In this chapter, only the General Purpose Data Memory and the Special Function Register Data Memory are introduced. The information about the LCD and Touch Key Data Memory can be obtained in their corresponding sections.

### Structure

The overall Data Memory is subdivided into several sectors, all of which are implemented in 8-bit wide RAM. Switching between the different Data Memory sectors is achieved by setting the Memory Pointers to the correct value if using the indirect addressing method. The start address of the Data Memory for the device is the address 00H.

Special Purpose Data Memory	General Purpose Data Memory		LCD Data Memory	Touch Key Data Memory
Located Sectors	Capacity	Sector: Address	Sector: Address	Sector: Address
Sector 0, Sector 1	768×8	Sector 0: 80H~FFH Sector 1: 80H~FFH ⋮ Sector 5: 80H~FFH	Sector 4: 00H~1FH	TKRAMC=1: Sector 5: 00H~2FH Sector 6: 00H~2FH TKRAMC=0: Sector 5: 00H~3FH Sector 6: 00H~3FH

**Data Memory Summary**



### **Data Memory Addressing**

For this device that supports the extended instructions, there is no Bank Pointer for Data Memory addressing. For Data Memory the desired Sector is pointed by the MP1H or MP2H register and the certain Data Memory address in the selected sector is specified by the MP1L or MP2L register when using indirect addressing access.

Direct Addressing can be used in all sectors using the extended instruction which can address all available data memory space. For the accessed data memory which is located in any data memory sectors except sector 0, the extended instructions can be used to access the data memory instead of using the indirect addressing access. The main difference between standard instructions and extended instructions is that the data memory address “m” in the extended instructions has 11 valid bits for the device, the high byte indicates a sector and the low byte indicates a specific address.

### **General Purpose Data Memory**

All microcontroller programs require an area of read/write memory where temporary data can be stored and retrieved for use later. It is this area of RAM memory that is known as General Purpose Data Memory. This area of Data Memory is fully accessible by the user programming for both reading and writing operations. By using the bit operation instructions individual bits can be set or reset under program control giving the user a large range of flexibility for bit manipulation in the Data Memory.

### **Special Purpose Data Memory**

This area of Data Memory is where registers, necessary for the correct operation of the microcontroller, are stored. Most of the registers are both readable and writeable but some are protected and are readable only, the details of which are located under the relevant Special Function Register section. Note that for locations that are unused, any read instruction to these addresses will return the value “00H”.

	Sector 0	Sector 1		Sector 0	Sector 1
00H	IAR0	TKTMR	40H		EEC
01H	MP0	TKC0	41H	EEA	
02H	IAR1	TK16DL	42H		
03H	MP1L	TK16DH	43H	EED	
04H	MP1H	TKC1	44H	PSC1R	IFS
05H	ACC	TKM016DL	45H		PAS0
06H	PCL	TKM016DH	46H	LCDC0	PAS1
07H	TBLP	TKM0ROL	47H	LCDC1	PBS0
08H	TBLH	TKM0ROH	48H	PTMC0	PBS1
09H	TBHP	TKM0C0	49H	PTMC1	PCS0
0AH	STATUS	TKM0C1	4AH	PTMDL	PCS1
0BH		TKM0C2	4BH	PTMDH	PDS0
0CH	IAR2	TKM116DL	4CH	PTMAL	PDS1
0DH	MP2L	TKM116DH	4DH	PTMAH	PES0
0EH	MP2H	TKM1ROL	4EH	PTMRPL	PES1
0FH	RSTFC	TKM1ROH	4FH	PTMRPH	PFS0
10H	INTC0	TKM1C0	50H	FC0	
11H	INTC1	TKM1C1	51H	FC1	
12H	INTC2	TKM1C2	52H	FC2	
13H		TKM216DL	53H	FARL	
14H	PA	TKM216DH	54H	FARH	
15H	PAC	TKM2ROL	55H	FD0L	
16H	PAPU	TKM2ROH	56H	FD0H	
17H	PAWU	TKM2C0	57H	FD1L	
18H	PB	TKM2C1	58H	FD1H	
19H	PBC	TKM2C2	59H	FD2L	
1AH	PBPU	TKM316DL	5AH	FD2H	
1BH	INTEG	TKM316DH	5BH	FD3L	
1CH	SCC	TKM3ROL	5CH	FD3H	
1DH	HIRCC	TKM3ROH	5DH	STMC0	
1EH	HXTC	TKM3C0	5EH	STMC1	
1FH	LXTC	TKM3C1	5FH	STMDL	
20H	LVDC	TKM3C2	60H	STMDH	
21H	LVRC	TKM416DL	61H	STMAL	
22H	WDTC	TKM416DH	62H	STMAH	
23H	RSTC	TKM4ROL	63H	STMRP	
24H	PC	TKM4ROH	64H	CTM1C0	
25H	PCC	TKM4C0	65H	CTM1C1	
26H	PCPU	TKM4C1	66H	CTM1DL	
27H	PD	TKM4C2	67H	CTM1DH	
28H	PDC	TKM516DL	68H	CTM1AL	
29H	PDPU	TKM516DH	69H	CTM1AH	
2AH	MF10	TKM5ROL	6AH		
2BH	MF11	TKM5ROH	6BH		
2CH	MF12	TKM5C0	6CH		
2DH	MF13	TKM5C1	6DH		
2EH	SADOL	TKM5C2	6EH		
2FH	SADOH		6FH		
30H	SADC0		70H	PE	
31H	SADC1		71H	PEC	
32H	PSC0R		72H	PEPU	
33H	TB0C		73H	PF	
34H	TB1C		74H	PFC	
35H	SIMTOC		75H	PFPU	
36H	SIMC0		76H	USR	
37H	SIMC1		77H	UCR1	
38H	SIMD		78H	UCR2	
39H	SIMA/SIMC2		79H	TXR_RXR	
3AH	CTM0C0		7AH	BRG	
3BH	CTM0C1		7BH		
3CH	CTM0DL		7CH		
3DH	CTM0DH		7DH		
3EH	CTM0AL		7EH		
3FH	CTM0AH		7FH		

□ : Unused, read as 00H

**Special Purpose Data Memory Structure**

## Special Function Register Description

Most of the Special Function Register details will be described in the relevant functional sections. However, several registers require a separate description in this section.

### Indirect Addressing Registers – IAR0, IAR1, IAR2

The Indirect Addressing Registers, IAR0, IAR1 and IAR2, although having their locations in normal RAM register space, do not actually physically exist as normal registers. The method of indirect addressing for RAM data manipulation uses these Indirect Addressing Registers and Memory Pointers, in contrast to direct memory addressing, where the actual memory address is specified. Actions on the IAR0, IAR1 and IAR2 registers will result in no actual read or write operation to these registers but rather to the memory location specified by their corresponding Memory Pointers, MP0, MP1L/MP1H or MP2L/MP2H. Acting as a pair, IAR0 and MP0 can together access data only from Sector 0 while the IAR1 register together with the MP1L/MP1H register pair and IAR2 register together with the MP2L/MP2H register pair can access data from any Data Memory Sector. As the Indirect Addressing Registers are not physically implemented, reading the Indirect Addressing Registers will return a result of “00H” and writing to the registers will result in no operation.

### Memory Pointers – MP0, MP1L/MP1H, MP2L/MP2H

Five Memory Pointers, known as MP0, MP1L, MP1H, MP2L, MP2H, are provided. These Memory Pointers are physically implemented in the Data Memory and can be manipulated in the same way as normal registers providing a convenient way with which to address and track data. When any operation to the relevant Indirect Addressing Registers is carried out, the actual address that the microcontroller is directed to is the address specified by the related Memory Pointer. MP0, together with Indirect Addressing Register, IAR0, are used to access data from Sector 0, while MP1L/MP1H together with IAR1 and MP2L/MP2H together with IAR2 are used to access data from all sectors according to the corresponding MP1H or MP2H register. Direct Addressing can be used in all sectors using the extended instruction which can address all available Data Memory space.

The following example shows how to clear a section of four Data Memory locations already defined as locations adres1 to adres4.

#### Indirect Addressing Program Example 1

```
data .section 'data'
adres1 db ?
adres2 db ?
adres3 db ?
adres4 db ?
block db ?
code .section at 0 'code'
org 00h
start:
    mov a, 04h                ; set size of block
    mov block, a
    mov a, offset adres1     ; Accumulator loaded with first RAM address
    mov mp0, a               ; set memory pointer with first RAM address
loop:
    clr IAR0                 ; clear the data at address defined by MP0
    inc mp0                  ; increase memory pointer
    sdz block                 ; check if last memory location has been cleared
    jmp loop
continue:
```

### Indirect Addressing Program Example 2

```

data .section 'data'
adres1 db ?
adres2 db ?
adres3 db ?
adres4 db ?
block db ?
code .section at 0 'code'
org 00h
start:
    mov a, 04h          ; set size of block
    mov block, a
    mov a, 01h          ; set the memory sector
    mov mp1h, a
    mov a, offset adres1 ; Accumulator loaded with first RAM address
    mov mp1l, a         ; set memory pointer with first RAM address
loop:
    clr IAR1           ; clear the data at address defined by MP1L
    inc mp1l           ; increase memory pointer MP1L
    sdz block          ; check if last memory location has been cleared
    jmp loop
continue:

```

The important point to note here is that in the example shown above, no reference is made to specific Data Memory addresses.

### Direct Addressing Program Example using extended instructions

```

data .section 'data'
temp db ?
code .section at 0 'code'
org 00h
start:
    lmov a, [m]         ; move [m] data to acc
    lsub a, [m+1]       ; compare [m] and [m+1] data
    snz c               ; [m]>[m+1]?
    jmp continue       ; no
    lmov a, [m]         ; yes, exchange [m] and [m+1] data
    mov temp, a
    lmov a, [m+1]
    lmov [m], a
    mov a, temp
    lmov [m+1], a
continue:

```

Note: here “m” is a data memory address located in any data memory sectors. For example, m=1F0H, it indicates address 0F0H in Sector 1.

### Accumulator – ACC

The Accumulator is central to the operation of any microcontroller and is closely related with operations carried out by the ALU. The Accumulator is the place where all intermediate results from the ALU are stored. Without the Accumulator it would be necessary to write the result of each calculation or logical operation such as addition, subtraction, shift, etc., to the Data Memory resulting in higher programming and timing overheads. Data transfer operations usually involve the temporary storage function of the Accumulator; for example, when transferring data between one user-defined register and another, it is necessary to do this by passing the data through the Accumulator as no direct transfer between two registers is permitted.



### **Program Counter Low Register – PCL**

To provide additional program control functions, the low byte of the Program Counter is made accessible to programmers by locating it within the Special Purpose area of the Data Memory. By manipulating this register, direct jumps to other program locations are easily implemented. Loading a value directly into this PCL register will cause a jump to the specified Program Memory location, however, as the register is only 8-bit wide, only jumps within the current Program Memory page are permitted. When such operations are used, note that a dummy cycle will be inserted.

### **Look-up Table Registers – TBLP, TBHP, TBLH**

These three special function registers are used to control operation of the look-up table which is stored in the Program Memory. TBLP and TBHP are the table pointers and indicate the location where the table data is located. Their value must be set before any table read commands are executed. Their value can be changed, for example using the “INC” or “DEC” instructions, allowing for easy table data pointing and reading. TBLH is the location where the high order byte of the table data is stored after a table read data instruction has been executed. Note that the lower order table data byte is transferred to a user defined location.

### **Status Register – STATUS**

This 8-bit register contains the SC flag, CZ flag, zero flag (Z), carry flag (C), auxiliary carry flag (AC), overflow flag (OV), power down flag (PDF), and watchdog time-out flag (TO). These arithmetic/logical operation and system management flags are used to record the status and operation of the microcontroller.

With the exception of the TO and PDF flags, bits in the status register can be altered by instructions like most other registers. Any data written into the status register will not change the TO or PDF flag. In addition, operations related to the status register may give different results due to the different instruction operations. The TO flag can be affected only by a system power-up, a WDT time-out or by executing the “CLR WDT” or “HALT” instruction. The PDF flag is affected only by executing the “HALT” or “CLR WDT” instruction or during a system power-up.

The SC, CZ, Z, OV, AC and C flags generally reflect the status of the latest operations.

- C is set if an operation results in a carry during an addition operation or if a borrow does not take place during a subtraction operation; otherwise C is cleared. C is also affected by a rotate through carry instruction.
- AC is set if an operation results in a carry out of the low nibbles in addition, or no borrow from the high nibble into the low nibble in subtraction; otherwise AC is cleared.
- Z is set if the result of an arithmetic or logical operation is zero; otherwise Z is cleared.
- OV is set if an operation results in a carry into the highest-order bit but not a carry out of the highest-order bit, or vice versa; otherwise OV is cleared.
- PDF is cleared by a system power-up or executing the “CLR WDT” instruction. PDF is set by executing the “HALT” instruction.
- TO is cleared by a system power-up or executing the “CLR WDT” or “HALT” instruction. TO is set by a WDT time-out.
- CZ is the operational result of different flags for different instructions. Refer to register definitions for more details.
- SC is the result of the “XOR” operation which is performed by the OV flag and the MSB of the current instruction operation result.

In addition, on entering an interrupt sequence or executing a subroutine call, the status register will not be pushed onto the stack automatically. If the contents of the status register are important and if the subroutine can corrupt the status register, precautions must be taken to correctly save it.

• **STATUS Register**

Bit	7	6	5	4	3	2	1	0
Name	SC	CZ	TO	PDF	OV	Z	AC	C
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W
POR	x	x	0	0	x	x	x	x

“x”: unknown

- Bit 7      **SC**: The result of the “XOR” operation which is performed by the OV flag and the MSB of the instruction operation result.
- Bit 6      **CZ**: The operational result of different flags for different instructions.  
For SUB/SUBM/LSUB/LSUBM instructions, the CZ flag is equal to the Z flag.  
For SBC/SBCM/LSBC/LSBCM instructions, the CZ flag is the “AND” operation result which is performed by the previous operation CZ flag and current operation Z flag.  
For other instructions, the CZ flag will not be affected.
- Bit 5      **TO**: Watchdog Time-Out Flag  
0: After power up or executing the “CLR WDT” or “HALT” instruction  
1: A watchdog time-out occurred
- Bit 4      **PDF**: Power Down Flag  
0: After power up or executing the “CLR WDT” instruction  
1: By executing the “HALT” instruction
- Bit 3      **OV**: Overflow Flag  
0: No overflow  
1: An operation results in a carry into the highest-order bit but not a carry out of the highest-order bit or vice versa
- Bit 2      **Z**: Zero Flag  
0: The result of an arithmetic or logical operation is not zero  
1: The result of an arithmetic or logical operation is zero
- Bit 1      **AC**: Auxiliary flag  
0: No auxiliary carry  
1: An operation results in a carry out of the low nibbles in addition, or no borrow from the high nibble into the low nibble in subtraction
- Bit 0      **C**: Carry Flag  
0: No carry-out  
1: An operation results in a carry during an addition operation or if a borrow does not take place during a subtraction operation  
The “C” flag is also affected by a rotate through carry instruction.

## EEPROM Data Memory

The device contains an area of internal EEPROM Data Memory. EEPROM is by its nature a non-volatile form of re-programmable memory, with data retention even when its power supply is removed. By incorporating this kind of data memory, a whole new host of application possibilities are made available to the designer. The availability of EEPROM storage allows information such as product identification numbers, calibration values, specific user data, system setup data or other product information to be stored directly within the product microcontroller. The process of reading and writing data to the EEPROM memory has been reduced to a very trivial affair.

Capacity	Address
128×8	00H~7FH

### EEPROM Data Memory Structure

The EEPROM Data Memory capacity is 128×8 bits for the device. Unlike the Program Memory and RAM Data Memory, the EEPROM Data Memory is not directly mapped into memory space and is therefore not directly addressable in the same way as the other types of memory. Read and Write operations to the EEPROM are carried out in single byte operations using an address and a data register in Sector 0 and a single control register in Sector 1.

### EEPROM Registers

Three registers control the overall operation of the internal EEPROM Data Memory. These are the address register, EEA, the data register, EED and a single control register, EEC. As both the EEA and EED registers are located in Sector 0, they can be directly accessed in the same way as any other Special Function Register. The EEC register however, being located in only Sector 1, can only be read from or written to indirectly using the MP1L/MP1H or MP2L/MP2H Memory Pointer and Indirect Addressing Register, IAR1/IAR2. Because the EEC control register is located at address 40H in Sector 1, the MP1L or MP2L Memory Pointer must first be set to the value 40H and the MP1H or MP2H Memory Pointer high byte set to the value, 01H, before any operations on the EEC register are executed.

Register Name	Bit							
	7	6	5	4	3	2	1	0
EEA	—	EEA6	EEA5	EEA4	EEA3	EEA2	EEA1	EEA0
EED	D7	D6	D5	D4	D3	D2	D1	D0
EEC	—	—	—	—	WREN	WR	RDEN	RD

EEPROM Register List

#### • EEA Register

Bit	7	6	5	4	3	2	1	0
Name	—	EEA6	EEA5	EEA4	EEA3	EEA2	EEA1	EEA0
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

Bit 7 Unimplemented, read as “0”

Bit 6~0 **EEA6~EEA0**: Data EEPROM address bit 6 ~ bit 0

• **EED Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: Data EEPROM data bit 7 ~ bit 0

• **EEC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	WREN	WR	RDEN	RD
R/W	—	—	—	—	R/W	R/W	R/W	R/W
POR	—	—	—	—	0	0	0	0

Bit 7~4      Unimplemented, read as “0”

Bit 3      **WREN**: Data EEPROM Write Enable

0: Disable

1: Enable

This is the Data EEPROM Write Enable Bit which must be set high before Data EEPROM write operations are carried out. Clearing this bit to zero will inhibit Data EEPROM write operations.

Bit 2      **WR**: EEPROM Write Control

0: Write cycle has finished

1: Activate a write cycle

This is the Data EEPROM Write Control Bit and when set high by the application program will activate a write cycle. This bit will be automatically reset to zero by the hardware after the write cycle has finished. Setting this bit high will have no effect if the WREN has not first been set high.

Bit 1      **RDEN**: Data EEPROM Read Enable

0: Disable

1: Enable

This is the Data EEPROM Read Enable Bit which must be set high before Data EEPROM read operations are carried out. Clearing this bit to zero will inhibit Data EEPROM read operations.

Bit 0      **RD**: EEPROM Read Control

0: Read cycle has finished

1: Activate a read cycle

This is the Data EEPROM Read Control Bit and when set high by the application program will activate a read cycle. This bit will be automatically reset to zero by the hardware after the read cycle has finished. Setting this bit high will have no effect if the RDEN has not first been set high.

Note: 1. The WREN, WR, RDEN and RD bits cannot be set high at the same time in one instruction.

2. Ensure that the  $f_{SUB}$  clock is stable before executing the write operation.

3. Ensure that the write operation is totally complete before changing the EEC register content.

## Reading Data from the EEPROM

To read data from the EEPROM, the EEPROM address of the data to be read must first be placed in the EEA register. The read enable bit, RDEN, in the EEC register must then be set high to enable the read function. If the RD bit in the EEC register is now set high, a read cycle will be initiated. Setting the RD bit high will not initiate a read operation if the RDEN bit has not been set. When the read cycle terminates, the RD bit will be automatically cleared to zero, after which the data can be read from the EED register. The data will remain in the EED register until another read or write operation is executed. The application program can poll the RD bit to determine when the data is valid for reading.

## Writing Data to the EEPROM

To write data to the EEPROM, the EEPROM address of the data to be written must first be placed in the EEA register and the data placed in the EED register. To initiate a write cycle the write enable bit, WREN, in the EEC register must first be set high to enable the write function. After this, the WR bit in the EEC register must be immediately set high to initiate a write cycle successfully. These two instructions must be executed in two consecutive instruction cycles. The global interrupt bit EMI should also first be cleared before implementing any write operations, and then set high again after the write cycle has started. Note that setting the WR bit high will not initiate a write cycle if the WREN bit has not been set. As the EEPROM write cycle is controlled using an internal timer whose operation is asynchronous to microcontroller system clock, a certain time will elapse before the data will have been written into the EEPROM. Detecting when the write cycle has finished can be implemented either by polling the WR bit in the EEC register or by using the EEPROM interrupt. When the write cycle terminates, the WR bit will be automatically cleared to zero by the microcontroller, informing the user that the data has been written to the EEPROM. The application program can therefore poll the WR bit to determine when the write cycle has ended.

## Write Protection

Protection against inadvertent write operation is provided in several ways. After the device is powered-on the Write Enable bit in the control register will be cleared preventing any write operations. Also at power-on the Memory Pointer high byte register, MP1H or MP2H, will be reset to zero, which means that Data Memory Sector 0 will be selected. As the EEPROM control register is located in Sector 1, this adds a further measure of protection against spurious write operations. During normal program operation, ensuring that the Write Enable bit in the control register is cleared will safeguard against incorrect write operations.

## EEPROM Interrupt

The EEPROM write interrupt is generated when an EEPROM write cycle has ended. The EEPROM interrupt must first be enabled by setting the DEE bit in the relevant interrupt register. However, as the EEPROM interrupt is contained within a Multi-function Interrupt, the associated multi-function interrupt enable bit must also be set. When an EEPROM write cycle ends, the DEF request flag and its associated multi-function interrupt request flag will both be set. If the global, EEPROM and Multi-function interrupts are enabled and the stack is not full, a jump to the associated Multi-function Interrupt vector will take place. When the interrupt is serviced only the Multi-function interrupt flag will be automatically reset, the EEPROM Interrupt flag must be manually reset by the application program. The EMI bit will also be automatically cleared to disable other interrupts. More details can be obtained in the Interrupts section.

## Programming Considerations

Care must be taken that data is not inadvertently written to the EEPROM. Protection can be enhanced by ensuring that the Write Enable bit is normally cleared to zero when not writing. Also the Memory Pointer high byte register, MP1H or MP2H, could be normally cleared to zero as this would inhibit access to Sector 1 where the EEPROM control register exists. Although certainly not necessary, consideration might be given in the application program to the checking of the validity of new write data by a simple read back process.

When writing data the WR bit must be set high immediately after the WREN bit has been set high, to ensure the write cycle executes correctly. The global interrupt bit EMI should also be cleared before a write cycle is executed and then re-enabled after the write cycle starts. Note that the device should not enter the IDLE or SLEEP mode until the EEPROM read or write operation is totally complete. Otherwise, the EEPROM read or write operation will fail.

## Programming Examples

### Reading data from the EEPROM – Polling Method

```

MOV A, EEPROM_ADRES      ; user defined address
MOV EEA, A
MOV A, 040H              ; set memory pointer MP1L
MOV MP1L, A              ; MP1L points to EEC register
MOV A, 01H               ; set memory pointer MP1H
MOV MP1H, A
SET IAR1.1               ; set RDEN bit, enable read operations
SET IAR1.0               ; start Read Cycle - set RD bit
BACK:
SZ IAR1.0                ; check for read cycle end
JMP BACK
CLR IAR1                  ; disable EEPROM read if no more read operations are required
CLR MP1H
MOV A, EED                ; move read data to register
MOV READ_DATA, A

```

Note: For each read operation, the address register should be re-specified followed by setting the RD bit high to activate a read cycle even if the target address is consecutive.

### Writing Data to the EEPROM – Polling Method

```

MOV A, EEPROM_ADRES      ; user defined address
MOV EEA, A
MOV A, EEPROM_DATA       ; user defined data
MOV EED, A
MOV A, 040H              ; set memory pointer MP1L
MOV MP1L, A              ; MP1L points to EEC register
MOV A, 01H               ; set memory pointer MP1H
MOV MP1H, A
CLR EMI
SET IAR1.3               ; set WREN bit, enable write operations
SET IAR1.2               ; start Write Cycle - set WR bit - executed immediately
                        ; after setting WREN bit

SET EMI
BACK:
SZ IAR1.2                ; check for write cycle end
JMP BACK
CLR MP1H

```

## Oscillators

Various oscillator types offer the user a wide range of functions according to their various application requirements. The flexible features of the oscillator functions ensure that the best optimisation can be achieved in terms of speed and power saving. Oscillator selections and operation are selected through a combination of configuration option and relevant control registers.

### Oscillator Overview

In addition to being the source of the main system clock the oscillators also provide clock sources for the Watchdog Timer and Time Base Interrupts. External oscillators requiring some external components as well as fully integrated internal oscillators requiring no external components, are provided to form a wide range of both fast and slow system oscillators. The higher frequency oscillators provide higher performance but carry with it the disadvantage of higher power requirements, while the opposite is of course true for the lower frequency oscillators. With the capability of dynamically switching between fast and slow system clock, the device has the flexibility to optimize the performance/power ratio, a feature especially important in power sensitive portable applications.

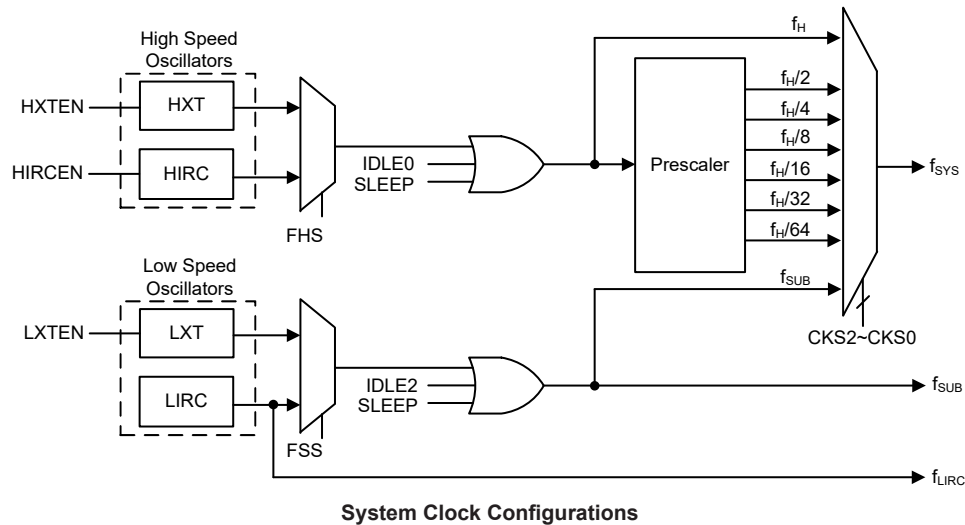
Type	Name	Frequency	Pins
External Crystal/Resonator Oscillator	HXT	400kHz~16MHz	OSC1/OSC2
Internal High Speed RC Oscillator	HIRC	8/12/16MHz	—
Internal Low Speed RC Oscillator	LIRC	32kHz	—
External Low Speed Crystal Oscillator	LXT	32.768kHz	XT1/XT2

**Oscillator Types**

### System Clock Configurations

There are four methods of generating the system clock, two high speed oscillators and two low speed oscillators. The high speed oscillators are the external crystal/ceramic oscillator, HXT, and the internal 8/12/16MHz RC oscillator, HIRC. The two low speed oscillators are the internal 32kHz RC oscillator, LIRC, and the external 32.768kHz crystal oscillator, LXT. Selecting whether the low or high speed oscillator is used as the system oscillator is implemented using the CKS2~CKS0 bits in the SCC register and as the system clock can be dynamically selected.

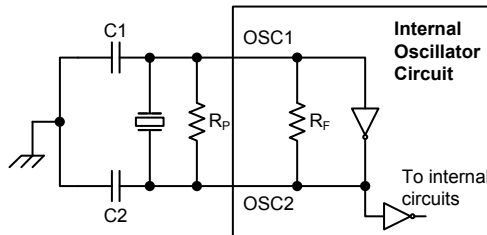
The actual source clock used for the low speed oscillators is chosen via the FSS bit in the SCC register while for the high speed oscillators the source clock is selected by the FHS bit in the SCC register. The frequency of the slow speed or high speed system clock is determined using the CKS2~CKS0 bits in the SCC register. Note that two oscillator selections must be made namely one high speed and one low speed system oscillators. It is not possible to choose a no-oscillator selection for either the high or low speed oscillator.



### External Crystal/Resonator Oscillator – HXT

The External Crystal/Resonator Oscillator is one of the high frequency oscillators. For most crystal oscillator configurations, the simple connection of a crystal across OSC1 and OSC2 will create the necessary phase shift and feedback for oscillation, without requiring external capacitors. However, for some crystal types and frequencies, to ensure oscillation, it may be necessary to add two small value capacitors, C1 and C2. Using a ceramic resonator will usually require two small value capacitors, C1 and C2, to be connected as shown for oscillation to occur. The values of C1 and C2 should be selected in consultation with the crystal or resonator manufacturer’s specification.

For oscillator stability and to minimise the effects of noise and crosstalk, it is important to ensure that the crystal and any associated resistors and capacitors along with interconnecting lines are all located as close to the MCU as possible.



- Note: 1.  $R_p$  is normally not required. C1 and C2 are required.  
2. Although not shown OSC1/OSC2 pins have a parasitic capacitance of around 7pF.

### Crystal/Resonator Oscillator – HXT

HXT Oscillator C1 and C2 Values		
Crystal Frequency	C1	C2
16MHz	0pF	0pF
12MHz	0pF	0pF
8MHz	0pF	0pF
4MHz	0pF	0pF
1MHz	100pF	100pF

Note: C1 and C2 values are for guidance only.

### Crystal Recommended Capacitor Values



### **Internal High Speed RC Oscillator – HIRC**

The internal RC oscillator is a fully integrated oscillator requiring no external components. The internal RC oscillator has three fixed frequencies of 8MHz, 12MHz and 16MHz, which are selected using a configuration option. The HIRC1~HIRC0 bits in the HIRCC register must also be setup to match the selected configuration option frequency. Setting up these bits is necessary to ensure that the HIRC frequency accuracy specified in the A.C. Characteristics is achieved. Device trimming during the manufacturing process and the inclusion of internal frequency compensation circuits are used to ensure that the influence of the power supply voltage, temperature and process variations on the oscillation frequency are minimised. Note that this internal system clock option requires no external pins for its operation.

### **External 32768Hz Crystal Oscillator – LXT**

The External 32768Hz Crystal System Oscillator is one of the low frequency oscillator choices, which is selected by the FSS bit in the SCC register. This clock source has a fixed frequency of 32.768 kHz and requires a 32.768kHz crystal to be connected between pins XT1 and XT2. The external resistor and capacitor components connected to the 32.768kHz crystal are necessary to provide oscillation. For applications where precise frequencies are essential, these components may be required to provide frequency compensation due to different crystal manufacturing tolerances. During power-up there is a time delay associated with the LXT oscillator waiting for it to start-up.

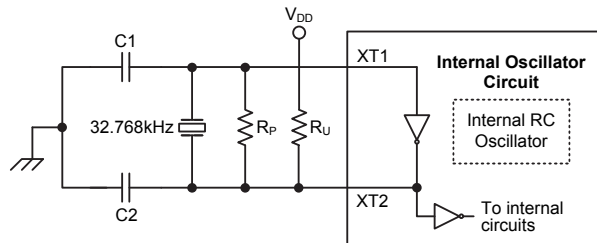
When the microcontroller enters the SLEEP or IDLE Mode, the system clock is switched off to stop microcontroller activity and to conserve power. However, in many microcontroller applications it may be necessary to keep the internal timers operational even when the microcontroller is in the SLEEP or IDLE Mode. To do this, another clock, independent of the system clock, must be provided.

However, for some crystals, to ensure oscillation and accurate frequency generation, it is necessary to add two small value external capacitors, C1 and C2. The exact values of C1 and C2 should be selected in consultation with the crystal or resonator manufacturer's specification. The external parallel feedback resistor, R<sub>p</sub>, and the pull high resistor, R<sub>u</sub>, are required.

The pin-shared function selection bits determine if the XT1/XT2 pins are used for the LXT oscillator or as I/O or other pin-shared functions.

- If the LXT oscillator is not used for any clock source, the XT1/XT2 pins can be used as normal I/O or other pin-shared functions.
- If the LXT oscillator is used for any clock source, the 32.768kHz crystal should be connected to the XT1/XT2 pins.

For oscillator stability and to minimise the effects of noise and crosstalk, it is important to ensure that the crystal and any associated resistors and capacitors along with interconnecting lines are all located as close to the MCU as possible.



Note: 1.  $R_p$ ,  $R_u$ , C1 and C2 are required.  
2. Although not shown pins have a parasitic capacitance of around 7pF.

**External LXT Oscillator**

LXT Oscillator C1 and C2 Values		
Crystal Frequency	C1	C2
32.768kHz	10pF	10pF
Note: 1. C1 and C2 values are for guidance only. 2. $R_p=5M\Omega\sim 10M\Omega$ is recommended. 3. $R_u=10M\Omega$ is recommended.		

**32.768kHz Crystal Recommended Capacitor Values**

**Internal 32kHz Oscillator – LIRC**

The Internal 32kHz Oscillator is one of the low frequency oscillator choices, which is selected by the FSS bit in the SCC register. It is a fully integrated RC oscillator with a typical frequency of 32kHz, requiring no external components for its implementation. Device trimming during the manufacturing process and the inclusion of internal frequency compensation circuits are used to ensure that the influence of the power supply voltage, temperature and process variations on the oscillation frequency are minimised.

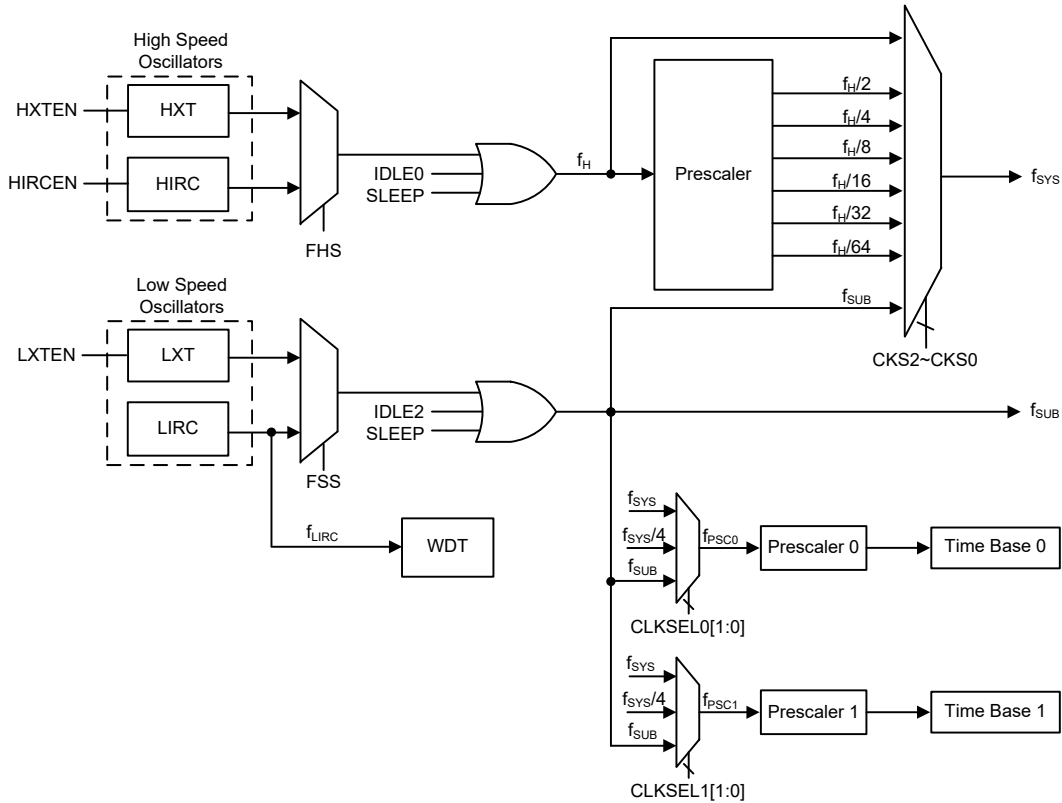
**Operating Modes and System Clocks**

Present day applications require that their microcontrollers have high performance but often still demand that they consume as little power as possible, conflicting requirements that are especially true in battery powered portable applications. The fast clocks required for high performance will by their nature increase current consumption and of course vice versa, lower speed clocks reduce current consumption. As Holtek has provided the device with both high and low speed clock sources and the means to switch between them dynamically, the user can optimise the operation of their microcontroller to achieve the best performance/power ratio.

**System Clocks**

The device has many different clock sources for both the CPU and peripheral function operation. By providing the user with a wide range of clock options using register programming, a clock system can be configured to obtain maximum application performance.

The main system clock can come from a high frequency  $f_H$  or low frequency  $f_{SUB}$  source, and is selected using the CKS2~CKS0 bits in the SCC register. The high speed system clock can be sourced from the HIRC oscillator or the HXT oscillator, which is selected using the FHS bit in the SCC register. The low speed system clock source is sourced from the internal clock  $f_{SUB}$  which is sourced by either the LXT or LIRC oscillator, selected via configuring the FSS bit in the SCC register. The other choice, which is a divided version of the high speed system oscillator has a range of  $f_H/2\sim f_H/64$ .



**Device Clock Configurations**

Note: When the system clock source  $f_{SYS}$  is switched to  $f_{SUB}$  from  $f_H$ , the high speed oscillator can be stopped to conserve the power or continue to oscillate to provide the clock source,  $f_H \sim f_H/64$ , for peripheral circuits to use, which is determined by configuring the corresponding high speed oscillator enable control bit.

### System Operation Modes

There are six different modes of operation for the microcontroller, each one with its own special characteristics and which can be chosen according to the specific performance and power requirements of the application. There are two modes allowing normal operation of the microcontroller, the FAST Mode and SLOW Mode. The remaining four modes, the SLEEP, IDLE0, IDLE1 and IDLE2 Mode are used when the microcontroller CPU is switched off to conserve power.

Operation Mode	CPU	Register Setting			$f_{SYS}$	$f_H$	$f_{SUB}$	$f_{LIRC}$
		FHIDEN	FSIDEN	CKS2~CKS0				
FAST	On	x	x	000~110	$f_H \sim f_H/64$	On	On	On
SLOW	On	x	x	111	$f_{SUB}$	On/Off <sup>(1)</sup>	On	On
IDLE0	Off	0	1	000~110	Off	Off	On	On
				111	On			
IDLE1	Off	1	1	xxx	On	On	On	On
IDLE2	Off	1	0	000~110	On	On	Off	On
				111	Off			
SLEEP	Off	0	0	xxx	Off	Off	Off	On <sup>(2)</sup>

“x”: don't care

Note: 1. The  $f_H$  clock will be switched on or off by configuring the corresponding oscillator enable bit in the SLOW mode.

2. In the SLEEP mode, the  $f_{LIRC}$  clock is still on as the WDT function is always enabled.

### FAST Mode

This is one of the main operating modes where the microcontroller has all of its functions operational and where the system clock is provided by the high speed oscillator. This mode operates allowing the microcontroller to operate normally with a clock source coming from one of the high speed oscillators, either the HIRC or HXT oscillator, selected by the FHS bit in the SCC register. The high speed oscillator will however first be divided by a ratio ranging from 1 to 64, the actual ratio being selected by the CKS2~CKS0 bits in the SCC register. Although a high speed oscillator is used, running the microcontroller at a divided clock ratio reduces the operating current.

### SLOW Mode

This is also a mode where the microcontroller operates normally although now with a slower speed clock source. The clock source used will be from  $f_{SUB}$ . The  $f_{SUB}$  clock is derived from either the LIRC or LXT oscillator, selected by the FSS bit in the SCC register.

### SLEEP Mode

The SLEEP Mode is entered when an HALT instruction is executed and when the FHIDEN and FSIDEN bits are both low. In the SLEEP mode the CPU will be stopped. The  $f_{SUB}$  clock provided to the peripheral function will also be stopped, too. However the  $f_{LIRC}$  clock continues to operate since the WDT function is always enabled.

### IDLE0 Mode

The IDLE0 Mode is entered when an HALT instruction is executed and when the FHIDEN bit in the SCC register is low and the FSIDEN bit in the SCC register is high. In the IDLE0 Mode the CPU will be switched off but the low speed oscillator will be on to drive some peripheral functions.

### IDLE1 Mode

The IDLE1 Mode is entered when an HALT instruction is executed and when the FHIDEN bit in the SCC register is high and the FSIDEN bit in the SCC register is high. In the IDLE1 Mode the CPU will be switched off but both the high and low speed oscillators will be on to provide a clock source to keep some peripheral functions operational.

### IDLE2 Mode

The IDLE2 Mode is entered when an HALT instruction is executed and when the FHIDEN bit in the SCC register is high and the FSIDEN bit in the SCC register is low. In the IDLE2 Mode the CPU will be switched off but the high speed oscillator will be on to provide a clock source to keep some peripheral functions operational.

## Control Registers

The registers, SCC, HIRCC, HXTC and LXTC, are used to control the system clock and the corresponding oscillator configurations.

Register Name	Bit							
	7	6	5	4	3	2	1	0
SCC	CKS2	CKS1	CKS0	—	FHS	FSS	FHIDEN	FSIDEN
HIRCC	—	—	—	—	HIRC1	HIRC0	HIRCF	HIRCEN
HXTC	—	—	—	—	—	HXTM	HXTF	HXTEN
LXTC	—	—	—	—	—	—	LXTF	LXTEN

**System Operating Mode Control Register List**

• **SCC Register**

Bit	7	6	5	4	3	2	1	0
Name	CKS2	CKS1	CKS0	—	FHS	FSS	FHIDEN	FSIDEN
R/W	R/W	R/W	R/W	—	R/W	R/W	R/W	R/W
POR	0	0	0	—	0	0	0	0

Bit 7~5     **CKS2~CKS0**: System clock selection

000:  $f_H$   
 001:  $f_H/2$   
 010:  $f_H/4$   
 011:  $f_H/8$   
 100:  $f_H/16$   
 101:  $f_H/32$   
 110:  $f_H/64$   
 111:  $f_{SUB}$

These three bits are used to select which clock is used as the system clock source. In addition to the system clock source directly derived from  $f_H$  or  $f_{SUB}$ , a divided version of the high speed system oscillator can also be chosen as the system clock source.

Bit 4       Unimplemented, read as “0”

Bit 3       **FHS**: High frequency clock selection

0: HIRC  
 1: HXT

Bit 2       **FSS**: Low frequency clock selection

0: LIRC  
 1: LXT

Bit 1       **FHIDEN**: High frequency oscillator control when CPU is switched off

0: Disable  
 1: Enable

This bit is used to control whether the high speed oscillator is activated or stopped when the CPU is switched off by executing an “HALT” instruction.

Bit 0       **FSIDEN**: Low frequency oscillator control when CPU is switched off

0: Disable  
 1: Enable

This bit is used to control whether the low speed oscillator is activated or stopped when the CPU is switched off by executing an “HALT” instruction.

• **HIRCC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	HIRC1	HIRC0	HIRCF	HIRCEN
R/W	—	—	—	—	R/W	R/W	R	R/W
POR	—	—	—	—	0	0	0	1

Bit 7~4     Unimplemented, read as “0”

Bit 3~2     **HIRC1~HIRC0**: HIRC frequency selection

00: 8MHz  
 01: 12MHz  
 10: 16MHz  
 11: 8MHz

When the HIRC oscillator is enabled or the HIRC frequency selection is changed by application program, the clock frequency will automatically be changed after the HIRCF flag is set to 1.

It is recommended that the HIRC frequency selected by these two bits should be the same with the frequency determined by the configuration option to achieve the HIRC frequency accuracy specified in the A.C. Characteristics.

- Bit 1     **HIRCF**: HIRC oscillator stable flag  
           0: Unstable  
           1: Stable
- This bit is used to indicate whether the HIRC oscillator is stable or not. When the HIRCEN bit is set to 1 to enable the HIRC oscillator or the HIRC frequency selection is changed by application program, the HIRCF bit will first be cleared to 0 and then set to 1 after the HIRC oscillator is stable.
- Bit 0     **HIRCEN**: HIRC oscillator enable control  
           0: Disable  
           1: Enable

• **HXTC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	HXTM	HXTF	HXTEN
R/W	—	—	—	—	—	R/W	R	R/W
POR	—	—	—	—	—	0	0	0

- Bit 7~3    Unimplemented, read as “0”
- Bit 2     **HXTM**: HXT mode selection  
           0: HXT frequency  $\leq$  10MHz  
           1: HXT frequency >10MHz
- Note when the HXTM bit is cleared to 0 while an HXT frequency of higher than 10MHz is selected, the characteristics at low voltage may be not well. When the HXTM is set to 1 while an HXT frequency of lower than 10MHz is selected, the oscillation frequency and current may be abnormal.
- The HXTM bit should be properly configured before the HXT function is enabled. When the pin-shared functions have been configured to select the OSC1/OSC2 pin functions and the HXTEN bit has been set to 1 to enable the HXT oscillator, then it is invalid to change the value of the HXTM bit. When the OSC1 or OSC2 pin function is disabled, then the HXTM bit can be changed by software, regardless of the HXTEN bit value.
- Bit 1     **HXTF**: HXT oscillator stable flag  
           0: HXT unstable  
           1: HXT stable
- This bit is used to indicate whether the HXT oscillator is stable or not. When the HXTEN bit is set to 1 to enable the HXT oscillator, the HXTF bit will first be cleared to 0 and then set to 1 after the HXT oscillator is stable.
- Bit 0     **HXTEN**: HXT oscillator enable control  
           0: Disable  
           1: Enable

• **LXTC Register**

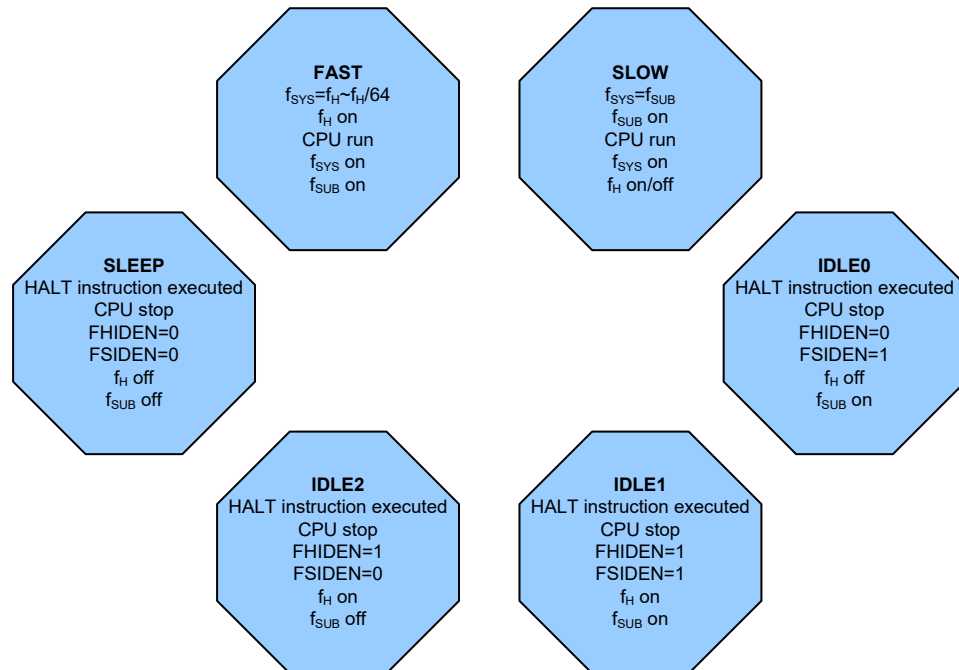
Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	LXTF	LXTEN
R/W	—	—	—	—	—	—	R	R/W
POR	—	—	—	—	—	—	0	0

- Bit 7~2    Unimplemented, read as “0”
- Bit 1     **LXTF**: LXT oscillator stable flag  
           0: Unstable  
           1: Stable
- This bit is used to indicate whether the LXT oscillator is stable or not. When the LXTEN bit is set to 1 to enable the LXT oscillator, the LXTF bit will first be cleared to 0 and then set to 1 after the LXT oscillator is stable.
- Bit 0     **LXTEN**: LXT oscillator enable control  
           0: Disable  
           1: Enable

## Operating Mode Switching

The device can switch between operating modes dynamically allowing the user to select the best performance/power ratio for the present task in hand. In this way microcontroller operations that do not require high performance can be executed using slower clocks thus requiring less operating current and prolonging battery life in portable applications.

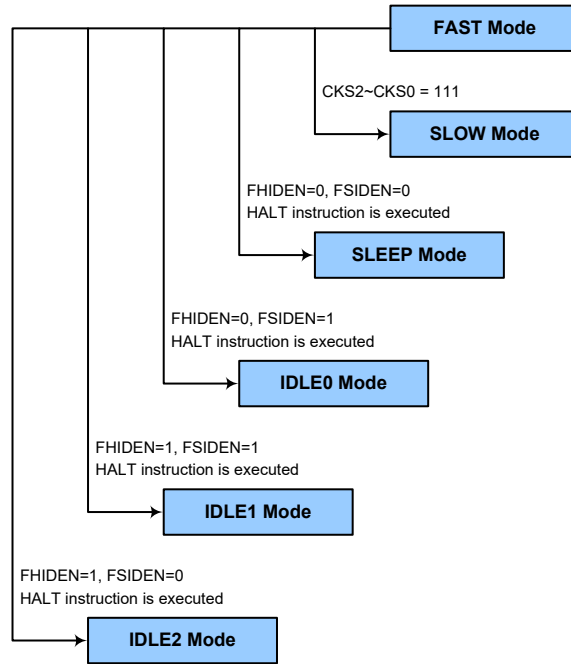
In simple terms, mode switching between the FAST Mode and SLOW Mode is executed using the CKS2~CKS0 bits in the SCC register while mode switching from the FAST/SLOW Mode to the SLEEP/IDLE Mode is executed via the HALT instruction. When an HALT instruction is executed, whether the device enters the IDLE Mode or the SLEEP Mode is determined by the condition of the FHIDEN and FSIDEN bits in the SCC register.



### FAST Mode to SLOW Mode Switching

When running in the FAST Mode, which uses the high speed system oscillator, and therefore consumes more power, the system clock can switch to run in the SLOW Mode by set the CKS2~CKS0 bits to “111” in the SCC register. This will then use the low speed system oscillator which will consume less power. Users may decide to do this for certain operations which do not require high performance and can subsequently reduce power consumption.

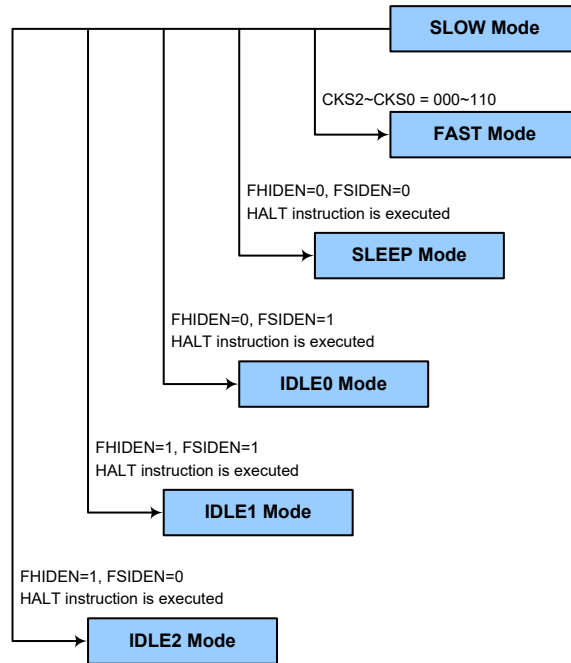
The SLOW Mode is sourced from the LXT or LIRC oscillator determined by the FSS bit in the SCC register and therefore requires the selected oscillator to be stable before full mode switching occurs.



**SLOW Mode to FAST Mode Switching**

In SLOW mode the system clock is derived from  $f_{SUB}$ . When system clock is switched back to the FAST mode from  $f_{SUB}$ , the  $CKS2\sim CKS0$  bits should be set to “000”~“110” and then the system clock will respectively be switched to  $f_H\sim f_H/64$ .

However, if  $f_H$  is not used in SLOW mode and thus switched off, it will take some time to re-oscillate and stabilise when switching to the FAST mode from the SLOW Mode. This is monitored using the HXTF bit in the HXTC register or the HIRCF bit in the HIRCC register. The time duration required for the high speed system oscillator stabilization is specified in the System Start Up Time Characteristics.





### **Entering the SLEEP Mode**

There is only one way for the device to enter the SLEEP Mode and that is to execute the “HALT” instruction in the application program with both the FHIDEN and FSIDEN bits in the SCC register equal to “0”. When this instruction is executed under the conditions described above, the following will occur:

- The system clock will be stopped and the application program will stop at the “HALT” instruction.
- The Data Memory contents and registers will maintain their present condition.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag, PDF, will be set and the Watchdog time-out flag, TO, will be cleared.
- The WDT will be cleared and resume counting as the WDT function is always enabled.

### **Entering the IDLE0 Mode**

There is only one way for the device to enter the IDLE0 Mode and that is to execute the “HALT” instruction in the application program with the FHIDEN bit in the SCC register equal to “0” and the FSIDEN bit in the SCC register equal to “1”. When this instruction is executed under the conditions described above, the following will occur:

- The  $f_H$  clock will be stopped and the application program will stop at the “HALT” instruction, but the  $f_{SUB}$  clock will be on.
- The Data Memory contents and registers will maintain their present condition.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag, PDF, will be set and the Watchdog time-out flag, TO, will be cleared.
- The WDT will be cleared and resume counting as the WDT function is always enabled.

### **Entering the IDLE1 Mode**

There is only one way for the device to enter the IDLE1 Mode and that is to execute the “HALT” instruction in the application program with both the FHIDEN and FSIDEN bits in the SCC register equal to “1”. When this instruction is executed under the conditions described above, the following will occur:

- The  $f_H$  and  $f_{SUB}$  clocks will be on but the application program will stop at the “HALT” instruction.
- The Data Memory contents and registers will maintain their present condition.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag, PDF, will be set and the Watchdog time-out flag, TO, will be cleared.
- The WDT will be cleared and resume counting as the WDT function is always enabled.

### **Entering the IDLE2 Mode**

There is only one way for the device to enter the IDLE2 Mode and that is to execute the “HALT” instruction in the application program with the FHIDEN bit in the SCC register equal to “1” and the FSIDEN bit in the SCC register equal to “0”. When this instruction is executed under the conditions described above, the following will occur:

- The  $f_H$  clock will be on but the  $f_{SUB}$  clock will be off and the application program will stop at the “HALT” instruction.
- The Data Memory contents and registers will maintain their present condition.
- The I/O ports will maintain their present conditions.

- In the status register, the Power Down flag, PDF, will be set and the Watchdog time-out flag, TO, will be cleared.
- The WDT will be cleared and resume counting as the WDT function is always enabled.

### **Standby Current Considerations**

As the main reason for entering the SLEEP or IDLE Mode is to keep the current consumption of the device to as low a value as possible, perhaps only in the order of several micro-amps except in the IDLE1 and IDLE2 Mode, there are other considerations which must also be taken into account by the circuit designer if the power consumption is to be minimised. Special attention must be made to the I/O pins on the device. All high-impedance input pins must be connected to either a fixed high or low level as any floating input pins could create internal oscillations and result in increased current consumption. This also applies to the device which has different package types, as there may be unbonded pins. These must either be set as outputs or if set as inputs must have pull-high resistors connected.

Care must also be taken with the loads, which are connected to I/O pins, which are setup as outputs. These should be placed in a condition in which minimum current is drawn or connected only to external circuits that do not draw current, such as other CMOS inputs. Also note that additional standby current will also be required if the LXT or LIRC oscillator has enabled.

In the IDLE1 and IDLE2 Mode the high speed oscillator is on and if the system clock is from the high speed system oscillator, the additional standby current will also be perhaps in the order of several hundred micro-amps.

### **Wake-up**

To minimise power consumption the device can enter the SLEEP or any IDLE Mode, where the CPU will be switched off. However, when the device is woken up again, it will take a considerable time for the original system oscillator to restart, stabilise and allow normal operation to resume.

After the system enters the SLEEP or IDLE Mode, it can be woken up from one of various sources listed as follows:

- An external falling edge on Port A
- A system interrupt
- A WDT overflow

When the device executes the “HALT” instruction, it will enter the SLEEP or IDLE mode and the PDF flag will be set high. The PDF flag will be cleared to 0 if the device experiences a system power-up or executes the clear Watchdog Timer instruction. If the system is woken up by a WDT overflow, a Watchdog Time-out hardware reset will be initiated and the TO flag will be set to 1. The TO flag is set if a WDT time-out occurs and causes a wake-up that only resets the Program Counter and Stack Pointer, other flags remain in their original status.

Each pin on Port A can be set using the PAWU register to permit a negative transition on the pin to wake-up the system. When a pin wake-up occurs, the program will resume execution at the instruction following the “HALT” instruction. If the system is woken up by an interrupt, then two possible situations may occur. The first is where the related interrupt is disabled or the interrupt is enabled but the stack is full, in which case the program will resume execution at the instruction following the “HALT” instruction. In this situation, the interrupt which woke-up the device will not be immediately serviced, but will rather be serviced later when the related interrupt is finally enabled or when a stack level becomes free. The other situation is where the related interrupt is enabled and the stack is not full, in which case the regular interrupt response takes place. If an interrupt request flag is set high before entering the SLEEP or IDLE Mode, the wake-up function of the related interrupt will be disabled.

## Watchdog Timer

The Watchdog Timer is provided to prevent program malfunctions or sequences from jumping to unknown locations, due to certain uncontrollable external events such as electrical noise.

### Watchdog Timer Clock Source

The Watchdog Timer clock source is provided by the internal clock,  $f_{LIRC}$  which is sourced from the LIRC oscillator. The LIRC internal oscillator has an approximate frequency of 32kHz and this specified internal clock period can vary with  $V_{DD}$ , temperature and process variations. The Watchdog Timer source clock is then subdivided by a ratio of  $2^8$  to  $2^{18}$  to give longer timeouts, the actual value being chosen using the WS2~WS0 bits in the WDTC register.

### Watchdog Timer Control Register

A single register, WDTC, controls the required time-out period as well as the enable and reset MCU operation.

#### • WDTC Register

Bit	7	6	5	4	3	2	1	0
Name	WE4	WE3	WE2	WE1	WE0	WS2	WS1	WS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	1	0	1	0	0	1	1

Bit 7~3 **WE4~WE0**: WDT function control  
 10101 or 01010: Enable  
 Other values: Reset MCU

When these bits are changed to any other values due to environmental noise the microcontroller will be reset; this reset operation will be activated after a delay time,  $t_{SRESET}$ , and the WRF bit in the RSTFC register will be set high.

Bit 2~0 **WS2~WS0**: WDT time-out period selection  
 000:  $2^8/f_{LIRC}$   
 001:  $2^{10}/f_{LIRC}$   
 010:  $2^{12}/f_{LIRC}$   
 011:  $2^{14}/f_{LIRC}$   
 100:  $2^{15}/f_{LIRC}$   
 101:  $2^{16}/f_{LIRC}$   
 110:  $2^{17}/f_{LIRC}$   
 111:  $2^{18}/f_{LIRC}$

These three bits determine the division ratio of the Watchdog Timer source clock, which in turn determines the time-out period.

#### • RSTFC Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	RSTF	LVRF	LRF	WRF
R/W	—	—	—	—	R/W	R/W	R/W	R/W
POR	—	—	—	—	0	x	0	0

"x": unknown

Bit 7~4 Unimplemented, read as "0"

Bit 3 **RSTF**: Reset control register software reset flag  
 Refer to the Internal Reset Control section.

Bit 2 **LVRF**: LVR function reset flag  
 Refer to the Low Voltage Reset section.

Bit 1     **LRF**: LVRC register software reset flag  
Refer to the Low Voltage Reset section.

Bit 0     **WRF**: WDTC register software reset flag  
0: Not occurred  
1: Occurred

This bit is set high by the WDTC register software reset and cleared to zero by the application program. Note that this bit can only be cleared to zero by the application program.

### Watchdog Timer Operation

The Watchdog Timer operates by providing a device reset when its timer overflows. This means that in the application program and during normal operation the user has to strategically clear the Watchdog Timer before it overflows to prevent the Watchdog Timer from executing a reset. This is done using the clear watchdog instruction. If the program malfunctions for whatever reason, jumps to an unknown location, or enters an endless loop, the clear instruction will not be executed in the correct manner, in which case the Watchdog Timer will overflow and reset the device. There are five bits, WE4~WE0, in the WDTC register to offer the enable control and reset control of the Watchdog Timer. The WDT function will be enabled if the WE4~WE0 bits are equal to 10101B or 01010B. If the WE4~WE0 bits are set to any other values, other than 01010B and 10101B, it will reset the device after a delay time,  $t_{SRESET}$ . After power on these bits will have a value of 01010B.

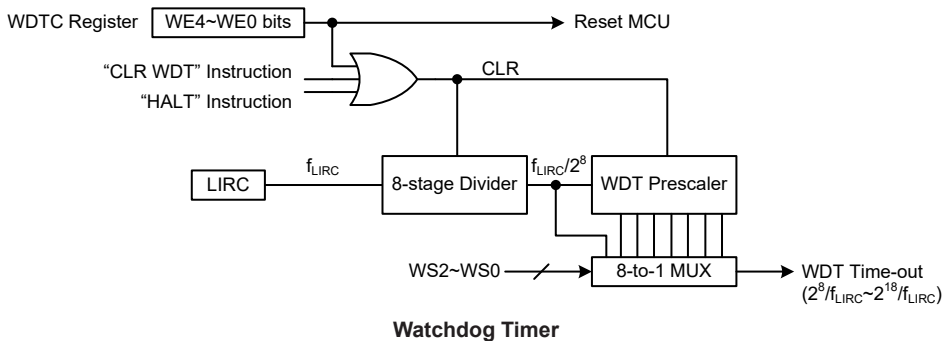
WE4~WE0 Bits	WDT Function
01010B or 10101B	Enable
Any other value	Reset MCU

**Watchdog Timer Enable/Reset Control**

Under normal program operation, a Watchdog Timer time-out will initialise a device reset and set the status bit TO. However, if the system is in the SLEEP or IDLE Mode, when a Watchdog Timer time-out occurs, the TO bit in the STATUS register will be set and only the Program Counter and Stack Pointer will be reset. Three methods can be adopted to clear the contents of the Watchdog Timer. The first is a WDTC register software reset, which means a certain value except 01010B and 10101B written into the WE4~WE0 bits, the second is using the Watchdog Timer software clear instruction and the third is via a HALT instruction.

There is only one method of using software instruction to clear the Watchdog Timer. That is to use the single “CLR WDT” instruction to clear the WDT.

The maximum time-out period is when the  $2^{18}$  division ratio is selected. As an example, with a 32kHz LIRC oscillator as its source clock, this will give a maximum watchdog period of around 8s for the  $2^{18}$  division ratio, and a minimum timeout of 8ms for the  $2^8$  division ratio.



## Reset and Initialisation

A reset function is a fundamental part of any microcontroller ensuring that the device can be set to some predetermined condition irrespective of outside parameters. The most important reset condition is after power is first applied to the microcontroller. In this case, internal circuitry will ensure that the microcontroller, after a short delay, will be in a well-defined state and ready to execute the first program instruction. After this power-on reset, certain important internal registers will be set to defined states before the program commences. One of these registers is the Program Counter, which will be reset to zero forcing the microcontroller to begin program execution from the lowest Program Memory address.

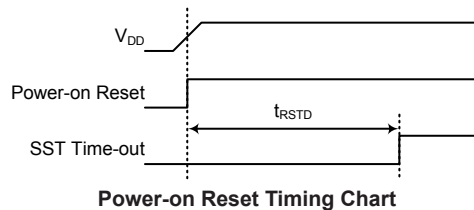
In addition to the power-on reset, another reset exists in the form of a Low Voltage Reset, LVR, where a full reset is implemented in situations where the power supply voltage falls below a certain threshold. Another type of reset is when the Watchdog Timer overflows and resets the microcontroller. All types of reset operations result in different register conditions being set.

### Reset Functions

There are several ways in which a microcontroller reset can occur, through events occurring internally.

#### Power-on Reset

The most fundamental and unavoidable reset is the one that occurs after power is first applied to the microcontroller. As well as ensuring that the Program Memory begins execution from the first memory address, a power-on reset also ensures that certain other registers are preset to known conditions. All the I/O port and port control registers will power up in a high condition ensuring that all pins will be first set to inputs.



#### Internal Reset Control

There is an internal reset control register, RSTC, which is used to provide a reset when the device operates abnormally due to the environmental noise interference. If the content of the RSTC register is set to any value other than 01010101B or 10101010B, it will reset the device after a delay time,  $t_{SRESET}$ . After power on the register will have a value of 01010101B.

RSTC7~RSTC0 Bits	Reset Function
01010101B	No operation
10101010B	No operation
Any other value	Reset MCU

**Internal Reset Function Control**

• **RSTC Register**

Bit	7	6	5	4	3	2	1	0
Name	RSTC7	RSTC6	RSTC5	RSTC4	RSTC3	RSTC2	RSTC1	RSTC0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	1	0	1	0	1	0	1

Bit 7~0 **RSTC7~RSTC0**: Reset function control  
 01010101: No operation  
 10101010: No operation  
 Other values: Reset MCU

If these bits are changed due to adverse environmental conditions, the microcontroller will be reset. The reset operation will be activated after a delay time,  $t_{SRESET}$  and the RSTF bit in the RSTFC register will be set to 1.

• **RSTFC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	RSTF	LVRF	LRF	WRF
R/W	—	—	—	—	R/W	R/W	R/W	R/W
POR	—	—	—	—	0	x	0	0

“x”: unknown

Bit 7~4 Unimplemented, read as “0”

Bit 3 **RSTF**: Reset control register software reset flag  
 0: Not occurred  
 1: Occurred

This bit is set high by the RSTC control register software reset and cleared to zero by the application program. Note that this bit can only be cleared to 0 by the application program.

Bit 2 **LVRF**: LVR function reset flag  
 Refer to the Low Voltage Reset section.

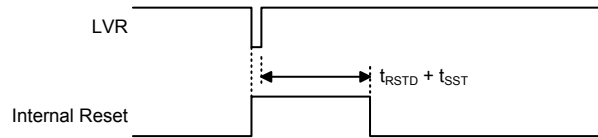
Bit 1 **LRF**: LVRC register software reset flag  
 Refer to the Low Voltage Reset section.

Bit 0 **WRF**: WDTC register software reset flag  
 Refer to the Watchdog Timer Control Register section.

**Low Voltage Reset – LVR**

The microcontroller contains a low voltage reset circuit in order to monitor the supply voltage of the device and provides an MCU reset should the value fall below a certain predefined level.

The LVR function is always enabled in FAST and SLOW Mode with a specific LVR voltage  $V_{LVR}$ . If the supply voltage of the device drops to within a range of  $0.9V \sim V_{LVR}$  such as might occur when changing the battery in battery powered applications, the LVR will automatically reset the device internally and the LVRF bit in the RSTFC register will also be set to 1. For a valid LVR signal, a low supply voltage, i.e., a voltage in the range between  $0.9V \sim V_{LVR}$  must exist for a time greater than that specified by  $t_{LVR}$  in the LVR/LVD Electrical Characteristics. If the low supply voltage state does not exceed this value, the LVR will ignore the low supply voltage and will not perform a reset function. The actual  $V_{LVR}$  value can be selected by the LVS bits in the LVRC register. If the LVS7~LVS0 bits are changed to some different values by environmental noise, the LVR will reset the device after a delay time,  $t_{SRESET}$ . When this happens, the LRF bit in the RSTFC register will be set to 1. After power on the register will have the value of 01010101B. Note that the LVR function will be automatically disabled when the device enters the SLEEP or IDLE mode.



**Low Voltage Reset Timing Chart**

• **LVRC Register**

Bit	7	6	5	4	3	2	1	0
Name	LVS7	LVS6	LVS5	LVS4	LVS3	LVS2	LVS1	LVS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	1	0	1	0	1	0	1

Bit 7~0 **LVS7~LVS0**: LVR Voltage Select  
 01010101: 2.1V  
 00110011: 2.55V  
 10011001: 3.15V  
 10101010: 3.8V  
 Other values: MCU reset

When an actual low voltage condition occurs, as specified by one of the four defined LVR voltage values above, an MCU reset will be generated. The reset operation will be activated after the low voltage condition keeps more than a  $t_{LVR}$  time. In this situation the register contents will remain the same after such a reset occurs.

Any register value, other than the four defined LVR values above, will also result in the generation of an MCU reset. The reset operation will be activated after a delay time,  $t_{SRESET}$ . However in this situation the register contents will be reset to the POR value.

• **RSTFC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	RSTF	LVRF	LRF	WRF
R/W	—	—	—	—	R/W	R/W	R/W	R/W
POR	—	—	—	—	0	x	0	0

“x”: unknown

Bit 7~4 Unimplemented, read as “0”

Bit 3 **RSTF**: Reset control register software reset flag  
 Refer to the Internal Reset Control section.

Bit 2 **LVRF**: LVR function reset flag  
 0: Not occurred  
 1: Occurred  
 This bit is set high when a specific Low Voltage Reset condition occurs. This bit can only be cleared to zero by the application program.

Bit 1 **LRF**: LVRC register software reset flag  
 0: Not occurred  
 1: Occurred  
 This bit is set high if the LVRC register contains any non-defined LVR voltage register values. This in effect acts like a software-reset function. This bit can only be cleared to zero by the application program.

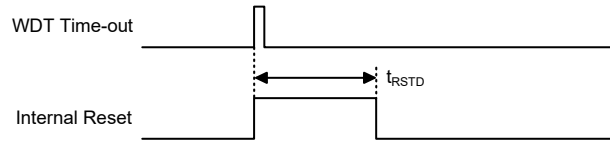
Bit 0 **WRF**: WDTC register software reset flag  
 Refer to the Watchdog Timer Control Register section.

### IAP Reset

When a specific value of “55H” is written into the FC1 register, a reset signal will be generated to reset the whole device. Refer to the In Application Programming section for more associated details.

### Watchdog Time-out Reset during Normal Operation

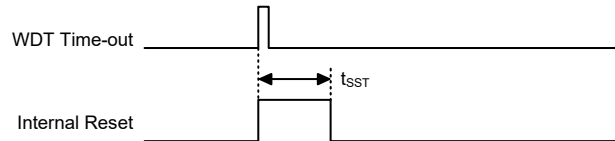
After a Watchdog time-out reset during normal operations in the FAST or SLOW mode, the Watchdog time-out flag TO will be set to “1”.



**WDT Time-out Reset during Normal Operation Timing Chart**

### Watchdog Time-out Reset during SLEEP or IDLE Mode

The Watchdog time-out Reset during SLEEP or IDLE Mode is a little different from other kinds of reset. Most of the conditions remain unchanged except that the Program Counter and the Stack Pointer will be cleared to “0” and the TO flag will be set to “1”. Refer to the System Start Up Time Characteristics for  $t_{SST}$  details.



**WDT Time-out Reset during SLEEP or IDLE Mode Timing Chart**

### Reset Initial Conditions

The different types of reset described affect the reset flags in different ways. These flags, known as PDF and TO are located in the status register and are controlled by various microcontroller operations, such as the SLEEP or IDLE Mode function or Watchdog Timer. The reset flags are shown in the table:

TO	PDF	RESET Conditions
0	0	Power-on reset
u	u	LVR reset during FAST or SLOW Mode operation
1	u	WDT time-out reset during FAST or SLOW Mode operation
1	1	WDT time-out reset during IDLE or SLEEP Mode operation

“u” stands for unchanged

The following table indicates the way in which the various components of the microcontroller are affected after a power-on reset occurs.

Item	Condition After RESET
Program Counter	Reset to zero
Interrupts	All interrupts will be disabled
WDT, Time Bases	Clear after reset, WDT begins counting
Timer Modules	Timer Modules will be turned off
Input/Output Ports	I/O ports will be setup as inputs
Stack Pointer	Stack Pointer will point to the top of the stack



The different kinds of resets all affect the internal registers of the microcontroller in different ways. To ensure reliable continuation of normal program execution after a reset occurs, it is important to know what condition the microcontroller is in after a particular reset occurs. The following table describes how each type of reset affects each of the microcontroller internal registers.

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
IAR0	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP0	0000 0000	0000 0000	0000 0000	uuuu uuuu
IAR1	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP1L	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP1H	0000 0000	0000 0000	0000 0000	uuuu uuuu
ACC	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu
PCL	0000 0000	0000 0000	0000 0000	0000 0000
TBLP	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu
TBLH	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu
TBHP	---x xxxx	---u uuuu	---u uuuu	---u uuuu
STATUS	xx00 xxxx	uuuu uuuu	uu1u uuuu	uu11 uuuu
IAR2	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP2L	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP2H	0000 0000	0000 0000	0000 0000	uuuu uuuu
RSTFC	---- 0x00	---- u1uu	---- uuuu	---- uuuu
INTC0	-000 0000	-000 0000	-000 0000	-uuu uuuu
INTC1	0000 0000	0000 0000	0000 0000	uuuu uuuu
INTC2	0000 0000	0000 0000	0000 0000	uuuu uuuu
PA	1111 1111	1111 1111	1111 1111	uuuu uuuu
PAC	1111 1111	1111 1111	1111 1111	uuuu uuuu
PAPU	0000 0000	0000 0000	0000 0000	uuuu uuuu
PAWU	0000 0000	0000 0000	0000 0000	uuuu uuuu
PB	1111 1111	1111 1111	1111 1111	uuuu uuuu
PBC	1111 1111	1111 1111	1111 1111	uuuu uuuu
PBPU	0000 0000	0000 0000	0000 0000	uuuu uuuu
INTEG	---- 0000	---- 0000	---- 0000	---- uuuu
SCC	000- 0000	000- 0000	000- 0000	uuu- uuuu
HIRCC	---- 0001	---- 0001	---- 0001	---- uuuu
HXTC	---- -000	---- -000	---- -000	---- -uuu
LXTC	---- --00	---- --00	---- --00	---- --uu
LVDC	--00 0000	--00 0000	--00 0000	--uu uuuu
LVRC	0101 0101	uuuu uuuu	0101 0101	uuuu uuuu
WDTC	0101 0011	0101 0011	0101 0011	uuuu uuuu
RSTC	0101 0101	0101 0101	0101 0101	uuuu uuuu
PC	1111 1111	1111 1111	1111 1111	uuuu uuuu
PCC	1111 1111	1111 1111	1111 1111	uuuu uuuu
PCPU	0000 0000	0000 0000	0000 0000	uuuu uuuu
PD	-111 1111	-111 1111	-111 1111	-uuu uuuu
PDC	-111 1111	-111 1111	-111 1111	-uuu uuuu
PDPU	-000 0000	-000 0000	-000 0000	-uuu uuuu
MF10	--00 --00	--00 --00	--00 --00	--uu --uu
MF11	0000 0000	0000 0000	0000 0000	uuuu uuuu
MF12	-000 -000	-000 -000	-000 -000	-uuu -uuu

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
MF13	--00 --00	--00 --00	--00 --00	--uu --uu
SADOL	xxxx ----	xxxx ----	xxxx ----	uuuu ---- (ADRF5=0) uuuu uuuu (ADRF5=1)
SADOH	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu (ADRF5=0) ---- uuuu (ADRF5=1)
SADC0	0000 0000	0000 0000	0000 0000	uuuu uuuu
SADC1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PSC0R	---- --00	---- --00	---- --00	---- --uu
TB0C	0--- -000	0--- -000	0--- -000	u--- -uuu
TB1C	0--- -000	0--- -000	0--- -000	u--- -uuu
SIMTOC	0000 0000	0000 0000	0000 0000	uuuu uuuu
SIMC0	111- 0000	111- 0000	111- 0000	uuu- uuuu
SIMC1	1000 0001	1000 0001	1000 0001	uuuu uuuu
SIMD	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
SIMA/SIMC2	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM0C0	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM0C1	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM0DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM0DH	---- --00	---- --00	---- --00	---- --uu
CTM0AL	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM0AH	---- --00	---- --00	---- --00	---- --uu
EEA	-000 0000	-000 0000	-000 0000	-uuu uuuu
EED	0000 0000	0000 0000	0000 0000	uuuu uuuu
PSC1R	---- --00	---- --00	---- --00	---- --uu
LCDC0	0000 0000	0000 0000	0000 0000	uuuu uuuu
LCDC1	000- 0000	000- 0000	000- 0000	uuu- uuuu
PTMC0	0000 0---	0000 0---	0000 0---	uuuu u---
PTMC1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTMDL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTMDH	---- --00	---- --00	---- --00	---- --uu
PTMAL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTMAH	---- --00	---- --00	---- --00	---- --uu
PTMRPL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTMRPH	---- --00	---- --00	---- --00	---- --uu
FC0	0000 0000	0000 0000	0000 0000	uuuu uuuu
FC1	0000 0000	0000 0000	0000 0000	uuuu uuuu
FC2	---- --00	---- --00	---- --00	---- --uu
FARL	0000 0000	0000 0000	0000 0000	uuuu uuuu
FARH	---0 0000	---0 0000	---0 0000	---u uuuu
FD0L	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD0H	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD1L	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD1H	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD2L	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD2H	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD3L	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD3H	0000 0000	0000 0000	0000 0000	uuuu uuuu

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
STMC0	0000 0---	0000 0---	0000 0---	uuuu u---
STMC1	0000 0000	0000 0000	0000 0000	uuuu uuuu
STMDL	0000 0000	0000 0000	0000 0000	uuuu uuuu
STMDH	0000 0000	0000 0000	0000 0000	uuuu uuuu
STMAL	0000 0000	0000 0000	0000 0000	uuuu uuuu
STMAH	0000 0000	0000 0000	0000 0000	uuuu uuuu
STMRP	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM1C0	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM1C1	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM1DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM1DH	---- --00	---- --00	---- --00	---- --uu
CTM1AL	0000 0000	0000 0000	0000 0000	uuuu uuuu
CTM1AH	---- --00	---- --00	---- --00	---- --uu
PE	1111 1111	1111 1111	1111 1111	uuuu uuuu
PEC	1111 1111	1111 1111	1111 1111	uuuu uuuu
PEPU	0000 0000	0000 0000	0000 0000	uuuu uuuu
PF	---- 1111	---- 1111	---- 1111	---- uuuu
PFC	---- 1111	---- 1111	---- 1111	---- uuuu
PFPU	---- 0000	---- 0000	---- 0000	---- uuuu
USR	0000 1011	0000 1011	0000 1011	uuuu uuuu
UCR1	0000 00x0	0000 00x0	0000 00x0	uuuu uuuu
UCR2	0000 0000	0000 0000	0000 0000	uuuu uuuu
TXR_RXR	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
BRG	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
TKTMR	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKC0	0000 0-00	0000 0-00	0000 0-00	uuuu u-uu
TK16DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TK16DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKC1	0000 0011	0000 0011	0000 0011	uuuu uuuu
TKM016DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM016DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM0ROL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM0ROH	---- --00	---- --00	---- --00	---- --uu
TKM0C0	--00 0000	--00 0000	--00 0000	--uu uuuu
TKM0C1	0-00 0000	0-00 0000	0-00 0000	u-uu uuuu
TKM0C2	1110 0100	1110 0100	1110 0100	uuuu uuuu
TKM116DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM116DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM1ROL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM1ROH	---- --00	---- --00	---- --00	---- --uu
TKM1C0	--00 0000	--00 0000	--00 0000	--uu uuuu
TKM1C1	0-00 0000	0-00 0000	0-00 0000	u-uu uuuu
TKM1C2	1110 0100	1110 0100	1110 0100	uuuu uuuu
TKM216DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM216DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM2ROL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM2ROH	---- --00	---- --00	---- --00	---- --uu

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
TKM2C0	--00 0000	--00 0000	--00 0000	--uu uuuu
TKM2C1	0-00 0000	0-00 0000	0-00 0000	u-uu uuuu
TKM2C2	1110 0100	1110 0100	1110 0100	uuuu uuuu
TKM316DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM316DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM3ROL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM3ROH	---- --00	---- --00	---- --00	---- --uu
TKM3C0	--00 0000	--00 0000	--00 0000	--uu uuuu
TKM3C1	0-00 0000	0-00 0000	0-00 0000	u-uu uuuu
TKM3C2	1110 0100	1110 0100	1110 0100	uuuu uuuu
TKM416DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM416DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM4ROL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM4ROH	---- --00	---- --00	---- --00	---- --uu
TKM4C0	--00 0000	--00 0000	--00 0000	--uu uuuu
TKM4C1	0-00 0000	0-00 0000	0-00 0000	u-uu uuuu
TKM4C2	1110 0100	1110 0100	1110 0100	uuuu uuuu
TKM516DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM516DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM5ROL	0000 0000	0000 0000	0000 0000	uuuu uuuu
TKM5ROH	---- --00	---- --00	---- --00	---- --uu
TKM5C0	--00 0000	--00 0000	--00 0000	--uu uuuu
TKM5C1	0-00 0000	0-00 0000	0-00 0000	u-uu uuuu
TKM5C2	1110 0100	1110 0100	1110 0100	uuuu uuuu
EEC	---- 0000	---- 0000	---- 0000	---- uuuu
IFS	-000 0000	-000 0000	-000 0000	-uuu uuuu
PAS0	0000 0000	0000 0000	0000 0000	uuuu uuuu
PAS1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PBS0	0000 0000	0000 0000	0000 0000	uuuu uuuu
PBS1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PCS0	0000 0000	0000 0000	0000 0000	uuuu uuuu
PCS1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PDS0	0000 0000	0000 0000	0000 0000	uuuu uuuu
PDS1	--00 0000	--00 0000	--00 0000	--uu uuuu
PES0	0000 0000	0000 0000	0000 0000	uuuu uuuu
PES1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PFS0	0000 0000	0000 0000	0000 0000	uuuu uuuu

Note: "u" stands for unchanged  
"x" stands for unknown  
"--" stands for unimplemented

## Input/Output Ports

Holtek microcontrollers offer considerable flexibility on their I/O ports. With the input or output designation of every pin fully under user program control, pull-high selections for all ports and wake-up selections on certain pins, the user is provided with an I/O structure to meet the needs of a wide range of application possibilities.

The device provides bidirectional input/output lines labeled with port name PA~PF. These I/O ports are mapped to the RAM Data Memory with specific addresses as shown in the Special Purpose Data Memory table. All of these I/O ports can be used for input and output operations. For input operation, these ports are non-latching, which means the inputs must be ready at the T2 rising edge of instruction “MOV A, [m]”, where m denotes the port address. For output operation, all the data is latched and remains unchanged until the output latch is rewritten.

Register Name	Bit							
	7	6	5	4	3	2	1	0
PA	PA7	PA6	PA5	PA4	PA3	PA2	PA1	PA0
PAC	PAC7	PAC6	PAC5	PAC4	PAC3	PAC2	PAC1	PAC0
PAPU	PAPU7	PAPU6	PAPU5	PAPU4	PAPU3	PAPU2	PAPU1	PAPU0
PAWU	PAWU7	PAWU6	PAWU5	PAWU4	PAWU3	PAWU2	PAWU1	PAWU0
PB	PB7	PB6	PB5	PB4	PB3	PB2	PB1	PB0
PBC	PBC7	PBC6	PBC5	PBC4	PBC3	PBC2	PBC1	PBC0
PBPU	PBPU7	PBPU6	PBPU5	PBPU4	PBPU3	PBPU2	PBPU1	PBPU0
PC	PC7	PC6	PC5	PC4	PC3	PC2	PC1	PC0
PCC	PCC7	PCC6	PCC5	PCC4	PCC3	PCC2	PCC1	PCC0
PCPU	PCPU7	PCPU6	PCPU5	PCPU4	PCPU3	PCPU2	PCPU1	PCPU0
PD	—	PD6	PD5	PD4	PD3	PD2	PD1	PD0
PDC	—	PDC6	PDC5	PDC4	PDC3	PDC2	PDC1	PDC0
PDPU	—	PDPU6	PDPU5	PDPU4	PDPU3	PDPU2	PDPU1	PDPU0
PE	PE7	PE6	PE5	PE4	PE3	PE2	PE1	PE0
PEC	PEC7	PEC6	PEC5	PEC4	PEC3	PEC2	PEC1	PEC0
PEPU	PEPU7	PEPU6	PEPU5	PEPU4	PEPU3	PEPU2	PEPU1	PEPU0
PF	—	—	—	—	PF3	PF2	PF1	PF0
PFC	—	—	—	—	PFC3	PFC2	PFC1	PFC0
PFPU	—	—	—	—	PFPU3	PFPU2	PFPU1	PFPU0

“—”: Unimplemented, read as “0”

### I/O Logic Function Register List

## Pull-high Resistors

Many product applications require pull-high resistors for their switch inputs usually requiring the use of an external resistor. To eliminate the need for these external resistors, all I/O pins, when configured as an input, have the capability of being connected to an internal pull-high resistor. These pull-high resistors are selected using the relevant pull-high control registers PAPU~PFPU, and are implemented using weak PMOS transistors.

Note that the pull-high resistor can be controlled by the relevant pull-high control register only when the pin-shared functional pin is selected as a digital input or NMOS output. Otherwise, the pull-high resistors cannot be enabled.

• **PxPU Register**

Bit	7	6	5	4	3	2	1	0
Name	PxPU7	PxPU6	PxPU5	PxPU4	PxPU3	PxPU2	PxPU1	PxPU0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

**PxPUn:** I/O Port x Pin pull-high function control

0: Disable

1: Enable

The PxPUn bit is used to control the pin pull-high function. Here the “x” can be A, B, C, D, E or F. However, the actual available bits for each I/O Port may be different.

**Port A Wake-up**

The HALT instruction forces the microcontroller into the SLEEP or IDLE Mode which preserves power, a feature that is important for battery and other low-power applications. Various methods exist to wake-up the microcontroller, one of which is to change the logic condition on one of the Port A pins from high to low. This function is especially suitable for applications that can be woken up via external switches. Each pin on Port A can be selected individually to have this wake-up feature using the PAWU register.

Note that the wake-up function can be controlled by the wake-up control registers only when the pin is selected as a general purpose input and the MCU enters the IDLE or SLEEP mode.

• **PAWU Register**

Bit	7	6	5	4	3	2	1	0
Name	PAWU7	PAWU6	PAWU5	PAWU4	PAWU3	PAWU2	PAWU1	PAWU0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **PAWU7~PAWU0:** PA7~PA0 wake-up function control

0: Disable

1: Enable

**I/O Port Control Registers**

Each I/O port has its own control register known as PAC~PFC, to control the input/output configuration. With this control register, each CMOS output or input can be reconfigured dynamically under software control. Each pin of the I/O ports is directly mapped to a bit in its associated port control register. For the I/O pin to function as an input, the corresponding bit of the control register must be written as a “1”. This will then allow the logic state of the input pin to be directly read by instructions. When the corresponding bit of the control register is written as a “0”, the I/O pin will be set as a CMOS output. If the pin is currently set as an output, instructions can still be used to read the output register. However, it should be noted that the program will in fact only read the status of the output data latch and not the actual logic status of the output pin.

• **PxC Register**

Bit	7	6	5	4	3	2	1	0
Name	PxC7	PxC6	PxC5	PxC4	PxC3	PxC2	PxC1	PxC0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	1	1	1	1	1	1	1	1

**PxCn:** I/O Port x Pin type selection

0: Output

1: Input

The PxCn bit is used to control the pin type selection. Here the “x” can be A, B, C, D, E or F. However, the actual available bits for each I/O Port may be different.

## Pin-shared Functions

The flexibility of the microcontroller range is greatly enhanced by the use of pins that have more than one function. Limited numbers of pins can force serious design constraints on designers but by supplying pins with multi-functions, many of these difficulties can be overcome. For these pins, the desired function of the multi-function I/O pins is selected by a series of registers via the application program control.

### Pin-shared Function Selection Registers

The limited number of supplied pins in a package can impose restrictions on the amount of functions a certain device can contain. However by allowing the same pins to share several different functions and providing a means of function selection, a wide range of different functions can be incorporated into even relatively small package sizes. The devices includes Port “x” output function Selection register “n”, labeled as P<sub>x</sub>S<sub>n</sub>, and Input Function Selection register, labeled as IFS, which can select the desired functions of the multi-function pin-shared pins.

The most important point to note is to make sure that the desired pin-shared function is properly selected and also deselected. For most pin-shared functions, to select the desired pin-shared function, the pin-shared function should first be correctly selected using the corresponding pin-shared control register. After that the corresponding peripheral functional setting should be configured and then the peripheral function can be enabled. However, a special point must be noted for digital input pins, such as INT<sub>n</sub>, xTCK<sub>n</sub>, xTPnI, etc, which share the same pin-shared control configuration with their corresponding general purpose I/O functions when setting the relevant pin-shared control bits. To select these pin functions, in addition to the necessary pin-shared control and peripheral functional setup aforementioned, they must also be set as an input by setting the corresponding bit in the I/O port control register. To correctly deselect the pin-shared function, the peripheral function should first be disabled and then the corresponding pin-shared function control register can be modified to select other pin-shared functions.

Register Name	Bit							
	7	6	5	4	3	2	1	0
IFS	—	IFS6	IFS5	IFS4	IFS3	IFS2	IFS1	IFS0
PAS0	PAS07	PAS06	PAS05	PAS04	PAS03	PAS02	PAS01	PAS00
PAS1	PAS17	PAS16	PAS15	PAS14	PAS13	PAS12	PAS11	PAS10
PBS0	PBS07	PBS06	PBS05	PBS04	PBS03	PBS02	PBS01	PBS00
PBS1	PBS17	PBS16	PBS15	PBS14	PBS13	PBS12	PBS11	PBS10
PCS0	PCS07	PCS06	PCS05	PCS04	PCS03	PCS02	PCS01	PCS00
PCS1	PCS17	PCS16	PCS15	PCS14	PCS13	PCS12	PCS11	PCS10
PDS0	PDS07	PDS06	PDS05	PDS04	PDS03	PDS02	PDS01	PDS00
PDS1	—	—	PDS15	PDS14	PDS13	PDS12	PDS11	PDS10
PES0	PES07	PES06	PES05	PES04	PES03	PES02	PES01	PES00
PES1	PES17	PES16	PES15	PES14	PES13	PES12	PES11	PES10
PFS0	PFS07	PFS06	PFS05	PFS04	PFS03	PFS02	PFS01	PFS00

**Pin-shared Function Selection Register List**

• **IFS Register**

Bit	7	6	5	4	3	2	1	0
Name	—	IFS6	IFS5	IFS4	IFS3	IFS2	IFS1	IFS0
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

- Bit 7      Unimplemented, read as “0”
- Bit 6      **IFS6**: SCK/SCL input source pin selection  
0: PB1  
1: PF0
- Bit 5      **IFS5**: SDI/SDA input source pin selection  
0: PB0  
1: PF1
- Bit 4      **IFS4**: RX input source pin selection  
0: PB3  
1: PF3
- Bit 3      **IFS3**: CTCK1 input source pin selection  
0: PE5  
1: PF0
- Bit 2      **IFS2**:  $\overline{\text{SCS}}$  input source pin selection  
0: PA2  
1: PA3
- Bit 1      **IFS1**: PTPI input source pin selection  
0: PB2  
1: PB4
- Bit 0      **IFS0**: STPI input source pin selection  
0: PE2  
1: PE3

• **PAS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PAS07	PAS06	PAS05	PAS04	PAS03	PAS02	PAS01	PAS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6    **PAS07~PAS06**: PA3 Pin-Shared function selection  
00: PA3  
01:  $\overline{\text{SCS}}$   
10: XT1  
11: PA3
- Bit 5~4    **PAS05~PAS04**: PA2 Pin-Shared function selection  
00: PA2  
01:  $\overline{\text{SCS}}$   
10: PA2  
11: PA2
- Bit 3~2    **PAS03~PAS02**: PA1 Pin-Shared function selection  
00: PA1  
01: CTP0  
10: PA1  
11: V2
- Bit 1~0    **PAS01~PAS00**: PA0 Pin-Shared function selection  
00: PA0  
01: SDO  
10: PA0  
11: PA0



• **PAS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PAS17	PAS16	PAS15	PAS14	PAS13	PAS12	PAS11	PAS10
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PAS17~PAS16:** PA7 Pin-Shared function selection  
 00: PA7  
 01: PA7  
 10: KEY20  
 11: SEG7
- Bit 5~4     **PAS15~PAS14:** PA6 Pin-Shared function selection  
 00: PA6/CTCK0/INT0  
 01: PA6/CTCK0/INT0  
 10: PA6/CTCK0/INT0  
 11: C2
- Bit 3~2     **PAS13~PAS12:** PA5 Pin-Shared function selection  
 00: PA5  
 01: CTP0B  
 10: PA5  
 11: C1
- Bit 1~0     **PAS11~PAS10:** PA4 Pin-Shared function selection  
 00: PA4  
 01: SDO  
 10: XT2  
 11: PA4

• **PBS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PBS07	PBS06	PBS05	PBS04	PBS03	PBS02	PBS01	PBS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PBS07~PBS06:** PB3 Pin-Shared function selection  
 00: PB3  
 01: RX  
 10: PB3  
 11: AN3
- Bit 5~4     **PBS05~PBS04:** PB2 Pin-Shared function selection  
 00: PB2/PTPI  
 01: TX  
 10: PTP  
 11: AN2
- Bit 3~2     **PBS03~PBS02:** PB1 Pin-Shared function selection  
 00: PB1  
 01: SCK/SCL  
 10: PB1  
 11: AN1
- Bit 1~0     **PBS01~PBS00:** PB0 Pin-Shared function selection  
 00: PB0  
 01: SDI/SDA  
 10: VREF  
 11: AN0

• **PBS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PBS17	PBS16	PBS15	PBS14	PBS13	PBS12	PBS11	PBS10
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PBS17~PBS16:** PB7 Pin-Shared function selection  
             00: PB7/INT1  
             01: PB7/INT1  
             10: KEY4  
             11: AN7
- Bit 5~4     **PBS15~PBS14:** PB6 Pin-Shared function selection  
             00: PB6/PTCK  
             01: PB6/PTCK  
             10: KEY3  
             11: AN6
- Bit 3~2     **PBS13~PBS12:** PB5 Pin-Shared function selection  
             00: PB5/STCK  
             01: PB5/STCK  
             10: KEY2  
             11: AN5
- Bit 1~0     **PBS11~PBS10:** PB4 Pin-Shared function selection  
             00: PB4/PTPI  
             01: PTPB  
             10: KEY1  
             11: AN4

• **PCS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PCS07	PCS06	PCS05	PCS04	PCS03	PCS02	PCS01	PCS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PCS07~PCS06:** PC3 Pin-Shared function selection  
             00: PC3  
             01: PC3  
             10: KEY8  
             11: PC3
- Bit 5~4     **PCS05~PCS04:** PC2 Pin-Shared function selection  
             00: PC2  
             01: PC2  
             10: KEY7  
             11: PC2
- Bit 3~2     **PCS03~PCS02:** PC1 Pin-Shared function selection  
             00: PC1  
             01: PC1  
             10: KEY6  
             11: PC1
- Bit 1~0     **PCS01~PCS00:** PC0 Pin-Shared function selection  
             00: PC0  
             01: PC0  
             10: KEY5  
             11: PC0

• **PCS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PCS17	PCS16	PCS15	PCS14	PCS13	PCS12	PCS11	PCS10
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PCS17~PCS16**: PC7 Pin-Shared function selection  
00: PC7  
01: PC7  
10: KEY12  
11: PC7
- Bit 5~4     **PCS15~PCS14**: PC6 Pin-Shared function selection  
00: PC6  
01: PC6  
10: KEY11  
11: PC6
- Bit 3~2     **PCS13~PCS12**: PC5 Pin-Shared function selection  
00: PC5  
01: PC5  
10: KEY10  
11: PC5
- Bit 1~0     **PCS11~PCS10**: PC4 Pin-Shared function selection  
00: PC4  
01: PC4  
10: KEY9  
11: PC4

• **PDS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PDS07	PDS06	PDS05	PDS04	PDS03	PDS02	PDS01	PDS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PDS07~PDS06**: PD3 Pin-Shared function selection  
00: PD3  
01: PD3  
10: KEY16  
11: SEG3
- Bit 5~4     **PDS05~PDS04**: PD2 Pin-Shared function selection  
00: PD2  
01: PD2  
10: KEY15  
11: SEG2
- Bit 3~2     **PDS03~PDS02**: PD1 Pin-Shared function selection  
00: PD1  
01: PD1  
10: KEY14  
11: SEG1
- Bit 1~0     **PDS01~PDS00**: PD0 Pin-Shared function selection  
00: PD0  
01: PD0  
10: KEY13  
11: SEG0

• **PDS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	PDS15	PDS14	PDS13	PDS12	PDS11	PDS10
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

- Bit 7~6 Unimplemented, read as “0”
- Bit 5~4 **PDS15~PDS14**: PD6 Pin-Shared function selection  
 00: PD6  
 01: PD6  
 10: KEY19  
 11: SEG6
- Bit 3~2 **PDS13~PDS12**: PD5 Pin-Shared function selection  
 00: PD5  
 01: PD5  
 10: KEY18  
 11: SEG5
- Bit 1~0 **PDS11~PDS10**: PD4 Pin-Shared function selection  
 00: PD4  
 01: PD4  
 10: KEY17  
 11: SEG4

• **PES0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PES07	PES06	PES05	PES04	PES03	PES02	PES01	PES00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6 **PES07~PES06**: PE3 Pin-Shared function selection  
 00: PE3/STPI  
 01: STPB  
 10: PE3/STPI  
 11: SEG11
- Bit 5~4 **PES05~PES04**: PE2 Pin-Shared function selection  
 00: PE2/STPI  
 01: STP  
 10: OSC2  
 11: SEG10
- Bit 3~2 **PES03~PES02**: PE1 Pin-Shared function selection  
 00: PE1  
 01: PE1  
 10: OSC1  
 11: SEG9
- Bit 1~0 **PES01~PES00**: PE0 Pin-Shared function selection  
 00: PE0  
 01: PE0  
 10: PE0  
 11: SEG8

• **PES1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PES17	PES16	PES15	PES14	PES13	PES12	PES11	PES10
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PES17~PES16:** PE7 Pin-Shared function selection  
 00: PE7  
 01: CTP1B  
 10: KEY24  
 11: SEG15
- Bit 5~4     **PES15~PES14:** PE6 Pin-Shared function selection  
 00: PE6  
 01: CTP1  
 10: KEY23  
 11: SEG14
- Bit 3~2     **PES13~PES12:** PE5 Pin-Shared function selection  
 00: PE5/CTCK1  
 01: PE5/CTCK1  
 10: KEY22  
 11: SEG13
- Bit 1~0     **PES11~PES10:** PE4 Pin-Shared function selection  
 00: PE4  
 01: PE4  
 10: KEY21  
 11: SEG12

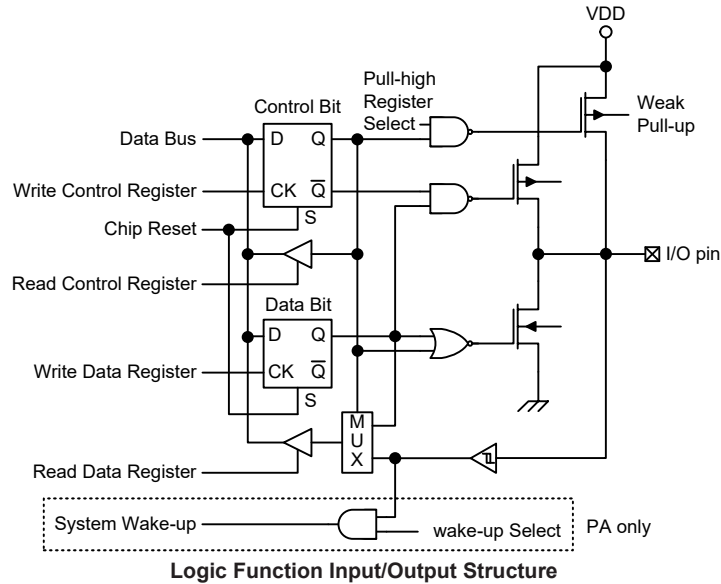
• **PFS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PFS07	PFS06	PFS05	PFS04	PFS03	PFS02	PFS01	PFS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **PFS07~PFS06:** PF3 Pin-Shared function selection  
 00: PF3  
 01: PF3  
 10: RX  
 11: SEG23
- Bit 5~4     **PFS05~PFS04:** PF2 Pin-Shared function selection  
 00: PF2  
 01: CTP1B  
 10: TX  
 11: SEG22
- Bit 3~2     **PFS03~PFS02:** PF1 Pin-Shared function selection  
 00: PF1  
 01: CTP1  
 10: SDI/SDA  
 11: SEG21
- Bit 1~0     **PFS01~PFS00:** PF0 Pin-Shared function selection  
 00: PF0/CTCK1  
 01: PF0/CTCK1  
 10: SCK/SCL  
 11: SEG20

### I/O Pin Structures

The accompanying diagram illustrates the internal structure of some generic I/O logic function. As the exact logical construction of the I/O pin will differ from this drawing, it is supplied as a guide only to assist with the functional understanding of the I/O logic function. The wide range of pin-shared structures does not permit all types to be shown.



### Programming Considerations

Within the user program, one of the things first to consider is port initialisation. After a reset, all of the I/O data and port control registers will be set high. This means that all I/O pins will be defaulted to an input state, the level of which depends on the other connected circuitry and whether pull-high selections have been chosen. If the port control registers are then programmed to setup some pins as outputs, these output pins will have an initial high output value unless the associated port data registers are first programmed. Selecting which pins are inputs and which are outputs can be achieved byte-wide by loading the correct values into the appropriate port control register or by programming individual bits in the port control register using the "SET [m].i" and "CLR [m].i" instructions. Note that when using these bit control instructions, a read-modify-write operation takes place. The microcontroller must first read in the data on the entire port, modify it to the required new bit values and then rewrite this data back to the output ports.

Port A has the additional capability of providing wake-up functions. When the device is in the SLEEP or IDLE Mode, various methods are available to wake the device up. One of these is a high to low transition of any of the Port A pins. Single or multiple pins on Port A can be setup to have this function.

## Timer Modules – TM

One of the most fundamental functions in any microcontroller device is the ability to control and measure time. To implement time related functions this device includes a Timer Module, abbreviated to the name TM. The TM is a multi-purpose timing unit and serves to provide operations such as Timer/Counter, Input Capture, Compare Match Output and Single Pulse Output as well as being the functional unit for the generation of PWM signals. Each of the TMs has two individual interrupts. The addition of input and output pins for each TM ensures that users are provided with timing units with a wide and flexible range of features.

The common features of the different TM types are described here with more detailed information provided in the individual Compact, Standard and Periodic TM sections.

### Introduction

The device contains four TMs and each individual TM can be categorised as a certain type, namely Compact Type TM, Standard Type TM or Periodic Type TM. Although similar in nature, the different TM types vary in their feature complexity. The common features to all of the Compact, Standard and Periodic TMs will be described in this section and the detailed operation regarding each of the TM types will be described in separate sections. The main features and differences between the three types of TMs are summarised in the accompanying table.

TM Function	CTM	STM	PTM
Timer/Counter	√	√	√
Input Capture	—	√	√
Compare Match Output	√	√	√
PWM Output	√	√	√
Single Pulse Output	—	√	√
PWM Alignment	Edge	Edge	Edge
PWM Adjustment Period & Duty	Duty or Period	Duty or Period	Duty or Period

**TM Function Summary**

### TM Operation

The different types of TM offer a diverse range of functions, from simple timing operations to PWM signal generation. The key to understanding how the TM operates is to see it in terms of a free running count-up counter whose value is then compared with the value of pre-programmed internal comparators. When the free running count-up counter has the same value as the pre-programmed comparator, known as a compare match situation, a TM interrupt signal will be generated which can clear the counter and perhaps also change the condition of the TM output pin. The internal TM counter is driven by a user selectable clock source, which can be an internal clock or an external pin.

### TM Clock Source

The clock source which drives the main counter in each TM can originate from various sources. The selection of the required clock source is implemented using the  $xTnCK2 \sim xTnCK0$  bits in the  $xTMn$  control registers, where “x” stands for C, S or P type TM and “n” stands for the specific TM serial number. For STM and PTM there is no serial number “n” in the relevant pin or control register bits since there is only one STM and PTM respectively in the device. The clock source can be a ratio of the system clock,  $f_{SYS}$ , or the internal high clock,  $f_H$ , the  $f_{SUB}$  clock source or the external  $xTCKn$  pin. The  $xTCKn$  pin clock source is used to allow an external signal to drive the TM as an external clock source for event counting.

## TM Interrupts

The Compact, Standard or Periodic type TM has two internal interrupts, one for each of the internal comparator A or comparator P, which generate a TM interrupt when a compare match condition occurs. When a TM interrupt is generated it can be used to clear the counter and also to change the state of the TM output pin.

## TM External Pins

Each of the TMs, irrespective of what type, has one or two TM input pin, with the label xTCKn and xTPnI respectively. The xTMn input pin, xTCKn, is essentially a clock source for the xTMn and is selected using the xTnCK2~xTnCK0 bits in the xTMnCO register. This external TM input pin allows an external clock source to drive the internal TM. The xTCKn input pin can be chosen to have either a rising or falling active edge. The STCK and PTCK pins are also used as the external trigger input pin in single pulse output mode for the STM and PTM respectively.

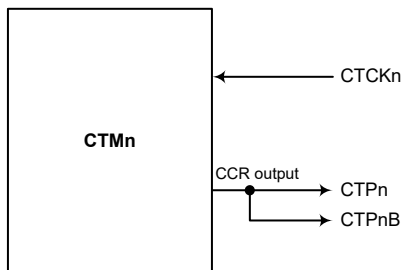
For STM and PTM, another input pin, STPI or PTPI, is the capture input whose active edge can be a rising edge, a falling edge or both rising and falling edges and the active edge transition type is selected using the STIO1~STIO0 or PTIO1~PTIO0 bits in the STMC1 or PTMC1 register respectively. There is another capture input, PTCK, for PTM capture input mode, which can be used as the external trigger input source except the PTPI pin.

The TMs each have two output pins, xTPn and xTPnB. The xTPnB is the inverted signal of the xTPn output. When the TM is in the Compare Match Output Mode, these pins can be controlled by the TM to switch to a high or low level or to toggle when a compare match situation occurs. The output pins are also the pins where the TM generates the PWM output waveform.

As the TM input and output pins are pin-shared with other functions, the TM input and output functions must first be setup using the relevant pin-shared function selection bits described in the Pin-shared Function section. The details of the pin-shared function selection are described in the pin-shared function section.

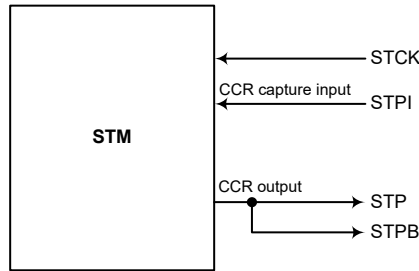
CTM0, CTM1		STM		PTM	
Input	Output	Input	Output	Input	Output
CTCK0 CTCK1	CTP0, CTP0B CTP1, CTP1B	STCK, STPI	STP, STPB	PTCK, PTPI	PTP, PTPB

**TM External Pins**

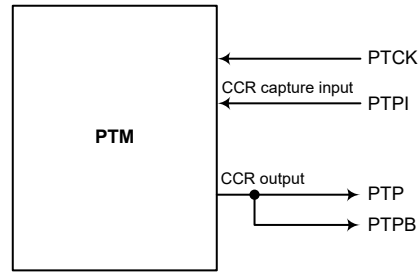


**CTMn Function Pin Block Diagram (n=0~1)**





**STM Function Pin Block Diagram**

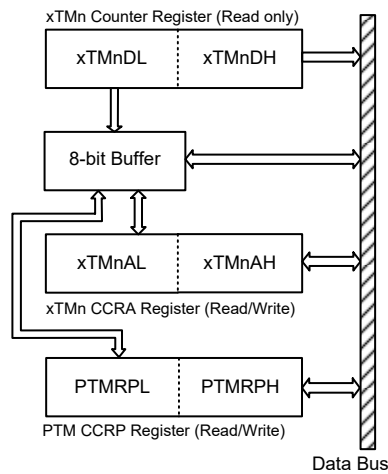


**PTM Function Pin Block Diagram**

**Programming Considerations**

The TM Counter registers and the Capture/Compare CCRA and CCRP registers, all have a low and high byte structure. The high bytes can be directly accessed, but as the low bytes can only be accessed via an internal 8-bit buffer, reading or writing to these register pairs must be carried out in a specific way. The important point to note is that data transfer to and from the 8-bit buffer and its related low byte only takes place when a write or read operation to its corresponding high byte is executed.

As the CCRA and CCRP registers are implemented in the way shown in the following diagram and accessing these register pairs is carried out in a specific way as described above, it is recommended to use the “MOV” instruction to access the CCRA and CCRP low byte registers, named xTMnAL and PTMRPL, using the following access procedures. Accessing the CCRA or CCRP low byte registers without following these access procedures will result in unpredictable values.

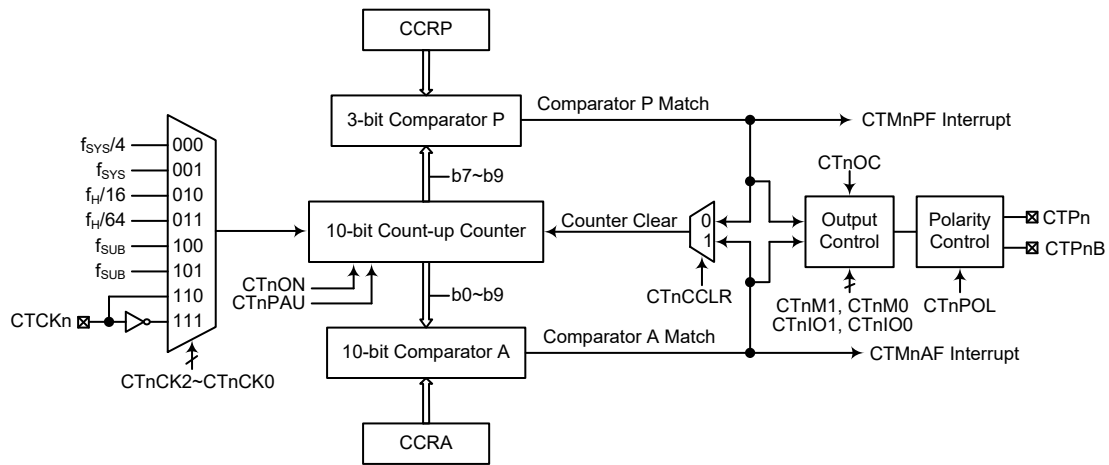


The following steps show the read and write procedures:

- Writing Data to CCRA or CCRP
  - ♦ Step 1. Write data to Low Byte xTMnAL or PTMRPL
    - Note that here data is only written to the 8-bit buffer.
  - ♦ Step 2. Write data to High Byte xTMnAH or PTMRPH
    - Here data is written directly to the high byte registers and simultaneously data is latched from the 8-bit buffer to the Low Byte registers.
- Reading Data from the Counter Registers and CCRA or CCRP
  - ♦ Step 1. Read data from the High Byte xTMnDH, xTMnAH or PTMRPH
    - Here data is read directly from the High Byte registers and simultaneously data is latched from the Low Byte register into the 8-bit buffer.
  - ♦ Step 2. Read data from the Low Byte xTMnDL, xTMnAL or PTMRPL
    - This step reads data from the 8-bit buffer.

### Compact Type TM – CTM

Although the simplest form of the three TM types, the Compact type TM still contains three operating modes, which are Compare Match Output, Timer/Event Counter and PWM Output modes. The Compact type TM can also be controlled with an external input pin and can drive two external output pins.



- Note: 1. the CTMn external pins are pin-shared with other functions, so before using the CTMn function, ensure that the pin-shared function registers have been set properly to enable the CTMn pin function. The CTCKn pin, if used, must also be set as an input by setting the corresponding bit in the port control register.
2. The CTPnB is the inverted signal of the CTPn.

#### Compact Type TM Block Diagram (n=0~1)

#### Compact Type TM Operation

Its core is a 10-bit count-up counter which is driven by a user selectable internal or external clock source. There are also two internal comparators with the names, Comparator A and Comparator P. These comparators will compare the value in the counter with CCRP and CCRA registers. The CCRP is three bits wide whose value is compared with the highest three bits in the counter while the CCRA is the ten bits and therefore compares with all counter bits.

The only way of changing the value of the 10-bit counter using the application program, is to clear the counter by changing the CTnON bit from low to high. The counter will also be cleared automatically by a counter overflow or a compare match with one of its associated comparators. When these conditions occur, a CTMn interrupt signal will also usually be generated. The Compact Type TM can operate in a number of different operational modes, can be driven by different clock sources including an input pin. All operating setup conditions are selected using relevant internal registers.

### Compact Type TM Register Description

Overall operation of the Compact type TM is controlled using several registers. A read only register pair exists to store the internal counter 10-bit value, while a read/write register pair exists to store the internal 10-bit CCRA value. The remaining two registers are control registers which setup the different operating and control modes as well as the three CCRP bits.

Register Name	Bit							
	7	6	5	4	3	2	1	0
CTMnC0	CTnPAU	CTnCK2	CTnCK1	CTnCK0	CTnON	CTnRP2	CTnRP1	CTnRP0
CTMnC1	CTnM1	CTnM0	CTnIO1	CTnIO0	CTnOC	CTnPOL	CTnDPX	CTnCCLR
CTMnDL	D7	D6	D5	D4	D3	D2	D1	D0
CTMnDH	—	—	—	—	—	—	D9	D8
CTMnAL	D7	D6	D5	D4	D3	D2	D1	D0
CTMnAH	—	—	—	—	—	—	D9	D8

**10-bit Compact Type TM Register List (n=0~1)**

#### • CTMnC0 Register

Bit	7	6	5	4	3	2	1	0
Name	CTnPAU	CTnCK2	CTnCK1	CTnCK0	CTnON	CTnRP2	CTnRP1	CTnRP0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **CTnPAU**: CTMn Counter Pause Control  
 0: Run  
 1: Pause

The counter can be paused by setting this bit high. Clearing the bit to zero restores normal counter operation. When in a Pause condition the CTMn will remain powered up and continue to consume power. The counter will retain its residual value when this bit changes from low to high and resume counting from this value when the bit changes to a low value again.

Bit 6~4 **CTnCK2~CTnCK0**: Select CTMn Counter clock  
 000:  $f_{SYS}/4$   
 001:  $f_{SYS}$   
 010:  $f_H/16$   
 011:  $f_H/64$   
 100:  $f_{SUB}$   
 101:  $f_{SUB}$   
 110: CTCKn rising edge clock  
 111: CTCKn falling edge clock

These three bits are used to select the clock source for the CTMn. The external pin clock source can be chosen to be active on the rising or falling edge. The clock source  $f_{SYS}$  is the system clock, while  $f_H$  and  $f_{SUB}$  are other internal clocks, the details of which can be found in the “Operating Modes and System Clocks” section.

Bit 3 **CTnON**: CTMn Counter On/Off Control  
 0: Off  
 1: On

This bit controls the overall on/off function of the CTMn. Setting the bit high enables the counter to run, clearing the bit to 0 disables the CTMn. Clearing this bit to zero will stop the counter from counting and turn off the CTMn which will reduce its power consumption. When the bit changes state from low to high the internal counter value will be reset to zero, however when the bit changes from high to low, the internal counter will retain its residual value until the bit returns high again.

If the CTMn is in the Compare Match Output Mode or the PWM Output Mode then the CTMn output pin will be reset to its initial condition, as specified by the CTnOC bit, when the CTnON bit changes from low to high.

Bit 2~0 **CTnRP2~CTnRP0**: CTMn CCRP 3-bit register, compared with the CTMn Counter bit 9 ~ bit 7

Comparator P Match Period

- 000: 1024 CTMn clocks
- 001: 128 CTMn clocks
- 010: 256 CTMn clocks
- 011: 384 CTMn clocks
- 100: 512 CTMn clocks
- 101: 640 CTMn clocks
- 110: 768 CTMn clocks
- 111: 896 CTMn clocks

These three bits are used to setup the value on the internal CCRP 3-bit register, which are then compared with the internal counter's highest three bits. The result of this comparison can be selected to clear the internal counter if the CTnCCLR bit is set to zero. Setting the CTnCCLR bit to zero ensures that a compare match with the CCRP values will reset the internal counter. As the CCRP bits are only compared with the highest three counter bits, the compare values exist in 128 clock cycle multiples. Clearing all three bits to zero is in effect allowing the counter to overflow at its maximum value.

• **CTMnC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	CTnM1	CTnM0	CTnIO1	CTnIO0	CTnOC	CTnPOL	CTnDPX	CTnCCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **CTnM1~CTnM0**: Select CTMn Operating Mode

- 00: Compare Match Output Mode
- 01: Undefined
- 10: PWM Output Mode
- 11: Timer/Counter Mode

These bits setup the required operating mode for the CTMn. To ensure reliable operation the CTMn should be switched off before any changes are made to the CTnM1 and CTnM0 bits. In the Timer/Counter Mode, the CTMn output pin state is undefined.

Bit 5~4 **CTnIO1~CTnIO0**: Select CTPn output function

Compare Match Output Mode

- 00: No change
- 01: Output low
- 10: Output high
- 11: Toggle output

PWM Output Mode

- 00: PWM Output inactive state
- 01: PWM Output active state
- 10: PWM output
- 11: Undefined

Timer/Counter Mode

Unused

These two bits are used to determine how the CTMn output pin changes state when a certain condition is reached. The function that these bits select depends upon in which mode the CTMn is running.

In the Compare Match Output Mode, the CTnIO1 and CTnIO0 bits determine how the CTMn output pin changes state when a compare match occurs from the Comparator A. The CTMn output pin can be setup to switch high, switch low or to toggle its present state when a compare match occurs from the Comparator A. When the bits are both zero, then no change will take place on the output. The initial value of the CTMn output pin should be setup using the CTnOC bit in the CTMnC1 register. Note that the output level requested by the CTnIO1 and CTnIO0 bits must be different from the initial value setup using the CTnOC bit otherwise no change will occur on the CTMn output pin when a compare match occurs. After the CTMn output pin changes state it can be reset to its initial level by changing the level of the CTnON bit from low to high.

In the PWM Output Mode, the CTnIO1 and CTnIO0 bits determine how the CTMn output pin changes state when a certain compare match condition occurs. The PWM output function is modified by changing these two bits. It is necessary to only change the values of the CTnIO1 and CTnIO0 bits only after the CTMn has been switched off. Unpredictable PWM outputs will occur if the CTnIO1 and CTnIO0 bits are changed when The CTMn is running.

- Bit 3     **CTnOC**: CTPn Output control bit  
Compare Match Output Mode  
    0: Initial low  
    1: Initial high  
PWM Output Mode  
    0: Active low  
    1: Active high

This is the output control bit for the CTPn output pin. Its operation depends upon whether CTMn is being used in the Compare Match Output Mode or in the PWM Output Mode. It has no effect if the CTMn is in the Timer/Counter Mode. In the Compare Match Output Mode it determines the logic level of the CTMn output pin before a compare match occurs. In the PWM Output Mode it determines if the PWM signal is active high or active low.

- Bit 2     **CTnPOL**: CTPn Output polarity Control  
    0: Non-invert  
    1: Invert

This bit controls the polarity of the CTPn output pin. When the bit is set high the CTMn output pin will be inverted and not inverted when the bit is zero. It has no effect if the CTMn is in the Timer/Counter Mode.

- Bit 1     **CTnDPX**: CTMn PWM period/duty Control  
    0: CCRP – period; CCRA – duty  
    1: CCRP – duty; CCRA – period

This bit determines which of the CCRA and CCRP registers are used for period and duty control of the PWM waveform.

- Bit 0     **CTnCCLR**: Select CTMn Counter clear condition  
    0: CTMn Comparatror P match  
    1: CTMn Comparatror A match

This bit is used to select the method which clears the counter. Remember that the Compact TM contains two comparators, Comparator A and Comparator P, either of which can be selected to clear the internal counter. With the CTnCCLR bit set high, the counter will be cleared when a compare match occurs from the Comparator A. When the bit is low, the counter will be cleared when a compare match occurs from the Comparator P or with a counter overflow. A counter overflow clearing method can only be implemented if the CCRP bits are all cleared to zero. The CTnCCLR bit is not used in the PWM Output Mode.

• **CTMnDL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0     **D7~D0:** CTMn Counter Low Byte Register bit 7 ~ bit 0  
CTMn 10-bit Counter bit 7 ~ bit 0

• **CTMnDH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R	R
POR	—	—	—	—	—	—	0	0

Bit 7~2     Unimplemented, read as “0”  
Bit 1~0     **D9~D8:** CTMn Counter High Byte Register bit 1 ~ bit 0  
CTMn 10-bit Counter bit 9 ~ bit 8

• **CTMnAL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0     **D7~D0:** CTMn CCRA Low Byte Register bit 7 ~ bit 0  
CTMn 10-bit CCRA bit 7 ~ bit 0

• **CTMnAH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2     Unimplemented, read as “0”  
Bit 1~0     **D9~D8:** CTMn CCRA High Byte Register bit 1 ~ bit 0  
CTMn 10-bit CCRA bit 9 ~ bit 8

**Compact Type TM Operating Modes**

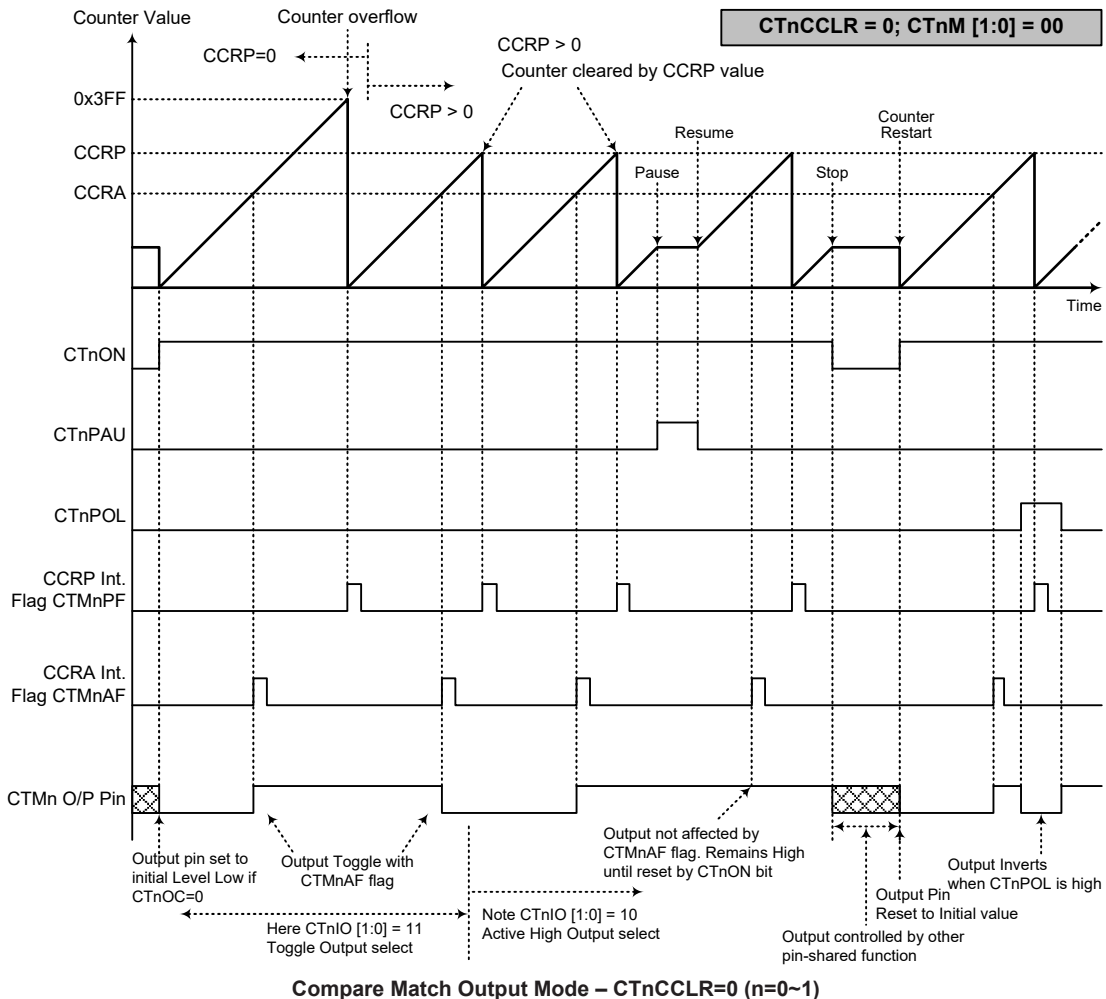
The Compact Type TM can operate in one of three operating modes, Compare Match Output Mode, PWM Output Mode or Timer/Counter Mode. The operating mode is selected using the CTnM1 and CTnM0 bits in the CTMnC1 register.

**Compare Match Output Mode**

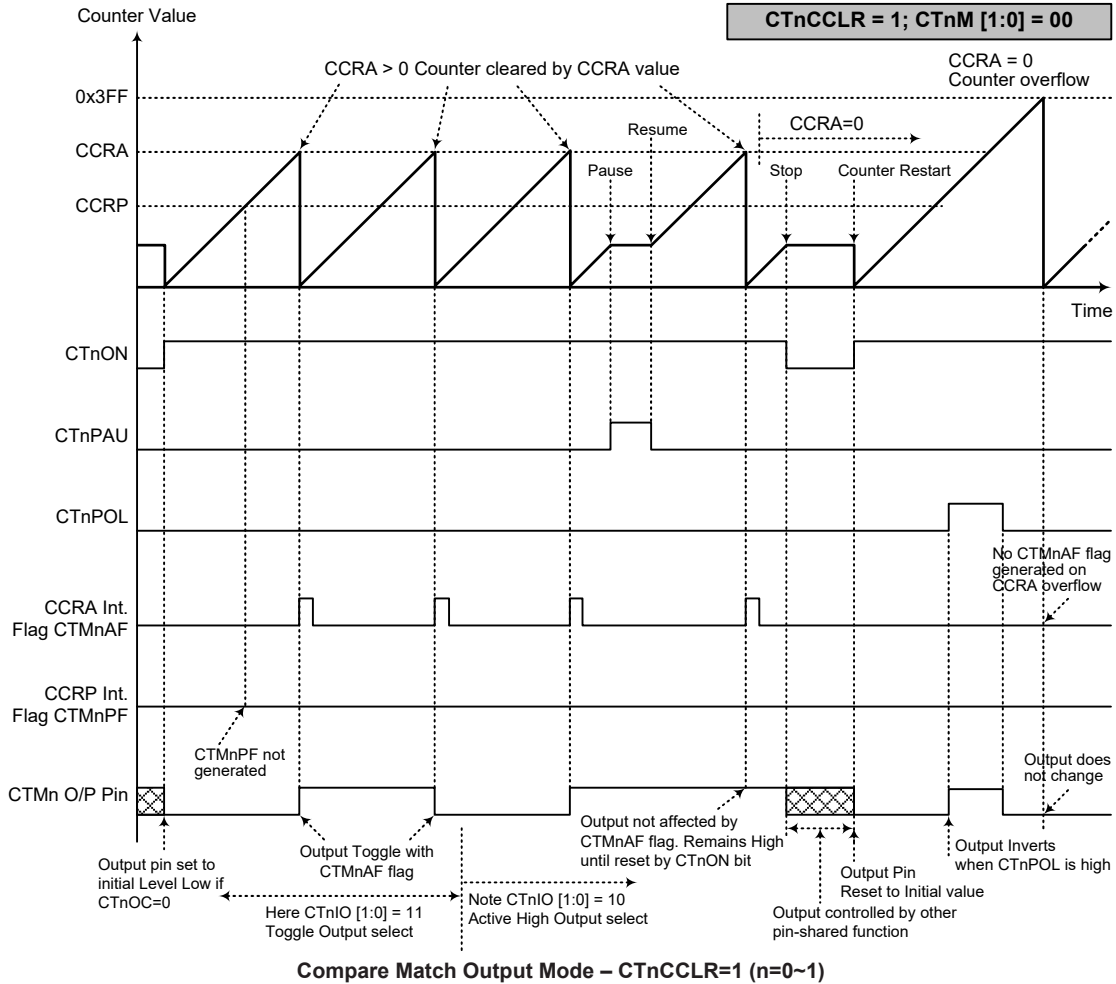
To select this mode, bits CTnM1 and CTnM0 in the CTMnC1 register, should be set to 00 respectively. In this mode once the counter is enabled and running it can be cleared by three methods. These are a counter overflow, a compare match from Comparator A and a compare match from Comparator P. When the CTnCCLR bit is low, there are two ways in which the counter can be cleared. One is when a compare match from Comparator P, the other is when the CCRP bits are all zero which allows the counter to overflow. Here both CTMnAF and CTMnPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

If the CTnCCLR bit in the CTMnC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the CTMnAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when CTnCCLR is high no CTMnPF interrupt request flag will be generated. If the CCRA bits are all zero, the counter will overflow when it reaches its maximum 10-bit, 3FF Hex, value, however here the CTMnAF interrupt request flag will not be generated.

As the name of the mode suggests, after a comparison is made, the CTMn output pin will change state. The CTMn output pin condition however only changes state when a CTMnAF interrupt request flag is generated after a compare match occurs from Comparator A. The CTMnPF interrupt request flag, generated from a compare match occurs from Comparator P, will have no effect on the CTMn output pin. The way in which the CTMn output pin changes state are determined by the condition of the CTnIO1 and CTnIO0 bits in the CTMnC1 register. The CTMn output pin can be selected using the CTnIO1 and CTnIO0 bits to go high, to go low or to toggle from its present condition when a compare match occurs from Comparator A. The initial condition of the CTMn output pin, which is setup after the CTnON bit changes from low to high, is setup using the CTnOC bit. Note that if the CTnIO1 and CTnIO0 bits are zero then no pin change will take place.



- Note: 1. With CTnCCLR=0, a Comparator P match will clear the counter  
 2. The CTMn output pin controlled only by the CTMnAF flag  
 3. The output pin reset to initial state by a CTnON bit rising edge



- Note: 1. With CTnCCR=1, a Comparator A match will clear the counter
2. The CTMn output pin controlled only by the CTMnAF flag
3. The output pin reset to initial state by a CTnON rising edge
4. The CTMnPF flags is not generated when CTnCCR=1



**Timer/Counter Mode**

To select this mode, bits CTnM1 and CTnM0 in the CTMnC1 register should be set to 11 respectively. The Timer/Counter Mode operates in an identical way to the Compare Match Output Mode generating the same interrupt flags. The exception is that in the Timer/Counter Mode the CTMn output pin is not used. Therefore the above description and Timing Diagrams for the Compare Match Output Mode can be used to understand its function. As the CTMn output pin is not used in this mode, the pin can be used as a normal I/O pin or other pin-shared function.

**PWM Output Mode**

To select this mode, bits CTnM1 and CTnM0 in the CTMnC1 register should be set to 10 respectively. The PWM function within the CTMn is useful for applications which require functions such as motor control, heating control, illumination control etc. By providing a signal of fixed frequency but of varying duty cycle on the CTMn output pin, a square wave AC waveform can be generated with varying equivalent DC RMS values.

As both the period and duty cycle of the PWM waveform can be controlled, the choice of generated waveform is extremely flexible. In the PWM Output Mode, the CTnCCLR bit has no effect on the PWM operation. Both of the CCRA and CCRP registers are used to generate the PWM waveform, one register is used to clear the internal counter and thus control the PWM waveform frequency, while the other one is used to control the duty cycle. Which register is used to control either frequency or duty cycle is determined using the CTnDPX bit in the CTMnC1 register. The PWM waveform frequency and duty cycle can therefore be controlled by the values in the CCRA and CCRP registers.

An interrupt flag, one for each of the CCRA and CCRP, will be generated when a compare match occurs from either Comparator A or Comparator P. The CTnOC bit in the CTMnC1 register is used to select the required polarity of the PWM waveform while the two CTnIO1 and CTnIO0 bits are used to enable the PWM output or to force the CTMn output pin to a fixed high or low level. The CTnPOL bit is used to reverse the polarity of the PWM output waveform.

**• 10-bit CTMn, PWM Output Mode, Edge-aligned Mode, CTnDPX=0**

CCRP	1~7	0
Period	CCRP×128	1024
Duty	CCRA	

If  $f_{SYS}=8\text{MHz}$ , CTMn clock source is  $f_{SYS}/4$ , CCRP=2, CCRA=128,

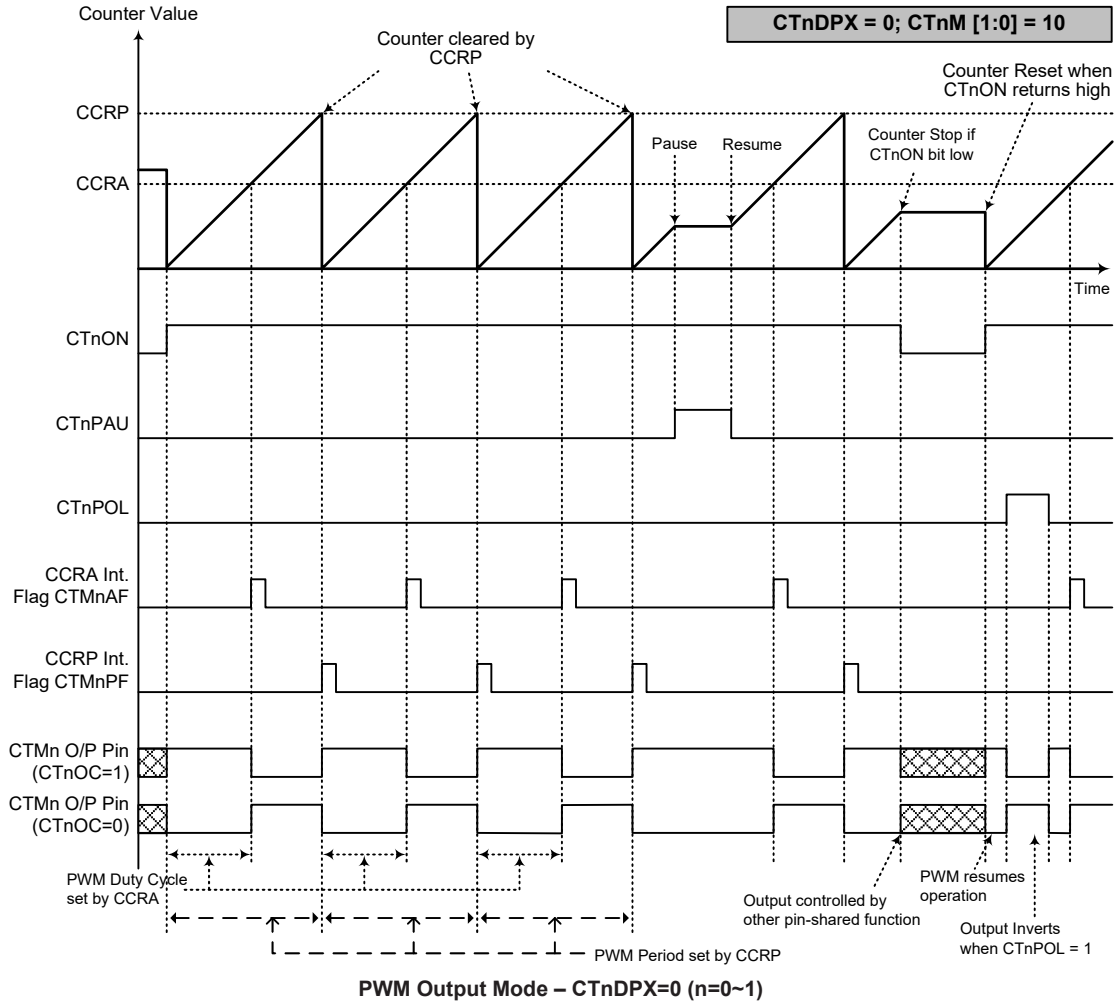
The CTMn PWM output frequency= $(f_{SYS}/4)/(2\times 128)=f_{SYS}/1024=8\text{kHz}$ , duty= $128/(2\times 128)=50\%$ .

If the Duty value defined by the CCRA register is equal to or greater than the Period value, then the PWM output duty is 100%.

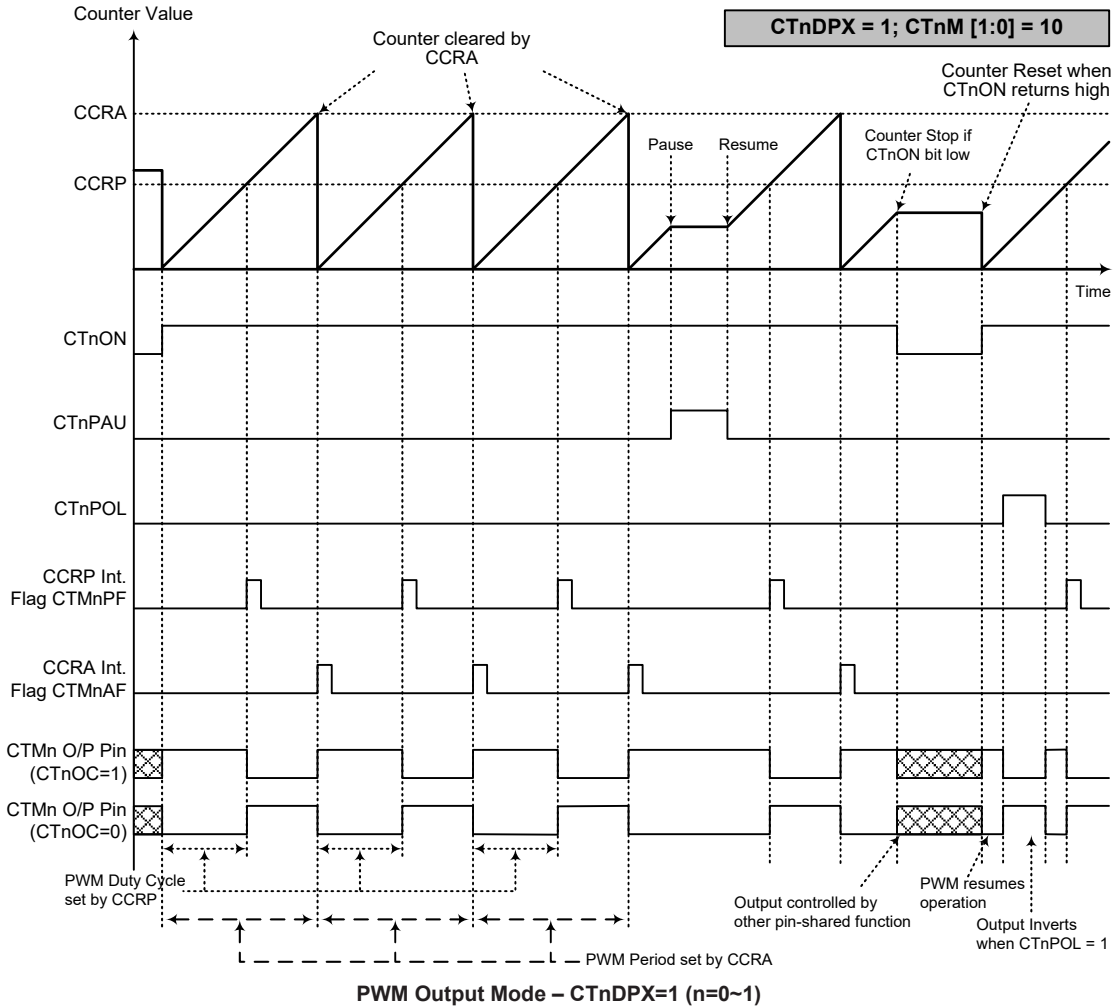
**• 10-bit CTMn, PWM Output Mode, Edge-aligned Mode, CTnDPX=1**

CCRP	1~7	0
Period	CCRA	
Duty	CCRP×128	1024

The PWM output period is determined by the CCRA register value together with the CTMn clock while the PWM duty cycle is defined by the CCRP register value.



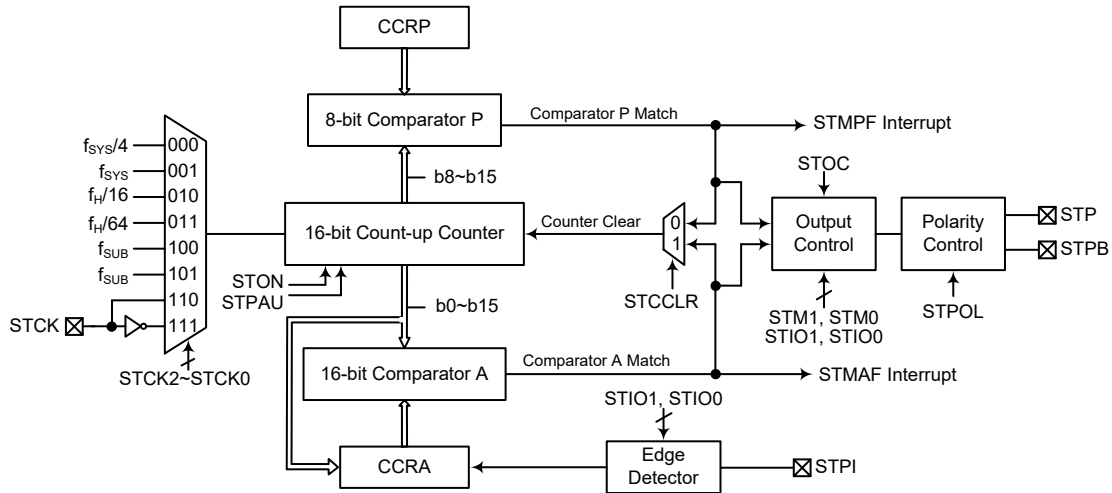
- Note: 1. Here CTnDPX=0 – Counter cleared by CCRP  
 2. A counter clear sets PWM Period  
 3. The internal PWM function continues running even when CTnIO[1:0]=00 or 01  
 4. The CTnCCLR bit has no influence on PWM operation



- Note: 1. Here CTnDPX=1 – Counter cleared by CCRA  
 2. A counter clear sets PWM Period  
 3. The internal PWM function continues even when CTnIO[1:0]=00 or 01  
 4. The CTnCCLR bit has no influence on PWM operation

## Standard Type TM – STM

The Standard Type TM contains five operating modes, which are Compare Match Output, Timer/Event Counter, Capture Input, Single Pulse Output and PWM Output modes. The Standard TM can also be controlled with two external input pins and can drive two external output pins.



- Note: 1. The STM external pins are pin-shared with other functions, so before using the STM function, ensure that the pin-shared function registers have been set properly to enable the STM pin function. The STCK and STPI pins, if used, must also be set as an input by setting the corresponding bits in the port control register.
2. The STPB is the inverted signal of the STP.

**16-bit Standard Type TM Block Diagram**

### Standard TM Operation

The size of the Standard type TM is 16-bit wide and its core is a 16-bit count-up counter which is driven by a user selectable internal or external clock source. There are also two internal comparators with the names, Comparator A and Comparator P. These comparators will compare the value in the counter with CCRP and CCRA registers. The CCRP comparator is 8-bit wide whose value is compared with the highest 8 bits in the counter while the CCRA is the sixteen bits and therefore compares all counter bits.

The only way of changing the value of the 16-bit counter using the application program, is to clear the counter by changing the STON bit from low to high. The counter will also be cleared automatically by a counter overflow or a compare match with one of its associated comparators. When these conditions occur, a STM interrupt signal will also usually be generated. The Standard Type TM can operate in a number of different operational modes, can be driven by different clock sources including external input pins and can also control more than one output pins. All operating setup conditions are selected using relevant internal registers.

### Standard Type TM Register Description

Overall operation of the Standard TM is controlled using a series of registers. A read only register pair exists to store the internal counter 16-bit value, while a read/write register pair exists to store the internal 16-bit CCRA value. The STMRP register is used to store the 8-bit CCRP value. The remaining two registers are control registers which setup the different operating and control modes.

Register Name	Bit							
	7	6	5	4	3	2	1	0
STMC0	STPAU	STCK2	STCK1	STCK0	STON	—	—	—
STMC1	STM1	STM0	STIO1	STIO0	STOC	STPOL	STDPX	STCCLR
STMDL	D7	D6	D5	D4	D3	D2	D1	D0
STMDH	D15	D14	D13	D12	D11	D10	D9	D8
STMAL	D7	D6	D5	D4	D3	D2	D1	D0
STMAH	D15	D14	D13	D12	D11	D10	D9	D8
STM RP	D7	D6	D5	D4	D3	D2	D1	D0

**16-bit Standard Type TM Register List**

• **STMC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	STPAU	STCK2	STCK1	STCK0	STON	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	—	—	—
POR	0	0	0	0	0	—	—	—

Bit 7 **STPAU**: STM Counter Pause control

- 0: Run
- 1: Pause

The counter can be paused by setting this bit high. Clearing the bit to zero restores normal counter operation. When in a Pause condition the STM will remain powered up and continue to consume power. The counter will retain its residual value when this bit changes from low to high and resume counting from this value when the bit changes to a low value again.

Bit 6~4 **STCK2~STCK0**: Select STM Counter clock

- 000:  $f_{SYS}/4$
- 001:  $f_{SYS}$
- 010:  $f_H/16$
- 011:  $f_H/64$
- 100:  $f_{SUB}$
- 101:  $f_{SUB}$
- 110: STCK rising edge clock
- 111: STCK falling edge clock

These three bits are used to select the clock source for the STM. The external pin clock source can be chosen to be active on the rising or falling edge. The clock source  $f_{SYS}$  is the system clock, while  $f_H$  and  $f_{SUB}$  are other internal clocks, the details of which can be found in the “Operating Modes and System Clocks” section.

Bit 3 **STON**: STM Counter On/Off control

- 0: Off
- 1: On

This bit controls the overall on/off function of the STM. Setting the bit high enables the counter to run while clearing the bit disables the STM. Clearing this bit to zero will stop the counter from counting and turn off the STM which will reduce its power consumption. When the bit changes state from low to high the internal counter value will be reset to zero, however when the bit changes from high to low, the internal counter will retain its residual value until the bit returns high again.

If the STM is in the Compare Match Output Mode, the PWM Output Mode or the Single Pulse Output Mode then the STM output pin will be reset to its initial condition, as specified by the STOC bit, when the STON bit changes from low to high.

Bit 2~0 Unimplemented, read as “0”

• **STMC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	STM1	STM0	STIO1	STIO0	STOC	STPOL	STDPX	STCCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6     **STM1~STM0**: Select STM Operating Mode  
                   00: Compare Match Output Mode  
                   01: Capture Input Mode  
                   10: PWM Output Mode or Single Pulse Output Mode  
                   11: Timer/Counter Mode

These bits setup the required operating mode for the STM. To ensure reliable operation the STM should be switched off before any changes are made to the STM1 and STM0 bits. In the Timer/Counter Mode, the STM output pin state is undefined.

Bit 5~4     **STIO1~STIO0**: Select STM external pin function

Compare Match Output Mode  
                   00: No change  
                   01: Output low  
                   10: Output high  
                   11: Toggle output

PWM Output Mode/Single Pulse Output Mode  
                   00: PWM output inactive state  
                   01: PWM output active state  
                   10: PWM output  
                   11: Single Pulse output

Capture Input Mode  
                   00: Input capture at rising edge of STPI  
                   01: Input capture at falling edge of STPI  
                   10: Input capture at rising/falling edge of STPI  
                   11: Input capture disabled

Timer/Counter Mode  
                   Unused

These two bits are used to determine how the STM output pin changes state when a certain condition is reached. The function that these bits select depends upon in which mode the STM is running.

In the Compare Match Output Mode, the STIO1 and STIO0 bits determine how the STM output pin changes state when a compare match occurs from the Comparator A. The TM output pin can be setup to switch high, switch low or to toggle its present state when a compare match occurs from the Comparator A. When the bits are both zero, then no change will take place on the output. The initial value of the STM output pin should be setup using the STOC bit in the STMC1 register. Note that the output level requested by the STIO1 and STIO0 bits must be different from the initial value setup using the STOC bit otherwise no change will occur on the STM output pin when a compare match occurs. After the STM output pin changes state, it can be reset to its initial level by changing the level of the STON bit from low to high.

In the PWM Output Mode, the STIO1 and STIO0 bits determine how the STM output pin changes state when a certain compare match condition occurs. The PWM output function is modified by changing these two bits. It is necessary to only change the values of the STIO1 and STIO0 bits only after the STM has been switched off. Unpredictable PWM outputs will occur if the STIO1 and STIO0 bits are changed when the STM is running.

- Bit 3**      **STOC:** STM STP Output control  
 Compare Match Output Mode  
     0: Initial low  
     1: Initial high  
 PWM Output Mode/Single Pulse Output Mode  
     0: Active low  
     1: Active high
- This is the output control bit for the STM output pin. Its operation depends upon whether STM is being used in the Compare Match Output Mode or in the PWM Output Mode/Single Pulse Output Mode. It has no effect if the STM is in the Timer/Counter Mode. In the Compare Match Output Mode it determines the logic level of the STM output pin before a compare match occurs. In the PWM output Mode it determines if the PWM signal is active high or active low. In the Single Pulse Output Mode it determines the logic level of the STP output pin when the STON bit changes from low to high.
- Bit 2**      **STPOL:** STP Output polarity control  
     0: Non-invert  
     1: Invert
- This bit controls the polarity of the STP output pin. When the bit is set high the STM output pin will be inverted and not inverted when the bit is zero. It has no effect if the STM is in the Timer/Counter Mode.
- Bit 1**      **STDPX:** STM PWM duty/period control  
     0: CCRP – period; CCRA – duty  
     1: CCRP – duty; CCRA – period
- This bit determines which of the CCRA and CCRP registers are used for period and duty control of the PWM waveform.
- Bit 0**      **STCCLR:** STM Counter Clear condition selection  
     0: Comparator P match  
     1: Comparator A match
- This bit is used to select the method which clears the counter. Remember that the Standard TM contains two comparators, Comparator A and Comparator P, either of which can be selected to clear the internal counter. With the STCCLR bit set high, the counter will be cleared when a compare match occurs from the Comparator A. When the bit is low, the counter will be cleared when a compare match occurs from the Comparator P or with a counter overflow. A counter overflow clearing method can only be implemented if the CCRP bits are all cleared to zero. The STCCLR bit is not used in the PWM Output, Single Pulse Output or Capture Input Mode.

• **STMDL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0:** STM Counter Low Byte Register bit 7 ~ bit 0  
 STM 16-bit Counter bit 7 ~ bit 0

• **STMDH Register**

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D15~D8:** STM Counter High Byte Register bit 7 ~ bit 0  
 STM 16-bit Counter bit 15 ~ bit 8

• **STMAL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: STM CCRA Low Byte Register bit 7 ~ bit 0  
STM 16-bit CCRA bit 7 ~ bit 0

• **STMAH Register**

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D15~D8**: STM CCRA High Byte Register bit 7 ~ bit 0  
STM 16-bit CCRA bit 15 ~ bit 8

• **STMRP Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: STM CCRP 8-bit register, compared with the STM counter bit 15 ~ bit 8  
Comparator P match period  
0: 65536 STM clocks  
1~255: (1~255)×256 STM clocks

These eight bits are used to setup the value on the internal CCRP 8-bit register, which are then compared with the internal counter's highest eight bits. The result of this comparison can be selected to clear the internal counter if the STCCLR bit is set to zero. Setting the STCCLR bit to zero ensures that a compare match with the CCRP values will reset the internal counter. As the CCRP bits are only compared with the highest eight counter bits, the compare values exist in 256 clock cycle multiples. Clearing all eight bits to zero is in effect allowing the counter to overflow at its maximum value.

### Standard Type TM Operation Modes

The Standard Type TM can operate in one of five operating modes, Compare Match Output Mode, PWM Output Mode, Single Pulse Output Mode, Capture Input Mode or Timer/Counter Mode. The operating mode is selected using the STM1 and STM0 bits in the STMC1 register.

#### Compare Match Output Mode

To select this mode, bits STM1 and STM0 in the STMC1 register, should be set to 00 respectively. In this mode once the counter is enabled and running it can be cleared by three methods. These are a counter overflow, a compare match from Comparator A and a compare match from Comparator P. When the STCCLR bit is low, there are two ways in which the counter can be cleared. One is when a compare match from Comparator P, the other is when the CCRP bits are all zero which allows the counter to overflow. Here both STMAF and STMPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

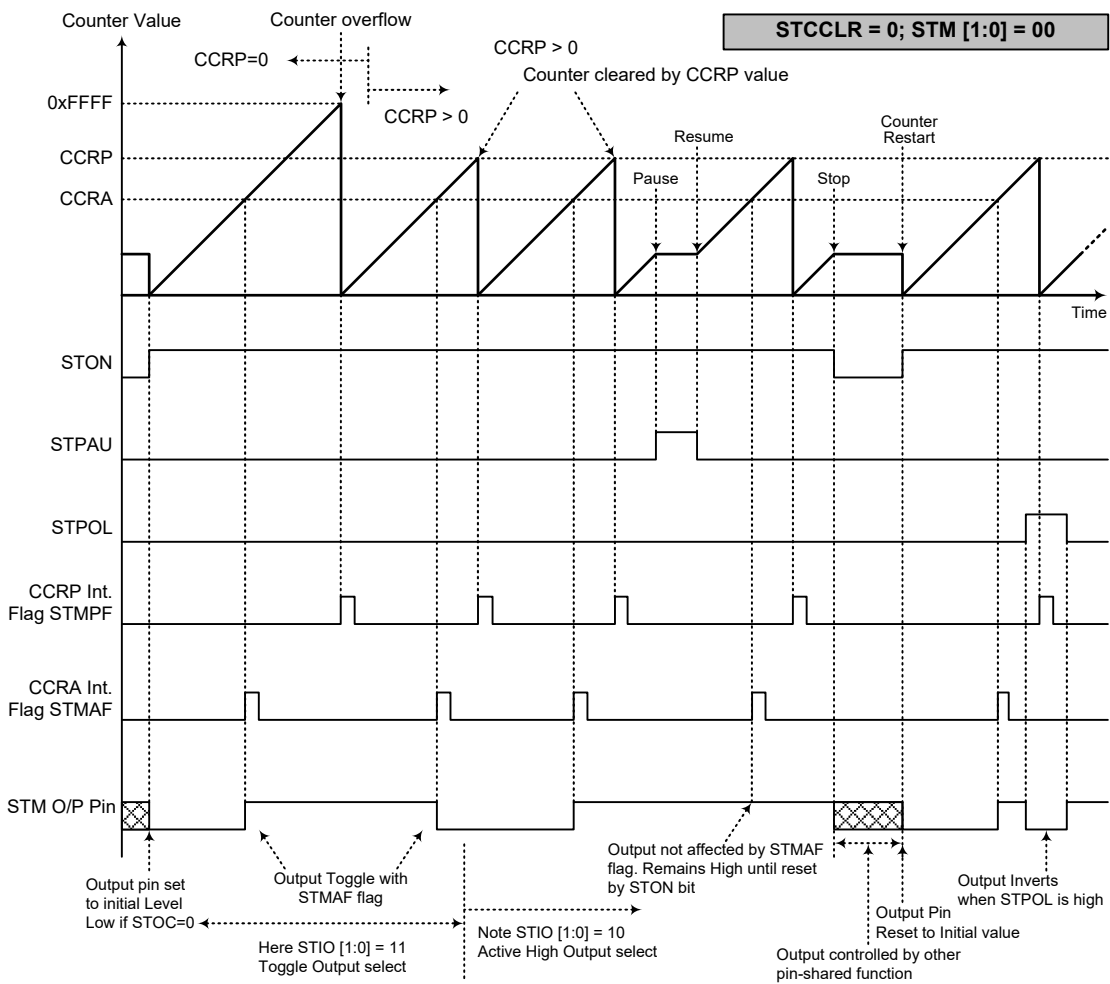
If the STCCLR bit in the STMC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the STMAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when



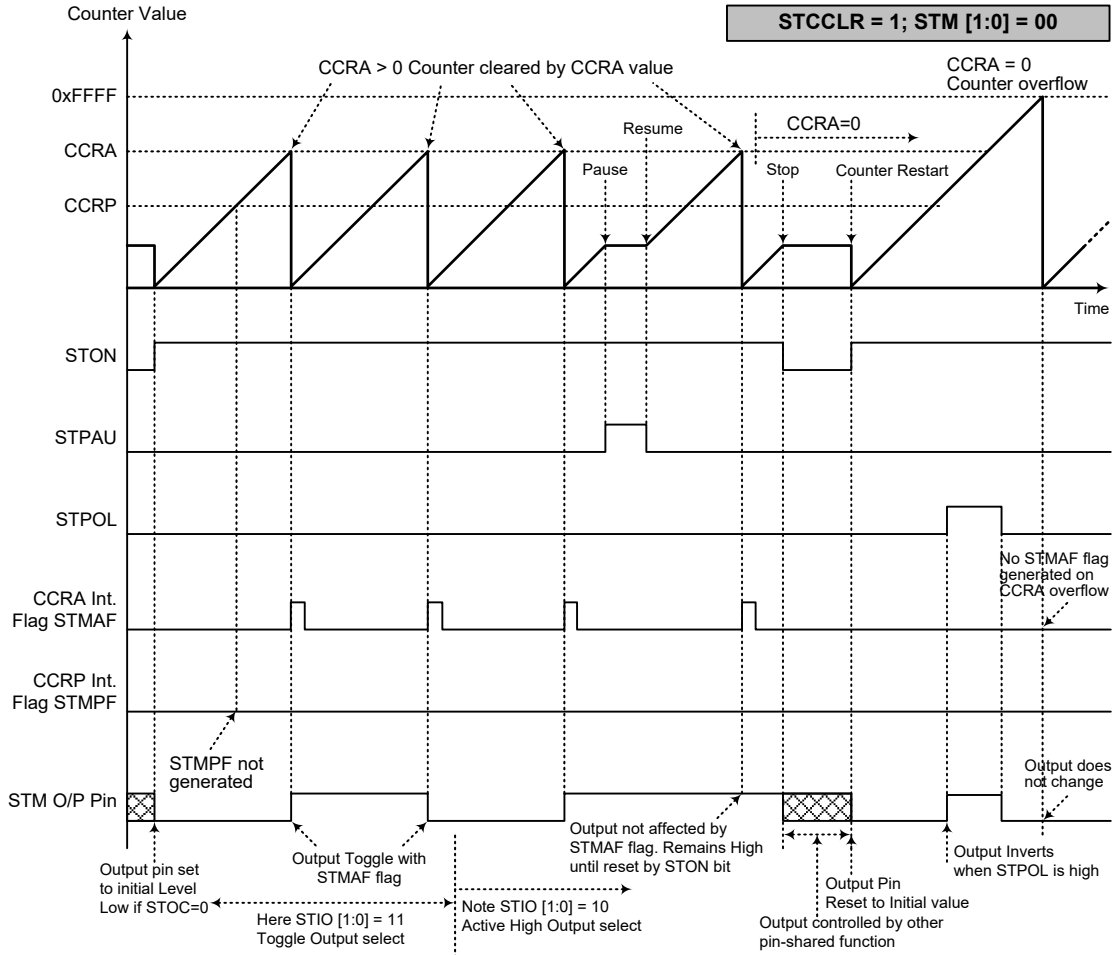
STCCLR is high no STMPF interrupt request flag will be generated. In the Compare Match Output Mode, the CCRA cannot be cleared to zero.

If the CCRA bits are all zero, the counter will overflow when it reaches its maximum 16-bit, FFFF Hex, value, however here the STMAF interrupt request flag will not be generated.

As the name of the mode suggests, after a comparison is made, the STM output pin, will change state. The STM output pin condition however only changes state when a STMAF interrupt request flag is generated after a compare match occurs from Comparator A. The STMPF interrupt request flag, generated from a compare match occurs from Comparator P, will have no effect on the STM output pin. The way in which the STM output pin changes state are determined by the condition of the STIO1 and STIO0 bits in the STMC1 register. The STM output pin can be selected using the STIO1 and STIO0 bits to go high, to go low or to toggle from its present condition when a compare match occurs from Comparator A. The initial condition of the STM output pin, which is setup after the STON bit changes from low to high, is setup using the STOC bit. Note that if the STIO1 and STIO0 bits are zero then no pin change will take place.



- Note: 1. With STCCLR=0, a Comparator P match will clear the counter  
 2. The STM output pin is controlled only by the STMAF flag  
 3. The output pin is reset to its initial state by a STON bit rising edge



**Compare Match Output Mode – STCCLR=1**

- Note: 1. With STCCLR=1, a Comparator A match will clear the counter
2. The STM output pin is controlled only by the STMAF flag
3. The output pin is reset to its initial state by a STON bit rising edge
4. A STMPF flag is not generated when STCCLR=1

**Timer/Counter Mode**

To select this mode, bits STM1 and STM0 in the STMC1 register should be set to 11 respectively. The Timer/Counter Mode operates in an identical way to the Compare Match Output Mode generating the same interrupt flags. The exception is that in the Timer/Counter Mode the STM output pin is not used. Therefore the above description and Timing Diagrams for the Compare Match Output Mode can be used to understand its function. As the STM output pin is not used in this mode, the pin can be used as a normal I/O pin or other pin-shared function.

**PWM Output Mode**

To select this mode, bits STM1 and STM0 in the STMC1 register should be set to 10 respectively and also the STIO1 and STIO0 bits should be set to 10 respectively. The PWM function within the STM is useful for applications which require functions such as motor control, heating control, illumination control etc. By providing a signal of fixed frequency but of varying duty cycle on the STM output pin, a square wave AC waveform can be generated with varying equivalent DC RMS values.

As both the period and duty cycle of the PWM waveform can be controlled, the choice of generated waveform is extremely flexible. In the PWM Output Mode, the STCCLR bit has no effect as the PWM period. Both of the CCRA and CCRP registers are used to generate the PWM waveform, one register is used to clear the internal counter and thus control the PWM waveform frequency, while the other one is used to control the duty cycle. Which register is used to control either frequency or duty cycle is determined using the STDPX bit in the STMC1 register. The PWM waveform frequency and duty cycle can therefore be controlled by the values in the CCRA and CCRP registers.

An interrupt flag, one for each of the CCRA and CCRP, will be generated when a compare match occurs from either Comparator A or Comparator P. The STOC bit in the STMC1 register is used to select the required polarity of the PWM waveform while the two STIO1 and STIO0 bits are used to enable the PWM output or to force the STM output pin to a fixed high or low level. The STPOL bit is used to reverse the polarity of the PWM output waveform.

• **16-bit STM, PWM Output Mode, Edge-aligned Mode, STDPX=0**

CCRP	1~255	0
Period	CCRP × 256	65536
Duty	CCRA	

If  $f_{SYS}=8\text{MHz}$ , STM clock source is  $f_{SYS}/4$ , CCRP=2 and CCRA=128,

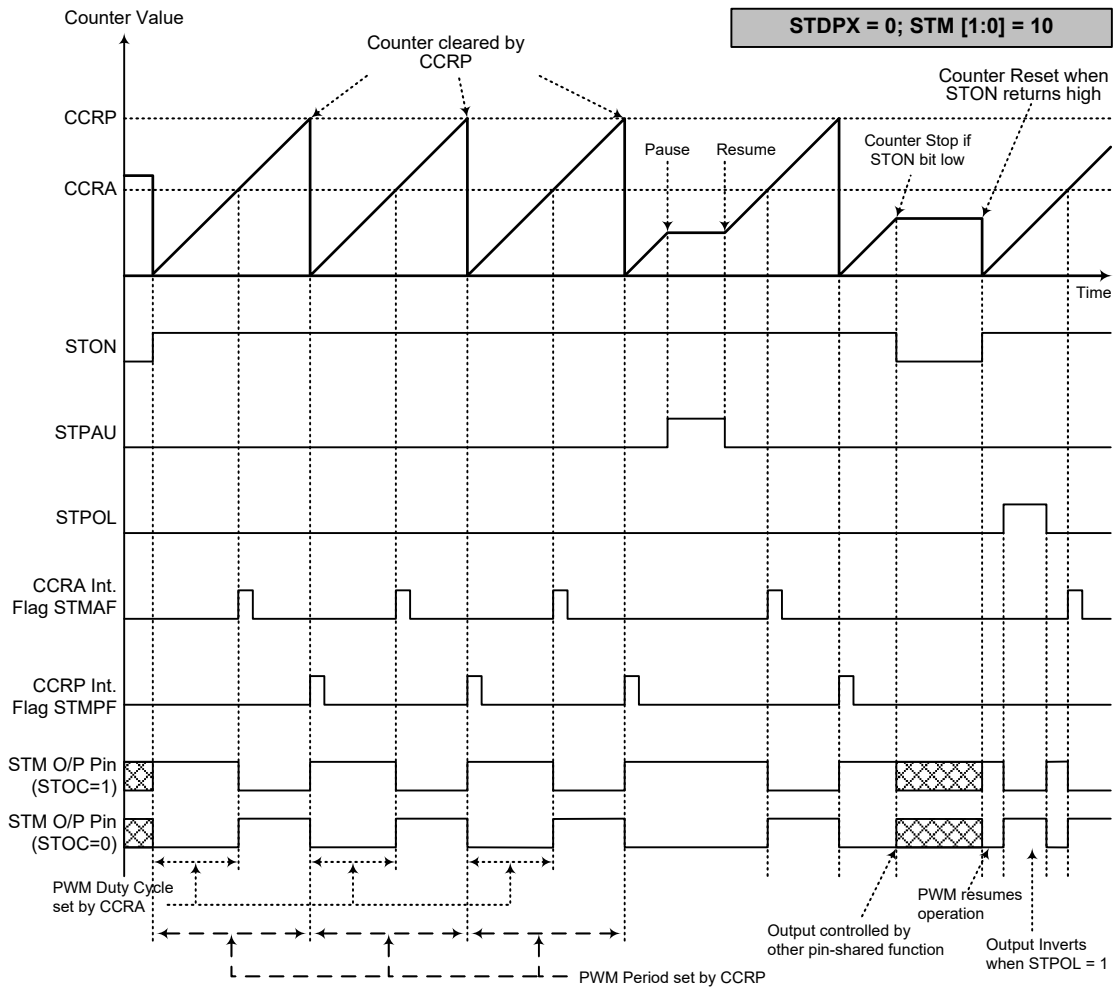
The STM PWM output frequency= $(f_{SYS}/4)/(2 \times 256)=f_{SYS}/2048=4\text{kHz}$ , duty= $128/(2 \times 256)=25\%$ .

If the Duty value defined by the CCRA register is equal to or greater than the Period value, then the PWM output duty is 100%.

• **16-bit STM, PWM Output Mode, Edge-aligned Mode, STDPX=1**

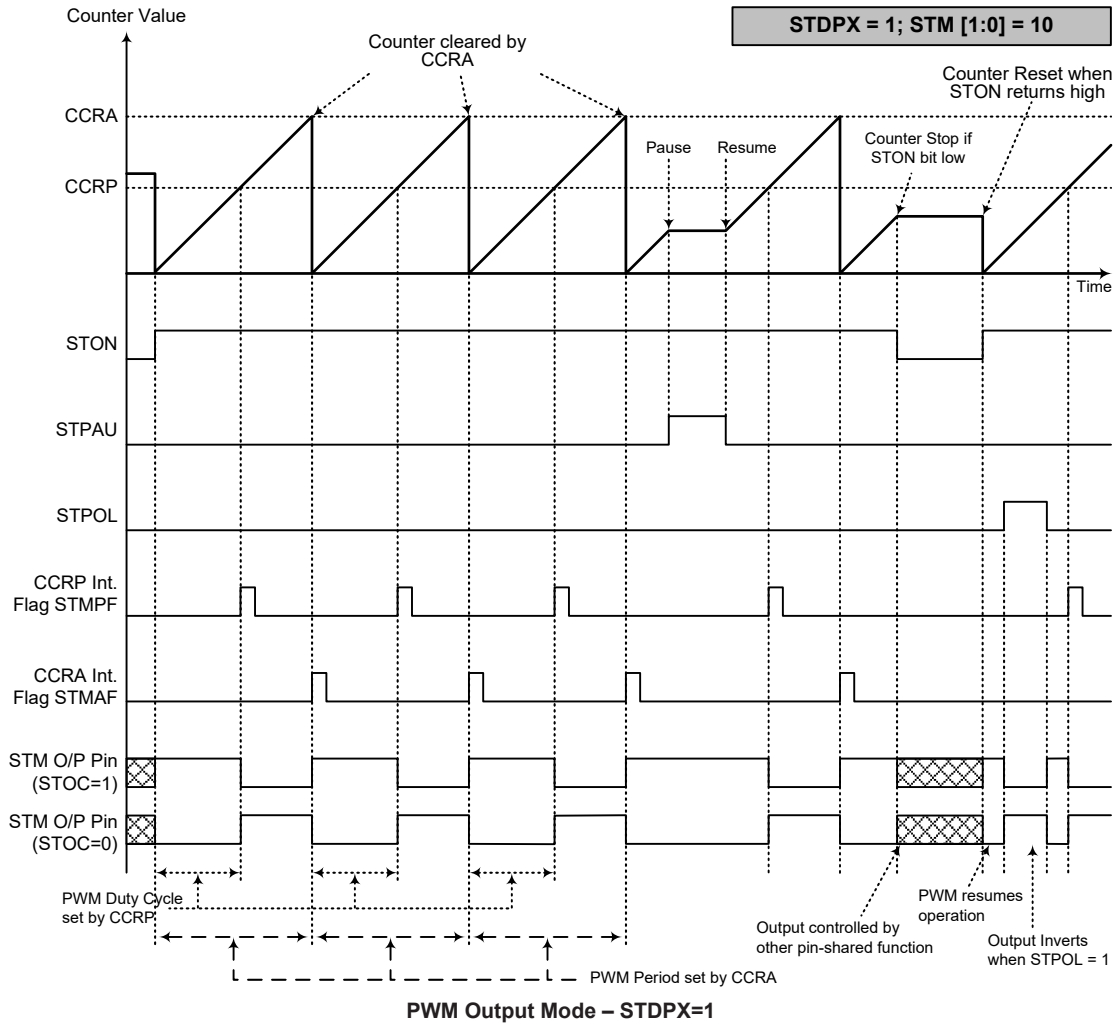
CCRP	1~255	0
Period	CCRA	
Duty	CCRP×256	65536

The PWM output period is determined by the CCRA register value together with the STM clock while the PWM duty cycle is defined by the CCRP register value.



**PWM Output Mode – STDPX=0**

- Note: 1. Here STDPX=0 – Counter cleared by CCRP  
 2. A counter clear sets PWM Period  
 3. The internal PWM function continues running even when STIO[1:0]=00 or 01  
 4. The STCCLR bit has no influence on PWM operation



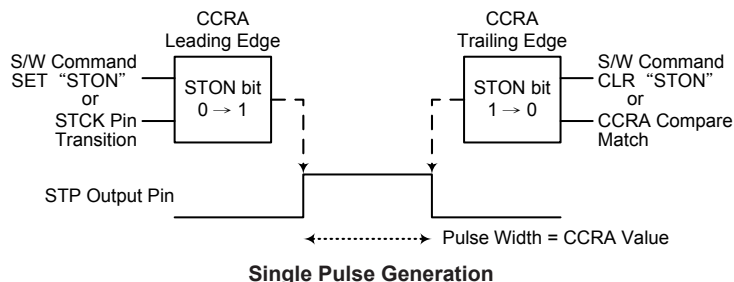
- Note: 1. Here STDPX=1 – Counter cleared by CCRA  
 2. A counter clear sets PWM Period  
 3. The internal PWM function continues even when STIO[1:0]=00 or 01  
 4. The STCCLR bit has no influence on PWM operation

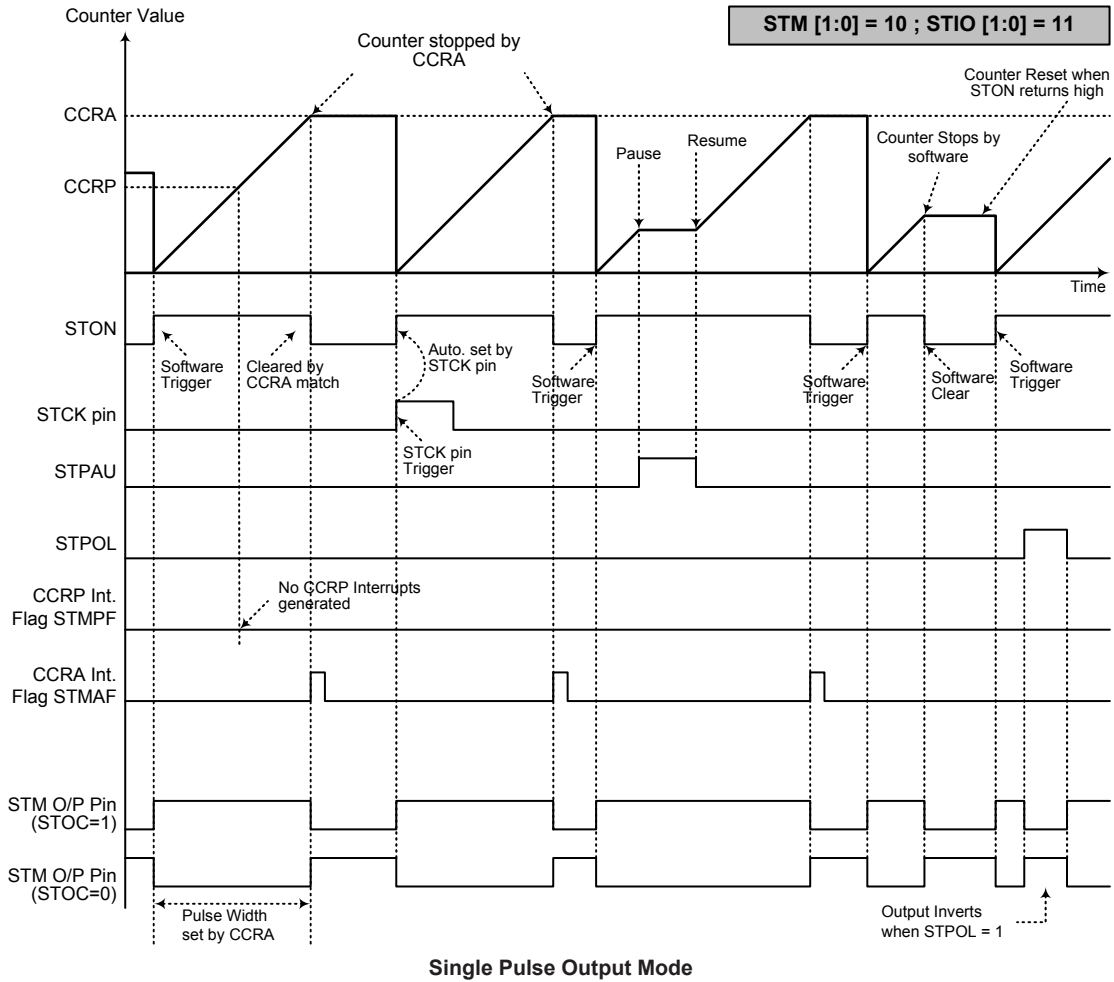
**Single Pulse Output Mode**

To select this mode, bits STM1 and STM0 in the STMC1 register should be set to 10 respectively and also the STIO1 and STIO0 bits should be set to 11 respectively. The Single Pulse Output Mode, as the name suggests, will generate a single shot pulse on the STM output pin.

The trigger for the pulse output leading edge is a low to high transition of the STON bit, which can be implemented using the application program. However in the Single Pulse Output Mode, the STON bit can also be made to automatically change from low to high using the external STCK pin, which will in turn initiate the Single Pulse output. When the STON bit transitions to a high level, the counter will start running and the pulse leading edge will be generated. The STON bit should remain high when the pulse is in its active state. The generated pulse trailing edge will be generated when the STON bit is cleared to zero, which can be implemented using the application program or when a compare match occurs from Comparator A.

However a compare match from Comparator A will also automatically clear the STON bit and thus generate the Single Pulse output trailing edge. In this way the CCRA value can be used to control the pulse width. A compare match from Comparator A will also generate a STM interrupt. The counter can only be reset back to zero when the STON bit changes from low to high when the counter restarts. In the Single Pulse Output Mode CCRP is not used. The STCCLR and STDPX bits are not used in this Mode.





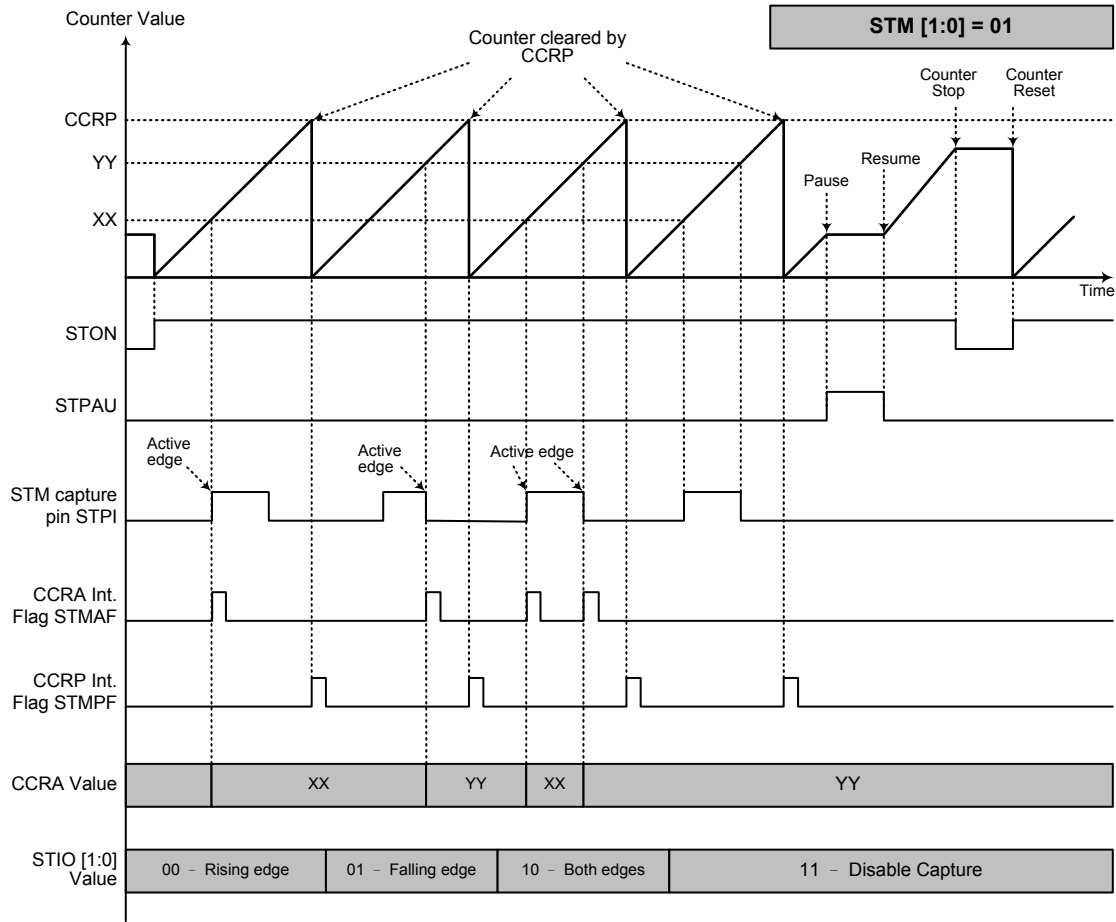
- Note: 1. Counter stopped by CCRA  
 2. CCRP is not used  
 3. The pulse triggered by the STCK pin or by setting the STON bit high  
 4. A STCK pin active edge will automatically set the STON bit high  
 5. In the Single Pulse Output Mode, STIO[1:0] must be set to "11" and can not be changed

**Capture Input Mode**

To select this mode bits STM1 and STM0 in the STMC1 register should be set to 01 respectively. This mode enables external signals to capture and store the present value of the internal counter and can therefore be used for applications such as pulse width measurements. The external signal is supplied on the STPI pin, whose active edge can be a rising edge, a falling edge or both rising and falling edges; the active edge transition type is selected using the STIO1 and STIO0 bits in the STMC1 register. The counter is started when the STON bit changes from low to high which is initiated using the application program.

When the required edge transition appears on the STPI pin the present value in the counter will be latched into the CCRA registers and a STM interrupt generated. Irrespective of what events occur on the STPI pin the counter will continue to free run until the STON bit changes from high to low. When a CCRP compare match occurs the counter will reset back to zero; in this way the CCRP value can be used to control the maximum counter value. When a CCRP compare match occurs from Comparator P, a STM interrupt will also be generated. Counting the number of overflow interrupt signals from the CCRP can be a useful method in measuring long pulse widths. The STIO1 and STIO0 bits can select the active trigger edge on the STPI pin to be a rising edge, falling edge or both edge types. If the STIO1 and STIO0 bits are both set high, then no capture operation will take place irrespective of what happens on the STPI pin, however it must be noted that the counter will continue to run. The STCCLR and STDPX bits are not used in this Mode.



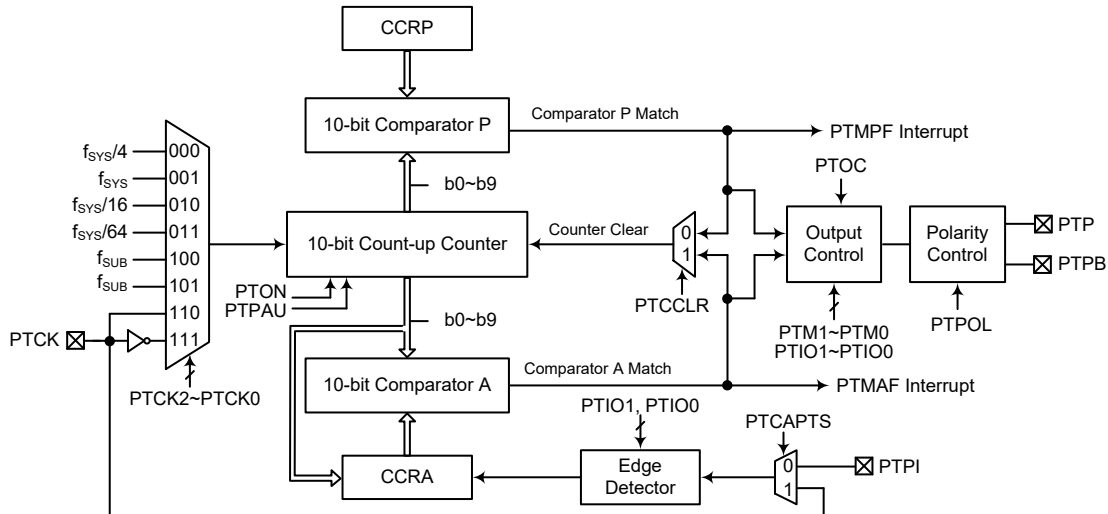


**Capture Input Mode**

- Note: 1. STM[1:0]=01 and active edge set by the STIO[1:0] bits  
 2. A STM Capture input pin active edge transfers the counter value to CCRA  
 3. STCCLR and STDPX bits not used  
 4. No output function – STOC and STPOL bits are not used  
 5. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero

## Periodic Type TM – PTM

The Periodic Type TM contains five operating modes, which are Compare Match Output, Timer/Event Counter, Capture Input, Single Pulse Output and PWM Output modes. The Periodic TM can be controlled with two external input pins and can drive two external output pins.



- Note: 1. The PTM external pins are pin-shared with other functions, so before using the PTM function, ensure that the pin-shared function registers have been set properly to enable the PTM pin function. The PTCK and PTPI pins, if used, must also be set as an input by setting the corresponding bits in the port control register.
2. The PTPB is the inverted signal of the PTP.

**10-bit Periodic Type TM Block Diagram**

### Periodic TM Operation

The size of the Periodic type TM is 10-bit wide and its core is a 10-bit count-up counter which is driven by a user selectable internal or external clock source. There are also two internal comparators with the names, Comparator A and Comparator P. These comparators will compare the value in the counter with CCRP and CCRA registers. The CCRP and the CCRA comparators are both 10-bit wide whose values are compared with all the bits in the counter.

The only way of changing the value of the 10-bit counter using the application program, is to clear the counter by changing the PTON bit from low to high. The counter will also be cleared automatically by a counter overflow or a compare match with one of its associated comparators. When these conditions occur, a PTM interrupt signal will also usually be generated. The Periodic Type TM can operate in a number of different operational modes, can be driven by different clock sources including external input pins and can also control more than one output pins. All operating setup conditions are selected using relevant internal registers.

### Periodic Type TM Register Description

Overall operation of the Periodic Type TM is controlled using a series of registers. A read only register pair exists to store the internal counter 10-bit value, while two read/write register pairs exist to store the internal 10-bit CCRA value and CCRP value. The remaining two registers are control registers which setup the different operating and control modes.

Register Name	Bit							
	7	6	5	4	3	2	1	0
PTMC0	PTPAU	PTCK2	PTCK1	PTCK0	PTON	—	—	—
PTMC1	PTM1	PTM0	PTIO1	PTIO0	PTOC	PTPOL	PTCAPTS	PTCCLR
PTMDL	D7	D6	D5	D4	D3	D2	D1	D0
PTMDH	—	—	—	—	—	—	D9	D8
PTMAL	D7	D6	D5	D4	D3	D2	D1	D0
PTMAH	—	—	—	—	—	—	D9	D8
PTMRPL	D7	D6	D5	D4	D3	D2	D1	D0
PTMRPH	—	—	—	—	—	—	D9	D8

**10-bit Periodic Type TM Register List**

• **PTMC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PTPAU	PTCK2	PTCK1	PTCK0	PTON	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	—	—	—
POR	0	0	0	0	0	—	—	—

Bit 7 **PTPAU**: PTM Counter Pause Control  
 0: Run  
 1: Pause

The counter can be paused by setting this bit high. Clearing the bit to zero restores normal counter operation. When in a Pause condition the PTM will remain powered up and continue to consume power. The counter will retain its residual value when this bit changes from low to high and resume counting from this value when the bit changes to a low value again.

Bit 6~4 **PTCK2~PTCK0**: Select PTM Counter clock  
 000:  $f_{SYS}/4$   
 001:  $f_{SYS}$   
 010:  $f_H/16$   
 011:  $f_H/64$   
 100:  $f_{SUB}$   
 101:  $f_{SUB}$   
 110: PTCK rising edge clock  
 111: PTCK falling edge clock

These three bits are used to select the clock source for the PTM. The external pin clock source can be chosen to be active on the rising or falling edge. The clock source  $f_{SYS}$  is the system clock, while  $f_H$  and  $f_{SUB}$  are other internal clocks, the details of which can be found in the “Operating Modes and System Clocks” section.

Bit 3 **PTON**: PTM Counter On/Off Control  
 0: Off  
 1: On

This bit controls the overall on/off function of the PTM. Setting the bit high enables the counter to run while clearing the bit disables the PTM. Clearing this bit to zero will stop the counter from counting and turn off the PTM which will reduce its power consumption. When the bit changes state from low to high the internal counter value will be reset to zero, however when the bit changes from high to low, the internal counter will retain its residual value until the bit returns high again.

If the PTM is in the Compare Match Output Mode, the PWM Output Mode or the Single Pulse Output Mode then the PTM output pin will be reset to its initial condition, as specified by the PTOC bit, when the PTON bit changes from low to high.

Bit 2~0 Unimplemented, read as “0”

• **PTMC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PTM1	PTM0	PTIO1	PTIO0	PTOC	PTPOL	PTCAPTS	PTCCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PTM1~PTM0**: Select PTM Operating Mode  
 00: Compare Match Output Mode  
 01: Capture Input Mode  
 10: PWM Output Mode or Single Pulse Output Mode  
 11: Timer/Counter Mode

These bits setup the required operating mode for the PTM. To ensure reliable operation the PTM should be switched off before any changes are made to the PTM1 and PTM0 bits. In the Timer/Counter Mode, the PTM output pin state is undefined.

Bit 5~4 **PTIO1~PTIO0**: Select PTM external pin function

Compare Match Output Mode  
 00: No change  
 01: Output low  
 10: Output high  
 11: Toggle output

PWM Output Mode/Single Pulse Output Mode  
 00: PWM Output inactive state  
 01: PWM Output active state  
 10: PWM output  
 11: Single pulse output

Capture Input Mode  
 00: Input capture at rising edge of PTPI or PTCK  
 01: Input capture at falling edge of PTPI or PTCK  
 10: Input capture at falling/rising edge of PTPI or PTCK  
 11: Input capture disabled

Timer/Counter Mode  
 Unused

These two bits are used to determine how the PTM output pin changes state when a certain condition is reached. The function that these bits select depends upon in which mode the PTM is running.

In the Compare Match Output Mode, the PTIO1 and PTIO0 bits determine how the PTM output pin changes state when a compare match occurs from the Comparator A. The PTM output pin can be setup to switch high, switch low or to toggle its present state when a compare match occurs from the Comparator A. When the bits are both zero, then no change will take place on the output. The initial value of the PTM output pin should be setup using the PTOC bit in the PTMC1 register. Note that the output level requested by the PTIO1 and PTIO0 bits must be different from the initial value setup using the PTOC bit otherwise no change will occur on the PTM output pin when a compare match occurs. After the PTM output pin changes state, it can be reset to its initial level by changing the level of the PTON bit from low to high.

In the PWM Output Mode, the PTIO1 and PTIO0 bits determine how the PTM output pin changes state when a certain compare match condition occurs. The PWM output function is modified by changing these two bits. It is necessary to only change the values of the PTIO1 and PTIO0 bits only after the PTM has been switched off. Unpredictable PWM outputs will occur if the PTIO1 and PTIO0 bits are changed when the PTM is running.

- Bit 3      **PTOC**: PTM PTP Output control bit  
 Compare Match Output Mode  
     0: Initial low  
     1: Initial high  
 PWM Output Mode/Single Pulse Output Mode  
     0: Active low  
     1: Active high

This is the output control bit for the PTM output pin. Its operation depends upon whether PTM is being used in the Compare Match Output Mode or in the PWM Output Mode/Single Pulse Output Mode. It has no effect if the PTM is in the Timer/Counter Mode. In the Compare Match Output Mode it determines the logic level of the PTM output pin before a compare match occurs. In the PWM Output Mode it determines if the PWM signal is active high or active low. In the Single Pulse Output Mode it determines the logic level of the PTM output pin when the PTON bit changes from low to high.

- Bit 2      **PTPOL**: PTP Output polarity control  
     0: Non-invert  
     1: Invert

This bit controls the polarity of the PTP output pin. When the bit is set high the PTM output pin will be inverted and not inverted when the bit is zero. It has no effect if the PTM is in the Timer/Counter Mode.

- Bit 1      **PTCAPTS**: PTM Capture Trigger Source Selection  
     0: From PTPI pin  
     1: From PTCK pin

- Bit 0      **PTCCLR**: PTM Counter Clear condition selection  
     0: Comparator P match  
     1: Comparator A match

This bit is used to select the method which clears the counter. Remember that the Periodic TM contains two comparators, Comparator A and Comparator P, either of which can be selected to clear the internal counter. With the PTCCLR bit set high, the counter will be cleared when a compare match occurs from the Comparator A. When the bit is low, the counter will be cleared when a compare match occurs from the Comparator P or with a counter overflow. A counter overflow clearing method can only be implemented if the CCRP bits are all cleared to zero. The PTCCLR bit is not used in the PWM Output Mode, Single Pulse Output or Capture Input Mode.

• **PTMDL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

- Bit 7~0      **D7~D0**: PTM Counter Low Byte Register bit 7 ~ bit 0  
 PTM 10-bit Counter bit 7 ~ bit 0

• **PTMDH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R	R
POR	—	—	—	—	—	—	0	0

- Bit 7~2      Unimplemented, read as “0”  
 Bit 1~0      **D9~D8**: PTM Counter High Byte Register bit 1 ~ bit 0  
 PTM 10-bit Counter bit 9 ~ bit 8

• **PTMAL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: PTM CCRA Low Byte Register bit 7 ~ bit 0  
PTM 10-bit CCRA bit 7 ~ bit 0

• **PTMAH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2      Unimplemented, read as “0”  
Bit 1~0      **D9~D8**: PTM CCRA High Byte Register bit 1 ~ bit 0  
PTM 10-bit CCRA bit 9 ~ bit 8

• **PTMRPL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0      **D7~D0**: PTM CCRP Low Byte Register bit 7 ~ bit 0  
PTM 10-bit CCRP bit 7 ~ bit 0

• **PTMRPH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2      Unimplemented, read as “0”  
Bit 1~0      **D9~D8**: PTM CCRP High Byte Register bit 1 ~ bit 0  
PTM 10-bit CCRP bit 9 ~ bit 8

### Periodic Type TM Operating Modes

The Periodic Type TM can operate in one of five operating modes, Compare Match Output Mode, PWM Output Mode, Single Pulse Output Mode, Capture Input Mode or Timer/Counter Mode. The operating mode is selected using the PTM1 and PTM0 bits in the PTMC1 register.

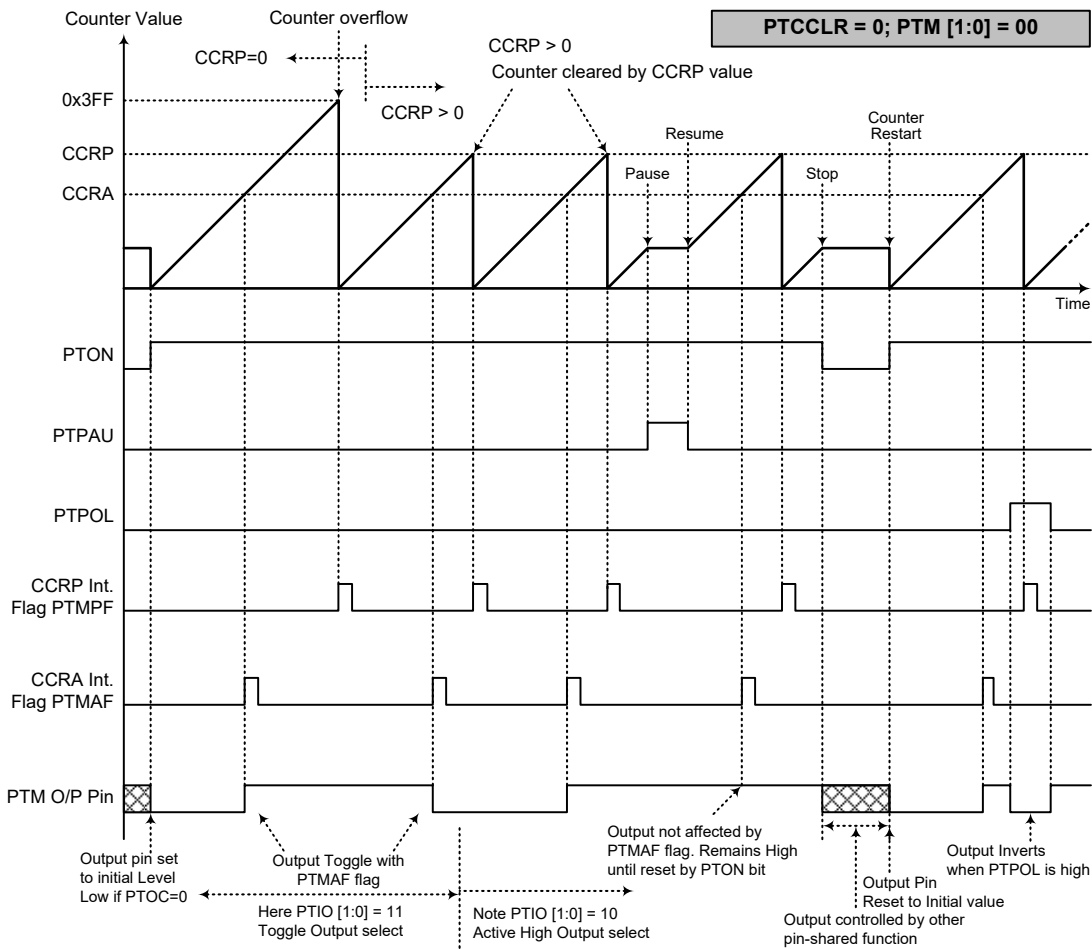
#### Compare Match Output Mode

To select this mode, bits PTM1 and PTM0 in the PTMC1 register, should be set to 00 respectively. In this mode once the counter is enabled and running it can be cleared by three methods. These are a counter overflow, a compare match from Comparator A and a compare match from Comparator P. When the PTCCLR bit is low, there are two ways in which the counter can be cleared. One is when a compare match from Comparator P, the other is when the CCRP bits are all zero which allows the counter to overflow. Here both PTMAF and PTMPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

If the PTCCLR bit in the PTMC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the PTMAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when PTCCLR is high no PTMPF interrupt request flag will be generated. In the Compare Match Output Mode, the CCRA cannot be cleared to zero.

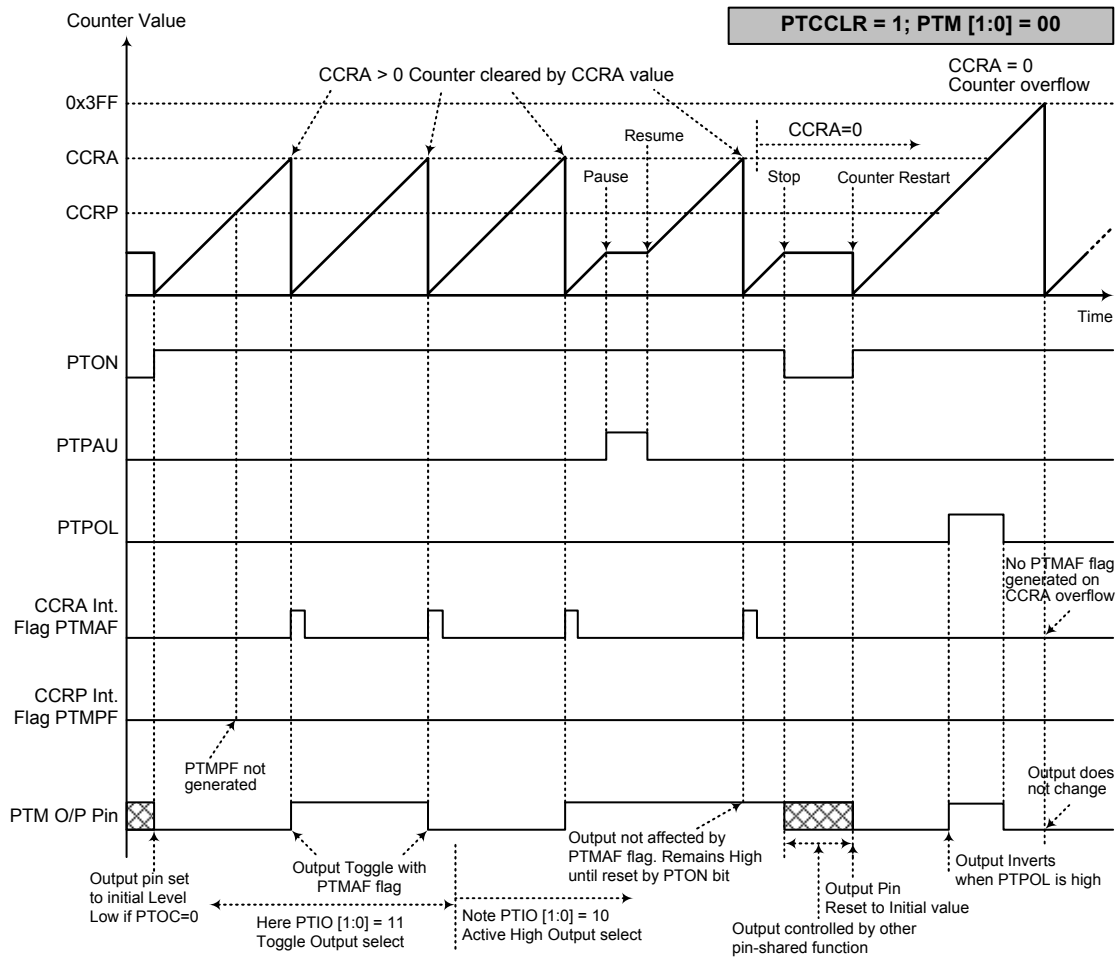
If the CCRA bits are all zero, the counter will overflow when it reaches its maximum 10-bit, 3FF Hex, value, however here the PTMAF interrupt request flag will not be generated.

As the name of the mode suggests, after a comparison is made, the PTM output pin, will change state. The PTM output pin condition however only changes state when a PTMAF interrupt request flag is generated after a compare match occurs from Comparator A. The PTMPF interrupt request flag, generated from a compare match occurs from Comparator P, will have no effect on the PTM output pin. The way in which the PTM output pin changes state are determined by the condition of the PTIO1 and PTIO0 bits in the PTMC1 register. The PTM output pin can be selected using the PTIO1 and PTIO0 bits to go high, to go low or to toggle from its present condition when a compare match occurs from Comparator A. The initial condition of the PTM output pin, which is setup after the PTON bit changes from low to high, is setup using the PTOC bit. Note that if the PTIO1 and PTIO0 bits are zero then no pin change will take place.



**Compare Match Output Mode – PTCCLR=0**

- Note: 1. With PTCCLR=0 a Comparator P match will clear the counter  
 2. The PTM output pin is controlled only by the PTMAF flag  
 3. The output pin is reset to its initial state by a PTON bit rising edge



**Compare Match Output Mode – PTCCLR=1**

- Note: 1. With PTCCLR=1 a Comparator A match will clear the counter
2. The PTM output pin is controlled only by the PTMAF flag
3. The output pin is reset to its initial state by a PTON bit rising edge
4. A PTMPF flag is not generated when PTCCLR=1



**Timer/Counter Mode**

To select this mode, bits PTM1 and PTM0 in the PTMC1 register should be set to 11 respectively. The Timer/Counter Mode operates in an identical way to the Compare Match Output Mode generating the same interrupt flags. The exception is that in the Timer/Counter Mode the PTM output pin is not used. Therefore the above description and Timing Diagrams for the Compare Match Output Mode can be used to understand its function. As the PTM output pin is not used in this mode, the pin can be used as a normal I/O pin or other pin-shared function.

**PWM Output Mode**

To select this mode, bits PTM1 and PTM0 in the PTMC1 register should be set to 10 respectively and also the PTIO1 and PTIO0 bits should be set to 10 respectively. The PWM function within the PTM is useful for applications which require functions such as motor control, heating control, illumination control etc. By providing a signal of fixed frequency but of varying duty cycle on the PTM output pin, a square wave AC waveform can be generated with varying equivalent DC RMS values.

As both the period and duty cycle of the PWM waveform can be controlled, the choice of generated waveform is extremely flexible. In the PWM Output Mode, the PTCCLR bit has no effect on the PWM operation. Both of the CCRA and CCRP registers are used to generate the PWM waveform, the CCRP is used to clear the internal counter and thus control the PWM waveform frequency, while the CCRA is used to control the duty cycle. The PWM waveform frequency and duty cycle can therefore be controlled by the values in the CCRP and CCRA registers.

An interrupt flag, one for each of the CCRA and CCRP, will be generated when a compare match occurs from either Comparator A or Comparator P. The PTOC bit in the PTMC1 register is used to select the required polarity of the PWM waveform while the two PTIO1 and PTIO0 bits are used to enable the PWM output or to force the PTM output pin to a fixed high or low level. The PTPOL bit is used to reverse the polarity of the PWM output waveform.

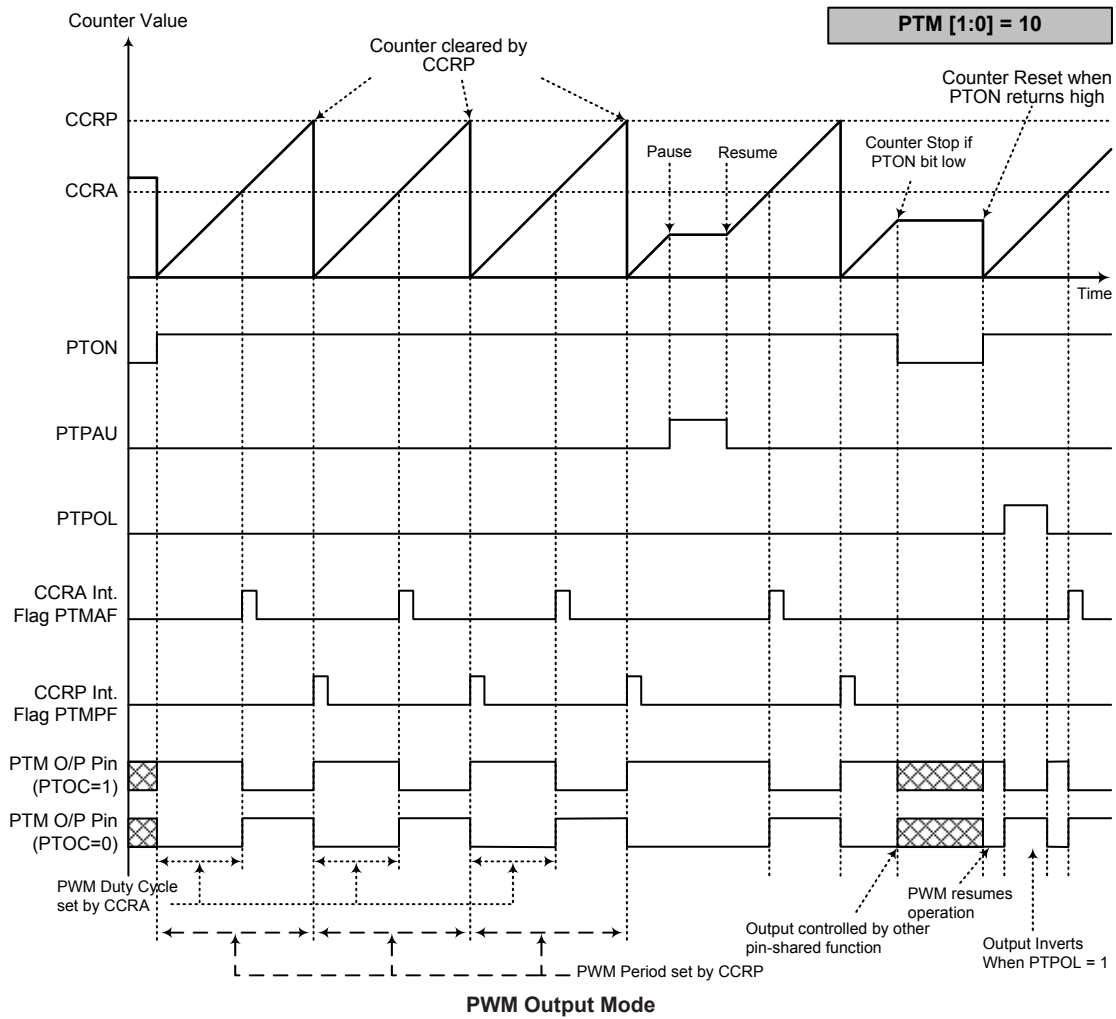
• **10-bit PTM, PWM Output Mode, Edge-aligned Mode**

CCRP	1~1023	0
Period	1~1023	1024
Duty	CCRA	

If  $f_{SYS}=8\text{MHz}$ , PTM clock source select  $f_{SYS}/4$ , CCRP=512 and CCRA=128,

The PTM PWM output frequency= $(f_{SYS}/4)/512=f_{SYS}/2048=4\text{kHz}$ , duty=128/512=25%.

If the Duty value defined by the CCRA register is equal to or greater than the Period value, then the PWM output duty is 100%.



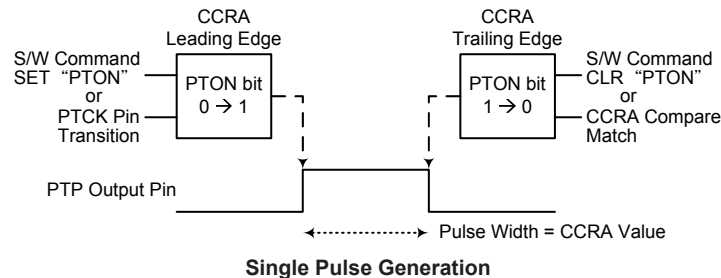
- Note:
1. Counter cleared by CCRP
  2. A counter clear sets PWM Period
  3. The internal PWM function continues running even when PTIO[1:0]=00 or 01
  4. The PTCCLR bit has no influence on PWM operation

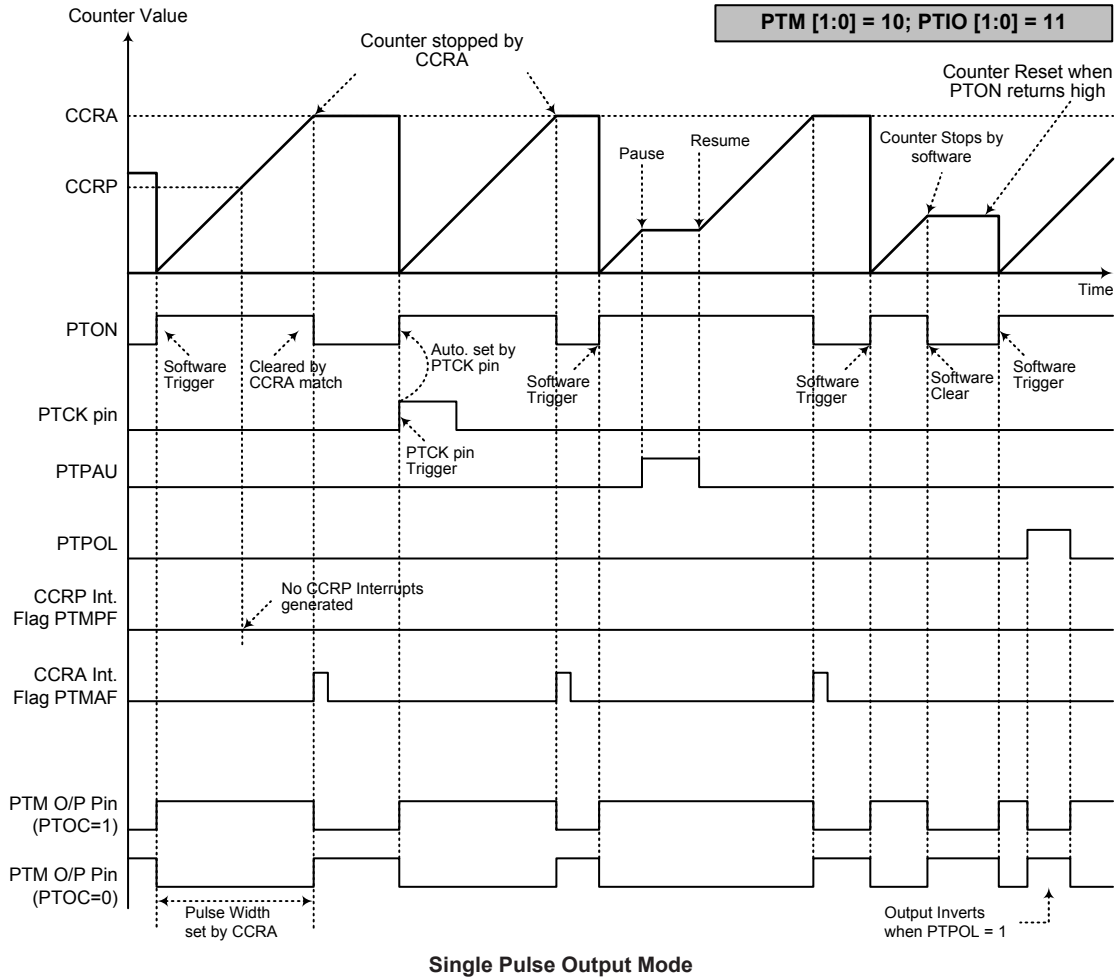
**Single Pulse Output Mode**

To select this mode, bits PTM1 and PTM0 in the PTMC1 register should be set to 10 respectively and also the PTIO1 and PTIO0 bits should be set to 11 respectively. The Single Pulse Output Mode, as the name suggests, will generate a single shot pulse on the PTM output pin.

The trigger for the pulse output leading edge is a low to high transition of the PTON bit, which can be implemented using the application program. However in the Single Pulse Output Mode, the PTON bit can also be made to automatically change from low to high using the external PTCK pin, which will in turn initiate the Single Pulse output. When the PTON bit transitions to a high level, the counter will start running and the pulse leading edge will be generated. The PTON bit should remain high when the pulse is in its active state. The generated pulse trailing edge will be generated when the PTON bit is cleared to zero, which can be implemented using the application program or when a compare match occurs from Comparator A.

However a compare match from Comparator A will also automatically clear the PTON bit and thus generate the Single Pulse output trailing edge. In this way the CCRA value can be used to control the pulse width. A compare match from Comparator A will also generate a PTM interrupt. The counter can only be reset back to zero when the PTON bit changes from low to high when the counter restarts. In the Single Pulse Output Mode CCRP is not used. The PTCCLR bit is not used in this Mode.





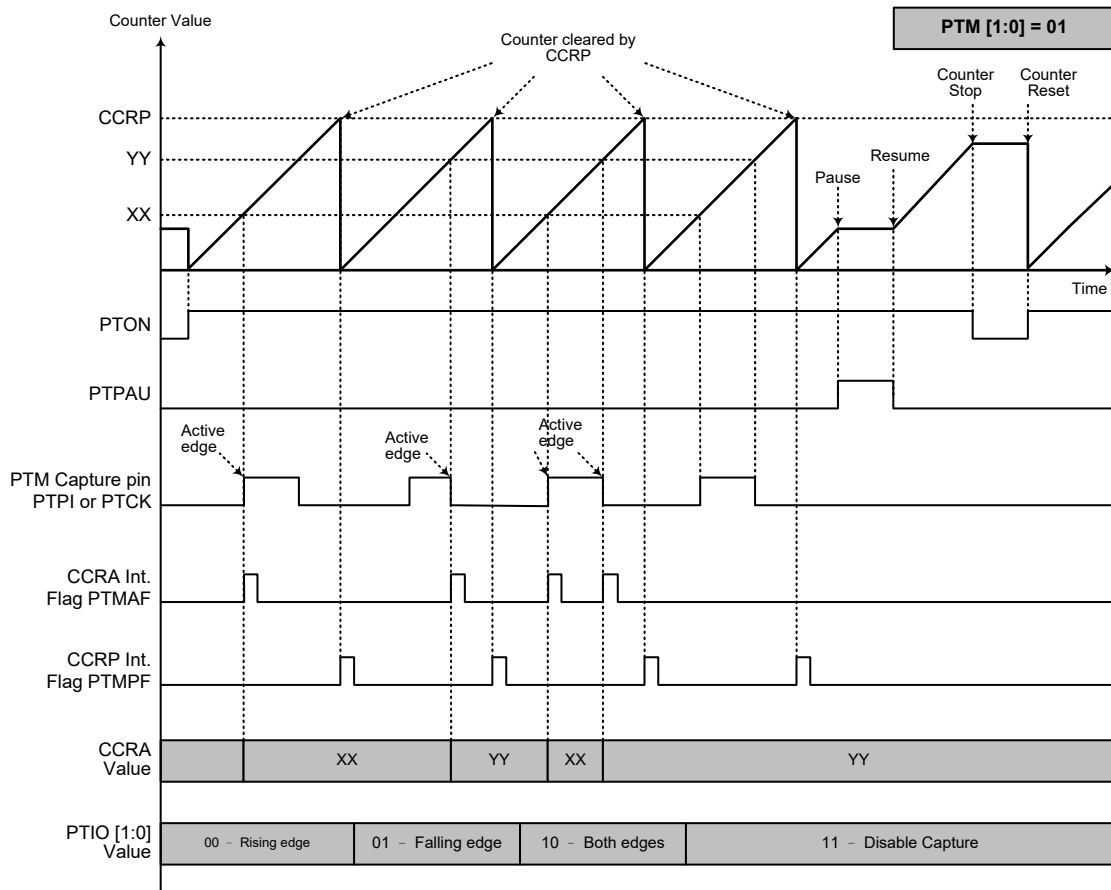
- Note: 1. Counter stopped by CCRA  
 2. CCRP is not used  
 3. The pulse is triggered by the PTCK pin or by setting the PTON bit high  
 4. A PTCK pin active edge will automatically set the PTON bit high  
 5. In the Single Pulse Output Mode, PTIO[1:0] must be set to "11" and cannot be changed

### **Capture Input Mode**

To select this mode bits PTM1 and PTM0 in the PTMC1 register should be set to 01 respectively. This mode enables external signals to capture and store the present value of the internal counter and can therefore be used for applications such as pulse width measurements. The external signal is supplied on the PTPI or PTCK pin which is selected using the PTCAPTS bit in the PTMC1 register. The input pin active edge can be either a rising edge, a falling edge or both rising and falling edges; the active edge transition type is selected using the PTIO1 and PTIO0 bits in the PTMC1 register. The counter is started when the PTON bit changes from low to high which is initiated using the application program.

When the required edge transition appears on the PTPI or PTCK pin the present value in the counter will be latched into the CCRA registers and a PTM interrupt generated. Irrespective of what events occur on the PTPI or PTCK pin, the counter will continue to free run until the PTON bit changes from high to low. When a CCRP compare match occurs the counter will reset back to zero; in this way the CCRP value can be used to control the maximum counter value. When a CCRP compare match occurs from Comparator P, a PTM interrupt will also be generated. Counting the number of overflow interrupt signals from the CCRP can be a useful method in measuring long pulse widths. The PTIO1 and PTIO0 bits can select the active trigger edge on the PTPI or PTCK pin to be a rising edge, falling edge or both edge types. If the PTIO1 and PTIO0 bits are both set high, then no capture operation will take place irrespective of what happens on the PTPI or PTCK pin, however it must be noted that the counter will continue to run.

As the PTPI or PTCK pin is pin shared with other functions, care must be taken if the PTM is in the Capture Input Mode. This is because if the pin is setup as an output, then any transitions on this pin may cause an input capture operation to be executed. The PTCCLR, PTOC and PTPOL bits are not used in this Mode.



**Capture Input Mode**

- Note: 1. PTM[1:0]=01 and active edge set by the PTIO[1:0] bits  
 2. A PTM Capture input pin active edge transfers the counter value to CCRA  
 3. PTCLLR bit not used  
 4. No output function – PTOC and PTPOL bits are not used  
 5. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero.

## Analog to Digital Converter

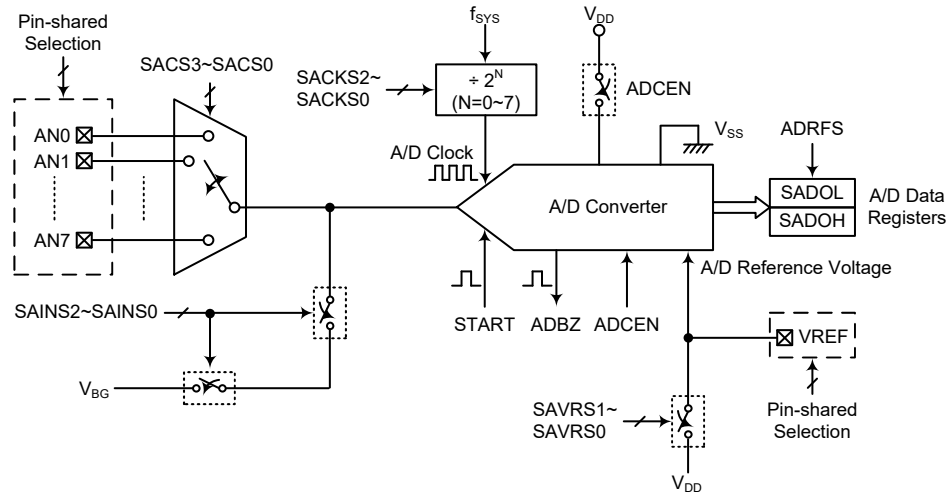
The need to interface to real world analog signals is a common requirement for many electronic systems. However, to properly process these signals by a microcontroller, they must first be converted into digital signals by A/D converters. By integrating the A/D conversion electronic circuitry into the microcontroller, the need for external components is reduced significantly with the corresponding follow-on benefits of lower costs and reduced component space requirements.

### A/D Overview

The device contains a multi-channel analog to digital converter which can directly interface to external analog signals, such as that from sensors or other control signals and convert these signals directly into a 12-bit digital value. It also can convert the internal signal such as the bandgap reference voltage  $V_{BG}$  into a 12-bit digital value. The external or internal analog signal to be converted is determined by the SAINS and SACS bit fields. When the external analog signal is to be converted, the corresponding external channel input pin function should first be properly configured and then the desired external channel input should be selected using the SAINS and SACS fields. Note that when the internal analog signal is selected to be converted, the SAINS and SACS fields should also be properly configured. More detailed information about the A/D input signal selection will be described in the “A/D converter Control Registers” and “A/D Converter Input Signals” section respectively.

External Input Channels	Internal Signal	A/D Signal Select Bits
8: AN0~AN7	$V_{BG}$	SAINS2~SAINS0, SACS3~SACS0

The accompanying block diagram shows the internal structure of the A/D converter together with its associated registers and control bits.



**A/D Converter Structure**

### A/D Converter Register Description

Overall operation of the A/D converter is controlled using four registers. A read only register pair exists to store the A/D Converter data 12-bit value. The remaining two registers, SADC0 and SADC1, are control registers which set the operating conditions and control function of the A/D converter.

Register Name	Bit							
	7	6	5	4	3	2	1	0
SADOL (ADRF=0)	D3	D2	D1	D0	—	—	—	—
SADOL (ADRF=1)	D7	D6	D5	D4	D3	D2	D1	D0
SADOH (ADRF=0)	D11	D10	D9	D8	D7	D6	D5	D4
SADOH (ADRF=1)	—	—	—	—	D11	D10	D9	D8
SADC0	START	ADBZ	ADCEN	ADRF	SACS3	SACS2	SACS1	SACS0
SADC1	SAINS2	SAINS1	SAINS0	SAVRS1	SAVRS0	SACKS2	SACKS1	SACKS0

**A/D Converter Register List**

### A/D Converter Data Registers – SADOL, SADOH

As the device contains an internal 12-bit A/D converter, it requires two data registers to store the converted value. These are a high byte register, known as SADOH, and a low byte register, known as SADOL. After the conversion process takes place, these registers can be directly read by the microcontroller to obtain the digitised conversion value. As only 12 bits of the 16-bit register space is utilised, the format in which the data is stored is controlled by the ADRFS bit in the SADC0 register as shown in the accompanying table. D0~D11 are the A/D conversion result data bits. Any unused bits will be read as zero. The A/D data registers contents will be unchanged if the A/D converter is disabled.

ADRF	SADOH								SADOL							
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	0	0	0	0
1	0	0	0	0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0

**A/D Converter Data Registers**

### A/D Converter Control Registers – SADC0, SADC1

To control the function and operation of the A/D converter, two control registers known as SADC0 and SADC1 are provided. These 8-bit registers define functions such as the selection of which analog signal is connected to the internal A/D converter, the digitised data format, the A/D clock source as well as controlling the start function and monitoring the A/D converter busy status. As the device contains only one actual analog to digital converter hardware circuit, each of the external and internal analog signals must be routed to the converter. The SACS3~SACS0 bits in the SADC0 register are used to determine which external channel input is selected to be converted. The SAINS2~SAINS0 bits in the SADC1 register are used to determine that the analog signal to be converted comes from the internal analog signal or external analog channel input.

The relevant pin-shared function selection bits determine which pins on I/O Ports are used as analog inputs for the A/D converter input and which pins are not to be used as the A/D converter input. When the pin is selected to be an A/D input, its original function whether it is an I/O or other pin-shared function will be removed. In addition, any internal pull-high resistor connected to the pin will be automatically removed if the pin is selected to be an A/D converter input.



• **SADC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	START	ADBZ	ADCEN	ADRF5	SACS3	SACS2	SACS1	SACS0
R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7**     **START:** Start the A/D conversion  
0→1→0: Start  
This bit is used to initiate an A/D conversion process. The bit is normally low but if set high and then cleared low again, the A/D converter will initiate a conversion process.
- Bit 6**     **ADBZ:** A/D converter busy flag  
0: No A/D conversion is in progress  
1: A/D conversion is in progress  
This read only flag is used to indicate whether the A/D conversion is in progress or not. When the START bit is set from low to high and then to low again, the ADBZ flag will be set to 1 to indicate that the A/D conversion is initiated. The ADBZ flag will be cleared to zero after the A/D conversion is complete.
- Bit 5**     **ADCEN:** A/D converter function enable control  
0: Disable  
1: Enable  
This bit controls the A/D internal function. This bit should be set high to enable the A/D converter. If the bit is cleared to zero, then the A/D converter will be switched off reducing the device power consumption. When the A/D converter function is disabled, the contents of the A/D data register pair known as SADOH and SADOL will be unchanged.
- Bit 4**     **ADRF5:** A/D conversion data format selection  
0: A/D converter data format → SADOH=D[11:4]; SADOL=D[3:0]  
1: A/D converter data format → SADOH=D[11:8]; SADOL=D[7:0]  
This bit controls the format of the 12-bit converted A/D value in the two A/D data registers. Details are provided in the A/D converter data register section.
- Bit 3~0**   **SACS3~SACS0:** A/D converter external analog input channel selection  
0000: AN0  
0001: AN1  
0010: AN2  
0011: AN3  
0100: AN4  
0101: AN5  
0110: AN6  
0111: AN7  
1xxx: Non-existed channel, input floating if selected  
These bits are used to select which external analog input channel is to be converted.

• **SADC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	SAINS2	SAINS1	SAINS0	SAVRS1	SAVRS0	SACKS2	SACKS1	SACKS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~5**   **SAINS2~SAINS0:** A/D converter input signal selection  
000: External source – External analog channel input, ANn  
001: Internal source – Internal bandgap reference voltage, V<sub>BG</sub>  
010~100: Unused, connected to ground  
101~111: External source – External analog channel input, ANn

Care must be taken if the SAINS field is set to “001” to select the internal analog signal to be converted. When the internal analog signal is selected to be converted, the external channel input pin must never be selected as the A/D input signal by properly setting the SACS bit field with a value of “1000~1111”. Otherwise, the external channel input will be connected together with the internal analog signal. This will result in unpredictable situations such as an irreversible damage.

- Bit 4~3    **SAVRS1~SAVRS0**: A/D converter reference voltage selection  
           00: External VREF pin  
           01: Internal A/D converter power,  $V_{DD}$   
           1x: External VREF pin

These bits are used to select the A/D converter reference voltage source. Care must be taken if the SAVRS field is set to “01” to select the internal A/D converter power voltage as the reference voltage source. When the internal reference voltage source is selected, the external pin cannot be configured as the VREF reference voltage input function by properly configuring the relevant pin-shared control bits. Otherwise, the external input voltage on the VREF pin will be connected to the internal A/D converter power. This will result in unpredictable situations.

- Bit 2~0    **SACKS2~SACKS0**: A/D converter clock source selection  
           000:  $f_{SYS}$   
           001:  $f_{SYS}/2$   
           010:  $f_{SYS}/4$   
           011:  $f_{SYS}/8$   
           100:  $f_{SYS}/16$   
           101:  $f_{SYS}/32$   
           110:  $f_{SYS}/64$   
           111:  $f_{SYS}/128$

These bits are used to select the clock source for the A/D converter.

### A/D Converter Reference Voltage

The actual reference voltage supply to the A/D converter can be supplied from the positive power supply,  $V_{DD}$ , or an external reference source supplied on pin VREF determined by the SAVRS bit field in the SADC1 register. When the SAVRS field is set to “01”, the A/D converter reference voltage will come from the  $V_{DD}$ . Otherwise, the A/D converter reference voltage will come from the VREF pin if the SAVRS field is set to any other value except “01”. When the VREF pin is selected as the reference voltage supply pin, the relevant pin-shared control bits should first be properly configured to enable the VREF pin function as it is pin-shared with other functions. However, if the internal A/D converter power is selected as the reference voltage, the external VREF pin must not be configured as the reference voltage input function to avoid the internal connection between the VREF pin to the internal A/D converter power. Note that the analog input values must not be allowed to exceed the value of the selected reference voltage.

### A/D Converter Input Signals

All of the external A/D analog input pins are pin-shared with the I/O pins as well as other functions. The corresponding bits in the pin-shared function selection registers determine whether the external input pins are set as A/D converter analog channel inputs or whether they have other functions. If the corresponding pin is set to be an A/D converter analog channel input, the original pin function will be disabled. In this way, pins can be changed under program control to change their function between A/D inputs and other functions. All pull-high resistors, which are set through register programming, will be automatically disconnected if the pins are set as A/D inputs. Note that it is not necessary to first set the A/D pin as an input in the port control register to enable the A/D input as when the relevant A/D input function selection bits enable an A/D input, the status of the port control register will be overridden.

The A/D converter also has one internal analog input option, which is the bandgap reference voltage,  $V_{BG}$ . The internal analog input signal is selected by setting the SAINS2~SAINS0 bits. If the SAINS2~SAINS0 bits are set to any value of “000” and “101~111”, the external channel input will be selected to be converted and the SACS3~SACS0 bits can determine which external channel is selected. If the internal analog signal is selected to be converted, the external channel signal input must be switched off by setting the SACS bit field to a value of “1xxx”. Otherwise, the internal analog signal will be connected together with the external channel input. This will result in unpredictable situations.

SAINS[2:0]	SACS[3:0]	Input Signal	Description
000, 101~111	0000~0111	AN0~AN7	External channel analog input ANn
	1xxx	—	Floating, no external channel is selected
001	1xxx	$V_{BG}$	Internal Bandgap reference voltage
010~100	1xxx	GND	Unused, connected to ground

**A/D Converter Input Signal Selection**

### A/D Converter Operation

The START bit in the SADC0 register is used to start the A/D conversion. When the microcontroller sets this bit from low to high and then low again, an analog to digital conversion cycle will be initiated.

The ADBZ bit in the SADC0 register is used to indicate whether the analog to digital conversion process is in progress or not. This bit will be automatically set to 1 by the microcontroller after an A/D conversion is successfully initiated. When the A/D conversion is complete, the ADBZ bit will be cleared to 0. In addition, the corresponding A/D interrupt request flag will be set in the interrupt control register, and if the A/D interrupt is enabled, an internal A/D interrupt signal will be generated. This A/D internal interrupt signal will direct the program flow to the associated A/D internal interrupt address for processing. If the A/D internal interrupt is disabled, the microcontroller can poll the ADBZ bit in the SADC0 register to check whether it has been cleared as an alternative method of detecting the end of an A/D conversion cycle.

The clock source for the A/D converter, which originates from the system clock  $f_{SYS}$ , can be chosen to be either  $f_{SYS}$  or a subdivided version of  $f_{SYS}$ . The division ratio value is determined by the SACKS bit field in the SADC1 register. Although the A/D clock source is determined by the system clock  $f_{SYS}$  and by bits SACKS2~SACKS0, there are some limitations on the A/D clock source speed that can be selected. As the recommended range of permissible A/D clock period,  $t_{ADCK}$ , is from 0.5 $\mu$ s to 10 $\mu$ s, care must be taken for system clock frequencies. For example, if the system clock operates at a frequency of 8MHz, the SACKS2~SACKS0 bits should not be set to 000, 001 or 111. Doing so will give A/D clock periods that are less than the minimum A/D clock period or greater than the maximum A/D clock period which may result in inaccurate A/D conversion values. Refer to the following table for examples, where values marked with an asterisk \* show where, special care must be taken, as the values may be beyond the specified A/D Clock Period range.

$f_{SYS}$	A/D Clock Period ( $t_{ADCK}$ )							
	SACKS[2:0] = 000 ( $f_{SYS}$ )	SACKS[2:0] = 001 ( $f_{SYS}/2$ )	SACKS[2:0] = 010 ( $f_{SYS}/4$ )	SACKS[2:0] = 011 ( $f_{SYS}/8$ )	SACKS[2:0] = 100 ( $f_{SYS}/16$ )	SACKS[2:0] = 101 ( $f_{SYS}/32$ )	SACKS[2:0] = 110 ( $f_{SYS}/64$ )	SACKS[2:0] = 111 ( $f_{SYS}/128$ )
1MHz	1 $\mu$ s	2 $\mu$ s	4 $\mu$ s	8 $\mu$ s	16 $\mu$ s *	32 $\mu$ s *	64 $\mu$ s *	128 $\mu$ s *
2MHz	500ns	1 $\mu$ s	2 $\mu$ s	4 $\mu$ s	8 $\mu$ s	16 $\mu$ s *	32 $\mu$ s *	64 $\mu$ s *
4MHz	250ns *	500ns	1 $\mu$ s	2 $\mu$ s	4 $\mu$ s	8 $\mu$ s	16 $\mu$ s *	32 $\mu$ s *
8MHz	125ns *	250ns *	500ns	1 $\mu$ s	2 $\mu$ s	4 $\mu$ s	8 $\mu$ s	16 $\mu$ s *
12MHz	83ns*	167ns*	333ns*	667ns	1.33 $\mu$ s	2.67 $\mu$ s	5.33 $\mu$ s	10.67 $\mu$ s*
16MHz	62.5ns*	125ns*	250ns*	500ns	1 $\mu$ s	2 $\mu$ s	4 $\mu$ s	8 $\mu$ s

**A/D Clock Period Examples**

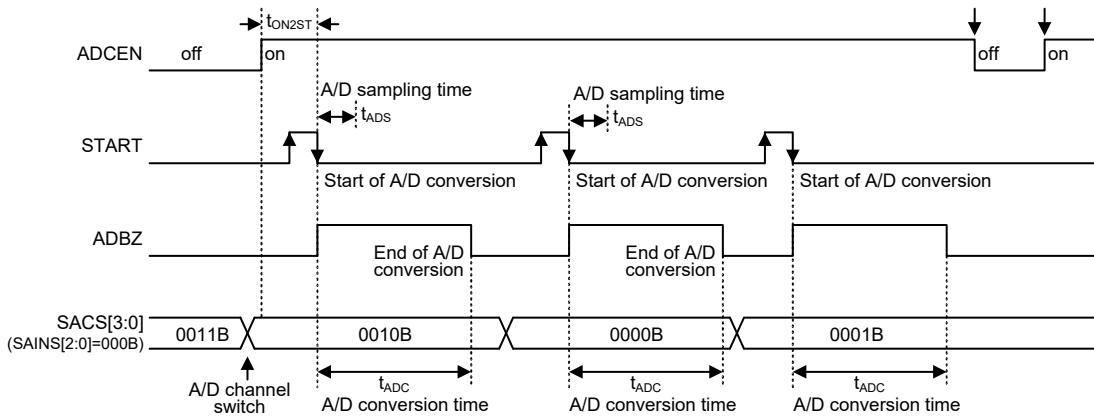
Controlling the power on/off function of the A/D converter circuitry is implemented using the ADCEN bit in the SADC0 register. This bit must be set high to power on the A/D converter. When the ADCEN bit is set high to power on the A/D converter internal circuitry, a certain delay, as indicated in the timing diagram, must be allowed before an A/D conversion is initiated. Even if no pins are selected for use as A/D inputs by configuring the relevant pin-shared control bits, if the ADCEN bit is high, then some power will still be consumed. In power conscious applications it is therefore recommended that the ADCEN is set low to reduce power consumption when the A/D converter function is not being used.

### Conversion Rate and Timing Diagram

A complete A/D conversion contains two parts, data sampling and data conversion. The data sampling which is defined as  $t_{ADS}$  takes 4 A/D clock cycles and the data conversion takes 12 A/D clock cycles. Therefore a total of 16 A/D clock cycles for an analog signal A/D conversion which is defined as  $t_{ADC}$  are necessary.

$$\text{Maximum single A/D conversion rate} = \text{A/D clock period}/16$$

The accompanying diagram shows graphically the various stages involved in an external channel input signal analog to digital conversion process and its associated timing. After an A/D conversion process has been initiated by the application program, the microcontroller internal hardware will begin to carry out the conversion, during which time the program can continue with other functions. The time taken for the A/D conversion is 16  $t_{ADCK}$  clock cycles where  $t_{ADCK}$  is equal to the A/D clock period.



**A/D Conversion Timing – External Channel Input**

### Summary of A/D Conversion Steps

The following summarises the individual steps that should be executed in order to implement an A/D conversion process.

- Step 1  
Select the required A/D conversion clock by properly programming the SACKS2~SACKS0 bits in the SADC1 register.
- Step 2  
Enable the A/D converter by setting the ADCEN bit in the SADC0 register to one.
- Step 3  
Select which signal is to be connected to the internal A/D converter by correctly configuring the SAINS bit field.

- Selecting the external channel input to be converted, go to Step 4.  
Selecting the internal analog signal to be converted, go to Step 5.
- Step 4  
If the SAINS field is set to select the external channel input, the corresponding pin should be configured as an A/D input function by selecting the relevant function control bits. Then the desired external channel input is selected by configuring the SACS field. Then go to Step 6.
  - Step 5  
Before the A/D input signal is selected to come from the internal analog signal by configuring the SAINS field, the SACS field must be set to “1xxx” to select a non-existent channel input. After this, the desired internal analog signal is selected by configuring the SAINS bit field. Then go to Step 6.
  - Step 6  
Select the A/D converter reference voltage source by configuring the SAVRS bit field in the SADC1 register. If the internal reference voltage is selected, the external reference input pin VREF function must be disabled by properly configuring the relevant pin-shared control bits.
  - Step 7  
Select the A/D converter output data format by configuring the ADRFS bit in the SADC0 register.
  - Step 8  
If A/D conversion interrupt is used, the interrupt control registers must be correctly configured to ensure the A/D interrupt function is active. The master interrupt control bit, EMI, and the A/D conversion interrupt control bit, ADE, must both be set high in advance.
  - Step 9  
The A/D conversion procedure can now be initialized by setting the START bit from low to high and then low again.
  - Step 10  
If A/D conversion is in progress, the ADBZ flag will be set high. After the A/D conversion process is complete, the ADBZ flag will go low and then the output data can be read from SADOH and SADOL registers.

Note: When checking for the end of the conversion process, if the method of polling the ADBZ bit in the SADC0 register is used, the interrupt enable step above can be omitted.

### **Programming Considerations**

During microcontroller operations where the A/D converter is not being used, the A/D internal circuitry can be switched off to reduce power consumption, by clearing bit ADCEN to zero in the SADC0 register. When this happens, the internal A/D converter circuits will not consume power irrespective of what analog voltage is applied to their input lines. If the A/D converter input lines are used as normal I/Os, then care must be taken as if the input voltage is not at a valid logic level, then this may lead to some increase in power consumption.

### **A/D Transfer Function**

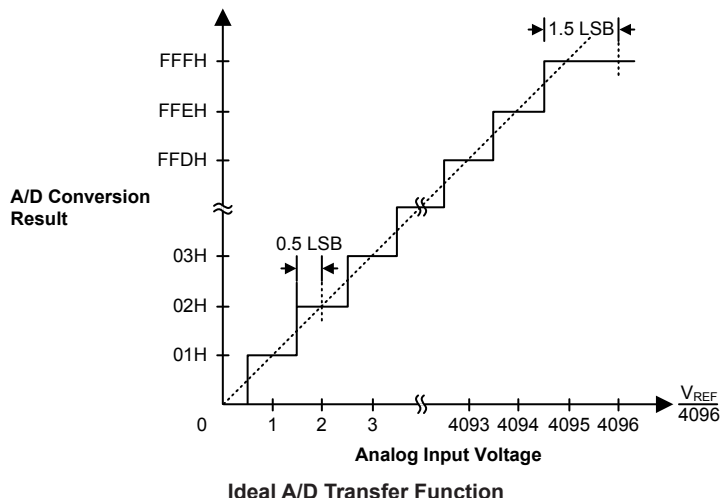
As the device contains a 12-bit A/D converter, its full-scale converted digitised value is equal to FFFH. Since the full-scale analog input value is equal to the actual A/D converter reference voltage,  $V_{REF}$ , this gives a single bit analog input value of reference voltage value divided by 4096.

$$1 \text{ LSB} = V_{REF} \div 4096$$

The A/D Converter input voltage value can be calculated using the following equation:

$$\text{A/D input voltage} = \text{A/D output digital value} \times (V_{REF} \div 4096)$$

The diagram shows the ideal transfer function between the analog input value and the digitised output value for the A/D converter. Except for the digitised zero value, the subsequent digitised values will change at a point 0.5 LSB below where they would change without the offset, and the last full scale digitised value will change at a point 1.5 LSB below the  $V_{REF}$  level. Note that here the  $V_{REF}$  voltage is the actual A/D converter reference voltage source determined by the SAVRS field.



### A/D Programming Examples

The following two programming examples illustrate how to set and implement an A/D conversion. In the first example, the method of polling the ADBZ bit in the SADC0 register is used to detect when the conversion cycle is complete, whereas in the second example, the A/D interrupt is used to determine when the conversion is complete.

#### Example: using an ADBZ polling method to detect the end of conversion

```

clr ADE           ; disable ADC interrupt
mov a,03H        ; select fsys/8 as A/D clock
mov SADC1,a      ; A/D input signal comes from external channel
                 ; select VREF pin as A/D reference voltage source

mov a,0Eh
mov PBS0,a       ; set PBS0 to configure pin VREF and pin AN1
mov a,21h
mov SADC0,a      ; enable the A/D converter and connect AN1 channel to A/D converter
:
start_conversion:
clr START        ; high pulse on start bit to initiate conversion
set START        ; reset A/D
clr START        ; start A/D
polling_EOC:
sz ADBZ         ; poll the SADC0 register ADBZ bit to detect end of A/D conversion
jmp polling_EOC ; continue polling
mov a,SADOL      ; read low byte conversion result value
mov SADOL_buffer,a ; save result to user defined register
mov a,SADOH      ; read high byte conversion result value
mov SADOH_buffer,a ; save result to user defined register
:
:
jmp start_conversion ; start next A/D conversion

```

**Example: using the interrupt method to detect the end of conversion**

```
clr ADE          ; disable ADC interrupt
mov a,03H        ; select fsys/8 as A/D clock
mov SADC1,a      ; A/D input signal comes from external channel
                 ; select VREF pin as A/D reference voltage source

mov a,0Eh
mov PBS0,a       ; set PBS0 to configure pin VREF and pin AN1
mov a,21h
mov SADC0,a      ; enable the A/D converter and connect AN1 channel to A/D converter
:
start_conversion:
clr START        ; high pulse on START bit to initiate conversion
set START        ; reset A/D
clr START        ; start A/D
clr ADF          ; clear ADC interrupt request flag
set ADE          ; enable ADC interrupt
set EMI          ; enable global interrupt
:
:
; ADC interrupt service routine
ADC_ISR:
mov acc_stack,a  ; save ACC to user defined memory
mov a,STATUS
mov status_stack,a ; save STATUS to user defined memory
:
:
mov a,SADOL      ; read low byte conversion result value
mov SADOL_buffer,a ; save result to user defined register
mov a,SAD0H      ; read high byte conversion result value
mov SADOH_buffer,a ; save result to user defined register
:
:
EXIT_INT_ISR:
mov a,status_stack
mov STATUS,a     ; restore STATUS from user defined memory
mov a,acc_stack  ; restore ACC from user defined memory
reti
```

## Serial Interface Module – SIM

The device contains a Serial Interface Module, which includes both the four line SPI interface and the two line I<sup>2</sup>C interface types, to allow an easy method of communication with external peripheral hardware. Having relatively simple communication protocols, these serial interface types allow the microcontroller to interface to external SPI or I<sup>2</sup>C based hardware such as sensors, Flash or EEPROM memory, etc. The SIM interface pins are pin-shared with other I/O pins therefore the SIM interface function must first be selected using the SIMEN bit in the SIMC0 register. As both interface types share the same pins and registers, the choice of whether the SPI or I<sup>2</sup>C type is used is made using the SIM operating mode control bits, named SIM2~SIM0, in the SIMC0 register. These pull-high resistors of the SIM pin-shared I/O are selected using pull-high control registers when the SIM function is enabled and the corresponding pins are used as SIM input pins.

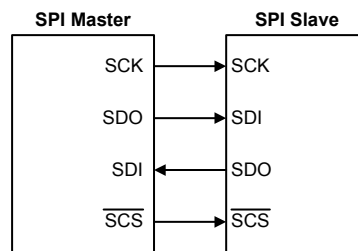
### SPI Interface

The SPI interface is often used to communicate with external peripheral devices such as sensors, Flash or EEPROM memory devices etc. Originally developed by Motorola, the four line SPI interface is a synchronous serial data interface that has a relatively simple communication protocol simplifying the programming requirements when communicating with external hardware devices.

The communication is full duplex and operates as a slave/master type, where the device can be either master or slave. Although the SPI interface specification can control multiple slave devices from a single master, but the device provides only one  $\overline{SCS}$  pin. If the master needs to control multiple slave devices from a single master, the master can use I/O pin to select the slave devices.

### SPI Interface Operation

The SPI interface is a full duplex synchronous serial data link. It is a four line interface with pin names SDI, SDO, SCK and  $\overline{SCS}$ . Pins SDI and SDO are the Serial Data Input and Serial Data Output lines, the SCK pin is the Serial Clock line and  $\overline{SCS}$  is the Slave Select line. As the SPI interface pins are pin-shared with normal I/O pins and with the I<sup>2</sup>C function pins, the SPI interface pins must first be selected by setting the correct bits in the SIMC0 and SIMC2 registers. After the desired SPI configuration has been set it can be disabled or enabled using the SIMEN bit in the SIMC0 register. Communication between devices connected to the SPI interface is carried out in a slave/master mode with all data transfer initiations being implemented by the master. The Master also controls the clock signal. As the device only contains a single  $\overline{SCS}$  pin only one slave device can be utilized. The SCS pin is controlled by software, set CSEN bit to 1 to enable SCS pin function, set CSEN bit to 0 the  $\overline{SCS}$  pin will be floating state.



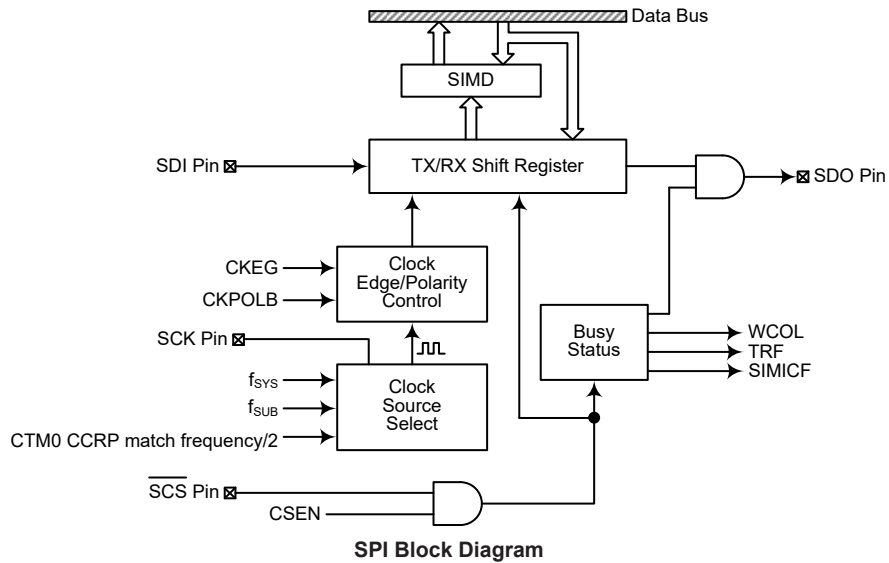
**SPI Master/Slave Connection**

The SPI function in the device offers the following features:

- Full duplex synchronous data transfer
- Both Master and Slave modes
- LSB first or MSB first data transmission modes
- Transmission complete flag
- Rising or falling active clock edge



The status of the SPI interface pins is determined by a number of factors such as whether the device is in the master or slave mode and upon the condition of certain control bits such as CSEN and SIMEN.



### SPI Registers

There are three internal registers which control the overall operation of the SPI interface. These are the SIMD data register and two control registers, SIMC0 and SIMC2. The SIMC1 register is only used by the I<sup>2</sup>C interface.

Register Name	Bit							
	7	6	5	4	3	2	1	0
SIMC0	SIM2	SIM1	SIM0	—	SIMDEB1	SIMDEB0	SIMEN	SIMICF
SIMC2	D7	D6	CKPOLB	CKEG	MLS	CSEN	WCOL	TRF
SIMD	D7	D6	D5	D4	D3	D2	D1	D0

**SPI Register List**

### SPI Data Register

The SIMD register is used to store the data being transmitted and received. The same register is used by both the SPI and I<sup>2</sup>C functions. Before the device writes data to the SPI bus, the actual data to be transmitted must be placed in the SIMD register. After the data is received from the SPI bus, the device can read it from the SIMD register. Any transmission or reception of data from the SPI bus must be made via the SIMD register.

#### • SIMD Register

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	x	x	x	x	x	x	x	x

“x”: unknown

Bit 7~0      **D7~D0**: SIM data register bit 7 ~ bit 0

### SPI Control Registers

There are also two control registers for the SPI interface, SIMC0 and SIMC2. Note that the SIMC2 register also has the name SIMA which is used by the I<sup>2</sup>C function. The SIMC0 register is used to control the enable/disable function and to set the data transmission clock frequency. The SIMC2 register is used for other control functions such as LSB/MSB selection, write collision flag etc.

#### • SIMC0 Register

Bit	7	6	5	4	3	2	1	0
Name	SIM2	SIM1	SIM0	—	SIMDEB1	SIMDEB0	SIMEN	SIMICF
R/W	R/W	R/W	R/W	—	R/W	R/W	R/W	R/W
POR	1	1	1	—	0	0	0	0

Bit 7~5     **SIM2~SIM0**: SIM Operating Mode Control  
 000: SPI master mode; SPI clock is  $f_{SYS}/4$   
 001: SPI master mode; SPI clock is  $f_{SYS}/16$   
 010: SPI master mode; SPI clock is  $f_{SYS}/64$   
 011: SPI master mode; SPI clock is  $f_{SUB}$   
 100: SPI master mode; SPI clock is CTM0 CCRP match frequency/2  
 101: SPI slave mode  
 110: I<sup>2</sup>C slave mode  
 111: Unused mode

These bits setup the overall operating mode of the SIM function. As well as selecting if the I<sup>2</sup>C or SPI function, they are used to control the SPI Master/Slave selection and the SPI Master clock frequency. The SPI clock is a function of the system clock but can also be chosen to be sourced from CTM0 and  $f_{SUB}$ . If the SPI Slave Mode is selected then the clock will be supplied by an external Master device.

Bit 4     Unimplemented, read as “0”

Bit 3~2     **SIMDEB1~SIMDEB0**: I<sup>2</sup>C Debounce Time Selection

These bits are only available when the SIM is configured to operate in the I<sup>2</sup>C mode. Refer to the I<sup>2</sup>C register section.

Bit 1     **SIMEN**: SIM Enable Control

- 0: Disable
- 1: Enable

The bit is the overall on/off control for the SIM interface. When the SIMEN bit is cleared to zero to disable the SIM interface, the SDI, SDO, SCK and SCS, or SDA and SCL lines will lose their SPI or I<sup>2</sup>C function and the SIM operating current will be reduced to a minimum value. When the bit is high the SIM interface is enabled. If the SIM is configured to operate as an SPI interface via the SIM2~SIM0 bits, the contents of the SPI control registers will remain at the previous settings when the SIMEN bit changes from low to high and should therefore be first initialised by the application program. If the SIM is configured to operate as an I<sup>2</sup>C interface via the SIM2~SIM0 bits and the SIMEN bit changes from low to high, the contents of the I<sup>2</sup>C control bits such as HTX and TXAK will remain at the previous settings and should therefore be first initialised by the application program while the relevant I<sup>2</sup>C flags such as HCF, HAAS, HBB, SRW and RXAK will be set to their default states.

Bit 0     **SIMICF**: SIM SPI Incomplete Flag

- 0: SIM SPI incomplete condition is not occurred
- 1: SIM SPI incomplete condition is occurred

This bit is only available when the SIM is configured to operate in an SPI slave mode. If the SPI operates in the slave mode with the SIMEN and CSEN bits both being set to 1 but the SCS line is pulled high by the external master device before the SPI data transfer is completely finished, the SIMICF bit will be set to 1 together with the TRF bit. When this condition occurs, the corresponding interrupt will occur if the interrupt function is enabled. However, the TRF bit will not be set to 1 if the SIMICF bit is set to 1 by software application program.

• **SIMC2 Register**

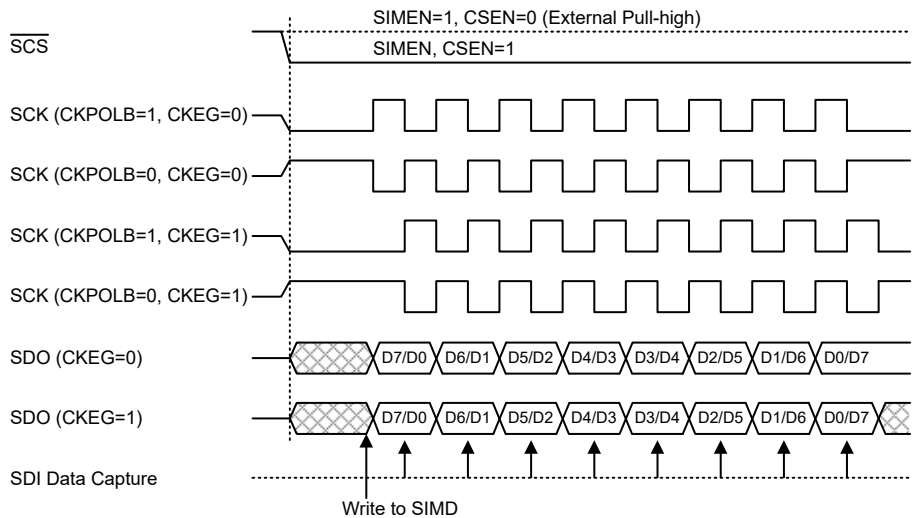
Bit	7	6	5	4	3	2	1	0
Name	D7	D6	CKPOLB	CKEG	MLS	CSEN	WCOL	TRF
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7~6     **D7~D6:** Undefined bits  
 These bits can be read or written by the application program.
- Bit 5     **CKPOLB:** SPI clock line base condition selection  
 0: The SCK line will be high when the clock is inactive  
 1: The SCK line will be low when the clock is inactive  
 The CKPOLB bit determines the base condition of the clock line, if the bit is high, then the SCK line will be low when the clock is inactive. When the CKPOLB bit is low, then the SCK line will be high when the clock is inactive.
- Bit 4     **CKEG:** SPI SCK clock active edge type selection  
 CKPOLB=0  
 0: SCK is high base level and data capture at SCK rising edge  
 1: SCK is high base level and data capture at SCK falling edge  
 CKPOLB=1  
 0: SCK is low base level and data capture at SCK falling edge  
 1: SCK is low base level and data capture at SCK rising edge  
 The CKEG and CKPOLB bits are used to setup the way that the clock signal outputs and inputs data on the SPI bus. These two bits must be configured before data transfer is executed otherwise an erroneous clock edge may be generated. The CKPOLB bit determines the base condition of the clock line, if the bit is high, then the SCK line will be low when the clock is inactive. When the CKPOLB bit is low, then the SCK line will be high when the clock is inactive. The CKEG bit determines active clock edge type which depends upon the condition of CKPOLB bit.
- Bit 3     **MLS:** SPI data shift order  
 0: LSB first  
 1: MSB first  
 This is the data shift order select bit and is used to select how the data is transferred, either MSB or LSB first. Setting the bit high will select MSB first and low for LSB first.
- Bit 2     **CSEN:** SPI  $\overline{\text{SCS}}$  pin control  
 0: Disable  
 1: Enable  
 The CSEN bit is used as an enable/disable for the  $\overline{\text{SCS}}$  pin. If this bit is low, then the  $\overline{\text{SCS}}$  pin will be disabled and placed into a floating condition. If the bit is high the  $\overline{\text{SCS}}$  pin will be enabled and used as a select pin.
- Bit 1     **WCOL:** SPI write collision flag  
 0: No collision  
 1: Collision  
 The WCOL flag is used to detect if a data collision has occurred. If this bit is high it means that data has been attempted to be written to the SIMD register during a data transfer operation. This writing operation will be ignored if data is being transferred. The bit can be cleared by the application program.
- Bit 0     **TRF:** SPI Transmit/Receive complete flag  
 0: SPI data is being transferred  
 1: SPI data transmission is completed  
 The TRF bit is the Transmit/Receive Complete flag and is set “1” automatically when an SPI data transmission is completed, but must set to “0” by the application program. It can be used to generate an interrupt.

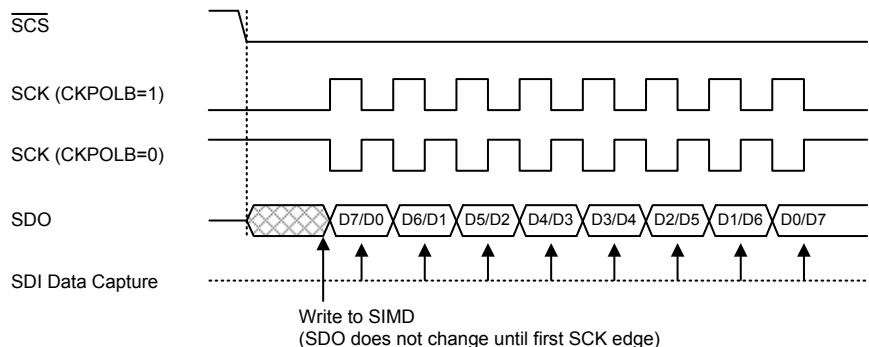
**SPI Communication**

After the SPI interface is enabled by setting the SIMEN bit high, then in the Master Mode, when data is written to the SIMD register, transmission/reception will begin simultaneously. When the data transfer is completed, the TRF flag will be set automatically, but must be cleared using the application program. In the Slave Mode, when the clock signal from the master has been received, any data in the SIMD register will be transmitted and any data on the SDI pin will be shifted into the SIMD register. The master should output an  $\overline{SCS}$  signal to enable the slave devices before a clock signal is provided. The slave data to be transferred should be well prepared at the appropriate moment relative to the SCK signal depending upon the configurations of the CKPOLB bit and CKEG bit. The accompanying timing diagram shows the relationship between the slave data and SCK signal for various configurations of the CKPOLB and CKEG bits.

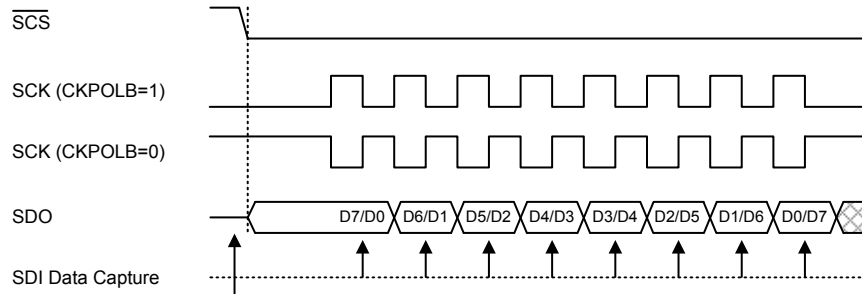
The SPI will continue to function in certain IDLE Modes if the clock source used by the SPI interface is still active.



**SPI Master Mode Timing**



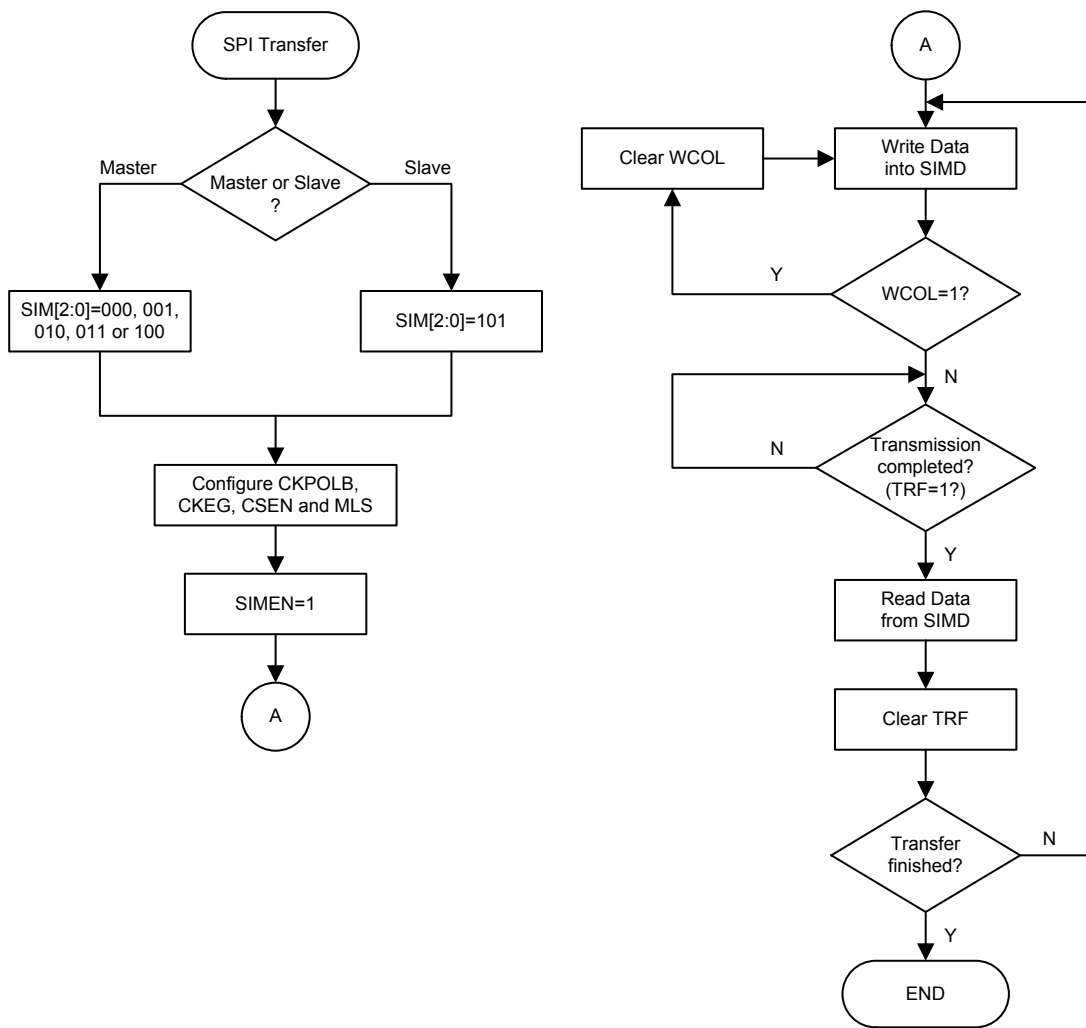
**SPI Slave Mode Timing – CKEG=0**



Write to SIMD  
 (SDO changes as soon as writing occurs; SDO is floating if  $\overline{SCS}=1$ )

Note: For SPI slave mode, if  $\overline{SIMEN}=1$  and  $\overline{CSEN}=0$ , SPI is always enabled and ignores the  $\overline{SCS}$  level.

**SPI Slave Mode Timing – CKEG=1**



**SPI Transfer Control Flowchart**

### SPI Bus Enable/Disable

To enable the SPI bus, set CSEN=1 and  $\overline{SCS}$ =0, then wait for data to be written into the SIMD (TXRX buffer) register. For the Master Mode, after data has been written to the SIMD (TXRX buffer) register, then transmission or reception will start automatically. When all the data has been transferred, the TRF bit should be set. For the Slave Mode, when clock pulses are received on SCK, data in the TXRX buffer will be shifted out or data on SDI will be shifted in.

When the SPI bus is disabled, SCK, SDI, SDO and  $\overline{SCS}$  can become I/O pins or other pin-shared functions using the corresponding control bits.

### SPI Operation Steps

All communication is carried out using the 4-line interface for either Master or Slave Mode.

The CSEN bit in the SIMC2 register controls the overall function of the SPI interface. Setting this bit high will enable the SPI interface by allowing the  $\overline{SCS}$  line to be active, which can then be used to control the SPI interface. If the CSEN bit is low, the SPI interface will be disabled and the  $\overline{SCS}$  line will be in a floating condition and can therefore not be used for control of the SPI interface. If the CSEN bit and the SIMEN bit in the SIMC0 are set high, this will place the SDI line in a floating condition and the SDO line high. If in Master Mode the SCK line will be either high or low depending upon the clock polarity selection bit CKPOLB in the SIMC2 register. If in Slave Mode the SCK line will be in a floating condition. If the SIMEN bit is low, then the bus will be disabled and  $\overline{SCS}$ , SDI, SDO and SCK will all become I/O pins or the other functions using the corresponding control bits. In the Master Mode the Master will always generate the clock signal. The clock and data transmission will be initiated after data has been written into the SIMD register. In the Slave Mode, the clock signal will be received from an external master device for both data transmission and reception. The following sequences show the order to be followed for data transfer in both Master and Slave Mode.

#### Master Mode

- Step 1  
Select the SPI Master mode and clock source using the SIM2~SIM0 bits in the SIMC0 control register.
- Step 2  
Setup the CSEN bit and setup the MLS bit to choose if the data is MSB or LSB first, this setting must be the same with the Slave devices.
- Step 3  
Setup the SIMEN bit in the SIMC0 control register to enable the SPI interface.
- Step 4  
For write operations: write the data to the SIMD register, which will actually place the data into the TXRX buffer. Then use the SCK and  $\overline{SCS}$  lines to output the data. After this, go to step 5.  
For read operations: the data transferred in on the SDI line will be stored in the TXRX buffer until all the data has been received at which point it will be latched into the SIMD register.
- Step 5  
Check the WCOL bit if set high then a collision error has occurred so return to step 4. If equal to zero then go to the following step.
- Step 6  
Check the TRF bit or wait for a SPI serial bus interrupt.
- Step 7  
Read data from the SIMD register.

- Step 8  
Clear TRF.
- Step 9  
Go to step 4.

#### **Slave Mode**

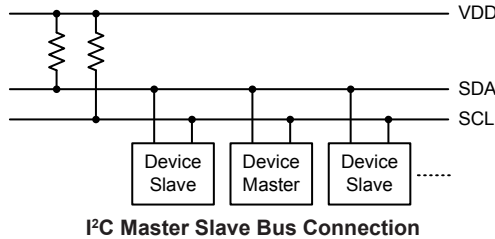
- Step 1  
Select the SPI Slave mode using the SIM2~SIM0 bits in the SIMC0 control register
- Step 2  
Setup the CSEN bit and setup the MLS bit to choose if the data is MSB or LSB first, this setting must be the same with the Master devices.
- Step 3  
Setup the SIMEN bit in the SIMC0 control register to enable the SPI interface.
- Step 4  
For write operations: write the data to the SIMD register, which will actually place the data into the TXRX buffer. Then wait for the master clock SCK and  $\overline{\text{SCS}}$  signal. After this, go to step 5.  
For read operations: the data transferred in on the SDI line will be stored in the TXRX buffer until all the data has been received at which point it will be latched into the SIMD register.
- Step 5  
Check the WCOL bit if set high then a collision error has occurred so return to step 4. If equal to zero then go to the following step.
- Step 6  
Check the TRF bit or wait for a SPI serial bus interrupt.
- Step 7  
Read data from the SIMD register.
- Step 8  
Clear TRF.
- Step 9  
Go to step 4.

#### **Error Detection**

The WCOL bit in the SIMC2 register is provided to indicate errors during data transfer. The bit is set by the SPI serial Interface but must be cleared by the application program. This bit indicates that a data collision has occurred which happens if a write to the SIMD register takes place during a data transfer operation and will prevent the write operation from continuing.

**I<sup>2</sup>C Interface**

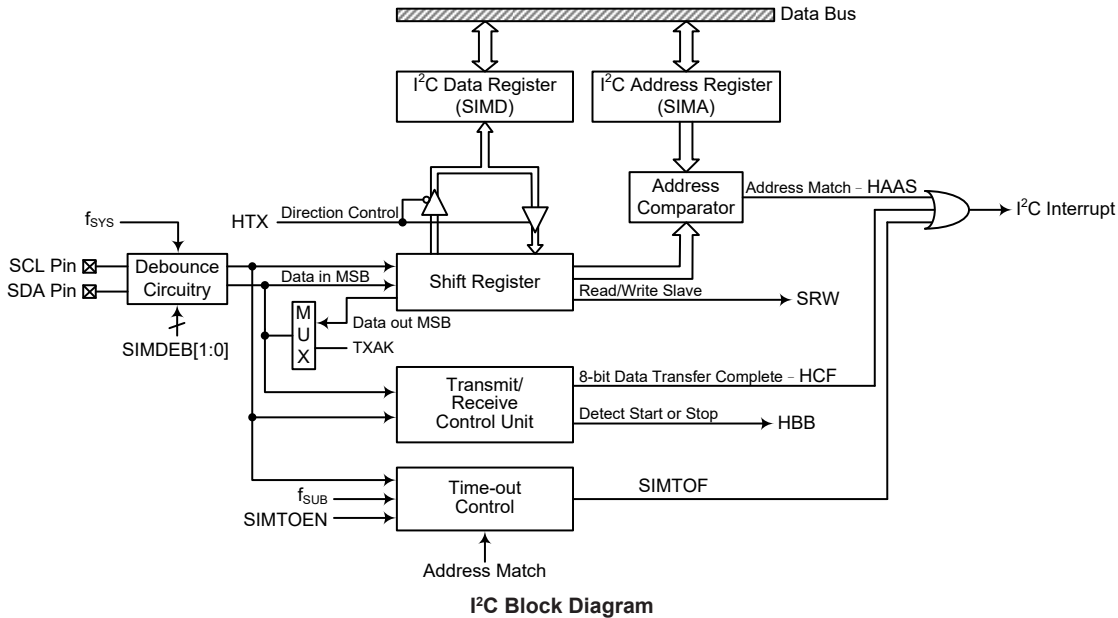
The I<sup>2</sup>C interface is used to communicate with external peripheral devices such as sensors, EEPROM memory etc. Originally developed by Philips, it is a two line low speed serial interface for synchronous serial data transfer. The advantage of only two lines for communication, relatively simple communication protocol and the ability to accommodate multiple devices on the same bus has made it an extremely popular interface type for many applications.



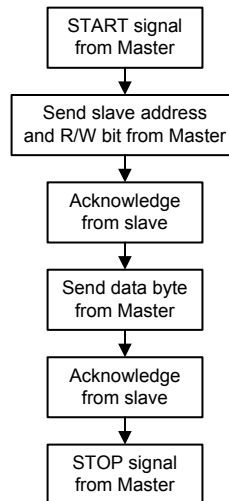
**I<sup>2</sup>C Interface Operation**

The I<sup>2</sup>C serial interface is a two line interface, a serial data line, SDA, and serial clock line, SCL. As many devices may be connected together on the same bus, their outputs are both open drain types. For this reason it is necessary that external pull-high resistors are connected to these outputs. Note that no chip select line exists, as each device on the I<sup>2</sup>C bus is identified by a unique address which will be transmitted and received on the I<sup>2</sup>C bus.

When two devices communicate with each other on the bidirectional I<sup>2</sup>C bus, one is known as the master device and one as the slave device. Both master and slave can transmit and receive data, however, it is the master device that has overall control of the bus. For the device, which only operates in slave mode, there are two methods of transferring data on the I<sup>2</sup>C bus, the slave transmit mode and the slave receive mode. The pull-high control function pin-shared with SCL/SDA pin is still applicable even if I<sup>2</sup>C device is activated and the related internal pull-high function could be controlled by its corresponding pull-high control register.







**I<sup>2</sup>C Interface Operation**

The SIMDEB1 and SIMDEB0 bits determine the debounce time of the I<sup>2</sup>C interface. This uses the internal clock to in effect add a debounce time to the external clock to reduce the possibility of glitches on the clock line causing erroneous operation. The debounce time, if selected, can be chosen to be either 2 or 4 system clocks. To achieve the required I<sup>2</sup>C data transfer speed, there exists a relationship between the system clock,  $f_{SYS}$ , and the I<sup>2</sup>C debounce time. For either the I<sup>2</sup>C Standard or Fast mode operation, users must take care of the selected system clock frequency and the configured debounce time to match the criterion shown in the following table.

I <sup>2</sup> C Debounce Time Selection	I <sup>2</sup> C Standard Mode (100kHz)	I <sup>2</sup> C Fast Mode (400kHz)
No Debounce	$f_{SYS} > 2\text{MHz}$	$f_{SYS} > 5\text{MHz}$
2 system clock debounce	$f_{SYS} > 4\text{MHz}$	$f_{SYS} > 10\text{MHz}$
4 system clock debounce	$f_{SYS} > 8\text{MHz}$	$f_{SYS} > 20\text{MHz}$

**I<sup>2</sup>C Minimum  $f_{SYS}$  Frequency Requirements**

### I<sup>2</sup>C Registers

There are three control registers associated with the I<sup>2</sup>C bus, SIMC0, SIMC1 and SIMTOC, one address register SIMA and one data register, SIMD.

Register Name	Bit							
	7	6	5	4	3	2	1	0
SIMC0	SIM2	SIM1	SIM0	—	SIMDEB1	SIMDEB0	SIMEN	SIMICF
SIMC1	HCF	HAAS	HBB	HTX	TXAK	SRW	IAMWU	RXAK
SIMD	D7	D6	D5	D4	D3	D2	D1	D0
SIMA	SIMA6	SIMA5	SIMA4	SIMA3	SIMA2	SIMA1	SIMA0	D0
SIMTOC	SIMTOEN	SIMTOF	SIMTOS5	SIMTOS4	SIMTOS3	SIMTOS2	SIMTOS1	SIMTOS0

**I<sup>2</sup>C Register List**

### I<sup>2</sup>C Data Register

The SIMD register is used to store the data being transmitted and received. The same register is used by both the SPI and I<sup>2</sup>C functions. Before the device writes data to the I<sup>2</sup>C bus, the actual data to be transmitted must be placed in the SIMD register. After the data is received from the I<sup>2</sup>C bus, the device can read it from the SIMD register. Any transmission or reception of data from the I<sup>2</sup>C bus must be made via the SIMD register.

• **SIMD Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	x	x	x	x	x	x	x	x

“x”: unknown

Bit 7~0     **D7~D0**: SIM data register bit 7 ~ bit 0

**I<sup>2</sup>C Address Register**

The SIMA register is also used by the SPI interface but has the name SIMC2. The SIMA register is the location where the 7-bit slave address of the slave device is stored. Bits 7~1 of the SIMA register define the device slave address. Bit 0 is not defined. When a master device, which is connected to the I<sup>2</sup>C bus, sends out an address, which matches the slave address in the SIMA register, the slave device will be selected. Note that the SIMA register is the same register address as SIMC2 which is used by the SPI interface.

• **SIMA Register**

Bit	7	6	5	4	3	2	1	0
Name	SIMA6	SIMA5	SIMA4	SIMA3	SIMA2	SIMA1	SIMA0	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~1     **SIMA6~SIMA0**: I<sup>2</sup>C slave address

SIMA6~SIMA0 is the 7-bit I<sup>2</sup>C slave address.

Bit 0        **D0**: Reserved bit, can be read or written by application program

**I<sup>2</sup>C Control Registers**

There are three control registers for the I<sup>2</sup>C interface, SIMC0, SIMC1 and SIMTOC. The SIMC0 register is used to control the enable/disable function and to set the data transmission clock frequency. The SIMC1 register contains the relevant flags which are used to indicate the I<sup>2</sup>C communication status. Another register, SIMTOC, is used to control the I<sup>2</sup>C time-out function and is described in the corresponding section.

• **SIMC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	SIM2	SIM1	SIM0	—	SIMDEB1	SIMDEB0	SIMEN	SIMICF
R/W	R/W	R/W	R/W	—	R/W	R/W	R/W	R/W
POR	1	1	1	—	0	0	0	0

Bit 7~5     **SIM2~SIM0**: SIM Operating Mode Control

000: SPI master mode; SPI clock is  $f_{SYS}/4$

001: SPI master mode; SPI clock is  $f_{SYS}/16$

010: SPI master mode; SPI clock is  $f_{SYS}/64$

011: SPI master mode; SPI clock is  $f_{SUB}$

100: SPI master mode; SPI clock is CTM0 CCRP match frequency/2

101: SPI slave mode

110: I<sup>2</sup>C slave mode

111: Unused mode

These bits setup the overall operating mode of the SIM function. As well as selecting if the I<sup>2</sup>C or SPI function, they are used to control the SPI Master/Slave selection and the SPI Master clock frequency. The SPI clock is a function of the system clock but can also be chosen to be sourced from CTM0 and  $f_{SUB}$ . If the SPI Slave Mode is selected then the clock will be supplied by an external Master device.

- Bit 4 Unimplemented, read as “0”
- Bit 3~2 **SIMDEB1~SIMDEB0**: I<sup>2</sup>C Debounce Time Selection  
 00: No debounce  
 01: 2 system clock debounce  
 10: 4 system clock debounce  
 11: 4 system clock debounce
- These bits are used to select the I<sup>2</sup>C debounce time when the SIM is configured as the I<sup>2</sup>C interface function by setting the SIM2~SIM0 bits to “110”.
- Bit 1 **SIMEN**: SIM Enable Control  
 0: Disable  
 1: Enable
- The bit is the overall on/off control for the SIM interface. When the **SIMEN** bit is cleared to zero to disable the SIM interface, the SDI, SDO, SCK and SCS, or SDA and SCL lines will lose their SPI or I<sup>2</sup>C function and the SIM operating current will be reduced to a minimum value. When the bit is high the SIM interface is enabled. If the SIM is configured to operate as an SPI interface via the SIM2~SIM0 bits, the contents of the SPI control registers will remain at the previous settings when the **SIMEN** bit changes from low to high and should therefore be first initialised by the application program. If the SIM is configured to operate as an I<sup>2</sup>C interface via the SIM2~SIM0 bits and the **SIMEN** bit changes from low to high, the contents of the I<sup>2</sup>C control bits such as HTX and TXAK will remain at the previous settings and should therefore be first initialised by the application program while the relevant I<sup>2</sup>C flags such as HCF, HAAS, HBB, SRW and RXAK will be set to their default states.
- Bit 0 **SIMICF**: SIM SPI Incomplete Flag
- This bit is only available when the SIM is configured to operate in an SPI slave mode. Refer to the SPI register section.

• **SIMC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	HCF	HAAS	HBB	HTX	TXAK	SRW	IAMWU	RXAK
R/W	R	R	R	R/W	R/W	R	R/W	R
POR	1	0	0	0	0	0	0	1

- Bit 7 **HCF**: I<sup>2</sup>C Bus data transfer completion flag  
 0: Data is being transferred  
 1: Completion of an 8-bit data transfer
- The HCF flag is the data transfer flag. This flag will be zero when data is being transferred. Upon completion of an 8-bit data transfer the flag will go high and an interrupt will be generated.
- Bit 6 **HAAS**: I<sup>2</sup>C Bus address match flag  
 0: Not address matched  
 1: Address matched
- The HAAS flag is the address match flag. This flag is used to determine if the slave device address is the same as the master transmit address. If the addresses match then this bit will be high, if there is no match then the flag will be low.
- Bit 5 **HBB**: I<sup>2</sup>C Bus busy flag  
 0: I<sup>2</sup>C Bus is not busy  
 1: I<sup>2</sup>C Bus is busy
- The HBB flag is the I<sup>2</sup>C busy flag. This flag will be “1” when the I<sup>2</sup>C bus is busy which will occur when a START signal is detected. The flag will be set to “0” when the bus is free which will occur when a STOP signal is detected.
- Bit 4 **HTX**: I<sup>2</sup>C slave device is transmitter or receiver selection  
 0: Slave device is the receiver  
 1: Slave device is the transmitter

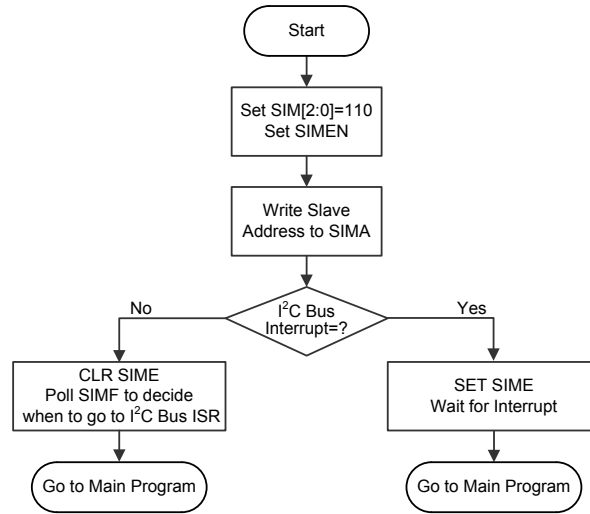
Bit 3	<p><b>TXAK:</b> I<sup>2</sup>C Bus transmit acknowledge flag</p> <p>0: Slave send acknowledge flag 1: Slave do not send acknowledge flag</p> <p>The TXAK bit is the transmit acknowledge flag. After the slave device receipt of 8 bits of data, this bit will be transmitted to the bus on the 9th clock from the slave device. The slave device must always set TXAK bit to “0” before further data is received.</p>
Bit 2	<p><b>SRW:</b> I<sup>2</sup>C Slave Read/Write flag</p> <p>0: Slave device should be in receive mode 1: Slave device should be in transmit mode</p> <p>The SRW flag is the I<sup>2</sup>C Slave Read/Write flag. This flag determines whether the master device wishes to transmit or receive data from the I<sup>2</sup>C bus. When the transmitted address and slave address is match, that is when the HAAS flag is set high, the slave device will check the SRW flag to determine whether it should be in transmit mode or receive mode. If the SRW flag is high, the master is requesting to read data from the bus, so the slave device should be in transmit mode. When the SRW flag is zero, the master will write data to the bus, therefore the slave device should be in receive mode to read this data.</p>
Bit 1	<p><b>IAMWU:</b> I<sup>2</sup>C Address Match Wake-up control</p> <p>0: Disable 1: Enable</p> <p>This bit should be set to 1 to enable the I<sup>2</sup>C address match wake up from the SLEEP or IDLE Mode. If the IAMWU bit has been set before entering either the SLEEP or IDLE mode to enable the I<sup>2</sup>C address match wake up, then this bit must be cleared by the application program after wake-up to ensure correction device operation.</p>
Bit 0	<p><b>RXAK:</b> I<sup>2</sup>C Bus Receive acknowledge flag</p> <p>0: Slave receive acknowledge flag 1: Slave does not receive acknowledge flag</p> <p>The RXAK flag is the receiver acknowledge flag. When the RXAK flag is “0”, it means that a acknowledge signal has been received at the 9th clock, after 8 bits of data have been transmitted. When the slave device in the transmit mode, the slave device checks the RXAK flag to determine if the master receiver wishes to receive the next byte. The slave transmitter will therefore continue sending out data until the RXAK flag is “1”. When this occurs, the slave transmitter will release the SDA line to allow the master to send a STOP signal to release the I<sup>2</sup>C Bus.</p>

### I<sup>2</sup>C Bus Communication

Communication on the I<sup>2</sup>C bus requires four separate steps, a START signal, a slave device address transmission, a data transmission and finally a STOP signal. When a START signal is placed on the I<sup>2</sup>C bus, all devices on the bus will receive this signal and be notified of the imminent arrival of data on the bus. The first seven bits of the data will be the slave address with the first bit being the MSB. If the address of the slave device matches that of the transmitted address, the HAAS bit in the SIMC1 register will be set and an I<sup>2</sup>C interrupt will be generated. After entering the interrupt service routine, the slave device must first check the condition of the HAAS and SIMTOF bits to determine whether the interrupt source originates from an address match or from the completion of an 8-bit data transfer completion or from the I<sup>2</sup>C bus time-out occurrence. During a data transfer, note that after the 7-bit slave address has been transmitted, the following bit, which is the 8th bit, is the read/write bit whose value will be placed in the SRW bit. This bit will be checked by the slave device to determine whether to go into transmit or receive mode. Before any transfer of data to or from the I<sup>2</sup>C bus, the microcontroller must initialise the bus, the following are steps to achieve this:

- Step 1  
Set the SIM2~SIM0 bits to “110” and SIMEN bit to “1” in the SIMC0 register to enable the I<sup>2</sup>C bus.
- Step 2  
Write the slave address of the device to the I<sup>2</sup>C bus address register SIMA.

- Step 3  
 Set the SIM interrupt and the corresponding Multi-function interrupt enable bits of the interrupt control registers to enable the SIM interrupt and Multi-function interrupt.



**I<sup>2</sup>C Bus Initialisation Flow Chart**

### I<sup>2</sup>C Bus Start Signal

The START signal can only be generated by the master device connected to the I<sup>2</sup>C bus and not by the slave device. This START signal will be detected by all devices connected to the I<sup>2</sup>C bus. When detected, this indicates that the I<sup>2</sup>C bus is busy and therefore the HBB bit will be set. A START condition occurs when a high to low transition on the SDA line takes place when the SCL line remains high.

### I<sup>2</sup>C Slave Address

The transmission of a START signal by the master will be detected by all devices on the I<sup>2</sup>C bus. To determine which slave device the master wishes to communicate with, the address of the slave device will be sent out immediately following the START signal. All slave devices, after receiving this 7-bit address data, will compare it with their own 7-bit slave address. If the address sent out by the master matches the internal address of the microcontroller slave device, then an internal I<sup>2</sup>C bus interrupt signal will be generated. The next bit following the address, which is the 8th bit, defines the read/write status and will be saved to the SRW bit of the SIMC1 register. The slave device will then transmit an acknowledge bit, which is a low level, as the 9th bit. The slave device will also set the status flag HAAS when the addresses match.

As an I<sup>2</sup>C bus interrupt can come from three sources, when the program enters the interrupt subroutine, the HAAS and SIMTOF bits should be examined to see whether the interrupt source has come from a matching slave address or from the completion of a data byte transfer or from the I<sup>2</sup>C bus time-out occurrence. When a slave address is matched, the device must be placed in either the transmit mode and then write data to the SIMD register, or in the receive mode where it must implement a dummy read from the SIMD register to release the SCL line.

### I<sup>2</sup>C Bus Read/Write Signal

The SRW bit in the SIMC1 register defines whether the master device wishes to read data from the I<sup>2</sup>C bus or write data to the I<sup>2</sup>C bus. The slave device should examine this bit to determine if it is to be a transmitter or a receiver. If the SRW flag is “1” then this indicates that the master device wishes to read data from the I<sup>2</sup>C bus, therefore the slave device must be setup to send data to the I<sup>2</sup>C bus as a transmitter. If the SRW flag is “0” then this indicates that the master wishes to send data to the I<sup>2</sup>C bus, therefore the slave device must be setup to read data from the I<sup>2</sup>C bus as a receiver.

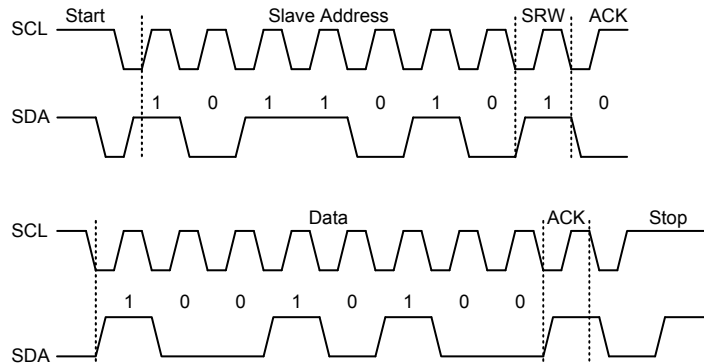
**I<sup>2</sup>C Bus Slave Address Acknowledge Signal**

After the master has transmitted a calling address, any slave device on the I<sup>2</sup>C bus, whose own internal address matches the calling address, must generate an acknowledge signal. The acknowledge signal will inform the master that a slave device has accepted its calling address. If no acknowledge signal is received by the master then a STOP signal must be transmitted by the master to end the communication. When the HAAS flag is high, the addresses have matched and the slave device must check the SRW flag to determine if it is to be a transmitter or a receiver. If the SRW flag is high, the slave device should be setup to be a transmitter so the HTX bit in the SIMC1 register should be set to “1”. If the SRW flag is low, then the microcontroller slave device should be setup as a receiver and the HTX bit in the SIMC1 register should be set to “0”.

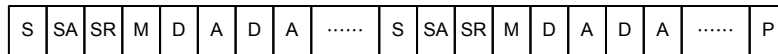
**I<sup>2</sup>C Bus Data and Acknowledge Signal**

The transmitted data is 8-bit wide and is transmitted after the slave device has acknowledged receipt of its slave address. The order of serial bit transmission is the MSB first and the LSB last. After receipt of 8 bits of data, the receiver must transmit an acknowledge signal, level “0”, before it can receive the next data byte. If the slave transmitter does not receive an acknowledge bit signal from the master receiver, then the slave transmitter will release the SDA line to allow the master to send a STOP signal to release the I<sup>2</sup>C Bus. The corresponding data will be stored in the SIMD register. If setup as a transmitter, the slave device must first write the data to be transmitted into the SIMD register. If setup as a receiver, the slave device must read the transmitted data from the SIMD register.

When the slave receiver receives the data byte, it must generate an acknowledge bit, known as TXAK, on the 9th clock. The slave device, which is setup as a transmitter will check the RXAK bit in the SIMC1 register to determine if it is to send another data byte, if not then it will release the SDA line and await the receipt of a STOP signal from the master.

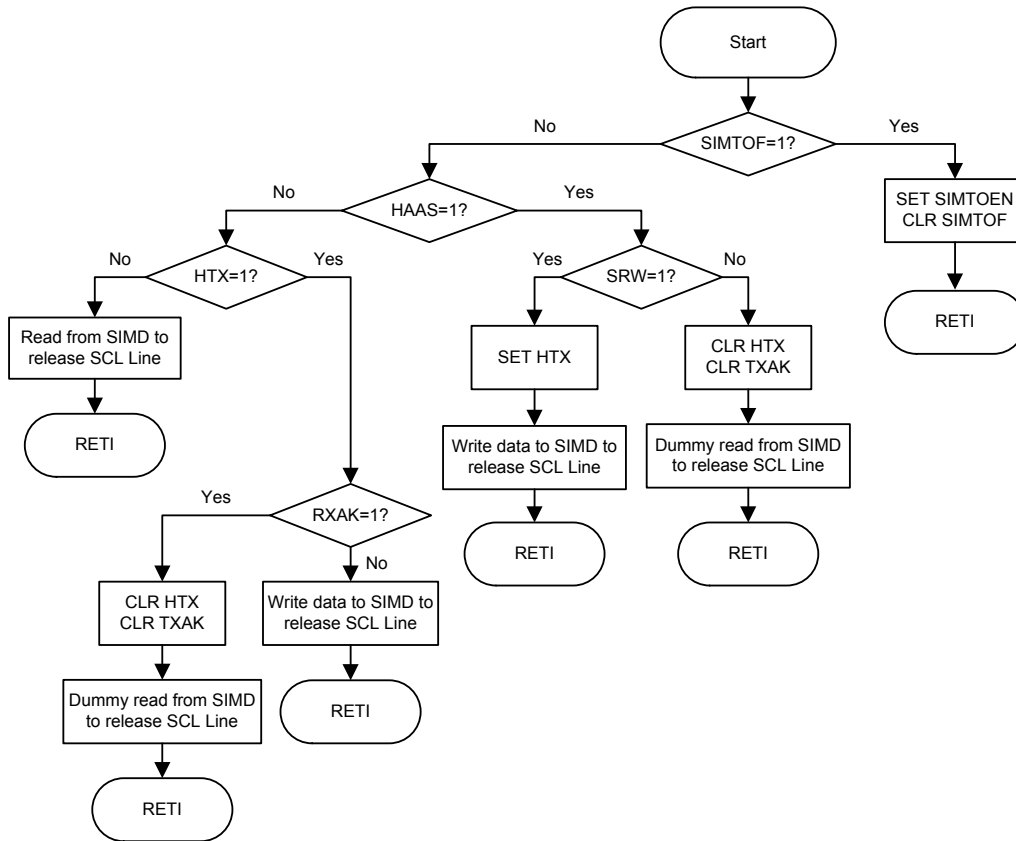


S=Start (1 bit)  
SA=Slave Address (7 bits)  
SR=SRW bit (1 bit)  
M=Slave device send acknowledge bit (1 bit)  
D=Data (8 bits)  
A=ACK (RXAK bit for transmitter, TXAK bit for receiver, 1 bit)  
P=Stop (1 bit)



**I<sup>2</sup>C Communication Timing Diagram**

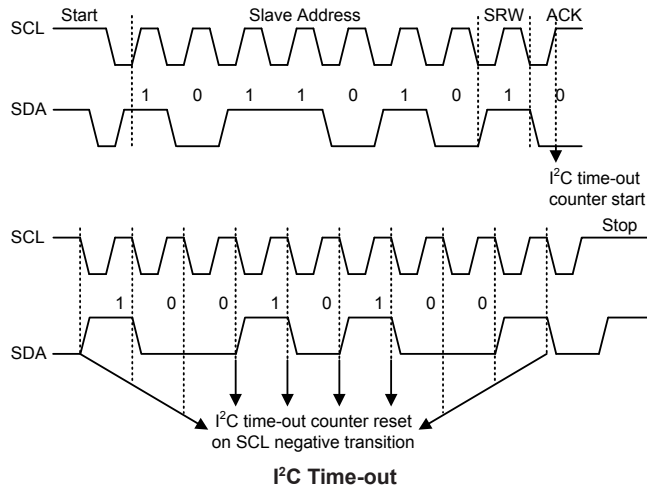
Note: When a slave address is matched, the device must be placed in either the transmit mode and then write data to the SIMD register, or in the receive mode where it must implement a dummy read from the SIMD register to release the SCL line.



**I<sup>2</sup>C Bus ISR Flow Chart**

**I<sup>2</sup>C Time-out Control**

In order to reduce the problem of I<sup>2</sup>C lockup due to reception of erroneous clock sources, a time-out function is provided. If the clock source to the I<sup>2</sup>C is not received for a while, then the I<sup>2</sup>C circuitry and registers will be reset after a certain time-out period. The time-out counter starts counting on an I<sup>2</sup>C bus “START” & “address match” condition, and is cleared by an SCL falling edge. Before the next SCL falling edge arrives, if the time elapsed is greater than the time-out setup by the SIMTOC register, then a time-out condition will occur. The time-out function will stop when an I<sup>2</sup>C “STOP” condition occurs.



When an I<sup>2</sup>C time-out counter overflow occurs, the counter will stop and the SIMTOEN bit will be cleared to zero and the SIMTOF bit will be set high to indicate that a time-out condition has occurred. The time-out condition will also generate an interrupt which uses the I<sup>2</sup>C interrupt vector. When an I<sup>2</sup>C time-out occurs, the I<sup>2</sup>C internal circuitry will be reset and the registers will be reset into the following condition:

Registers	After I <sup>2</sup> C Time-out
SIMD, SIMA, SIMC0	No change
SIMC1	Reset to POR condition

**I<sup>2</sup>C Registers after Time-out**

The SIMTOF flag can be cleared by the application program. There are 64 time-out periods which can be selected using SIMTOS bit field in the SIMTOC register. The time-out time is given by the formula:  $((1\sim64)\times32)/f_{SUB}$ . This gives a time-out period which ranges from about 1ms to 64ms.

• **SIMTOC Register**

Bit	7	6	5	4	3	2	1	0
Name	SIMTOEN	SIMTOF	SIMTOS5	SIMTOS4	SIMTOS3	SIMTOS2	SIMTOS1	SIMTOS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7      **SIMTOEN**: SIM I<sup>2</sup>C Time-out control  
             0: Disable  
             1: Enable

Bit 6      **SIMTOF**: SIM I<sup>2</sup>C Time-out flag  
             0: No time-out occurred  
             1: Time-out occurred

Bit 5~0    **SIMTOS5~SIMTOS0**: SIM I<sup>2</sup>C Time-out period selection  
             I<sup>2</sup>C time-out clock source is  $f_{SUB}/32$ .  
             I<sup>2</sup>C time-out time is equal to  $(SIMTOS[5:0]+1)\times(32/f_{SUB})$ .

## UART Interface

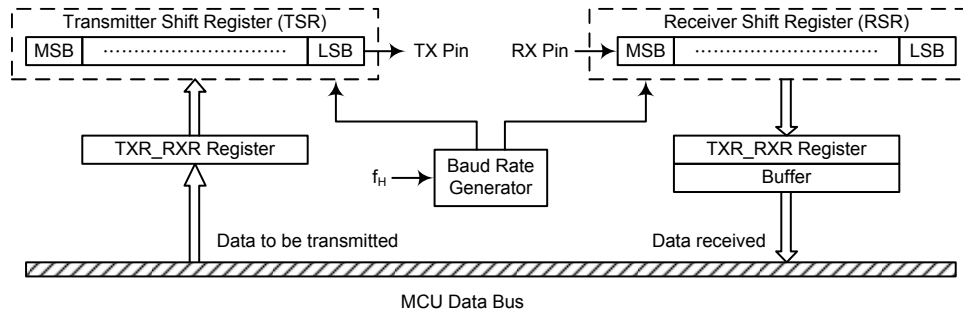
The device contains an integrated full-duplex asynchronous serial communications UART interface that enables communication with external devices that contain a serial interface. The UART function has many features and can transmit and receive data serially by transferring a frame of data with eight or nine data bits per transmission as well as being able to detect errors when the data is overwritten or incorrectly framed. The UART function possesses its own internal interrupt which can be used to indicate when a reception occurs or when a transmission terminates.

The integrated UART function contains the following features:

- Full-duplex, asynchronous communication
- 8 or 9 bits character length
- Even, odd or no parity options
- One or two stop bits
- Baud rate generator with 8-bit prescaler
- Parity, framing, noise and overrun error detection
- Support for interrupt on address detect (last character bit=1)
- Separately enabled transmitter and receiver
- 2-byte deep FIFO Receive Data Buffer



- RX pin wake-up function
- Transmit and receive interrupts
- Interrupts can be triggered by the following conditions:
  - ♦ Transmitter Empty
  - ♦ Transmitter Idle
  - ♦ Receiver Full
  - ♦ Receiver Overrun
  - ♦ Address Mode Detect



**UART Data Transfer Block Diagram**

### UART External Pins

To communicate with an external serial interface, the internal UART has two external pins known as TX and RX. The TX and RX pins are the UART transmitter and receiver pins respectively. The TX and RX pin function should first be selected by the corresponding pin-shared function selection register before the UART function is used. Along with the UARTEN bit, the TXEN and RXEN bits, if set, will configure these pins to their respective TX output and RX input conditions and disable any pull-high resistor option which may exist on the TX and RX pins. When the TX or RX pin function is disabled by clearing the UARTEN, TXEN or RXEN bit, the TX or RX pin will be placed into a floating state. At this time whether the internal pull-high resistor is connected to the TX or RX pin or not is determined by the corresponding I/O pull-high function control bit.

### UART Data Transfer Scheme

The above block diagram shows the overall data transfer structure arrangement for the UART. The actual data to be transmitted from the MCU is first transferred to the TXR\_RXR register by the application program. The data will then be transferred to the Transmit Shift Register from where it will be shifted out, LSB first, onto the TX pin at a rate controlled by the Baud Rate Generator. Only the TXR\_RXR register is mapped onto the MCU Data Memory, the Transmit Shift Register is not mapped and is therefore inaccessible to the application program.

Data to be received by the UART is accepted on the external RX pin, from where it is shifted in, LSB first, to the Receiver Shift Register at a rate controlled by the Baud Rate Generator. When the shift register is full, the data will then be transferred from the shift register to the internal TXR\_RXR register, where it is buffered and can be manipulated by the application program. Only the TXR\_RXR register is mapped onto the MCU Data Memory, the Receiver Shift Register is not mapped and is therefore inaccessible to the application program.

It should be noted that the actual register for data transmission and reception only exists as a single shared register in the Data Memory. This shared register known as the TXR\_RXR register is used for both data transmission and data reception.

## UART Status and Control Registers

There are five control registers associated with the UART function. The USR, UCR1 and UCR2 registers control the overall function of the UART, while the BRG register controls the Baud rate. The actual data to be transmitted and received on the serial interface is managed through the TXR\_RXR data register.

Register Name	Bit							
	7	6	5	4	3	2	1	0
USR	PERR	NF	FERR	OERR	RIDLE	RXIF	TIDLE	TXIF
UCR1	UARTEN	BNO	PREN	PRT	STOPS	TXBRK	RX8	TX8
UCR2	TXEN	RXEN	BRGH	ADDEN	WAKE	RIE	TIIE	TEIE
TXR_RXR	D7	D6	D5	D4	D3	D2	D1	D0
BRG	D7	D6	D5	D4	D3	D2	D1	D0

**UART Register List**

### • USR Register

The USR register is the status register for the UART, which can be read by the program to determine the present status of the UART. All flags within the USR register are read only. Further explanation on each of the flags is given below:

Bit	7	6	5	4	3	2	1	0
Name	PERR	NF	FERR	OERR	RIDLE	RXIF	TIDLE	TXIF
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	1	0	1	1

**Bit 7**      **PERR:** Parity error flag  
                  0: No parity error is detected  
                  1: Parity error is detected

The PERR flag is the parity error flag. When this read only flag is “0”, it indicates a parity error has not been detected. When the flag is “1”, it indicates that the parity of the received word is incorrect. This error flag is applicable only if Parity mode (odd or even) is selected. The flag can also be cleared by a software sequence which involves a read to the status register UnSR followed by an access to the TXR\_RXR data register.

**Bit 6**      **NF:** Noise flag  
                  0: No noise is detected  
                  1: Noise is detected

The NF flag is the noise flag. When this read only flag is “0”, it indicates no noise condition. When the flag is “1”, it indicates that the UART has detected noise on the receiver input. The NF flag is set during the same cycle as the RXIF flag but will not be set in the case of an overrun. The NF flag can be cleared by a software sequence which will involve a read to the status register USR followed by an access to the TXR\_RXR data register.

**Bit 5**      **FERR:** Framing error flag  
                  0: No framing error is detected  
                  1: Framing error is detected

The FERR flag is the framing error flag. When this read only flag is “0”, it indicates that there is no framing error. When the flag is “1”, it indicates that a framing error has been detected for the current character. The flag can also be cleared by a software sequence which will involve a read to the status register USR followed by an access to the TXR\_RXR data register.

- Bit 4      **OERR**: Overrun error flag  
          0: No overrun error is detected  
          1: Overrun error is detected  
The OERR flag is the overrun error flag which indicates when the receiver buffer has overflowed. When this read only flag is “0”, it indicates that there is no overrun error. When the flag is “1”, it indicates that an overrun error occurs which will inhibit further transfers to the TXR\_RXR receive data register. The flag is cleared by a software sequence, which is a read to the status register USR followed by an access to the TXR\_RXR data register.
- Bit 3      **RIDLE**: Receiver status  
          0: Data reception is in progress (Data being received)  
          1: No data reception is in progress (Receiver is idle)  
The RIDLE flag is the receiver status flag. When this read only flag is “0”, it indicates that the receiver is between the initial detection of the start bit and the completion of the stop bit. When the flag is “1”, it indicates that the receiver is idle. Between the completion of the stop bit and the detection of the next start bit, the RIDLE bit is “1” indicating that the UART receiver is idle and the RX pin stays in logic high condition.
- Bit 2      **RXIF**: Receive TXR\_RXR data register status  
          0: TXR\_RXR data register is empty  
          1: TXR\_RXR data register has available data  
The RXIF flag is the receive data register status flag. When this read only flag is “0”, it indicates that the TXR\_RXR read data register is empty. When the flag is “1”, it indicates that the TXR\_RXR read data register contains new data. When the contents of the shift register are transferred to the TXR\_RXR register, an interrupt is generated if RIE=1 in the UCR2 register. If one or more errors are detected in the received word, the appropriate receive-related flags NF, FERR, and/or PERR are set within the same clock cycle. The RXIF flag will eventually be cleared when the USR register is read with RXIF set, followed by a read from the TXR\_RXR register, and if the TXR\_RXR register has no more new data available.
- Bit 1      **TIDLE**: Transmission idle  
          0: Data transmission is in progress (Data being transmitted)  
          1: No data transmission is in progress (Transmitter is idle)  
The TIDLE flag is known as the transmission complete flag. When this read only flag is “0”, it indicates that a transmission is in progress. This flag will be set high when the TXIF flag is “1” and when there is no transmit data or break character being transmitted. When TIDLE is equal to “1”, the TX pin becomes idle with the pin state in logic high condition. The TIDLE flag is cleared by reading the USR register with TIDLE set and then writing to the TXR\_RXR register. The flag is not generated when a data character or a break is queued and ready to be sent.
- Bit 0      **TXIF**: Transmit TXR\_RXR data register status  
          0: Character is not transferred to the transmit shift register  
          1: Character has transferred to the transmit shift register (TXR\_RXR data register is empty)  
The TXIF flag is the transmit data register empty flag. When this read only flag is “0”, it indicates that the character is not transferred to the transmitter shift register. When the flag is “1”, it indicates that the transmitter shift register has received a character from the TXR\_RXR data register. The TXIF flag is cleared by reading the UART status register (USR) with TXIF set and then writing to the TXR\_RXR data register. Note that when the TXEN bit is set, the TXIF flag bit will also be set since the transmit data register is not yet full.

• **UCR1 Register**

The UCR1 register together with the UCR2 register are the two UART control registers that are used to set the various options for the UART function, such as overall on/off control, parity control, data transfer bit length etc. Further explanation on each of the bits is given below.

Bit	7	6	5	4	3	2	1	0
Name	UARTEN	BNO	PREN	PRT	STOPS	TXBRK	RX8	TX8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	W
POR	0	0	0	0	0	0	x	0

“x”: unknown

Bit 7      **UARTEN**: UART function enable control

    0: Disable UART. TX and RX pins are in a floating state

    1: Enable UART. TX and RX pins function as UART pins

The UARTEN bit is the UART enable bit. When this bit is equal to “0”, the UART will be disabled and the RX pin as well as the TX pin will be in a floating state. When the bit is equal to “1” the UART will be enabled and the TX and RX pins will function as defined by the TXEN and RXEN enable control bits.

When the UART is disabled, it will empty the buffer so any character remaining in the buffer will be discarded. In addition, the value of the baud rate counter will be reset. If the UART is disabled, all error and status flags will be reset. Also the TXEN, RXEN, TXBRK, RXIF, OERR, FERR, PERR and NF bits will be cleared, while the TIDLE, TXIF and RIDLE bits will be set. Other control bits in UCR1, UCR2 and BRG registers will remain unaffected. If the UART is active and the UARTEN bit is cleared, all pending transmissions and receptions will be terminated and the module will be reset as defined above. When the UART is re-enabled, it will restart in the same configuration.

Bit 6      **BNO**: Number of data transfer bits selection

    0: 8-bit data transfer

    1: 9-bit data transfer

This bit is used to select the data length format, which can have a choice of either 8-bit or 9-bit format. When this bit is equal to “1”, a 9-bit data length format will be selected. If the bit is equal to “0”, then an 8-bit data length format will be selected. If 9-bit data length format is selected, then bits RX8 and TX8 will be used to store the 9th bit of the received and transmitted data respectively.

Bit 5      **PREN**: Parity function enable control

    0: Parity function is disabled

    1: Parity function is enabled

This is the parity enable bit. When this bit is equal to “1”, the parity function will be enabled. If the bit is equal to “0”, then the parity function will be disabled.

Bit 4      **PRT**: Parity type selection bit

    0: Even parity for parity generator

    1: Odd parity for parity generator

This bit is the parity type selection bit. When this bit is equal to “1”, odd parity type will be selected. If the bit is equal to “0”, then even parity type will be selected.

Bit 3      **STOPS**: Number of Stop bits selection

    0: One stop bit format is used

    1: Two stop bits format is used

This bit determines if one or two stop bits are to be used. When this bit is equal to “1”, two stop bits are used. If this bit is equal to “0”, then only one stop bit is used.

Bit 2      **TXBRK**: Transmit break character

    0: No break character is transmitted

    1: Break characters transmit

The TXBRK bit is the Transmit Break Character bit. When this bit is “0”, there are no break characters and the TX pin operates normally. When the bit is “1”, there are

transmit break characters and the transmitter will send logic zeros. When this bit is equal to “1”, after the buffered data has been transmitted, the transmitter output is held low for a minimum of a 13-bit length and until the TXBRK bit is reset.

- Bit 1     **RX8**: Receive data bit 8 for 9-bit data transfer format (read only)  
This bit is only used if 9-bit data transfers are used, in which case this bit location will store the 9th bit of the received data known as RX8. The BNO bit is used to determine whether data transfers are in 8-bit or 9-bit format.
- Bit 0     **TX8**: Transmit data bit 8 for 9-bit data transfer format (write only)  
This bit is only used if 9-bit data transfers are used, in which case this bit location will store the 9th bit of the transmitted data known as TX8. The BNO bit is used to determine whether data transfers are in 8-bit or 9-bit format.

• **UCR2 Register**

The UCR2 register is the second of the two UART control registers and serves several purposes. One of its main functions is to control the basic enable/disable operation of the UART Transmitter and Receiver as well as enabling the various UART interrupt sources. The register also serves to control the baud rate speed, receiver wake-up enable and the address detect enable. Further explanation on each of the bits is given below:

Bit	7	6	5	4	3	2	1	0
Name	TXEN	RXEN	BRGH	ADDEN	WAKE	RIE	TIIE	TEIE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7     **TXEN**: UART Transmitter enabled control  
0: UART transmitter is disabled  
1: UART transmitter is enabled  
The bit named TXEN is the Transmitter Enable Bit. When this bit is equal to “0”, the transmitter will be disabled with any pending data transmissions being aborted. In addition the buffers will be reset. In this situation the TX pin will be in a floating state. If the TXEN bit is equal to “1” and the UARTEN bit is also equal to “1”, the transmitter will be enabled and the TX pin will be controlled by the UART. Clearing the TXEN bit during a transmission will cause the data transmission to be aborted and will reset the transmitter. If this situation occurs, the TX pin will be in a floating state.
- Bit 6     **RXEN**: UART Receiver enabled control  
0: UART receiver is disabled  
1: UART receiver is enabled  
The bit named RXEN is the Receiver Enable Bit. When this bit is equal to “0”, the receiver will be disabled with any pending data receptions being aborted. In addition the receive buffers will be reset. In this situation the RX pin will be in a floating state. If the RXEN bit is equal to “1” and the UARTEN bit is also equal to “1”, the receiver will be enabled and the RX pin will be controlled by the UART. Clearing the RXEN bit during a reception will cause the data reception to be aborted and will reset the receiver. If this situation occurs, the RX pin will be in a floating state.
- Bit 5     **BRGH**: Baud Rate speed selection  
0: Low speed baud rate  
1: High speed baud rate  
The bit named BRGH selects the high or low speed mode of the Baud Rate Generator. This bit, together with the value placed in the baud rate register BRG, controls the Baud Rate of the UART. If this bit is equal to “1”, the high speed mode is selected. If the bit is equal to “0”, the low speed mode is selected.
- Bit 4     **ADDEN**: Address detect function enable control  
0: Address detect function is disabled  
1: Address detect function is enabled

The bit named ADDEN is the address detect function enable control bit. When this bit is equal to “1”, the address detect function is enabled. When it occurs, if the 8th bit, which corresponds to RX7 if BNO=0 or the 9th bit, which corresponds to RX8 if BNO=1, has a value of “1”, then the received word will be identified as an address, rather than data. If the corresponding interrupt is enabled, an interrupt request will be generated each time the received word has the address bit set, which is the 8th or 9th bit depending on the value of BNO. If the address bit known as the 8th or 9th bit of the received word is “0” with the address detect function being enabled, an interrupt will not be generated and the received data will be discarded.

**Bit 3**      **WAKE:** RX pin wake-up UART function enable control  
                  0: RX pin wake-up UART function is disabled  
                  1: RX pin wake-up UART function is enabled

This bit is used to control the wake-up UART function when a falling edge on the RX pin occurs. Note that this bit is only available when the UART clock ( $f_{H1}$ ) is switched off. There will be no RX pin wake-up UART function if the UART clock ( $f_{H1}$ ) exists. If the WAKE bit is set to 1 as the UART clock ( $f_{H1}$ ) is switched off, a UART wake-up request will be initiated when a falling edge on the RX pin occurs. When this request happens and the corresponding interrupt is enabled, an RX pin wake-up UART interrupt will be generated to inform the MCU to wake up the UART function by switching on the UART clock ( $f_{H1}$ ) via the application program. Otherwise, the UART function cannot resume even if there is a falling edge on the RX pin when the WAKE bit is cleared to 0.

**Bit 2**      **RIE:** Receiver interrupt enable control  
                  0: Receiver related interrupt is disabled  
                  1: Receiver related interrupt is enabled

This bit enables or disables the receiver interrupt. If this bit is equal to “1” and when the receiver overrun flag OERR or receive data available flag RXIF is set, the UART interrupt request flag will be set. If this bit is equal to “0”, the UART interrupt request flag will not be influenced by the condition of the OERR or RXIF flags.

**Bit 1**      **TIE:** Transmitter Idle interrupt enable control  
                  0: Transmitter idle interrupt is disabled  
                  1: Transmitter idle interrupt is enabled

This bit enables or disables the transmitter idle interrupt. If this bit is equal to “1” and when the transmitter idle flag TIDLE is set, due to a transmitter idle condition, the UART interrupt request flag will be set. If this bit is equal to “0”, the UART interrupt request flag will not be influenced by the condition of the TIDLE flag.

**Bit 0**      **TEIE:** Transmitter Empty interrupt enable control  
                  0: Transmitter empty interrupt is disabled  
                  1: Transmitter empty interrupt is enabled

This bit enables or disables the transmitter empty interrupt. If this bit is equal to “1” and when the transmitter empty flag TXIF is set, due to a transmitter empty condition, the UART interrupt request flag will be set. If this bit is equal to “0”, the UART interrupt request flag will not be influenced by the condition of the TXIF flag.

• **TXR\_RXR Register**

The TXR\_RXR register is the data register which is used to store the data to be transmitted on the TX pin or being received from the RX pin.

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	x	x	x	x	x	x	x	x

“x”: unknown

**Bit 7~0**      **D7~D0:** UART Transmit/Receive Data bit 7 ~ bit 0

• **BRG Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	x	x	x	x	x	x	x	x

“x”: unknown

Bit 7~0 **D7~D0**: Baud Rate values

By programming the BRGH bit in UCR2 Register which allows selection of the related formula described above and programming the required value in the BRG register, the required baud rate can be set.

Note: Baud rate= $f_{ih}/[64 \times (N+1)]$  if BRGH=0.

Baud rate= $f_{ih}/[16 \times (N+1)]$  if BRGH=1.

**Baud Rate Generator**

To set the speed of the serial data communication, the UART function contains its own dedicated baud rate generator. The baud rate is controlled by its own internal free running 8-bit timer, the period of which is determined by two factors. The first of these is the value placed in the baud rate register BRG and the second is the value of the BRGH bit with the control register UCR2. The BRGH bit decides if the baud rate generator is to be used in a high speed mode or low speed mode, which in turn determines the formula that is used to calculate the baud rate. The value N in the BRG register which is used in the following baud rate calculation formula determines the division factor. Note that N is the decimal value placed in the BRG register and has a range of between 0 and 255.

UCR2 BRGH Bit	0	1
Baud Rate (BR)	$f_{ih}/[64(N+1)]$	$f_{ih}/[16(N+1)]$

By programming the BRGH bit which allows selection of the related formula and programming the required value in the BRG register, the required baud rate can be set. Note that because the actual baud rate is determined using a discrete value, N, placed in the BRG register, there will be an error associated between the actual and requested value. The following example shows how the BRG register value N and the error value can be calculated.

**Calculating the Baud Rate and Error Values**

For a clock frequency of 4MHz, and with BRGH cleared to zero determine the BRG register value N, the actual baud rate and the error value for a desired baud rate of 4800.

From the above table the desired baud rate  $BR=f_{ih}/[64(N+1)]$

Re-arranging this equation gives  $N=[f_{ih}/(BR \times 64)]-1$

Giving a value for  $N=[4000000/(4800 \times 64)]-1=12.0208$

To obtain the closest value, a decimal value of 12 should be placed into the BRG register. This gives an actual or calculated baud rate value of  $BR=4000000/[64 \times (12+1)]=4808$

Therefore the error is equal to  $(4808-4800)/4800=0.16\%$

**UART Setup and Control**

For data transfer, the UART function utilizes a non-return-to-zero, more commonly known as NRZ, format. This is composed of one start bit, eight or nine data bits, and one or two stop bits. Parity is supported by the UART hardware, and can be set to be even, odd or no parity. For the most common data format, 8 data bits along with no parity and one stop bit, denoted as 8, N, 1, is used as the default setting, which is the setting at power-on. The number of data bits and stop bits, along with the parity, are set by programming the corresponding BNO, PRT, PREN, and STOPS bits in the



UCR1 register. The baud rate used to transmit and receive data is set using the internal 8-bit baud rate generator, while the data is transmitted and received LSB first. Although the UART transmitter and receiver are functionally independent, they both use the same data format and baud rate. In all cases stop bits will be used for data transmission.

### Enabling/Disabling the UART Interface

The basic on/off function of the internal UART function is controlled using the UARTEN bit in the UCR1 register. If the UARTEN, TXEN and RXEN bits are set, then these two UART pins will act as normal TX output pin and RX input pin respectively. If no data is being transmitted on the TX pin, then it will default to a logic high value.

Clearing the UARTEN bit will disable the TX and RX pins and allow these two pins to be in a floating state. When the UART function is disabled the buffer will be reset to an empty condition, at the same time discarding any remaining residual data. Disabling the UART will also reset the error and status flags with bits TXEN, RXEN, TXBRK, RXIF, OERR, FERR, PERR and NF being cleared while bits TIDLE, TXIF and RIDLE will be set. The remaining control bits in the UCR1, UCR2 and BRG registers will remain unaffected. If the UARTEN bit in the UCR1 register is cleared while the UART is active, then all pending transmissions and receptions will be immediately suspended and the UART will be reset to a condition as defined above. If the UART is then subsequently re-enabled, it will restart again in the same configuration.

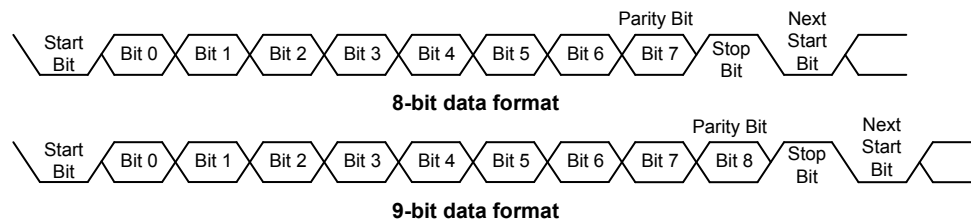
### Data, Parity and Stop Bit Selection

The format of the data to be transferred is composed of various factors such as data bit length, parity on/off, parity type, address bits and the number of stop bits. These factors are determined by the setup of various bits within the UCR1 register. The BNO bit controls the number of data bits which can be set to either 8 or 9, the PRTn bit controls the choice of odd or even parity, the PREN bit controls the parity on/off function and the STOPS bit decides whether one or two stop bits are to be used. The following table shows various formats for data transmission. The address bit, which is the MSB of the data byte, identifies the frame as an address character or data if the address detect function is enabled. The number of stop bits, which can be either one or two, is independent of the data length and is only used for the transmitter. There is only one stop bit for the receiver.

Start Bit	Data Bits	Address Bit	Parity Bit	Stop Bit
<b>Example of 8-bit Data Formats</b>				
1	8	0	0	1
1	7	0	1	1
1	7	1	0	1
<b>Example of 9-bit Data Formats</b>				
1	9	0	0	1
1	8	0	1	1
1	8	1	0	1

**Transmitter Receiver Data Format**

The following diagram shows the transmit and receive waveforms for both 8-bit and 9-bit data formats.





## UART Transmitter

Data word lengths of either 8 or 9 bits can be selected by programming the BNO bit in the UCR1 register. When BNO bit is set, the word length will be set to 9 bits. In this case the 9th bit, which is the MSB, needs to be stored in the TX8 bit in the UCR1 register. At the transmitter core lies the Transmitter Shift Register, more commonly known as the TSR, whose data is obtained from the transmit data register, which is known as the TXR\_RXR register. The data to be transmitted is loaded into this TXR\_RXR register by the application program. The TSR register is not written to with new data until the stop bit from the previous transmission has been sent out. As soon as this stop bit has been transmitted, the TSR can then be loaded with new data from the TXR\_RXR register, if it is available. It should be noted that the TSR register, unlike many other registers, is not directly mapped into the Data Memory area and as such is not available to the application program for direct read/write operations. An actual transmission of data will normally be enabled when the TXEN bit is set, but the data will not be transmitted until the TXR\_RXR register has been loaded with data and the baud rate generator has defined a shift clock source. However, the transmission can also be initiated by first loading data into the TXR\_RXR register, after which the TXEN bit can be set. When a transmission of data begins, the TSR is normally empty, in which case a transfer to the TXR\_RXR register will result in an immediate transfer to the TSR. If during a transmission the TXEN bit is cleared, the transmission will immediately cease and the transmitter will be reset. The TX output pin can then be in a floating state.

### Transmitting Data

When the UART is transmitting data, the data is shifted on the TX pin from the shift register, with the least significant bit first. In the transmit mode, the TXR\_RXR register forms a buffer between the internal bus and the transmitter shift register. It should be noted that if 9-bit data format has been selected, then the MSB will be taken from the TX8 bit in the UCR1 register. The steps to initiate a data transfer can be summarized as follows:

- Make the correct selection of the BNO, PRT, PREN and STOPS bits to define the required word length, parity type and number of stop bits.
- Configure the BRG register to select the desired baud rate.
- Set the TXEN bit to ensure that the TX pin is used as a UART transmitter pin.
- Access the USR register and write the data that is to be transmitted into the TXR\_RXR register. Note that this step will clear the TXIF bit.

This sequence of events can now be repeated to send additional data.

It should be noted that when TXIF=0, data will be inhibited from being written to the TXR\_RXR register. Clearing the TXIF flag is always achieved using the following software sequence:

1. A USR register access
2. A TXR\_RXR register write execution

The read-only TXIF flag is set by the UART hardware and if set indicates that the TXR\_RXR register is empty and that other data can now be written into the TXR\_RXR register without overwriting the previous data. If the TEIE bit is set then the TXIF flag will generate an interrupt.

During a data transmission, a write instruction to the TXR\_RXR register will place the data into the TXR\_RXR register, which will be copied to the shift register at the end of the present transmission. When there is no data transmission in progress, a write instruction to the TXR\_RXR register will place the data directly into the shift register, resulting in the commencement of data transmission, and the TXIF bit being immediately set. When a frame transmission is complete, which happens after stop bits are sent or after the break frame, the TIDLE bit will be set. To clear the TIDLE bit the following software sequence is used:

1. A USR register access
2. A TXR\_RXR register write execution

Note that both the TXIF and TIDLE bits are cleared by the same software sequence.

### Transmitting Break

If the TXBRK bit is set high and the state keeps for a time greater than  $[(BRG+1) \times t_{th}]$ , the break characters will be sent on the next transmission. Break character transmission consists of a start bit, followed by  $13 \times N$  '0' bits and stop bits, where  $N=1, 2$ , etc. If a break character is to be transmitted then the TXBRK bit must be first set by the application program, and then cleared to generate the stop bits. Transmitting a break character will not generate a transmit interrupt. Note that a break condition length is at least 13 bits long. If the TXBRK bit is continually kept at a logic high level then the transmitter circuitry will transmit continuous break characters. After the application program has cleared the TXBRK bit, the transmitter will finish transmitting the last break character and subsequently send out one or two stop bits. The automatic logic high at the end of the last break character will ensure that the start bit of the next frame is recognized.

### UART Receiver

The UART is capable of receiving word lengths of either 8 or 9 bits. If the BNO bit is set, the word length will be set to 9 bits with the MSB being stored in the RX8 bit of the UCR1 register. At the receiver core lies the Receive Serial Shift Register, commonly known as the RSR. The data which is received on the RX external input pin is sent to the data recovery block. The data recovery block operating speed is 16 times that of the baud rate, while the main receive serial shifter operates at the baud rate. After the RX pin is sampled for the stop bit, the received data in RSR is transferred to the receive data register, if the register is empty. The data which is received on the external RX input pin is sampled three times by a majority detect circuit to determine the logic level that has been placed onto the RX pin. It should be noted that the RSR register, unlike many other registers, is not directly mapped into the Data Memory area and as such is not available to the application program for direct read/write operations.

### Receiving Data

When the UART receiver is receiving data, the data is serially shifted in on the external RX input pin, LSB first. In the read mode, the TXR\_RXR register forms a buffer between the internal bus and the receiver shift register. The TXR\_RXR register is a two byte deep FIFO data buffer, where two bytes can be held in the FIFO while a third byte can continue to be received. Note that the application program must ensure that the data is read from TXR\_RXR before the third byte has been completely shifted in, otherwise this third byte will be discarded and an overrun error OERR will be subsequently indicated. The steps to initiate a data transfer can be summarized as follows:

- Make the correct selection of BNO, PRT and PREN bits to define the word length, parity type.
- Configure the BRG register to select the desired baud rate.
- Set the RXEN bit to ensure that the RX pin is used as a UART receiver pin.

At this point the receiver will be enabled which will begin to look for a start bit.

When a character is received the following sequence of events will occur:

- The RXIF bit in the USR register will be set when the TXR\_RXR register has data available. There will be at most one more character available before an overrun error occurs.
- When the contents of the shift register have been transferred to the TXR\_RXR register, then if the RIE bit is set, an interrupt will be generated.
- If during reception, a frame error, noise error, parity error, or an overrun error has been detected, then the error flags can be set.

The RXIF bit can be cleared using the following software sequence:

1. A USR register access
2. A TXR\_RXR register read execution

### Receiving Break

Any break character received by the UART will be managed as a framing error. The receiver will count and expect a certain number of bit times as specified by the values programmed into the BNO bit plus one stop bit. If the break is much longer than 13 bit times, the reception will be considered as complete after the number of bit times specified by BNO plus one stop bit. The RXIF bit is set, FERR is set, zeros are loaded into the receive data register, interrupts are generated if appropriate and the RIDLE bit is set. A break is regarded as a character that contains only zeros with the FERR flag set. If a long break signal has been detected, the receiver will regard it as a data frame including a start bit, data bits and the invalid stop bit and the FERR flag will be set. The receiver must wait for a valid stop bit before looking for the next start bit. The receiver will not make the assumption that the break condition on the line is the next start bit. The break character will be loaded into the buffer and no further data will be received until stop bits are received. It should be noted that the RIDLE read only flag will go high when the stop bits have not yet been received. The reception of a break character on the UART registers will result in the following:

- The framing error flag, FERR, will be set.
- The receive data register, TXR\_RXR, will be cleared.
- The OERR, NF, PERR, RIDLE or RXIF flags will possibly be set.

### Idle Status

When the receiver is reading data, which means it will be in between the detection of a start bit and the reading of a stop bit, the receiver status flag in the USR register, otherwise known as the RIDLE flag, will have a zero value. In between the reception of a stop bit and the detection of the next start bit, the RIDLE flag will have a high value, which indicates the receiver is in an idle condition.

### Receiver Interrupt

The read only receive interrupt flag RXIF in the USR register is set by an edge generated by the receiver. An interrupt is generated if RIE=1, when a word is transferred from the Receive Shift Register, RSR, to the Receive Data Register, TXR\_RXR. An overrun error can also generate an interrupt if RIE=1.

## Managing Receiver Errors

Several types of reception errors can occur within the UART module, the following section describes the various types and how they are managed by the UART.

### Overrun Error – OERR

The TXR\_RXR register is composed of a two byte deep FIFO data buffer, where two bytes can be held in the FIFO register, while a third byte can continue to be received. Before this third byte has been entirely shifted in, the data should be read from the TXR\_RXR register. If this is not done, the overrun error flag OERR will be consequently indicated.

In the event of an overrun error occurring, the following will happen:

- The OERR flag in the USR register will be set.
- The TXR\_RXR contents will not be lost.
- The shift register will be overwritten.
- An interrupt will be generated if the RIE bit is set.

The OERR flag can be cleared by an access to the USR register followed by a read to the TXR\_RXR register.

**Noise Error – NF**

Over-sampling is used for data recovery to identify valid incoming data and noise. If noise is detected within a frame the following will occur:

- The read only noise flag, NF, in the USR register will be set on the rising edge of the RXIF bit.
- Data will be transferred from the Shift register to the TXR\_RXR register.
- No interrupt will be generated. However this bit rises at the same time as the RXIF bit which itself generates an interrupt.

Note that the NF flag is reset by an USR register read operation followed by a TXR\_RXR register read operation.

**Framing Error – FERR**

The read only framing error flag, FERR, in the USR register, is set if a zero is detected instead of stop bits. If two stop bits are selected, both stop bits must be high; otherwise the FERR flag will be set. The FERR flag and the received data will be recorded in the USR and TXR\_RXR registers respectively, and the flag is cleared in any reset.

**Parity Error – PERR**

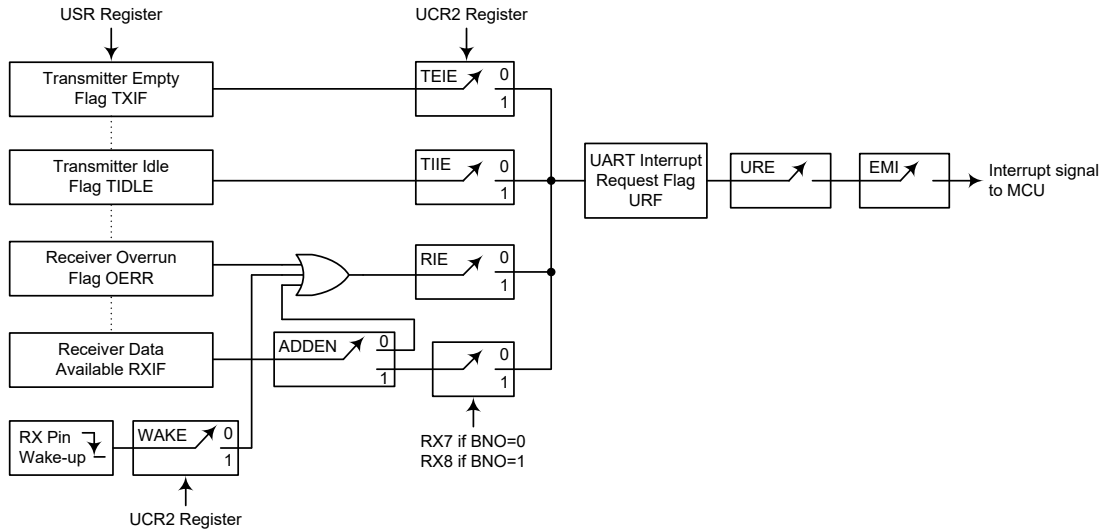
The read only parity error flag, PERR, in the USR register, is set if the parity of the received word is incorrect. This error flag is only applicable if the parity is enabled, PREN=1, and if the parity type, odd or even is selected. The read only PERR flag and the received data will be recorded in the USR and TXR\_RXR registers respectively. It is cleared on any reset, it should be noted that the flags, FERR and PERR, in the USR register should first be read by the application program before reading the data word.

**UART Interrupt Structure**

Several individual UART conditions can generate a UART interrupt. When these conditions exist, a low pulse will be generated to get the attention of the microcontroller. These conditions are a transmitter data register empty, transmitter idle, receiver data available, receiver overrun, address detect and an RX pin wake-up. When any of these conditions are created, if the global interrupt enable bit and its corresponding interrupt control bit are enabled and the stack is not full, the program will jump to its corresponding interrupt vector where it can be serviced before returning to the main program. Four of these conditions have the corresponding USR register flags which will generate a UART interrupt if its associated interrupt enable control bit in the UCR2 register is set. The two transmitter interrupt conditions have their own corresponding enable control bits, while the two receiver interrupt conditions have a shared enable control bit. These enable bits can be used to mask out individual UART interrupt sources.

The address detect condition, which is also a UART interrupt source, does not have an associated flag, but will generate a UART interrupt when an address detect condition occurs if its function is enabled by setting the ADDEN bit in the UCR2 register. An RX pin wake-up, which is also a UART interrupt source, does not have an associated flag, but will generate a UART interrupt if the UART clock (f<sub>u</sub>) source is switched off and the WAKE and RIE bits in the UCR2 register are set when a falling edge on the RX pin occurs.

Note that the USR register flags are read only and cannot be cleared or set by the application program, neither will they be cleared when the program jumps to the corresponding interrupt servicing routine, as is the case for some of the other interrupts. The flags will be cleared automatically when certain actions are taken by the UART, the details of which are given in the UART register section. The overall UART interrupt can be disabled or enabled by the related interrupt enable control bits in the interrupt control registers of the microcontroller to decide whether the interrupt requested by the UART module is masked out or allowed.



**UART Interrupt Structure**

### Address Detect Mode

Setting the Address Detect Mode bit, ADDEN, in the UCR2 register, enables this special mode. If this bit is enabled then an additional qualifier will be placed on the generation of a Receiver Data Available interrupt, which is requested by the RXIF flag. If the ADDEN bit is enabled, then when data is available, an interrupt will only be generated, if the highest received bit has a high value. Note that the URE and EMI interrupt enable bits must also be enabled for correct interrupt generation. This highest address bit is the 9th bit if BNO=1 or the 8th bit if BNO=0. If this bit is high, then the received word will be defined as an address rather than data. A Data Available interrupt will be generated every time the last bit of the received word is set. If the ADDEN bit is not enabled, then a Receiver Data Available interrupt will be generated each time the RXIF flag is set, irrespective of the data last bit status. The address detect mode and parity enable are mutually exclusive functions. Therefore if the address detect mode is enabled, then to ensure correct operation, the parity function should be disabled by resetting the parity enable bit PREN to zero.

ADDEN	Bit 9 if BNO=1, Bit 8 if BNO=0	UART Interrupt Generated
0	0	√
	1	√
1	0	×
	1	√

**ADDEN Bit Function**

### UART Power Down and Wake-up

When the UART clock ( $f_{H}$ ) is off, the UART will cease to function, and all clock sources to the module are shutdown. If the UART clock ( $f_{H}$ ) is off while a transmission is still in progress, then the transmission will be paused until the UART clock source derived from the microcontroller is activated. In a similar way, if the MCU enters the IDLE or SLEEP Mode while receiving data, then the reception of data will likewise be paused. When the MCU enters the IDLE or SLEEP Mode, note that the USR, UCR1, UCR2, transmit and receive registers, as well as the BRG register will not be affected. It is recommended to make sure first that the UART data transmission or reception has been finished before the microcontroller enters the IDLE or SLEEP mode.

The UART function contains a receiver RX pin wake-up function, which is enabled or disabled by the WAKE bit in the UCR2 register. If this bit, along with the UART enable bit, UARTEN, the receiver enable bit, RXEN and the receiver interrupt bit, RIE, are all set when the UART clock ( $f_{H}$ ) is off, then a falling edge on the RX pin will trigger an RX pin wake-up UART interrupt. Note that as it takes certain system clock cycles after a wake-up, before normal microcontroller operation resumes, any data received during this time on the RX pin will be ignored.

For a UART wake-up interrupt to occur, in addition to the bits for the wake-up being set, the global interrupt enable bit, EMI, and the UART interrupt enable bit, URE, must be set. If the EMI and URE bits are not set then only a wake up event will occur and no interrupt will be generated. Note also that as it takes certain system clock cycles after a wake-up before normal microcontroller resumes, the UART interrupt will not be generated until after this time has elapsed.

## LCD Driver

For large volume applications, which incorporate an LCD in their design, the use of a custom display rather than a more expensive character based display reduces costs significantly. However, the corresponding COM and SEG signals required, which vary in both amplitude and time, to drive such a custom display require many special considerations for proper LCD operation to occur.

This device contains an LCD Driver function, which with its internal LCD signal generating circuitry and various options will automatically generate these time and amplitude varying signals to provide a means of direct driving and easy interfacing to a range of custom LCDs.

Driver No.	Duty	Bias	Bias Type	Wave Type
32×4	1/4	1/3	R or C type	A or B

**LCD Driver Output Selection**

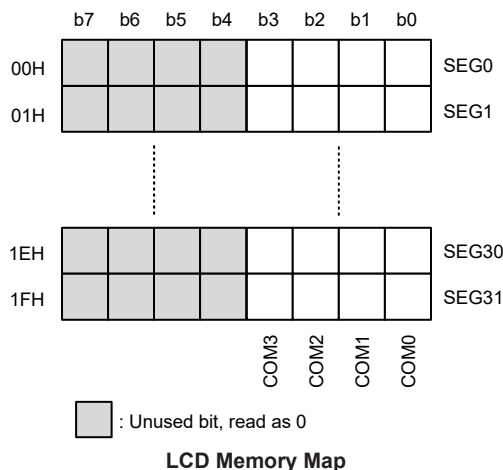
## LCD Display Data Memory

An area of Data Memory is especially reserved for use for the LCD display data. This data area is known as the LCD Display Data Memory. Any data written here will be automatically read by the internal display driver circuits, which will in turn automatically generate the necessary LCD driving signals. Therefore any data written into this Memory will be immediately reflected into the actual display connected to the microcontroller.

This device provides an area of embedded data memory for the LCD display. This area is located at 00H to 1FH in Sector 4 of the Data Memory. The LCD display memory can be read and written to by indirect addressing mode using MP1L/MP1H and MP2L/MP2H, or by direct addressing mode using the corresponding extended instructions. If using the indirect addressing to access the LCD Display Data Memory therefore requires first that Sector 4 is selected by writing a value of 04H to MP1H or MP2H. After this, the memory can then be accessed by using indirect addressing through the use of MP1L or MP2L. With Sector 4 selected, then using MP1L/MP2L to read or write to the memory area, from 00H, will result in operations to the LCD memory.

When data is written into the display data area, it is automatically read by the LCD driver which then generates the corresponding LCD driving signals. To turn the display on or off, a “1” or a “0” is written to the corresponding bit of the display memory, respectively.

The accompanying LCD Memory Map diagrams shows how the internal LCD Memory is mapped to the Segments and Commons of the display for the device. The unimplemented LCD RAM bits cannot be used as general purpose RAM for application. For example, if the LCD duty is selected as 1/4 duty (4COM), the COM b4~b7 will be read as 0 only.



### LCD Clock Source

The LCD clock source is the internal clock signal,  $f_{SUB}$ , divided by 8 using an internal divider circuit. The  $f_{SUB}$  internal clock is supplied either the LIRC or LXT oscillator, the choice of which is determined by a software control bit. For proper LCD operation, this arrangement is provided to generate an ideal LCD clock source frequency of 4kHz.

### LCD Registers

There are control registers, named as LCDC0 and LCDC1, in the Data Memory which are used to control the various setup features of the LCD Driver.

Various bits in these registers control functions such as LCD wave type, bias type, supply power selection, total bias resistor selection together with the overall LCD enable and disable control. The LCDEN bit in the LCDC0 register, which provides the overall LCD enable/disable function, will only be effective when the device is in the FAST, SLOW or IDLE Mode. If the device is in the SLEEP Mode then the display will always be disabled. Bits, RSEL2 ~ RSEL0, in the LCDC0 register select the internal total bias resistors to supply the LCD panel with the proper bias current. A choice to best match the LCD panel used in the application can be selected also to minimise bias current. The TYPE bit in the LCDC0 register is used to select whether Type A or Type B LCD waveform signals are used. The RCT bit in the same register is used to select whether R Type or C Type LCD bias is used. The LCDP1 and LCDP0 bits are used to select that the LCD supply power comes from either the external pin or internal power supply for C type bias application.

The PLCD3~PLCD0 bits in the LCDC1 register are used to select the  $V_A$  voltage for R type bias circuitry. The QCT2~QCT0 bits in the same register are used to determine the quick charging time period.

Register Name	Bit							
	7	6	5	4	3	2	1	0
LCDC0	TYPE	RCT	LCDP1	LCDP0	RSEL2	RSEL1	RSEL0	LCDEN
LCDC1	QCT2	QCT1	QCT0	—	PLCD3	PLCD2	PLCD1	PLCD0

**LCD Control Register List**



• **LCDC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	TYPE	RCT	LCDP1	LCDP0	RSEL2	RSEL1	RSEL0	LCDEN
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7      **TYPE**: LCD waveform type selection

0: Type A  
1: Type B

Bit 6      **RCT**: LCD bias type selection

0: R type  
1: C type

Bit 5~4    **LCDP1~LCDP0**: C type bias LCD power supply selection

00: From external pin PLCD, V1 or V2  
01: From internal reference voltage  $V_{REFIN}$  supplied to VC  
10: From internal voltage  $V_{DD}$  supplied to VB  
11: From internal voltage  $V_{DD}$  supplied to VA

The  $V_{REFIN}$  is an internal reference voltage with an approximate level of 1.08V.

Bit 3~1    **RSEL2~RSEL0**: R type bias LCD total bias resistors ( $R_T$ ) selection

000: 1170k $\Omega$   
001: 225k $\Omega$   
010: 60k $\Omega$   
011: Quick charging mode – switching between 60k $\Omega$  and 1170k $\Omega$   
1xx: Quick charging mode – switching between 60k $\Omega$  and 225k $\Omega$

The device provides the low power quick charging mode for R type bias LCD display. In quick charging mode the LCD will provide more bias current at the beginning of each COMn phase as LCD display refreshes and then provide less bias current to reduce the bias current consumption in the remaining time duration in the same COMn phase.

Bit 0      **LCDEN**: LCD Enable control

0: Disable  
1: Enable

In the FAST, SLOW or IDLE mode, the LCD on/off function can be controlled by this bit. However, in the SLEEP mode, the LCD function is always off.

• **LCDC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	QCT2	QCT1	QCT0	—	PLCD3	PLCD2	PLCD1	PLCD0
R/W	R/W	R/W	R/W	—	R/W	R/W	R/W	R/W
POR	0	0	0	—	0	0	0	0

Bit 7~5    **QCT2~QCT0**: R type quick charging time selection

000: 1  $t_{SUB}$   
001: 2  $t_{SUB}$   
010: 3  $t_{SUB}$   
011: 4  $t_{SUB}$   
100: 5  $t_{SUB}$   
101: 6  $t_{SUB}$   
110: 7  $t_{SUB}$   
111: 8  $t_{SUB}$

The  $t_{SUB}$  is the period of the LCD clock source  $f_{SUB}$ , i.e.,  $1/f_{SUB}$ .

Bit 4      Unimplemented, read as “0”



Bit 3~0 **PLCD3~PLCD0**: R type bias supply voltage selection for  $V_A$   
 0000:  $8/16 \times V_{PLCD}$   
 0001:  $9/16 \times V_{PLCD}$   
 0010:  $10/16 \times V_{PLCD}$   
 0011:  $11/16 \times V_{PLCD}$   
 0100:  $12/16 \times V_{PLCD}$   
 0101:  $13/16 \times V_{PLCD}$   
 0110:  $14/16 \times V_{PLCD}$   
 0111:  $15/16 \times V_{PLCD}$   
 1XXX:  $V_{PLCD}$

Note that the  $V_A$  voltage level has to be equal to or greater than 2.1V.

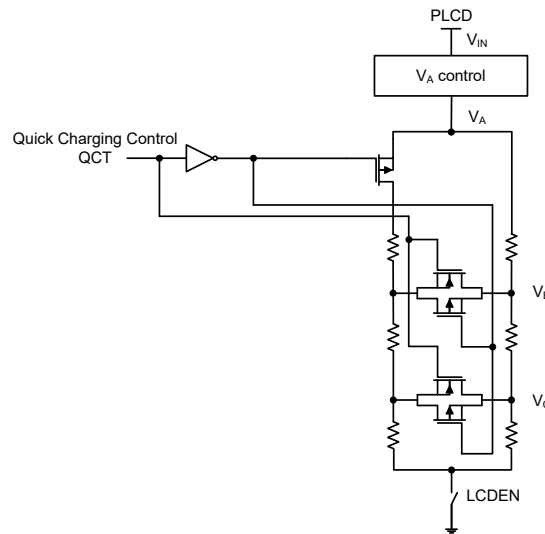
### LCD Voltage Source and Biasing

The time and amplitude varying signals generated by the LCD Driver function require the generation of several voltage levels for their operation. The device can have either R type or C type biasing selected via a software control bit RCT. Selecting the C type biasing will enable C type internal charge pump circuitry.

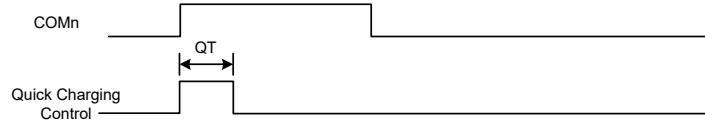
#### R Type Biasing

For R type biasing an external LCD voltage source must be supplied on pin PLCD to generate the internal biasing voltages. This could be the microcontroller power supply  $V_{DD}$  or some other voltage source equal to or less than  $V_{DD}$ . For the R type 1/3 bias scheme, four voltage levels  $V_{SS}$ ,  $V_A$ ,  $V_B$  and  $V_C$  are utilised. The voltage  $V_A$  which is selected by the PLCD3~PLCD0 bits in the LCDC1 register can be equal to a specific ratio of PLCD voltage, varying from  $8/16 V_{PLCD}$  to  $V_{PLCD}$ . The voltage  $V_B$  is equal to  $V_A \times 2/3$  while the voltage  $V_C$  is equal to  $V_A \times 1/3$ .

Different values of internal bias resistors can be selected using the RSEL2~RSEL0 bits in the LCDC0 register. This along with the voltage on pin PLCD will determine the bias current. The VMAX pin should be connected to the VDD pin since the available maximum voltage applied to the PLCD pin is equal to  $V_{DD}$ .



Note: When the R type LCD is disabled, the DC path will be switched off.



QT: Quick charging time determined by QCT [2:0]

#### R Type Bias Configuration – 1/3 Bias

### C Type Biasing

For C type biasing the LCD voltage source can be supplied on the external pin PLCD, V1 or V2 or can be derived from the internal power source to generate the required biasing voltages. The C type bias voltage source is selected using the LCDP1~LCDP0 bits in the LCDC0 register.

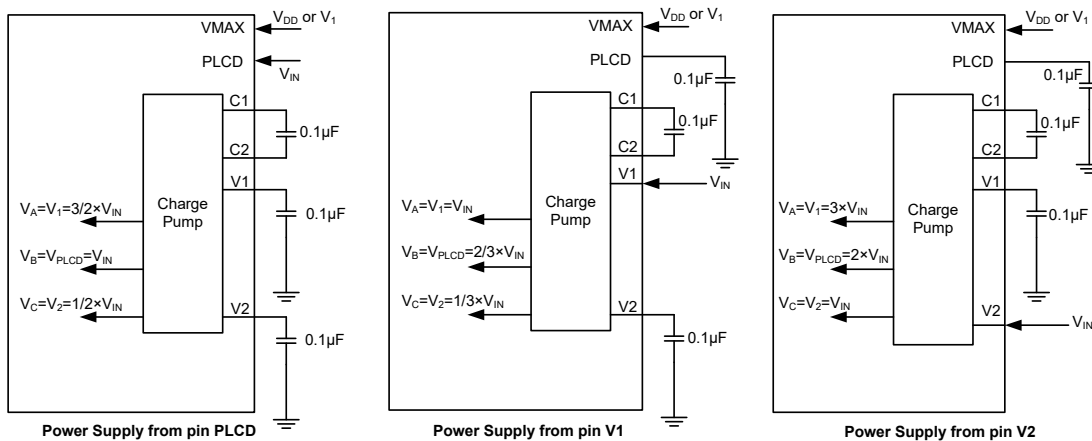
When the LCD voltage source is from the PLCD or V2 pin, the C type biasing scheme uses an internal charge pump circuit, which can generate voltages higher than what is supplied on PLCD or V2. This feature is useful in applications where the microcontroller supply voltage is less than the supply voltage required by the LCD. An additional charge pump capacitor must also be connected between pins C1 and C2 to generate the necessary voltage levels.

For C type 1/3 bias scheme and whether the LCD power is selected from external pin or internal voltage, four voltage levels  $V_{SS}$ ,  $V_A$ ,  $V_B$  and  $V_C$  are utilised. These bias voltages have different levels depending upon different LCD power supply schemes.

LCD Power Supply		$V_A$ Voltage	$V_B$ Voltage	$V_C$ Voltage
External Power Supply	$V_{IN}$ from V1 pin	$V_{IN}$	$2/3 \times V_{IN}$	$1/3 \times V_{IN}$
	$V_{IN}$ from PLCD pin	$3/2 \times V_{IN}$	$V_{IN}$	$1/2 \times V_{IN}$
	$V_{IN}$ from V2 pin	$3 \times V_{IN}$	$2 \times V_{IN}$	$V_{IN}$
Internal Power Supply	$V_A$ ( $V_A = V_{DD}$ )	$V_{DD}$	$2/3 \times V_{DD}$	$1/3 \times V_{DD}$
	$V_B$ ( $V_B = V_{DD}$ )	$3/2 \times V_{DD}$	$V_{DD}$	$1/2 \times V_{DD}$
	$V_C$ ( $V_C = V_{REFIN}$ ) <sup>Note</sup>	$V_{REFIN} \times 3$	$V_{REFIN} \times 2$	$V_{REFIN}$

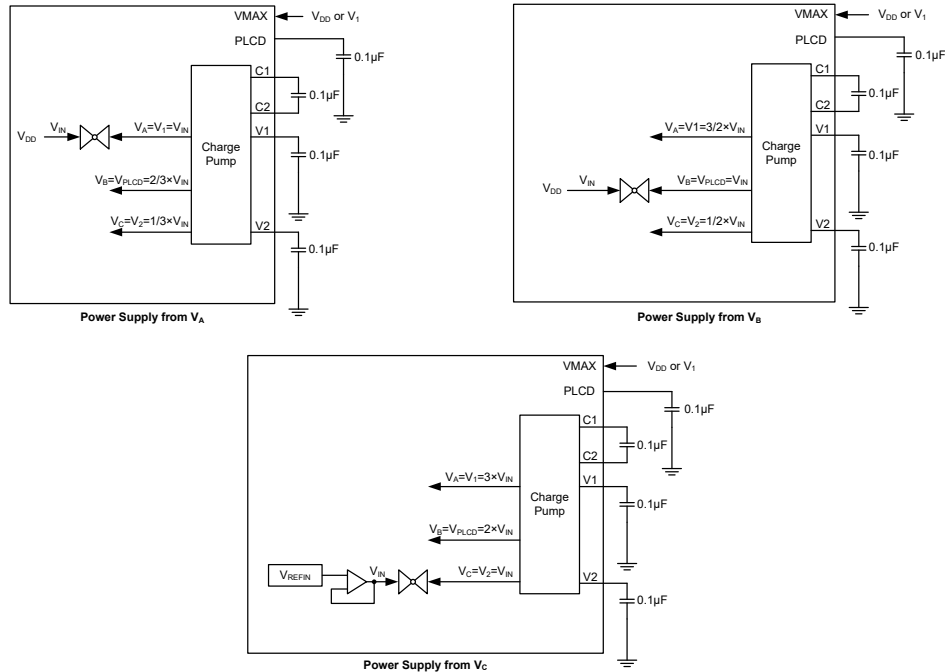
Note: The  $V_{REFIN}$  voltage is from the device ingenerated depletion circuit and has an approximate level of 1.08V.

#### C Type Bias Power Supply Scheme



Note: The pin VMAX must be connected to the maximum voltage to prevent from the pad leakage.

#### C Type Bias External Power Supply Configuration – 1/3 Bias



Note: The pin VMAX must be connected to the maximum voltage to prevent from the pad leakage.

**C Type Bias Internal Power Supply Configuration – 1/3 Bias**

The connection to the VMAX pin depends upon the LCD power supply scheme. The details are shown in the table. It is extremely important to ensure that these charge pump generated internal voltages do not exceed the maximum V<sub>DD</sub> voltage of 5.5V.

Condition	VMAX Connection
$V_{DD} > V_{PLCD} \times 1.5$	Connect VMAX to VDD
Otherwise	Connect VMAX to V1

**C Type Bias VMAX Pin Connection**

**LCD Reset Status**

The LCD has an internal reset function that is an OR function of the inverted LCDEN bit in the LCDC register and the SLEEP function. Clearing the LCDEN bit to zero will reset the LCD function. The LCD function will also be reset after the device enters the SLEEP mode even if the LCDEN bit is set to “1” to enable the LCD driver function.

When the LCDEN bit is set to “1” to enable the LCD driver and then an MCU reset occurs, the LCD driver will be reset and the COM and SEG output will be in a floating state during the MCU reset duration. The reset operation will take a time of  $t_{RSTD} + t_{SST}$ . Refer to the System Start Up Time Characteristics for  $t_{RSTD}$  and  $t_{SST}$  details.

MCU Reset	SLEEP Mode	LCDEN	LCD Reset	COM & SEG Voltage Level
No	Off	1	No	Normal Operation
No	Off	0	Yes	Low
No	On	x	Yes	Low
Yes	x	x	Yes	Floating

Note: 1. The watchdog time-out reset in the IDLE or SLEEP Mode is excluded from the MCU Reset conditions.  
2. “x”: Don’t care.

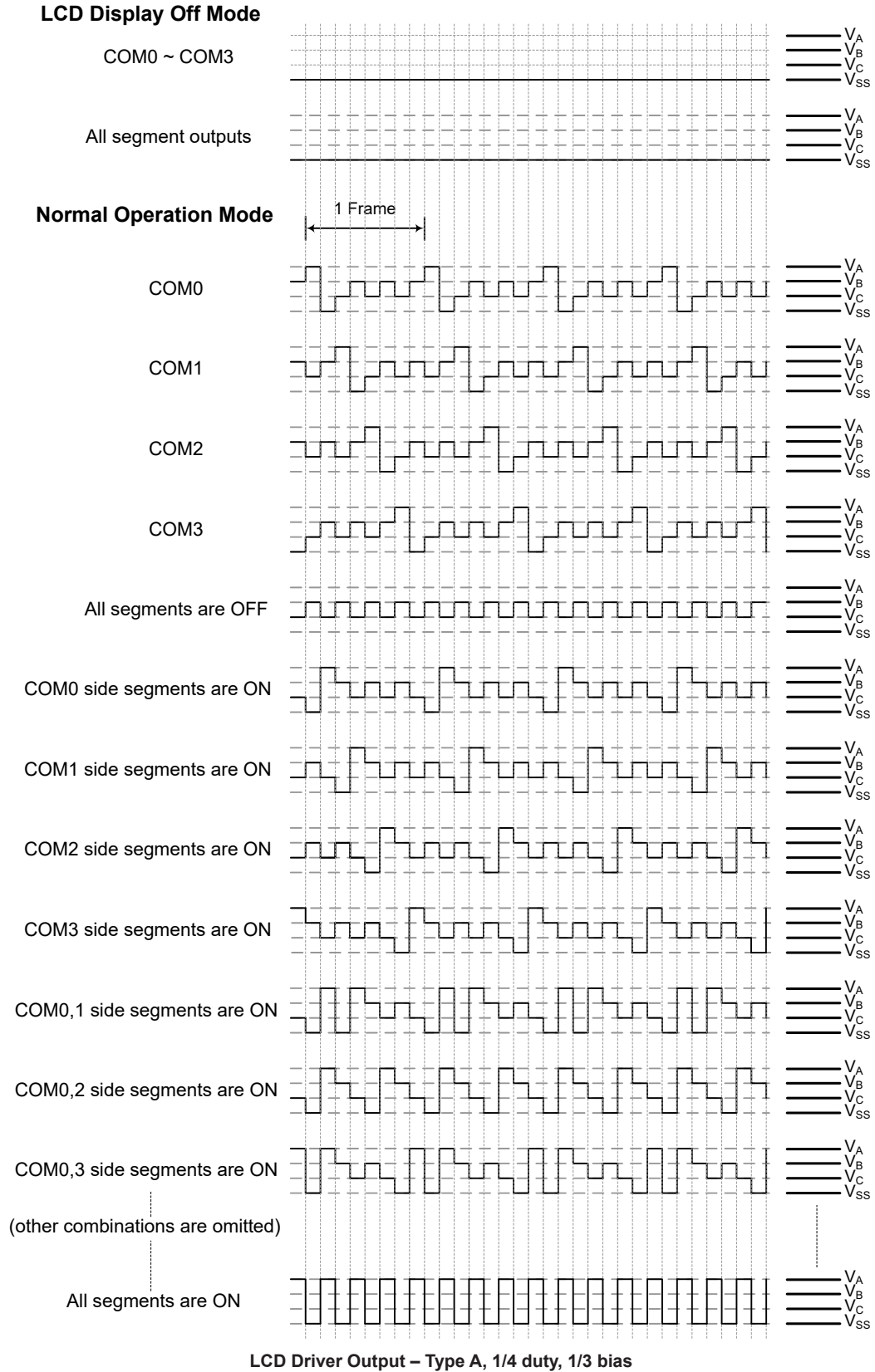
**LCD Reset Status**

## LCD Driver Output

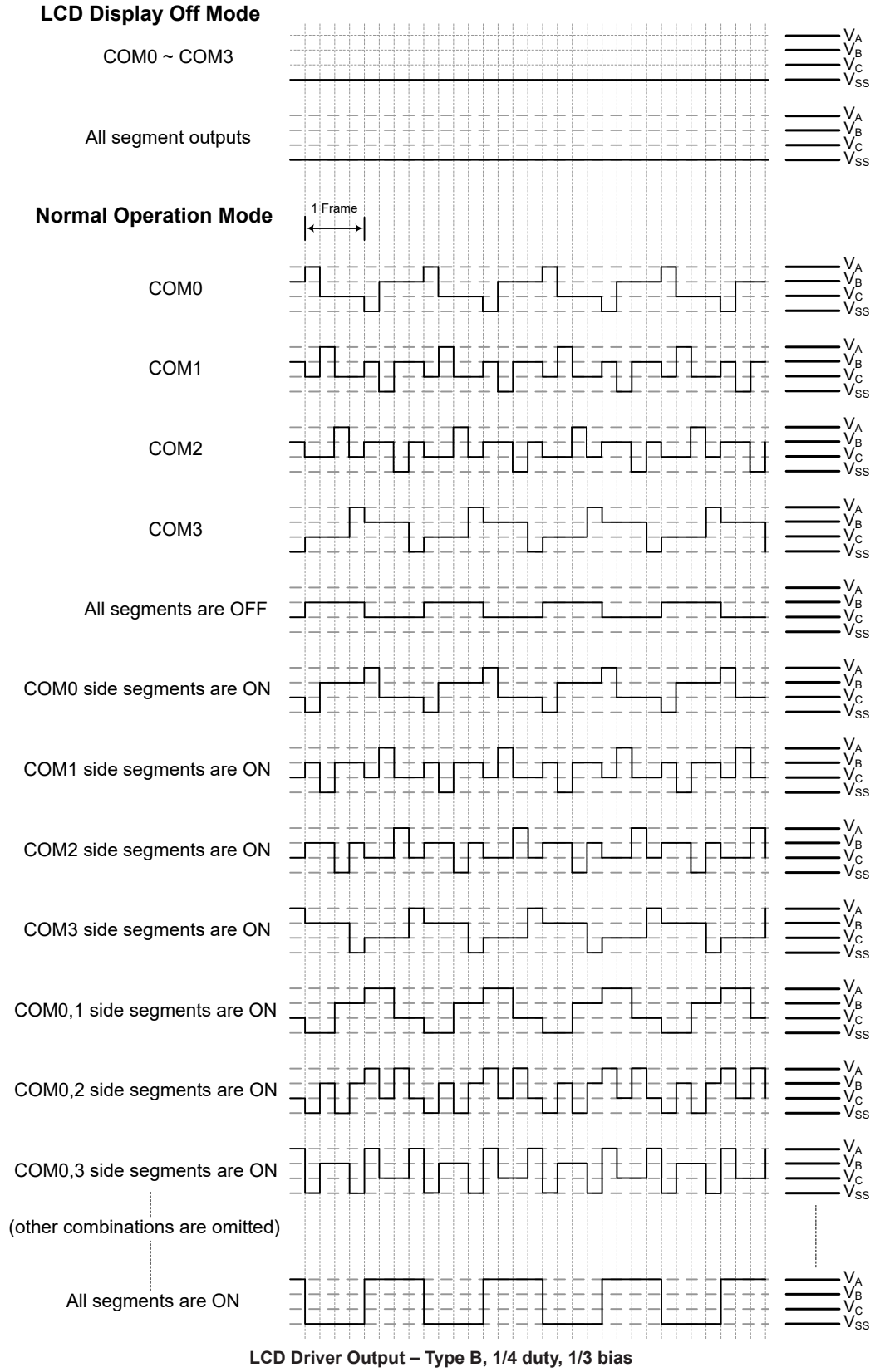
The number of COM and SEG outputs supplied by the LCD driver, as well as its biasing and wave type selections, are dependent upon how the LCD control bits are programmed. The Bias Type, whether C or R type is also selected by a software control bit.

The nature of Liquid Crystal Displays require that only AC voltages can be applied to their pixels as the application of DC voltages to LCD pixels may cause permanent damage. For this reason the relative contrast of an LCD display is controlled by the actual RMS voltage applied to each pixel, which is equal to the RMS value of the voltage on the COM pin minus the voltage applied to the SEG pin. This differential RMS voltage must be greater than the LCD saturation voltage for the pixel to be on and less than the threshold voltage for the pixel to be off.

The requirement to limit the DC voltage to zero and to control as many pixels as possible with a minimum number of connections requires that both a time and amplitude signal is generated and applied to the application LCD. These time and amplitude varying signals are automatically generated by the LCD driver circuits in the microcontroller. What is known as the duty determines the number of common lines used, which are also known as backplanes or COMs. The duty, which is to have a value of 1/4 and which equates to a COM number of 4, therefore defines the number of time divisions within each LCD signal frame. Two types of signal generation are also provided, known as Type A and Type B, the required type is selected via the TYPE bit in the LCDC0 register. Type B offers lower frequency signals, however, lower frequencies may introduce flickering and influence display clarity.



LCD Driver Output – Type A, 1/4 duty, 1/3 bias



LCD Driver Output – Type B, 1/4 duty, 1/3 bias

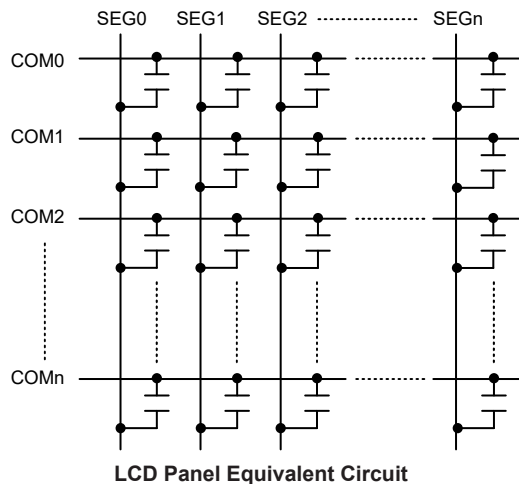
### Programming Considerations

Certain precautions must be taken when programming the LCD. One of these is to ensure that the LCD Memory is properly initialised after the microcontroller is powered on. Like the General Purpose Data Memory, the contents of the LCD Memory are in an unknown condition after power-on. As the contents of the LCD Memory will be mapped into the actual display, it is important to initialise this memory area into a known condition soon after applying power to obtain a proper display pattern.

Consideration must also be given to the capacitive load of the actual LCD used in the application. As the load presented to the microcontroller by LCD pixels can be generally modeled as mainly capacitive in nature, it is important that this is not excessive, a point that is particularly true in the case of the COM lines which may be connected to many LCD pixels. The accompanying diagram depicts the equivalent circuit of the LCD.

One additional consideration that must be taken into account is what happens when the microcontroller enters the IDLE or SLOW Mode. The LCDEN control bit in the LCDC0 register permits the display to be powered off to reduce power consumption. If this bit is zero, the driving signals to the display will cease, producing a blank display pattern but reducing any power consumption associated with the LCD.

After Power-on, note that as the LCDEN bit will be cleared to zero, the display function will be disabled.



## Touch Key Function

The device provides multiple touch key functions. The touch key function is fully integrated and requires no external components, allowing touch key functions to be implemented by the simple manipulation of internal registers.

### Touch Key Structure

The touch keys are pin-shared with the I/O pins, with the desired function chosen via the corresponding selection register bits. Keys are organised into several groups, with each group known as a module and having a module number, M0 to M5. Each module is a fully independent set of four Touch Keys and each Touch Key has its own oscillator. Each module contains its own control logic circuits and register set. Examination of the register names will reveal the module number it is referring to.

Total Key Number	Touch Key Module	Shared I/O Pin
24	M0	KEY1~KEY4
	M1	KEY5~KEY8
	M2	KEY9~KEY12
	M3	KEY13~KEY16
	M4	KEY17~KEY20
	M5	KEY21~KEY24

**Touch Key Structure**

### Touch Key Register Definition

Each touch key module, which contains four touch key functions, has its own suite registers. The following table shows the register set for the touch key module. The Mn within the register names refers to the Touch Key module number n.

Register Name	Description
TKTMR	Touch key time slot 8-bit counter preload register
TKC0	Touch key function control register 0
TKC1	Touch key function control register 1
TK16DL	Touch key function 16-bit counter low byte
TK16DH	Touch key function 16-bit counter high byte
TKMn16DL	Touch key module n 16-bit C/F counter low byte
TKMn16DH	Touch key module n 16-bit C/F counter high byte
TKMnROL	Touch key module n reference oscillator capacitor select low byte
TKMnROH	Touch key module n reference oscillator capacitor select high byte
TKMnC0	Touch key module n control register 0
TKMnC1	Touch key module n control register 1
TKMnC2	Touch key module n control register 2

**Touch Key Function Register Definition (n=0~5)**



Register Name	Bit							
	7	6	5	4	3	2	1	0
TKTMR	D7	D6	D5	D4	D3	D2	D1	D0
TKC0	TKRAMC	TKRCOV	TKST	TKCFOV	TK16OV	—	TKMOD	TKBUSY
TKC1	D7	D6	D5	TSCS	TK16S1	TK16S0	TKFS1	TKFS0
TK16DL	D7	D6	D5	D4	D3	D2	D1	D0
TK16DH	D15	D14	D13	D12	D11	D10	D9	D8
TKMn16DL	D7	D6	D5	D4	D3	D2	D1	D0
TKMn16DH	D15	D14	D13	D12	D11	D10	D9	D8
TKMnROL	D7	D6	D5	D4	D3	D2	D1	D0
TKMnROH	—	—	—	—	—	—	D9	D8
TKMnC0	—	—	MnDFEN	MnFILEN	MnSOFC	MnSOF2	MnSOF1	MnSOF0
TKMnC1	MnTSS	—	MnROEN	MnKOEN	MnK4EN	MnK3EN	MnK2EN	MnK1EN
TKMnC2	MnSK31	MnSK30	MnSK21	MnSK20	MnSK11	MnSK10	MnSK01	MnSK00

**Touch Key Function Register List (n=0~5)**

• **TKTMR Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0:** Touch key time slot 8-bit counter preload register

The touch key time slot counter preload register is used to determine the touch key time slot overflow time. The time slot unit period is obtained by a 5-bit counter and equal to 32 time slot clock cycles. Therefore, the time slot counter overflow time is equal to the following equation shown.

Time slot counter overflow time=(256-TKTMR[7:0])×32|  |
| --- |
| trsc |, where trsc is the time slot counter clock period.

• **TKC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	TKRAMC	TKRCOV	TKST	TKCFOV	TK16OV	—	TKMOD	TKBUSY
R/W	R/W	R/W	R/W	R/W	R/W	—	R/W	R
POR	0	0	0	0	0	—	0	0

Bit 7 **TKRAMC:** Touch key data memory access control

- 0: Accessed by MCU
- 1: Accessed by touch key module

This bit determines that the touch key data memory is used by the MCU or the touch key module. However, the touch key module will have the priority to access the touch key data memory when the touch key module operates in the auto scan mode, i.e., the TKST bit state is changed from 0 to 1 when the TKMOD bit is cleared to 0. After the touch key auto scan operation is completed, i.e., the TKBUSY bit state is changed from 1 to 0, the touch key data memory access will be controlled by the TKRAMC bit. Therefore, it is recommended to set the TKRAMC bit to 1 when the touch key module operates in the auto scan mode. Otherwise, the contents of the touch key data memory may be modified as this data memory space is configured by the touch key module followed by the MCU access.

Bit 6 **TKRCOV:** Touch key time slot counter overflow flag

- 0: No overflow occurs
- 1: Overflow occurs

This bit can be accessed by application program. When this bit is set by touch key time slot counter overflow, the corresponding touch key interrupt request flag will be set. However, if this bit is set by application program, the touch key interrupt request flag will not be affected. This bit must be cleared to zero by application program.

In the auto scan mode, if module 0 or all module time slot counter, selected by TSCS bit, overflows but the touch key auto scan operation is not completed, the TKRCOV bit will not be set. At this time, all module touch key module 16-bit C/F counter, touch key function 16-bit counter and 5-bit time slot unit period counter will be automatically cleared but the 8-bit time slot counter will be reloaded from the 8-bit time slot counter preload register. When the touch key auto scan operation is completed, the TKRCOV bit and the Touch Key Module Interrupt request flag, TKMF, will be set and all module keys and reference oscillators will automatically stop. All touch key module 16-bit C/F counter, touch key function 16-bit counter, 5-bit time slot unit period counter and 8-bit time slot counter will be automatically switched off.

In the manual scan mode, if module 0 or all module time slot counter, selected by TSCS bit, overflows, the TKRCOV bit and the Touch Key Module Interrupt request flag, TKMF, will be set and all module keys and reference oscillators will automatically stop. All touch key module 16-bit C/F counter, touch key function 16-bit counter, 5-bit time slot unit period counter and 8-bit time slot counter will be automatically switched off.

- Bit 5     **TKST**: Touch key detection Start control  
           0: Stopped or no operation  
           0→1: Start detection

In all modules, the touch key module 16-bit C/F counter, touch key function 16-bit counter and 5-bit time slot unit period counter will automatically be cleared when this bit is cleared to zero. However, the 8-bit programmable time slot counter will not be cleared. When this bit is changed from low to high, the touch key module 16-bit C/F counter, touch key function 16-bit counter, 5-bit time slot unit period counter and 8-bit time slot counter will be switched on together with the key and reference oscillators to drive the corresponding counters.

- Bit 4     **TKCFOV**: Touch key module 16-bit C/F counter overflow flag  
           0: No overflow occurs  
           1: Overflow occurs

This bit is set by touch key module 16-bit C/F counter overflow and must be cleared to 0 by application program.

- Bit 3     **TK16OV**: Touch key function 16-bit counter overflow flag  
           0: No overflow occurs  
           1: Overflow occurs

This bit is set by touch key function 16-bit counter overflow and must be cleared to 0 by application program.

- Bit 2     Unimplemented, read as “0”

- Bit 1     **TKMOD**: Touch key scan mode select  
           0: Auto scan mode  
           1: Manual mode

In the manual scan mode the reference oscillator capacitor value should be properly configured before the scan operation begins and the touch key module 16-bit C/F counter value should be read by application program after the scan operation finishes.

In the auto scan mode the data movement which is described above is implemented by hardware. The individual reference oscillator capacitor value and 16-bit C/F counter content for all scanned keys will be read from and written into a dedicated Touch Key Data Memory area. In the auto scan mode the keys to be scanned can be arranged in a specific sequence which is determined by the MnSK3[1:0]~MnSK0[1:0] bits in the TKMnC2 register. The scan operation will not be stopped until all arranged keys are scanned.

**Bit 0**      **TKBUSY**: Touch key scan operation busy flag  
 0: Not busy – No scan operation is executed or scan operation is completed  
 1: Busy – Scan operation is executing  
 This bit indicates whether the touch key scan operation is executing or not. It is set to 1 when the TKST bit is set high to start the scan operation.  
 In the manual scan mode this bit is cleared to 0 automatically when module 0 or all module time slot counter, selected by TSCS bit, overflows. In the auto scan mode this bit is cleared to 0 automatically when the touch key scan operation is completed.

• **TKC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	TSCS	TK16S1	TK16S0	TKFS1	TKFS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	1	1

**Bit 7~5**      **D7~D5**: Data bits for test only  
 These bits are used for test purpose only and must be kept as “000” for normal operations.

**Bit 4**      **TSCS**: Touch Key modules time slot counter select  
 0: Each module use its own time slot counter  
 1: All touch key modules use module 0 time slot counter

**Bit 3~2**      **TK16S1~TK16S0**: Touch key function 16-bit counter clock source select  
 00:  $f_{sys}$   
 01:  $f_{sys}/2$   
 10:  $f_{sys}/4$   
 11:  $f_{sys}/8$

**Bit 1~0**      **TKFS1~TKFS0**: Touch key oscillator and Reference oscillator frequency select  
 00: 1MHz  
 01: 3MHz  
 10: 7MHz  
 11: 11MHz

• **TK16DH/TK16DL – Touch Key Function 16-bit Counter Register Pair**

Register	TK16DH								TK16DL							
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

This register pair is used to store the touch key function 16-bit counter value. This 16-bit counter can be used to calibrate the reference or key oscillator frequency. When the touch key time slot counter overflows in the manual scan mode, this 16-bit counter will be stopped and the counter content will be unchanged. However, this 16-bit counter content will be cleared to zero at the end of the time slot 0, slot 1 and slot 2 but kept unchanged at the end of the time slot 3 in the auto scan mode. This register pair will be cleared to zero when the TKST bit is cleared to zero.

• **TKMn16DH/TKMn16DL – Touch Key Module n 16-bit C/F Counter Register Pair**

Register	TKMn16DH								TKMn16DL							
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

This register pair is used to store the touch key module n 16-bit C/F counter value. This 16-bit C/F counter will be stopped and the counter content will be kept unchanged when the touch key time slot counter overflows in the manual scan mode. However, this 16-bit C/F counter content will be cleared to zero at the end of the time slot 0, slot 1 and slot 2 after it is written to the touch key data memory but kept unchanged at the end of the time slot 3 in the auto scan mode. This register pair will be cleared to zero when the TKST bit is cleared to zero.

• **TKMnROH/TKMnROL – Touch Key Module n Reference Oscillator Capacitor Selection Register Pair**

Register	TKMnROH								TKMnROL							
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R/W	—	—	—	—	—	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	—	—	—	—	0	0	0	0	0	0	0	0	0	0

This register pair is used to setup the touch key module n reference oscillator capacitor value. This register pair will be loaded with the corresponding next time slot capacitor value from the dedicated touch key data memory at the end of the current time slot when the auto scan mode is selected.

$$\text{The reference oscillator internal capacitor value} = \frac{(\text{TKMnRO}[9:0] \times 50\text{pF})}{1024}$$

• **TKMnC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	MnDFEN	MnFILEN	MnSOFC	MnSOF2	MnSOF1	MnSOF0
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as “0”

Bit 5 **MnDFEN**: Touch key module n multi-frequency control  
0: Disable  
1: Enable

This bit is used to control the touch key oscillator frequency doubling function. When this bit is set to 1, the key oscillator frequency will be doubled.

Bit 4 **MnFILEN**: Touch key module n filter function control  
0: Disable  
1: Enable

Bit 3 **MnSOFC**: Touch key module n C/F oscillator frequency hopping function control select  
0: Controlled by the MnSOF2~MnSOF0 bits  
1: Controlled by hardware circuit

This bit is used to select the touch key oscillator frequency hopping function control method. When this bit is set to 1, the key oscillator frequency hopping function is controlled by the hardware circuit regardless of the MnSOF2~MnSOF0 bits value.

Bit 2~0     **MnSOF2~MnSOF0**: Touch key module n Reference and Key oscillators hopping frequency select  
 000: 1.020MHz  
 001: 1.040MHz  
 010: 1.059MHz  
 011: 1.074MHz  
 100: 1.085MHz  
 101: 1.099MHz  
 110: 1.111MHz  
 111: 1.125MHz

These bits are used to select the touch key oscillator frequency for the hopping function. Note that these bits are only available when the MnSOFC bit is cleared to 0.

The frequency mentioned here will be changed when the external or internal capacitor is with different values. If the touch key operates at 1MHz frequency, users can adjust the frequency in scale when any other frequency is selected.

• **TKMnC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	MnTSS	—	MnROEN	MnKOEN	MnK4EN	MnK3EN	MnK2EN	MnK1EN
R/W	R/W	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	—	0	0	0	0	0	0

Bit 7     **MnTSS**: Touch key module n time slot counter clock source select  
 0: Touch key module n reference oscillator  
 1:  $f_{SYS}/4$

Bit 6     Unimplemented, read as “0”

Bit 5     **MnROEN**: Touch key module n Reference oscillator enable control  
 0: Disable  
 1: Enable

In the manual scan mode, this bit is used to enable/disable the touch key module n reference oscillator. The module n reference oscillator should first be enabled before setting the TKST bit from low to high if the module n reference oscillator is required to be used and will be disabled automatically when the TKBUSY bit is changed from high to low.

In the auto scan mode, this bit is controlled by hardware automatically. For the module 0, when the TKST bit is from low to high, the M0ROEN bit will be set high automatically. For the other module n ( $n \neq 0$ ), if the condition that MnK4EN~MnK1EN  $\neq$  0000B, MnTSS=0 and TSCS=0 is satisfied, the MnROEN bit will be set high automatically when the TKST bit is from low to high. In other conditions, the MnROEN bit will be unaffected by the TKST bit settings. When the TKBUSY bit is changed from high to low, the MnROEN bit will automatically be cleared to zero to disable the reference oscillator.

Bit 4     **MnKOEN**: Touch key module n Key oscillator enable control  
 0: Disable  
 1: Enable

In the manual scan mode, this bit is used to enable/disable the module n key oscillator. The module n key oscillator should first be enabled before setting the TKST bit from low to high if the relevant key is enabled to be scanned and will be disabled automatically when the TKBUSY bit is changed from high to low.

In the auto scan mode, this bit is controlled by hardware automatically. The MnKOEN bit will be set high automatically to enable the key oscillator when the TKST bit is from low to high. When the TKBUSY bit is changed from high to low, the MnKOEN bit will automatically be cleared to zero to disable the key oscillator.

Bit 3 **MnK4EN**: Touch key module n KEY4 enable control

MnK4EN	Touch Key Module n – Mn					
	M0	M1	M2	M3	M4	M5
0: Disable	I/O or other function					
1: Enable	KEY4	KEY8	KEY12	KEY16	KEY20	KEY24

Bit 2 **MnK3EN**: Touch key module n KEY3 enable control

MnK3EN	Touch Key Module n – Mn					
	M0	M1	M2	M3	M4	M5
0: Disable	I/O or other function					
1: Enable	KEY3	KEY7	KEY11	KEY15	KEY19	KEY23

Bit 1 **MnK2EN**: Touch key module n KEY2 enable control

MnK2EN	Touch Key Module n – Mn					
	M0	M1	M2	M3	M4	M5
0: Disable	I/O or other function					
1: Enable	KEY2	KEY6	KEY10	KEY14	KEY18	KEY22

Bit 0 **MnK1EN**: Touch key module n KEY1 enable control

MnK1EN	Touch Key Module n – Mn					
	M0	M1	M2	M3	M4	M5
0: Disable	I/O or other function					
1: Enable	KEY1	KEY5	KEY9	KEY13	KEY17	KEY21

• **TKMnC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	MnSK31	MnSK30	MnSK21	MnSK20	MnSK11	MnSK10	MnSK01	MnSK00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	1	1	1	0	0	1	0	0

Bit 7~6 **MnSK31~MnSK30**: Touch key module n time slot 3 key scan select

- 00: KEY1
- 01: KEY2
- 10: KEY3
- 11: KEY4

These bits are used to select the desired scan key in time slot 3 and only available in the auto scan mode.

Bit 5~4 **MnSK21~MnSK20**: Touch key module n time slot 2 key scan select

- 00: KEY1
- 01: KEY2
- 10: KEY3
- 11: KEY4

These bits are used to select the desired scan key in time slot 2 and only available in the auto scan mode.

Bit 3~2 **MnSK11~MnSK10**: Touch key module n time slot 1 key scan select

- 00: KEY1
- 01: KEY2
- 10: KEY3
- 11: KEY4

These bits are used to select the desired scan key in time slot 1 and only available in the auto scan mode.

Bit 1~0     **MnSK01~MnSK00:** Touch key module n time slot 0 key scan select  
 00: KEY1  
 01: KEY2  
 10: KEY3  
 11: KEY4

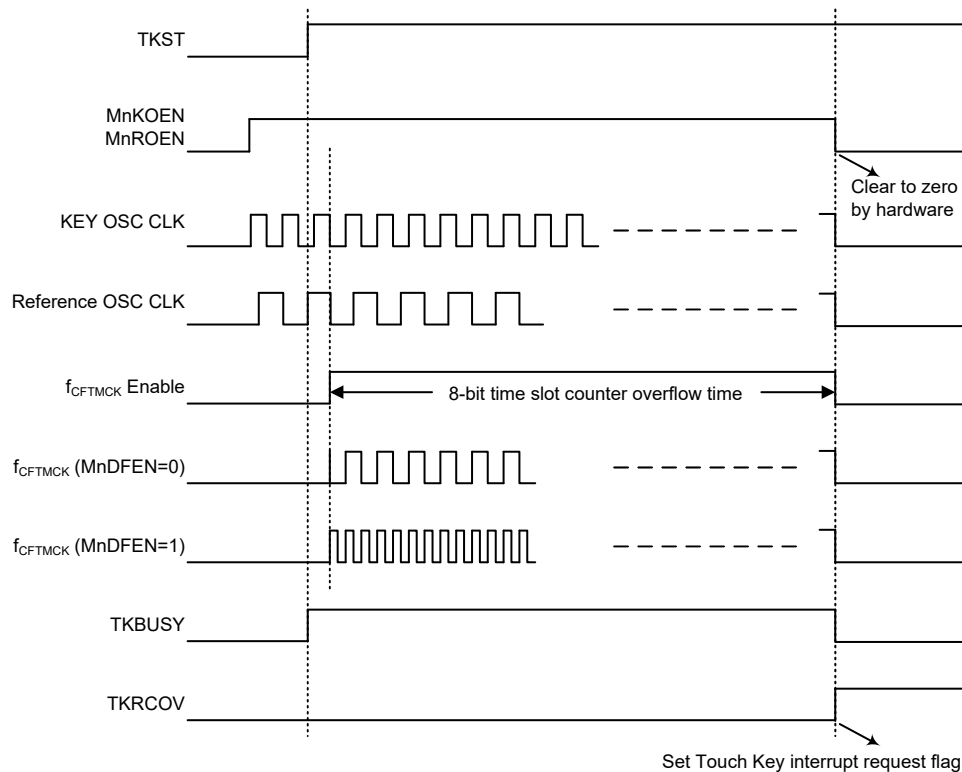
These bits are used to select the desired scan key in time slot 0 in the auto scan mode or used as the multiplexer for scan key selection in the manual mode.

**Touch Key Operation**

When a finger touches or is in proximity to a touch pad, the capacitance of the pad will increase. By using this capacitance variation to change slightly the frequency of the internal sense oscillator, touch actions can be sensed by measuring these frequency changes. Using an internal programmable divider the reference clock is used to generate a fixed time period. By counting a number of generated clock cycles from the sense oscillator during this fixed time period touch key actions can be determined.

Each touch key module contains four touch key inputs, namely KEY1~KEY4, which are shared with logical I/O pins, and the desired function is selected using the corresponding pin-shared control register bits. Each touch key has its own independent sense oscillator. There are therefore four sense oscillators within a touch key module.

During this reference clock fixed interval, the number of clock cycles generated by the sense oscillator is measured, and it is this value that is used to determine if a touch action has been made or not. In the manual scan mode, at the end of the fixed reference clock time interval, a Touch Key interrupt signal will be generated.



**Touch Key Manual Scan Mode Timing Diagram**

Using the TSCS bit in the TKC1 register can select the module 0 time slot counter as the time slot counter for all modules. All modules use the same started signal, TKST, in the TKC0 register. The touch key module 16-bit C/F counter, touch key function 16-bit counter, 5-bit time slot unit period counter in the module will be automatically cleared when the TKST bit is cleared to zero, but the 8-bit programmable time slot counter will not be cleared. The overflow time is setup by users. When the TKST bit changes from low to high, the 16-bit C/F counter, 16-bit counter, 5-bit time slot unit period counter and 8-bit time slot timer counter will be automatically switched on.

The key oscillator and reference oscillator in all modules will be automatically stopped and the 16-bit C/F counter, 16-bit counter, 5-bit time slot unit period counter and 8-bit time slot timer counter will be automatically switched off when the time slot counter overflows. The clock source for the time slot counter is sourced from the module n reference oscillator or  $f_{SYS}/4$  which is selected using the MnTSS bit in the TKMnC1 register.

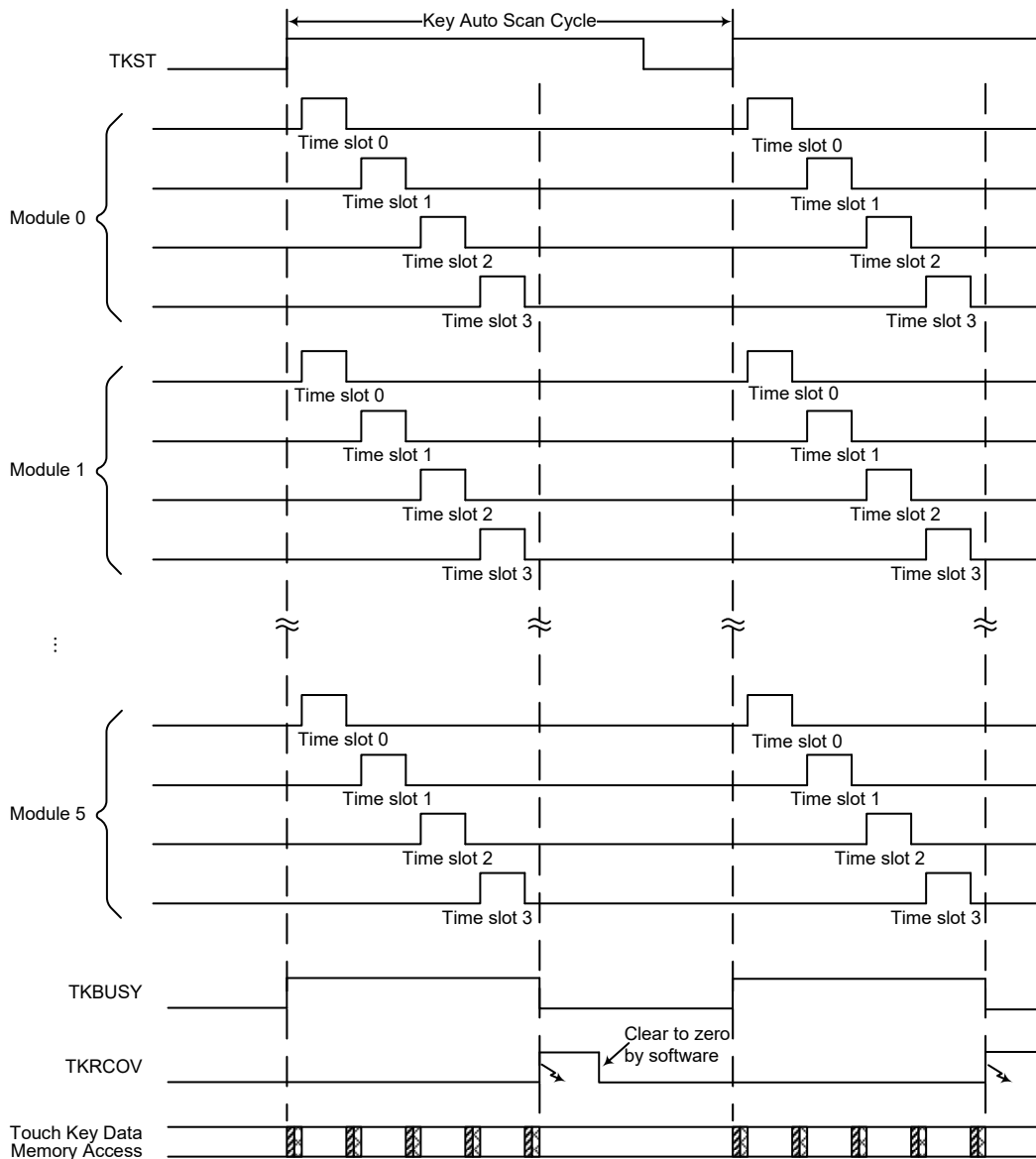
When the selected time slot counter by the TSCS overflows, an actual Touch Key interrupt will take place. The touch keys mentioned here are the keys which are enabled.




Each touch key module consists of four touch keys, KEY1~KEY4 are contained in module 0, KEY5~KEY8 are contained in module 1, KEY9~KEY12 are contained in module 2, KEY13~KEY16 are contained in module 3, KEY17~KEY20 are contained in module 4, KEY21~KEY24 are contained in module 5. Each touch key module has an identical structure.

#### **Auto Scan Mode**

Two scan modes, the auto scan mode and the manual scan mode are contained for the touch key function and are selected using the TKMOD bit in the TKC0 register. The auto scan mode can minimize the load of the application program and improve the touch key scan operation performance. When the TKMOD bit is set to 0, the auto scan mode is selected to scan the module keys in a specific sequence determined by the MnSK3[1:0]~MnSK0[1:0] bits in the TKMnC2 register.





-  : Set Touch Key interrupt request flag
  -  : Read 2N bytes from Touch Key Data Memory to TKMnROH/TKMnROL registers
  -  : Write 2N bytes from TKMn16DH/TKMn16DL registers to Touch Key Data Memory
- N = Touch Key Module Number; n = Module Serial Number

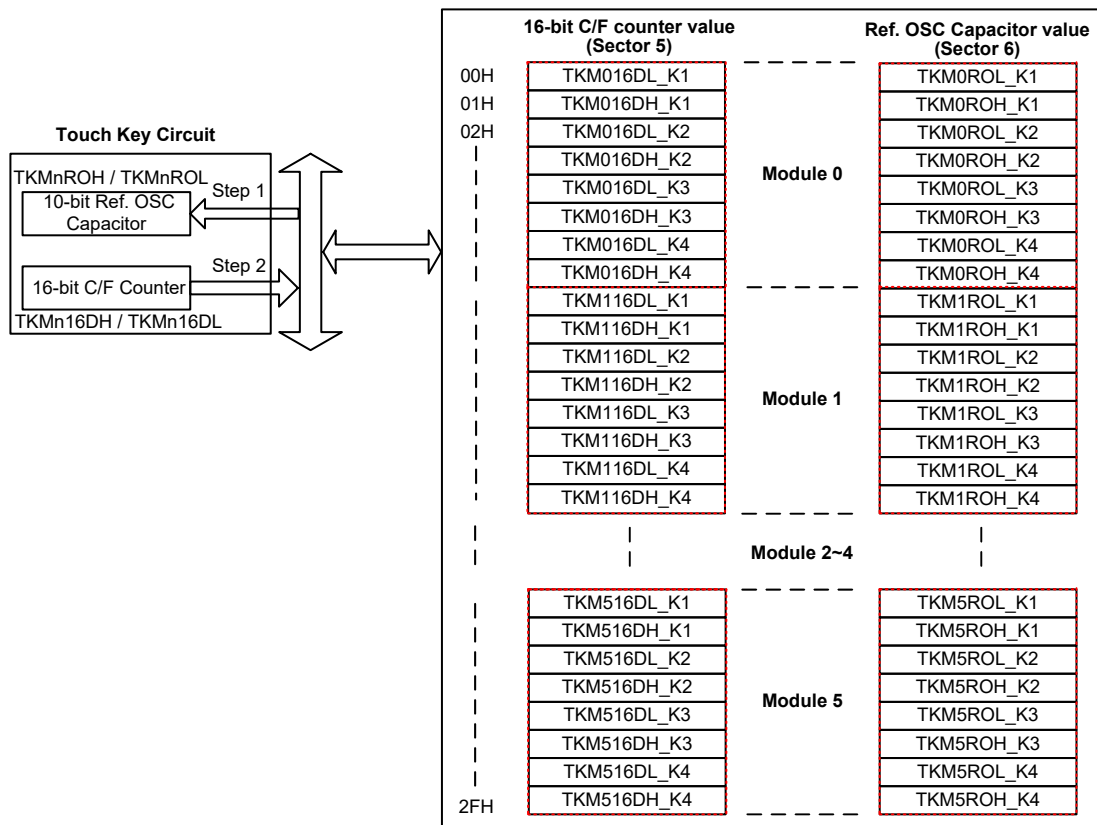
**Touch Key Auto Scan Mode Timing Diagram**

In the auto scan mode the module n key oscillator and reference oscillator which are required to be used will be enabled by hardware automatically when the TKST bit is set from low to high and disabled automatically when the TKBUSY bit changes from high to low. When the TKST bit is set from low to high in the auto scan mode, the internal capacitor value of the reference oscillator for the selected key to be scanned in the time slot 0 will first be read from a specific location of the dedicated touch key data memory and loaded into the corresponding TKMnROH/TKMnROL registers. Then the 16-bit C/F counter value will be written into the corresponding location of the

last time slot 3 scanned key in the touch key data memory. After this, the selected key will start to be scanned in time slot 0. At the end of the time slot 0 key scan operation, the reference oscillator internal capacitor value for the next selected key will be read from the touch key data memory and loaded into the next TKMnROH/TKMnROL registers. Then the 16-bit C/F counter value of the current scanned key will be written into the corresponding touch key data memory. The whole auto scan operation will sequentially be carried out in the above specific way from time slot 0 to time slot 3. At the end of the time slot 3 key scan operation, the reference oscillator internal capacitor value for the time slot 0 selected key will again be read from the touch key data memory and loaded into the corresponding TKMnROH/TKMnROL registers. Then the 16-bit C/F counter value will be written into the relevant location of the time slot 3 scanned key in the touch key data memory. After all selected keys are scanned, the TKRCOV bit will be set high and the TKBUSY bit will be cleared to zero as well as an auto scan mode operation is completed.

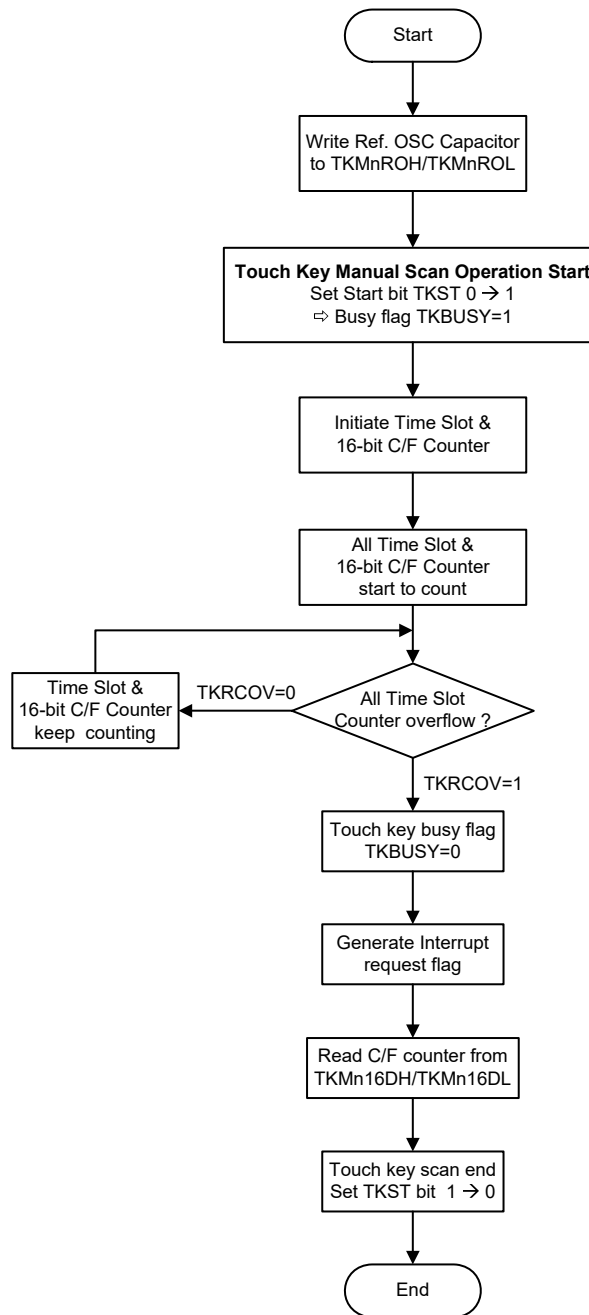
**Touch Key Module Data Memory**

The device provides two dedicated Data Memory area for the touch key auto scan mode. When the TKRAMC bit is set to 1 to enable the touch key module to access the data memory, the sections of 00H~2FH of both the Sector 5 and Sector 6 are used by the touch key function, as shown in the following figure. One area is used to store the 16-bit C/F counter values of the touch key module 0~5 and located in Data Memory Sector 5. The other area is used to store the reference oscillator internal capacitor values of the touch key module and located in Data Memory Sector 6.

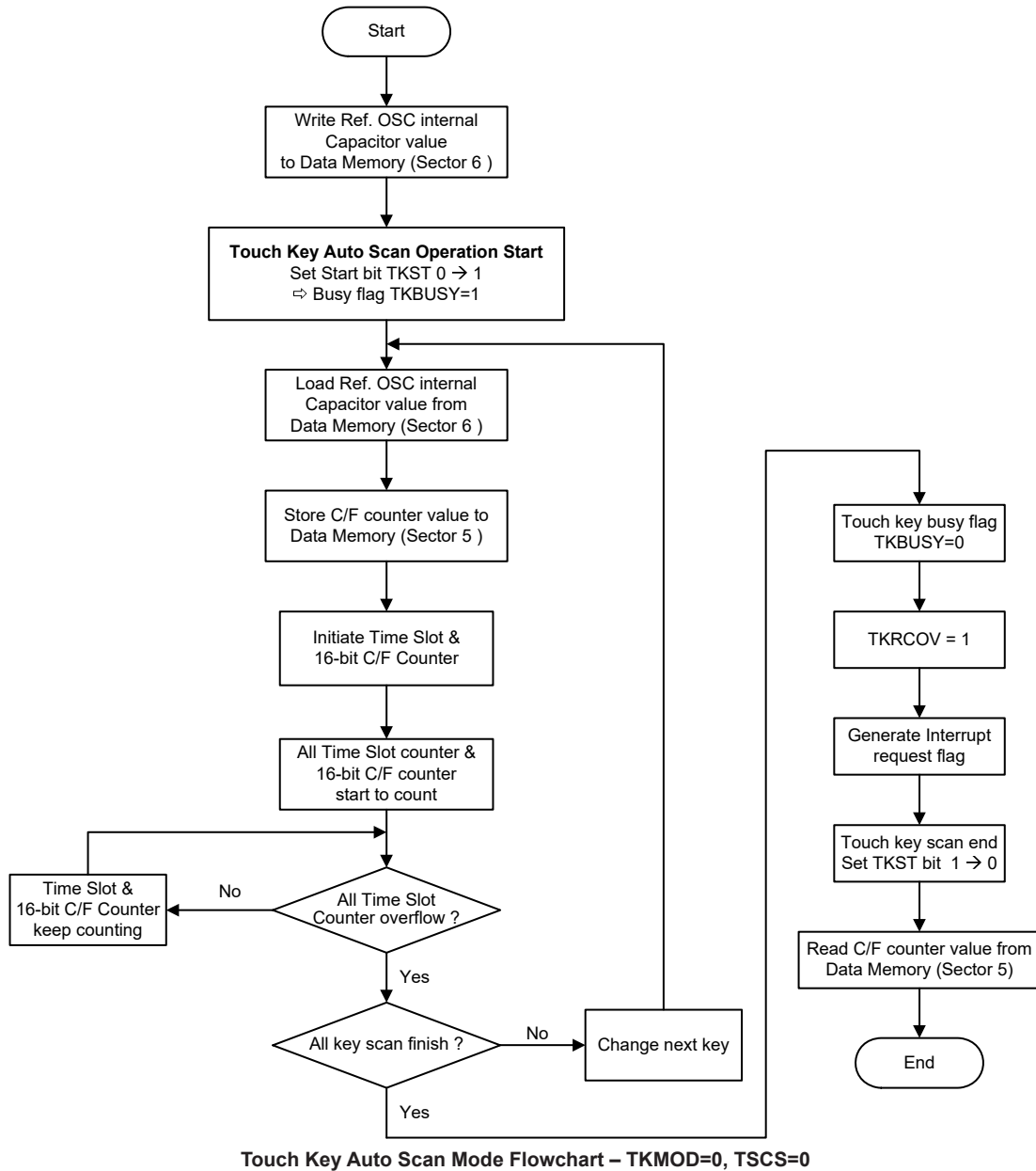


**Touch Key Data Memory Map**

**Touch Key Scan Operation Flowchart**



**Touch Key Manual Scan Mode Flowchart – TKMOD=1, TSCS=0**



### Touch Key Interrupts

The touch key has one interrupt, when the touch key module time slot counter overflows in manual mode or all the touch key scan operation is complete in auto scan mode, an actual touch key interrupt will take place. The touch keys mentioned here are the keys which are enabled. The 16-bit C/F counter, 16-bit counter, 5-bit time slot unit period counter and 8-bit time slot counter in the module will be automatically cleared.

## Progrsmming Considerations

After the relevant registers are setup, the touch key detection process is initiated the changing the TKST Bit from low to high. This will enable and synchronise all relevant oscillators. The TKRCOV flag which is the time slot counter flag will go high when the time slot counter overflows or when the auto scan finishes. When this happens an interrupt signal will be generated.

The TKCFOV flag which is the 16-bit C/F counter overflow flag will go high when the Touch Key Module 16-bit C/F counter overflows. As this flag will not be automatically cleared, it has to be cleared by the application program.

The TK16OV flag which is the 16-bit counter overflow flag will go high when the 16-bit counter overflows. As this flag will not be automatically cleared, it has to be cleared by the application program. More details regarding the touch key interrupts are located in the interrupt section of the datasheet.

When the external touch key size and layout are defined, their related capacitances will then determine the sensor oscillator frequency.

## Low Voltage Detector – LVD

The device has a Low Voltage Detector function, also known as LVD. This enables the device to monitor the power supply voltage,  $V_{DD}$ , and provide a warning signal should it fall below a certain level. This function may be especially useful in battery applications where the supply voltage will gradually reduce as the battery ages, as it allows an early warning battery low signal to be generated. The Low Voltage Detector also has the capability of generating an interrupt signal.

### LVD Register

The Low Voltage Detector function is controlled using a single register with the name LVDC. Three bits in this register, VLVD2~VLVD0, are used to select one of eight fixed voltages below which a low voltage condition will be determined. A low voltage condition is indicated when the LVDO bit is set. If the LVDO bit is low, this indicates that the  $V_{DD}$  voltage is above the preset low voltage value. The LVDEN bit is used to control the overall on/off function of the low voltage detector. Setting the bit high will enable the low voltage detector. Clearing the bit to zero will switch off the internal low voltage detector circuits. As the low voltage detector will consume a certain amount of power, it may be desirable to switch off the circuit when not in use, an important consideration in power sensitive battery powered applications.

#### • LVDC Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	LVDO	LVDEN	VBGEN	VLVD2	VLVD1	VLVD0
R/W	—	—	R	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as “0”

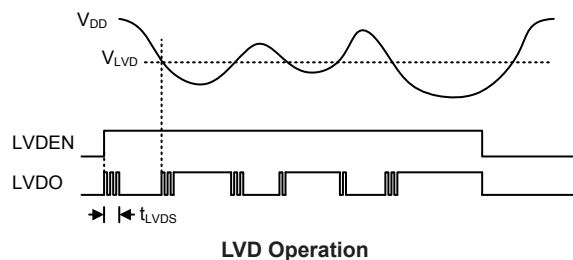
Bit 5 **LVDO**: LVD Detection Output Flag  
 0: No Low Voltage Detected  
 1: Low Voltage Detected

Bit 4 **LVDEN**: Low Voltage Detector Control  
 0: Disable  
 1: Enable

- Bit 3      **VBGEN**: Bandgap Buffer Control  
             0: Disable  
             1: Enable
- Note that the Bandgap circuit is enabled when the LVD or LVR function is enabled or when the VBGEN bit is set to 1.
- Bit 2~0    **VLVD2~VLVD0**: Select LVD Reference Voltage  
             000: 2.0V  
             001: 2.2V  
             010: 2.4V  
             011: 2.7V  
             100: 3.0V  
             101: 3.3V  
             110: 3.6V  
             111: 4.0V

### LVD Operation

The Low Voltage Detector function operates by comparing the power supply voltage,  $V_{DD}$ , with a pre-specified voltage level stored in the LVDC register. This has a range of between 2.0V and 4.0V. When the power supply voltage,  $V_{DD}$ , falls below this pre-determined value, the LVDO bit will be set high indicating a low power supply voltage condition. When the device is in the SLEEP mode, the low voltage detector will be disabled even if the LVDEN bit is high. After enabling the Low Voltage Detector, a time delay  $t_{LVDS}$  should be allowed for the circuitry to stabilise before reading the LVDO bit. Note also that as the  $V_{DD}$  voltage may rise and fall rather slowly, at the voltage nears that of  $V_{LVD}$ , there may be multiple bit LVDO transitions.



The Low Voltage Detector also has its own interrupt which is contained within one of the Multi-function interrupt, providing an alternative means of low voltage detection, in addition to polling the LVDO bit. The interrupt will only be generated after a delay of  $t_{LVD}$  after the LVDO bit has been set high by a low voltage condition. In this case, the LVF interrupt request flag will be set, causing an interrupt to be generated if  $V_{DD}$  falls below the preset LVD voltage. This will cause the device to wake-up from the IDLE Mode, however if the Low Voltage Detector wake up function is not required then the LVF flag should be first set high before the device enters the IDLE Mode.

## Interrupts

Interrupts are an important part of any microcontroller system. When an external event or an internal function such as a Timer Module or an A/D converter requires microcontroller attention, their corresponding interrupt will enforce a temporary suspension of the main program allowing the microcontroller to direct attention to their respective needs. The device contains several external interrupt and internal interrupt functions. The external interrupts are generated by the action of the external INT0 and INT1 pins, while the internal interrupts are generated by various internal functions such as TMs, Touch Key Module, Time Base, LVD, EEPROM, SIM, UART and the A/D converter, etc.

### Interrupt Registers

Overall interrupt control, which basically means the setting of request flags when certain microcontroller conditions occur and the setting of interrupt enable bits by the application program, is controlled by a series of registers, located in the Special Purpose Data Memory, as shown in the accompanying table. The number of registers depends upon the device chosen but fall into three categories. The first is the INTC0~INTC2 registers which setup the primary interrupts, the second is the MFI0~MFI3 registers which setup the Multi-function interrupts. Finally there is an INTEG register to setup the external interrupt trigger edge type.

Each register contains a number of enable bits to enable or disable individual interrupts as well as interrupt flags to indicate the presence of an interrupt request. The naming convention of these follows a specific pattern. First is listed an abbreviated interrupt type, then the (optional) number of that interrupt followed by either an “E” for enable/disable bit or “F” for request flag.

Function	Enable Bit	Request Flag	Notes
Global	EMI	—	—
External Interrupt	INTnE	INTnF	n=0~1
Touch Key Module	TKME	TKMF	—
UART	URE	URF	—
Multi-function	MFnE	MFnF	n=0~3
A/D Converter	ADE	ADF	—
Time Base	TBnE	TBnF	n=0~1
LVD	LVE	LVF	—
EEPROM	DEE	DEF	—
SIM	SIME	SIMF	—
Timer Module	CTMnPE	CTMnPF	n=0~1
	CTMnAE	CTMnAF	
	PTMPE	PTMPF	—
	PTMAE	PTMAF	
	STMPE	STMPF	—
	STMAE	STMAF	

**Interrupt Register Bit Naming Conventions**

Register Name	Bit							
	7	6	5	4	3	2	1	0
INTEG	—	—	—	—	INT1S1	INT1S0	INT0S1	INT0S0
INTC0	—	TKMF	INT1F	INT0F	TKME	INT1E	INT0E	EMI
INTC1	ADF	MF1F	MF0F	URF	ADE	MF1E	MF0E	URE
INTC2	MF3F	TB1F	TB0F	MF2F	MF3E	TB1E	TB0E	MF2E
MF10	—	—	CTM0AF	CTM0PF	—	—	CTM0AE	CTM0PE
MF11	STMAF	STMPF	CTM1AF	CTM1PF	STMAE	STMPE	CTM1AE	CTM1PE
MF12	—	SIMF	PTMAF	PTMPF	—	SIME	PTMAE	PTMPE
MF13	—	—	DEF	LVF	—	—	DEE	LVE

**Interrupt Register List**

• **INTEG Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	INT1S1	INT1S0	INT0S1	INT0S0
R/W	—	—	—	—	R/W	R/W	R/W	R/W
POR	—	—	—	—	0	0	0	0

- Bit 7~4 Unimplemented, read as “0”
- Bit 3~2 **INT1S1~INT1S0**: Interrupt edge control for INT1 pin
  - 00: Disable
  - 01: Rising edge
  - 10: Falling edge
  - 11: Rising and falling edges
- Bit 1~0 **INT0S1~INT0S0**: Interrupt edge control for INT0 pin
  - 00: Disable
  - 01: Rising edge
  - 10: Falling edge
  - 11: Rising and falling edges

• **INTC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	TKMF	INT1F	INT0F	TKME	INT1E	INT0E	EMI
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

- Bit 7 Unimplemented, read as “0”
- Bit 6 **TKMF**: Touch key interrupt request flag
  - 0: No request
  - 1: Interrupt request
- Bit 5 **INT1F**: INT1 interrupt request flag
  - 0: No request
  - 1: Interrupt request
- Bit 4 **INT0F**: INT0 interrupt request flag
  - 0: No request
  - 1: Interrupt request
- Bit 3 **TKME**: Touch key interrupt control
  - 0: Disable
  - 1: Enable
- Bit 2 **INT1E**: INT1 interrupt control
  - 0: Disable
  - 1: Enable



- Bit 1      **INT0E**: INT0 interrupt control  
             0: Disable  
             1: Enable
- Bit 0      **EMI**: Global interrupt control  
             0: Disable  
             1: Enable

• **INTC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	ADF	MF1F	MF0F	URF	ADE	MF1E	MF0E	URE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7      **ADF**: A/D Converter interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 6      **MF1F**: Multi-function 1 interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 5      **MF0F**: Multi-function 0 interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 4      **URF**: UART transfer interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 3      **ADE**: A/D Converter interrupt control  
             0: Disable  
             1: Enable
- Bit 2      **MF1E**: Multi-function 1 interrupt control  
             0: Disable  
             1: Enable
- Bit 1      **MF0E**: Multi-function 0 interrupt control  
             0: Disable  
             1: Enable
- Bit 0      **URE**: UART transfer interrupt control  
             0: Disable  
             1: Enable

• **INTC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	MF3F	TB1F	TB0F	MF2F	MF3E	TB1E	TB0E	MF2E
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7      **MF3F**: Multi-function 3 interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 6      **TB1F**: Time Base 1 interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 5      **TB0F**: Time Base 0 interrupt request flag  
             0: No request  
             1: Interrupt request

- Bit 4      **MF2F**: Multi-function 2 interrupt request flag  
0: No request  
1: Interrupt request
- Bit 3      **MF3E**: Multi-function 3 interrupt control  
0: Disable  
1: Enable
- Bit 2      **TB1E**: Time Base 1 interrupt control  
0: Disable  
1: Enable
- Bit 1      **TB0E**: Time Base 0 interrupt control  
0: Disable  
1: Enable
- Bit 0      **MF2E**: Multi-function 2 interrupt control  
0: Disable  
1: Enable

• **MFIO Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	CTM0AF	CTM0PF	—	—	CTM0AE	CTM0PE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

- Bit 7~6      Unimplemented, read as “0”
- Bit 5      **CTM0AF**: CTM0 Comparator A match Interrupt request flag  
0: No request  
1: Interrupt request
- Bit 4      **CTM0PF**: CTM0 Comparator P match Interrupt request flag  
0: No request  
1: Interrupt request
- Bit 3~2      Unimplemented, read as “0”
- Bit 1      **CTM0AE**: CTM0 Comparator A match Interrupt control  
0: Disable  
1: Enable
- Bit 0      **CTM0PE**: CTM0 Comparator P match Interrupt control  
0: Disable  
1: Enable

• **MF11 Register**

Bit	7	6	5	4	3	2	1	0
Name	STMAF	STMPF	CTM1AF	CTM1PF	STMAE	STMPE	CTM1AE	CTM1PE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

- Bit 7      **STMAF**: STM Comparator A match Interrupt request flag  
0: No request  
1: Interrupt request
- Bit 6      **STMPF**: STM Comparator P match Interrupt request flag  
0: No request  
1: Interrupt request
- Bit 5      **CTM1AF**: CTM1 Comparator A match Interrupt request flag  
0: No request  
1: Interrupt request

- Bit 4      **CTM1PF**: CTM1 Comparator P match Interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 3      **STMAE**: STM Comparator A match Interrupt control  
             0: Disable  
             1: Enable
- Bit 2      **STMPE**: STM Comparator P match Interrupt control  
             0: Disable  
             1: Enable
- Bit 1      **CTM1AE**: CTM1 Comparator A match Interrupt control  
             0: Disable  
             1: Enable
- Bit 0      **CTM1PE**: CTM1 Comparator P match Interrupt control  
             0: Disable  
             1: Enable

• **MF12 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	SIMF	PTMAF	PTMPF	—	SIME	PTMAE	PTMPE
R/W	—	R/W	R/W	R/W	—	R/W	R/W	R/W
POR	—	0	0	0	—	0	0	0

- Bit 7      Unimplemented, read as “0”
- Bit 6      **SIMF**: SIM Interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 5      **PTMAF**: PTM Comparator A match Interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 4      **PTMPF**: PTM Comparator P match Interrupt request flag  
             0: No request  
             1: Interrupt request
- Bit 3      Unimplemented, read as “0”
- Bit 2      **SIME**: SIM Interrupt control  
             0: Disable  
             1: Enable
- Bit 1      **PTMAE**: PTM Comparator A match Interrupt control  
             0: Disable  
             1: Enable
- Bit 0      **PTMPE**: PTM Comparator P match Interrupt control  
             0: Disable  
             1: Enable

• **MF13 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	DEF	LVF	—	—	DEE	LVE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

- Bit 7~6    Unimplemented, read as “0”
- Bit 4      **DEF**: Data EEPROM Interrupt request flag  
             0: No request  
             1: Interrupt request

Bit 4	<b>LVF</b> : LVD Interrupt request flag 0: No request 1: Interrupt request
Bit 3~2	Unimplemented, read as “0”
Bit 1	<b>DEE</b> : Data EEPROM Interrupt control 0: Disable 1: Enable
Bit 0	<b>LVE</b> : LVD Interrupt control 0: Disable 1: Enable

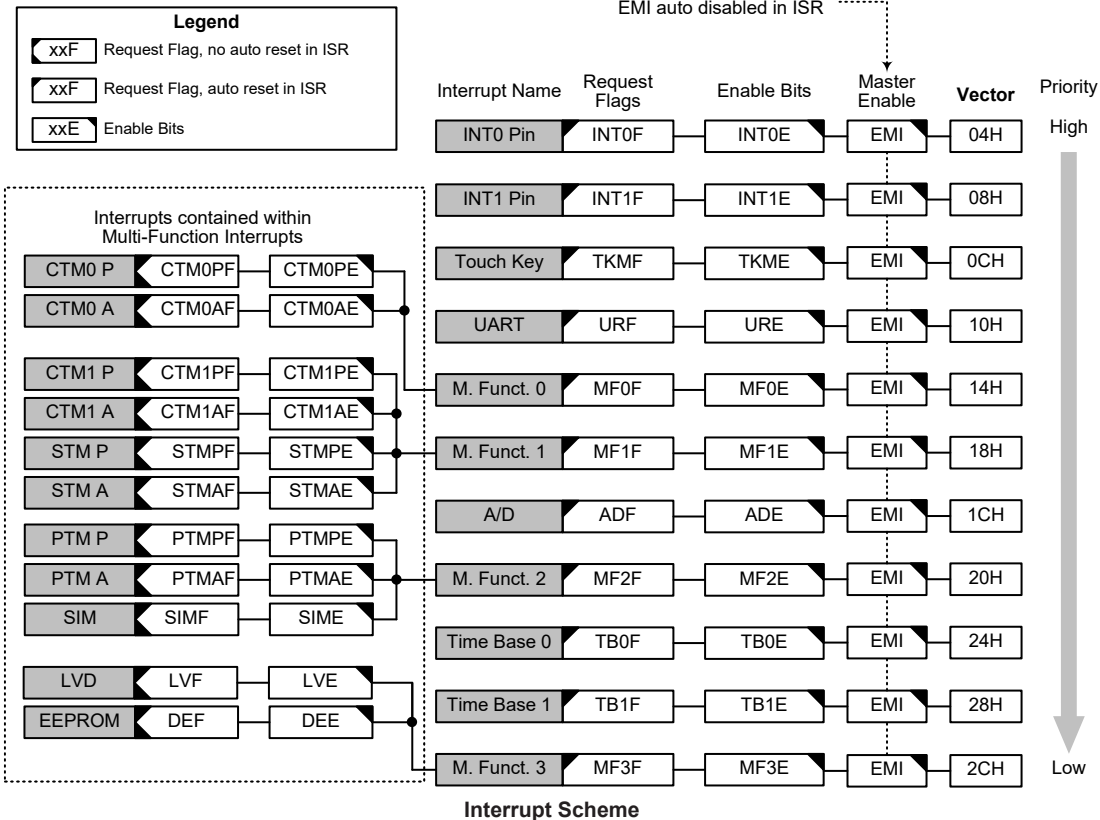
### Interrupt Operation

When the conditions for an interrupt event occur, such as a TM Comparator P or Comparator A or A/D conversion completion, etc, the relevant interrupt request flag will be set. Whether the request flag actually generates a program jump to the relevant interrupt vector is determined by the condition of the interrupt enable bit. If the enable bit is set high then the program will jump to its relevant vector; if the enable bit is zero then although the interrupt request flag is set an actual interrupt will not be generated and the program will not jump to the relevant interrupt vector. The global interrupt enable bit, if cleared to zero, will disable all interrupts.

When an interrupt is generated, the Program Counter, which stores the address of the next instruction to be executed, will be transferred onto the stack. The Program Counter will then be loaded with a new address which will be the value of the corresponding interrupt vector. The microcontroller will then fetch its next instruction from this interrupt vector. The instruction at this vector will usually be a JMP which will jump to another section of program which is known as the interrupt service routine. Here is located the code to control the appropriate interrupt. The interrupt service routine must be terminated with a RETI, which retrieves the original Program Counter address from the stack and allows the microcontroller to continue with normal execution at the point where the interrupt occurred.

The various interrupt enable bits, together with their associated request flags, are shown in the accompanying diagrams with their order of priority. Some interrupt sources have their own individual vector while others share the same multi-function interrupt vector. Once an interrupt subroutine is serviced, all other interrupts will be blocked, as the global interrupt enable bit, EMI bit will be cleared automatically. This will prevent any further interrupt nesting from occurring. However, if other interrupt requests occur during this interval, although the interrupt will not be immediately serviced, the request flag will still be recorded.

If an interrupt requires immediate servicing while the program is already in another interrupt service routine, the EMI bit should be set after entering the routine to allow interrupt nesting. If the stack is full, the interrupt request will not be acknowledged, even if the related interrupt is enabled, until the Stack Pointer is decremented. If immediate service is desired, the stack must be prevented from becoming full. In case of simultaneous requests, the accompanying diagram shows the priority that is applied. All of the interrupt request flags when set will wake-up the device if it is in SLEEP or IDLE Mode, however to prevent a wake-up from occurring the corresponding flag should be set before the device is in SLEEP or IDLE Mode.



### External Interrupts

The external interrupts are controlled by signal transitions on the pins INT0 and INT1. An external interrupt request will take place when the external interrupt request flag, INTnF, is set, which will occur when a transition, whose type is chosen by the edge select bits, appears on the external interrupt pin. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and respective external interrupt enable bit, INTnE, must first be set. Additionally the correct interrupt edge type must be selected using the INTEG register to enable the external interrupt function and to choose the trigger edge type. As the external interrupt pins are pin-shared with I/O pins, they can only be configured as external interrupt pins if their external interrupt enable bit in the corresponding interrupt register has been set and the external interrupt pin is selected by the corresponding pin-shared function selection bits. The pin must also be set as an input by setting the corresponding bit in the port control register. When the interrupt is enabled, the stack is not full and the correct transition type appears on the external interrupt pin, a subroutine call to the external interrupt vector, will take place. When the interrupt is serviced, the external interrupt request flag, INTnF, will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts. Note that any pull-high resistor selections on the external interrupt pins will remain valid even if the pin is used as an external interrupt input.

The INTEG register is used to select the type of active edge that will trigger the external interrupt. A choice of either rising or falling or both edge types can be chosen to trigger an external interrupt. Note that the INTEG register can also be used to disable the external interrupt function.

### **Touch Key Interrupt**

A Touch Key Interrupt request will take place when the Touch Key Interrupt request flag, TKMF, is set, which occurs when the touch key time slot counter overflows in manual mode or all the touch keys auto scan operations finish. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and the Touch Key Interrupt enable bit, TKME must first be set. When the interrupt is enabled, the stack is not full and the touch key time slot counter overflow occurs or all key scan operations finish, a subroutine call to the Touch Key Interrupt vector, will take place. When the Touch Key Interrupt is serviced, the Touch Key interrupt request flag, TKMF, will be automatically reset and the EMI Bit will be automatically cleared to disable other interrupts.

### **UART Transfer Interrupt**

Several individual UART conditions can generate a UART interrupt. When one of these conditions occurs, an interrupt pulse will be generated to get the attention of the microcontroller. These conditions are a transmitter data register empty, transmitter idle, receiver data available, receiver overrun, address detect and an RX pin wake-up. To allow the program to branch to the respective interrupt vector address, the global interrupt enable bit, EMI, and the UART interrupt enable bit, URE, must first be set. When the interrupt is enabled, the stack is not full and any of these conditions are created, a subroutine call to the UART Interrupt vector, will take place. When the UART Interrupt is serviced, the UART Interrupt flag, URF, will be automatically cleared. The EMI bit will also be automatically cleared to disable other interrupts. However, the specified event flag set in the USR register will only be cleared when certain actions are taken by the UART, the details of which are given in the UART Interface chapter.

### **A/D Converter Interrupt**

The A/D Converter Interrupt is controlled by the termination of an A/D conversion process. An A/D Converter Interrupt request will take place when the A/D Converter Interrupt request flag, ADF, is set, which occurs when the A/D conversion process finishes. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and A/D Interrupt enable bit, ADE, must first be set. When the interrupt is enabled, the stack is not full and the A/D conversion process has ended, a subroutine call to the A/D Converter Interrupt vector, will take place. When the interrupt is serviced, the A/D Converter Interrupt flag, ADF, will be automatically cleared. The EMI bit will also be automatically cleared to disable other interrupts.

### **Multi-function Interrupts**

Within the device there are four Multi-function interrupts. Unlike the other independent interrupts, these interrupts have no independent source, but rather are formed from other existing interrupt sources, namely TM interrupts, LVD interrupt, EEPROM write operation interrupt and SIM interface interrupts.

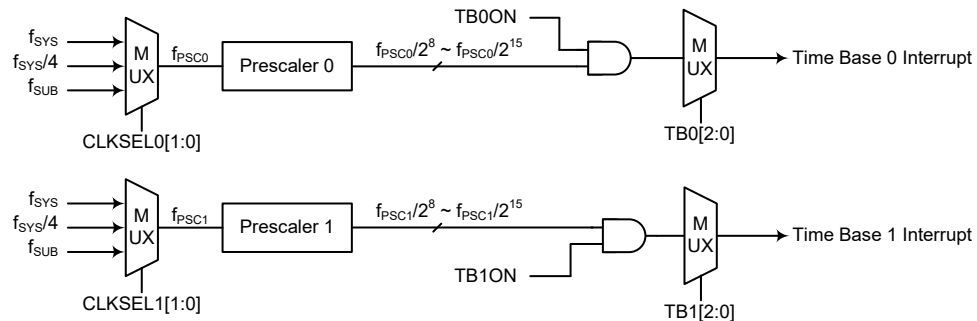
A Multi-function interrupt request will take place when any of the Multi-function interrupt request flags MFnF are set. The Multi-function interrupt flag will be set when any of their included functions generate an interrupt request flag. To allow the program to branch to its respective interrupt vector address, when the Multi-function interrupt is enabled and the stack is not full, and any one of the interrupts contained within each of the Multi-function interrupt occurs, a subroutine call to the related Multi-function interrupt vector will take place. When the interrupt is serviced, the related Multi-function request flag will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts.

However, it must be noted that, although the Multi-function Interrupt request flag will be automatically reset when the interrupt is serviced, the request flag from the original source of the Multi-function interrupt will not be automatically reset and must be manually reset by the application program.

### Time Base Interrupts

The function of the Time Base Interrupt is to provide regular time signal in the form of an internal interrupt. It is controlled by the overflow signal from its internal timer. When this happens its interrupt request flag, TBnF, will be set. To allow the program to branch to its respective interrupt vector addresses, the global interrupt enable bit, EMI and Time Base enable bit, TBnE, must first be set. When the interrupt is enabled, the stack is not full and the Time Base overflows, a subroutine call to its respective vector location will take place. When the interrupt is serviced, the interrupt request flag, TBnF, will be automatically reset and the EMI bit will be cleared to disable other interrupts.

The purpose of the Time Base Interrupt is to provide an interrupt signal at fixed time periods. Its clock source,  $f_{PSC0}$  or  $f_{PSC1}$ , originates from the internal clock source  $f_{SYS}$ ,  $f_{SYS}/4$  or  $f_{SUB}$  and then passes through a divider, the division ratio of which is selected by programming the appropriate bits in the TB0C and TB1C registers to obtain longer interrupt periods whose value ranges. The clock source which in turn controls the Time Base interrupt period is selected using the CLKSEL0[1:0] and CLKSEL1[1:0] bits in the PSC0R and PSC1R register respectively.



**Time Base Interrupts**

#### • PSC0R Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CLKSEL01	CLKSEL00
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as “0”

Bit 1~0 **CLKSEL01~CLKSEL00**: Prescaler 0 clock source selection

00:  $f_{SYS}$

01:  $f_{SYS}/4$

1x:  $f_{SUB}$

• **PSC1R Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CLKSEL11	CLKSEL10
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as “0”

Bit 1~0 **CLKSEL11~CLKSEL10**: Prescaler 1 clock source selection  
 00:  $f_{SYS}$   
 01:  $f_{SYS}/4$   
 1x:  $f_{SUB}$

• **TB0C Register**

Bit	7	6	5	4	3	2	1	0
Name	TB0ON	—	—	—	—	TB02	TB01	TB00
R/W	R/W	—	—	—	—	R/W	R/W	R/W
POR	0	—	—	—	—	0	0	0

Bit 7 **TB0ON**: Time Base 0 Control  
 0: Disable  
 1: Enable

Bit 6~3 Unimplemented, read as “0”

Bit 2~0 **TB02~TB00**: Select Time Base 0 Time-out Period  
 000:  $2^8/f_{PSC0}$   
 001:  $2^9/f_{PSC0}$   
 010:  $2^{10}/f_{PSC0}$   
 011:  $2^{11}/f_{PSC0}$   
 100:  $2^{12}/f_{PSC0}$   
 101:  $2^{13}/f_{PSC0}$   
 110:  $2^{14}/f_{PSC0}$   
 111:  $2^{15}/f_{PSC0}$

• **TB1C Register**

Bit	7	6	5	4	3	2	1	0
Name	TB1ON	—	—	—	—	TB12	TB11	TB10
R/W	R/W	—	—	—	—	R/W	R/W	R/W
POR	0	—	—	—	—	0	0	0

Bit 7 **TB1ON**: Time Base 1 Control  
 0: Disable  
 1: Enable

Bit 6~3 Unimplemented, read as “0”

Bit 2~0 **TB12~TB10**: Select Time Base 1 Time-out Period  
 000:  $2^8/f_{PSC1}$   
 001:  $2^9/f_{PSC1}$   
 010:  $2^{10}/f_{PSC1}$   
 011:  $2^{11}/f_{PSC1}$   
 100:  $2^{12}/f_{PSC1}$   
 101:  $2^{13}/f_{PSC1}$   
 110:  $2^{14}/f_{PSC1}$   
 111:  $2^{15}/f_{PSC1}$



## **Timer Module Interrupts**

The Compact, Standard and Periodic TMs each have two interrupts, one comes from the comparator A match situation and the other comes from the comparator P match situation. All of the TM interrupts are contained within the Multi-function Interrupts. For all of the TM types there are two interrupt request flags and two enable control bits. A TM interrupt request will take place when any of the TM request flags are set, a situation which occurs when a TM comparator P or A match situation happens.

To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, respective TM Interrupt enable bit, and relevant Multi-function Interrupt enable bit, MFnE, must first be set. When the interrupt is enabled, the stack is not full and a TM comparator match situation occurs, a subroutine call to the relevant Multi-function Interrupt vector locations, will take place. When the TM interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts. However, only the related MFnF flag will be automatically cleared. As the TM interrupt request flags will not be automatically cleared, they have to be cleared by the application program.

## **Serial Interface Module Interrupt**

The Serial Interface Module Interrupt, as known as the SIM Interrupt, is contained within the Multi-function Interrupt. A SIM Interrupt request will take place when the SIM Interrupt request flag, SIMF, is set, which occurs when a byte of data has been received or transmitted by the SIM interface, an I<sup>2</sup>C address match occurs or an I<sup>2</sup>C bus time-out occurs. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, the Serial Interface Interrupt enable bit, SIME, and Multi-function interrupt enable bit must first be set. When the interrupt is enabled, the stack is not full and any of the above described situations occurs, a subroutine call to the respective Multi-function interrupt vector, will take place. When the SIM Interface Interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the Multi-function interrupt request flag will be also automatically cleared. As the SIMF flag will not be automatically cleared, it has to be cleared by the application program.

## **LVD Interrupt**

The Low Voltage Detector Interrupt is contained within the Multi-function Interrupt. An LVD Interrupt request will take place when the LVD Interrupt request flag, LVF, is set, which occurs when the Low Voltage Detector function detects a low power supply voltage. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, Low Voltage Interrupt enable bit, LVE, and associated Multi-function interrupt enable bit must first be set. When the interrupt is enabled, the stack is not full and a low voltage condition occurs, a subroutine call to the Multi-function Interrupt vector, will take place. When the Low Voltage Interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the Multi-function interrupt request flag will be also automatically cleared. As the LVF flag will not be automatically cleared, it has to be cleared by the application program.

## **EEPROM Interrupt**

The EEPROM Interrupt is contained within the Multi-function Interrupt. An EEPROM Interrupt request will take place when the EEPROM Interrupt request flag, DEF, is set, which occurs when an EEPROM Write cycle ends. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, EEPROM Interrupt enable bit, DEE, and associated Multi-function interrupt enable bit, must first be set. When the interrupt is enabled, the stack is not full and an EEPROM Write cycle ends, a subroutine call to the respective Multi-function Interrupt vector will take place. When the EEPROM Interrupt is serviced, the EMI bit will be automatically

cleared to disable other interrupts, however only the Multi-function interrupt request flag will be also automatically cleared. As the DEF flag will not be automatically cleared, it has to be cleared by the application program.

### **Interrupt Wake-up Function**

Each of the interrupt functions has the capability of waking up the microcontroller when in the SLEEP or IDLE Mode. A wake-up is generated when an interrupt request flag changes from low to high and is independent of whether the interrupt is enabled or not. Therefore, even though the device is in the SLEEP or IDLE Mode and its system oscillator stopped, situations such as external edge transitions on the external interrupt pin or a low power supply voltage may cause their respective interrupt flag to be set high and consequently generate an interrupt. Care must therefore be taken if spurious wake-up situations are to be avoided. If an interrupt wake-up function is to be disabled then the corresponding interrupt request flag should be set high before the device enters the SLEEP or IDLE Mode. The interrupt enable bits have no effect on the interrupt wake-up function.

### **Programming Considerations**

By disabling the relevant interrupt enable bits, a requested interrupt can be prevented from being serviced, however, once an interrupt request flag is set, it will remain in this condition in the interrupt register until the corresponding interrupt is serviced or until the request flag is cleared by the application program.

Where a certain interrupt is contained within a Multi-function interrupt, then when the interrupt service routine is executed, as only the Multi-function interrupt request flags, MF<sub>n</sub>F, will be automatically cleared, the individual request flag for the function needs to be cleared by the application program.

It is recommended that programs do not use the “CALL” instruction within the interrupt service subroutine. Interrupts often occur in an unpredictable manner or need to be serviced immediately. If only one stack is left and the interrupt is not well controlled, the original control sequence will be damaged once a CALL subroutine is executed in the interrupt subroutine.

Every interrupt has the capability of waking up the microcontroller when it is in SLEEP or IDLE Mode, the wake up being generated when the interrupt request flag changes from low to high. If it is required to prevent a certain interrupt from waking up the microcontroller then its respective request flag should be first set high before enter SLEEP or IDLE Mode.

As only the Program Counter is pushed onto the stack, then when the interrupt is serviced, if the contents of the accumulator, status register or other registers are altered by the interrupt service program, their contents should be saved to the memory at the beginning of the interrupt service routine.

To return from an interrupt subroutine, either a RET or RETI instruction may be executed. The RETI instruction in addition to executing a return to the main program also automatically sets the EMI bit high to allow further interrupts. The RET instruction however only executes a return to the main program leaving the EMI bit in its present zero state and therefore disabling the execution of further interrupts.

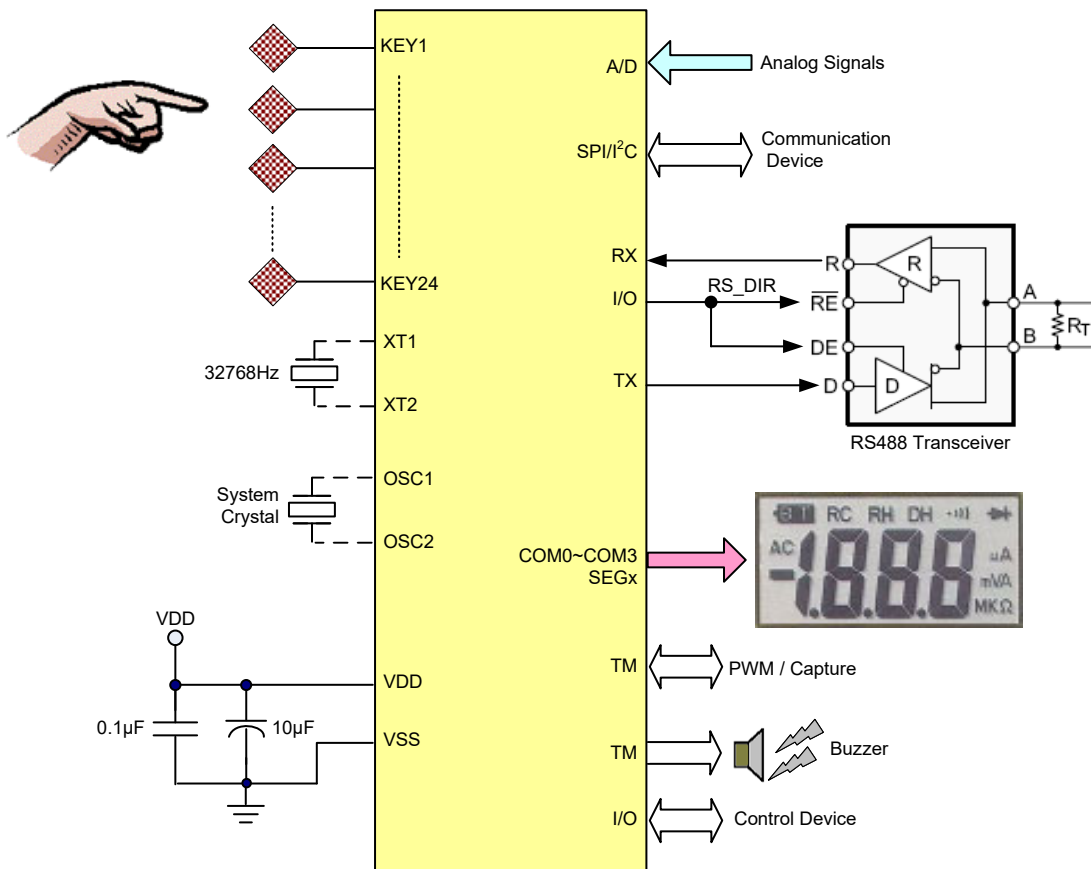
## Configuration Options

Configuration options refer to certain options within the MCU that are programmed into the device during the programming process. During the development process, these options are selected using the HT-IDE software development tools. The option must be defined for proper system function, the details of which are shown in the table.

No.	Options
<b>Oscillator Option</b>	
1	HIRC frequency selection – $f_{HIRC}$ : 8MHz, 12MHz or 16MHz

Note: When the HIRC has been configured at a frequency shown in this table, the HIRC1 and HIRC0 bits should also be set to select the same frequency to achieve the HIRC frequency accuracy specified in the A.C. Characteristics.

## Application Circuits



## Instruction Set

### Introduction

Central to the successful operation of any microcontroller is its instruction set, which is a set of program instruction codes that directs the microcontroller to perform certain operations. In the case of Holtek microcontroller, a comprehensive and flexible set of over 60 instructions is provided to enable programmers to implement their application with the minimum of programming overheads.

For easier understanding of the various instruction codes, they have been subdivided into several functional groupings.

### Instruction Timing

Most instructions are implemented within one instruction cycle. The exceptions to this are branch, call, or table read instructions where two instruction cycles are required. One instruction cycle is equal to 4 system clock cycles, therefore in the case of an 8MHz system oscillator, most instructions would be implemented within 0.5 $\mu$ s and branch or call instructions would be implemented within 1 $\mu$ s. Although instructions which require one more cycle to implement are generally limited to the JMP, CALL, RET, RETI and table read instructions, it is important to realize that any other instructions which involve manipulation of the Program Counter Low register or PCL will also take one more cycle to implement. As instructions which change the contents of the PCL will imply a direct jump to that new address, one more cycle will be required. Examples of such instructions would be “CLR PCL” or “MOV PCL, A”. For the case of skip instructions, it must be noted that if the result of the comparison involves a skip operation then this will also take one more cycle, if no skip is involved then only one cycle is required.

### Moving and Transferring Data

The transfer of data within the microcontroller program is one of the most frequently used operations. Making use of several kinds of MOV instructions, data can be transferred from registers to the Accumulator and vice-versa as well as being able to move specific immediate data directly into the Accumulator. One of the most important data transfer applications is to receive data from the input ports and transfer data to the output ports.

### Arithmetic Operations

The ability to perform certain arithmetic operations and data manipulation is a necessary feature of most microcontroller applications. Within the Holtek microcontroller instruction set are a range of add and subtract instruction mnemonics to enable the necessary arithmetic to be carried out. Care must be taken to ensure correct handling of carry and borrow data when results exceed 255 for addition and less than 0 for subtraction. The increment and decrement instructions such as INC, INCA, DEC and DECA provide a simple means of increasing or decreasing by a value of one of the values in the destination specified.

## Logical and Rotate Operation

The standard logical operations such as AND, OR, XOR and CPL all have their own instruction within the Holtek microcontroller instruction set. As with the case of most instructions involving data manipulation, data must pass through the Accumulator which may involve additional programming steps. In all logical data operations, the zero flag may be set if the result of the operation is zero. Another form of logical data manipulation comes from the rotate instructions such as RR, RL, RRC and RLC which provide a simple means of rotating one bit right or left. Different rotate instructions exist depending on program requirements. Rotate instructions are useful for serial port programming applications where data can be rotated from an internal register into the Carry bit from where it can be examined and the necessary serial bit set high or low. Another application which rotate data operations are used is to implement multiplication and division calculations.

## Branches and Control Transfer

Program branching takes the form of either jumps to specified locations using the JMP instruction or to a subroutine using the CALL instruction. They differ in the sense that in the case of a subroutine call, the program must return to the instruction immediately when the subroutine has been carried out. This is done by placing a return instruction “RET” in the subroutine which will cause the program to jump back to the address right after the CALL instruction. In the case of a JMP instruction, the program simply jumps to the desired location. There is no requirement to jump back to the original jumping off point as in the case of the CALL instruction. One special and extremely useful set of branch instructions are the conditional branches. Here a decision is first made regarding the condition of a certain data memory or individual bits. Depending upon the conditions, the program will continue with the next instruction or skip over it and jump to the following instruction. These instructions are the key to decision making and branching within the program perhaps determined by the condition of certain input switches or by the condition of internal data bits.

## Bit Operations

The ability to provide single bit operations on Data Memory is an extremely flexible feature of all Holtek microcontrollers. This feature is especially useful for output port bit programming where individual bits or port pins can be directly set high or low using either the “SET [m].i” or “CLR [m].i” instructions respectively. The feature removes the need for programmers to first read the 8-bit output port, manipulate the input data to ensure that other bits are not changed and then output the port with the correct new data. This read-modify-write process is taken care of automatically when these bit operation instructions are used.

## Table Read Operations

Data storage is normally implemented by using registers. However, when working with large amounts of fixed data, the volume involved often makes it inconvenient to store the fixed data in the Data Memory. To overcome this problem, Holtek microcontrollers allow an area of Program Memory to be setup as a table where data can be directly stored. A set of easy to use instructions provides the means by which this fixed data can be referenced and retrieved from the Program Memory.

## Other Operations

In addition to the above functional instructions, a range of other instructions also exist such as the “HALT” instruction for Power-down operations and instructions to control the operation of the Watchdog Timer for reliable program operations under extreme electric or electromagnetic environments. For their relevant operations, refer to the functional related sections.

## Instruction Set Summary

The instructions related to the data memory access in the following table can be used when the desired data memory is located in Data Memory sector 0.

### Table Conventions

x: Bits immediate data  
 m: Data Memory address  
 A: Accumulator  
 i: 0~7 number of bits  
 addr: Program memory address

Mnemonic	Description	Cycles	Flag Affected
<b>Arithmetic</b>			
ADD A,[m]	Add Data Memory to ACC	1	Z, C, AC, OV, SC
ADDM A,[m]	Add ACC to Data Memory	1 <sup>Note</sup>	Z, C, AC, OV, SC
ADD A,x	Add immediate data to ACC	1	Z, C, AC, OV, SC
ADC A,[m]	Add Data Memory to ACC with Carry	1	Z, C, AC, OV, SC
ADCM A,[m]	Add ACC to Data memory with Carry	1 <sup>Note</sup>	Z, C, AC, OV, SC
SUB A,x	Subtract immediate data from the ACC	1	Z, C, AC, OV, SC, CZ
SUB A,[m]	Subtract Data Memory from ACC	1	Z, C, AC, OV, SC, CZ
SUBM A,[m]	Subtract Data Memory from ACC with result in Data Memory	1 <sup>Note</sup>	Z, C, AC, OV, SC, CZ
SBC A,x	Subtract immediate data from ACC with Carry	1	Z, C, AC, OV, SC, CZ
SBC A,[m]	Subtract Data Memory from ACC with Carry	1	Z, C, AC, OV, SC, CZ
SBCM A,[m]	Subtract Data Memory from ACC with Carry, result in Data Memory	1 <sup>Note</sup>	Z, C, AC, OV, SC, CZ
DAA [m]	Decimal adjust ACC for Addition with result in Data Memory	1 <sup>Note</sup>	C
<b>Logic Operation</b>			
AND A,[m]	Logical AND Data Memory to ACC	1	Z
OR A,[m]	Logical OR Data Memory to ACC	1	Z
XOR A,[m]	Logical XOR Data Memory to ACC	1	Z
ANDM A,[m]	Logical AND ACC to Data Memory	1 <sup>Note</sup>	Z
ORM A,[m]	Logical OR ACC to Data Memory	1 <sup>Note</sup>	Z
XORM A,[m]	Logical XOR ACC to Data Memory	1 <sup>Note</sup>	Z
AND A,x	Logical AND immediate Data to ACC	1	Z
OR A,x	Logical OR immediate Data to ACC	1	Z
XOR A,x	Logical XOR immediate Data to ACC	1	Z
CPL [m]	Complement Data Memory	1 <sup>Note</sup>	Z
CPLA [m]	Complement Data Memory with result in ACC	1	Z
<b>Increment &amp; Decrement</b>			
INCA [m]	Increment Data Memory with result in ACC	1	Z
INC [m]	Increment Data Memory	1 <sup>Note</sup>	Z
DECA [m]	Decrement Data Memory with result in ACC	1	Z
DEC [m]	Decrement Data Memory	1 <sup>Note</sup>	Z
<b>Rotate</b>			
RRA [m]	Rotate Data Memory right with result in ACC	1	None
RR [m]	Rotate Data Memory right	1 <sup>Note</sup>	None
RRCA [m]	Rotate Data Memory right through Carry with result in ACC	1	C
RRC [m]	Rotate Data Memory right through Carry	1 <sup>Note</sup>	C
RLA [m]	Rotate Data Memory left with result in ACC	1	None
RL [m]	Rotate Data Memory left	1 <sup>Note</sup>	None
RLCA [m]	Rotate Data Memory left through Carry with result in ACC	1	C
RLC [m]	Rotate Data Memory left through Carry	1 <sup>Note</sup>	C

Mnemonic	Description	Cycles	Flag Affected
<b>Data Move</b>			
MOV A,[m]	Move Data Memory to ACC	1	None
MOV [m],A	Move ACC to Data Memory	1 <sup>Note</sup>	None
MOV A,x	Move immediate data to ACC	1	None
<b>Bit Operation</b>			
CLR [m].i	Clear bit of Data Memory	1 <sup>Note</sup>	None
SET [m].i	Set bit of Data Memory	1 <sup>Note</sup>	None
<b>Branch Operation</b>			
JMP addr	Jump unconditionally	2	None
SZ [m]	Skip if Data Memory is zero	1 <sup>Note</sup>	None
SZA [m]	Skip if Data Memory is zero with data movement to ACC	1 <sup>Note</sup>	None
SZ [m].i	Skip if bit i of Data Memory is zero	1 <sup>Note</sup>	None
SNZ [m]	Skip if Data Memory is not zero	1 <sup>Note</sup>	None
SNZ [m].i	Skip if bit i of Data Memory is not zero	1 <sup>Note</sup>	None
SIZ [m]	Skip if increment Data Memory is zero	1 <sup>Note</sup>	None
SDZ [m]	Skip if decrement Data Memory is zero	1 <sup>Note</sup>	None
SIZA [m]	Skip if increment Data Memory is zero with result in ACC	1 <sup>Note</sup>	None
SDZA [m]	Skip if decrement Data Memory is zero with result in ACC	1 <sup>Note</sup>	None
CALL addr	Subroutine call	2	None
RET	Return from subroutine	2	None
RET A,x	Return from subroutine and load immediate data to ACC	2	None
RETI	Return from interrupt	2	None
<b>Table Read Operation</b>			
TABRD [m]	Read table (specific page) to TBLH and Data Memory	2 <sup>Note</sup>	None
TABRDL [m]	Read table (last page) to TBLH and Data Memory	2 <sup>Note</sup>	None
ITABRD [m]	Increment table pointer TBLP first and Read table to TBLH and Data Memory	2 <sup>Note</sup>	None
ITABRDL [m]	Increment table pointer TBLP first and Read table (last page) to TBLH and Data Memory	2 <sup>Note</sup>	None
<b>Miscellaneous</b>			
NOP	No operation	1	None
CLR [m]	Clear Data Memory	1 <sup>Note</sup>	None
SET [m]	Set Data Memory	1 <sup>Note</sup>	None
CLR WDT	Clear Watchdog Timer	1	TO, PDF
SWAP [m]	Swap nibbles of Data Memory	1 <sup>Note</sup>	None
SWAPA [m]	Swap nibbles of Data Memory with result in ACC	1	None
HALT	Enter power down mode	1	TO, PDF

Note: 1. For skip instructions, if the result of the comparison involves a skip then up to three cycles are required, if no skip takes place only one cycle is required.

- Any instruction which changes the contents of the PCL will also require 2 cycles for execution.
- For the “CLR WDT” instruction the TO and PDF flags may be affected by the execution status. The TO and PDF flags are cleared after the “CLR WDT” instructions is executed. Otherwise the TO and PDF flags remain unchanged.

### Extended Instruction Set

The extended instructions are used to support the full range address access for the data memory. When the accessed data memory is located in any data memory sector except sector 0, the extended instruction can be used to directly access the data memory instead of using the indirect addressing access. This can not only reduce the use of Flash memory space but also improve the CPU execution efficiency.

Mnemonic	Description	Cycles	Flag Affected
<b>Arithmetic</b>			
LADD A,[m]	Add Data Memory to ACC	2	Z, C, AC, OV, SC
LADDM A,[m]	Add ACC to Data Memory	2 <sup>Note</sup>	Z, C, AC, OV, SC
LADC A,[m]	Add Data Memory to ACC with Carry	2	Z, C, AC, OV, SC
LADCM A,[m]	Add ACC to Data memory with Carry	2 <sup>Note</sup>	Z, C, AC, OV, SC
LSUB A,[m]	Subtract Data Memory from ACC	2	Z, C, AC, OV, SC, CZ
LSUBM A,[m]	Subtract Data Memory from ACC with result in Data Memory	2 <sup>Note</sup>	Z, C, AC, OV, SC, CZ
LSBC A,[m]	Subtract Data Memory from ACC with Carry	2	Z, C, AC, OV, SC, CZ
LSBCM A,[m]	Subtract Data Memory from ACC with Carry, result in Data Memory	2 <sup>Note</sup>	Z, C, AC, OV, SC, CZ
LDAA [m]	Decimal adjust ACC for Addition with result in Data Memory	2 <sup>Note</sup>	C
<b>Logic Operation</b>			
LAND A,[m]	Logical AND Data Memory to ACC	2	Z
LOR A,[m]	Logical OR Data Memory to ACC	2	Z
LXOR A,[m]	Logical XOR Data Memory to ACC	2	Z
LANDM A,[m]	Logical AND ACC to Data Memory	2 <sup>Note</sup>	Z
LORM A,[m]	Logical OR ACC to Data Memory	2 <sup>Note</sup>	Z
LXORM A,[m]	Logical XOR ACC to Data Memory	2 <sup>Note</sup>	Z
LCPL [m]	Complement Data Memory	2 <sup>Note</sup>	Z
LCPLA [m]	Complement Data Memory with result in ACC	2	Z
<b>Increment &amp; Decrement</b>			
LINCA [m]	Increment Data Memory with result in ACC	2	Z
LINC [m]	Increment Data Memory	2 <sup>Note</sup>	Z
LDECA [m]	Decrement Data Memory with result in ACC	2	Z
LDEC [m]	Decrement Data Memory	2 <sup>Note</sup>	Z
<b>Rotate</b>			
LRRRA [m]	Rotate Data Memory right with result in ACC	2	None
LRR [m]	Rotate Data Memory right	2 <sup>Note</sup>	None
LRRCA [m]	Rotate Data Memory right through Carry with result in ACC	2	C
LRRC [m]	Rotate Data Memory right through Carry	2 <sup>Note</sup>	C
LRLA [m]	Rotate Data Memory left with result in ACC	2	None
LRL [m]	Rotate Data Memory left	2 <sup>Note</sup>	None
LRLCA [m]	Rotate Data Memory left through Carry with result in ACC	2	C
LRLC [m]	Rotate Data Memory left through Carry	2 <sup>Note</sup>	C
<b>Data Move</b>			
LMOV A,[m]	Move Data Memory to ACC	2	None
LMOV [m],A	Move ACC to Data Memory	2 <sup>Note</sup>	None
<b>Bit Operation</b>			
LCLR [m].i	Clear bit of Data Memory	2 <sup>Note</sup>	None
LSET [m].i	Set bit of Data Memory	2 <sup>Note</sup>	None



Mnemonic	Description	Cycles	Flag Affected
<b>Branch</b>			
LSZ [m]	Skip if Data Memory is zero	2 <sup>Note</sup>	None
LSZA [m]	Skip if Data Memory is zero with data movement to ACC	2 <sup>Note</sup>	None
LSNZ [m]	Skip if Data Memory is not zero	2 <sup>Note</sup>	None
LSZ [m].i	Skip if bit i of Data Memory is zero	2 <sup>Note</sup>	None
LSNZ [m].i	Skip if bit i of Data Memory is not zero	2 <sup>Note</sup>	None
LSIZ [m]	Skip if increment Data Memory is zero	2 <sup>Note</sup>	None
LSDZ [m]	Skip if decrement Data Memory is zero	2 <sup>Note</sup>	None
LSIZA [m]	Skip if increment Data Memory is zero with result in ACC	2 <sup>Note</sup>	None
LSDZA [m]	Skip if decrement Data Memory is zero with result in ACC	2 <sup>Note</sup>	None
<b>Table Read</b>			
LTABRD [m]	Read table to TBLH and Data Memory	3 <sup>Note</sup>	None
LTABRDL [m]	Read table (last page) to TBLH and Data Memory	3 <sup>Note</sup>	None
LITABRD [m]	Increment table pointer TBLP first and Read table to TBLH and Data Memory	3 <sup>Note</sup>	None
LITABRDL [m]	Increment table pointer TBLP first and Read table (last page) to TBLH and Data Memory	3 <sup>Note</sup>	None
<b>Miscellaneous</b>			
LCLR [m]	Clear Data Memory	2 <sup>Note</sup>	None
LSET [m]	Set Data Memory	2 <sup>Note</sup>	None
LSWAP [m]	Swap nibbles of Data Memory	2 <sup>Note</sup>	None
LSWAPA [m]	Swap nibbles of Data Memory with result in ACC	2	None

Note: 1. For these extended skip instructions, if the result of the comparison involves a skip then up to four cycles are required, if no skip takes place two cycles is required.

2. Any extended instruction which changes the contents of the PCL register will also require three cycles for execution.

## Instruction Definition

<b>ADC A,[m]</b>	Add Data Memory to ACC with Carry
Description	The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC + [m] + C$
Affected flag(s)	OV, Z, AC, C, SC
<b>ADCM A,[m]</b>	Add ACC to Data Memory with Carry
Description	The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the specified Data Memory.
Operation	$[m] \leftarrow ACC + [m] + C$
Affected flag(s)	OV, Z, AC, C, SC
<b>ADD A,[m]</b>	Add Data Memory to ACC
Description	The contents of the specified Data Memory and the Accumulator are added. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC + [m]$
Affected flag(s)	OV, Z, AC, C, SC
<b>ADD A,x</b>	Add immediate data to ACC
Description	The contents of the Accumulator and the specified immediate data are added. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC + x$
Affected flag(s)	OV, Z, AC, C, SC
<b>ADDM A,[m]</b>	Add ACC to Data Memory
Description	The contents of the specified Data Memory and the Accumulator are added. The result is stored in the specified Data Memory.
Operation	$[m] \leftarrow ACC + [m]$
Affected flag(s)	OV, Z, AC, C, SC
<b>AND A,[m]</b>	Logical AND Data Memory to ACC
Description	Data in the Accumulator and the specified Data Memory perform a bitwise logical AND operation. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC \text{ "AND" } [m]$
Affected flag(s)	Z
<b>AND A,x</b>	Logical AND immediate data to ACC
Description	Data in the Accumulator and the specified immediate data perform a bit wise logical AND operation. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC \text{ "AND" } x$
Affected flag(s)	Z
<b>ANDM A,[m]</b>	Logical AND ACC to Data Memory
Description	Data in the specified Data Memory and the Accumulator perform a bitwise logical AND operation. The result is stored in the Data Memory.
Operation	$[m] \leftarrow ACC \text{ "AND" } [m]$
Affected flag(s)	Z

<b>CALL addr</b>	Subroutine call
Description	Unconditionally calls a subroutine at the specified address. The Program Counter then increments by 1 to obtain the address of the next instruction which is then pushed onto the stack. The specified address is then loaded and the program continues execution from this new address. As this instruction requires an additional operation, it is a two cycle instruction.
Operation	Stack ← Program Counter + 1 Program Counter ← addr
Affected flag(s)	None
<b>CLR [m]</b>	Clear Data Memory
Description	Each bit of the specified Data Memory is cleared to 0.
Operation	[m] ← 00H
Affected flag(s)	None
<b>CLR [m].i</b>	Clear bit of Data Memory
Description	Bit i of the specified Data Memory is cleared to 0.
Operation	[m].i ← 0
Affected flag(s)	None
<b>CLR WDT</b>	Clear Watchdog Timer
Description	The TO, PDF flags and the WDT are all cleared.
Operation	WDT cleared TO ← 0 PDF ← 0
Affected flag(s)	TO, PDF
<b>CPL [m]</b>	Complement Data Memory
Description	Each bit of the specified Data Memory is logically complemented (1's complement). Bits which previously contained a 1 are changed to 0 and vice versa.
Operation	[m] ← $\overline{[m]}$
Affected flag(s)	Z
<b>CPLA [m]</b>	Complement Data Memory with result in ACC
Description	Each bit of the specified Data Memory is logically complemented (1's complement). Bits which previously contained a 1 are changed to 0 and vice versa. The complemented result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	ACC ← $\overline{[m]}$
Affected flag(s)	Z
<b>DAA [m]</b>	Decimal-Adjust ACC for addition with result in Data Memory
Description	Convert the contents of the Accumulator value to a BCD (Binary Coded Decimal) value resulting from the previous addition of two BCD variables. If the low nibble is greater than 9 or if AC flag is set, then a value of 6 will be added to the low nibble. Otherwise the low nibble remains unchanged. If the high nibble is greater than 9 or if the C flag is set, then a value of 6 will be added to the high nibble. Essentially, the decimal conversion is performed by adding 00H, 06H, 60H or 66H depending on the Accumulator and flag conditions. Only the C flag may be affected by this instruction which indicates that if the original BCD sum is greater than 100, it allows multiple precision decimal addition.
Operation	[m] ← ACC + 00H or [m] ← ACC + 06H or [m] ← ACC + 60H or [m] ← ACC + 66H
Affected flag(s)	C

<b>DEC [m]</b>	Decrement Data Memory
Description	Data in the specified Data Memory is decremented by 1.
Operation	$[m] \leftarrow [m] - 1$
Affected flag(s)	Z
<b>DECA [m]</b>	Decrement Data Memory with result in ACC
Description	Data in the specified Data Memory is decremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.
Operation	$ACC \leftarrow [m] - 1$
Affected flag(s)	Z
<b>HALT</b>	Enter power down mode
Description	This instruction stops the program execution and turns off the system clock. The contents of the Data Memory and registers are retained. The WDT and prescaler are cleared. The power down flag PDF is set and the WDT time-out flag TO is cleared.
Operation	$TO \leftarrow 0$ $PDF \leftarrow 1$
Affected flag(s)	TO, PDF
<b>INC [m]</b>	Increment Data Memory
Description	Data in the specified Data Memory is incremented by 1.
Operation	$[m] \leftarrow [m] + 1$
Affected flag(s)	Z
<b>INCA [m]</b>	Increment Data Memory with result in ACC
Description	Data in the specified Data Memory is incremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.
Operation	$ACC \leftarrow [m] + 1$
Affected flag(s)	Z
<b>JMP addr</b>	Jump unconditionally
Description	The contents of the Program Counter are replaced with the specified address. Program execution then continues from this new address. As this requires the insertion of a dummy instruction while the new address is loaded, it is a two cycle instruction.
Operation	Program Counter $\leftarrow$ addr
Affected flag(s)	None
<b>MOV A,[m]</b>	Move Data Memory to ACC
Description	The contents of the specified Data Memory are copied to the Accumulator.
Operation	$ACC \leftarrow [m]$
Affected flag(s)	None
<b>MOV A,x</b>	Move immediate data to ACC
Description	The immediate data specified is loaded into the Accumulator.
Operation	$ACC \leftarrow x$
Affected flag(s)	None
<b>MOV [m],A</b>	Move ACC to Data Memory
Description	The contents of the Accumulator are copied to the specified Data Memory.
Operation	$[m] \leftarrow ACC$
Affected flag(s)	None

<b>NOP</b>	No operation
Description	No operation is performed. Execution continues with the next instruction.
Operation	No operation
Affected flag(s)	None
<b>OR A,[m]</b>	Logical OR Data Memory to ACC
Description	Data in the Accumulator and the specified Data Memory perform a bitwise logical OR operation. The result is stored in the Accumulator.
Operation	ACC ← ACC "OR" [m]
Affected flag(s)	Z
<b>OR A,x</b>	Logical OR immediate data to ACC
Description	Data in the Accumulator and the specified immediate data perform a bitwise logical OR operation. The result is stored in the Accumulator.
Operation	ACC ← ACC "OR" x
Affected flag(s)	Z
<b>ORM A,[m]</b>	Logical OR ACC to Data Memory
Description	Data in the specified Data Memory and the Accumulator perform a bitwise logical OR operation. The result is stored in the Data Memory.
Operation	[m] ← ACC "OR" [m]
Affected flag(s)	Z
<b>RET</b>	Return from subroutine
Description	The Program Counter is restored from the stack. Program execution continues at the restored address.
Operation	Program Counter ← Stack
Affected flag(s)	None
<b>RET A,x</b>	Return from subroutine and load immediate data to ACC
Description	The Program Counter is restored from the stack and the Accumulator loaded with the specified immediate data. Program execution continues at the restored address.
Operation	Program Counter ← Stack ACC ← x
Affected flag(s)	None
<b>RETI</b>	Return from interrupt
Description	The Program Counter is restored from the stack and the interrupts are re-enabled by setting the EMI bit. EMI is the master interrupt global enable bit. If an interrupt was pending when the RETI instruction is executed, the pending Interrupt routine will be processed before returning to the main program.
Operation	Program Counter ← Stack EMI ← 1
Affected flag(s)	None
<b>RL [m]</b>	Rotate Data Memory left
Description	The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0.
Operation	[m].(i+1) ← [m].i; (i=0~6) [m].0 ← [m].7
Affected flag(s)	None

<b>RLA [m]</b>	Rotate Data Memory left with result in ACC
Description	The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC.(i+1) \leftarrow [m].i; (i=0\sim6)$ $ACC.0 \leftarrow [m].7$
Affected flag(s)	None
<b>RLC [m]</b>	Rotate Data Memory left through Carry
Description	The contents of the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into bit 0.
Operation	$[m].(i+1) \leftarrow [m].i; (i=0\sim6)$ $[m].0 \leftarrow C$ $C \leftarrow [m].7$
Affected flag(s)	C
<b>RLCA [m]</b>	Rotate Data Memory left through Carry with result in ACC
Description	Data in the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into the bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC.(i+1) \leftarrow [m].i; (i=0\sim6)$ $ACC.0 \leftarrow C$ $C \leftarrow [m].7$
Affected flag(s)	C
<b>RR [m]</b>	Rotate Data Memory right
Description	The contents of the specified Data Memory are rotated right by 1 bit with bit 0 rotated into bit 7.
Operation	$[m].i \leftarrow [m].(i+1); (i=0\sim6)$ $[m].7 \leftarrow [m].0$
Affected flag(s)	None
<b>RRA [m]</b>	Rotate Data Memory right with result in ACC
Description	Data in the specified Data Memory is rotated right by 1 bit with bit 0 rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC.i \leftarrow [m].(i+1); (i=0\sim6)$ $ACC.7 \leftarrow [m].0$
Affected flag(s)	None
<b>RRC [m]</b>	Rotate Data Memory right through Carry
Description	The contents of the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7.
Operation	$[m].i \leftarrow [m].(i+1); (i=0\sim6)$ $[m].7 \leftarrow C$ $C \leftarrow [m].0$
Affected flag(s)	C

<b>RRCA [m]</b>	Rotate Data Memory right through Carry with result in ACC
Description	Data in the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	ACC.i ← [m].(i+1); (i=0~6) ACC.7 ← C C ← [m].0
Affected flag(s)	C
<b>SBC A,[m]</b>	Subtract Data Memory from ACC with Carry
Description	The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	ACC ← ACC – [m] – $\bar{C}$
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>SBC A, x</b>	Subtract immediate data from ACC with Carry
Description	The immediate data and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	ACC ← ACC – [m] – $\bar{C}$
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>SBCM A,[m]</b>	Subtract Data Memory from ACC with Carry and result in Data Memory
Description	The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	[m] ← ACC – [m] – $\bar{C}$
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>SDZ [m]</b>	Skip if decrement Data Memory is 0
Description	The contents of the specified Data Memory are first decremented by 1. If the result is 0 the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	[m] ← [m] – 1 Skip if [m]=0
Affected flag(s)	None
<b>SDZA [m]</b>	Skip if decrement Data Memory is zero with result in ACC
Description	The contents of the specified Data Memory are first decremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.
Operation	ACC ← [m] – 1 Skip if ACC=0
Affected flag(s)	None

<b>SET [m]</b>	Set Data Memory
Description	Each bit of the specified Data Memory is set to 1.
Operation	$[m] \leftarrow FFH$
Affected flag(s)	None
<b>SET [m].i</b>	Set bit of Data Memory
Description	Bit i of the specified Data Memory is set to 1.
Operation	$[m].i \leftarrow 1$
Affected flag(s)	None
<b>SIZ [m]</b>	Skip if increment Data Memory is 0
Description	The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	$[m] \leftarrow [m] + 1$ Skip if $[m]=0$
Affected flag(s)	None
<b>SIZA [m]</b>	Skip if increment Data Memory is zero with result in ACC
Description	The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	$ACC \leftarrow [m] + 1$ Skip if $ACC=0$
Affected flag(s)	None
<b>SNZ [m].i</b>	Skip if Data Memory is not 0
Description	If the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.
Operation	Skip if $[m].i \neq 0$
Affected flag(s)	None
<b>SNZ [m]</b>	Skip if Data Memory is not 0
Description	If the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.
Operation	Skip if $[m] \neq 0$
Affected flag(s)	None
<b>SUB A,[m]</b>	Subtract Data Memory from ACC
Description	The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	$ACC \leftarrow ACC - [m]$
Affected flag(s)	OV, Z, AC, C, SC, CZ



<b>SUBM A,[m]</b>	Subtract Data Memory from ACC with result in Data Memory
Description	The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	$[m] \leftarrow ACC - [m]$
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>SUB A,x</b>	Subtract immediate data from ACC
Description	The immediate data specified by the code is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	$ACC \leftarrow ACC - x$
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>SWAP [m]</b>	Swap nibbles of Data Memory
Description	The low-order and high-order nibbles of the specified Data Memory are interchanged.
Operation	$[m].3 \sim [m].0 \leftrightarrow [m].7 \sim [m].4$
Affected flag(s)	None
<b>SWAPA [m]</b>	Swap nibbles of Data Memory with result in ACC
Description	The low-order and high-order nibbles of the specified Data Memory are interchanged. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.
Operation	$ACC.3 \sim ACC.0 \leftarrow [m].7 \sim [m].4$ $ACC.7 \sim ACC.4 \leftarrow [m].3 \sim [m].0$
Affected flag(s)	None
<b>SZ [m]</b>	Skip if Data Memory is 0
Description	If the contents of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	Skip if $[m]=0$
Affected flag(s)	None
<b>SZA [m]</b>	Skip if Data Memory is 0 with data movement to ACC
Description	The contents of the specified Data Memory are copied to the Accumulator. If the value is zero, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	$ACC \leftarrow [m]$ Skip if $[m]=0$
Affected flag(s)	None
<b>SZ [m].i</b>	Skip if bit i of Data Memory is 0
Description	If bit i of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.
Operation	Skip if $[m].i=0$
Affected flag(s)	None

<b>TABRD [m]</b>	Read table (specific page) to TBLH and Data Memory
Description	The low byte of the program code (specific page) addressed by the table pointer pair (TBLP and TBHP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>TABRDL [m]</b>	Read table (last page) to TBLH and Data Memory
Description	The low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>ITABRD [m]</b>	Increment table pointer low byte first and read table to TBLH and Data Memory
Description	Increment table pointer low byte, TBLP, first and then the program code addressed by the table pointer (TBHP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>ITABRDL [m]</b>	Increment table pointer low byte first and read table (last page) to TBLH and Data Memory
Description	Increment table pointer low byte, TBLP, first and then the low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>XOR A,[m]</b>	Logical XOR Data Memory to ACC
Description	Data in the Accumulator and the specified Data Memory perform a bitwise logical XOR operation. The result is stored in the Accumulator.
Operation	ACC ← ACC "XOR" [m]
Affected flag(s)	Z
<b>XORM A,[m]</b>	Logical XOR ACC to Data Memory
Description	Data in the specified Data Memory and the Accumulator perform a bitwise logical XOR operation. The result is stored in the Data Memory.
Operation	[m] ← ACC "XOR" [m]
Affected flag(s)	Z
<b>XOR A,x</b>	Logical XOR immediate data to ACC
Description	Data in the Accumulator and the specified immediate data perform a bitwise logical XOR operation. The result is stored in the Accumulator.
Operation	ACC ← ACC "XOR" x
Affected flag(s)	Z

## Extended Instruction Definition

The extended instructions are used to directly access the data stored in any data memory sections.

<b>LADC A,[m]</b>	Add Data Memory to ACC with Carry
Description	The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC + [m] + C$
Affected flag(s)	OV, Z, AC, C, SC
<b>LADCM A,[m]</b>	Add ACC to Data Memory with Carry
Description	The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the specified Data Memory.
Operation	$[m] \leftarrow ACC + [m] + C$
Affected flag(s)	OV, Z, AC, C, SC
<b>LADD A,[m]</b>	Add Data Memory to ACC
Description	The contents of the specified Data Memory and the Accumulator are added. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC + [m]$
Affected flag(s)	OV, Z, AC, C, SC
<b>LADDM A,[m]</b>	Add ACC to Data Memory
Description	The contents of the specified Data Memory and the Accumulator are added. The result is stored in the specified Data Memory.
Operation	$[m] \leftarrow ACC + [m]$
Affected flag(s)	OV, Z, AC, C, SC
<b>LAND A,[m]</b>	Logical AND Data Memory to ACC
Description	Data in the Accumulator and the specified Data Memory perform a bitwise logical AND operation. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC \text{ "AND" } [m]$
Affected flag(s)	Z
<b>LANDM A,[m]</b>	Logical AND ACC to Data Memory
Description	Data in the specified Data Memory and the Accumulator perform a bitwise logical AND operation. The result is stored in the Data Memory.
Operation	$[m] \leftarrow ACC \text{ "AND" } [m]$
Affected flag(s)	Z
<b>LCLR [m]</b>	Clear Data Memory
Description	Each bit of the specified Data Memory is cleared to 0.
Operation	$[m] \leftarrow 00H$
Affected flag(s)	None
<b>LCLR [m].i</b>	Clear bit of Data Memory
Description	Bit i of the specified Data Memory is cleared to 0.
Operation	$[m].i \leftarrow 0$
Affected flag(s)	None

<b>LCPL [m]</b>	Complement Data Memory
Description	Each bit of the specified Data Memory is logically complemented (1's complement). Bits which previously contained a 1 are changed to 0 and vice versa.
Operation	$[m] \leftarrow \overline{[m]}$
Affected flag(s)	Z
<b>LCPLA [m]</b>	Complement Data Memory with result in ACC
Description	Each bit of the specified Data Memory is logically complemented (1's complement). Bits which previously contained a 1 are changed to 0 and vice versa. The complemented result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC \leftarrow \overline{[m]}$
Affected flag(s)	Z
<b>LDAA [m]</b>	Decimal-Adjust ACC for addition with result in Data Memory
Description	Convert the contents of the Accumulator value to a BCD (Binary Coded Decimal) value resulting from the previous addition of two BCD variables. If the low nibble is greater than 9 or if AC flag is set, then a value of 6 will be added to the low nibble. Otherwise the low nibble remains unchanged. If the high nibble is greater than 9 or if the C flag is set, then a value of 6 will be added to the high nibble. Essentially, the decimal conversion is performed by adding 00H, 06H, 60H or 66H depending on the Accumulator and flag conditions. Only the C flag may be affected by this instruction which indicates that if the original BCD sum is greater than 100, it allows multiple precision decimal addition.
Operation	$[m] \leftarrow ACC + 00H$ or $[m] \leftarrow ACC + 06H$ or $[m] \leftarrow ACC + 60H$ or $[m] \leftarrow ACC + 66H$
Affected flag(s)	C
<b>LDEC [m]</b>	Decrement Data Memory
Description	Data in the specified Data Memory is decremented by 1.
Operation	$[m] \leftarrow [m] - 1$
Affected flag(s)	Z
<b>LDECA [m]</b>	Decrement Data Memory with result in ACC
Description	Data in the specified Data Memory is decremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.
Operation	$ACC \leftarrow [m] - 1$
Affected flag(s)	Z
<b>LINC [m]</b>	Increment Data Memory
Description	Data in the specified Data Memory is incremented by 1.
Operation	$[m] \leftarrow [m] + 1$
Affected flag(s)	Z
<b>LINCA [m]</b>	Increment Data Memory with result in ACC
Description	Data in the specified Data Memory is incremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.
Operation	$ACC \leftarrow [m] + 1$
Affected flag(s)	Z

<b>LMOV A,[m]</b>	Move Data Memory to ACC
Description	The contents of the specified Data Memory are copied to the Accumulator.
Operation	$ACC \leftarrow [m]$
Affected flag(s)	None
<b>LMOV [m],A</b>	Move ACC to Data Memory
Description	The contents of the Accumulator are copied to the specified Data Memory.
Operation	$[m] \leftarrow ACC$
Affected flag(s)	None
<b>LOR A,[m]</b>	Logical OR Data Memory to ACC
Description	Data in the Accumulator and the specified Data Memory perform a bitwise logical OR operation. The result is stored in the Accumulator.
Operation	$ACC \leftarrow ACC \text{ "OR" } [m]$
Affected flag(s)	Z
<b>LORM A,[m]</b>	Logical OR ACC to Data Memory
Description	Data in the specified Data Memory and the Accumulator perform a bitwise logical OR operation. The result is stored in the Data Memory.
Operation	$[m] \leftarrow ACC \text{ "OR" } [m]$
Affected flag(s)	Z
<b>LRL [m]</b>	Rotate Data Memory left
Description	The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0.
Operation	$[m].(i+1) \leftarrow [m].i; (i=0\sim 6)$ $[m].0 \leftarrow [m].7$
Affected flag(s)	None
<b>LRLA [m]</b>	Rotate Data Memory left with result in ACC
Description	The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC.(i+1) \leftarrow [m].i; (i=0\sim 6)$ $ACC.0 \leftarrow [m].7$
Affected flag(s)	None
<b>LRLC [m]</b>	Rotate Data Memory left through Carry
Description	The contents of the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into bit 0.
Operation	$[m].(i+1) \leftarrow [m].i; (i=0\sim 6)$ $[m].0 \leftarrow C$ $C \leftarrow [m].7$
Affected flag(s)	C
<b>LRLCA [m]</b>	Rotate Data Memory left through Carry with result in ACC
Description	Data in the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into the bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC.(i+1) \leftarrow [m].i; (i=0\sim 6)$ $ACC.0 \leftarrow C$ $C \leftarrow [m].7$
Affected flag(s)	C

<b>LRR [m]</b>	Rotate Data Memory right
Description	The contents of the specified Data Memory are rotated right by 1 bit with bit 0 rotated into bit 7.
Operation	$[m].i \leftarrow [m].(i+1); (i=0\sim 6)$ $[m].7 \leftarrow [m].0$
Affected flag(s)	None
<b>LRRRA [m]</b>	Rotate Data Memory right with result in ACC
Description	Data in the specified Data Memory is rotated right by 1 bit with bit 0 rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC.i \leftarrow [m].(i+1); (i=0\sim 6)$ $ACC.7 \leftarrow [m].0$
Affected flag(s)	None
<b>LRRRC [m]</b>	Rotate Data Memory right through Carry
Description	The contents of the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7.
Operation	$[m].i \leftarrow [m].(i+1); (i=0\sim 6)$ $[m].7 \leftarrow C$ $C \leftarrow [m].0$
Affected flag(s)	C
<b>LRRCA [m]</b>	Rotate Data Memory right through Carry with result in ACC
Description	Data in the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.
Operation	$ACC.i \leftarrow [m].(i+1); (i=0\sim 6)$ $ACC.7 \leftarrow C$ $C \leftarrow [m].0$
Affected flag(s)	C
<b>LSBC A,[m]</b>	Subtract Data Memory from ACC with Carry
Description	The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	$ACC \leftarrow ACC - [m] - \bar{C}$
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>LSBCM A,[m]</b>	Subtract Data Memory from ACC with Carry and result in Data Memory
Description	The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	$[m] \leftarrow ACC - [m] - \bar{C}$
Affected flag(s)	OV, Z, AC, C, SC, CZ

<b>LSDZ [m]</b>	Skip if decrement Data Memory is 0
Description	The contents of the specified Data Memory are first decremented by 1. If the result is 0 the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	$[m] \leftarrow [m] - 1$ Skip if $[m]=0$
Affected flag(s)	None
<b>LSDZA [m]</b>	Skip if decrement Data Memory is zero with result in ACC
Description	The contents of the specified Data Memory are first decremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.
Operation	$ACC \leftarrow [m] - 1$ Skip if $ACC=0$
Affected flag(s)	None
<b>LSET [m]</b>	Set Data Memory
Description	Each bit of the specified Data Memory is set to 1.
Operation	$[m] \leftarrow FFH$
Affected flag(s)	None
<b>LSET [m].i</b>	Set bit of Data Memory
Description	Bit i of the specified Data Memory is set to 1.
Operation	$[m].i \leftarrow 1$
Affected flag(s)	None
<b>LSIZ [m]</b>	Skip if increment Data Memory is 0
Description	The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	$[m] \leftarrow [m] + 1$ Skip if $[m]=0$
Affected flag(s)	None
<b>LSIZA [m]</b>	Skip if increment Data Memory is zero with result in ACC
Description	The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	$ACC \leftarrow [m] + 1$ Skip if $ACC=0$
Affected flag(s)	None
<b>LSNZ [m].i</b>	Skip if Data Memory is not 0
Description	If the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.
Operation	Skip if $[m].i \neq 0$
Affected flag(s)	None

<b>LSNZ [m]</b>	Skip if Data Memory is not 0
Description	If the content of the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.
Operation	Skip if [m] ≠ 0
Affected flag(s)	None
<b>LSUB A,[m]</b>	Subtract Data Memory from ACC
Description	The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	ACC ← ACC – [m]
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>LSUBM A,[m]</b>	Subtract Data Memory from ACC with result in Data Memory
Description	The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.
Operation	[m] ← ACC – [m]
Affected flag(s)	OV, Z, AC, C, SC, CZ
<b>LSWAP [m]</b>	Swap nibbles of Data Memory
Description	The low-order and high-order nibbles of the specified Data Memory are interchanged.
Operation	[m].3~[m].0 ↔ [m].7~[m].4
Affected flag(s)	None
<b>LSWAPA [m]</b>	Swap nibbles of Data Memory with result in ACC
Description	The low-order and high-order nibbles of the specified Data Memory are interchanged. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.
Operation	ACC.3~ACC.0 ← [m].7~[m].4 ACC.7~ACC.4 ← [m].3~[m].0
Affected flag(s)	None
<b>LSZ [m]</b>	Skip if Data Memory is 0
Description	If the contents of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	Skip if [m]=0
Affected flag(s)	None
<b>LSZA [m]</b>	Skip if Data Memory is 0 with data movement to ACC
Description	The contents of the specified Data Memory are copied to the Accumulator. If the value is zero, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	ACC ← [m] Skip if [m]=0
Affected flag(s)	None



<b>LSZ [m].i</b>	Skip if bit i of Data Memory is 0
Description	If bit i of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.
Operation	Skip if [m].i=0
Affected flag(s)	None
<b>LTABRD [m]</b>	Read table (current page) to TBLH and Data Memory
Description	The low byte of the program code (current page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>LTABRDL [m]</b>	Read table (last page) to TBLH and Data Memory
Description	The low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>LITABRD [m]</b>	Increment table pointer low byte first and read table to TBLH and Data Memory
Description	Increment table pointer low byte, TBLP, first and then the program code addressed by the table pointer (TBLP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>LITABRDL [m]</b>	Increment table pointer low byte first and read table (last page) to TBLH and Data Memory
Description	Increment table pointer low byte, TBLP, first and then the low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	[m] ← program code (low byte) TBLH ← program code (high byte)
Affected flag(s)	None
<b>LXOR A,[m]</b>	Logical XOR Data Memory to ACC
Description	Data in the Accumulator and the specified Data Memory perform a bitwise logical XOR operation. The result is stored in the Accumulator.
Operation	ACC ← ACC "XOR" [m]
Affected flag(s)	Z
<b>LXORM A,[m]</b>	Logical XOR ACC to Data Memory
Description	Data in the specified Data Memory and the Accumulator perform a bitwise logical XOR operation. The result is stored in the Data Memory.
Operation	[m] ← ACC "XOR" [m]
Affected flag(s)	Z

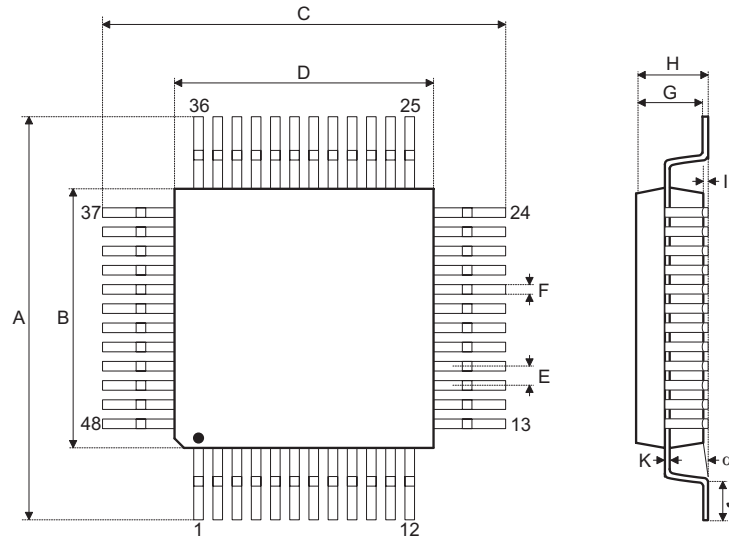
## Package Information

Note that the package information provided here is for consultation purposes only. As this information may be updated at regular intervals users are reminded to consult the [Holtek website](#) for the latest version of the [Package/Carton Information](#).

Additional supplementary information with regard to packaging is listed below. Click on the relevant section to be transferred to the relevant website page.

- [Package Information \(include Outline Dimensions, Product Tape and Reel Specifications\)](#)
- [The Operation Instruction of Packing Materials](#)
- [Carton information](#)

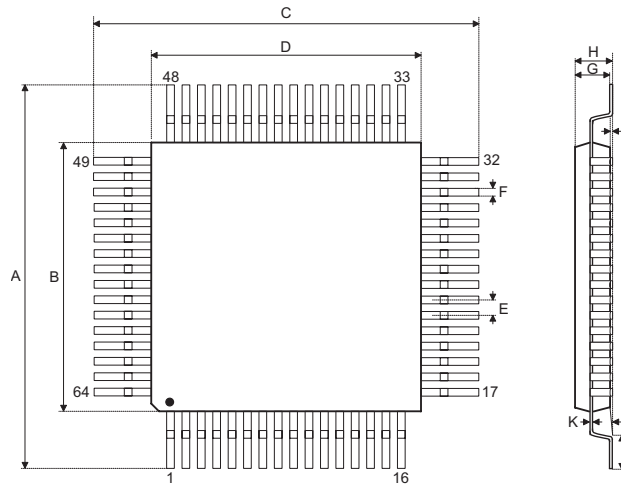
**48-pin LQFP (7mm×7mm) Outline Dimensions**



Symbol	Dimensions in inch		
	Min.	Nom.	Max.
A	—	0.354 BSC	—
B	—	0.276 BSC	—
C	—	0.354 BSC	—
D	—	0.276 BSC	—
E	—	0.020 BSC	—
F	0.007	0.009	0.011
G	0.053	0.055	0.057
H	—	—	0.063
I	0.002	—	0.006
J	0.018	0.024	0.030
K	0.004	—	0.008
α	0°	—	7°

Symbol	Dimensions in mm		
	Min.	Nom.	Max.
A	—	9.00 BSC	—
B	—	7.00 BSC	—
C	—	9.00 BSC	—
D	—	7.00 BSC	—
E	—	0.50 BSC	—
F	0.17	0.22	0.27
G	1.35	1.40	1.45
H	—	—	1.60
I	0.05	—	0.15
J	0.45	0.60	0.75
K	0.09	—	0.20
α	0°	—	7°

**64-pin LQFP (7mm×7mm) Outline Dimensions**



Symbol	Dimensions in inch		
	Min.	Nom.	Max.
A	—	0.354 BSC	—
B	—	0.276 BSC	—
C	—	0.354 BSC	—
D	—	0.276 BSC	—
E	—	0.016 BSC	—
F	0.005	0.007	0.009
G	0.053	0.055	0.057
H	—	—	0.063
I	0.002	—	0.006
J	0.018	0.024	0.030
K	0.004	—	0.008
α	0°	—	7°

Symbol	Dimensions in mm		
	Min.	Nom.	Max.
A	—	9.00 BSC	—
B	—	7.00 BSC	—
C	—	9.00 BSC	—
D	—	7.00 BSC	—
E	—	0.40 BSC	—
F	0.13	0.18	0.23
G	1.35	1.40	1.45
H	—	—	1.60
I	0.05	—	0.15
J	0.45	0.60	0.75
K	0.09	—	0.20
α	0°	—	7°

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