HOLTEK

Battery Charger OTP MCU

HT45R5Q-3

Revision: V1.10   Date: January 02, 2024

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Features

CPU Features

- Operating voltage
  - f_{SYS}=8MHz: 2.2V~5.5V
- Up to 0.5μs instruction cycle with 8MHz system clock at V_{DD}=5V
- Power down and wake-up functions to reduce power consumption
- Oscillator types
  - Internal High Speed 8MHz RC – HIRC
  - Internal Low Speed 32kHz RC – LIRC
- Multi-mode operation: FAST, SLOW, IDLE and SLEEP
- Fully integrated internal high speed and low speed RC oscillators require no external components
- All instructions executed in 1~3 instruction cycles
- Table read instructions
- 115 powerful instructions
- 8-level subroutine nesting
- Bit manipulation instruction

Peripheral Features

- OTP Program Memory: 4K×16
- RAM Data Memory: 256×8
- OTP ROM parameter program – ORPP
- Watchdog Timer function
- 23 bidirectional I/O lines
- Two pin-shared external interrupts
- 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
- Serial Interface Module – SIM, for SPI or I²C communication
- Fully-duplex / Half-duplex Universal Asynchronous Receiver and Transmitter Interface – UART
- 10 external channel 12-bit resolution A/D converter
- Battery charger circuit
  - 14-bit D/A Converter and OPA0 are used for constant current control
  - 14-bit D/A Converter and OPA1 are used for constant voltage control
  - OPA2 is 20/40 times amplifier for current sense
- 16-bit Cyclic Redundancy Check Unit
- Low voltage reset function
- Package types: 24/28-pin SSOP

General Description

The HT45R5Q-3 is an OTP type 8-bit high performance RISC architecture microcontroller especially designed for battery charger applications.

For memory features, the device is supplied with One-Time Programmable, OTP memory. Other memory includes an area of RAM Data Memory.

Analog feature includes a multi-channel 12-bit A/D converter function. Multiple and extremely flexible Timer Modules provide timing, pulse generation and PWM generation functions. Communication with the outside world is catered for by including fully integrated SPI, I²C and UART interface functions, three popular interfaces which provide designers with a means of easy communication with external peripheral hardware. Protective features such as an internal Watchdog Timer and Low Voltage Reset coupled with excellent noise immunity and ESD protection ensure that reliable operation is maintained in hostile electrical environments.

A full choice of internal low and high speed oscillator functions is provided including a fully integrated system oscillator which requires no external components for its implementation. 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.

For AC/DC charger applications, the device includes a battery charger management module, which can be used for the constant voltage and constant current closed loop charging control. The device therefore reduces the need for the usually required external TL431 component, operational amplifier and resistance analogic D/A Converter in traditional battery charging circuits. Therefore the peripheral circuit is more reduced, resulting in a smaller PCB area.

The charger management module is composed of two parts. The first part contains two groups of OPAs and D/A Converters, which are used to control the charging voltage and current. The upper limit value of the charger constant current and constant voltage can be obtained by configuring the D/A Converters in the software. The 14-bit D/A Converter is used for constant current control and constant voltage control. The second part of the charger management contains a fixed gain operational amplifier which is used for current amplification. This improves the current resolution and allows the use of smaller current detection resistors thus reducing the resistor power consumption.

The D/A Converter in the charger management module is not only used for setting charging voltage and current, but also can be used together with the specific charger production fixtures for improving the traditional manual calibration techniques. By using the external production fixtures, the charger current voltage/current conditions can be confirmed. If the margin of errors is exceeded, the MCU will correct the error by fine tuning the D/A Converter, and store the corrected parameters by ORPP function. When the charger is recharged, the D/A Converter will be given a new correction value to implement correction purpose. Refer to the Holtek application notes for more details.

The inclusion of flexible I/O programming features, Time-Base functions along with many other features, further enhance device functionality and flexibility for wide range of application possibilities.

Block Diagram

□ : Pin-Shared Node   ✳ : SIM including SPI & I²C
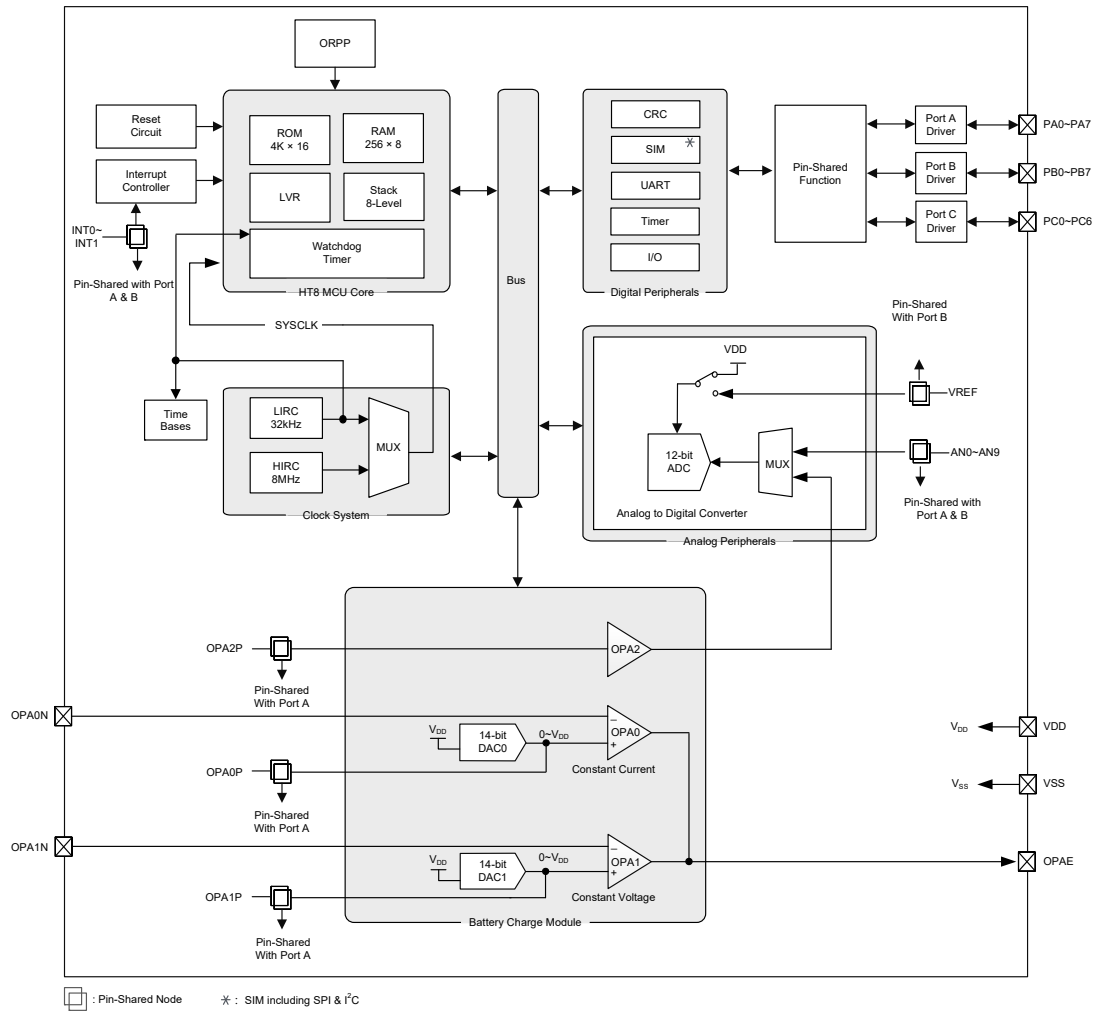
Pin Assignment

VSS	1	24	PB1/AN1/VREF
VDD	2	23	PB2/AN2/STPI
PA5/OPA0P/CTPB	3	22	PB3/AN3
PA6/OPA1P/STPB	4	21	PB4/AN4
PB0/AN0	5	20	PB5/AN5
OPA1N	6	19	PB6/AN6/INT1
OPAE	7	18	PB7/AN7
OPA0N	8	17	PC0/AN8/$\overline{SCS}$
PA1/OPA2P	9	16	PC1/STP/SCK/SCL
PA0/OCDSDA/ICPDA	10	15	PC2/SDI/SDA/RX/TX
PA2/OCDSCK/ICPCK	11	14	PA7/SDO/TX
PA3/CTP/INT0/SDO/TX/VPP	12	13	PA4/AN9/STCK/SDI/SDA/RX/TX

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PB1/AN1/VREF  □ 1      28 □  PB2/AN2/STPI
        VSS  □ 2      27 □  PB3/AN3
        VDD  □ 3      26 □  PC6
 PA5/OPA0P/CTPB □ 4    25 □  PC5
 PA6/OPA1P/STPB □ 5    24 □  PB4/AN4
     PB0/AN0  □ 6      23 □  PB5/AN5
      OPA1N  □ 7      22 □  PB6/AN6/INT1
       OPAE  □ 8      21 □  PB7/AN7
      OPA0N  □ 9      20 □  PC4/SCS
   PA1/OPA2P □ 10      19 □  PC3/SCK/SCL
PA0/OCDSDA/ICPDA □ 11  18 □  PC0/AN8/SCS
PA2/CTCK/OCDSCK/ICPCK □ 12  17 □  PC1/STP/SCK/SCL
PA3/CTP/INT0/SDO/TX/VPP □ 13  16 □  PC2/SDI/SDA/RX/TX
PA4/AN9/STCK/SDI/SDA/RX/TX □ 14  15 □  PA7/SDO/TX
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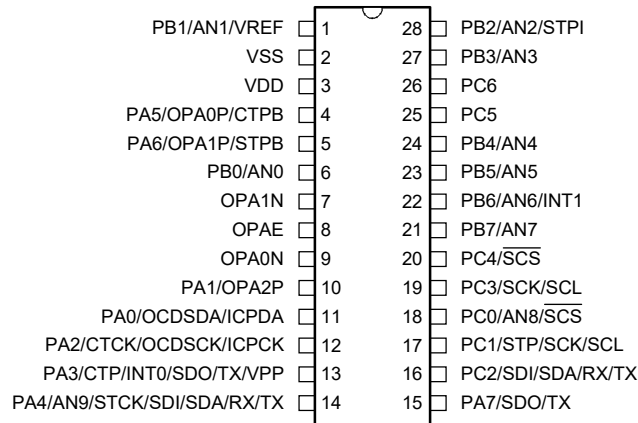
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Note: 1. If the pin-shared pin functions have multiple outputs simultaneously, the desired pin-shared function is determined by the corresponding software control bits.

2. The OCDSDA and OCDSCK pins are supplied for the OCDS dedicated pins and as such only available for the HT45EV5Q-3 device (Flash type) which is the OCDS EV chip for the HT45R5Q-3 device (OTP type).

3. The VPP pin is the High Voltage input OTP programming and only available for the HT45R5Q-3 device.

4. For the less pin count package type there will be unbounded pins which should be properly configured to avoid unwanted power 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. As the Pin Description table shows the situation for the package with the most pins, not all pins in the table will be available on smaller package sizes.

Pin Name	Function	OPT	I/T	O/T	Description
PA0/OCDSDA/ICPDA	PA0	PAPU PAWU	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	OCDSDA	—	ST	CMOS	OCDS address/data, for EV chip only
	ICPDA	—	ST	CMOS	ICP address/data
PA1/OPA2P	PA1	PAPU PAWU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	OPA2P	PAS0	AN	—	Operational amplifier 2 positive input
PA2/CTCK/OCDSCK/ICPCK	PA2	PAPU PAWU	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	CTCK	—	ST	—	CTM clock input
	OCDSCK	—	ST	—	OCDS clock, for EV chip only
	ICPCK	—	ST	—	ICP clock

Pin Name	Function	OPT	I/T	O/T	Description
PA3/CTP/INT0/SDO/TX/VPP	PA3	PAPU PAWU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	CTP	PAS0	—	CMOS	CTM output
	INT0	PAS0 INTEG INTC0	ST	—	External interrupt 0 input
	SDO	PAS0	—	CMOS	SPI serial data output
	TX	PAS0	—	CMOS	UART serial data output
	VPP	—	PWR	—	High Voltage input OTP programming pin, not available for EV chip
PA4/AN9/STCK/SDI/SDA/RX/TX	PA4	PAPU PAWU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	AN9	PAS1	AN	—	A/D Converter external input 9
	STCK	PAS1	ST	—	STM clock input
	SDI	PAS1 IFS	ST	—	SPI serial data input
	SDA	PAS1 IFS	ST	NMOS	I²C data line
	RX/TX	PAS1 IFS	ST	CMOS	UART serial data input in full-duplex communication or UART serial data input / output in Single Wire Mode
PA5/OPA0P/CTPB	PA5	PAPU PAWU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	OPA0P	PAS1	AN	—	Operational amplifier 0 positive input
	CTPB	PAS1	—	CMOS	CTM inverting output
PA6/OPA1P/STPB	PA6	PAPU PAWU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	OPA1P	PAS1	AN	—	Operational amplifier 1 positive input
	STPB	PAS1	—	CMOS	STM inverting output
PA7/SDO/TX	PA7	PAPU PAWU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	SDO	PAS1	—	CMOS	SPI serial data output
	TX	PAS1	—	CMOS	UART serial data output
PB0/AN0	PB0	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN0	PBS0	AN	—	A/D Converter external input 0
PB1/AN1/VREF	PB1	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN1	PBS0	AN	—	A/D Converter external input 1
	VREF	PBS0	AN	—	A/D Converter external reference voltage input
PB2/AN2/STPI	PB2	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN2	PBS0	AN	—	A/D Converter external input 2
	STPI	PBS0	ST	—	STM capture input
PB3/AN3	PB3	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN3	PBS0	AN	—	A/D Converter external input 3

Pin Name	Function	OPT	I/T	O/T	Description
PB4/AN4	PB4	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN4	PBS1	AN	—	A/D Converter external input 4
PB5/AN5	PB5	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN5	PBS1	AN	—	A/D Converter external input 5
PB6/AN6/INT1	PB6	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN6	PBS1	AN	—	A/D Converter external input 6
	INT1	PBS1 INTEG INTC0	ST	—	External interrupt 1 input
PB7/AN7	PB7	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN7	PBS1	AN	—	A/D Converter external input 7
PC0/AN8/$\overline{SCS}$	PC0	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN8	PCS0	AN	—	A/D Converter external input 8
	$\overline{SCS}$	PCS0 IFS	ST	CMOS	SPI slave select
PC1/STP/SCK/SCL	PC1	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	STP	PCS0	—	CMOS	STM output
	SCK	PCS0 IFS	ST	CMOS	SPI serial clock
	SCL	PCS0 IFS	ST	NMOS	I²C clock line
PC2/SDI/SDA/RX/TX	PC2	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	SDI	PCS0 IFS	ST	—	SPI serial data input
	SDA	PCS0 IFS	ST	NMOS	I²C data line
	RX/TX	PCS0 IFS	ST	CMOS	UART serial data input in full-duplex communication or UART serial data input / output in Single Wire Mode
PC3/SCK/SCL	PC3	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	SCK	PCS0 IFS	ST	CMOS	SPI serial clock
	SCL	PCS0 IFS	ST	NMOS	I²C clock line
PC4/$\overline{SCS}$	PC4	PCPU PCS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	$\overline{SCS}$	PCS1 IFS	ST	CMOS	SPI slave select
PC5	PC5	PCPU	ST	CMOS	General purpose I/O. Register enabled pull-up
PC6	PC6	PCPU	ST	CMOS	General purpose I/O. Register enabled pull-up
OPA0N	OPA0N	—	AN	—	Operational amplifier 0 negative input
OPA1N	OPA1N	—	AN	—	Operational amplifier 1 negative input
OPAE	OPAE	—	—	AN	Operational amplifier output
VDD	VDD	—	PWR	—	Positive power supply
VSS	VSS	—	PWR	—	Negative power supply, ground

Legend: I/T: Input type;   O/T: Output type;
OPT: Optional by register option;   PWR: Power;
ST: Schmitt Trigger input;   CMOS: CMOS output;
NMOS: NMOS output;   AN: Analog signal

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.. -60°C to 150°C

Operating Temperature.. -40°C to 85°C

I_{OH} Total ....-80mA

I_{OL} Total 80mA

Total Power Dissipation 500mW

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 the 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

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
V_{DD}	Operating Voltage – HIRC	$f_{SYS}=f_{HIRC}$=8MHz	2.2	—	5.5	V
	Operating Voltage – LIRC	$f_{SYS}=f_{LIRC}$=32kHz	2.2	—	5.5	V

Operating Current Characteristics

Ta=-40°C~85°C

Symbol	Operating Mode	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
I_{DD}	SLOW Mode – LIRC	2.2V	f_{SYS}=32kHz	—	158	416	µA
		3V		—	160	420	µA
		5V		—	330	650	µA
	FAST Mode – HIRC	2.2V	f_{SYS}=8MHz	—	0.75	1.40	mA
		3V		—	0.95	1.60	mA
		5V		—	1.9	3.0	mA

Note: When using the characteristic table data, the following notes should be taken into consideration:
1. Any digital inputs are 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

Ta=25°C, unless otherwise specified

Symbol	Standby Mode	Test Conditions		Min.	Typ.	Max.	Max. @85°C	Unit
		V_{DD}	Conditions					
I_{STB}	SLEEP Mode	2.2V	WDT off	—	150	400	410	µA
		3V		—	150	400	410	µA
		5V		—	300	600	610	µA
	SLEEP Mode	2.2V	WDT on	—	151	402	403	µA
		3V		—	152	403	404	µA
		5V		—	303	605	606	µA
	IDLE0 Mode – LIRC	2.2V	f_{SUB} on	—	152	404	405	µA
		3V		—	153	405	406	µA
		5V		—	305	610	612	µA
	IDLE1 Mode – HIRC	2.2V	f_{SUB} on, f_{SYS}=8MHz	—	438	800	880	µA
		3V		—	510	800	900	µA
		5V		—	900	1400	1460	µA

Note: When using the characteristic table data, the following notes should be taken into consideration:
1. Any digital inputs are 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 execution 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 etc., 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_{DD}	Temp.				
f_{HIRC}	8MHz Writer Trimmed HIRC Frequency	3V/5V	25°C	-1%	8	+1%	MHz
			-40°C~85°C	-3%	8	+3%	
		2.2V~5.5V	25°C	-2.5%	8	+2.5%	
			-40°C~85°C	-3.5%	8	+3.5%	

Note: 1. The 3V/5V values for V_{DD} 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_{DD} 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.

Low Speed Internal Oscillator Characteristics – LIRC

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Temp.				
f_{LIRC}	LIRC Frequency	2.2V~5.5V	25°C	-20%	32	+20%	kHz
			-40°C~85°C	-50%	32	+60%	
t_{START}	LIRC Start Up Time	—	-40°C~85°C	—	—	500	µs

Operating Frequency Characteristic Curves

System Operating Frequency

8MHz

2.2V   5.5V

Operating Voltage

System Start Up Time Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
t_{SST}	System Start-up Time (Wake-up from Condition where f_{SYS} is off)	—	$f_{SYS}=f_H\sim f_H/64$, $f_H=f_{HIRC}$	—	16	—	t_{HIRC}
		—	$f_{SYS}=f_{SUB}=f_{LIRC}$	—	2	—	t_{LIRC}
	System Start-up Time (Wake-up from Condition where f_{SYS} is on)	—	$f_{SYS}=f_H\sim f_H/64$, $f_H=f_{HIRC}$	—	2	—	t_H
		—	$f_{SYS}=f_{SUB}=f_{LIRC}$	—	2	—	t_{SUB}
	System Speed Switch Time (FAST to SLOW Mode or SLOW to FAST Mode)	—	f_{HIRC} switches from off → on	—	16	—	t_{HIRC}
t_{RSTD}	System Reset Delay Time (Reset source from Power-on Reset or LVR Hardware Reset)	—	$RR_{POR}=5V/ms$	10	16	24	ms
	System Reset Delay Time (WDTC Software Reset)	—	—				
	System Reset Delay Time (Reset Source from WDT Overflow)	—	—				
t_{SRESET}	Minimum Software Reset Width to Reset	—	—	45	90	120	µs

Note: 1. For the System Start-up time values, whether f_{SYS} is on or off depends upon the mode type and the chosen f_{SYS} system oscillator. Details are provided in the System Operating Modes section.

2. The time units, shown by the symbol t_{HIRC} etc. are the inverse of the corresponding frequency values as provided in the frequency tables. For example $t_{HIRC}=1/f_{HIRC}$, $t_{SYS}=1/f_{SYS}$ etc.

3. If the LIRC is used as the system clock and if it is off when in the SLEEP Mode, then an additional LIRC start up time, t_{START}, as provided in the LIRC frequency table, must be added to the t_{SST} time in the table above.

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

Input/Output Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{IL}	Input Low Voltage for I/O Ports or Input Pins	5V	—	0	—	1.5	V
		—	—	0	—	$0.2V_{DD}$	
V_{IH}	Input High Voltage for I/O Ports or Input Pins	5V	—	3.5	—	5.0	V
		—	—	$0.8V_{DD}$	—	V_{DD}	
I_{OL}	Sink Current for I/O Ports	3V	$V_{OL}=0.1V_{DD}$	16	32	—	mA
		5V		32	65	—	
I_{OH}	Source Current for I/O Ports	3V	$V_{OH}=0.9V_{DD}$	-4	-8	—	mA
		5V		-8	-16	—	
R_{PH}	Pull-high Resistance for I/O Ports [1]	3V	—	20	60	100	kΩ
		5V	—	10	30	50	
I_{LEAK}	Input Leakage Current	5V	$V_{IN}=V_{DD}$ or $V_{IN}=V_{SS}$	—	—	±1	µA
t_{TCK}	CTM/STM Clock Input Minimum Pulse Width	—	—	0.3	—	—	µs
t_{TPI}	STM Capture Input Minimum Pulse Width	—	—	0.3	—	—	µs
t_{INT}	External Interrupt Input Minimum Pulse Width	—	—	0.3	—	—	µs
f_{TMCLK}	STM maximum Timer Clock Source Frequency	5V	—	—	—	1	f_{SYS}
t_{CPW}	STM Minimum Capture Pulse Width	—	—	t_{CPW} [2]	—	—	µs

Note: 1. The R_{PH} internal pull high resistance value is calculated by connecting to ground and enabling the 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_{PH} value.

2. $t_{CPW}=max(2×t_{TMCLK}, t_{TPI})$
   Ex1: If $f_{TMCLK}=8MHz$, $t_{TPI}=0.3µs$, then $t_{CPW}=max(0.25µs, 0.3µs)=0.3µs$
   Ex2: If $f_{TMCLK}=4MHz$, $t_{TPI}=0.3µs$, then $t_{CPW}=max(0.5µs, 0.3µs)=0.5µs$
   Where $t_{TMCLK}=1/f_{TMCLK}$

Memory Characteristics

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

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
OTP Program Memory							
V_{DD}	Operating Voltage for Read – ORPP	—	—	2.2	5.0	5.5	V
	Operating Voltage for Write – ORPP	—	—	4.5	5.0	5.5	
V_{PP}	V_{PP} for Write – ORPP	—	—	8.25	8.50	8.75	V
t_{WR}	Write Cycle Time – ORPP	—	—	—	300	450	µs
E_P	Cell Endurance	—	—	1	—	—	W
t_{RETD}	ROM Data Retention time	—	Ta=25°C	—	40	—	Year
Flash Program Memory – for HT45EV5Q-3 only							
V_{DD}	Operating Voltage for Read & Write	—	—	2.2	—	5.5	V
t_{WR}	Write Time	—	—	—	2.2	2.7	ms
E_P	Cell Endurance	—	—	1	—	—	W
t_{RETD}	ROM Data Retention time	—	Ta=25°C	—	40	—	Year
RAM Data Memory							
V_{DR}	RAM Data Retention Voltage	—	—	1.0	—	—	V

Note: "W" means Write times.

LVR Electrical Characteristics

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

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	Operating Voltage	—	—	2.2	—	5.5	V
V_{LVR}	Low Voltage Reset Voltage	—	LVR enable, voltage select 2.1V	-5%	2.1	+5%	V
t_{LVR}	Minimum Low Voltage Width to Reset	—	TLVR[1:0]=00B	120	240	480	μs
			TLVR[1:0]=01B	0.5	1	2	ms
			TLVR[1:0]=10B	1	2	4	
			TLVR[1:0]=11B	2	4	8	
I_{LVR}	Additional Current for LVR Enable	5V	LVR enable, V_{LVR}=2.1V	—	15	25	μA

A/D Converter Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	A/D Converter Operating Voltage	—	—	2.2	—	5.5	V
V_{ADI}	A/D Converter Input Voltage	—	—	0	—	V_{REF}	V
V_{REF}	A/D Converter Reference Voltage	—	—	2	—	V_{DD}	V
N_R	A/D Converter Resolution	—	—	—	—	12	Bit
DNL	A/D Converter Differential Non-linearity	—	V_{REF}=V_{DD}, t_{ADCK}=0.5μs	-3	—	3	LSB
INL	A/D Converter Integral Non-linearity	—	V_{REF}=V_{DD}, t_{ADCK}=0.5μs	-4	—	4	LSB
I_{ADC}	Additional Current for A/D Converter Enable	2.2V	No load, t_{ADCK}=0.5μs	—	300	420	μA
		3V		—	450	600	μA
		5V		—	850	1000	μA
t_{ADCK}	A/D Converter Clock Period	—	—	0.5	—	10.0	μs
t_{ON2ST}	A/D Converter On-to-Start Time	—	—	4	—	—	μs
t_{ADS}	A/D Sampling Time	—	—	—	4	—	t_{ADCK}
t_{ADC}	A/D Conversion Time (Including A/D Sample and Hold Time)	—	—	—	16	—	t_{ADCK}

D/A Converter Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	Operating Voltage	—	—	2.2	—	5.5	V
V_{DACO}	D/A Converter Output Voltage Range	—	—	V_{SS}	—	V_{DD}	V
I_{DAC}	Additional Current for D/A Converter Enable	5V	—	—	600	800	μA
t_{ST}	D/A Converter Settling Time	5V	C_{LOAD}=50pF	—	—	5	μs
DNL	D/A Converter Differential Non-linearity	5V	V_{REF}=V_{DD}, DA[13:0]=0000h~1fffh [Note]	—	±4	±8	LSB
		5V	V_{REF}=V_{DD}, DA[13:0]=2000h~3fffh [Note]	—	±4	±8	LSB
		5V	V_{REF}=V_{DD}, full range	—	—	±16	LSB

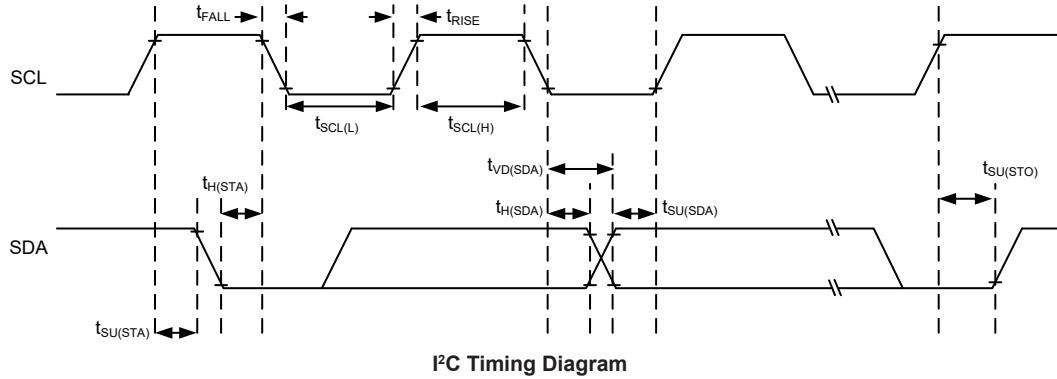| Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
INL	D/A Converter Integral Non-linearity	5V	$V_{REF}=V_{DD}$, DA[13:0]=0000h~1fffh (Note)	—	±5	±12	LSB
		5V	$V_{REF}=V_{DD}$, DA[13:0]=2000h~3fffh (Note)	—	±5	±12	LSB
		5V	$V_{REF}=V_{DD}$, full range	—	—	±18	LSB
Ro	D/A Converter R2R Output Resistor	5V	—	—	13	—	kΩ

Note: On the premise of maintaining 1 LSB=$V_{REF}/2^{14}$ unchanged, consider the interval code as a new 13-bit DAC to calculate DNL/INL.

I²C Electrical Characteristics

Ta=25°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
f_{I2C}	I²C Standard Mode (100kHz) f_{SYS} Frequency (Note)	—	No clock debounce	2	—	—	MHz
		—	2 system clock debounce	4	—	—	MHz
		—	4 system clock debounce	4	—	—	MHz
	I²C Fast Mode (400kHz) f_{SYS} Frequency (Note)	—	No clock debounce	4	—	—	MHz
		—	2 system clock debounce	8	—	—	MHz
		—	4 system clock debounce	8	—	—	MHz
f_{SCL}	SCL Clock Frequency	3V/5V	Standard mode	—	—	100	kHz
			Fast mode	—	—	400	
$t_{SCL(H)}$	SCL Clock High Time	3V/5V	Standard mode	3.5	—	—	μs
			Fast mode	0.9	—	—	
$t_{SCL(L)}$	SCL Clock Low Time	3V/5V	Standard mode	3.5	—	—	μs
			Fast mode	0.9	—	—	
t_{FALL}	SCL and SDA Fall Time	3V/5V	Standard mode	—	—	1.3	μs
			Fast mode	—	—	0.34	
t_{RISE}	SCL and SDA Rise Time	3V/5V	Standard mode	—	—	1.3	μs
			Fast mode	—	—	0.34	
$t_{SU(SDA)}$	SDA Data Setup Time	3V/5V	Standard mode	0.25	—	—	μs
			Fast mode	0.1	—	—	
$t_{H(SDA)}$	SDA Data Hold Time	3V/5V	—	0.1	—	—	μs
$t_{VD(SDA)}$	SDA Data Valid Time	3V/5V	—	—	—	0.6	μs
$t_{SU(STA)}$	Start Condition Setup Time	3V/5V	Standard mode	3.5	—	—	μs
			Fast mode	0.6	—	—	
$t_{H(STA)}$	Start Condition Hold Time	3V/5V	Standard mode	4.0	—	—	μs
			Fast mode	0.6	—	—	
$t_{SU(STO)}$	Stop Condition Setup Time	3V/5V	Standard mode	3.5	—	—	μs
			Fast mode	0.6	—	—	

Note: Using the debounce function can make the transmission more stable and reduce the probability of communication failure due to interference.

I²C Timing Diagram

Operational Amplifier Electrical Characteristics

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

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
I_{OPA}	Additional Current for Each OPA	5V	No load	—	300	600	µA
I_{PGA}	OPA2 PGA Current Consumption	5V	Gain=20	—	320	630	µA
V_{OS}	Input Offset Voltage	5V	OPA0/1 without calibration Ta=25°C	-7	5	7	mV
		5V	OPA2 without calibration (OOF[5:0]=100000B)	-15	—	15	mV
		5V	OPA2 with calibration	-2	—	2	mV
V_{CM}	Common Mode Voltage Range	5V	—	V_{SS}	—	V_{DD} -1.4	V
I_{SC}	Output Short Circuit Current	5V	R_{LOAD}=5.1Ω	±10	±20	—	mA
Ga	OPA2 PGA Gain Accuracy	5V	Relative gain	-5	—	5	%

Power-on Reset Characteristics

Ta=-40°C~85°C

| Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{POR}	V_{DD} Start Voltage to Ensure Power-on Reset	—	—	—	—	100	mV
RR_{POR}	V_{DD} Rising Rate to Ensure Power-on Reset	—	—	0.035	—	—	V/ms
t_{POR}	Minimum Time for V_{DD} Stays at V_{POR} to Ensure Power-on Reset	—	—	1	—	—	ms
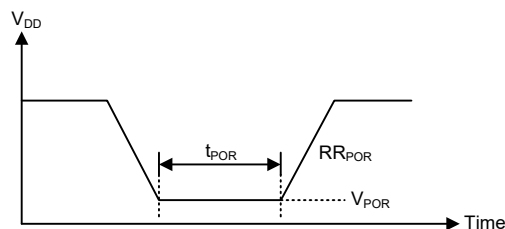
System Architecture

A key factor in the high-performance features of the Holtek 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 Periodic 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, with the exception of 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.
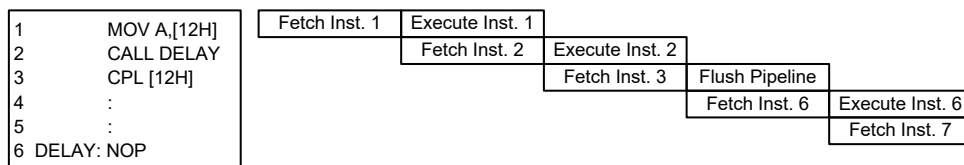
Clocking and Pipelining

The main system clock, derived from either an HIRC or LIRC 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.
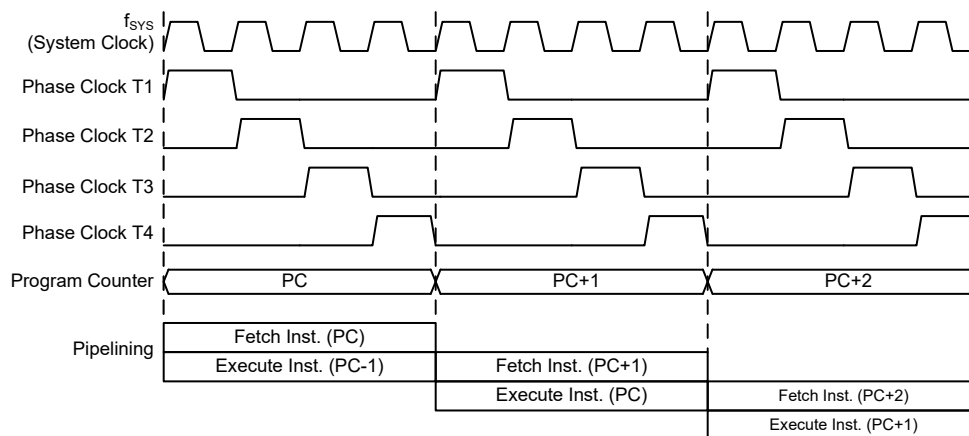
System Clocking and Pipelining

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.

```
1         MOV A,[12H]
2         CALL DELAY
3         CPL [12H]
4           :
5           :
6 DELAY: NOP
```

Fetch Inst. 1	Execute Inst. 1
	Fetch Inst. 2	Execute Inst. 2
		Fetch Inst. 3	Flush Pipeline
			Fetch Inst. 6	Execute Inst. 6
				Fetch Inst. 7

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.

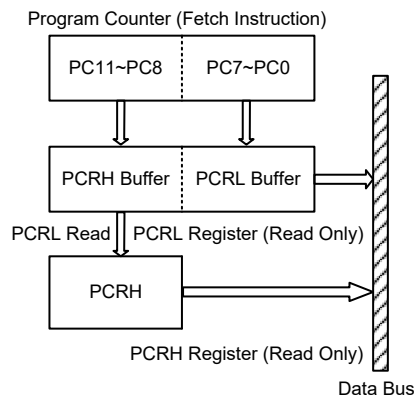| Program Counter	
Program Counter High Byte	**PCL Register**
PC11~PC8	PCL7~PCL0

Program Counter

The lower byte of the Program Counter, known as the Program Counter Low Byte register or PCL, is available for program control and is a readable and writeable 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.

Program Counter Read Registers

The Program Counter Read registers are a read only register pair for reading the program counter value which indicates the current program execution address. Read the low byte register first then the high byte register. Reading the low byte register, PCRL, will read the low byte data of the current program execution address, and place the high byte data of the program counter into the 8-bit PCRH buffer. Then reading the PCRH register will read the corresponding data from the 8-bit PCRH buffer.

The following example shows how to read the current program execution address. When the current program execution address is 123H, the steps to execute the instructions are as follows:

(1) MOV A, PCRL → the ACC value is 23H, and the PCRH value is 01H;

MOV A, PCRH → the ACC value is 01H.

(2) LMOV A, PCRL → the ACC value is 23H, and the PCRH value is 01H;

LMOV A, PCRH → the ACC value is 01H.

• PCRL 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**: Program Counter Read Low byte register bit 7 ~ bit 0

• PCRH Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	D11	D10	D9	D8
R/W	—	—	—	—	R	R	R	R
POR	—	—	—	—	0	0	0	0

Bit 7~4   Unimplemented, read as "0"

Bit 3~0   **D11~D8**: Program Counter Read High byte register bit 3 ~ bit 0

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 is 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, STKPTR[2:0]. 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.
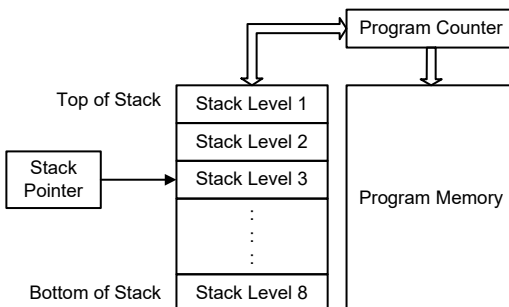
• **STKPTR Register**

Bit	7	6	5	4	3	2	1	0
Name	OSF	—	—	—	—	D2	D1	D0
R/W	R/W	—	—	—	—	R	R	R
POR	0	—	—	—	—	0	0	0

Bit 7   **OSF**: Stack overflow flag

            0: No stack overflow occurred

            1: Stack overflow occurred

            When the stack is full and a CALL instruction is executed or when the stack is empty and a RET instruction is executed, the OSF bit will be set high. The OSF bit is cleared only by software and cannot be reset automatically by hardware.

Bit 6~3   Unimplemented, read as "0"

Bit 2~0   **D2~D0**: Stack pointer register bit 2 ~ bit 0

The following example shows how the Stack Pointer and Stack Overflow Flag change when program branching conditions occur.

(1) When the CALL subroutine instruction is executed 9 times continuously and the RET instruction is not executed during the period, the corresponding changes of the STKPTR[2:0] and OSF bits are as follows:

CALL Execution Times	0	1	2	3	4	5	6	7	8	9
STKPTR[2:0] Bit Value	0	1	2	3	4	5	6	7	0	1
OSF Bit Value	0	0	0	0	0	0	0	0	0	1

(2) When the OSF bit is set high and not cleared, it will remain high no matter how many times the RET instruction is executed.

(3) When the stack is empty, the RET instruction is executed 8 times continuously, the corresponding changes of the STKPTR[2:0] and OSF bits are as follows:

RET Execution Times	0	1	2	3	4	5	6	7	8
STKPTR[2:0] Bit Value	0	7	6	5	4	3	2	1	0
OSF Bit Value	0	1	1	1	1	1	1	1	1

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, LANDM, LOR, LORM, LXOR, LXORM, LCPL, LCPLA

- Rotation:

  RRA, RR, RRCA, RRC, RLA, RL, RLCA, RLC,

  LRR, LRRA, 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, LSIZA, LSDZ, LSDZA

OTP Program Memory

The Program Memory is the location where the user code or program is stored. The device is supplied with One-Time Programmable, OTP memory where users can program their application code into the device.

Structure

The Program Memory has a capacity of 4K×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 set in any location within the Program Memory, is addressed by a separate table pointer register.
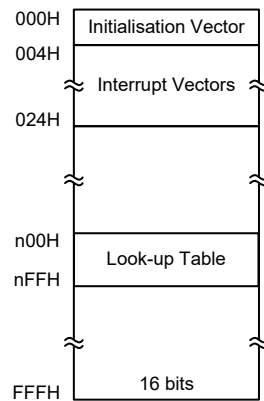
Program Memory Structure

Special Vectors

Within the Program Memory, certain locations are reserved for the reset and interrupts. The location 000H 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 setup by placing the address of the look up data to be retrieved in the table pointer registers, 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 "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 "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. Any unused bits in this transferred higher order byte will be read as 0.

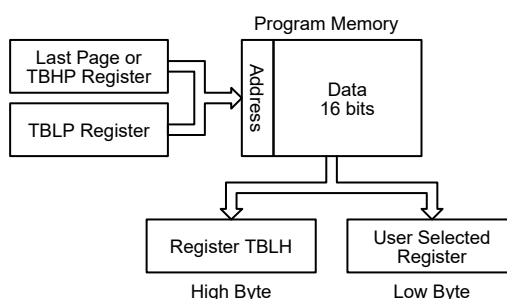The accompanying diagram illustrates the addressing data flow of the look-up table.

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 "0F00H" which refers to the start address of the last page within the 4K words Program Memory of the microcontroller. The table pointer low byte register is setup 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 "0F06H" or 6 locations after the start of the last page. Note that the value for the table pointer is referenced to the specified address 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]" or "LTABRD [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,0Fh          ; initialise high table pointer
mov tbhp,a         ; it is not necessary to set tbhp if executing tabrdl
    :
    :
tabrd tempreg1     ; transfers value in table referenced by table pointer data at
                   ; program memory address "0F06H" 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 "0F05H" transferred to tempreg2
                   ; and TBLH in this example the data "1AH" is transferred to
                   ; tempreg1 and data "0FH" to tempreg2 the value "00H" will be
                   ; transferred to the high byte register TBLH
    :
    :
org 0F00h          ; set initial address of last page
dc  00Ah,00Bh,00Ch,00Dh,00Eh,00Fh,01Ah,01Bh
```

In Circuit Programming – ICP

The OTP type Program Memory is provided for users to program their application code one time into the device. As an additional convenience, Holtek has provided a means of programming the microcontroller in-circuit using a 5-pin interface. This provides manufacturers with the possibility of manufacturing their circuit boards complete with an un-programmed microcontroller, and then programming the program at a later stage.

Holtek Writer Pins	MCU Programming Pins	Pin Description
ICPDA	PA0	Programming Serial Data/Address
ICPCK	PA2	Programming Clock
VPP	VPP	Programming OTP ROM power supply (8.5V)
VDD	VDD	Power Supply
VSS	VSS	Ground

The Program Memory can be programmed serially in-circuit using this 5-wire interface. Data is downloaded and uploaded serially on a single pin with an additional line for the clock. Three 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.
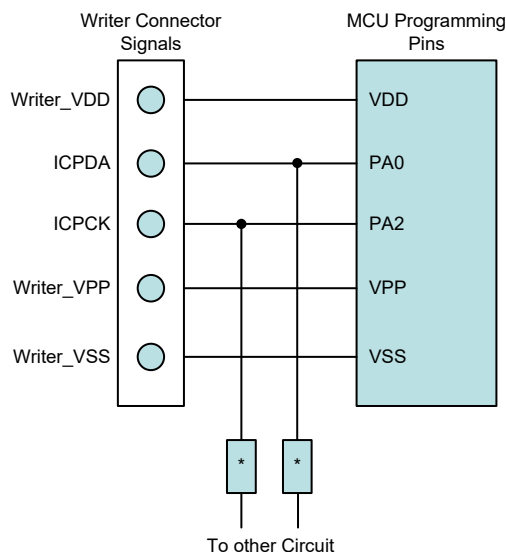
Note: * may be resistor or capacitor. The resistance of * must be greater than 1kΩ or the capacitance of * must be less than 1nF.

On-Chip Debug Support – OCDS

There is an EV chip named HT45EV5Q-3 which is used to emulate the HT45R5Q-3 device. This EV chip device also provides an "On-Chip Debug" function to debug the real MCU device during the 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 for debugging, other functions which are shared with the OCDSDA and OCDSCK pins in the 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 Program 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 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
VSS	VSS	Ground

OTP ROM Parameter Program – ORPP

This device contains an ORPP function. The provision of the ORPP function offers users the convenience of OTP Memory programming features. Note that the Write operation only writes data to the last page of OTP Program Memory, and the data can only be written once and cannot be erased. Before the write operation is implemented, the VPP pin must be connected to 8.5V.

ORPP Registers

Three registers control the overall operation of the internal ORPP function. These are data registers ODL and ODH, and a control register OCR.

Registers	Bit							
Name	7	6	5	4	3	2	1	0
OCR	—	—	—	—	WREN	WR	—	—
ODL	D7	D6	D5	D4	D3	D2	D1	D0
ODH	D15	D14	D13	D12	D11	D10	D9	D8

ORPP Register List

- **ODL 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**: ORPP program memory data bit 7 ~ bit 0

- **ODH 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**: ORPP program memory data bit 15 ~ bit 8

- **OCR Register**

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

Bit 7~4   Unimplemented, read as "0"
Bit 3   **WREN**: ORPP Write Enable
        0: Disable
        1: Enable

This is the ORPP Write Enable Bit which must be set high before write operations are carried out. This bit will be automatically reset to zero by the hardware after the write cycle has finished. Clearing this bit to zero will inhibit ORPP write operations.

Bit 2   **WR**: ORPP Write Control
        0: Write cycle has finished
        1: Activate a write cycle

This is the ORPP 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 1~0   Unimplemented, read as "0"

Note: 1. The WREN and WR cannot be set high at the same time in one instruction.
    2. Note that the CPU will be stopped when a write operation is successfully activated.
    3. Ensure that the f_{SUB} clock is stable before executing the write operation.
    4. Ensure that the write operation is totally complete before executing other operations.

ORPP Writing Data to the OTP Program Memory

For ORPP write operation the data to be written should be placed in the ODH and ODL registers and the desired write address should first be placed in the TBLP register. To write data to the OTP Program Memory, the write enable bit, WREN, in the OCR register must first be set high to enable

the write function. After this, the WR bit in the OCR register must be immediately set high to initiate a write cycle. These two instructions must be executed in two consecutive instruction cycles to activate a write operation successfully. The global interrupt bit EMI should also first be cleared before implementing any write operations, and then set again after a valid write activation procedure has completed. Note that the CPU will be stopped when a write operation is successfully activated. When the write cycle terminates, the CPU will resume executing the application program. And the WR bit will be automatically cleared to zero by the microcontroller, informing the user that the data has been written to the OTP Program Memory.

ORPP Reading Data from the OTP Program Memory

For ORPP read operation the desired address should first be placed in the TBLP register. Then the data can be retrieved from the program memory using the "TABRDL [m]" instruction. 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.

Programming Considerations

Care must be taken that data is not inadvertently written to the OTP Program Memory. Protection can be enhanced by ensuring that the Write Enable bit is normally cleared to zero when not writing. 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 set high again after a write activation procedure has completed. Note that the device should not enter the IDLE or SLEEP mode until the ORPP write operation is totally complete. Otherwise, the ORPP write operation will fail.

Programming Examples

ORPP Reading Data from the OTP Program Memory

```
Tempreg1 db?         ; temporary register
MOV A, 03H
MOV TBLP, A          ; set read address 03H
TABRDL Tempreg1      ; transfers value in table (last page) referenced by table
                     ; pointer, data at program memory address "0703H" transferred
                     ; to tempreg1 and TBLH
```

ORPP Writing Data to the OTP Program Memory

```
MOV A, ORPP_ADRES    ; user defined address
MOV TBLP, A
MOV A, ORPP_DATA_L   ; user defined data
MOV ODL, A
MOV A, ORPP_DATA_H
MOV ODH, A
MOV A, 00H
MOV OCR, A
CLR EMI
SET WREN             ; set WREN bit, enable write operation
SET WR               ; start Write Cycle - set WR bit - executed immediately after
                     ; setting WREN bit
SET EMI
BACK:
```

```
SZ   WR                 ; check for write cycle end
JMP  BACK
NOP
```

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.

Structure

The Data Memory is subdivided into several sectors, all of which are implemented in 8-bit wide RAM. Each of the Data Memory Sector is categorized into two types, the special Purpose Data Memory and the General Purpose Data Memory. The address range of the Special Purpose Data Memory for the device is from 00H to 7FH while the General Purpose Data Memory address range is from 80H to FFH.

Switching between the different Data Memory sectors is achieved by properly setting the Memory Pointers to correct value if using the indirect addressing method.

Special Purpose Data Memory	General Purpose Data Memory	
Located Sectors	Capacity	Sector: Address
0	256×8	0: 80H~FFH 1: 80H~FFH

Data Memory Summary
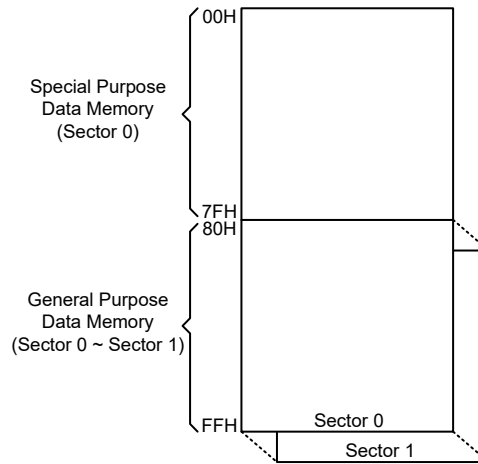
Data Memory Structure

Data Memory Addressing

For the 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 instructions 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 10 valid bits for this 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
00H	IAR0
01H	MP0
02H	IAR1
03H	MP1L
04H	MP1H
05H	ACC
06H	PCL
07H	TBLP
08H	TBLH
09H	TBHP
0AH	STATUS
0BH	
0CH	IAR2
0DH	MP2L
0EH	MP2H
0FH	RSTFC
10H	
11H	
12H	
13H	
14H	PA
15H	PAC
16H	PAPU
17H	PAWU
18H	IECC
19H	PB
1AH	PBC
1BH	PBPU
1CH	PC
1DH	PCC
1EH	PCPU
1FH	DA0L
20H	DA0H
21H	DA1L
22H	DA1H
23H	DAOPC
24H	OPVOS
25H	CRCCR
26H	CRCIN
27H	CRCDL
28H	CRCDH
29H	CTMC0
2AH	CTMC1
2BH	CTMDL
2CH	CTMDH
2DH	CTMAL
2EH	CTMAH
2FH	SADC0
30H	SADC1
31H	
32H	SADOL
33H	SADOH

	Sector 0
34H	OCR
35H	ODL
36H	ODH
37H	ORMC
38H	STKPTR
39H	TLVRC
3AH	WDTC
3BH	SCC
3CH	HIRCC
3DH	PSCR
3EH	STMC0
3FH	STMC1
40H	STMDL
41H	STMDH
42H	STMAL
43H	STMAH
44H	TB0C
45H	TB1C
46H	SIMC0
47H	SIMC1
48H	SIMD
49H	SIMA/SIMC2
4AH	SIMTOC
4BH	USR
4CH	UCR1
4DH	UCR2
4EH	UCR3
4FH	BRDH
50H	BRDL
51H	UFCR
52H	TXR_RXR
53H	RxCNT
54H	INTC0
55H	INTC1
56H	INTC2
57H	MFI0
58H	MFI1
59H	INTEG
5AH	IFS
5BH	PAS0
5CH	PAS1
5DH	PBS0
5EH	PBS1
5FH	PCS0
60H	PCS1
61H	PCRL
62H	PCRH
63H ⋮ 7FH	

▭ : Unused, read as 00H   ▨ : Reserved, cannot be changed

Special Purpose Data Memory

Special Function Register Description

Most of the Special Function Register details will be described in the relevant functional section; 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 MP1L/MP1H register pair and IAR2 register together with 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 indirectly will return a result of "00H" and writing to the registers indirectly will result in no operation.

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

Five Memory Pointers, known as MP0, MP1L, MP1H, MP2L and 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 data sectors according to the corresponding MP1H or MP2H register. Direct Addressing can be used in all data sectors using the extended instructions 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

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           ; setup size of block
    mov block,a
    mov a,offset adres1 ; Accumulator loaded with first RAM address
    mov mp0,a           ; setup memory pointer with first RAM address
loop:
    clr IAR0            ; clear the data at address defined by MP0
    inc mp0             ; increment memory pointer
```

```
    sdz block           ; check if last memory location has been cleared
    jmp loop
continue:
:
```

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            ; setup size of block
    mov block,a
    mov a,01h            ; setup the memory sector
    mov mp1h,a
    mov a,offset adres1  ; Accumulator loaded with first RAM address
    mov mp1l,a           ; setup memory pointer with first RAM address
loop:
    clr IAR1             ; clear the data at address defined by MP1L
    inc mp1l             ; increment 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 examples shown above, no reference is made to specific Data Memory addresses.

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 setup 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.

Option Memory Mapping Register – ORMC

The ORMC register is used to enable Option Memory Mapping function. The Option Memory capacity is 64 words. When a specific pattern of 55H and AAH is consecutively written into this register, the Option Memory Mapping function will be enabled and then the Option Memory code can be read by using the table read instruction. The Option Memory addresses 00H~3FH will be mapped to Program Memory last page addresses C0H~FFH.

To successfully enable the Option Memory Mapping function, the specific pattern of 55H and AAH must be written into the ORMC register in two consecutive instruction cycles. It is therefore recommended that the global interrupt bit EMI should first be cleared before writing the specific pattern, and then set high again at a proper time according to users' requirements after the pattern is successfully written. An internal timer will be activated when the pattern is successfully written. The mapping operation will be automatically finished after a period of $4 \times t_{LIRC}$. Therefore, users should read the data in time, otherwise the Option Memory Mapping function needs to be restarted. After the completion of each consecutive write operation to the ORMC register, the timer will recount.

When the table read instructions are used to read the Option Memory code, only "TABRD [m]" instruction can be used. However, care must be taken if the "TABRD [m]" instruction is used, the table pointer defined by the TBHP register must be referenced to the last page. Refer to corresponding sections about the table read instruction for more details.

- **STATUS Register**

Bit	7	6	5	4	3	2	1	0
Name	ORMC7	ORMC6	ORMC5	ORMC4	ORMC3	ORMC2	ORMC1	ORMC0
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   **ORMC7~ORMC0**: Option Memory Mapping specific pattern

When a specific pattern of 55H and AAH is written into this register, the Option Memory Mapping function will be enabled. Note that the register content will be cleared after the MCU is woken up from the IDLE/SLEEP mode.

Status Register – STATUS

This 8-bit register contains the zero flag (Z), carry flag (C), auxiliary carry flag (AC), overflow flag (OV), SC flag, CZ flag, 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 Z, OV, AC, C, SC and CZ 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.

- SC is the result of the "XOR" operation which is performed by the OV flag and the MSB of the current instruction operation result.

- CZ is the operational result of different flags for different instructions. Refer to register definitions for more details.

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 content of the status register is 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.

Oscillators

Various oscillator options 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 the application program by using 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. Two 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 oscillator provides higher performance but carry with it the disadvantage of higher power requirements, while the opposite is of course true for the lower frequency oscillator. 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
Internal High Speed RC	HIRC	8MHz
Internal Low Speed RC	LIRC	32kHz

Oscillator Types

System Clock Configurations

There are two methods of generating the system clock, one high speed oscillator and one low speed oscillator. The high speed oscillator is the internal 8MHz RC oscillator, HIRC. The low speed oscillator is the internal 32kHz RC oscillator, LIRC. 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.
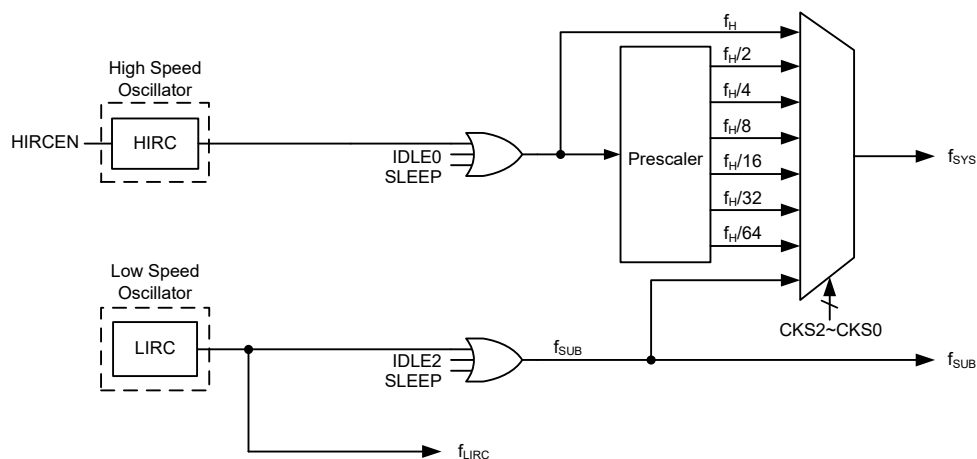
System Clock Configurations

Internal High Speed RC Oscillator – HIRC

The internal high speed RC oscillator is a fully integrated system oscillator requiring no external components. The internal RC oscillator has a fixed frequency of 8MHz. 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.

Internal 32kHz Oscillator – LIRC

The Internal 32kHz System Oscillator is the low frequency oscillator. It is a fully integrated RC oscillator with a typical frequency of 32kHz, requiring no external components for its implementation.

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 either 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 is sourced from the HIRC oscillator. The low speed system clock source is sourced from the LIRC oscillator. The other choice, which is a divided version of the high speed system oscillator has a range of $f_H/2$~$f_H/64$.
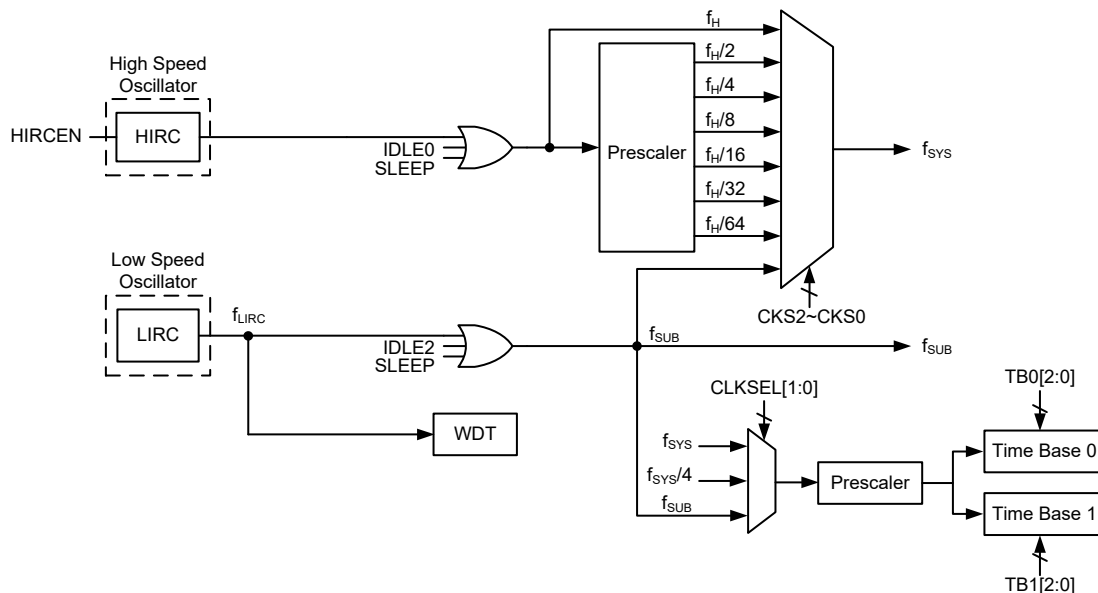
Device Clock Configurations

Note: When the system clock source f_{SYS} is switched to f_{SUB} from f_H, the high speed oscillator will stop to conserve the power or continue to oscillate to provide the clock source, f_H~$f_H/64$, for peripheral circuit 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~f_H/64	On	On	On
SLOW	On	x	x	111	f_{SUB}	On/Off [1]	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/Off [2]

"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. The f_{LIRC} clock can be switched on or off which is controlled by the WDT function being enabled or disabled in the SLEEP mode.

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 will come from the high speed oscillator HIRC. 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 the LIRC oscillator. Running the microcontroller in this mode allows it to run with much lower operating currents

SLEEP Mode

The SLEEP Mode is entered when a HALT instruction is executed and when the FHIDEN and FSIDEN bits are 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 can continues to operate if the WDT function is enabled.

IDLE0 Mode

The IDLE0 Mode is entered when a 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 turned on to drive some peripheral functions.

IDLE1 Mode

The IDLE1 Mode is entered when a 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 turned on to provide a clock source to keep some peripheral functions operational.

IDLE2 Mode

The IDLE2 Mode is entered when a 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 turned on to provide a clock source to keep some peripheral functions operational.

Control Registers

The registers, SCC and HIRCC, 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	—	—	—	FHIDEN	FSIDEN
HIRCC	—	—	—	—	—	—	HIRCF	HIRCEN

System Operating Mode Control Register List

• SCC Register

Bit	7	6	5	4	3	2	1	0
Name	CKS2	CKS1	CKS0	—	—	—	FHIDEN	FSIDEN
R/W	R/W	R/W	R/W	—	—	—	R/W	R/W
POR	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 4~2 Unimplemented, read as "0".

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.

Note: A certain delay is required before the relevant clock is successfully switched to the target clock source after any clock switching setup using the CKS2~CKS0 bits. A proper delay time

must be arranged before executing the following operations which require immediate reaction with the target clock source.

Clock switching delay time$=4 \times t_{SYS}+[0 \sim (1.5 \times t_{Curr.}+0.5 \times t_{Tar.})]$, where $t_{Curr.}$ indicates the current clock period, $t_{Tar.}$ indicates the target clock period and t_{SYS} indicates the current system clock period.

• **HIRCC Register**

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

Bit 7~2   Unimplemented, read as "0".

Bit 1   **HIRCF**: HIRC oscillator stable flag
              0: HIRC unstable
              1: HIRC 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, 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

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 Modes to the SLEEP/IDLE Modes is executed via the HALT instruction. When a 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.
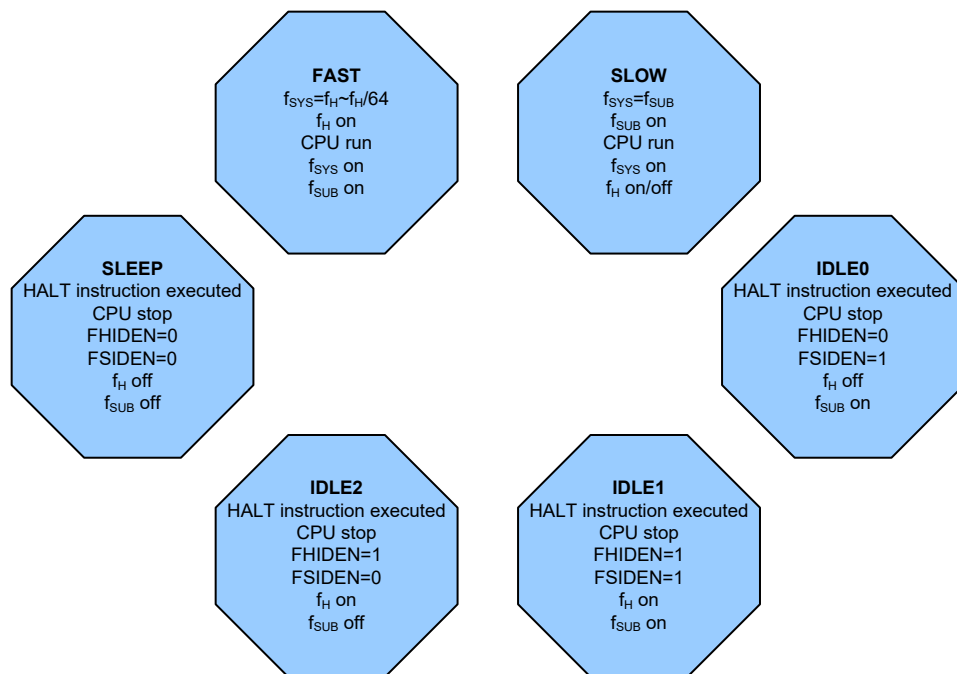
FAST Mode to SLOW Mode Switching

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 setting 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 LIRC oscillator and therefore requires this oscillator to be stable before full mode switching occurs.
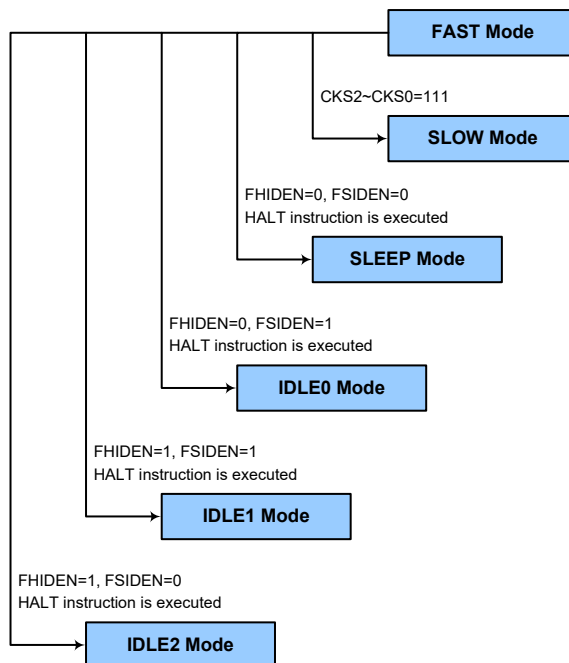
SLOW Mode to FAST Mode Switching

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~CKS0 bits should be set to "000"~"110" and then the system clock will respectively be switched to f_H~$f_H/64$.

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 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.
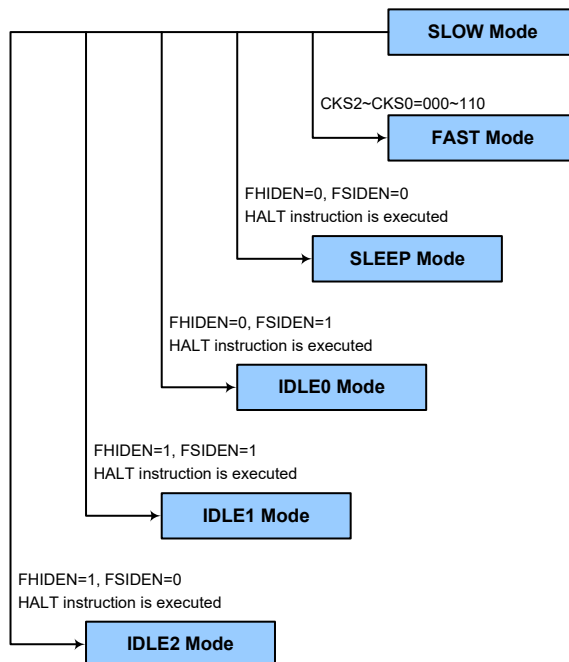

Entering the SLEEP Mode

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". In this mode all the clocks and functions will be switched off except the WDT function. 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 if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

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 if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

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 if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

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 if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

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 setup as outputs or if setup 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 LIRC oscillator has enabled.

In the IDLE1 and IDLE2 Mode the high speed oscillator is on, if the peripheral function clock source is derived from the high speed 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, the PDF flag will be set to 1. 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 Timer 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 setup 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 f_{LIRC} clock 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 WDT enable/disable and software 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 software control

If the WDT is always enabled determined by the configuration option:
    10101: Disable
    01010: Enable
    Other values: Reset MCU

If the WDT is controlled by the WDTC register determined by the configuration option:
    10101: Disable
    01010: Enable
    Other values: Reset MCU

The WE4~WE0 bits setup is determined by the WDT configuration option selection

When these bits are changed to any other values except 10101B and 01010B 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 timeout period.

• **RSTFC Register**

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

"x": unknown

Bit 7~3   Unimplemented, read as "0"

Bit 2   **LVRF**: LVR function reset flag

Described elsewhere

Bit 1   Unimplemented, read as "0"

Bit 0   **WRF**: WDT control register software reset flag

0: Not occurred
1: Occurred

This bit is set to 1 by the WDT Control register software reset and cleared by the application program. Note that this bit can only be cleared to 0 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 WDT 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/disable control of the Watchdog Timer and the MCU reset. The WDT function is determined by the related configuration option together with the WE4~WE0 bits, as summarised in the following table. If the WE4~WE0 bits are set to any other values, other than 01010B and 10101B, it will reset these devices after a delay time, t_{SRESET}. After power on these bits will have a value of 01010B.

Configuration Option	WE4~WE0 Bits	WDT Function
WDT always enabled	10101B or 01010B	Enable
	Any other value	Reset MCU
WDT always enabled	10101B	Disable
	01010B	Enable
	Any other value	Reset MCU

Watchdog Timer Function ControlUnder 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 and PDF bits in the status register will be set high 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 WDT 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, 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 8 second for the 2^{18} division ratio, and a minimum timeout of 8ms for the 2^8 division ration.

Watchdog Timer
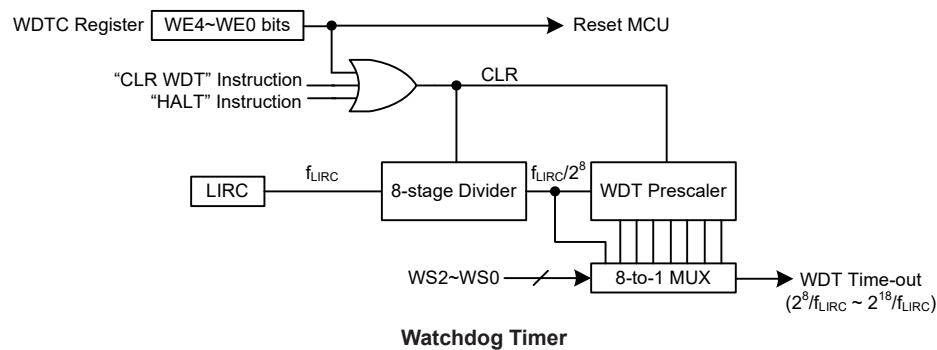
Reset and Initialisation

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 setup.

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.

Power-on Reset Timing Chart
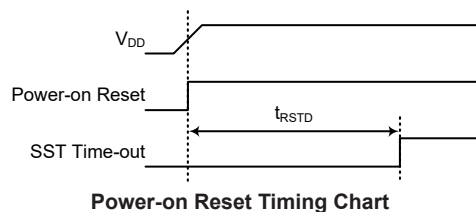
Low Voltage Reset – LVR

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 normal operation with a specific LVR voltage V_{LVR}. For the device the V_{LVR} value is fixed at 2.1V. If the supply voltage of the device drops to within a range of

0.9V~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~V_{LVR} must exist for a time greater than that specified by t_{LVR} in the LVR Electrical Characteristics. If the duration of 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 t_{LVR} value can be selected by the TLVR1~TLVR0 bits in the TLVRC register.

Note that the LVR function will be automatically disabled when the device enters the SLEEP/IDLE mode.

Low Voltage Reset Timing Chart
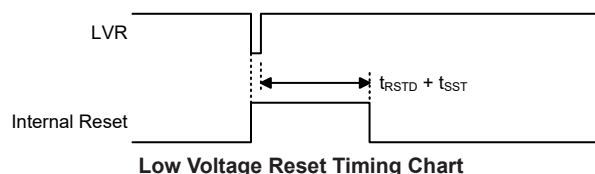
- **TLVRC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	TLVR1	TLVR0
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	1

Bit 7~2   Unimplemented, read as "0"

Bit 1~0   **TLVR1~TLVR0**: Minimum low voltage width to reset time (t_{LVR})
00: (7~8)×t_{LIRC}
01: (31~32)×t_{LIRC}
10: (63~64)×t_{LIRC}
11: (127~128)×t_{LIRC}

- **RSTFC Register**

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

"x": unknown

Bit 7~3   Unimplemented, read as "0"

Bit 2   **LVRF**: LVR function reset flag
0: Not occurred
1: Occurred

This bit is set to 1 when a specific Low Voltage Reset situation condition occurs. This bit can only be cleared to 0 by the application program.

Bit 1   Unimplemented, read as "0"

Bit 0   **WRF**: WDT control register software reset flag
Described elsewhere

Watchdog Time-out Reset during Normal Operation

When the Watchdog time-out Reset during normal operation occurs, the Watchdog time-out flag TO will be set to "1".
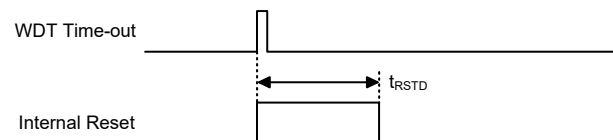
WDT Time-out Reset during Normal Operation Timing Chart

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 and PDF flags will be set to "1". Refer to the System Start Up Time Characteristics for t_{SST} details.
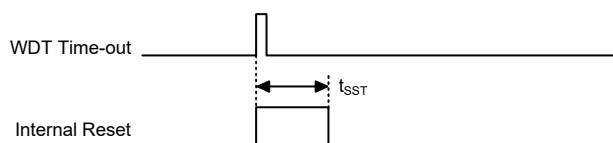
WDT Time-out Reset during SLEEP or IDLE Timing Chart

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": 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 Name	Power On Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
IAR0	0000 0000	0000 0000	uuuu uuuu
MP0	0000 0000	0000 0000	uuuu uuuu
IAR1	0000 0000	0000 0000	uuuu uuuu
MP1L	0000 0000	0000 0000	uuuu uuuu
MP1H	0000 0000	0000 0000	uuuu uuuu
ACC	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	0000 0000	0000 0000	0000 0000
TBLP	xxxx xxxx	uuuu uuuu	uuuu uuuu
TBLH	xxxx xxxx	uuuu uuuu	uuuu uuuu
TBHP	---- xxxx	---- uuuu	---- uuuu
STATUS	xx00 xxxx	uu1u uuuu	uu11 uuuu
IAR2	0000 0000	0000 0000	uuuu uuuu
MP2L	0000 0000	0000 0000	uuuu uuuu
MP2H	0000 0000	0000 0000	uuuu uuuu
RSTFC	---- -x-0	---- -u-u	---- -u-u
PA	1111 1111	1111 1111	uuuu uuuu
PAC	1111 1111	1111 1111	uuuu uuuu
PAPU	0000 0000	0000 0000	uuuu uuuu
PAWU	0000 0000	0000 0000	uuuu uuuu
IECC	0000 0000	0000 0000	uuuu uuuu
PB	1111 1111	1111 1111	uuuu uuuu
PBC	1111 1111	1111 1111	uuuu uuuu
PBPU	0000 0000	0000 0000	uuuu uuuu
PC	-111 1111	-111 1111	-uuu uuuu
PCC	-111 1111	-111 1111	-uuu uuuu
PCPU	-000 0000	-000 0000	-uuu uuuu
DA0L	1000 0010	1000 0010	uuuu uuuu
DA0H	--00 0000	--00 0000	--uu uuuu
DA1L	0000 0000	0000 0000	uuuu uuuu
DA1H	--10 0000	--10 0000	--uu uuuu
DAOPC	1100 ---0	1100 ---0	uuuu ---u
OPVOS	0-10 0000	0-10 0000	u-uu uuuu
CRCCR	---- ---0	---- ---0	---- ---u
CRCIN	0000 0000	0000 0000	uuuu uuuu
CRCDL	0000 0000	0000 0000	uuuu uuuu
CRCDH	0000 0000	0000 0000	uuuu uuuu
CTMC0	0000 0000	0000 0000	uuuu uuuu
CTMC1	0000 0000	0000 0000	uuuu uuuu
CTMDL	0000 0000	0000 0000	uuuu uuuu
CTMDH	---- --00	---- --00	---- --uu
CTMAL	0000 0000	0000 0000	uuuu uuuu
CTMAH	---- --00	---- --00	---- --uu
SADC0	0000 0000	0000 0000	uuuu uuuu
SADC1	0000 0000	0000 0000	uuuu uuuu
SADOL	xxxx ----	xxxx ----	uuuu ---- (ADRFS=0) / uuuu uuuu (ADRFS=1)

Register Name	Power On Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
SADOH	xxxx xxxx	xxxx xxxx	uuuu uuuu (ADRFS=0)
			---- uuuu (ADRFS=1)
OCR	---- 00--	---- 00--	---- uu--
ODL	0000 0000	0000 0000	uuuu uuuu
ODH	0000 0000	0000 0000	uuuu uuuu
ORMC	0000 0000	0000 0000	0000 0000
STKPTR	0--- -000	0--- -000	u--- -000
TLVRC	---- --01	---- --01	---- --uu
WDTC	0101 0011	0101 0011	uuuu uuuu
SCC	000- --00	000- --00	uuu- --uu
HIRCC	---- --01	---- --01	---- --uu
PSCR	---- --00	---- --00	---- --uu
STMC0	0000 0000	0000 0000	uuuu uuuu
STMC1	0000 0000	0000 0000	uuuu uuuu
STMDL	0000 0000	0000 0000	uuuu uuuu
STMDH	---- --00	---- --00	---- --uu
STMAL	0000 0000	0000 0000	uuuu uuuu
STMAH	---- --00	---- --00	---- --uu
TB0C	0--- -000	0--- -000	u--- -uuu
TB1C	0--- -000	0--- -000	u--- -uuu
SIMC0	111- 0000	111- 0000	uuu- uuuu
SIMC1	1000 0001	1000 0001	uuuu uuuu
SIMD	xxxx xxxx	xxxx xxxx	uuuu uuuu
SIMA/SIMC2	0000 0000	0000 0000	uuuu uuuu
SIMTOC	0000 0000	0000 0000	uuuu uuuu
USR	0000 1011	0000 1011	uuuu uuuu
UCR1	0000 00x0	0000 00x0	uuuu uuuu
UCR2	0000 0000	0000 0000	uuuu uuuu
UCR3	---- ---0	---- ---0	---- ---u
BRDH	0000 0000	0000 0000	uuuu uuuu
BRDL	0000 0000	0000 0000	uuuu uuuu
UFCR	--00 0000	--00 0000	--uu uuuu
TXR_RXR	xxxx xxxx	xxxx xxxx	uuuu uuuu
RxCNT	---- -000	---- -000	---- -uuu
INTC0	-000 0000	-000 0000	-uuu uuuu
INTC1	0000 0000	0000 0000	uuuu uuuu
INTC2	--00 --00	--00 --00	--uu --uu
MFI0	--00 --00	--00 --00	--uu --uu
MFI1	--00 --00	--00 --00	--uu --uu
INTEG	---- 0000	---- 0000	---- uuuu
IFS	---- 0000	---- 0000	---- uuuu
PAS0	00-- 00--	00-- 00--	uu-- uu--
PAS1	0000 0000	0000 0000	uuuu uuuu
PBS0	0000 0000	0000 0000	uuuu uuuu
PBS1	0000 0000	0000 0000	uuuu uuuu
PCS0	0000 0000	0000 0000	uuuu uuuu

Register Name	Power On Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
PCS1	- - - - - - 0 0	- - - - - - 0 0	- - - - - - u u
PCRL	0000 0000	0000 0000	uuuu uuuu
PCRH	- - - - 0000	- - - - 0000	- - - - 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 names PA~PC. 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	—	PC6	PC5	PC4	PC3	PC2	PC1	PC0
PCC	—	PCC6	PCC5	PCC4	PCC3	PCC2	PCC1	PCC0
PCPU	—	PCPU6	PCPU5	PCPU4	PCPU3	PCPU2	PCPU1	PCPU0

"—": 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 registers, namely PAPU~PCPU, 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 and C, 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~PCC, 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 setup as a CMOS output. If the pin is currently setup 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 when the IECM is set to "0".

- **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 and C. 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 device includes Port "x" Output Function Selection register "n", labeled as PxSn, 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 some digital input pins, such as INT0, xTCK, STPI etc., which share the same pin-shared control configuration with their corresponding general purpose I/O functions when setting the relevant pin-shared control bit fields. To select these pin functions, in addition to the necessary pin-shared control and peripheral functional setup aforementioned, they must also be setup as 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
PAS0	PAS07	PAS06	—	—	PAS03	PAS02	—	—
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	—	—	—	—	—	—	PCS11	PCS10
IFS	—	—	—	—	IFS3	IFS2	IFS1	IFS0

Pin-shared Function Selection Register List

• **PAS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PAS07	PAS06	—	—	PAS03	PAS02	—	—
R/W	R/W	R/W	—	—	R/W	R/W	—	—
POR	0	0	—	—	0	0	—	—

Bit 7~6   **PAS07~PAS06**: PA3 Pin-Shared function selection
　　　　　　00: PA3/INT0/VPP
　　　　　　01: CTP
　　　　　　10: SDO
　　　　　　11: TX
Bit 5~4   Unimplemented, read as "0"
Bit 3~2   **PAS03~PAS02**: PA1 Pin-Shared function selection
　　　　　　00: PA1
　　　　　　01: OPA2P
　　　　　　10: PA1
　　　　　　11: PA1
Bit 1~0   Unimplemented, read as "0"

• **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: SDO
　　　　　　10: TX
　　　　　　11: PA7
Bit 5~4   **PAS15~PAS14**: PA6 Pin-Shared function selection
　　　　　　00: PA6
　　　　　　01: STPB
　　　　　　10: OPA1P
　　　　　　11: PA6
Bit 3~2   **PAS13~PAS12**: PA5 Pin-Shared function selection
　　　　　　00: PA5
　　　　　　01: CTPB
　　　　　　10: OPA0P
　　　　　　11: PA5
Bit 1~0   **PAS11~PAS10**: PA4 Pin-Shared function selection
　　　　　　00: PA4/STCK
　　　　　　01: AN9
　　　　　　10: SDI/SDA
　　　　　　11: RX/TX

• **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: PB3

Bit 5~4   **PBS05~PBS04**: PB2 Pin-Shared function selection
        00: PB2/STPI
        01: PB2/STPI
        10: PB2/STPI
        11: AN2

Bit 3~2   **PBS03~PBS02**: PB1 Pin-Shared function selection
        00: PB1
        01: PB1
        10: VREF
        11: AN1

Bit 1~0   **PBS01~PBS00**: PB0 Pin-Shared function selection
        00: PB0
        01: PB0
        10: PB0
        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
        01: PB7
        10: PB7
        11: AN7

Bit 5~4   **PBS15~PBS14**: PB6 Pin-Shared function selection
        00: PB6/INT1
        01: PB6/INT1
        10: PB6/INT1
        11: AN6

Bit 3~2   **PBS13~PBS12**: PB5 Pin-Shared function selection
        00: PB5
        01: PB5
        10: PB5
        11: AN5

Bit 1~0   **PBS11~PBS10**: PB4 Pin-Shared function selection
        00: PB4
        01: PB4
        10: PB4
        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: SCK/SCL
        11: PC3

Bit 5~4   **PCS05~PCS04**: PC2 Pin-Shared function selection
        00: PC2
        01: SDI/SDA
        10: RX/TX
        11: PC2

Bit 3~2   **PCS03~PCS02**: PC1 Pin-Shared function selection
        00: PC1
        01: SCK/SCL
        10: PC1
        11: STP

Bit 1~0   **PCS01~PCS00**: PC0 Pin-Shared function selection
        00: PC0
        01: $\overline{\text{SCS}}$
        10: PC0
        11: AN8

• **PCS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	PCS11	PCS10
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2   Unimplemented, read as "0"
Bit 1~0   **PCS11~PCS10**: PC4 Pin-Shared function selection
        00: PC4
        01: PC4
   10: $\overline{\text{SCS}}$
        11: PC4

• **IFS Register**

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

Bit 7~4   Unimplemented, read as "0"
Bit 3   **IFS3**: RX/TX input source pin selection
        0: PC2
        1: PA4
Bit 2   **IFS2**: SCK/SCL input source pin selection
        0: PC1
        1: PC3
Bit 1   **IFS1**: SDI/SDA input source pin selection
        0: PC2
        1: PA4
Bit 0   **IFS0**: $\overline{\text{SCS}}$ input source pin selection
        0: PC0
        1: PC4

I/O Pin Structures

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

Logic Function Input/Output Structure
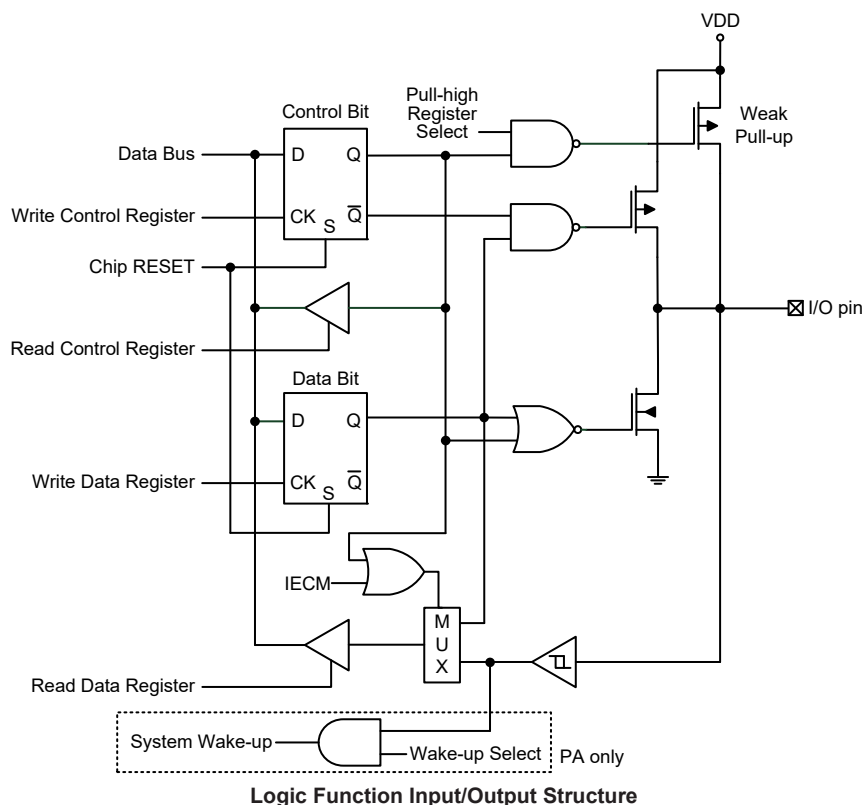
READ PORT Function

The READ PORT function is used to manage the reading of the output data from the data latch or I/O pin, which is specially designed for the IEC 60730 self-diagnostic test on the I/O function and A/D paths. There is a register, IECC, which is used to control the READ PORT function. If the READ PORT function is disabled, the pin function will operate as the selected pin-shared function. When a specific data pattern, "11001010", is written into the IECC register, the internal signal named IECM will be set high to enable the READ PORT function. If the READ PORT function is enabled, the value on the corresponding pins will be passed to the accumulator ACC when the read port instruction "mov a, Px" is executed where the "x" stands for the corresponding I/O port name.

Note that the READ PORT mode can only control the input path and will not affect the pin-shared function assignment and the current MCU operation. However, when the IECC register content is set to any other values rather than "11001010", the IECM internal signal will be cleared to 0 to disable the READ PORT function, and the reading path will be from the data latch. If the READ PORT function is disabled, the pin function will operate as the selected pin-shared function.

• **IECC Register**

| Bit	7	6	5	4	3	2	1	0
Name	IECS7	IECS6	IECS5	IECS4	IECS3	IECS2	IECS1	IECS0
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   **IECS7~IECS0**: READ PORT function enable control bit 7 ~ bit 0
       11001010: IECM=1 – READ PORT function is enabled
       Others: IECM=0 – READ PORT function is disabled

READ PORT Function	Disabled		Enabled	
Port Control Register Bit – PxC.n	**1**	**0**	**1**	**0**
I/O Function	Pin value	Data latch value	Pin value	
Digital Input Function				
Digital Output Function (except SIM and UART)	0			
SIM: SCK/SCL, SDI/SDA UART: RX/TX	Pin value			
Analog Function	0			

Note: The value on the above table is the content of the ACC register after "mov a, Px" instruction is executed where "x" means the relevant port name.

The additional function of the READ PORT mode is to check the A/D path. When the READ PORT function is disabled, the A/D path from the external pin to the internal analog input will be switched off if the A/D input pin function is not selected by the corresponding selection bits. For the MCU with A/D converter channels, such as A/D AN9~AN0, the desired A/D channel can be switched on by properly configuring the external analog input channel selection bits in the A/D Control Register together with the corresponding analog input pin function is selected. However, the additional function of the READ PORT mode is to force the A/D path to be switched on. For example, when the AN0 is selected as the analog input channel as the READ PORT function is enabled, the AN0 analog input path will be switched on even if the AN0 analog input pin function is not selected. In this way, the AN0 analog input path can be examined by internally connecting the digital output on this shared pin with the AN0 analog input pin switch and then converting the corresponding digital data without any external analog input voltage connected.

Note that the A/D converter reference voltage should be equal to the I/O power supply voltage when examining the A/D path using the READ PORT function.
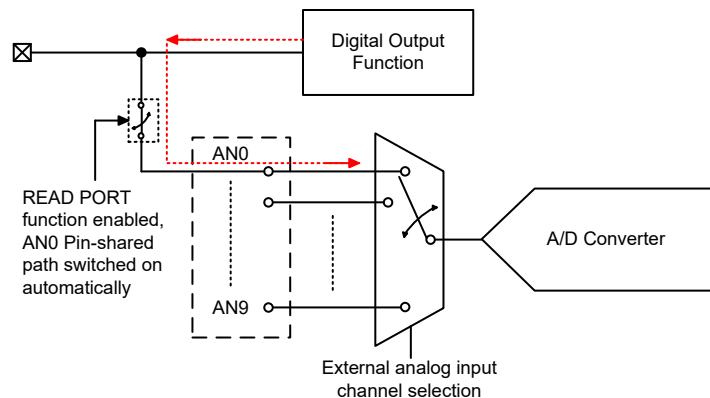
A/D Channel Input Path Internally Connection

Programming Considerations

Within the user program, one of the first things 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 default 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 function. 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 each device includes several Timer Modules, abbreviated to the name TM. The TMs are multi-purpose timing units and serve 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 and Standard TM sections.

Introduction

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

Function	CTM	STM
Timer/Counter	√	√
Input Capture	—	√
Compare Match Output	√	√
PWM Output	√	√
Single Pulse Output	—	√
PWM Alignment	Edge	Edge
PWM Adjustment Period & Duty	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 counter whose value is then compared with the value of pre-programmed internal comparators. When the free running 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 xTCK2~xTCK0 bits in the xTM control registers, where "x" stands for C or S type TM. 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 xTCK pin. The xTCK pin clock source is used to allow an external signal to drive the TM as an external clock source or for event counting.

TM Interrupts

The Compact and Standard type TMs each have 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 input pin with the label xTCK while the Standard type TM has another input pin with the label STPI. The xTM input pin, xTCK, is essentially a clock source for the xTM and is selected using the xTCK2~xTCK0 bits in the xTMC0 register. This external TM input pin allows an external clock source to drive the internal TM. The xTCK input pin can be chosen to have either a rising or falling active edge. The STCK pin is also used as the external trigger input pin in single pulse output mode. The other STM input pin, STPI, 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 bits in the STMC1 register.

The TMs each have two output pins with the label xTP and xTPB. 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 external xTP and xTPB 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 relevant pin-shared function selection register. The details of the pin-shared function selection are described in the pin-shared function section.

CTM		STM	
Input	**Output**	**Input**	**Output**
CTCK	CTP, CTPB	STCK, STPI	STP, STPB

TM External Pins
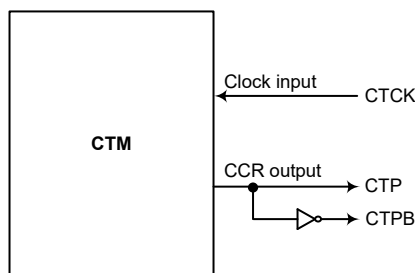

CTM Function Pin Block Diagram
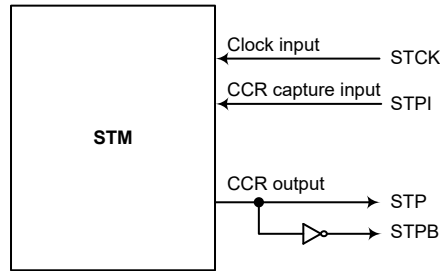
STM Function Pin Block Diagram

Programming Considerations

The TM Counter Registers and the Capture/Compare CCRA 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 register is 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 low byte registers, named xTMAL, using the following access procedures. Accessing the CCRA low byte register without following these access procedures will result in unpredictable values.
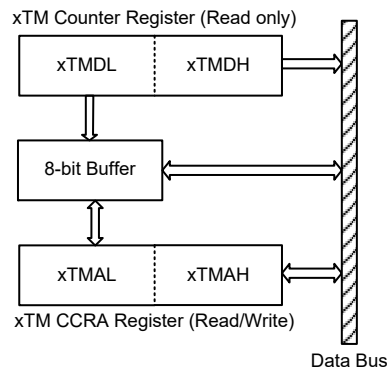

The following steps show the read and write procedures:

- Writing Data to CCRA

  ◆ Step 1. Write data to Low Byte xTMAL

    – Note that here data is only written to the 8-bit buffer.

  ◆ Step 2. Write data to High Byte xTMAH

    – 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 or CCRA

  ◆ Step 1. Read data from the High Byte xTMDH or xTMAH

    – 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 xTMDL or xTMAL

    – This step reads data from the 8-bit buffer.

Compact Type TM – CTM

The Compact Type TM 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.
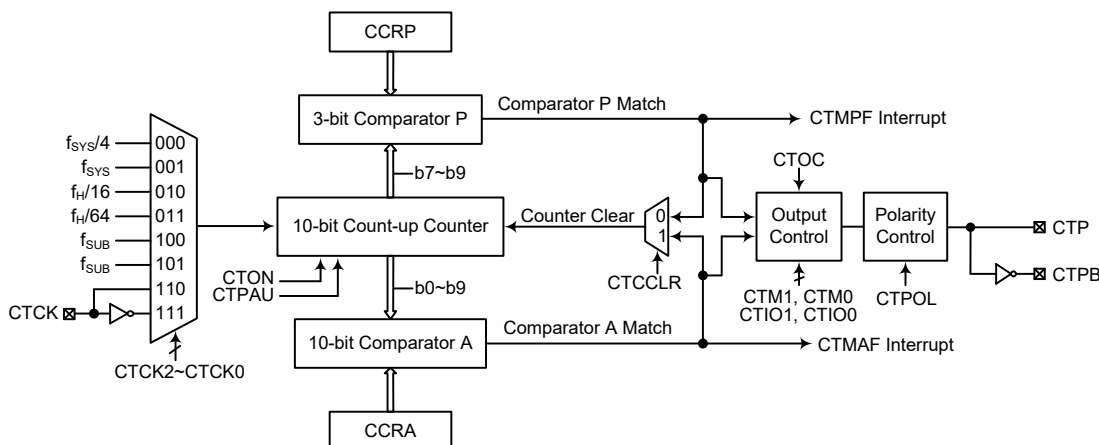
Note: The CTM external pins are pin-shared with other functions, so before using the CTM function, the pin-shared function registers must be set properly to enable the CTM pin function. The CTCK pin, if used, must also be set as an input by setting the corresponding bits in the port control register.

Compact Type TM Block Diagram

Compact Type TM Operation

The size of Compact 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 comparator is 3-bit wide whose value is compared with the highest 3 bits in the counter while the CCRA is the 10 bits and therefore compares 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 CTON 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 CTM 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 and can also control two output pins. 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 a series of 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 three CCRP bits.

Register Name	Bit							
	7	6	5	4	3	2	1	0
CTMC0	CTPAU	CTCK2	CTCK1	CTCK0	CTON	CTRP2	CTRP1	CTRP0
CTMC1	CTM1	CTM0	CTIO1	CTIO0	CTOC	CTPOL	CTDPX	CTCCLR
CTMDL	D7	D6	D5	D4	D3	D2	D1	D0

Register Name	Bit							
	7	6	5	4	3	2	1	0
CTMDH	—	—	—	—	—	—	D9	D8
CTMAL	D7	D6	D5	D4	D3	D2	D1	D0
CTMAH	—	—	—	—	—	—	D9	D8

10-bit Compact Type TM Register List

• **CTMC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	CTPAU	CTCK2	CTCK1	CTCK0	CTON	CTRP2	CTRP1	CTRP0
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   **CTPAU**: CTM 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 CTM 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   **CTCK2~CTCK0**: Select CTM Counter clock
       000: $f_{SYS}/4$
       001: f_{SYS}
       010: $f_H/16$
       011: $f_H/64$
       100: f_{SUB}
       101: f_{SUB}
       110: CTCK rising edge clock
       111: CTCK falling edge clock

These three bits are used to select the clock source for the CTM. 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   **CTON**: CTM Counter On/Off control
       0: Off
       1: On

This bit controls the overall on/off function of the CTM. Setting the bit high enables the counter to run while clearing the bit disables the CTM. Clearing this bit to zero will stop the counter from counting and turn off the CTM 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 CTM is in the Compare Match Output Mode or the PWM Output Mode then the CTM output pin will be reset to its initial condition, as specified by the CTOC bit, when the CTON bit changes from low to high.

Bit 2~0   **CTRP2~CTRP0**: CTM CCRP 3-bit register, compared with the CTM counter bit 9 ~ bit 7
Comparator P match period =
       000: 1024 CTM clocks
       001: 128 CTM clocks
       010: 256 CTM clocks
       011: 384 CTM clocks
       100: 512 CTM clocks
       101: 640 CTM clocks

110: 768 CTM clocks
111: 896 CTM 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 CTCCLR bit is set to zero. Setting the CTCCLR 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.

• **CTMC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	CTM1	CTM0	CTIO1	CTIO0	CTOC	CTPOL	CTDPX	CTCCLR
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　　**CTM1~CTM0**: Select CTM 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 CTM. To ensure reliable operation the CTM should be switched off before any changes are made to the CTM1 and CTM0 bits. In the Timer/Counter Mode, the CTM output pin state is undefined.

Bit 5~4　　**CTIO1~CTIO0**: Select CTM external pin 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 CTM external pin changes state when a certain condition is reached. The function that these bits select depends upon in which mode the CTM is running.

In the Compare Match Output Mode, the CTIO1 and CTIO0 bits determine how the CTM output pin changes state when a compare match occurs from the Comparator A. The CTM 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 CTM output pin should be setup using the CTOC bit in the CTMC1 register. Note that the output level requested by the CTIO1 and CTIO0 bits must be different from the initial value setup using the CTOC bit otherwise no change will occur on the CTM output pin when a compare match occurs. After the CTM output pin changes state, it can be reset to its initial level by changing the level of the CTON bit from low to high.

In the PWM Output Mode, the CTIO1 and CTIO0 bits determine how the CTM 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 CTIO1 and CTIO0 bits only after the CTM has been switched off. Unpredictable PWM outputs will occur if the CTIO1 and CTIO0 bits are changed when the CTM is running.

Bit 3   **CTOC**: CTM CTP 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 CTM output pin. Its operation depends upon whether CTM is being used in the Compare Match Output Mode or in the PWM Output Mode. It has no effect if the CTM is in the Timer/Counter Mode. In the Compare Match Output Mode it determines the logic level of the CTM 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   **CTPOL**: CTM CTP Output polarity control
    0: Non-invert
    1: Invert

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

Bit 1   **CTDPX**: CTM 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   **CTCCLR**: CTM Counter Clear condition selection
    0: CTM Comparator P match
    1: CTM Comparator 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 CTCCLR 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 CTCCLR bit is not used in the PWM Output mode.

• **CTMDL 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**: CTM Counter Low Byte Register bit 7 ~ bit 0
CTM 10-bit Counter bit 7 ~ bit 0

• **CTMDH 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**: CTM Counter High Byte Register bit 1 ~ bit 0
CTM 10-bit Counter bit 9 ~ bit 8

- **CTMAL 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**: CTM CCRA Low Byte Register bit 7 ~ bit 0
            CTM 10-bit CCRA bit 7 ~ bit 0

- **CTMAH 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**: CTM CCRA High Byte Register bit 7 ~ bit 0
            CTM 10-bit CCRA bit 9 ~ bit 8

Compact Type TM Operation 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 CTM1 and CTM0 bits in the CTMC1 register.
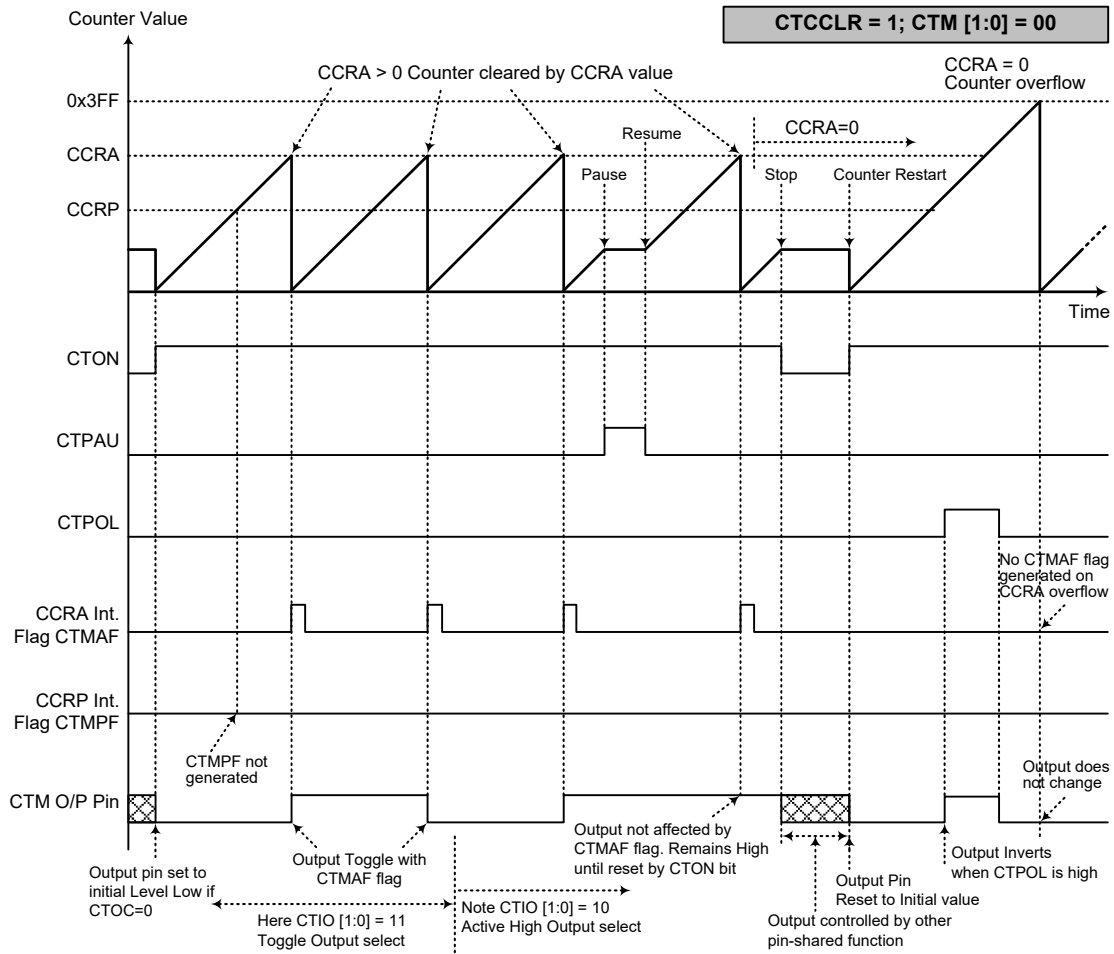
Compare Match Output Mode

To select this mode, bits CTM1 and CTM0 in the CTMC1 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 CTCCLR 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 CTMAF and CTMPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

If the CTCCLR bit in the CTMC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the CTMAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when CTCCLR is high no CTMPF 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 CTMAF interrupt request flag will not be generated.

As the name of the mode suggests, after a comparison is made, the CTM output pin, will change state. The CTM output pin condition however only changes state when a CTMAF interrupt request flag is generated after a compare match occurs from Comparator A. The CTMPF interrupt request flag, generated from a compare match occurs from Comparator P, will have no effect on the CTM output pin. The way in which the CTM output pin changes state are determined by the condition of the CTIO1 and CTIO0 bits in the CTMC1 register. The CTM output pin can be selected using the CTIO1 and CTIO0 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 CTM output pin, which is setup after the CTON bit changes from low to high, is setup using the CTOC bit. Note that if the CTIO1 and CTIO0 bits are zero then no pin change will take place.

Compare Match Output Mode – CTCCLR=0
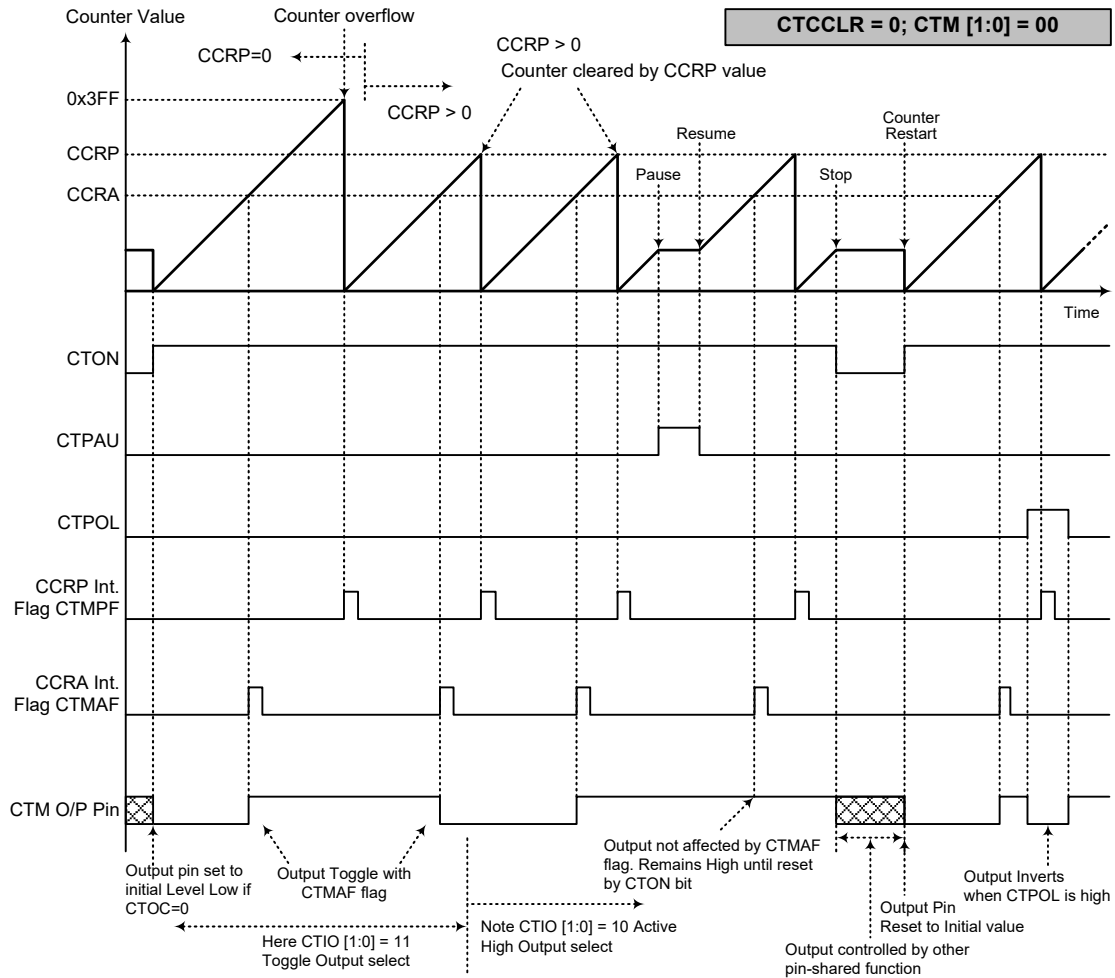
Note: 1. With CTCCLR=0 a Comparator P match will clear the counter

2. The CTM output pin is controlled only by the CTMAF flag

3. The output pin is reset to its initial state by a CTON bit rising edge

Compare Match Output Mode – CTCCLR=1

Note: 1. With CTCCLR=1 a Comparator A match will clear the counter

2. The CTM output pin is controlled only by the CTMAF flag

3. The output pin is reset to its initial state by a CTON bit rising edge

4. A CTMPF flag is not generated when CTCCLR=1

Timer/Counter Mode

To select this mode, bits CTM1 and CTM0 in the CTMC1 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 CTM 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 CTM 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 CTM1 and CTM0 in the CTMC1 register should be set to 10 respectively. The PWM function within the CTM 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 CTM 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 CTCCLR 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 CTDPX bit in the CTMC1 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 CTOC bit in the CTMC1 register is used to select the required polarity of the PWM waveform while the two CTIO1 and CTIO0 bits are used to enable the PWM output or to force the CTM output pin to a fixed high or low level. The CTPOL bit is used to reverse the polarity of the PWM output waveform.

• **10-bit CTM, PWM Output Mode, Edge-aligned Mode, CTDPX=0**

CCRP	001b	010b	011b	100b	101b	110b	111b	000b
Period	128	256	384	512	640	768	896	1024
Duty	CCRA							

If f_{SYS}=8MHz, CTM clock source is f_{SYS}/4, CCRP=100b, CCRA=128,

The CTM PWM output frequency=(f_{SYS}/4)/512=f_{SYS}/2048=4kHz, 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%.

• **10-bit CTM, PWM Output Mode, Edge-aligned Mode, CTDPX=1**

CCRP	001b	010b	011b	100b	101b	110b	111b	000b
Period	CCRA							
Duty	128	256	384	512	640	768	896	1024

The PWM output period is determined by the CCRA register value together with the CTM clock while the PWM duty cycle is defined by the CCRP register value except when the CCRP value is equal to 0.
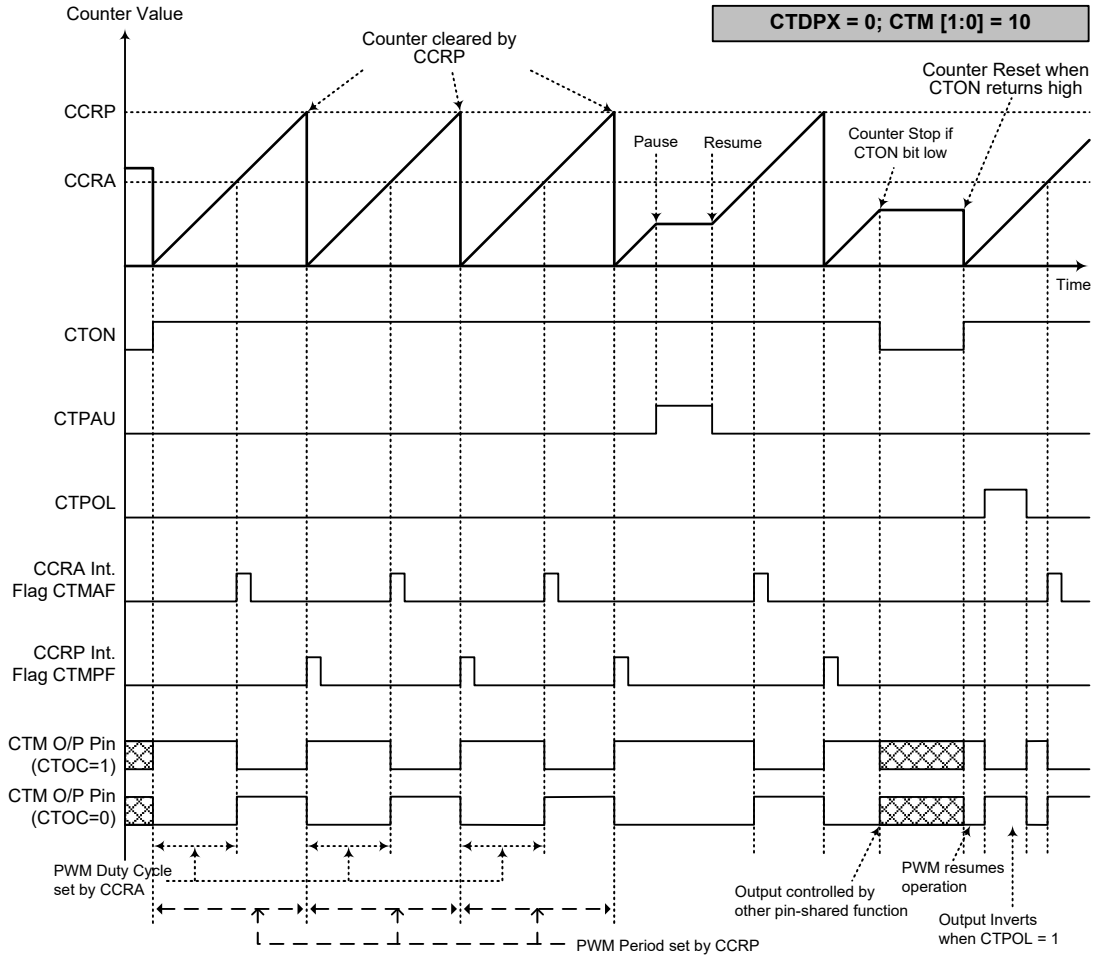
PWM Output Mode – CTDPX=0

Note: 1. Here CTDPX=0 – Counter cleared by CCRP

2. A counter clear sets the PWM Period

3. The internal PWM function continues running even when CTIO[1:0]=00 or 01

4. The CTCCLR bit has no influence on PWM operation

PWM Output Mode – CTDPX=1
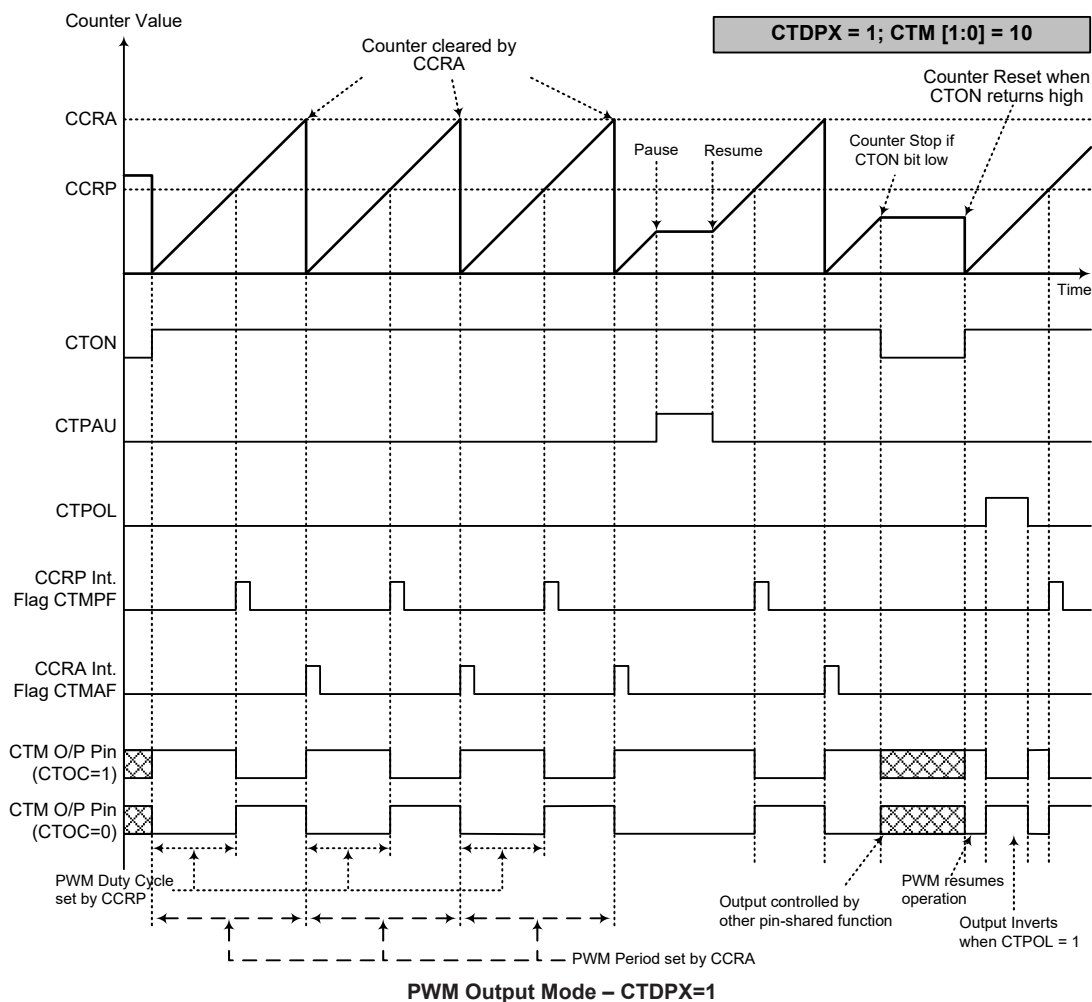
Note: 1. Here CTDPX=1 – Counter cleared by CCRA

2. A counter clear sets the PWM Period

3. The internal PWM function continues even when CTIO[1:0]=00 or 01

4. The CTCCLR 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 be controlled with two external input pins and can drive two external output pins.
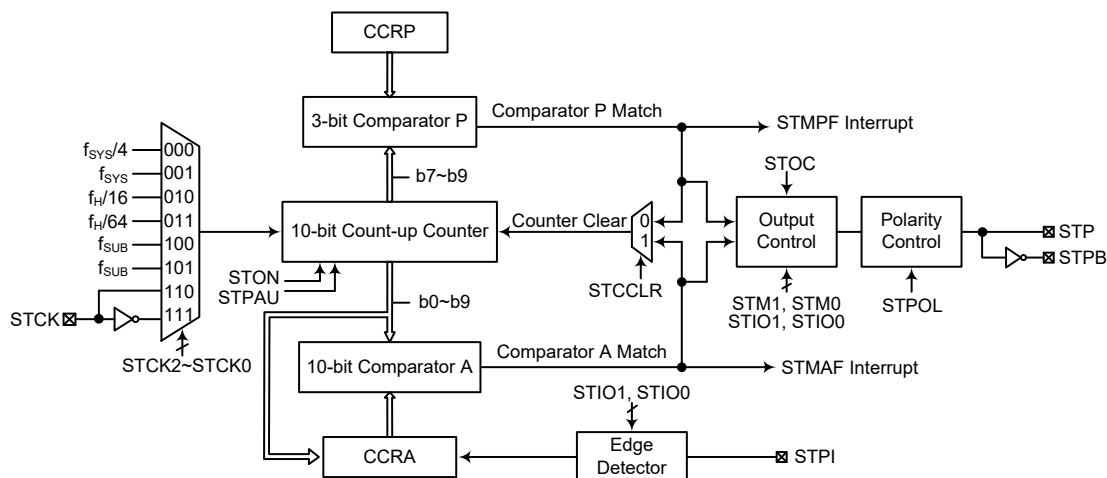
Note: The STM external pins are pin-shared with other functions, so before using the STM function the pin-shared function registers must be set properly to enable the STM pin function. The STCK and STPI pins, if used, must also be set as an input by setting the corresponding bits in the port control register.

Standard Type TM Block Diagram

Standard TM Operation

The size of Standard 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 comparator is 3-bit wide whose value is compared with the highest 3 bits in the counter while the CCRA is the 10 bits and therefore compares 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 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 an input pin and can also control two 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 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 three CCRP bits.

Register Name	Bit							
	7	6	5	4	3	2	1	0
STMC0	STPAU	STCK2	STCK1	STCK0	STON	STRP2	STRP1	STRP0
STMC1	STM1	STM0	STIO1	STIO0	STOC	STPOL	STDPX	STCCLR
STMDL	D7	D6	D5	D4	D3	D2	D1	D0
STMDH	—	—	—	—	—	—	D9	D8
STMAL	D7	D6	D5	D4	D3	D2	D1	D0
STMAH	—	—	—	—	—	—	D9	D8

10-bit Standard TM Register List

- **STMC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	STPAU	STCK2	STCK1	STCK0	STON	STRP2	STRP1	STRP0
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 **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, PWM Output Mode or 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 **STRP2~STRP0**: STM CCRP 3-bit register, compared with the STM counter bit 9 ~ bit 7

Comparator P Match Period =

    000: 1024 STM clocks

    001: 128 STM clocks

    010: 256 STM clocks

011: 384 STM clocks
100: 512 STM clocks
101: 640 STM clocks
110: 768 STM clocks
111: 896 STM 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 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 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.

• **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 external 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 STM 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 STM output pin when the STON bit changes from low to high.

Bit 2　　　**STPOL**: STM 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 10-bit Counter bit 7 ~ bit 0

• **STMDH 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**: STM Counter High Byte Register bit 1 ~ bit 0

             STM 10-bit Counter bit 9 ~ 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 10-bit CCRA bit 7 ~ bit 0

• **STMAH 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**: STM CCRA High Byte Register bit 1 ~ bit 0

             STM 10-bit CCRA bit 9 ~ bit 8

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.
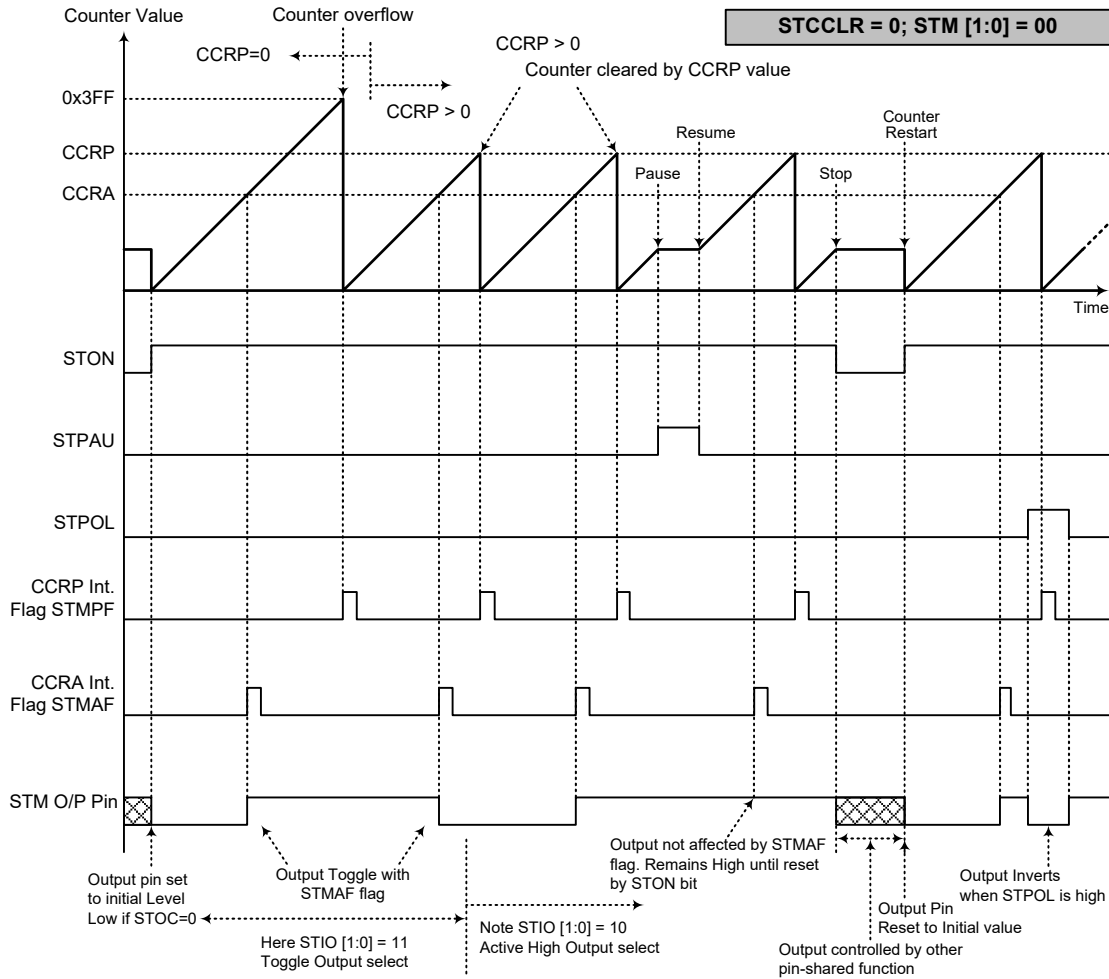
Compare Match Output Mode

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 set to "0".

If the CCRA bits are all zero, the counter will overflow when it reaches its maximum 3FF 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.

Compare Match Output Mode – STCCLR=0

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
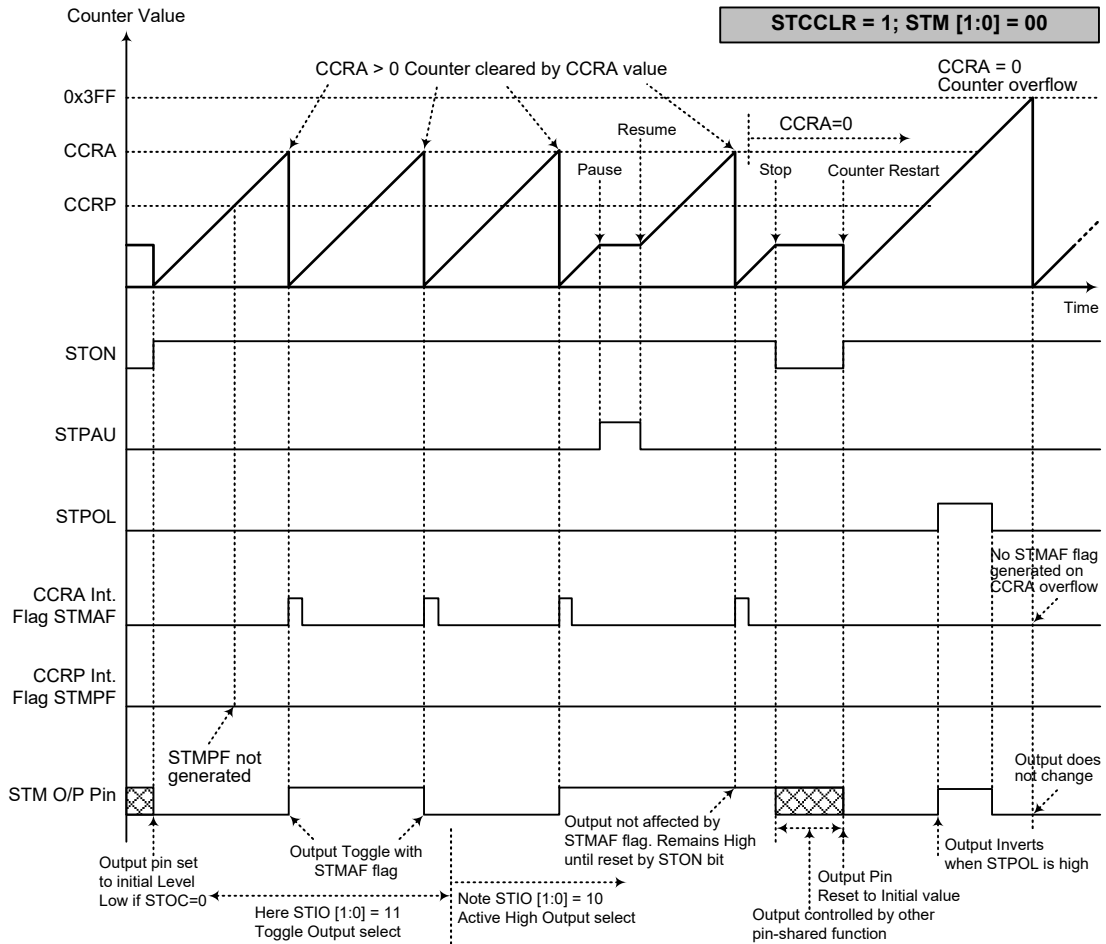
Compare Match Output Mode – STCCLR=1

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.

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

CCRP	001b	010b	011b	100b	101b	110b	111b	000b
Period	128	256	384	512	640	768	896	1024
Duty	CCRA							

If f_{SYS}=8MHz, TM clock source is f_{SYS}/4, CCRP=100b and CCRA=128,

The STM PWM output frequency=(f_{SYS}/4)/512 = f_{SYS}/2048 = 4kHz, 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%.

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

CCRP	001b	010b	011b	100b	101b	110b	111b	000b
Period	CCRA							
Duty	128	256	384	512	640	768	896	1024

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.
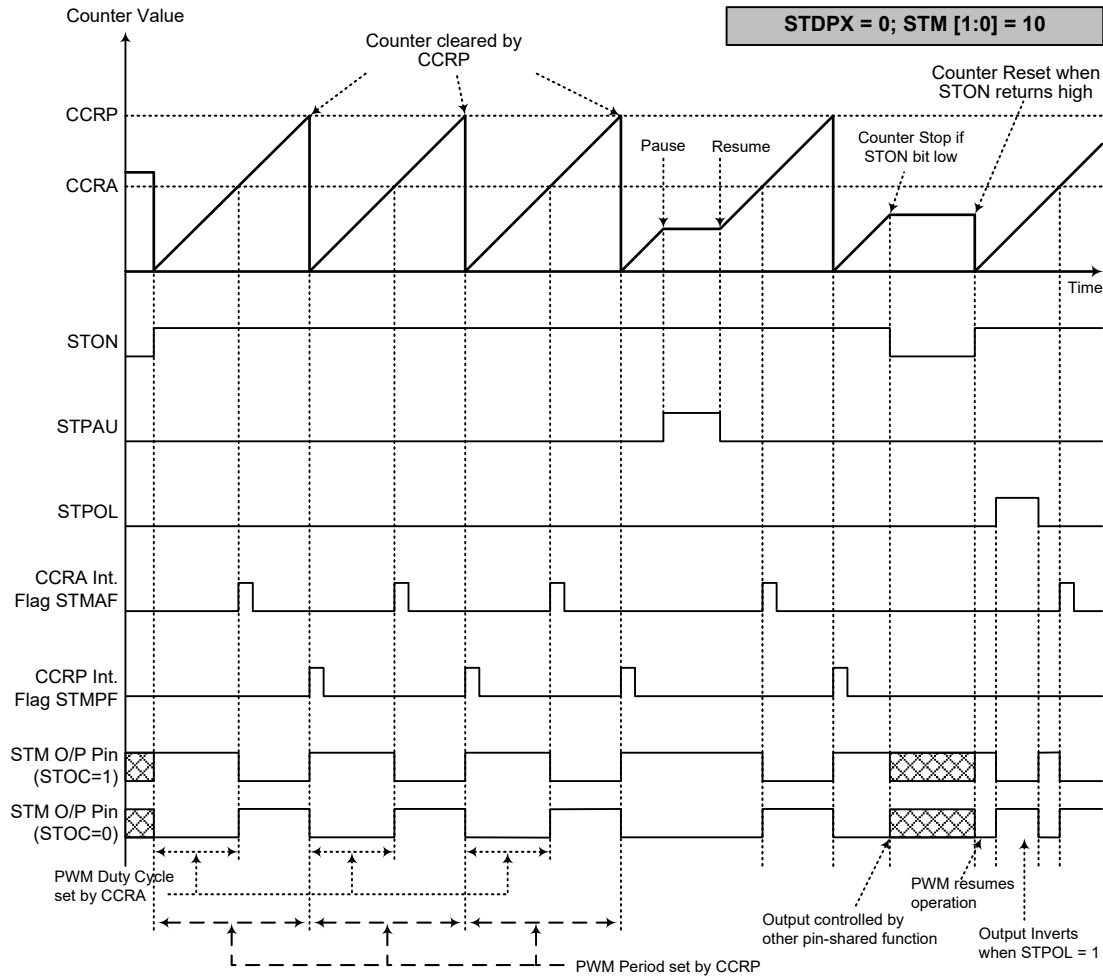
PWM Output Mode – STDPX=0

Note: 1. Here STDPX=0 – Counter cleared by CCRP

2. A counter clear sets the 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

PWM Output Mode – STDPX=1
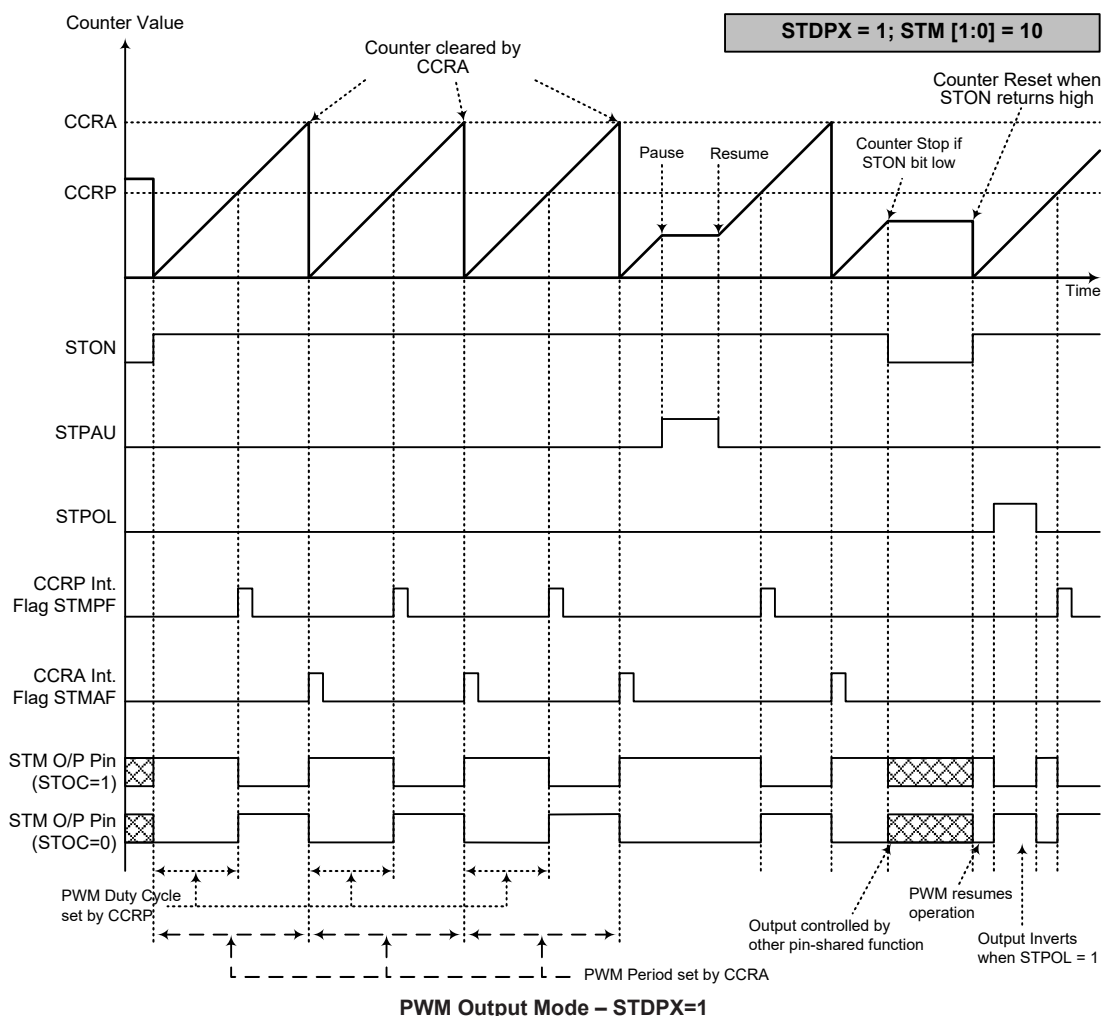
Note: 1. Here STDPX=1 – Counter cleared by CCRA

2. A counter clear sets the 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

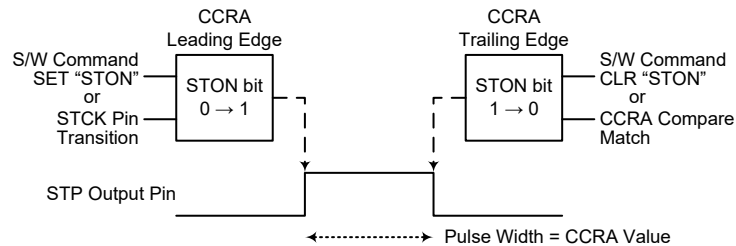To select this mode, bits STM1 and STM0 in the STMC1 register should be set to 10 respectively and also the STIO1 and STIO0 bits should be set to 11 respectively. The Single Pulse Output Mode, as the name suggests, will generate a single shot pulse on the STM output pin.

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.

Single Pulse Generation
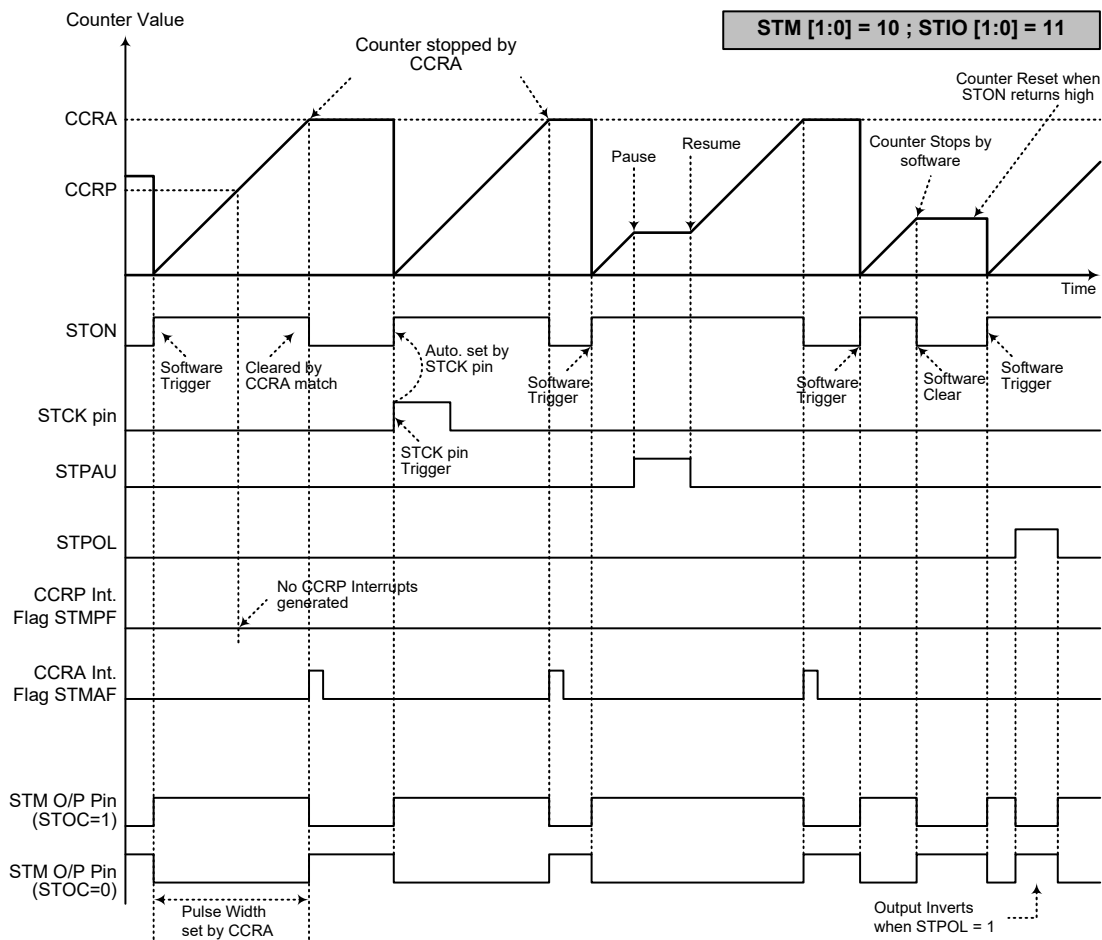
Single Pulse Output Mode

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 cannot 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.

There are some considerations that should be noted. If the captured pulse width is less than 2 timer clock periods, it may be ignored by hardware. After the counter value is latched to the CCRA registers by an active capture edge, the STMAF flag will be set high after 0.5 timer clock periods. The delay time from the active capture edge received to the action of latching counter value to CCRA registers is less than 1.5 timer clock periods.
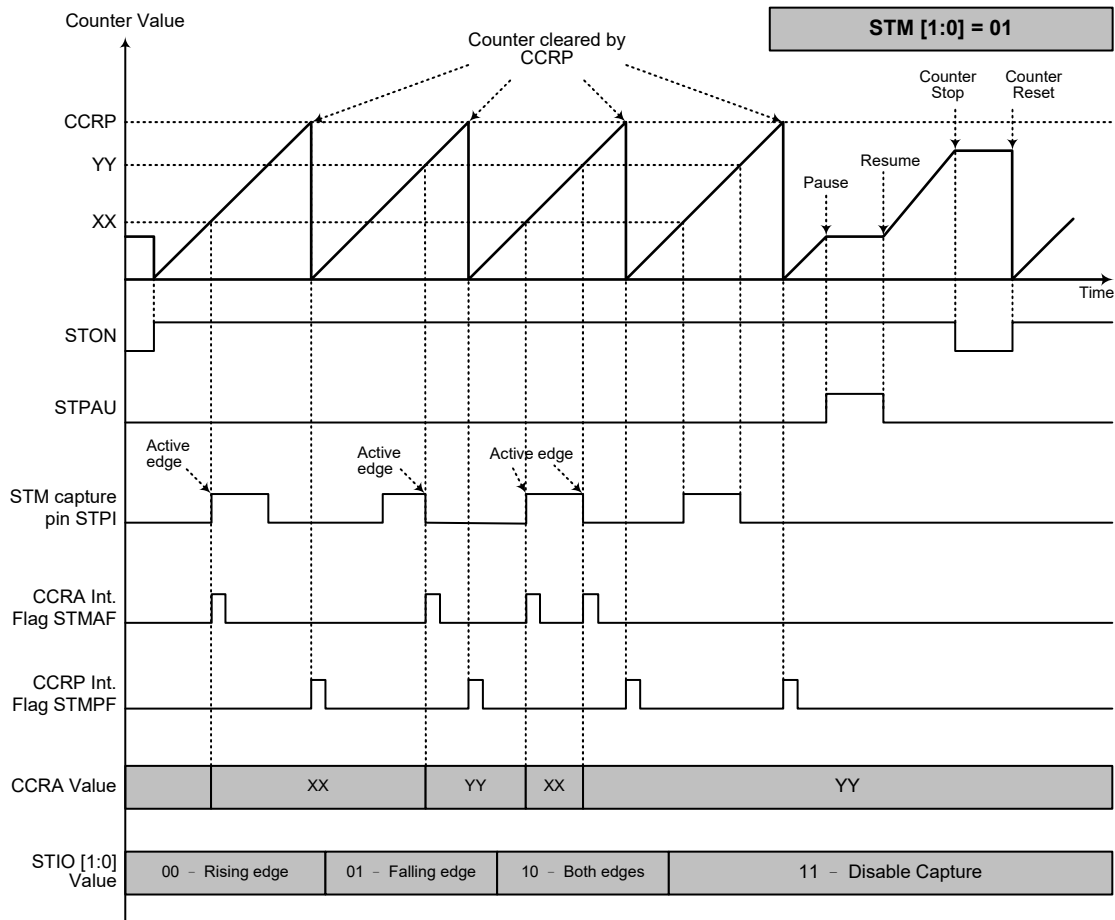
Capture Input Mode

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 bit 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

6. The capture input mode cannot be used if the selected STM counter clock is not available

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 Converter Overview

This 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 analog signals, such as the OPA2 output voltage, $20{\times}A2P/40{\times}A2P$, and convert these signals directly into a 12-bit digital value. When the external analog signal is to be converted, the corresponding pin-shared control bit should first be properly configured and then the desired external channel input should be selected using the SACS3~SACS0 bits. More detailed information about the A/D input signal is described in the "A/D Converter Control Registers" and "A/D Converter Input Signals" sections respectively.

External Input Channels	Internal Input Signals	A/D Input Select Bits
AN0~AN9	20×A2P/40×A2P, VSS	SAINS2~SAINS0, SACS3~SACS0

The accompanying block diagram shows the overall internal structure of the A/D converter, together with its associated registers.
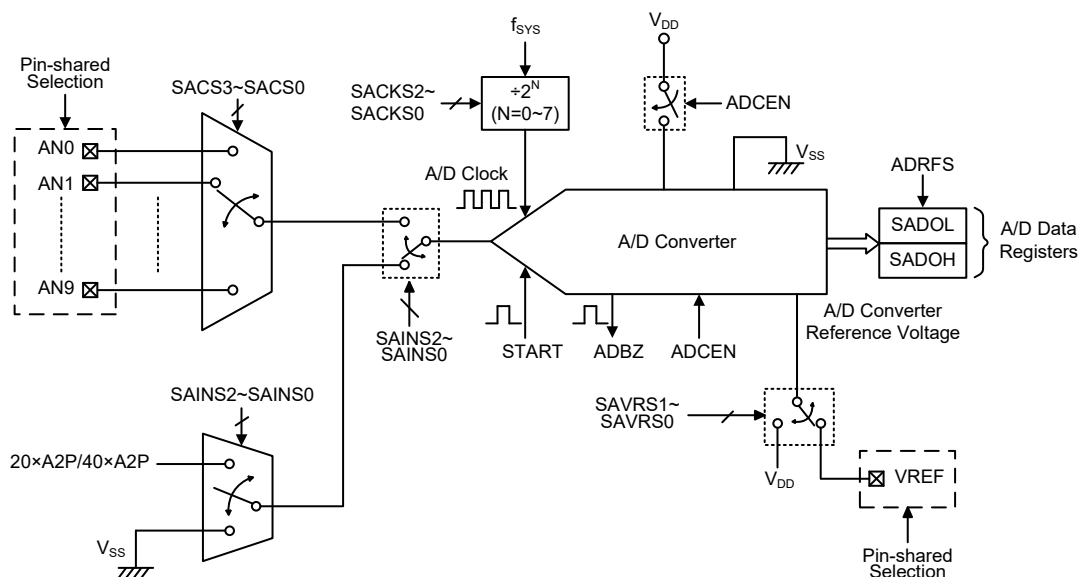
A/D Converter Structure

Note: $20{\times}A2P/40{\times}A2P$ is 20 times/40 times OPA2 positive input voltage signal determined by the OP2PG bit. More details can be obtained in the Battery Charge Module section.

A/D Converter Register Description

Overall operation of the A/D converter is controlled using a series of registers. A read only register pair exists to store the A/D converter data 12-bit value. The remaining two registers are control registers which setup the operating and control function of the A/D converter.

Register Name	Bit							
	7	6	5	4	3	2	1	0
SADOL (ADRFS=0)	D3	D2	D1	D0	—	—	—	—
SADOL (ADRFS=1)	D7	D6	D5	D4	D3	D2	D1	D0
SADOH (ADRFS=0)	D11	D10	D9	D8	D7	D6	D5	D4
SADOH (ADRFS=1)	—	—	—	—	D11	D10	D9	D8
SADC0	START	ADBZ	ADCEN	ADRFS	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. Note that the A/D converter data register contents will be unchanged if the A/D converter is disabled.

ADRFS	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 Data Registers

A/D Converter Control Registers – SADC0, SADC1

To control the function and operation of the A/D converter, several control registers known as SADC0 and SADC1 are provided. These 8-bit registers define functions such as the selection of which analog channel 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 or internal analog signal inputs 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 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 resistors connected to these pins will be automatically removed if the pin is selected to be an A/D input.

• **SADC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	START	ADBZ	ADCEN	ADRFS	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 0 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 to one to enable the A/D converter. If the bit is set low, 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   **ADRFS**: A/D converter 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 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
1000: AN8
1001: AN9
1010~1111: Undefined, input floating

• **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 input – External analog channel intput, ANn
001: Internal input – Internal OPA2 output voltage, 20×A2P/40×A2P
010~100: Internal input – connected to ground
101~111: External input – External analog channel input, ANn

When the internal analog signal is selected to be converted, the external channel signal input will automatically be switched off regardless of the SACS3~SACS0 bit values. It

will prevent the external channel input from being connected together with the internal analog signal.

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. When the internal reference voltage source is selected, the reference voltage derived from the external VREF pin will automatically be switched off.

Bit 2~0   **SACKS2~SACKS0**: A/D converter clock rate selection bit

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: $f_{SYS}/128$

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 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 interrupts are enabled, an appropriate internal 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 SACKS2~SACKS0 bits 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 maximum A/D clock source speed that can be selected. As the recommended range of permissible A/D clock period, t_{ADCK}, is from 0.5μs to 10μs, 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, depending upon the device, special care must be taken, as the values may be exceeding 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	1µs	2µs	4µs	8µs	16µs *	32µs *	64µs *	128µs *
2MHz	500ns	1µs	2µs	4µs	8µs	16µs *	32µs *	64µs *
4MHz	250ns *	500ns	1µs	2µs	4µs	8µs	16µs *	32µs *
8MHz	125ns *	250ns *	500ns	1µs	2µs	4µs	8µs	16µs *

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, 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.

A/D Converter Reference Voltage

The reference voltage supply to the A/D converter can be supplied from the power supply, V$_{DD}$, or from an external reference source supplied on pin VREF. The desired selection is made using the SAVRS1~SAVRS0 bits. When the SAVRS bit field is set to "01", the A/D converter reference voltage will come from the V$_{DD}$. Otherwise, if the SAVRS1~SAVRS0 bits are set to any other value except "01", the A/D converter reference voltage will come from the VREF pin. As the VREF pin is pin-shared with other functions, when the VREF pin is selected as the reference voltage supply pin, the VREF pin-shared function control bit should be properly configured to disable other pin functions. However, if the internal A/D converter power is selected as the reference source, the external reference voltage input from the VREF pin will automatically be switched off by hardware.

The analog input values must not be allowed to exceed the value of the selected A/D reference voltage.

SAVRS[1:0]	Reference	Description
00, 10, 11	VREF	External A/D converter reference pin VREF
01	V$_{DD}$	Internal A/D converter power supply voltage

A/D Converter Input Signal

All the external A/D analog channel input pins are pin-shared with the I/O pins as well as other functions. The corresponding control bits for each A/D external input pin in the PxS0 and PxS1 registers determine whether the input pins are setup as A/D converter analog inputs or whether they have other functions. If the pin is setup to be as an A/D analog channel input, the original pin functions 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 setup through register programming, will be automatically disconnected if the pins are setup as A/D inputs. Note that it is not necessary to first setup the A/D pin as an input in the port control register to enable the A/D input as when the pin-shared function control bits enable an A/D input, the status of the port control register will be overridden.

If the SAINS2~SAINS0 bits are set to "000" or "101~111", the external analog channel input is selected to be converted and the SACS3~SACS0 bits can determine which actual external channel is selected to be converted. If the SAINS2~SAINS0 bits are set to "001", the internal analog signal derived from 20×A2P/40×A2P is selected to be converted. Note that if the internal analog

signal is selected, the external input channel will automatically be switched off regardless of the SACS3~SACS0 bits value.

SAINS[2:0]	SACS[3:0]	Input Signals	Description
000, 101~111	0000~1001	AN0~AN9	External pin analog input
	1010~1111	—	Non-existed channel, input is floating
001	xxxx	20×A2P/40×A2P	20 times/40 times OPA2 positive input voltage signal
010~100	xxxx	V_{SS}	connected to ground

A/D Converter Input Signal Selection

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 periods and the data conversion takes 12 A/D clock periods. Therefore a total of 16 A/D clock periods for an external input A/D conversion which is defined as t_{ADC} are necessary.

Maximum single A/D conversion rate=1/(A/D clock period×16)

The accompanying diagram shows graphically the various stages involved in an 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 periods where t_{ADCK} is equal to the A/D clock period.
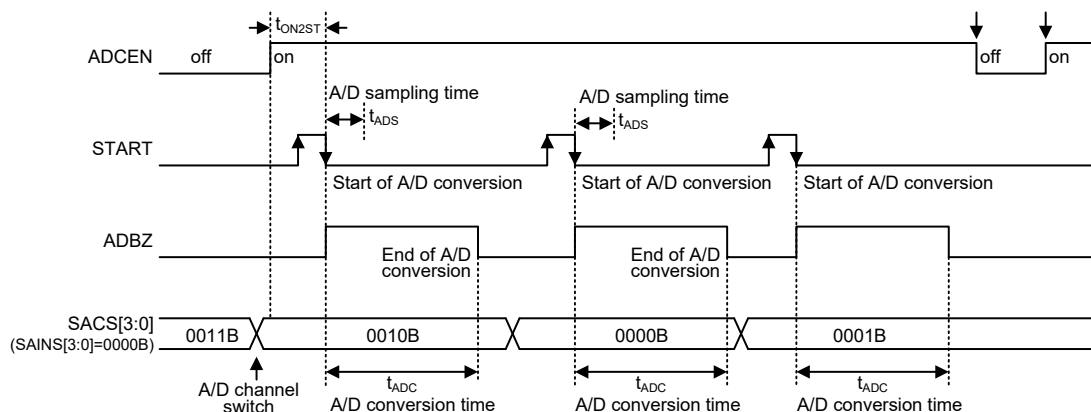
A/D Conversion Timing – External Channel Input

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 correctly programming bits SACKS2~SACKS0 in the SADC1 register.

- Step 2

  Enable the A/D converter by setting the ADCEN bit in the SADC0 register to 1.

- Step 3

  Select which signal is to be connected to the internal A/D converter by correctly configuring the SAINS2~SAINS0 bits.

Select the external channel input to be converted, go to Step 4.

Select the internal analog signal to be converted, go to Step 5.

- Step 4

If the A/D converter input signal comes from the external channel input selecting by configuring the SAINS bit field, the corresponding pins should be configured as A/D converter input function by configuring the relevant pin-shared function control bits. The desired analog channel then should be selected by configuring the SACS bit field. After this step, go to Step 6.

- Step 5

If the A/D input signal is selected to come from the internal analog signal by configuring the SAINS2~SAINS0 and the external channel analog signal input will be automatically switched off regardless of the SACS3~SACS0 bits value. After this step, go to Step 6.

- Step 6

Select the reference voltage source by configuring the SAVRS1~SAVRS0 bits in the SADC1 register. If the A/D converter power supply voltage is selected, the external reference input pin function must be disabled by properly configuring the corresponding pin-shared control bits.

- Step 7

Select A/D converter output data format by setting 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 0 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/O pins, 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 Conversion 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 V_{REF} divided by 4096.

$$1\ LSB = V_{REF}/4096$$

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

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

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 determined by the SAVRS field.
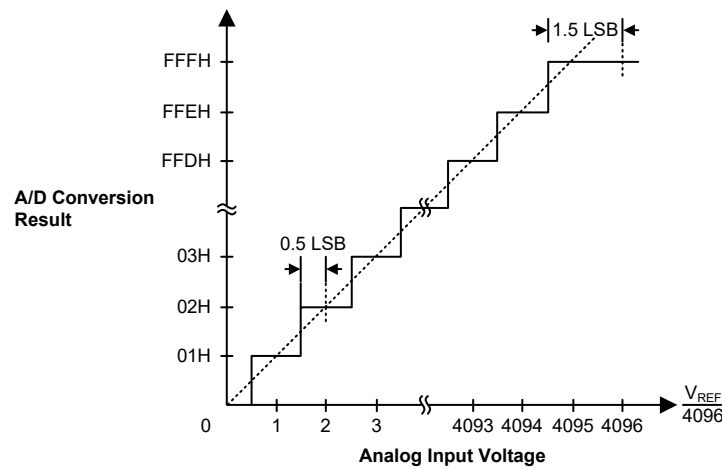
Ideal A/D Conversion Function

A/D Conversion Programming Examples

The following two programming examples illustrate how to setup 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 EOCB polling method to detect the end of conversion

```
clr ADE              ; disable A/D converter interrupt
mov a,03h            ; select f_SYS/8 as A/D clock and
mov SADC1,a          ; select external channel input and external reference input
mov a,0Bh            ; setup PBS0 to configure pin AN0 and pin VREF
mov PBS0,a
mov a,20h
mov SADC0,a          ; enable A/D and connect AN0 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 A/D converter interrupt
mov a,03h             ; select f_SYS/8 as A/D clock and
mov SADC1,a           ; select external channel input and external reference input
mov a,0Bh             ; setup PBS0 to configure pin AN0 and pin VREF
mov PBS0,a
mov a,20h
mov SADC0,a           ; enable A/D and connect AN0 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 A/D converter 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,SADOH           ; 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
```

Battery Charge Module

The device contains a battery charge module which consists of three operational amplifies and two 14-bit D/A converters. The OPA0 together with DAC0 and OPA1 together with DAC1 are used for battery charge constant current (CC) and constant voltage (CV) control respectively. The OPA2 is used for battery charge current amplification.

Battery Charge Module Structure

Note: 1. The OPA0 and OPA1 are always enabled, while the OPA2 is controlled by the OP2EN bit in DAOPC register.

2. The OPA0 and OPA1 are open drain outputs.

3. The OPA0 and OPA1 do not need to calibrate the input offset.

4. The OPA2 needs to calibrate the input offset.

5. When the DAC0 or DAC1 is disabled, the output will be in a floating state.

Battery Charge Module Registers

Overall operation of the battery charge module is controlled using a series of registers and the corresponding register definitions are described in the accompanying sections.

Register Name	Bit							
	7	6	5	4	3	2	1	0
DA0L	D7	D6	D5	D4	D3	D2	D1	D0
DA0H	—	—	D13	D12	D11	D10	D9	D8
DA1L	D7	D6	D5	D4	D3	D2	D1	D0
DA1H	—	—	D13	D12	D11	D10	D9	D8
DAOPC	DAC1EN	DAC0EN	OP2EN	OP2PG	—	—	—	OPO
OPVOS	OOFM	—	OOF5	OOF4	OOF3	OOF2	OOF1	OOF0

Battery Charge Module Register List

Digital to Analog Converter

The battery charge module contains two 14-bit R2R D/A converters, namely DAC0 and DAC1. Their reference input voltage comes from V_{DD}, and can be power down to save power.

The DAC0 and DAC1 are enabled or disabled by the DAOPC register. They are used to set a reference charging current and voltage using the DA0H/DA0L and DA1H/DA1L registers respectively.

• DA0L 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	1	0	0	0	0	0	1	0

Bit 7~0　　**D7~D0**: D/A converter 0 output control code low byte

Writing this register will only write the data to a shadow buffer and writing the DA0H register will simultaneously copy the shadow buffer data to the DA0L register.

• DA0H Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	D13	D12	D11	D10	D9	D8
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 5~0　　**D13~D8**: D/A converter 0 output control code high byte

The D/A converter 0 output voltage is calculated using the following equation:

DAC0OUT=$(V_{DD}/2^{14}) \times$D[13:0], where V_{DD} is D/A converter 0 reference input voltage.

• DA1L 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**: D/A converter 1 output control code low byte

Writing this register will only write the data to a shadow buffer and writing the DA1H register will simultaneously copy the shadow buffer data to the DA1L register.

• DA1H Register

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

Bit 7~6　　Unimplemented, read as "0"

Bit 5~0　　**D13~D8**: D/A converter 1 output control code high byte

The D/A converter 1 output voltage is calculated using the following equation:

DAC1OUT=$(V_{DD}/2^{14}) \times$D[13:0], where V_{DD} is D/A converter 1 reference input voltage.

• **DAOPC Register**

Bit	7	6	5	4	3	2	1	0
Name	DAC1EN	DAC0EN	OP2EN	OP2PG	—	—	—	OPO
R/W	R/W	R/W	R/W	R/W	—	—	—	R
POR	1	1	0	0	—	—	—	0

Bit 7   **DAC1EN**: D/A converter 1 enable control
            0: Disable, D/A converter 1 output floating
            1: Enable

Bit 6   **DAC0EN**: D/A converter 0 enable control
            0: Disable, D/A converter 0 output floating
            1: Enable

Bit 5   **OP2EN**: OPA2 enable control
            0: Disable
            1: Enable

Bit 4   **OP2PG**: OPA2 PGA gain selection bit
            0: 20
            1: 40

Bit 3~1   Unimplemented, read as "0"

Bit 0   **OPO**: OPA2 digital logic output
            The OPO is cleared to 0 when the OPA2 is disabled.

Operational Amplifiers

The battery charge module contains three operational amplifiers, namely OPA0, OPA1 and OPA2. The OPA0 and OPA1 are always enabled and do not need to calibrate the input offset. The OPA2 related functions are controlled using the DAOPC and OPVOS registers.

The DAOPC register is used for control OPA2 enable/disable and PGA gain selection. The OPVOS register is used for OPA2 input offset calibration voltage selection and control.

• **OPVOS Register**

Bit	7	6	5	4	3	2	1	0
Name	OOFM	—	OOF5	OOF4	OOF3	OOF2	OOF1	OOF0
R/W	R/W	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	—	1	0	0	0	0	0

Bit 7   **OOFM**: OPA2 normal operation or input offset voltage cancellation mode selection bit
            0: Normal operation
            1: Offset calibration mode
            The input reference voltage comes from OPA2 positive input pin at offset voltage cancellation mode.

Bit 6   Unimplemented, read as "0"

Bit 5~0   **OOF5~OOF0**: OPA2 input offset voltage calibration control bits

Operational Amplifier 2 Operation

The OPA2 provides input offset calibration function. The calibrated data is stored in the OOF bit field. The OOFM bit is used to control cancellation mode selection. The input reference voltage comes from the OPA2P pin in calibration mode. The OPA2P pin is the OPA2 positive input and the 20×A2P/40×A2P signal is the OPA2 analog output voltage. The OPA2 digital output flag is OPO, which is used for OPA2 calibration mode. Finally, the OP2EN bit is used to enable or disable the OPA2 function.

Offset Calibration Procedure

As the OPA2 input pin is pin-shared with other functions, it should be configured as the operational amplifier input first by the corresponding pin-shared function selection register.

- Step1:

    Set OOFM=1, the OPA2 is now under offset calibration mode. To make sure the input offset voltage V_{OS} as minimise as possible after calibration, the input reference voltage in calibration mode should be the same as input DC operating voltage in normal mode operation.

- Step2:

    Set OOF[5:0]=000000 then read OPO flag.

- Step3:

    Let OOF[5:0]=OOF[5:0]+1 then read OPO flag, if the OPO flag state is changed, record the data as V_{OS1}.

- Step4:

    Set OOF[5:0]=111111 then read OPO flag.

- Step5:

    Let OOF[5:0]=OOF[5:0]-1 then read OPO flag, if the OPO flag state is changed; record the data as V_{OS2}.

- Step6:

    restore $V_{OS}=(V_{OS1}+V_{OS2})/2$ to OOF[5:0] bits, the calibration is finished.

    If $(V_{OS1}+V_{OS2})/2$ is not integral, discard the decimal.

    Residue $V_{OS}=V_{OUT} - V_{IN}$.

Serial Interface Module – SIM

The device contains a Serial Interface Module, which includes both the four-line SPI interface or two-line I²C 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 I²C based hardware such as sensors, Flash or EEPROM memory, etc. The SIM interface pins are pin-shared with other I/O pins and therefore the SIM interface functional pins must first be selected using the corresponding pin-shared function selection bits. As both interface types share the same pins and registers, the choice of whether the SPI or I²C 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 pins 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, the device provided 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.
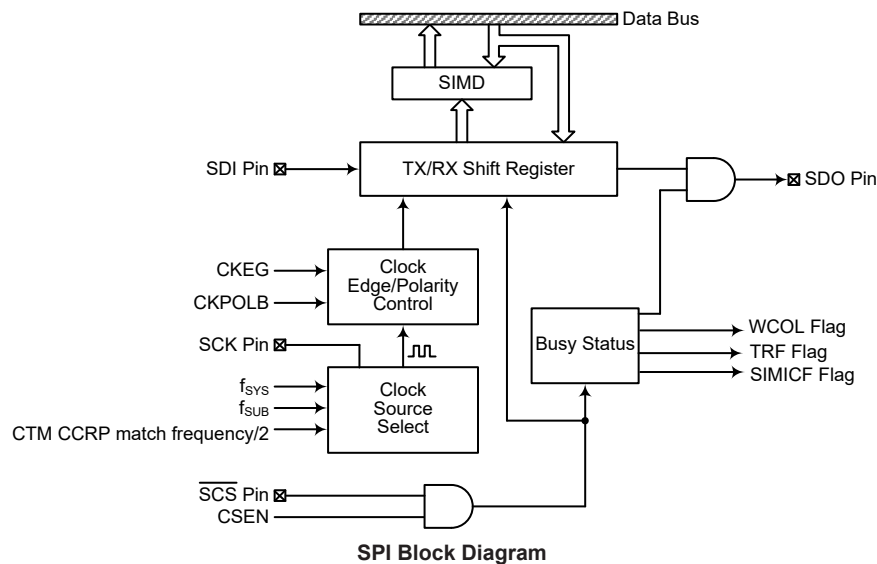
SPI Interface Operation

The SPI interface is a full duplex synchronous serial data link. It is a four line interface with pin names SDI, SDO, SCK and $\overline{\text{SCS}}$. Pins SDI and SDO are the Serial Data Input and Serial Data Output lines, SCK is the Serial Clock line and $\overline{\text{SCS}}$ is the Slave Select line. As the SPI interface pins are pin-shared with normal I/O pins and with the I²C function pins, the SPI interface pins must first be selected by configuring the pin-shared function selection bits and 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 $\overline{\text{SCS}}$ pin only one slave device can be utilized. The $\overline{\text{SCS}}$ pin is controlled by software, set CSEN bit to 1 to enable $\overline{\text{SCS}}$ pin function, set CSEN bit to 0 the $\overline{\text{SCS}}$ pin will be floating state.

SPI Master/Slave Connection
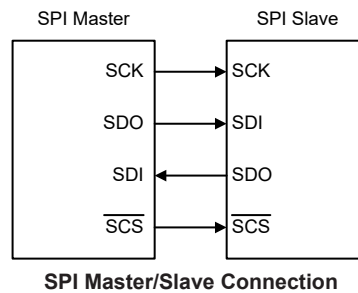
The SPI function in this device offers the following features:

- 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 Block Diagram

SPI Registers

There are three internal registers which control the overall operation of the SPI interface. These are the SIMD data register and two registers SIMC0 and SIMC2.

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 – SIMD

The SIMD register is used to store the data being transmitted and received. The same register is used by both the SPI and I²C 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 – SIMC0/SIMC2

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 I²C function. The SIMC1 register is not used by the SPI function, only by the I²C function. Register SIMC0 is used to control the enable/disable function and to set the data transmission clock frequency. Register SIMC2 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 CTM CCRP match frequency/2
101: SPI slave mode
110: I²C slave mode
111: Non SIM function

These bits setup the overall operating mode of the SIM function. As well as selecting if the I²C 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 CTM 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**: I²C Debounce Time Selection

The SIMDEB1~SIMDEB0 bits are only used in the I²C mode and the detailed definition is described in the I²C 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 $\overline{SCS}$, or SDA and SCL lines will lose their SPI or I²C 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 I²C interface via the SIM2~SIM0 bits and the SIMEN bit changes from low to high, the contents of the I²C 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 I²C flags such as HCF, HAAS, HBB, SRW and RXAK will be set to their default states.

Bit 0   **SIMICF**: SIM SPI slave mode Incomplete Transfer Flag

    0: SIM SPI slave mode incomplete condition not occurred
    1: SIM SPI slave mode incomplete condition 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 $\overline{SCS}$ 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
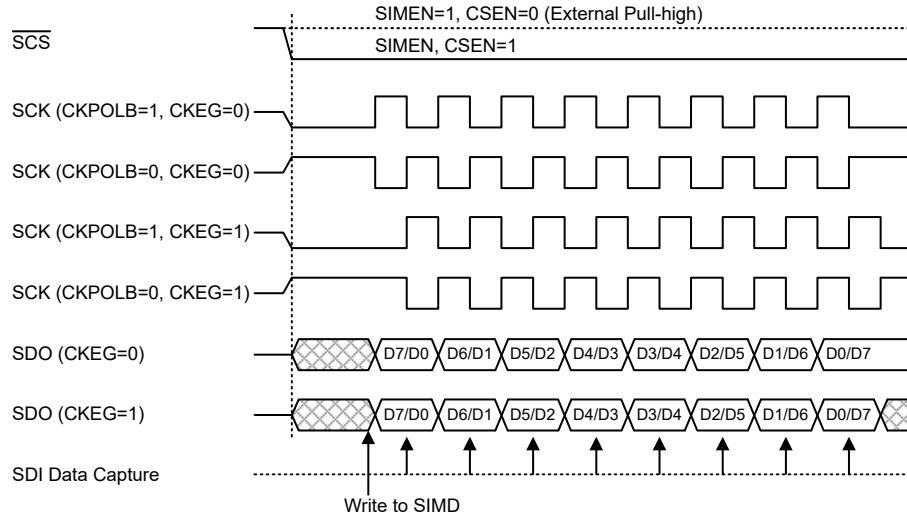
be low when the clock is inactive. When the CKPOLB bit is low, then the SCK line will be high when the clock is inactive. The CKEG bit determines active clock edge type which depends upon the condition of CKPOLB bit.

Bit 3   **MLS**: SPI data shift order

    0: LSB first

    1: MSB first

This is the data shift 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 whether a data collision has occurred or not. 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. This 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 transfer is completed

The TRF bit is the Transmit/Receive Complete flag and is set to 1 automatically when an SPI data transfer is completed, but must cleared to 0 by the application program. It can be used to generate an interrupt.
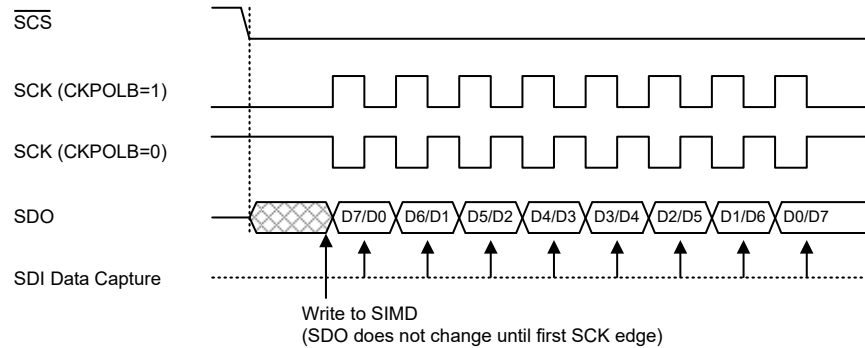
SPI Communication

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 complete, 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 a $\overline{\text{SCS}}$ 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 Master mode will continue to function if the SPI clock is running.

SPI Master Mode Timing

Write to SIMD
(SDO does not change until first SCK edge)

SPI Slave Mode Timing – CKEG=0

Write to SIMD
(SDO changes as soon as writing occurs; SDO is floating if $\overline{SCS}$=1)
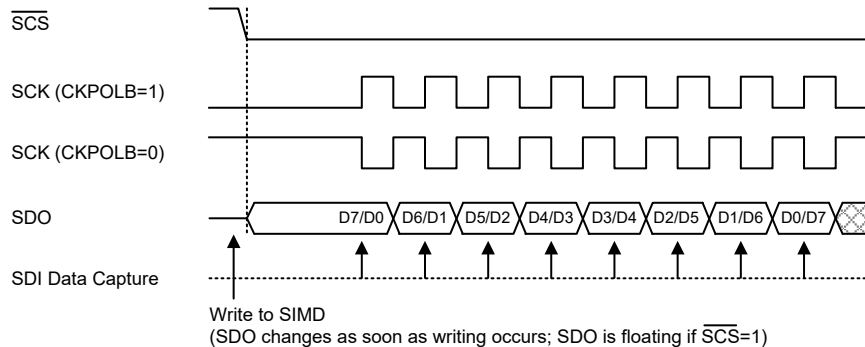
Note: For SPI slave mode, if SIMEN=1 and CSEN=0, SPI is always
enabled and ignores the $\overline{SCS}$ level.

SPI Slave Mode Timing – CKEG=1
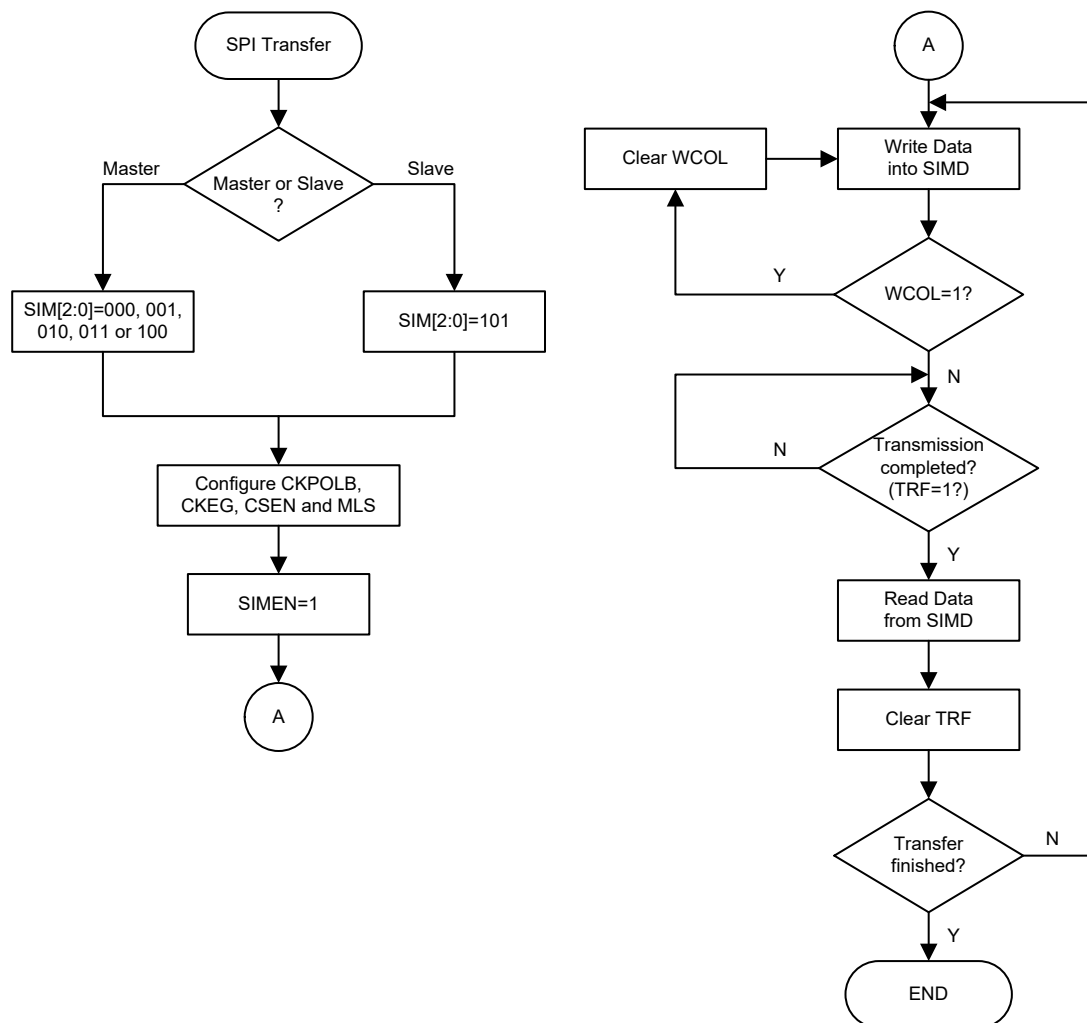
SPI Transfer Control Flow Chart

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, the SCK, SDI, SDO and $\overline{SCS}$ can become I/O pins or other pin-shared functions using the corresponding pin-shared 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 the $\overline{SCS}$, SDI, SDO and SCK will all become I/O pins or the other functions using the corresponding pin-shared 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 SDO 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 an SIM 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 $\overline{SCS}$ 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 an SIM 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.

I²C Interface

The I²C 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.

I²C Master/Slave Bus Connection
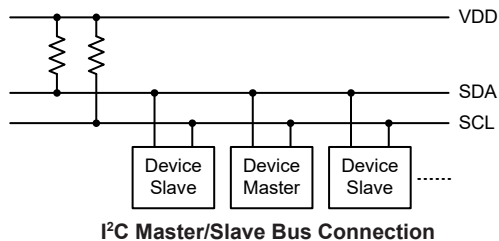
I²C Interface Operation

The I²C 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 I²C bus is identified by a unique address which will be transmitted and received on the I²C bus.

When two devices communicate with each other on the bidirectional I²C 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 I²C 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 I²C device is activated and the related internal pull-high function could be controlled by its corresponding pull-high control register.
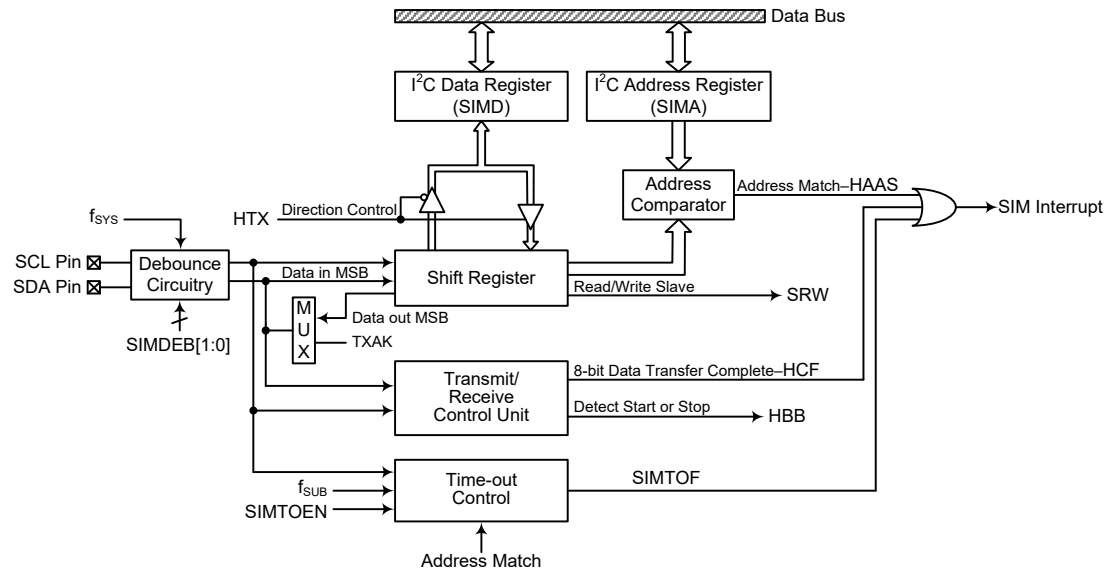
I²C Interface Block Diagram
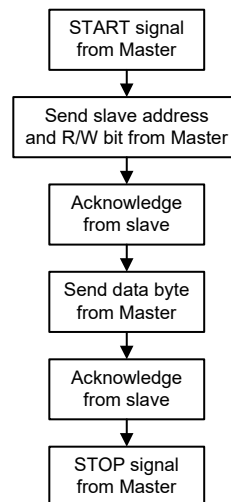
I²C Interface Operation

The SIMDEB1 and SIMDEB0 bits determine the debounce time of the I²C interface. This uses the system 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 I²C data transfer speed, there exists a relationship between the system clock, f_{SYS}, and the I²C debounce time. For either the I²C 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.

I²C Debounce Time Selection	I²C Standard Mode (100kHz)	I²C Fast Mode (400kHz)
No Debounce	$f_{SYS} > 2MHz$	$f_{SYS} > 4MHz$
2 system clock debounce	$f_{SYS} > 4MHz$	$f_{SYS} > 8MHz$
4 system clock debounce	$f_{SYS} > 4MHz$	$f_{SYS} > 8MHz$

I²C Minimum f_{SYS} Frequency Requirement

I²C Registers

There are three control registers associated with the I²C 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
SIMA	SIMA6	SIMA5	SIMA4	SIMA3	SIMA2	SIMA1	SIMA0	D0
SIMD	D7	D6	D5	D4	D3	D2	D1	D0
SIMTOC	SIMTOEN	SIMTOF	SIMTOS5	SIMTOS4	SIMTOS3	SIMTOS2	SIMTOS1	SIMTOS0

I²C Register List

I²C 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 I²C functions. Before the device writes data to the I²C bus, the actual data to be transmitted must be placed in the SIMD register. After the data is received from the I²C bus, the device can read it from the SIMD register. Any transmission or reception of data from the I²C 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

I²C 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 implemented.

When a master device, which is connected to the I²C 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 locates at 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**: I²C slave address
           SIMA6~SIMA0 is the I²C slave address bit 6 ~ bit 0.

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

I²C Control Registers

There are three control registers for the I²C interface, SIMC0, SIMC1 and SIMTOC. The register SIMC0 is used to control the enable/disable function and to select the I²C slave mode and debounce time. The SIMC1 register contains the relevant flags which are used to indicate the I²C communication status. Another register, SIMTOC, is used to control the I²C 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 CTM CCRP match frequency/2
       101: SPI slave mode
       110: I²C slave mode
       111: Non SIM function

       These bits setup the overall operating mode of the SIM function. As well as selecting if the I²C 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 CTM 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**: I²C Debounce Time Selection
       00: No debounce
       01: 2 system clock debounce
       1x: 4 system clock debounce

       These bits are used to select the I²C debounce time when the SIM is configured as the I²C 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 $\overline{SCS}$, or SDA and SCL lines will lose their SPI or I²C function and the SIM operating current will be reduced to a minimum value. When the bit is high the SIM interface is enabled. The SIM configuration option must have first enabled the SIM interface for this bit to be effective. 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 I²C interface via the SIM2~SIM0 bits and the SIMEN bit changes from low to high, the contents of the I²C 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 I²C flags such as HCF, HAAS, HBB, SRW and RXAK will be set to their default states.

Bit 0   **SIMICF**: SIM SPI Incomplete Flag
       The SIMICF bit is only used in the SPI mode and the detailed definition is described in the SPI 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**: I²C 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 completion 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. Below is an example of the flow of a two-byte I²C data transfer. First, I²C slave device receives a start signal from I²C master and then HCF bit is automatically cleared to zero. Second, I²C slave device finishes receiving the 1st data byte and then HCF bit is automatically set high. Third, user read the 1st data byte from SIMD register by the application program and then HCF bit is automatically cleared to zero. Fourth, I²C slave device finishes receiving the 2nd data byte and then HCF bit is automatically set to one and so on. Finally, I²C slave device receives a stop signal from I²C master and then HCF bit is automatically set high.

Bit 6　　　**HAAS**: I²C Bus data transfer completion flag
　　　　　　0: Not address match
　　　　　　1: Address match

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**: I²C Bus busy flag
　　　　　　0: I²C Bus is not busy
　　　　　　1: I²C Bus is busy

The HBB flag is the I²C busy flag. This flag will be "1" when the I²C bus is busy which will occur when a START signal is detected. The flag will be cleared to "0" when the bus is free which will occur when a STOP signal is detected.

Bit 4　　　**HTX**: I²C slave device transmitter/receiver selection
　　　　　　0: Slave device is the receiver
　　　　　　1: Slave device is the transmitter

Bit 3　　　**TXAK**: I²C bus transmit acknowledge flag
　　　　　　0: Slave sends acknowledge flag
　　　　　　1: Slave does not send acknowledge flag

The TXAK flag is the transmit acknowledge flag. After the slave device has received 8 bits of data, this flag will be transmitted to the bus on the 9th clock from the slave device. The slave device must always set the TXAK bit to "0" before further data is received.

Bit 2　　　**SRW**: I²C slave read/write flag
　　　　　　0: Slave device should be in receive mode
　　　　　　1: Slave device should be in transmit mode

The SRW flag is the I²C Slave Read/Write flag. This flag determines whether the master device wishes to transmit or receive data from the I²C 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.

Bit 1　　　**IAMWU**: I²C Address Match Wake-Up control
　　　　　　0: Disable
　　　　　　1: Enable – must be cleared by the application program after wake-up

This bit should be set to 1 to enable the I²C 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 I²C address match wake-up, then this bit must be cleared by the application program after wake-up to ensure correction device operation.
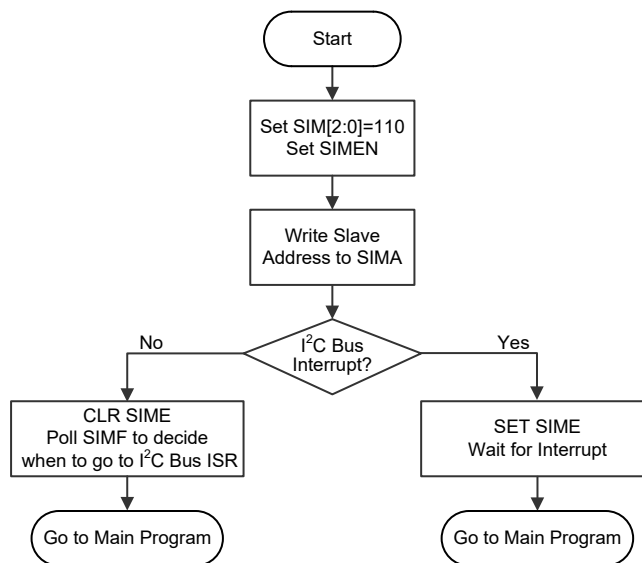
Bit 0 **RXAK**: I²C bus receive acknowledge flag
    0: Slave receives acknowledge flag
    1: Slave does not receive acknowledge flag

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 is 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 I²C Bus.

I²C Bus Communication

Communication on the I²C 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 I²C 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 SIM 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 either an address match or the completion of an 8-bit data transfer or the I²C 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 I²C 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 I²C bus.

• Step 2

Write the slave address of the device to the I²C bus address register SIMA.

• Step 3

Set the SIME interrupt enable bit of the interrupt control register to enable the SIM interrupt.

```
                    ┌─────────────┐
                    │    Start    │
                    └──────┬──────┘
                           │
                    ┌──────▼──────┐
                    │ Set SIM[2:0]=110 │
                    │  Set SIMEN  │
                    └──────┬──────┘
                           │
                    ┌──────▼──────┐
                    │Write Slave  │
                    │Address to SIMA│
                    └──────┬──────┘
                           │
      No            ┌──────▼──────┐           Yes
  ┌─────────────────┤ I²C Bus     ├─────────────────┐
  │                 │ Interrupt?  │                 │
  │                 └─────────────┘                 │
  ▼                                                 ▼
┌─────────────────┐                    ┌─────────────────┐
│   CLR SIME      │                    │    SET SIME     │
│ Poll SIMF to decide │                │ Wait for Interrupt │
│ when to go to I²C Bus ISR │          │                 │
└────────┬────────┘                    └────────┬────────┘
         │                                      │
  ┌──────▼──────┐                        ┌──────▼──────┐
  │Go to Main Program│                   │Go to Main Program│
  └─────────────┘                        └─────────────┘
```

I²C Bus Initialisation Flow Chart

I²C Bus Start Signal

The START signal can only be generated by the master device connected to the I²C bus and not by the slave device. This START signal will be detected by all devices connected to the I²C bus. When detected, this indicates that the I²C 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.

I²C Slave Address

The transmission of a START signal by the master will be detected by all devices on the I²C 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 SIM I²C 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 SIM I²C 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 either a matching slave address, the completion of a data byte transfer or the I²C 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.

I²C Bus Read/Write Signal

The SRW bit in the SIMC1 register defines whether the master device wishes to read data from the I²C bus or write data to the I²C 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 I²C bus, therefore the slave device must be setup to send data to the I²C bus as a transmitter. If the SRW flag is "0" then this indicates that the master wishes to send data to the I²C bus, therefore the slave device must be setup to read data from the I²C bus as a receiver.
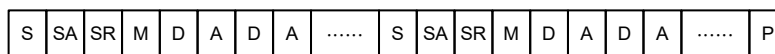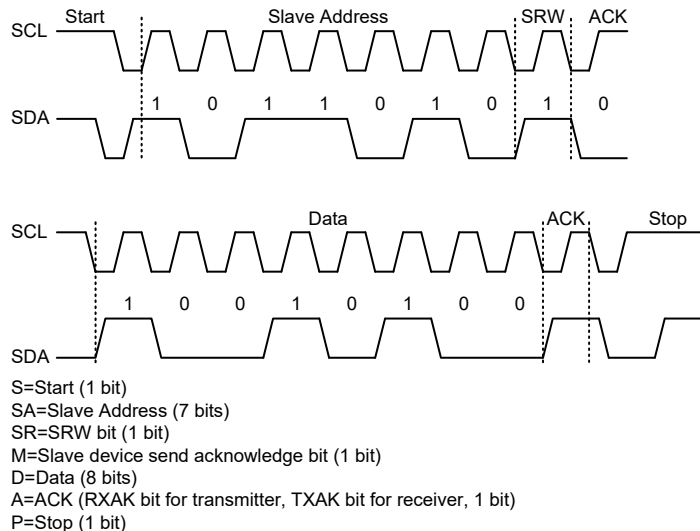
I²C Bus Slave Address Acknowledge Signal

After the master has transmitted a calling address, any slave device on the I²C 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 cleared to "0".

I²C 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 I²C 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)

S	SA	SR	M	D	A	D	A	……	S	SA	SR	M	D	A	D	A	……	P

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.

I²C Communication Timing Diagram
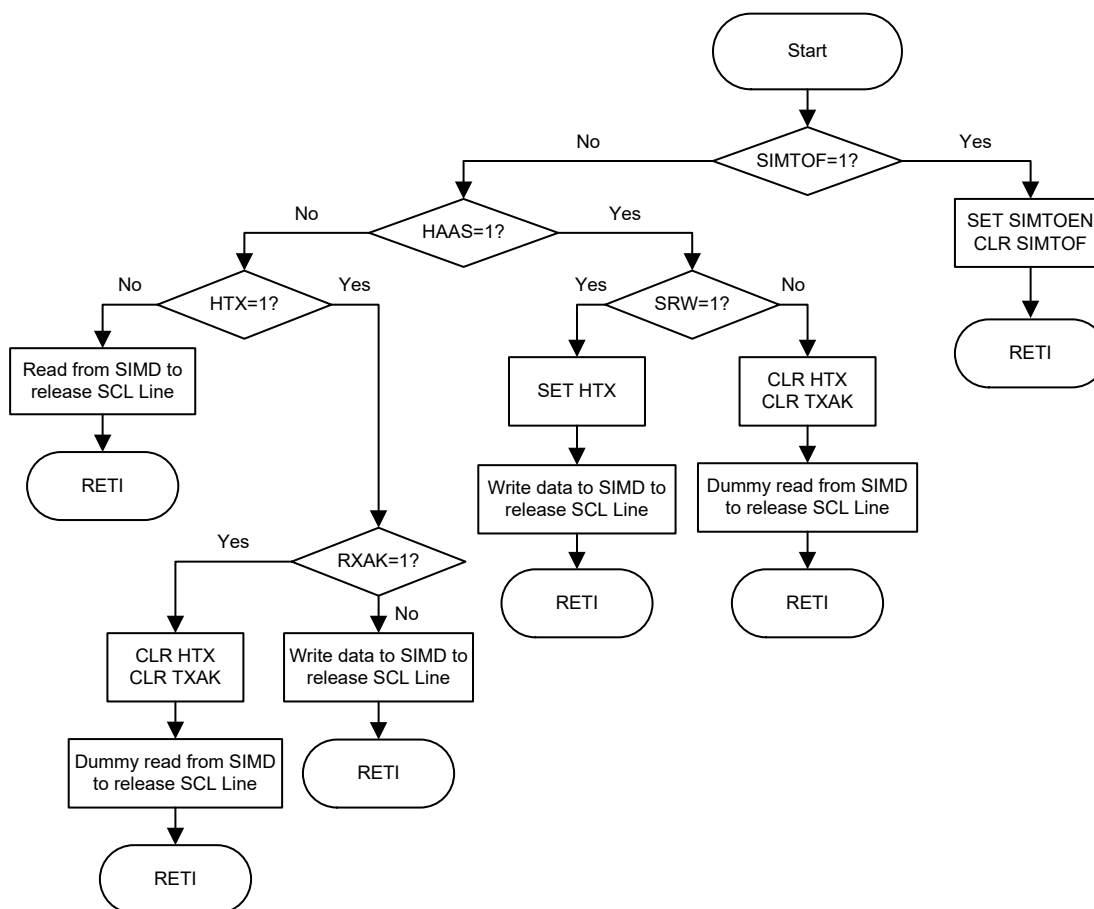
I²C Bus ISR Flow Chart

I²C Time-out Control

In order to reduce the I²C lockup problem due to reception of erroneous clock sources, a time-out function is provided. If the clock source connected to the I²C bus is not received for a while, then the I²C circuitry and registers will be reset after a certain time-out period. The time-out counter starts to count on an I²C 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 period specified by the SIMTOC register, then a time-out condition will occur. The time-out function will stop when an I²C "STOP" condition occurs.
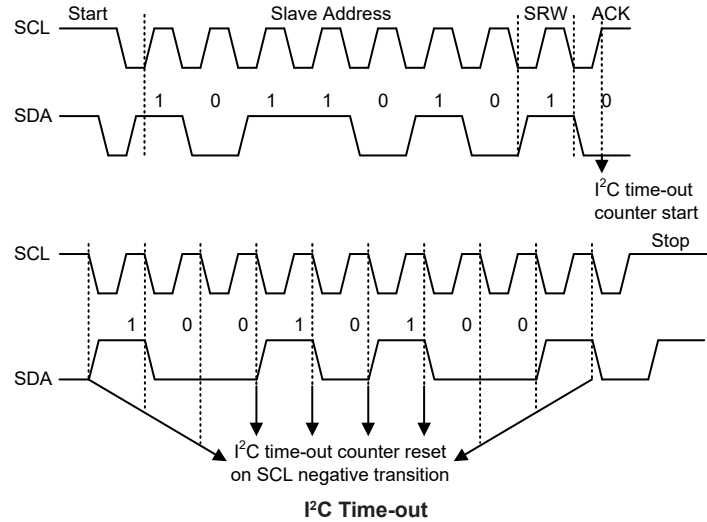
I²C Time-out

When an I²C 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 SIM interrupt vector. When an I²C time-out occurs, the I²C internal circuitry will be reset and the registers will be reset into the following condition:

Registers	After I²C Time-out
SIMD, SIMA, SIMC0	No change
SIMC1	Reset to POR condition

I²C Registers after Time-out

The SIMTOF flag can be cleared by the application program. There are 64 time-out period selections which can be selected using the SIMTOS5~SIMTOS0 bits in the SIMTOC register. The time-out duration is calculated by the formula: $((1{\sim}64){\times}(32/f_{SUB}))$. 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 I²C Time-out control
         0: Disable
         1: Enable

Bit 6   **SIMTOF**: SIM I²C Time-out flag
         0: No time-out occurred
         1: Time-out occurred

Bit 5~0   **SIMTOS5~SIMTOS0**: SIM I²C Time-out period selection
         I²C Time-out clock source is $f_{SUB}/32$.
         I²C Time-out period is equal to $(SIMTOS[5:0]+1){\times}(32/f_{SUB})$.
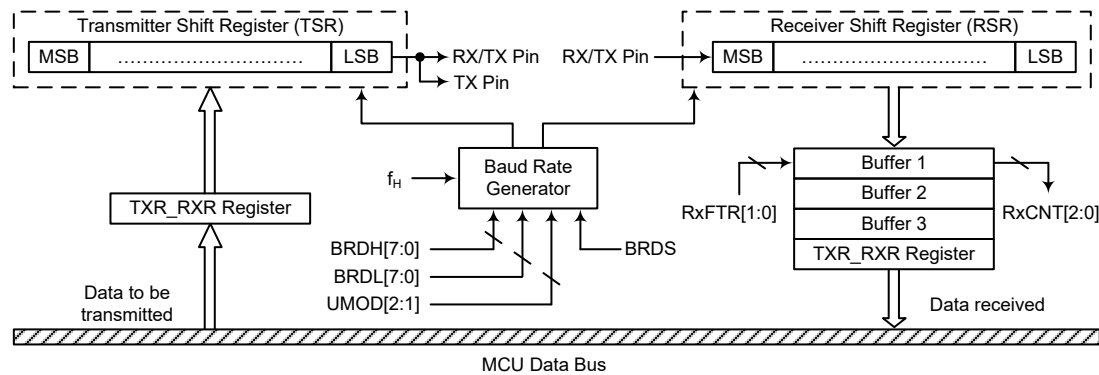
UART Interface

The device contains an integrated full-duplex or half-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 half-duplex (single wire mode), asynchronous communication

- 8 or 9 bits character length

- Even, odd, mark, space or no parity options

- One or two stop bits configurable for receiver

- Two stop bits for transmitter

- Baud rate generator with 16-bit prescaler

- Parity, framing, noise and overrun error detection

- Support for interrupt on address detect (last character bit=1)

- Separately enabled transmitter and receiver

- 4-byte Deep FIFO Receive Data Buffer

- 1-byte Deep FIFO Transmit Data Buffer

- RX/TX pin wake-up function

- Transmit and receive interrupts

- Interrupts can be triggered by the following conditions:

  - Transmitter Empty

  - Transmitter Idle

  - Receiver reaching FIFO trigger level

  - Receiver Overrun

  - Address Mode Detect
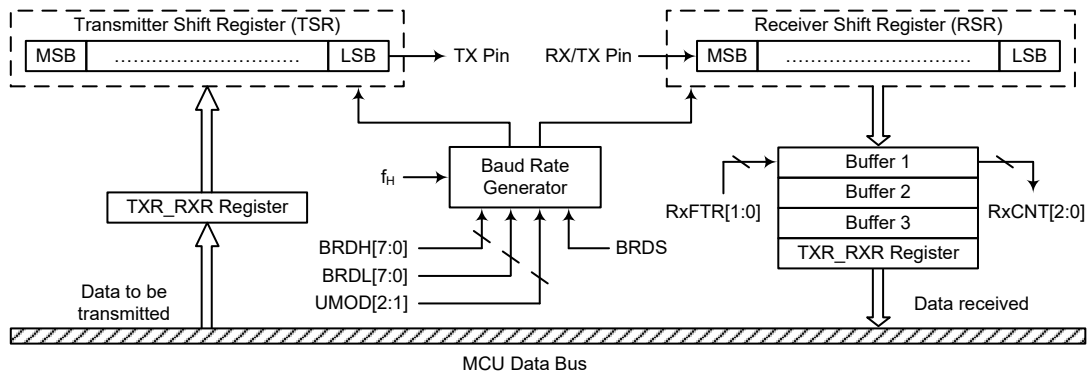
UART Data Transfer Block Diagram – SWM=0

UART Data Transfer Block Diagram – SWM=1

UART External Pins

To communicate with an external serial interface, the internal UART has two external pins known as TX and RX/TX, which are pin-shared with I/O or other pin functions. The TX and RX/TX 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 transmitter output and receiver input conditions. At this time the internal pull-high resistor related to the transmitter output pin will be disabled, while the internal pull-high resistor related to the receiver input pin is controlled by the corresponding I/O pull-high function control bit. When the TX or RX/TX pin function is disabled by clearing the UARTEN, TXEN or RXEN bit, the TX or RX/TX pin will be set to a floating state. At this time whether the internal pull-high resistor is connected to the TX or RX/TX pin or not is determined by the corresponding I/O pull-high function control bit.

UART Single Wire Mode

The UART function also supports the Single Wire Mode communication which is selected using the SWM bit in the UCR3 register. When the SWM bit is set high, the UART function will be in the single wire mode. In the single wire mode, a single RX/TX pin can be used to transmit and receive data depending upon the corresponding control bits. When the RXEN bit is set high, the RX/TX pin is used as a receiver pin. When the RXEN bit is cleared to zero and the TXEN bit is set high, the RX/TX pin will act as a transmitter pin.

It is recommended not to set both the RXEN and TXEN bits high in the single wire mode. If both the RXEN and TXEN bits are set high, the RXEN bit will have the priority and the UART will act as a receiver.

It is important to note that the functional description in this UART chapter, which is described from the full-duplex communication standpoint, also applies to the half-duplex (single wire mode) communication except the pin usage. In the single wire mode, the TX pin mentioned in this chapter should be replaced by the RX/TX pin to understand the whole UART single wire mode function.

In the single wire mode, the data can also be transmitted on the TX pin in a transmission operation with proper software configurations. Therefore, the data will be output on the RX/TX and TX pins.

UART Data Transfer Scheme

The UART Data Transfer Block Diagrams show 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/TX 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, TXR_RXR, in the Data Memory.

UART Status and Control Registers

There are nine control registers associated with the UART function. The SWM bit in the UCR3 register is used to enable/disable the UART Single Wire Mode. The USR, UCR1, UCR2, UFCR and RxCNT registers control the overall function of the UART, while the BRDH and BRDL registers control 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	PRT1	PRT0	TXBRK	RX8	TX8
UCR2	TXEN	RXEN	STOPS	ADDEN	WAKE	RIE	TIIE	TEIE
UCR3	—	—	—	—	—	—	—	SWM
TXR_RXR	TXRX7	TXRX6	TXRX5	TXRX4	TXRX3	TXRX2	TXRX1	TXRX0
BRDH	D7	D6	D5	D4	D3	D2	D1	D0
BRDL	D7	D6	D5	D4	D3	D2	D1	D0
UFCR	—	—	UMOD2	UMOD1	UMOD0	BRDS	RxFTR1	RxFTR0
RxCNT	—	—	—	—	—	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 the parity is enabled and the parity type (odd, even, mark or space) is selected. The flag can also be cleared to zero by a software sequence which involves a read to the status register USR 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 as overrun. The NF flag can be cleared to zero 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 to zero 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 to zero 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/TX 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 and reaches receiver FIFO trigger level

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 and reaches receiver FIFO trigger level. When the contents of the shift register are transferred to the TXR_RXR register, and Receiver FIFO trigger level is reached, 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 to zero 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 to zero 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 to zero 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	PRT1	PRT0	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/TX pins are in a floating state

    1: Enable UART. TX and RX/TX pins can 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/TX 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/TX pins will function as defined by the SWM mode selection bit together with 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 as well as the RxCNT register will be cleared to zero, while the TIDLE, TXIF and RIDLE bits will be set high. Other control bits in UCR1, UCR2, UCR3, UFCR, BRDH and BRDL registers will remain unaffected. If the UART is active and the UARTEN bit is cleared to zero, 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.

Note that the 9th bit of data if BNO=1, or the 8th bit of data if BNO=0, which is used as the parity bit, does not transfer to RX8 or TXRX7 (i.e. TXR_RXR.7) respectively when the parity function is enabled.

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 4~3   **PRT1~PRT0**: Parity type selection bits
               00: Even parity for parity generator
               01: Odd parity for parity generator
               10: Mark parity for parity generator
               11: Space parity for parity generator

These bits are the parity type selection bits. When these bits are equal to 00b, even parity type will be selected. If these bits are equal to 01b, then odd parity type will be selected. If these bits are equal to 10b, then a 1 (Mark) in the parity bit location will be selected. If these bits are equal to 11b, then a 0 (Space) in the parity bit location will be selected.

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 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 receiver STOP bit number selection, 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	STOPS	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/TX 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/TX 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/TX pin will be in a floating state.

Bit 5   **STOPS**: Number of Stop bits selection for receiver
    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 for receiver. 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. Two stop bits are used for transmitter.

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 TXRX7 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/TX pin wake-up UART function enable control
    0: RX/TX pin wake-up UART function is disabled
    1: RX/TX 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/TX pin occurs. Note that this bit is only available when the UART clock (f_H) is switched off. There will be no RX/TX pin wake-up UART function if the UART clock (f_H) exists. If the WAKE bit is set to 1 as the UART clock (f_H) is switched off, a UART wake-up request will be initiated when a falling edge on the RX/TX pin occurs. When this request happens and the corresponding interrupt is enabled, an RX/TX 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_H) via the application program. Otherwise, the UART function cannot resume even if there is a falling edge on the RX/TX 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   **TIIE**: 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.

• **UCR3 Register**

The UCR3 register is used to enable the UART Single Wire Mode communication. As the name suggests in the single wire mode the UART communication can be implemented in one single line, RX/TX, together with the control of the RXEN and TXEN bits in the UCR2 register.

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

Bit 7~1   Unimplemented, read as "0"

Bit 0   **SWM**: Single Wire Mode enable control

    0: Disable, the RX/TX pin is used as UART receiver function only

    1: Enable, the RX/TX pin can be used as UART receiver or transmitter function controlled by the RXEN and TXEN bits

    Note that when the Single Wire Mode is enabled, if both the RXEN and TXEN bits are high, the RX/TX pin will only be used as UART receiver input.

• **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/TX pin.

Bit	7	6	5	4	3	2	1	0
Name	TXRX7	TXRX6	TXRX5	TXRX4	TXRX3	TXRX2	TXRX1	TXRX0
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   **TXRX7~TXRX0**: UART Transmit/Receive Data bit 7 ~ bit 0

• **BRDH 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**: Baud rate divider high byte

    The baud rate divider BRD (BRDH/BRDL) defines the UART clock divider ratio.

    Baud Rate=f_H/(BRD+UMOD/8)

    BRD=16~65535 or 8~65535 depending on BRDS

    Note: 1. The BRD value should not be set to less than 16 when BRDS=0 or less than 8 when BRDS=1, otherwise errors may occur.

    2. The BRDL must be written first and then BRDH, otherwise errors may occur.

    3. The BRDH register should not be modified during data transmission process.

• **BRDL 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**: Baud rate divider low byte

    The baud rate divider BRD (BRDH/BRDL) defines the UART clock divider ratio.

    Baud Rate=f_H/(BRD+UMOD/8)

    BRD=16~65535 or 8~65535 depending on BRDS

Note: 1. The BRD value should not be set to less than 16 when BRDS=0 or less than 8 when BRDS=1, otherwise errors may occur.

2. The BRDL must be written first and then BRDH, otherwise errors may occur.

3. The BRDL register should not be modified during data transmission process.

• **UFCR Register**

The UFCR register is the FIFO control register which is used for UART modulation control, BRD range selection and trigger level selection for RXIF and interrupt.

Bit	7	6	5	4	3	2	1	0
Name	—	—	UMOD2	UMOD1	UMOD0	BRDS	RxFTR1	RxFTR0
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 5~3   **UMOD2~UMOD0**: UART Modulation Control bits

The modulation control bits are used to correct the baud rate of the received or transmitted UART signal. These bits determine if the extra UART clock cycle should be added in a UART bit time. The UMOD2~UMOD0 value will be added to internal accumulator for every UART bit time. Until a carry to bit 3, the corresponding UART bit time increases a UART clock cycle.

Bit 2   **BRDS**: BRD range selection

0: BRD range is from 16 to 65535
1: BRD range is from 8 to 65535

The BRDS bit is used to control the sampling point in a UART bit time. If the BRDS bit is cleared to zero, the sampling point will be BRD/2, BRD/2+1×f_H, and BRD/2+2×f_H in a UART bit time. If the BRDS bit is set high, the sampling point will be BRD/2-1×f_H, BRD/2, and BRD/2+2×f_H in a UART bit time.

Note that the BRDS bit should not be modified during data transmission process.

Bit 1~0   **RxFTR1~RxFTR0**: Receiver FIFO trigger level (bytes)

00: 4 bytes in RX FIFO
01: 1 or more bytes in RX FIFO
10: 2 or more bytes in RX FIFO
11: 3 or more bytes in RX FIFO

For the receiver these bits define the number of received data bytes in the RX FIFO that will trigger the RXIF bit being set high, an interrupt will also be generated if the RIE bit is enabled. To prevent OERR from being set high, the receiver FIFO trigger level can be set to 2 bytes, avoiding an overrun state that cannot be processed by the program in time when more than 4 data bytes are received. After the reset the receiver FIFO is empty.

• **RxCNT Register**

The RxCNT register is the counter used to indicate the number of received data bytes in the RX FIFO which have not been read by the MCU. This register is read only.

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	D2	D1	D0
R/W	—	—	—	—	—	R	R	R
POR	—	—	—	—	—	0	0	0

Bit 7~3   Unimplemented, read as "0"

Bit 2~0   **D2~D0**: RX FIFO counter

The RxCNT register is the counter used to indicate the number of received data bytes in the RX FIFO which is not read by the MCU. When RX FIFO receives one byte of data, the RxCNT will increase by one; when the MCU reads one byte of data from RX FIFO, the RxCNTn will decrease by one. If there are 4 bytes of data in the RX FIFO,

the 5th data will be saved in the shift register. If there is 6th data, the 6th data will be saved in the shift register. But the RxCNT remains the value of 4. The RxCNT will be cleared when reset occurs or UARTEN=1. This register is read only.

Baud Rate Generator

To setup 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 16-bit timer, the period of which is determined by two factors. The first of these is the value placed in the BRDH and BRDL baud rate registers and the second is the UART modulation control bits UMOD2~UMOD0. To prevent accumulated error of the receiver baud rate frequency, it is recommended to use two stop bits for resynchronization after each byte is received. If a baud rate BR is required with UART clock f_H.

f_H/BR=Integer Part+Fractional Part

The integer part is loaded into BRD (BRDH/BRDL). The fractional part is multiplied by 8 and rounded, then loaded into UMOD bit field as following:

BRD=TRUNC(f_H/BR)

UMOD=ROUND[MOD(f_H/BR)×8]

Therefore, the actual baud rate is as following:

Baud Rate=f_H/[BRD+(UMOD/8)]

Calculating the Baud Rate and Error Values

For a clock frequency of 4MHz, determine the BRDH/BRDL register value, the actual baud rate and the error value for a desired baud rate of 230400.

From the above formula, the BRD=TRUNC(f_H/BR)=TRUNC(17.36111)=17

The UMOD=ROUND[MOD(f_H/BR)×8]=ROUND(0.36111×8)=ROUND(2.88888)=3

The actual Baud Rate=f_H/[BRD+(UMOD/8)]=230215.83

Therefore the error is equal to (230215.83-230400)/230400=-0.08%

Modulation Control Example

To get the best-fitting bit sequence for UART modulation control bits UMOD2~UMOD0, the following algorithm can be used: Firstly, the fractional part of the theoretical division factor is multiplied by 8. Then the product will be rounded and the UMOD2~UMOD0 bits will be filled with the rounded value. The UMOD2~UMOD0 value will be added to internal accumulator for every UART bit time. Until a carry to bit 3, the corresponding UART bit time increases by a UART clock cycle. The following is an example using the fraction 0.36111 previously calculated: UMOD[2:0]=ROUND(0.36111×8)=011b

Fraction Addition	Carry to Bit 3	UART Bit Time Sequence	Extra UART Clock Cycle
0000b+0011b=0011b	No	Start bit	No
0011b+0011b=0110b	No	D0	No
0110b+0011b=1001b	Yes	D1	Yes
1001b+0011b=1100b	No	D2	No
1100b+0011b=1111b	No	D3	No
1111b+0011b=0010b	Yes	D4	Yes
0010b+0011b=0101b	No	D5	No
0101b+0011b=1000b	Yes	D6	Yes
1000b+0011b=1011b	No	D7	No
1011b+0011b=1110b	No	Parity bit	No
1110b+0011b=0001b	Yes	Stop bit	Yes

Baud Rate Correction Example

The following figure presents an example using a baud rate of 230400 generated with UART clock f_H. The data format for the following figure is: eight data bits, parity enabled, no address bit, two stop bits.

The following figure shows three different frames:

• The upper frame is the correct one, with a bit-length of 17.36 f_H cycles (4000000/230400=17.36).

• The middle frame uses a rough estimate, with 17 f_H cycles for the bit length.

• The lower frame shows a corrected frame using the best fit for the UART modulation control bits UMOD2~UMOD0.

Precise Timing	Start Bit	LSB							MSB	Parity Bit	Stop Bit
	17.36	17.36	17.36	17.36	17.36	17.36	17.36	17.36	17.36	17.36	17.36

Rough Approximation	Start Bit	LSB							MSB	Parity Bit	Stop Bit
	17	17	17	17	17	17	17	17	17	17	17

→ ← Error

Corrected Timing	Start Bit	LSB							MSB	Parity Bit	Stop Bit
	17	17	18	17	17	18	17	18	17	17	18

→ ← Error
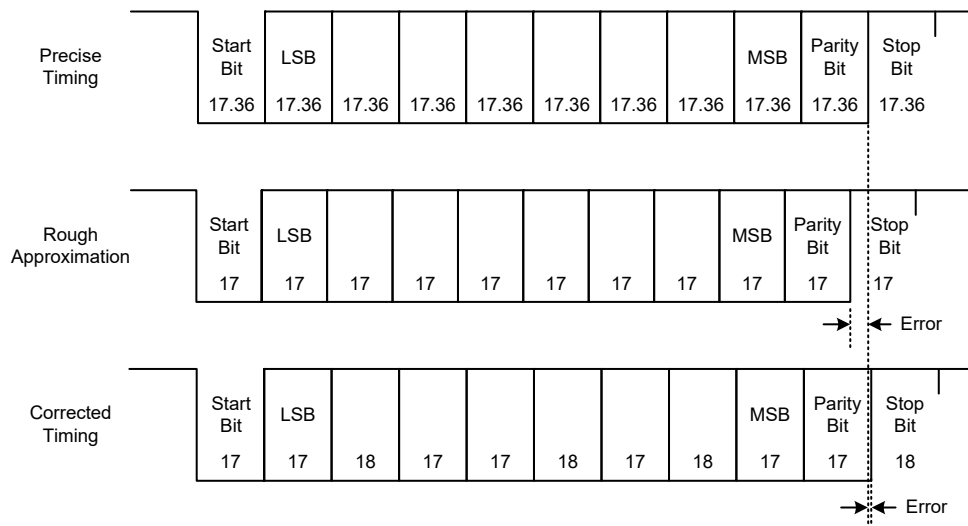
UART Setup and Control

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 setup to be even, odd, mark, space 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 along with the parity are setup by programming the BNO, PRT1~PRT0 and PREN bits. The transmitter always uses two stop bits while the receiver uses one or two stop bits which is determined by the STOPS bit. The baud rate used to transmit and receive data is setup using the internal 16-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/TX 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/TX pins and allow these two pins to be used as normal I/O or other pin-shared functional pins. 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 as well as register RxCNT being cleared while bits TIDLE, TXIF and RIDLE will be set. The remaining control bits in the UCR1, UCR2, UCR3, UFCR, BRDH and BRDL 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 and UCR2 registers. The BNO bit controls the number of data bits which can be set to either 8 or 9, the PRT1~PRT0 bits control the choice of odd, even, mark or space 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 for the receiver, while the transmitter always uses two stop bits. 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 configurable for the receiver. The transmitter uses two stop bits.

Start Bit	Data Bits	Address Bit	Parity Bit	Stop Bit
Example of 8-bit Data Formats				
1	8	0	0	1 or 2
1	7	0	1	1 or 2
1	7	1	0	1 or 2
Example of 9-bit Data Formats				
1	9	0	0	1 or 2
1	8	0	1	1 or 2
1	8	1	0	1 or 2

Transmitter Receiver Data Format

The following diagram shows the transmit and receive waveforms for both 8-bit and 9-bit data formats.

8-bit Data Format

9-bit Data Format
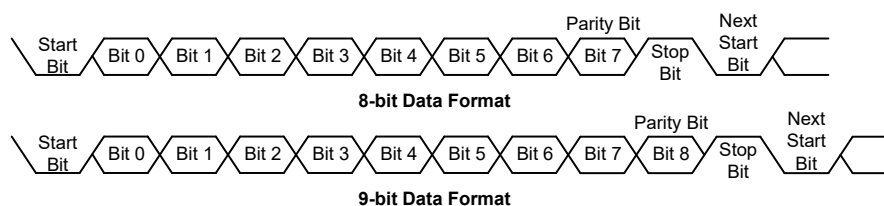
UART Transmitter

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 configured as the I/O or other pin-shared function by configuring the corresponding pin-shared control bits.

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, PRT1~PRT0 and PREN bits to define the required word length and parity type. Two stop bits are used for the transmitter.

• Setup the BRDH and BRDL registers and the UMOD2~UMOD0 bits 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 of greater than $[(BRD+1)\times t_H]$ while TIDLE=1, then 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 two stop bits. The automatic logic highs 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/TX 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/TX 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/TX pin is sampled three times by a majority detect circuit to determine the logic level that has been placed onto the RX/TX 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/TX 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 four-byte deep FIFO data buffer, where four bytes can be held in the FIFO while a fifth byte can continue to be received. Note that the application program must ensure that the data is read from TXR_RXR before the fifth byte has been completely shifted in, otherwise this fifth byte will be discarded and an overrun error OERR will be subsequently indicated. For continuous multi-byte data transmission, it is strongly recommended that the receiver uses two stop bits to avoid a receiving error caused by the accumulated error of the receiver baud rate frequency.

The steps to initiate a data transfer can be summarized as follows:

• Make the correct selection of BNO, PRT1~PRT0, PREN and STOPS bits to define the word length, parity type and number of stop bits.

• Setup the BRDH and BRDL registers and the UMOD2~UMOD0 bits to select the desired baud rate.

• Set the RXEN bit to ensure that the RX/TX 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, the number of the available data bytes can be checked by polling the RxCNT register content.

• When the contents of the shift register have been transferred to the TXR_RXR register and Receiver FIFO trigger level is reached, 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 or two stop bits. 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 or two stop bits. 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 one or two 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.

When a subroutine will be called with an execution time longer than the time for UART to receive five data bytes, if the UART received data could not be read in time during the subroutine execution, clear the RXEN bit to zero in advance to suspend data reception. If the UART interrupt could not be served in time to process the overrun error during the subroutine execution, ensure that both EMI and RXEN bits are disabled during this period, and then enable EMI and RXEN again after the subroutine execution has been completed to continue the UART data reception.

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 four byte deep FIFO data buffer, where four bytes can be held in the FIFO register, while a fifth byte can continue to be received. Before this fifth 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.

When the OERR flag is set to "1", it is necessary to read five data bytes from the four-byte deep receiver FIFO and the shift register immediately to avoid unexpected errors, such as the UART is unable to receive data. If such an error occurs, clear the RXEN bit to "0" then set it to "1" again to continue data reception.

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 a 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, even, mark or space, 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.
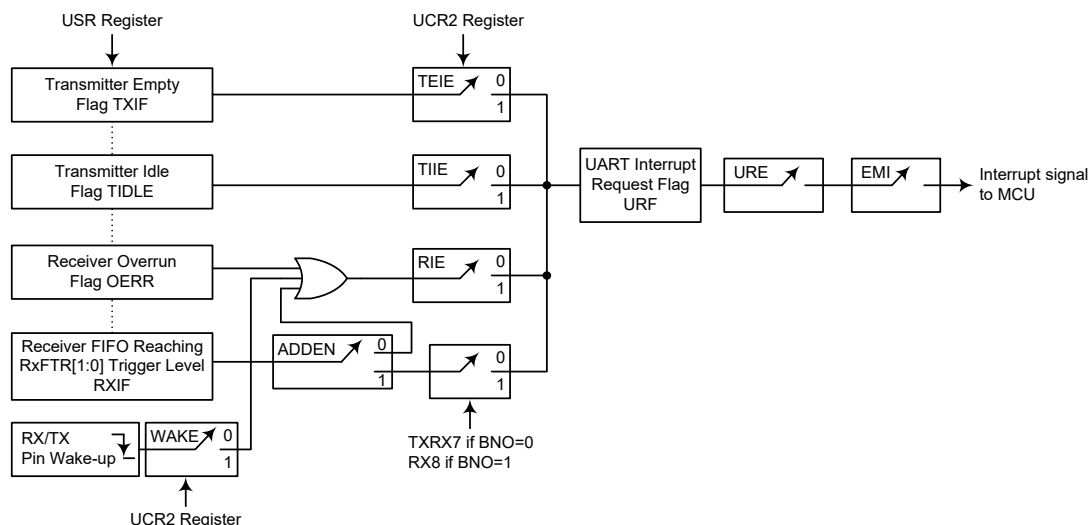
UART Interrupt Structure

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 reaching FIFO trigger level, receiver overrun, address detect and an RX/TX 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/TX 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_H) source is switched off and the WAKE and RIE bits in the UCR2 register are set when a falling edge on the RX/TX 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	9th Bit if BNO=1, 8th Bit 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, 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, UCR3, UFCR, RxCNT, TXR_RXR as well as the BRDH and BRDL registers 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/TX 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/TX pin will trigger an RX/TX 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/TX 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.

Cyclic Redundancy Check – CRC

The Cyclic Redundancy Check, CRC, calculation unit is an error detection technique test algorithm used to verify data transmission or storage data correctness. A CRC calculation takes a data stream or a block of data as its input and generates a 16-bit output remainder. Ordinarily, a data stream is suffixed by a CRC code and used as a checksum when being sent or stored. Therefore, the received or restored data stream is calculated by the same generator polynomial as described in the following section.

CRC Block Diagram
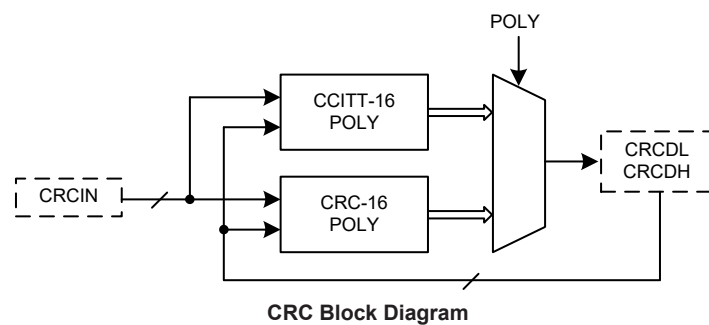
CRC Registers

The CRC generator contains an 8-bit CRC data input register, CRCIN, and a CRC checksum register pair, CRCDH and CRCDL. The CRCIN register is used to input new data and the CRCDH and CRCDL registers are used to hold the previous CRC calculation result. A CRC control register, CRCCR, is used to select which CRC generating polynomial is used.

Register Name	Bit							
	7	6	5	4	3	2	1	0
CRCCR	—	—	—	—	—	—	—	POLY
CRCIN	D7	D6	D5	D4	D3	D2	D1	D0
CRCDL	D7	D6	D5	D4	D3	D2	D1	D0
CRCDH	D15	D14	D13	D12	D11	D10	D9	D8

CRC Register List

• **CRCCR Register**

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

Bit 7~1   Unimplemented, read as "0"

Bit 0   **POLY**: 16-bit CRC generating polynomial selection
        0: CRC-CCITT: $X^{16}+X^{12}+X^5+1$
        1: CRC-16: $X^{16}+X^{15}+X^2+1$

• **CRCIN 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**: CRC input data register

• **CRCDL 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**: 16-bit CRC checksum low byte data register

• **CRCDH 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**: 16-bit CRC checksum high byte data register

CRC Operation

The CRC generator provides the 16-bit CRC result calculation based on the CRC16 and CCITT CRC16 polynomials. In this CRC generator, there are only these two polynomials available for the numeric values calculation. It cannot support the 16-bit CRC calculations based on any other polynomials.

The following two expressions can be used for the CRC generating polynomial which is determined using the POLY bit in the CRC control register, CRCCR. The CRC calculation result is called as the CRC checksum, CRCSUM, and stored in the CRC checksum register pair, CRCDH and CRCDL.

• CRC-CCITT: $X^{16}+X^{12}+X^5+1$.

• CRC-16: $X^{16}+X^{15}+X^2+1$.

CRC Computation

Each write operation to the CRCIN register creates a combination of the previous CRC value stored in the CRCDH and CRCDL registers and the new data input. The CRC unit calculates the CRC data register value is based on byte by byte. It will take one MCU instruction cycle to calculate the CRC checksum.

CRC Calculation Procedures

1. Clear the checksum register pair, CRCDH and CRCDL.

2. Execute an "Exclusive OR" operation with the 8-bit input data byte and the 16-bit CRCSUM high byte. The result is called the temporary CRCSUM.

3. Shift the temporary CRCSUM value left by one bit and move a "0" into the LSB.

4. Check the shifted temporary CRCSUM value after procedure 3.

   If the MSB is 0, then this shifted temporary CRCSUM will be considered as a new temporary CRCSUM. Otherwise, execute an "Exclusive OR" operation with the shifted temporary CRCSUM in procedure 3 and a data "8005H". Then the operation result will be regarded as the new temporary CRCSUM.

   Note that the data to be perform an "Exclusive OR" operation is "8005H" for the CRC-16 polynomial while for the CRC-CCITT polynomial the data is "1021H".

5. Repeat the procedure 3 ~ procedure 4 until all bits of the input data byte are completely calculated.

6. Repeat the procedure 2 ~ procedure 5 until all of the input data bytes are completely calculated. Then, the latest calculated result is the final CRC checksum, CRCSUM.

CRC Calculation Examples

- Write 1 byte input data into the CRCIN register and the corresponding CRC checksum are individually calculated as the following table shown.

CRC Data Input CRC Polynomial	00H	01H	02H	03H	04H	05H	06H	07H
CRC-CCITT ($X^{16}+X^{12}+X^5+1$)	0000H	1021H	2042H	3063H	4084H	50A5H	60C6H	70E7H
CRC-16 ($X^{16}+X^{15}+X^2+1$)	0000H	8005H	800FH	000AH	801BH	001EH	0014H	8011H

Note: The initial value of the CRC checksum register pair, CRCDH and CRCDL, is zero before each CRC input data is written into the CRCIN register.

- Write 4 bytes input data into the CRCIN register sequentially and the CRC checksum are sequentially listed in the following table.

CRC Data Input CRC Polynomial	CRCIN=78h→56h→34h→12h
CRC-CCITT ($X^{16}+X^{12}+X^5+1$)	(CRCDH, CRCDL)=FF9FH→BBC3H→A367H→D0FAH
CRC-16 ($X^{16}+X^{15}+X^2+1$)	(CRCDH, CRCDL)=0110h→91F1h→F2DEh→5C43h

Note: The initial value of the CRC checksum register pair, CRCDH and CRCDL, is zero before the sequential CRC data input operation.

Program Memory CRC Checksum Calculation Example

1. Clear the checksum register pair, CRCDH and CRCDL.

2. Select the CRC-CCITT or CRC-16 polynomial as the generating polynomial using the POLY bit in the CRCCR register.

3. Execute the table read instruction to read the program memory data value.

4. Write the table data low byte into the CRCIN register and execute the CRC calculation with the current CRCSUM value. Then a new CRCSUM result will be obtained and stored in the CRC checksum register pair, CRCDH and CRCDL.

5. Write the table data high byte into the CRCIN register and execute the CRC calculation with the current CRCSUM value. Then a new CRCSUM result will be obtained and stored in the CRC checksum register pair, CRCDH and CRCDL.

6. Repeat the procedure 3 ~ procedure 5 to read the next program memory data value and execute the CRC calculation until all program memory data are read followed by the sequential CRC calculation. Then the value in the CRC checksum register pair is the final CRC calculation result.

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 interrupt is generated by the action of the external INT0~INT1 pins, while the internal interrupts are generated by various internal functions such as the TMs, Time Bases, SIM, UART and the A/D converter, etc.

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.

Interrupt Structure
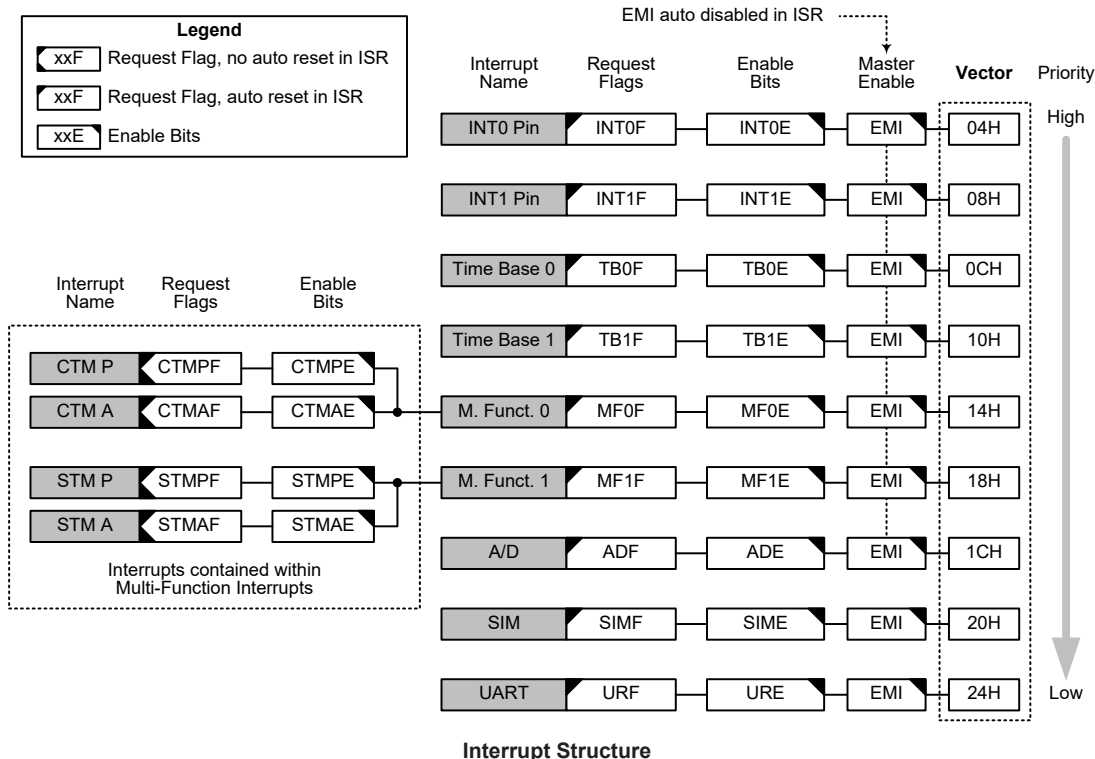
Interrupt Registers

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 falls into three categories. The first is the INTC0~INTC2 registers which setup the primary interrupts, the second is the MFI0~MFI1 register which setups 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 registers 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	—	—
INTn Pin	INTnE	INTnF	n=0~1
Time Base	TBnE	TBnF	n=0~1
Multi-function	MFnE	MFnF	n=0~1
A/D Converter	ADE	ADF	—
SIM	SIME	SIMF	—
UART	URE	URF	—
CTM	CTMPE	CTMPF	—
	CTMAE	CTMAF	—
STM	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	—	TB0F	INT1F	INT0F	TB0E	INT1E	INT0E	EMI
INTC1	ADF	MF1F	MF0F	TB1F	ADE	MF1E	MF0E	TB1E
INTC2	—	—	URF	SIMF	—	—	URE	SIME
MFI0	—	—	CTMAF	CTMPF	—	—	CTMAE	CTMPE
MFI1	—	—	STMAF	STMPF	—	—	STMAE	STMPE

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	—	TB0F	INT1F	INT0F	TB0E	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   **TB0F**: Time Base 0 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   **TB0E**: Time Base 0 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	TB1F	ADE	MF1E	MF0E	TB1E
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   **TB1F**: Time Base 1 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   **TB1E**: Time Base 1 interrupt control
           0: Disable
           1: Enable

• **INTC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	URF	SIMF	—	—	URE	SIME
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6   Unimplemented, read as "0"
Bit 5   **URF**: UART interrupt request flag
           0: No request
           1: Interrupt request
Bit 4   **SIMF**: SIM interrupt request flag
           0: No request
           1: Interrupt request
Bit 3~2   Unimplemented, read as "0"
Bit 1   **URE**: UART interrupt control
           0: Disable
           1: Enable
Bit 0   **SIME**: SIM interrupt control
           0: Disable
           1: Enable

• **MFI0 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	CTMAF	CTMPF	—	—	CTMAE	CTMPE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6   Unimplemented, read as "0"
Bit 5   **CTMAF**: CTM Comparator A match interrupt request flag
           0: No request
           1: Interrupt request

           Note that this bit must be cleared to zero by the application program when the interrupt
           is serviced.
Bit 4   **CTMPF**: CTM Comparator P match interrupt request flag
           0: No request
           1: Interrupt request

           Note that this bit must be cleared to zero by the application program when the interrupt
           is serviced.
Bit 3~2   Unimplemented, read as "0"
Bit 1   **CTMAE**: CTM Comparator A match interrupt control
           0: Disable
           1: Enable

Bit 0   **CTMPE**: CTM Comparator P match interrupt control
           0: Disable
           1: Enable

• **MFI1 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	STMAF	STMPF	—	—	STMAE	STMPE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6   Unimplemented, read as "0"

Bit 5   **STMAF**: STM Comparator A match interrupt request flag
           0: No request
           1: Interrupt request
           Note that this bit must be cleared to zero by the application program when the interrupt is serviced.

Bit 4   **STMPF**: STM Comparator P match interrupt request flag
           0: No request
           1: Interrupt request
           Note that this bit must be cleared to zero by the application program when the interrupt is serviced.

Bit 3~2   Unimplemented, read as "0"

Bit 1   **STMAE**: STM Comparator A match interrupt control
           0: Disable
           1: Enable

Bit 0   **STMPE**: STM Comparator P match 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 match 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.

Once an interrupt subroutine is serviced, all the 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 interrupt structure diagram shows the priority that is applied. All of the interrupt request flags when set will wakeup 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 interrupt is controlled by signal transitions on the pins INT0~INT1. An external interrupt request will take place when the external interrupt request flags, INT0F~INT1F, is set, which will occur when a transition, whose type is chosen by the edge select bits, appears on the external interrupt pins. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and respective external interrupt enable bits, INT0E~INT1E, 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 setup 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 flags, INT0F~INT1F, 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.

Time Base Interrupts

The function of the Time Base Interrupts is to provide regular time signal in the form of an internal interrupt. They are controlled by the overflow signals from their respective timer functions. When these happens their respective interrupt request flags, TB0F or TB1F will be set. To allow the program to branch to their respective interrupt vector addresses, the global interrupt enable bit, EMI and Time Base enable bits, TB0E or TB1E, must first be set. When the interrupt is enabled, the stack is not full and the Time Base overflows, a subroutine call to their respective vector locations will take place. When the interrupt is serviced, the respective interrupt request flag, TB0F or TB1F, 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_{PSC}, 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 CLKSEL1~CLKSEL0 bits in the PSCR register.
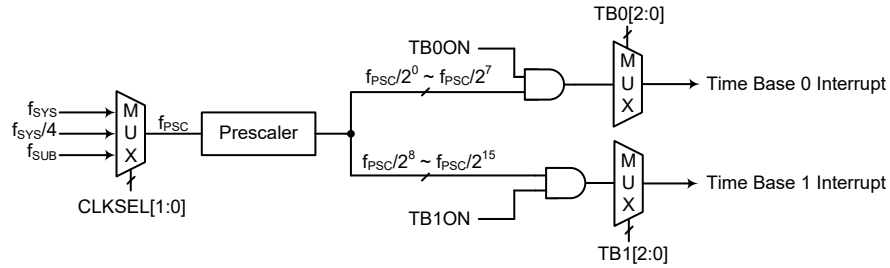
Time Base Interrupts

- **PSCR Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CLKSEL1	CLKSEL0
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2   Unimplemented, read as "0"

Bit 1~0   **CLKSEL1~CLKSEL0**: Prescaler 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: $2^0/f_{PSC}$
         001: $2^1/f_{PSC}$
         010: $2^2/f_{PSC}$
         011: $2^3/f_{PSC}$
         100: $2^4/f_{PSC}$
         101: $2^5/f_{PSC}$
         110: $2^6/f_{PSC}$
         111: $2^7/f_{PSC}$

- **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: $2^8/f_{PSC}$
001: $2^9/f_{PSC}$
010: $2^{10}/f_{PSC}$
011: $2^{11}/f_{PSC}$
100: $2^{12}/f_{PSC}$
101: $2^{13}/f_{PSC}$
110: $2^{14}/f_{PSC}$
111: $2^{15}/f_{PSC}$

Multi-function Interrupts

Within the device there are two Multi-function interrupts. Unlike the other independent interrupts, these interrupts have no independent source, but rather are formed from other existing interrupt sources, namely the TM 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 flags 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 either one of the interrupts contained within each of Multi-function interrupt occurs, a subroutine call to one of the Multi-function interrupt vectors 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 flags will be automatically reset when the interrupt is serviced, the request flags from the original source of the Multi-function interrupts will not be automatically reset and must be manually reset by the application program.

TM Interrupts

The Compact Type and Standard Type TMs 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. There are two interrupt request flags, xTMPF and xTMAF, and two enable control bits, xTMPE and xTMAE. 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.

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 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.

Serial Interface Module Interrupt

The Serial Interface Module Interrupt is also known as the SIM 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 I²C slave address match or I²C bus time-out occurs. To allow the program to branch to its interrupt vector address, the global interrupt enable bit, EMI, and SIM Interrupt enable bit, SIME, 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 corresponding SIM Interrupt vector, will take place. When the interrupt is serviced, the SIMF flag will be automatically cleared and the EMI bit will be automatically cleared to disable other interrupts.

UART 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 reaching FIFO trigger level, receiver overrun, address detect and an RX/TX pin wake-up. To allow the program to branch to the corresponding 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 the conditions described above occurs, 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 USR register flags will only be cleared when certain actions are taken by the UART, the details of which are given in the UART section.

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 pins 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 flag, MFnF, 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 the 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 an 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
Watchdog Timer Option	
1	Watchdog Timer Function: Always enable or By WDTC control

Application Descriptions

Introduction

According to the battery current condition, the charger can use a Buck circuit to implement charger management. The battery charging contains constant voltage Mode and Constant current Mode. The HT45R5Q-3 device is specifically designed for battery charger applications. The above-mentioned function control can be implemented by the integrated battery charger management, these are described below.

Functional Description

Operating Principle

The device contains a battery charge module which consists of three operational amplifier (OPA0~OPA2) functions and two 14-bit D/A converter (DAC0~DAC1) functions. The open drain OPA0~OPA1 and DAC0~DAC1 are used for constant current and constant voltage signal control. The OPA output can directly drive the photo-coupler, which makes the PWM IC on the primary side can implement output power adjustment, shown in the figure below. The internal 20 times/40 times amplifier OPA2 is used to amplify the charge current signal, thus increasing the current resolution and reducing the detecting resistance power consumption. The constant voltage mode, constant current mode and constant current and constant voltage resolution increasing method are described as follows.
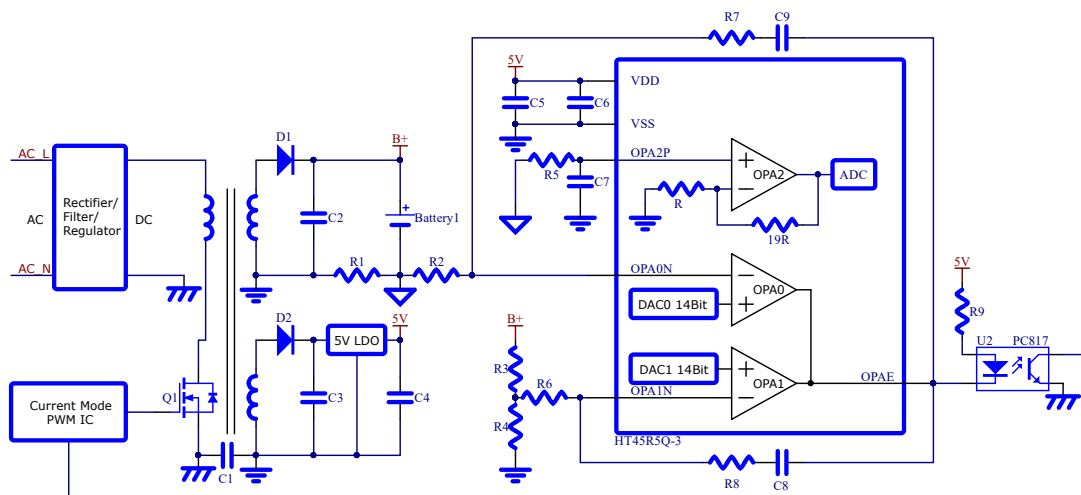
Battery Charge Module

Constant Current Mode Description

Constant current charging means that the charge current will remain at a constant value no matter how the battery internal resistance changes. The principle is that the charge current flows through the detecting resistor R1 and in turn generates a voltage, which will be input to the OPA0 negative terminal through the OPA0N pin. The difference between the OPA0N voltage and the D/A converter voltage is amplified and then output on the OPAE pin. This output will be sent to the PWM IC via a photo-coupler. If the OPA0N voltage is lower than the DAC0 voltage, the PWM IC will increase the PWM duty cycle and vice versa.

Note: The DA0H and DA0L registers are used to set the maximum current threshold.

### Constant Voltage Mode Description

Constant voltage charging means that the charge voltage will remain at a constant value no matter how the battery internal resistance changes. The principle is that the charge voltage B+ is divided by R3 and R4 resistors and then supplied to the OPA1 negative terminal through the OPA1N pin. The difference between the OPA1N voltage and the D/A converter voltage is amplified and then output on the OPAE pin. This output will be sent to the PWM IC via a photo-coupler. If the OPA1N voltage is lower than the DAC1 voltage, the PWM IC will increase the PWM duty cycle and vice versa.

Note: The DA1H and DA1L registers are used to set the maximum voltage threshold.

Improving the Constant Current and Constant Voltage Resolution

If the internal 14-bit D/A Converter resolution is not high enough, the OPA0 and OPA1 positive terminals can be supplied by an external divider resistor to increase the voltage and current resolution.

Hardware Circuit
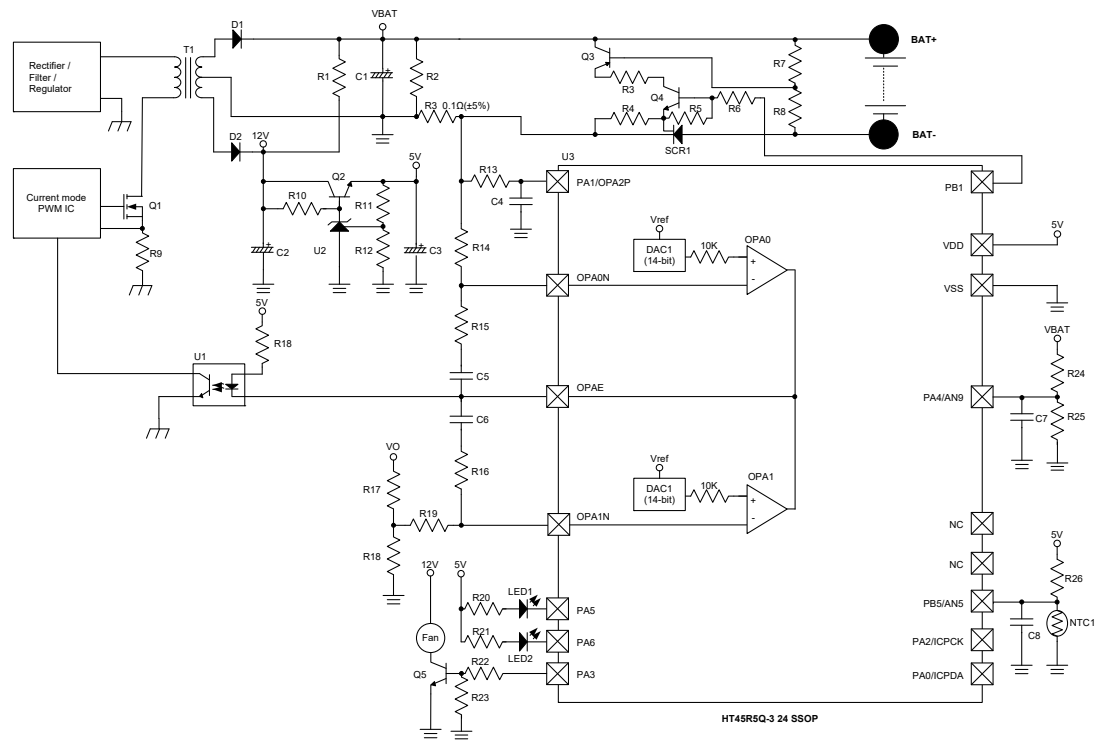
Charger Application Circuit

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 0.5μs and branch or call instructions would be implemented within 1μs. 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
Arithmetic			
ADD A,[m]	Add Data Memory to ACC	1	Z, C, AC, OV, SC
ADDM A,[m]	Add ACC to Data Memory	1[Note]	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[Note]	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[Note]	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[Note]	Z, C, AC, OV, SC, CZ
DAA [m]	Decimal adjust ACC for Addition with result in Data Memory	1[Note]	C
Logic Operation			
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[Note]	Z
ORM A,[m]	Logical OR ACC to Data Memory	1[Note]	Z
XORM A,[m]	Logical XOR ACC to Data Memory	1[Note]	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[Note]	Z
CPLA [m]	Complement Data Memory with result in ACC	1	Z
Increment & Decrement			
INCA [m]	Increment Data Memory with result in ACC	1	Z
INC [m]	Increment Data Memory	1[Note]	Z
DECA [m]	Decrement Data Memory with result in ACC	1	Z
DEC [m]	Decrement Data Memory	1[Note]	Z
Rotate			
RRA [m]	Rotate Data Memory right with result in ACC	1	None
RR [m]	Rotate Data Memory right	1[Note]	None
RRCA [m]	Rotate Data Memory right through Carry with result in ACC	1	C
RRC [m]	Rotate Data Memory right through Carry	1[Note]	C
RLA [m]	Rotate Data Memory left with result in ACC	1	None
RL [m]	Rotate Data Memory left	1[Note]	None
RLCA [m]	Rotate Data Memory left through Carry with result in ACC	1	C
RLC [m]	Rotate Data Memory left through Carry	1[Note]	C

Mnemonic	Description	Cycles	Flag Affected
Data Move			
MOV A,[m]	Move Data Memory to ACC	1	None
MOV [m],A	Move ACC to Data Memory	1^{Note}	None
MOV A,x	Move immediate data to ACC	1	None
Bit Operation			
CLR [m].i	Clear bit of Data Memory	1^{Note}	None
SET [m].i	Set bit of Data Memory	1^{Note}	None
Branch Operation			
JMP addr	Jump unconditionally	2	None
SZ [m]	Skip if Data Memory is zero	1^{Note}	None
SZA [m]	Skip if Data Memory is zero with data movement to ACC	1^{Note}	None
SZ [m].i	Skip if bit i of Data Memory is zero	1^{Note}	None
SNZ [m]	Skip if Data Memory is not zero	1^{Note}	None
SNZ [m].i	Skip if bit i of Data Memory is not zero	1^{Note}	None
SIZ [m]	Skip if increment Data Memory is zero	1^{Note}	None
SDZ [m]	Skip if decrement Data Memory is zero	1^{Note}	None
SIZA [m]	Skip if increment Data Memory is zero with result in ACC	1^{Note}	None
SDZA [m]	Skip if decrement Data Memory is zero with result in ACC	1^{Note}	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
Table Read Operation			
TABRD [m]	Read table (specific page) to TBLH and Data Memory	2^{Note}	None
TABRDL [m]	Read table (last page) to TBLH and Data Memory	2^{Note}	None
ITABRD [m]	Increment table pointer TBLP first and Read table (specific page) to TBLH and Data Memory	2^{Note}	None
ITABRDL [m]	Increment table pointer TBLP first and Read table (last page) to TBLH and Data Memory	2^{Note}	None
Miscellaneous			
NOP	No operation	1	None
CLR [m]	Clear Data Memory	1^{Note}	None
SET [m]	Set Data Memory	1^{Note}	None
CLR WDT	Clear Watchdog Timer	1	TO, PDF
SWAP [m]	Swap nibbles of Data Memory	1^{Note}	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 two cycles are required, if no skip takes place only one cycle is required.

2. Any instruction which changes the contents of the PCL will also require 2 cycles for execution.

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
Arithmetic			
LADD A,[m]	Add Data Memory to ACC	2	Z, C, AC, OV, SC
LADDM A,[m]	Add ACC to Data Memory	2^{Note}	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^{Note}	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^{Note}	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^{Note}	Z, C, AC, OV, SC, CZ
LDAA [m]	Decimal adjust ACC for Addition with result in Data Memory	2^{Note}	C
Logic Operation			
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^{Note}	Z
LORM A,[m]	Logical OR ACC to Data Memory	2^{Note}	Z
LXORM A,[m]	Logical XOR ACC to Data Memory	2^{Note}	Z
LCPL [m]	Complement Data Memory	2^{Note}	Z
LCPLA [m]	Complement Data Memory with result in ACC	2	Z
Increment & Decrement			
LINCA [m]	Increment Data Memory with result in ACC	2	Z
LINC [m]	Increment Data Memory	2^{Note}	Z
LDECA [m]	Decrement Data Memory with result in ACC	2	Z
LDEC [m]	Decrement Data Memory	2^{Note}	Z
Rotate			
LRRA [m]	Rotate Data Memory right with result in ACC	2	None
LRR [m]	Rotate Data Memory right	2^{Note}	None
LRRCA [m]	Rotate Data Memory right through Carry with result in ACC	2	C
LRRC [m]	Rotate Data Memory right through Carry	2^{Note}	C
LRLA [m]	Rotate Data Memory left with result in ACC	2	None
LRL [m]	Rotate Data Memory left	2^{Note}	None
LRLCA [m]	Rotate Data Memory left through Carry with result in ACC	2	C
LRLC [m]	Rotate Data Memory left through Carry	2^{Note}	C
Data Move			
LMOV A,[m]	Move Data Memory to ACC	2	None
LMOV [m],A	Move ACC to Data Memory	2^{Note}	None
Bit Operation			
LCLR [m].i	Clear bit of Data Memory	2^{Note}	None
LSET [m].i	Set bit of Data Memory	2^{Note}	None

Mnemonic	Description	Cycles	Flag Affected
Branch			
LSZ [m]	Skip if Data Memory is zero	2[Note]	None
LSZA [m]	Skip if Data Memory is zero with data movement to ACC	2[Note]	None
LSNZ [m]	Skip if Data Memory is not zero	2[Note]	None
LSZ [m].i	Skip if bit i of Data Memory is zero	2[Note]	None
LSNZ [m].i	Skip if bit i of Data Memory is not zero	2[Note]	None
LSIZ [m]	Skip if increment Data Memory is zero	2[Note]	None
LSDZ [m]	Skip if decrement Data Memory is zero	2[Note]	None
LSIZA [m]	Skip if increment Data Memory is zero with result in ACC	2[Note]	None
LSDZA [m]	Skip if decrement Data Memory is zero with result in ACC	2[Note]	None
Table Read			
LTABRD [m]	Read table (specific page) to TBLH and Data Memory	3[Note]	None
LTABRDL [m]	Read table (last page) to TBLH and Data Memory	3[Note]	None
LITABRD [m]	Increment table pointer TBLP first and Read table (specific page) to TBLH and Data Memory	3[Note]	None
LITABRDL [m]	Increment table pointer TBLP first and Read table (last page) to TBLH and Data Memory	3[Note]	None
Miscellaneous			
LCLR [m]	Clear Data Memory	2[Note]	None
LSET [m]	Set Data Memory	2[Note]	None
LSWAP [m]	Swap nibbles of Data Memory	2[Note]	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 three 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

ADC A,[m] 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 ← ACC + [m] + C

Affected flag(s) OV, Z, AC, C, SC

ADCM A,[m] 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] ← ACC + [m] + C

Affected flag(s) OV, Z, AC, C, SC

ADD A,[m] 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 ← ACC + [m]

Affected flag(s) OV, Z, AC, C, SC

ADD A,x 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 ← ACC + x

Affected flag(s) OV, Z, AC, C, SC

ADDM A,[m] 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] ← ACC + [m]

Affected flag(s) OV, Z, AC, C, SC

AND A,[m] 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 ← ACC "AND" [m]

Affected flag(s) Z

AND A,x 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 ← ACC "AND" x

Affected flag(s) Z

ANDM A,[m]	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 "AND" $[m]$
Affected flag(s)	Z

CALL addr	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 $\leftarrow$ Program Counter + 1 Program Counter $\leftarrow$ addr
Affected flag(s)	None

CLR [m]	Clear Data Memory
Description	Each bit of the specified Data Memory is cleared to 0.
Operation	$[m] \leftarrow$ 00H
Affected flag(s)	None

CLR [m].i	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

CLR WDT	Clear Watchdog Timer
Description	The TO, PDF flags and the WDT are all cleared.
Operation	WDT cleared TO $\leftarrow 0$ PDF $\leftarrow 0$
Affected flag(s)	TO, PDF

CPL [m]	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

CPLA [m]	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

DAA [m]	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

DEC [m]	Decrement Data Memory
Description	Data in the specified Data Memory is decremented by 1.
Operation	$[m] \leftarrow [m] - 1$
Affected flag(s)	Z

DECA [m]	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

HALT	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

INC [m]	Increment Data Memory
Description	Data in the specified Data Memory is incremented by 1.
Operation	$[m] \leftarrow [m] + 1$
Affected flag(s)	Z

INCA [m]	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

JMP addr	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 ← addr
Affected flag(s)	None

MOV A,[m]	Move Data Memory to ACC
Description	The contents of the specified Data Memory are copied to the Accumulator.
Operation	ACC ← [m]
Affected flag(s)	None

MOV A,x	Move immediate data to ACC
Description	The immediate data specified is loaded into the Accumulator.
Operation	ACC ← x
Affected flag(s)	None

MOV [m],A	Move ACC to Data Memory
Description	The contents of the Accumulator are copied to the specified Data Memory.
Operation	[m] ← ACC
Affected flag(s)	None

NOP	No operation
Description	No operation is performed. Execution continues with the next instruction.
Operation	No operation
Affected flag(s)	None

OR A,[m]	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

OR A,x	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

ORM A,[m]	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

RET	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

RET A,x	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

RETI	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

RL [m]	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

RLA [m]	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) ← [m].i; (i=0~6) ACC.0 ← [m].7
Affected flag(s)	None

RLC [m]	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) ← [m].i; (i=0~6) [m].0 ← C C ← [m].7
Affected flag(s)	C

RLCA [m]	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) ← [m].i; (i=0~6) ACC.0 ← C C ← [m].7
Affected flag(s)	C

RR [m]	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 ← [m].(i+1); (i=0~6) [m].7 ← [m].0
Affected flag(s)	None

RRA [m]	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 ← [m].(i+1); (i=0~6) ACC.7 ← [m].0
Affected flag(s)	None

RRC [m]	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 ← [m].(i+1); (i=0~6) [m].7 ← C C ← [m].0
Affected flag(s)	C

RRCA [m]	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

SBC A,[m]	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] − C
Affected flag(s)	OV, Z, AC, C, SC, CZ

SBC A, x 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 $ACC \leftarrow ACC - [m] - C$

Affected flag(s) OV, Z, AC, C, SC, CZ

SBCM A,[m] 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 $[m] \leftarrow ACC - [m] - C$

Affected flag(s) OV, Z, AC, C, SC, CZ

SDZ [m] 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

SDZA [m] 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

SET [m] Set Data Memory

Description Each bit of the specified Data Memory is set to 1.

Operation $[m] \leftarrow FFH$

Affected flag(s) None

SET [m].i 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

SIZ [m]	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

SIZA [m]	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

SNZ [m].i	Skip if bit i of Data Memory is not 0
Description	If bit i 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 $[m].i \neq 0$
Affected flag(s)	None

SNZ [m]	Skip if Data Memory is not 0
Description	The contents of the specified Data Memory are read out and then written back to the specified Data Memory again. 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

SUB A,[m]	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

SUBM A,[m]	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

SUB A,x	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 ← ACC − x
Affected flag(s)	OV, Z, AC, C, SC, CZ

SWAP [m]	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

SWAPA [m]	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

SZ [m]	Skip if Data Memory is 0
Description	The contents of the specified Data Memory are read out and then written back to the specified Data Memory again. 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

SZA [m]	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

SZ [m].i	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

TABRD [m]	Read table (specific page) to TBLH and Data Memory
Description	The low byte of the program code (specific page) addressed by the table pointer (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

TABRDL [m]	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

ITABRD [m]	Increment table pointer low byte first and read table (specific page) to TBLH and Data Memory Description Increment table pointer low byte, TBLP, first and then the program code (specific page) 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

ITABRDL [m]	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

XOR A,[m]	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

XORM A,[m]	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

XOR A,x	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.

LADC A,[m]	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 ← ACC + [m] + C
Affected flag(s)	OV, Z, AC, C, SC

LADCM A,[m]	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] ← ACC + [m] + C
Affected flag(s)	OV, Z, AC, C, SC

LADD A,[m]	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 ← ACC + [m]
Affected flag(s)	OV, Z, AC, C, SC

LADDM A,[m]	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] ← ACC + [m]
Affected flag(s)	OV, Z, AC, C, SC

LAND A,[m]	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 ← ACC "AND" [m]
Affected flag(s)	Z

LANDM A,[m]	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] ← ACC "AND" [m]
Affected flag(s)	Z

LCLR [m]	Clear Data Memory
Description	Each bit of the specified Data Memory is cleared to 0.
Operation	[m] ← 00H
Affected flag(s)	None

LCLR [m].i	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

LCPL [m]	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] ← [m]
Affected flag(s)	Z

LCPLA [m]	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 ← [m]
Affected flag(s)	Z

LDAA [m]	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

LDEC [m]	Decrement Data Memory
Description	Data in the specified Data Memory is decremented by 1.
Operation	[m] ← [m] − 1
Affected flag(s)	Z

LDECA [m]	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

LINC [m]	Increment Data Memory
Description	Data in the specified Data Memory is incremented by 1.
Operation	$[m] \leftarrow [m] + 1$
Affected flag(s)	Z

LINCA [m]	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

LMOV A,[m]	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

LMOV [m],A	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

LOR A,[m]	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	$ACC \leftarrow ACC$ "OR" $[m]$
Affected flag(s)	Z

LORM A,[m]	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	$[m] \leftarrow ACC$ "OR" $[m]$
Affected flag(s)	Z

LRL [m]	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	$[m].(i+1) \leftarrow [m].i; (i=0\sim6)$ $[m].0 \leftarrow [m].7$
Affected flag(s)	None

LRLA [m]	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

LRLC [m]	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

LRLCA [m]	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 theAccumulator 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

LRR [m]	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

LRRA [m]	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 ← [m].(i+1); (i=0~6) ACC.7 ← [m].0
Affected flag(s)	None

LRRC [m]	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 ← [m].(i+1); (i=0~6) [m].7 ← C C ← [m].0
Affected flag(s)	C

LRRCA [m]	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

LSBC A,[m]	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] − C
Affected flag(s)	OV, Z, AC, C, SC, CZ

LSBCM A,[m]	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] − C
Affected flag(s)	OV, Z, AC, C, SC, CZ

LSDZ [m]	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 three 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

LSDZA [m]	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 three 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

LSET [m]	Set Data Memory
Description	Each bit of the specified Data Memory is set to 1.
Operation	$[m] \leftarrow FFH$
Affected flag(s)	None

LSET [m].i	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

LSIZ [m]	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 three 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

LSIZA [m]   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 three 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

LSNZ [m].i   Skip if bit i of Data Memory is not 0

Description   If bit i 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 three 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

LSNZ [m]   Skip if Data Memory is not 0

Description   The contents of the specified Data Memory are read out and then written to the specified Data Memory again. 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 three cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation   Skip if $[m] \neq 0$

Affected flag(s)   None

LSUB A,[m]   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

LSUBM A,[m]   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

LSWAP [m]	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

LSWAPA [m]	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

LSZ [m]	Skip if Data Memory is 0
Description	The contents of the specified Data Memory are read out and then written to the specified Data Memory again. 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 three cycle instruction. If the result is not 0 the program proceeds with the following instruction.
Operation	Skip if [m]=0
Affected flag(s)	None

LSZA [m]	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 three 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

LSZ [m].i	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 three 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

| **LTABRD [m]**	Read table (specific page) to TBLH and Data Memory
Description	The low byte of the program code (specific page) 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

LTABRDL [m]	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	$[m] \leftarrow$ program code (low byte) TBLH $\leftarrow$ program code (high byte)
Affected flag(s)	None

LITABRD [m]	Increment table pointer low byte first and read table (specific page) to TBLH and Data Memory
Description	Increment table pointer low byte, TBLP, first and then the program code (specific page) addressed by the table pointer (TBHP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.
Operation	$[m] \leftarrow$ program code (low byte) TBLH $\leftarrow$ program code (high byte)
Affected flag(s)	None

LITABRDL [m]	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	$[m] \leftarrow$ program code (low byte) TBLH $\leftarrow$ program code (high byte)
Affected flag(s)	None

LXOR A,[m]	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 $\leftarrow$ ACC "XOR" $[m]$
Affected flag(s)	Z

LXORM A,[m]	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	$[m] \leftarrow$ 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

24-pin SSOP (150mil) Outline Dimensions
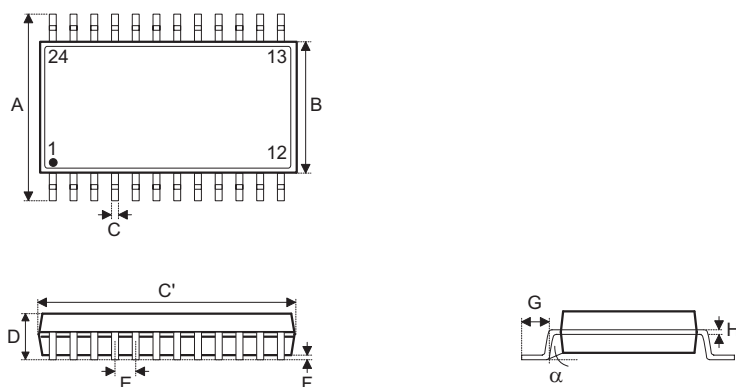
Symbol	Dimensions in inch		
	Min.	**Nom.**	**Max.**
A		0.236 BSC	
B		0.154 BSC	
C	0.008	—	0.012
C'		0.341 BSC	
D	—	—	0.069
E		0.025 BSC	
F	0.004	—	0.010
G	0.016	—	0.050
H	0.004	—	0.010
α	0°	—	8°

Symbol	Dimensions in mm		
	Min.	**Nom.**	**Max.**
A		6.00 BSC	
B		3.90 BSC	
C	0.20	—	0.30
C'		8.66 BSC	
D	—	—	1.75
E		0.635 BSC	
F	0.10	—	0.25
G	0.41	—	1.27
H	0.10	—	0.25
α	0°	—	8°

28-pin SSOP (150mil) Outline Dimensions
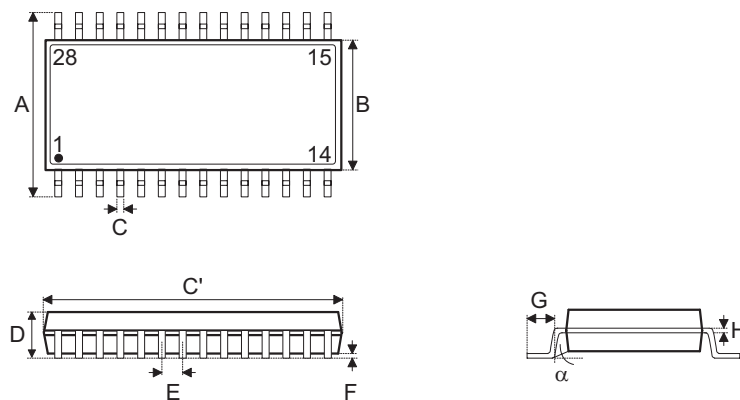
Symbol	Dimensions in inch		
	Min.	Nom.	Max.
A		0.236 BSC	
B		0.154 BSC	
C	0.008	—	0.012
C'		0.390 BSC	
D	—	—	0.069
E		0.025 BSC	
F	0.004	—	0.010
G	0.016	—	0.050
H	0.004	—	0.010
α	0°	—	8°

Symbol	Dimensions in mm		
	Min.	Nom.	Max.
A		6.00 BSC	
B		3.90 BSC	
C	0.20	—	0.30
C'		9.90 BSC	
D	—	—	1.75
E		0.635 BSC	
F	0.10	—	0.25
G	0.41	—	1.27
H	0.10	—	0.25
α	0°	—	8°