



*High-Performance 8-Bit Microcontrollers*

**Z8 Encore! XP<sup>®</sup> F08xA  
Series with eXtended  
Peripherals**

**Product Specification**

PS024705-0405

PRELIMINARY



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## Revision History

Each instance in Table 1 reflects a change to this document from its previous revision. To see more detail, click the appropriate link in the table.

**Table 1. Revision History of this Document**

Date	Revision Level	Section	Description	Page #
December 2004	02		Minor corrections to Low-Power Modes, General Purpose I/O, Analog to Digital Converter, Comparator, Flash Option Bits, Internal Precision Oscillator, and Electrical Characteristics Chapters.	31,39, 118,119, 120,143, 146,173, 202,203
January 2005	03		Added registered trademark designation and changed product designation to F08xA Series	All
March 2005	04		Added clarifying information for using the UART Baud Rate Generator as a simplified timer. Removed 2.2V <sub>REF</sub> . Removed 8-pin package information throughout document.	99,2,7,8 210,211
April 2005	05		Incorporated minor changes and clarification to the Reset, GPIO, Interrupt Controller, Electrical Characteristics, Temperature Sensor, and Analog to Digital Converter Chapters.	1, 2, 40, 50, 51, 56, 58, 59, 61, 135, 199, 204



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# Overview

The Z8 Encore!<sup>®</sup> MCU family of products are the first in a line of ZiLOG<sup>®</sup> microcontroller products based upon the 8-bit eZ8 CPU. The Z8 Encore! XP<sup>®</sup> F08xA Series products, expand upon ZiLOG's extensive line of 8-bit microcontrollers. The Flash in-circuit programming capability allows for faster development time and program changes in the field. The new eZ8 CPU is upward compatible with existing Z8<sup>®</sup> instructions. The rich peripheral set of the Z8 Encore! XP<sup>®</sup> F08xA Series makes it suitable for a variety of applications including motor control, security systems, home appliances, personal electronic devices, and sensors.

## Features

- 20MHz eZ8 CPU
- 8KB Flash memory with in-circuit programming capability
- 1KB register RAM
- 17 to 25 I/O pins depending upon package
- Internal Precision Oscillator
- External crystal oscillator
- Full-duplex UART
- Infrared Data Association (IrDA)-compliant infrared encoder/decoders, integrated with UART
- Two enhanced 16-bit timers with capture, compare, and PWM capability
- Watch-Dog Timer (WDT) with dedicated internal RC oscillator
- On-Chip Debugger
- Optional 8-channel, 10-bit Analog-to-Digital Converter (ADC)
- On-Chip temperature sensor
- On-Chip analog comparator
- On-Chip current sense amplifier
- Up to 20 vectored interrupts
- Voltage Brown-out Protection (VBO)
- Power-On Reset (POR)
- 2.7 to 3.6V operating voltage



- Up to thirteen 5V-tolerant input pins
- 20- and 28-pin packages
- 0° to +70°C and -40° to +105°C for operating temperature ranges

## Part Selection Guide

Table 1 identifies the basic features and package styles available for each device within the Z8 Encore! XP<sup>®</sup> F08xA Series product line.

**Table 1. Z8 Encore! XP<sup>®</sup> F08xA Series Family Part Selection Guide**

Part Number	Flash (KB)	RAM (B)	I/O	ADC Inputs	Packages
Z8F082A	8	1024	17–23	7–8	20- and 28-pins
Z8F081A	8	1024	17–25	0	20- and 28-pins

## Block Diagram

Figure 1 illustrates the block diagram of the architecture of the Z8 Encore! XP<sup>®</sup> F08xA Series devices.

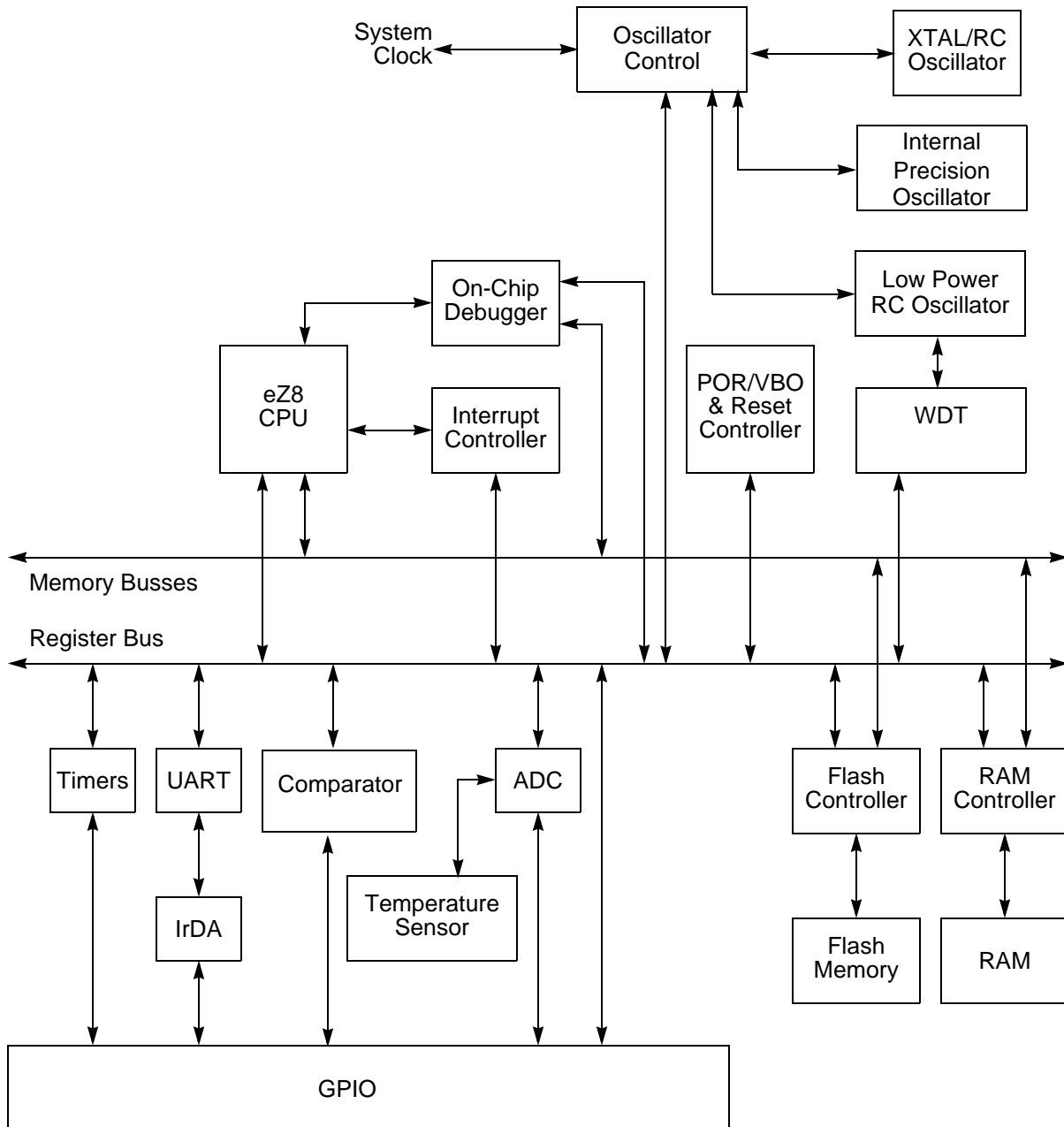


Figure 1. Z8 Encore! XP<sup>®</sup> F08xA Series Block Diagram



## CPU and Peripheral Overview

### eZ8 CPU Features

The eZ8 CPU, ZiLOG<sup>®</sup>'s latest 8-bit Central Processing Unit (CPU), meets the continuing demand for faster and more code-efficient microcontrollers. The eZ8 CPU executes a superset of the original Z8<sup>®</sup> instruction set. The eZ8 CPU features include:

- Direct register-to-register architecture allows each register to function as an accumulator, improving execution time and decreasing the required program memory
- Software stack allows much greater depth in subroutine calls and interrupts than hardware stacks
- Compatible with existing Z8<sup>®</sup> code
- Expanded internal Register File allows access of up to 4KB
- New instructions improve execution efficiency for code developed using higher-level programming languages, including C
- Pipelined instruction fetch and execution
- New instructions for improved performance including BIT, BSWAP, BTJ, CPC, LDC, LDCI, LEA, MULT, and SRL
- New instructions support 12-bit linear addressing of the Register File
- Up to 10 MIPS operation
- C-Compiler friendly
- 2 to 9 clock cycles per instruction

For more information regarding the eZ8 CPU, refer to the *eZ8 CPU User Manual* available for download at [www.zilog.com](http://www.zilog.com).

### General Purpose I/O

The Z8 Encore! XP<sup>®</sup> F08xA Series features 6 to 25 port pins (Ports A–D) for general purpose I/O (GPIO). The number of GPIO pins available is a function of package. Each pin is individually programmable.

### Flash Controller

The Flash Controller programs and erases Flash memory. The Flash Controller supports protection against accidental program and erasure.



## Internal Precision Oscillator

The Internal Precision Oscillator (IPO) is a trimmable clock source that requires no external components.

## Crystal Oscillator

The crystal oscillator circuit provides highly accurate clock frequencies with the use of an external crystal, ceramic resonator or RC network.

## 10-Bit Analog-to-Digital Converter

The optional Analog-to-Digital Converter (ADC) converts an analog input signal to a 10-bit binary number. The ADC accepts inputs from 8 different analog input pins in both single-ended and differential modes.

## Analog Comparator

The analog comparator compares the signal at an input pin with either an internal programmable voltage reference or a second input pin. The comparator output can be used to drive either an output pin or to generate an interrupt.

## Temperature Sensor

The Temperature Sensor produces an analog output proportional to the device temperature. This signal can be sent to either the ADC or the analog comparator.

## UART

The UART is full-duplex and capable of handling asynchronous data transfers. The UART supports 8- and 9-bit data modes and selectable parity. The UART also supports multi-drop address processing in hardware.

## Timers

Two enhanced 16-bit reloadable timers can be used for timing/counting events or for motor control operations. These timers provide a 16-bit programmable reload counter and operate in One-Shot, Continuous, Gated, Capture, Capture Restart, Compare, Capture and Compare, PWM Single Output and PWM Dual Output modes.



## Interrupt Controller

The Z8 Encore! XP<sup>®</sup> F08xA Series products support up to 20 interrupts. These interrupts consist of 8 internal peripheral interrupts and 12 general-purpose I/O pin interrupt sources. The interrupts have 3 levels of programmable interrupt priority.

## Reset Controller

The Z8 Encore! XP<sup>®</sup> F08xA Series products can be reset using the  $\overline{\text{RESET}}$  pin, power-on reset, Watch-Dog Timer (WDT) time-out, STOP mode exit, or Voltage Brown-Out (VBO) warning signal. The  $\overline{\text{RESET}}$  pin is bi-directional, meaning it functions as reset source as well as a reset indicator.

## On-Chip Debugger

The Z8 Encore! XP<sup>®</sup> F08xA Series products feature an integrated On-Chip Debugger (OCD). The OCD provides a rich set of debugging capabilities, such as reading and writing registers, programming Flash memory, setting breakpoints and executing code. A single-pin interface provides communication to the OCD.



# Pin Description

## Overview

The Z8 Encore! XP<sup>®</sup> F08xA Series products are available in a variety of packages styles and pin configurations. This chapter describes the signals and available pin configurations for each of the package styles. For information regarding the physical package specifications, refer to the chapter “**Packaging**” on page 206.

## Available Packages

Table 2 identifies the package styles that are available for each device in the Z8 Encore! XP<sup>®</sup> F08xA Series product line.

**Table 2. Z8 Encore! XP<sup>®</sup> F08xA Series Package Options**

Part Number	ADC	20-pin PDIP	20-pin SOIC	20-pin SSOP	28-pin PDIP	28-pin SOIC	28-pin SSOP
Z8F082A	Yes	X	X	X	X	X	X
Z8F081A	No	X	X	X	X	X	X

## Pin Configurations

Figures 2 and 4 illustrate the pin configurations for all of the packages available in the Z8 Encore! XP<sup>®</sup> F08xA Series. Refer to Table 3 for a description of the signals. The analog input alternate functions (ANAx) are not available on the Z8F081A devices. The analog supply pins (AV<sub>DD</sub> and AV<sub>SS</sub>) are also not available on these parts, and are replaced by PB6 and PB7.

At reset, all Port A, B and C pins default to an input state. In addition, any alternate functionality is not enabled, so the pins function as general purpose input ports until programmed otherwise. At powerup, the Port D0 pin defaults to the RESET alternate function.

The pin configurations listed are preliminary and subject to change based on manufacturing limitations.

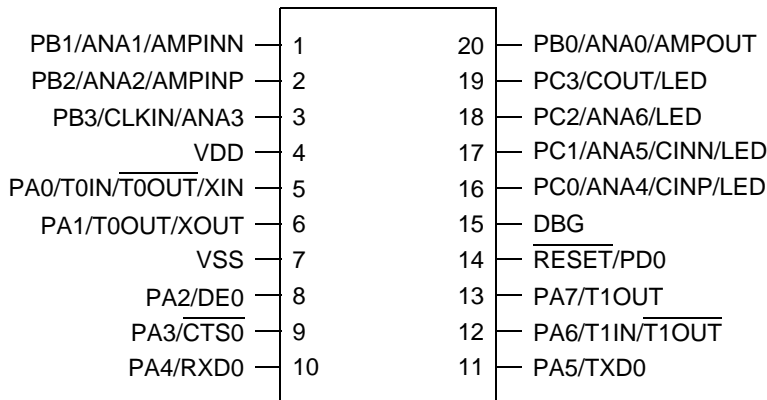


Figure 2. Z8 Encore! XP<sup>®</sup> F08xA Series in 20-Pin SOIC, SSOP or PDIP Package

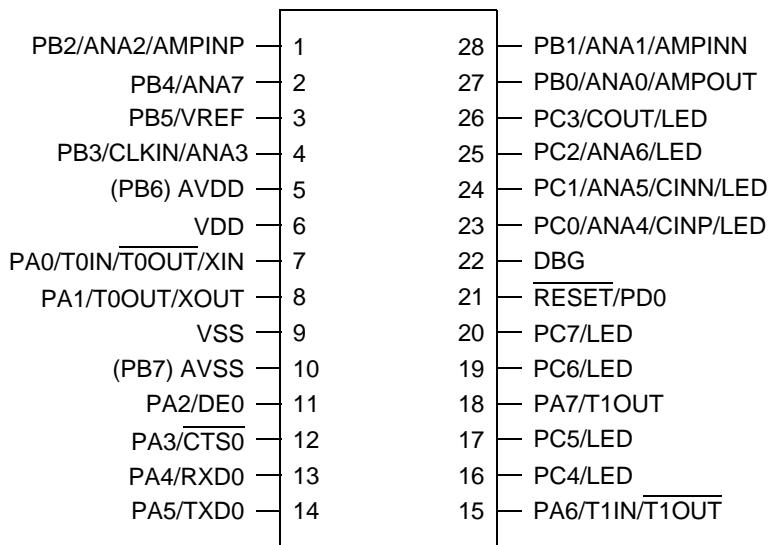


Figure 3. Z8 Encore! XP<sup>®</sup> F08xA Series in 28-Pin SOIC, SSOP or PDIP Package

## Signal Descriptions

Table 3 describes the Z8 Encore! XP<sup>®</sup> F08xA Series signals. Refer to the section “Pin Configurations” on page 7 to determine the signals available for the specific package styles.




**Table 3. Signal Descriptions**

Signal Mnemonic	I/O	Description
<b>General-Purpose I/O Ports A–D</b>		
PA[7:0]	I/O	Port A. These pins are used for general-purpose I/O.
PB[7:0]	I/O	Port B. These pins are used for general-purpose I/O. PB6 and PB7 are available only in those devices without an ADC.
PC[7:0]	I/O	Port C. These pins are used for general-purpose I/O.
PD[0]	I/O	Port D. This pin is used for general-purpose output only.
<b>Note:</b> PB6 and PB7 are only available in 28-pin packages without ADC. In 28-pin packages with ADC, they are replaced by AV <sub>DD</sub> and AV <sub>SS</sub> .		
<b>UART Controllers</b>		
TXD0	O	Transmit Data. This signal is the transmit output from the UART and IrDA.
RXD0	I	Receive Data. This signal is the receive input for the UART and IrDA.
$\overline{\text{CTS0}}$	I	Clear To Send. This signal is the flow control input for the UART.
DE	O	Driver Enable. This signal allows automatic control of external RS-485 drivers. This signal is approximately the inverse of the TXE (Transmit Empty) bit in the UART Status 0 register. The DE signal may be used to ensure the external RS-485 driver is enabled when data is transmitted by the UART.
<b>Timers</b>		
T0OUT/T1OUT	O	Timer Output 0–1. These signals are output from the timers.
$\overline{\text{T0OUT/T1OUT}}$	O	Timer Complement Output 0–1. These signals are output from the timers in PWM Dual Output mode.
T0IN/T1IN	I	Timer Input 0–1. These signals are used as the capture, gating and counter inputs. The T0IN signal is multiplexed $\overline{\text{T0OUT}}$ signals.
<b>Comparator</b>		
CINP/CINN	I	Comparator Inputs. These signals are the positive and negative inputs to the comparator.
COUT	O	Comparator Output. This is the output of the comparator.
<b>Analog</b>		
ANA[7:0]	I	Analog Port. These signals are used as inputs to the analog-to-digital converter (ADC). The ANA0, ANA1 and ANA2 pins can also access the inputs and output of the integrated transimpedance amplifier.
VREF	I/O	Analog-to-digital converter reference voltage input.



**Table 3. Signal Descriptions (Continued)**

Signal Mnemonic	I/O	Description
<b>Transimpedance Amplifier</b>		
AMPINP/AMPINN	I	Transimpedance amplifier inputs. If enabled, these pins drive the positive and negative amplifier inputs respectively.
AMPOUT	O	Transimpedance amplifier output. If enabled, this pin is driven by the on-chip transimpedance amplifier.
<b>Oscillators</b>		
XIN	I	External Crystal Input. This is the input pin to the crystal oscillator. A crystal can be connected between it and the <b>XOUT</b> pin to form the oscillator. In addition, this pin is used with external RC networks or external clock drivers to provide the system clock.
XOUT	O	External Crystal Output. This pin is the output of the crystal oscillator. A crystal can be connected between it and the <b>XIN</b> pin to form the oscillator.
<b>Clock Input</b>		
CLKIN	I	Clock Input Signal. This pin may be used to input a TTL-level signal to be used as the system clock.
<b>LED Drivers</b>		
LED	O	Direct LED drive capability. All port C pins have the capability to drive an LED without any other external components. These pins have programmable drive strengths set by the GPIO block.
<b>On-Chip Debugger</b>		
DBG	I/O	Debug. This signal is the control and data input and output to and from the On-Chip Debugger.
 <b>Caution:</b>		The DBG pin is open-drain and requires an external pull-up resistor to ensure proper operation.
<b>Reset</b>		
RESET	I/O	RESET. Generates a Reset when asserted (driven Low). Also serves as a reset indicator; the Z8 Encore! XP <sup>®</sup> forces this pin low when in reset. This pin is open-drain and features an enabled internal pull-up resistor.
<b>Power Supply</b>		
V <sub>DD</sub>	I	Digital Power Supply.
AV <sub>DD</sub>	I	Analog Power Supply.



**Table 3. Signal Descriptions (Continued)**

Signal Mnemonic	I/O	Description
V <sub>SS</sub>	I	Digital Ground.
AV <sub>SS</sub>	I	Analog Ground.

**Note:** The AV<sub>DD</sub> and AV<sub>SS</sub> signals are available only in 28-pin packages with ADC. They are replaced by PB6 and PB7 on 28-pin packages without ADC.

## Pin Characteristics

Table 4 provides detailed information about the characteristics for each pin available on the Z8 Encore! XP<sup>®</sup> F08xA Series 20- and 28-pin devices. Data in Table 4 is sorted alphabetically by the pin symbol mnemonic.

**Table 4. Pin Characteristics (20- and 28-pin Devices)**

Symbol Mnemonic	Direction	Reset Direction	Active Low or Active High	Tristate Output	Internal Pull-up or Pull-down	Schmitt Trigger Input	Open Drain Output	5V Tolerance
AVDD	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
AVSS	N/A	N/A	N/A	N/A	N/A	N/A	N/A	NA
DBG	I/O	I	N/A	Yes	No	Yes	Yes	Yes
PA[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PA[7:2] only
PB[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PB[7:6] only
PC[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PC[7:3] only
RESET/ PD0	I/O	I/O (defaults to RESET)	Low (in Reset mode)	Yes (PD0 only)	programmable for PD0; always on for RESET	Yes	programmable for PD0; always on for RESET	Yes
VDD	N/A	N/A	N/A	N/A			N/A	N/A
VSS	N/A	N/A	N/A	N/A			N/A	N/A

► **Note:** PB6 and PB7 are available only in those devices without ADC.



# Address Space

## Overview

The eZ8 CPU can access three distinct address spaces:

- The Register File contains addresses for the general-purpose registers and the eZ8 CPU, peripheral, and general-purpose I/O port control registers.
- The Program Memory contains addresses for all memory locations having executable code and/or data.
- The Data Memory contains addresses for all memory locations that contain data only.

These three address spaces are covered briefly in the following subsections. For more detailed information regarding the eZ8 CPU and its address space, refer to the *eZ8 CPU User Manual* available for download at [www.zilog.com](http://www.zilog.com).

## Register File

The Register File address space in the Z8 Encore!<sup>®</sup> MCU is 8KB (8192 bytes). The Register File is composed of two sections: control registers and general-purpose registers. When instructions are executed, registers defined as sources are read, and registers defined as destinations are written. The architecture of the eZ8 CPU allows all general-purpose registers to function as accumulators, address pointers, index registers, stack areas, or scratch pad memory.

The upper 256 bytes of the 8KB Register File address space are reserved for control of the eZ8 CPU, the on-chip peripherals, and the I/O ports. These registers are located at addresses from F00H to FFFH. Some of the addresses within the 256B control register section are reserved (unavailable). Reading from a reserved Register File address returns an undefined value. Writing to reserved Register File addresses is not recommended and can produce unpredictable results.

The on-chip RAM always begins at address 000H in the Register File address space. The Z8 Encore! XP<sup>®</sup> F08xA Series devices contain 1KB of on-chip RAM. Reading from Register File addresses outside the available RAM addresses (and not within the control register address space) returns an undefined value. Writing to these Register File addresses produces no effect.



## Program Memory

The eZ8 CPU supports 64KB of Program Memory address space. The Z8 Encore! XP<sup>®</sup> F08xA Series devices contain 8KB of on-chip Flash memory in the Program Memory address space, depending on the device. Reading from Program Memory addresses outside the available Flash memory addresses returns FFH. Writing to these unimplemented Program Memory addresses produces no effect. Table 5 describes the Program Memory Maps for the Z8 Encore! XP<sup>®</sup> F08xA Series products.

**Table 5. Z8 Encore! XP<sup>®</sup> F08xA Series Program Memory Maps**

Program Memory Address (Hex)	Function
<b>Z8F082A and Z8F081A Products</b>	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–0005	WDT Interrupt Vector
0006–0007	Illegal Instruction Trap
0008–0037	Interrupt Vectors*
003E–1FFF	Program Memory

\* See Table 31 on page 47 for a list of the interrupt vectors.

## Data Memory

The Z8 Encore! XP<sup>®</sup> F08xA Series does not use the eZ8 CPU's 64KB Data Memory address space.

## Flash Information Area

Table 6 describes the Z8 Encore! XP<sup>®</sup> F08xA Series Flash Information Area. This 128B Information Area is accessed by setting bit 7 of the Flash Page Select Register to 1. When access is enabled, the Flash Information Area is mapped into the Program Memory and overlays the 128 bytes at addresses FE00H to FF7FH. When the Information Area access is enabled, all reads from these Program Memory addresses return the Information Area data rather than the Program Memory data. Access to the Flash Information Area is read-only.



**Table 6. Z8 Encore! XP<sup>®</sup> F08xA Series Flash Memory Information Area Map**

<b>Program Memory Address (Hex)</b>	<b>Function</b>
FE00–FE3F	ZiLOG Option Bits
FE40–FE53	Part Number 20-character ASCII alphanumeric code Left justified and filled with FH
FE54–FE5F	Reserved
FE60–FE7F	ZiLOG Calibration Data
FE80–FFFF	Reserved





# Register Map

Table 7 provides the address map for the Register File of the Z8 Encore! XP<sup>®</sup> F08xA Series devices. Not all devices and package styles in the Z8 Encore! XP<sup>®</sup> F08xA Series support the ADC, or all of the GPIO Ports. Consider registers for unimplemented peripherals as Reserved.

**Table 7. Register File Address Map**

Address (Hex)	Register Description	Mnemonic	Reset (Hex)	Page #
<b>General Purpose RAM</b>				
<b>Z8F082A/Z8F081A Devices</b>				
000–3FF	General-Purpose Register File RAM	—	XX	
400–EFF	Reserved	—	XX	
<b>Timer 0</b>				
F00	Timer 0 High Byte	T0H	00	72
F01	Timer 0 Low Byte	T0L	01	72
F02	Timer 0 Reload High Byte	T0RH	FF	73
F03	Timer 0 Reload Low Byte	T0RL	FF	73
F04	Timer 0 PWM High Byte	T0PWMH	00	73
F05	Timer 0 PWM Low Byte	T0PWML	00	74
F06	Timer 0 Control 0	T0CTL0	00	74
F07	Timer 0 Control 1	T0CTL1	00	75
<b>Timer 1</b>				
F08	Timer 1 High Byte	T1H	00	72
F09	Timer 1 Low Byte	T1L	01	72
F0A	Timer 1 Reload High Byte	T1RH	FF	73
F0B	Timer 1 Reload Low Byte	T1RL	FF	73
F0C	Timer 1 PWM High Byte	T1PWMH	00	73
F0D	Timer 1 PWM Low Byte	T1PWML	00	74
F0E	Timer 1 Control 0	T1CTL0	00	74
F0F	Timer 1 Control 1	T1CTL1	00	72
F10–F3F	Reserved	—	XX	
<b>UART 0</b>				
F40	UART0 Transmit Data	U0TXD	XX	95
	UART0 Receive Data	U0RXD	XX	96
XX=Undefined				



**Table 7. Register File Address Map (Continued)**

Address (Hex)	Register Description	Mnemonic	Reset (Hex)	Page #
F41	UART0 Status 0	U0STAT0	0000011Xb	96
F42	UART0 Control 0	U0CTL0	00	98
F43	UART0 Control 1	U0CTL1	00	99
F44	UART0 Status 1	U0STAT1	00	97
F45	UART0 Address Compare	U0ADDR	00	101
F46	UART0 Baud Rate High Byte	U0BRH	FF	101
F47	UART0 Baud Rate Low Byte	U0BRL	FF	101
F48–F6F	Reserved	—	XX	
<b>Analog-to-Digital Converter (ADC)</b>				
F70	ADC Control 0	ADCCTL0	00	117
F71	ADC Control 1	ADCCTL1	80	117
F72	ADC Data High Byte	ADCD_H	XX	120
F73	ADC Data Low Bits	ADCD_L	XX	120
F74	ADC High Threshold High Byte	ADCTHH	FF	121
F75	Reserved	—	XX	
F76	ADC Low Threshold High Byte	ADCTLH	00	121
F77–F7F	Reserved	—	XX	
<b>Low Power Control</b>				
F80	Power Control 0	PWRCTL0	80	30
F81	Reserved	—	XX	
<b>LED Controller</b>				
F82	LED Drive Enable	LEDEN	00	44
F83	LED Drive Level High Byte	LEDLVLH	00	44
F84	LED Drive Level Low Byte	LEDLVLL	00	45
F85	Reserved	—	XX	
<b>Oscillator Control</b>				
F86	Oscillator Control	OSCCTL	A0	163
F87–F8F	Reserved	—	XX	
<b>Comparator 0</b>				
F90	Comparator 0 Control	CMP0	14	123
F91–FBF	Reserved	—	XX	
<b>Interrupt Controller</b>				
FC0	Interrupt Request 0	IRQ0	00	51
FC1	IRQ0 Enable High Bit	IRQ0ENH	00	53
XX=Undefined				



**Table 7. Register File Address Map (Continued)**

Address (Hex)	Register Description	Mnemonic	Reset (Hex)	Page #
FC2	IRQ0 Enable Low Bit	IRQ0ENL	00	53
FC3	Interrupt Request 1	IRQ1	00	52
FC4	IRQ1 Enable High Bit	IRQ1ENH	00	54
FC5	IRQ1 Enable Low Bit	IRQ1ENL	00	55
FC6	Interrupt Request 2	IRQ2	00	52
FC7	IRQ2 Enable High Bit	IRQ2ENH	00	55
FC8	IRQ2 Enable Low Bit	IRQ2ENL	00	56
FC9–FCC	Reserved	—	XX	
FCD	Interrupt Edge Select	IRQES	00	57
FCE	Shared Interrupt Select	IRQSS	00	57
FCF	Interrupt Control	IRQCTL	00	57
<b>GPIO Port A</b>				
FD0	Port A Address	PAADDR	00	37
FD1	Port A Control	PACTL	00	38
FD2	Port A Input Data	PAIN	XX	39
FD3	Port A Output Data	PAOUT	00	39
<b>GPIO Port B</b>				
FD4	Port B Address	PBADDR	00	37
FD5	Port B Control	PBCTL	00	38
FD6	Port B Input Data	PBIN	XX	39
FD7	Port B Output Data	PBOUT	00	39
<b>GPIO Port C</b>				
FD8	Port C Address	PCADDR	00	37
FD9	Port C Control	PCCTL	00	38
FDA	Port C Input Data	PCIN	XX	39
FDB	Port C Output Data	PCOUT	00	39
<b>GPIO Port D</b>				
FDC	Port D Address	PDADDR	00	37
FDD	Port D Control	PDCTL	00	38
FDE	Reserved	—	XX	
FDF	Port D Output Data	PDOUT	00	39
FE0–FEF	Reserved	—	XX	
<b>Watch-Dog Timer (WDT)</b>				
XX=Undefined				



**Table 7. Register File Address Map (Continued)**

Address (Hex)	Register Description	Mnemonic	Reset (Hex)	Page #
FF0	Reset Status	RSTSTAT	XX	82
	Watch-Dog Timer Control	WDTCTL	XX	82
FF1	Watch-Dog Timer Reload Upper Byte	WDTU	FF	83
FF2	Watch-Dog Timer Reload High Byte	WDTH	FF	83
FF3	Watch-Dog Timer Reload Low Byte	WDTL	FF	83
FF4–FF5	Reserved	—	XX	
<b>Trim Bit Control</b>				
FF6	Trim Bit Address	TRMADR	00	140
FF7	Trim Data	TRMDR	XX	140
<b>Flash Memory Controller</b>				
FF8	Flash Control	FCTL	00	134
FF8	Flash Status	FSTAT	00	134
FF9	Flash Page Select	FPS	00	135
	Flash Sector Protect	FPROT	00	136
FFA	Flash Programming Frequency High Byte	FFREQH	00	137
FFB	Flash Programming Frequency Low Byte	FFREQL	00	137
<b>eZ8 CPU</b>				
FFC	Flags	—	XX	Refer to the <i>eZ8 CPU User Manual</i>
FFD	Register Pointer	RP	XX	
FFE	Stack Pointer High Byte	SPH	XX	
FFF	Stack Pointer Low Byte	SPL	XX	
XX=Undefined				



# Reset and STOP Mode Recovery

## Overview

The Reset Controller within the Z8 Encore! XP<sup>®</sup> F08xA Series controls Reset and STOP Mode Recovery operation and provides indication of low supply voltage conditions. In typical operation, the following events cause a Reset:

- Power-On Reset (POR)
- Voltage Brown-Out (VBO)
- Watch-Dog Timer time-out (when configured by the WDT\_RES Flash Option Bit to initiate a reset)
- External  $\overline{\text{RESET}}$  pin assertion (when the alternate RESET function is enabled by the GPIO register)
- On-Chip Debugger initiated Reset (OCDCTL[0] set to 1)

When the device is in STOP mode, a STOP Mode Recovery is initiated by either of the following:

- Watch-Dog Timer time-out
- GPIO Port input pin transition on an enabled STOP Mode Recovery source

## Reset Types

The Z8 Encore! XP<sup>®</sup> F08xA Series provides several different types of Reset operation. STOP Mode Recovery is considered a form of Reset. Table 8 lists the types of Reset and their operating characteristics. The System Reset is longer if the external crystal oscillator is enabled by the Flash option bits, allowing additional time for oscillator start-up.

**Table 8. Reset and STOP Mode Recovery Characteristics and Latency**

Reset Type	Control Registers	Reset Characteristics and Latency	
		eZ8 CPU	Reset Latency (Delay)
System Reset	Reset (as applicable)	Reset	66 Internal Precision Oscillator Cycles
System Reset with Crystal Oscillator Enabled	Reset (as applicable)	Reset	5000 Internal Precision Oscillator Cycles



**Table 8. Reset and STOP Mode Recovery Characteristics and Latency (Continued)**

Reset Type	Reset Characteristics and Latency	
	Control Registers	eZ8 CPU Reset Latency (Delay)
STOP Mode Recovery	Unaffected, except WDT_CTL and OSC_CTL registers	Reset 66 Internal Precision Oscillator Cycles
STOP Mode Recovery with Crystal Oscillator Enabled	Unaffected, except WDT_CTL and OSC_CTL registers	Reset 5000 Internal Precision Oscillator Cycles

During a System Reset or STOP Mode Recovery, the Internal Precision Oscillator requires 4  $\mu$ s to start up. Then, the Z8 Encore! XP<sup>®</sup> F08xA Series device is held in Reset for 66 cycles of the Internal Precision Oscillator. If the crystal oscillator is enabled in the Flash option bits, this reset period is increased to 5000 IPO cycles. When a reset occurs because of a low voltage condition or power on reset, this delay is measured from the time that the supply voltage first exceeds the POR level (discussed later in this chapter). If the external pin reset remains asserted at the end of the reset period, the device remains in reset until the pin is deasserted.

At the beginning of Reset, all GPIO pins are configured as inputs with pull-up resistor disabled, except PD0 which is shared with the reset pin. On reset, the Port D0 pin is configured as a bidirectional open-drain reset. The pin is internally driven low during port reset, after which the user code may reconfigure this pin as a general purpose output.

During Reset, the eZ8 CPU and on-chip peripherals are idle; however, the on-chip crystal oscillator and Watch-Dog Timer oscillator continue to run.

Upon Reset, control registers within the Register File that have a defined Reset value are loaded with their reset values. Other control registers (including the Stack Pointer, Register Pointer, and Flags) and general-purpose RAM are undefined following Reset. The eZ8 CPU fetches the Reset vector at Program Memory addresses 0002H and 0003H and loads that value into the Program Counter. Program execution begins at the Reset vector address.

Because the control registers are re-initialized by a system reset, the system clock after reset is always the IPO. User software must reconfigure the oscillator control block, such that the correct system clock source is enabled and selected.

## Reset Sources

Table 9 lists the possible sources of a system reset.



**Table 9. Reset Sources and Resulting Reset Type**

Operating Mode	Reset Source	Special Conditions
NORMAL or HALT modes	Power-On Reset / Voltage Brown-Out	Reset delay begins after supply voltage exceeds POR level
	Watch-Dog Timer time-out when configured for Reset	None
	RESET pin assertion	All reset pulses less than three system clocks in width are ignored.
	On-Chip Debugger initiated Reset (OCDCTL[0] set to 1)	System Reset, except the On-Chip Debugger is unaffected by the reset
STOP mode	Power-On Reset / Voltage Brown-Out	Reset delay begins after supply voltage exceeds POR level
	RESET pin assertion	All reset pulses less than the specified analog delay are ignored. See “Electrical Characteristics” on page 191.
	DBG pin driven Low	None

## Power-On Reset

Each device in the Z8 Encore! XP<sup>®</sup> F08xA Series contains an internal Power-On Reset (POR) circuit. The POR circuit monitors the supply voltage and holds the device in the Reset state until the supply voltage reaches a safe operating level. After the supply voltage exceeds the POR voltage threshold ( $V_{POR}$ ), the device is held in the Reset state until the POR Counter has timed out. If the crystal oscillator is enabled by the option bits, this timeout is longer.

After the Z8 Encore! XP<sup>®</sup> F08xA Series device exits the Power-On Reset state, the eZ8 CPU fetches the Reset vector. Following Power-On Reset, the POR status bit in the Watch-Dog Timer Control (WDTCTL) register is set to 1.

Figure 4 illustrates Power-On Reset operation. Refer to the “Electrical Characteristics” on page 191 for the POR threshold voltage ( $V_{POR}$ ).

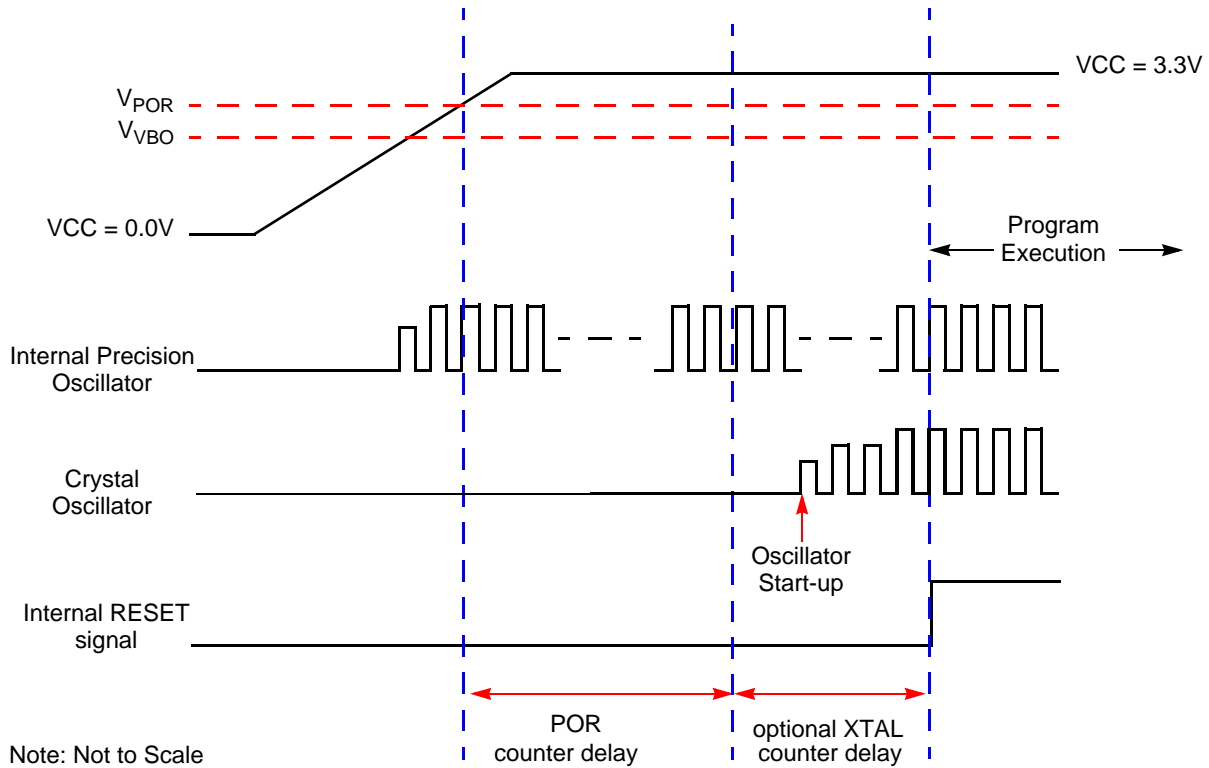


Figure 4. Power-On Reset Operation

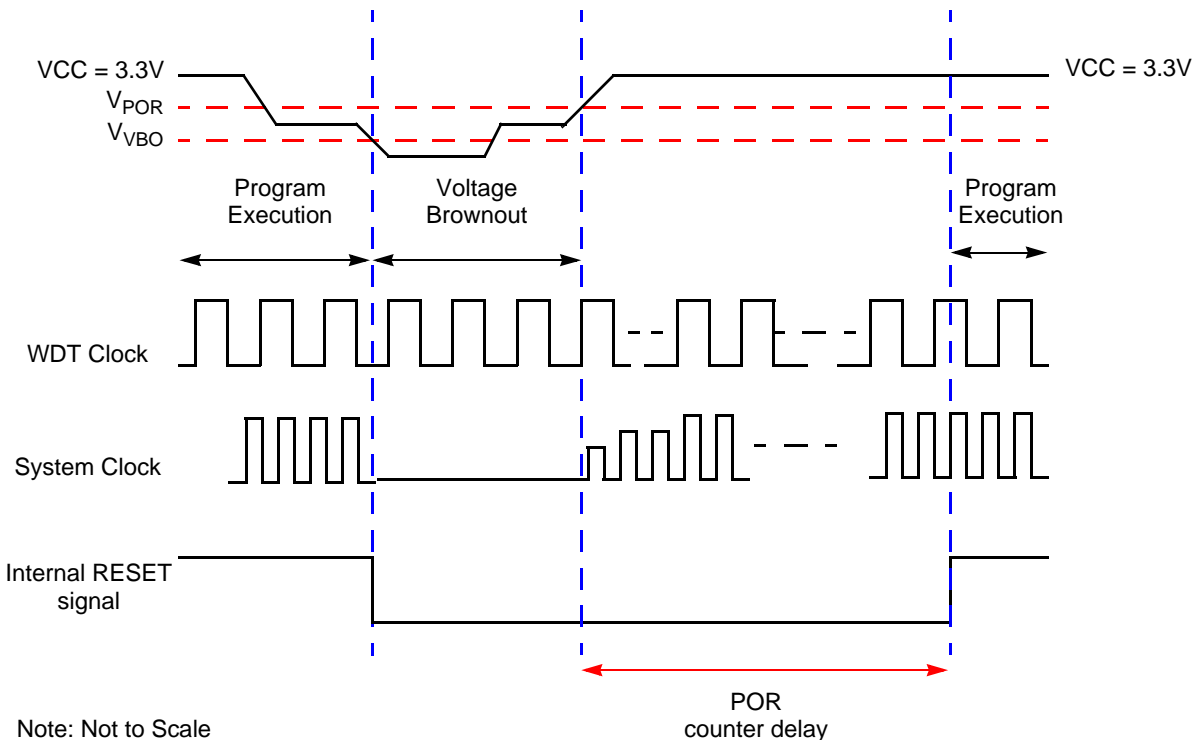
## Voltage Brown-Out Reset

The devices in the Z8 Encore! XP<sup>®</sup> F08xA Series provide low Voltage Brown-Out (VBO) protection. The VBO circuit senses when the supply voltage drops to an unsafe level (below the VBO threshold voltage) and forces the device into the Reset state. While the supply voltage remains below the Power-On Reset voltage threshold ( $V_{POR}$ ), the VBO block holds the device in the Reset.

After the supply voltage again exceeds the Power-On Reset voltage threshold, the device progresses through a full System Reset sequence, as described in the Power-On Reset section. Following Power-On Reset, the POR status bit in the Reset Status (RSTSTAT) register is set to 1. Figure 5 illustrates Voltage Brown-Out operation. Refer to the chapter “Electrical Characteristics” on page 191 for the VBO and POR threshold voltages ( $V_{VBO}$  and  $V_{POR}$ ).

The Voltage Brown-Out circuit can be either enabled or disabled during STOP mode. Operation during STOP mode is set by the VBO\_AO Flash Option Bit. Refer to the Flash Option Bits chapter for information about configuring VBO\_AO.





**Figure 5. Voltage Brown-Out Reset Operation**

The POR level is greater than the VBO level by the specified hysteresis value. This ensures that the device undergoes a power on reset after recovering from a VBO condition.

### Watch-Dog Timer Reset

If the device is in NORMAL or STOP mode, the Watch-Dog Timer can initiate a System Reset at time-out if the WDT\_RES Flash Option Bit is programmed to 1. This is the unprogrammed state of the WDT\_RES Flash Option Bit. If the bit is programmed to 0, it configures the Watch-Dog Timer to cause an interrupt, not a System Reset, at time-out. The WDT status bit in the WDT Control register is set to signify that the reset was initiated by the Watch-Dog Timer.

### External Reset Input

The  $\overline{\text{RESET}}$  pin has a Schmitt-triggered input and an internal pull-up resistor. Once the  $\overline{\text{RESET}}$  pin is asserted for a minimum of 4 system clock cycles, the device progresses through the System Reset sequence. Because of the possible asynchronicity of the system clock and reset signals, the required reset duration may be as short as three clock periods



and as long as four. A reset pulse three clock cycles in duration might trigger a reset; a pulse four cycles in duration always triggers a reset.

While the  $\overline{\text{RESET}}$  input pin is asserted Low, the Z8 Encore! XP<sup>®</sup> F08xA Series devices remain in the Reset state. If the  $\overline{\text{RESET}}$  pin is held Low beyond the System Reset time-out, the device exits the Reset state on the system clock rising edge following  $\overline{\text{RESET}}$  pin deassertion. Following a System Reset initiated by the external  $\overline{\text{RESET}}$  pin, the EXT status bit in the Watch-Dog Timer Control (WDTCTL) register is set to 1.

## External Reset Indicator

During System Reset or when enabled by the GPIO logic (see **See “Port A–D Control Registers” on page 38.**), the  $\overline{\text{RESET}}$  pin functions as an open-drain (active low) reset mode indicator in addition to the input functionality. This reset output feature allows an Z8 Encore! XP<sup>®</sup> F08xA Series device to reset other components to which it is connected, even if that reset is caused by internal sources such as POR, VBO or WDT events.

After an internal reset event occurs, the internal circuitry begins driving the  $\overline{\text{RESET}}$  pin Low. The  $\overline{\text{RESET}}$  pin is held Low by the internal circuitry until the appropriate delay listed in Table 8 has elapsed.

## On-Chip Debugger Initiated Reset

A Power-On Reset can be initiated using the On-Chip Debugger by setting the RST bit in the OCD Control register. The On-Chip Debugger block is not reset but the rest of the chip goes through a normal system reset. The RST bit automatically clears during the system reset. Following the system reset the POR bit in the WDT Control register is set.

## STOP Mode Recovery

STOP mode is entered by execution of a STOP instruction by the eZ8 CPU. Refer to the chapter **“Low-Power Modes” on page 28** for detailed STOP mode information. During STOP Mode Recovery, the CPU is held in reset for 66 IPO cycles if the crystal oscillator is disabled or 5000 cycles if it is enabled.

STOP Mode Recovery does not affect onchip registers other than the Watchdog Timer Control register (WDTCTL) and the Oscillator Control register (OSCCTL). After any STOP Mode Recovery, the IPO is enabled and selected as the system clock. If another system clock source is required or IPO disabling is required, the STOP Mode Recovery code must reconfigure the oscillator control block such that the correct system clock source is enabled and selected.

The eZ8 CPU fetches the Reset vector at Program Memory addresses 0002H and 0003H and loads that value into the Program Counter. Program execution begins at the Reset vector address. Following STOP Mode Recovery, the STOP bit in the Watch-Dog Timer Con-



trol Register is set to 1. Table 10 lists the STOP Mode Recovery sources and resulting actions. The text following provides more detailed information about each of the STOP Mode Recovery sources.

**Table 10. STOP Mode Recovery Sources and Resulting Action**

Operating Mode	STOP Mode Recovery Source	Action
STOP mode	Watch-Dog Timer time-out when configured for Reset	STOP Mode Recovery
	Watch-Dog Timer time-out when configured for interrupt	STOP Mode Recovery followed by interrupt (if interrupts are enabled)
	Data transition on any GPIO Port pin enabled as a STOP Mode Recovery source	STOP Mode Recovery
	Assertion of external <u>RESET</u> Pin	System Reset
	Debug Pin driven Low	System Reset

### STOP Mode Recovery Using Watch-Dog Timer Time-Out

If the Watch-Dog Timer times out during STOP mode, the device undergoes a STOP Mode Recovery sequence. In the Watch-Dog Timer Control register, the WDT and STOP bits are set to 1. If the Watch-Dog Timer is configured to generate an interrupt upon time-out and the Z8 Encore! XP<sup>®</sup> F08xA Series device is configured to respond to interrupts, the eZ8 CPU services the Watch-Dog Timer interrupt request following the normal STOP Mode Recovery sequence.

### STOP Mode Recovery Using a GPIO Port Pin Transition

Each of the GPIO Port pins may be configured as a STOP Mode Recovery input source. On any GPIO pin enabled as a STOP Mode Recovery source, a change in the input pin value (from High to Low or from Low to High) initiates STOP Mode Recovery. In the Watch-Dog Timer Control register, the STOP bit is set to 1.



**Caution:** In STOP mode, the GPIO Port Input Data registers (PxIN) are disabled. The Port Input Data registers record the Port transition only if the signal stays on the Port pin through the end of the STOP Mode Recovery delay. As a result, short pulses on the Port pin can initiate STOP Mode Recovery without being written to the Port Input Data register or without initiating an interrupt (if enabled for that pin).



## STOP Mode Recovery Using the External $\overline{\text{RESET}}$ Pin

When the Z8 Encore! XP<sup>®</sup> F08xA Series device is in STOP Mode and the external  $\overline{\text{RESET}}$  pin is driven Low, a system reset occurs. Because of a glitch filter operating on the  $\overline{\text{RESET}}$  pin, the Low pulse must be greater than the minimum width specified, or it is ignored. See “Electrical Characteristics” on page 191 for details.

## Reset Register Definitions

### Reset Status Register

The Reset Status (RSTSTAT) register is a read-only register that indicates the source of the most recent Reset event, indicates a STOP Mode Recovery event, and indicates a Watch-Dog Timer time-out. Reading this register resets the upper four bits to 0.

This register shares its address with the Watch-Dog Timer control register, which is write-only (Table 11).

**Table 11. Reset Status Register (RSTSTAT)**

BITS	7	6	5	4	3	2	1	0
FIELD	POR	STOP	WDT	EXT	Reserved			
RESET	See descriptions below			0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
ADDR	FF0H							

Reset or STOP Mode Recovery Event	POR	STOP	WDT	EXT
Power-On Reset	1	0	0	0
Reset using $\overline{\text{RESET}}$ pin assertion	0	0	0	1
Reset using Watch-Dog Timer time-out	0	0	1	0
Reset using the On-Chip Debugger (OCTCTL[1] set to 1)	1	0	0	0
Reset from STOP Mode using DBG Pin driven Low	1	0	0	0
STOP Mode Recovery using GPIO pin transition	0	1	0	0
STOP Mode Recovery using Watch-Dog Timer time-out	0	1	1	0

**POR**—Power-On Reset Indicator

If this bit is set to 1, a Power-On Reset event occurred. This bit is reset to 0 if a WDT time-out or STOP Mode Recovery occurs. This bit is also reset to 0 when the register is read.

**STOP**—STOP Mode Recovery Indicator

If this bit is set to 1, a STOP Mode Recovery occurred. If the STOP and WDT bits are both



set to 1, the STOP Mode Recovery occurred because of a WDT time-out. If the STOP bit is 1 and the WDT bit is 0, the STOP Mode Recovery was not caused by a WDT time-out. This bit is reset by a Power-On Reset or a WDT time-out that occurred while not in STOP mode. Reading this register also resets this bit.

WDT—Watch-Dog Timer Time-Out Indicator

If this bit is set to 1, a WDT time-out occurred. A Power-On Reset resets this pin. A STOP Mode Recovery from a change in an input pin also resets this bit. Reading this register resets this bit. This read must occur before clearing the WDT interrupt.

EXT—External Reset Indicator

If this bit is set to 1, a Reset initiated by the external  $\overline{\text{RESET}}$  pin occurred. A Power-On Reset or a STOP Mode Recovery from a change in an input pin resets this bit. Reading this register resets this bit.

Reserved—Must be 0.



# Low-Power Modes

## Overview

The Z8 Encore! XP<sup>®</sup> F08xA Series products contain power-saving features. The highest level of power reduction is provided by the STOP mode. The next lower level of power reduction is provided by the HALT mode.

Further power savings can be implemented by disabling individual peripheral blocks while in Normal mode.

## STOP Mode

Executing the eZ8 CPU's STOP instruction places the device into STOP mode. In STOP mode, the operating characteristics are:

- Primary crystal oscillator and internal precision oscillator are stopped; XIN and XOUT (if previously enabled) are disabled, and PA0/PA1 revert to the states programmed by the GPIO registers
- System clock is stopped
- eZ8 CPU is stopped
- Program counter (PC) stops incrementing
- Watch-Dog Timer's internal RC oscillator continues to operate if enabled by the Oscillator Control Register
- If enabled, the Watch-Dog Timer logic continues to operate
- If enabled for operation in STOP mode by the associated Flash Option Bit, the Voltage-brown out protection circuit continues to operate
- Transimpedance amplifier in the ADC block continues to operate if enabled by the Power Control Register to do so; all other portions of the ADC are disabled
- All other on-chip peripherals are idle

To minimize current in STOP mode, all GPIO pins that are configured as digital inputs must be driven to one of the supply rails ( $V_{CC}$  or GND). The device can be brought out of STOP mode using STOP Mode Recovery. For more information about STOP Mode Recovery refer to “Reset and STOP Mode Recovery” on page 19.



## HALT Mode

Executing the eZ8 CPU's HALT instruction places the device into HALT mode. In HALT mode, the operating characteristics are:

- Primary oscillator is enabled and continues to operate
- System clock is enabled and continues to operate
- eZ8 CPU is stopped
- Program counter (PC) stops incrementing
- Watch-Dog Timer's internal RC oscillator continues to operate
- If enabled, the Watch-Dog Timer continues to operate
- All other on-chip peripherals continue to operate

The eZ8 CPU can be brought out of HALT mode by any of the following operations:

- Interrupt
- Watch-Dog Timer time-out (interrupt or reset)
- Power-on reset
- Voltage-brown out reset
- External  $\overline{\text{RESET}}$  pin assertion

To minimize current in HALT mode, all GPIO pins that are configured as inputs must be driven to one of the supply rails ( $V_{CC}$  or GND).

## Peripheral-Level Power Control

In addition to the STOP and Halt modes, it is possible to disable each peripheral on each of the Z8 Encore! XP<sup>®</sup> F08xA Series devices. Disabling a given peripheral minimizes its power consumption.

## Power Control Register Definitions

### Power Control Register 0

Each bit of the following registers disables a peripheral block, either by gating its system clock input or by removing power from the block.

The default state of the transimpedance amplifier is OFF. To use the transimpedance amplifier, clear the TRAM bit, turning it ON. Clearing this bit might interfere with normal



ADC measurements on ANA0 (the transimpedance output). This bit enables the amplifier even in STOP mode. If the amplifier is not required in STOP mode, disable it. Failure to perform this results in STOP mode currents greater than specified.

► **Note:** This register is only reset during a power-on reset sequence. Other system reset events do not affect it.

**Table 12. Power Control Register 0 (PWRCTL0)**

BITS	7	6	5	4	3	2	1	0
FIELD	TRAM	Reserved		VBO	TEMP	ADC	COMP	Reserved
RESET	1	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F80H							

TRAM— Transimpedance Amplifier Disable

0 = Transimpedance Amplifier is enabled (this applies even in STOP mode).

1 = Transimpedance Amplifier is disabled.

Reserved—Must be 0.

VBO—Voltage Brown-Out Detector Disable

This bit and the VBO\_AO Flash option bit must both enable the VBO for the VBO to be active.

0 = VBO Enabled

1 = VBO Disabled

TEMP—Temperature Sensor Disable

0 = Temperature Sensor Enabled

1 = Temperature Sensor Disabled

ADC—Analog-to-Digital Converter Disable

0 = Analog-to-Digital Converter Enabled

1 = Analog-to-Digital Converter Disabled

COMP—Comparator Disable

0 = Comparator is Enabled

1 = Comparator is Disabled

Reserved—Must be 0.





# General-Purpose I/O

## Overview

The Z8 Encore! XP<sup>®</sup> F08xA Series products support a maximum of 25 port pins (Ports A–D) for general-purpose input/output (GPIO) operations. Each port contains control and data registers. The GPIO control registers determine data direction, open-drain, output drive current, programmable pull-ups, STOP Mode Recovery functionality, and alternate pin functions. Each port pin is individually programmable. In addition, the Port C pins are capable of direct LED drive at programmable drive strengths.

## GPIO Port Availability By Device

Table 13 lists the port pins available with each device and package type.

**Table 13. Port Availability by Device and Package Type**

Devices	Package	10-Bit ADC	Port A	Port B	Port C	Port D	Total I/O
Z8F082APH, Z8F082AHH	20-pin	Yes	[7:0]	[3:0]	[3:0]	[0]	17
Z8F081APH, Z8F081AHH	20-pin	No	[7:0]	[3:0]	[3:0]	[0]	17
Z8F082APJ, Z8F082ASJ	28-pin	Yes	[7:0]	[5:0]	[7:0]	[0]	23
Z8F081APJ, Z8F081ASJ	28-pin	No	[7:0]	[7:0]	[7:0]	[0]	25

## Architecture

Figure 6 illustrates a simplified block diagram of a GPIO port pin. In this figure, the ability to accommodate alternate functions and variable port current drive strength is not illustrated.

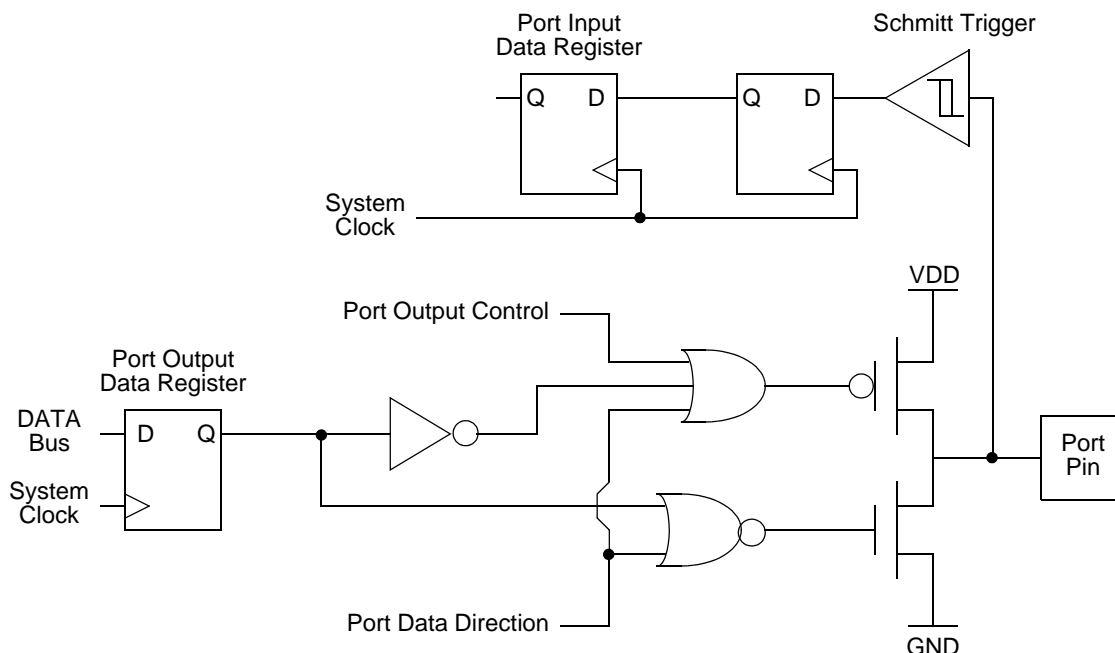


Figure 6.GPIO Port Pin Block Diagram

## GPIO Alternate Functions

Many of the GPIO port pins can be used for general-purpose I/O and access to on-chip peripheral functions such as the timers and serial communication devices. The Port A–D Alternate Function sub-registers configure these pins for either General-Purpose I/O or alternate function operation. When a pin is configured for alternate function, control of the port pin direction (input/output) is passed from the Port A–D Data Direction registers to the alternate function assigned to this pin. Table 14 on page 34 lists the alternate functions possible with each port pin. The alternate function associated at a pin is defined through Alternate Function Sets sub-registers AFS1 and AFS2.

The crystal oscillator functionality is not controlled by the GPIO block. When the crystal oscillator is enabled in the oscillator control block, the GPIO functionality of PA0 and PA1 is overridden. In that case, those pins function as input and output for the crystal oscillator.

PA0 and PA6 contain two different timer functions, a timer input and a complementary timer output. Both of these functions require the same GPIO configuration, the selection between the two is based on the timer mode. See “Timers” on page 58 for more details.



## Direct LED Drive

The Port C pins provide a current sinked output capable of driving an LED without requiring an external resistor. The output sinks current at programmable levels of 3mA, 7mA, 13mA and 20mA. This mode is enabled through the Alternate Function sub-register AFS1 and is programmable through the LED control registers.

For correct function, the LED anode must be connected to  $V_{DD}$  and the cathode to the GPIO pin.

Using all Port C pins in LED drive mode with maximum current may result in excessive total current. Refer to the “**Electrical Characteristics**” on page 191 for the maximum total current for the applicable package.

## Shared Reset Pin

On the 20 and 28-pin devices, the Port D0 pin shares function with a bi-directional reset pin. Unlike all other I/O pins, this pin does not default to GPIO function on power-up. This pin acts as a bi-directional reset until user software re-configures it. The Port D0 pin is output-only when in GPIO mode.

## Crystal Oscillator Override

For systems using a crystal oscillator, PA0 and PA1 are used to connect the crystal. When the crystal oscillator is enabled (see “**Oscillator Control Register Definitions**” on page 163), the GPIO settings are overridden and PA0 and PA1 are disabled.

## 5V Tolerance

In the 20- and 28-pin versions of this device, any pin which shares functionality with an ADC, crystal or comparator port is **not** 5V-tolerant, including PA[1:0], PB[5:0] and PC[2:0]. All other signal pins are 5V-tolerant, and can safely handle inputs higher than  $V_{DD}$  even with the pull-ups enabled.

## External Clock Setup

For systems using an external TTL drive, PB3 is the clock source for 20- and 28-pin devices. In this case, configure PB3 for alternate function CLKIN. Write the Oscillator Control Register (page 163) such that the external oscillator is selected as the system clock. For 8-pin devices use PA1 instead of PB3.



**Table 14. Port Alternate Function Mapping (20/28-Pin Parts)**

Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Set Register AFS1
Port A	PA0	T0IN/T0OUT	Timer 0 Input/Timer 0 Output Complement	N/A
		Reserved		
	PA1	T0OUT	Timer 0 Output	
		Reserved		
	PA2	DE0	UART 0 Driver Enable	
		Reserved		
	PA3	CTS0	UART 0 Clear to Send	
		Reserved		
	PA4	RXD0/IRRX0	UART 0 / IrDA 0 Receive Data	
		Reserved		
	PA5	TXD0/IRTX0	UART 0 / IrDA 0 Transmit Data	
		Reserved		
	PA6	T1IN/T1OUT	Timer 1 Input/Timer 1 Output Complement	
		Reserved		
PA7	T1OUT	Timer 1 Output		
	Reserved			

Note: Because there is only a single alternate function for each Port A pin, the Alternate Function Set registers are not implemented for Port A. Enabling alternate function selections as described in “Port A–D Alternate Function Sub-Registers” on page 39 automatically enables the associated alternate function.



**Table 14. Port Alternate Function Mapping (Continued)(20/28-Pin Parts)**

Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Set Register AFS1
Port B	PB0	Reserved		AFS1[0]: 0
		ANA0/AMPOUT	ADC Analog Input/Transamp Output	AFS1[0]: 1
	PB1	Reserved		AFS1[1]: 0
		ANA1/AMPINN	ADC Analog Input/Transamp Input (N)	AFS1[1]: 1
	PB2	Reserved		AFS1[2]: 0
		ANA2/AMPINP	ADC Analog Input/Transamp Input (P)	AFS1[2]: 1
	PB3	CLKIN	External Clock Input	AFS1[3]: 0
		ANA3	ADC Analog Input	AFS1[3]: 1
	PB4	Reserved		AFS1[4]: 0
		ANA7	ADC Analog Input	AFS1[4]: 1
	PB5	Reserved		AFS1[5]: 0
		VREF	ADC Voltage Reference	AFS1[5]: 1
	PB6	Reserved		AFS1[6]: 0
		Reserved		AFS1[6]: 1
PB7	Reserved		AFS1[7]: 0	
	Reserved		AFS1[7]: 1	

Note: Because there are at most two choices of alternate function for any pin of Port B, the Alternate Function Set register AFS2 is implemented but not used to select the function. Also, alternate function selection as described in “Port A–D Alternate Function Sub-Registers” on page 39 must also be enabled.



**Table 14. Port Alternate Function Mapping (Continued)(20/28-Pin Parts)**

Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Set Register AFS1
Port C	PC0	Reserved		AFS1[0]: 0
		ANA4/CINP/LED Drive	ADC or Comparator Input, or LED drive	AFS1[0]: 1
	PC1	Reserved		AFS1[1]: 0
		ANA5/CINN/LED Drive	ADC or Comparator Input, or LED drive	AFS1[1]: 1
	PC2	Reserved		AFS1[2]: 0
		ANA6/LED	ADC Analog Input or LED Drive	AFS1[2]: 1
	PC3	COUT	Comparator Output	AFS1[3]: 0
		LED	LED drive	AFS1[3]: 1
	PC4	Reserved		AFS1[4]: 0
		LED	LED Drive	AFS1[4]: 1
	PC5	Reserved		AFS1[5]: 0
		LED	LED Drive	AFS1[5]: 1
	PC6	Reserved		AFS1[6]: 0
		LED	LED Drive	AFS1[6]: 1
PC7	Reserved		AFS1[7]: 0	
	LED	LED Drive	AFS1[7]: 1	

Note: Because there are at most two choices of alternate function for any pin of Port C, the Alternate Function Set register AFS2 is implemented but not used to select the function. Also, alternate function selection as described in “Port A–D Alternate Function Sub-Registers” on page 39 must also be enabled.

## GPIO Interrupts

Many of the GPIO port pins can be used as interrupt sources. Some port pins can be configured to generate an interrupt request on either the rising edge or falling edge of the pin input signal. Other port pin interrupt sources generate an interrupt when any edge occurs (both rising and falling). Refer to the chapter “Interrupt Controller” on page 46 for more information about interrupts using the GPIO pins.



## GPIO Control Register Definitions

Four registers for each Port provide access to GPIO control, input data, and output data. Table 15 lists these Port registers. Use the Port A–D Address and Control registers together to provide access to sub-registers for Port configuration and control.

**Table 15. GPIO Port Registers and Sub-Registers**

Port Register Mnemonic	Port Register Name
PxADDR	Port A–D Address Register (Selects sub-registers)
PxCTL	Port A–D Control Register (Provides access to sub-registers)
PxIN	Port A–D Input Data Register
PxOUT	Port A–D Output Data Register
Port Sub-Register Mnemonic	Port Register Name
PxDD	Data Direction
PxAF	Alternate Function
PxOC	Output Control (Open-Drain)
PxHDE	High Drive Enable
PxSMRE	STOP Mode Recovery Source Enable
PxPUE	Pull-up Enable
PxAFS1	Alternate Function Set 1
PxAFS2	Alternate Function Set 2

### Port A–D Address Registers

The Port A–D Address registers select the GPIO Port functionality accessible through the Port A–D Control registers. The Port A–D Address and Control registers combine to provide access to all GPIO Port controls (Table 16).

**Table 16. Port A–D GPIO Address Registers (PxADDR)**

BITS	7	6	5	4	3	2	1	0
FIELD	PADDR[7:0]							
RESET	00H							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FD0H, FD4H, FD8H, FDCH							



PADDR[7:0]—Port Address

The Port Address selects one of the sub-registers accessible through the Port Control register.

PADDR[7:0]	Port Control sub-register accessible using the Port A–D Control Registers
00H	No function. Provides some protection against accidental Port reconfiguration.
01H	Data Direction
02H	Alternate Function
03H	Output Control (Open-Drain)
04H	High Drive Enable
05H	STOP Mode Recovery Source Enable.
06H	Pull-up Enable
07H	Alternate Function Set 1
08H	Alternate Function Set 2
09H–FFH	No function

## Port A–D Control Registers

The Port A–D Control registers set the GPIO port operation. The value in the corresponding Port A–D Address register determines which sub-register is read from or written to by a Port A–D Control register transaction (Table 17).

**Table 17. Port A–D Control Registers (PxCTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	PCTL							
RESET	00H							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FD1H, FD5H, FD9H, FDDH							

PCTL[7:0]—Port Control

The Port Control register provides access to all sub-registers that configure the GPIO Port operation.

## Port A–D Data Direction Sub-Registers

The Port A–D Data Direction sub-register is accessed through the Port A–D Control register by writing 01H to the Port A–D Address register (Table 18).





**Table 18. Port A–D Data Direction Sub-Registers (PxDD)**

BITS	7	6	5	4	3	2	1	0
FIELD	DD7	DD6	DD5	DD4	DD3	DD2	DD1	DD0
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	If 01H in Port A–D Address Register, accessible through the Port A–D Control Register							

DD[7:0]—Data Direction

These bits control the direction of the associated port pin. Port Alternate Function operation overrides the Data Direction register setting.

0 = Output. Data in the Port A–D Output Data register is driven onto the port pin.

1 = Input. The port pin is sampled and the value written into the Port A–D Input Data Register. The output driver is tristated.

## Port A–D Alternate Function Sub-Registers

The Port A–D Alternate Function sub-register (Table 19) is accessed through the Port A–D Control register by writing 02H to the Port A–D Address register. The Port A–D Alternate Function sub-registers enable the alternate function selection on pins. If disabled, pins function as GPIO. If enabled, select one of four alternate functions using alternate function set subregisters 1 and 2 as described in the “**Port A–D Alternate Function Set 1 Sub-Registers**” on page 42 and “**Port A–D Alternate Function Set 2 Sub-Registers**” on page 42. Refer to the “**GPIO Alternate Functions**” on page 32 to determine the alternate function associated with each port pin.



**Caution:**

Do not enable alternate functions for GPIO port pins for which there is no associated alternate function. Failure to follow this guideline can result in unpredictable operation.

**Table 19. Port A–D Alternate Function Sub-Registers (PxAF)**

BITS	7	6	5	4	3	2	1	0
FIELD	AF7	AF6	AF5	AF4	AF3	AF2	AF1	AF0
RESET	00H (Ports A–C); 01H (Port D)							
R/W	R/W							
ADDR	If 02H in Port A–D Address Register, accessible through the Port A–D Control Register							

AF[7:0]—Port Alternate Function enabled

0 = The port pin is in normal mode and the DD<sub>x</sub> bit in the Port A–D Data Direction sub-register determines the direction of the pin.



1 = The alternate function selected through Alternate Function Set sub-registers is enabled. Port pin operation is controlled by the alternate function.

### Port A–D Output Control Sub-Registers

The Port A–D Output Control sub-register (Table 20) is accessed through the Port A–D Control register by writing 03H to the Port A–D Address register. Setting the bits in the Port A–D Output Control sub-registers to 1 configures the specified port pins for open-drain operation. These sub-registers affect the pins directly and, as a result, alternate functions are also affected.

**Table 20. Port A–D Output Control Sub-Registers (PxOC)**

BITS	7	6	5	4	3	2	1	0
FIELD	POC7	POC6	POC5	POC4	POC3	POC2	POC1	POC0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	If 03H in Port A–D Address Register, accessible through the Port A–D Control Register							

POC[7:0]—Port Output Control

These bits function independently of the alternate function bit and always disable the drains if set to 1.

0 = The drains are enabled for any output mode (unless overridden by the alternate function).

1 = The drain of the associated pin is disabled (open-drain mode).

### Port A–D High Drive Enable Sub-Registers

The Port A–D High Drive Enable sub-register (Table 21) is accessed through the Port A–D Control register by writing 04H to the Port A–D Address register. Setting the bits in the Port A–D High Drive Enable sub-registers to 1 configures the specified port pins for high current output drive operation. The Port A–D High Drive Enable sub-register affects the pins directly and, as a result, alternate functions are also affected.

**Table 21. Port A–D High Drive Enable Sub-Registers (PxHDE)**

BITS	7	6	5	4	3	2	1	0
FIELD	PHDE7	PHDE6	PHDE5	PHDE4	PHDE3	PHDE2	PHDE1	PHDE0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	If 04H in Port A–D Address Register, accessible through the Port A–D Control Register							



PHDE[7:0]—Port High Drive Enabled

0 = The Port pin is configured for standard output current drive.

1 = The Port pin is configured for high output current drive.

### Port A–D STOP Mode Recovery Source Enable Sub-Registers

The Port A–D STOP Mode Recovery Source Enable sub-register (Table 22) is accessed through the Port A–D Control register by writing 05H to the Port A–D Address register. Setting the bits in the Port A–D STOP Mode Recovery Source Enable sub-registers to 1 configures the specified Port pins as a STOP Mode Recovery source. During STOP Mode, any logic transition on a Port pin enabled as a STOP Mode Recovery source initiates STOP Mode Recovery.

**Table 22. Port A–D STOP Mode Recovery Source Enable Sub-Registers (PxSMRE)**

BITS	7	6	5	4	3	2	1	0
FIELD	PSMRE7	PSMRE6	PSMRE5	PSMRE4	PSMRE3	PSMRE2	PSMRE1	PSMRE0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	If 05H in Port A–D Address Register, accessible through the Port A–D Control Register							

PSMRE[7:0]—Port STOP Mode Recovery Source Enabled

0 = The Port pin is not configured as a STOP Mode Recovery source. Transitions on this pin during STOP mode do not initiate STOP Mode Recovery.

1 = The Port pin is configured as a STOP Mode Recovery source. Any logic transition on this pin during STOP mode initiates STOP Mode Recovery.

### Port A–D Pull-up Enable Sub-Registers

The Port A–D Pull-up Enable sub-register (Table 23) is accessed through the Port A–D Control register by writing 06H to the Port A–D Address register. Setting the bits in the Port A–D Pull-up Enable sub-registers enables a weak internal resistive pull-up on the specified Port pins.

**Table 23. Port A–D Pull-Up Enable Sub-Registers (PxPUE)**

BITS	7	6	5	4	3	2	1	0
FIELD	PPUE7	PPUE6	PPUE5	PPUE4	PPUE3	PPUE2	PPUE1	PPUE0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	If 06H in Port A–D Address Register, accessible through the Port A–D Control Register							



PPUE[7:0]—Port Pull-up Enabled

0 = The weak pull-up on the Port pin is disabled.

1 = The weak pull-up on the Port pin is enabled.

### Port A–D Alternate Function Set 1 Sub-Registers

The Port A–D Alternate Function Set1 sub-register (Table 24) is accessed through the Port A–D Control register by writing 07H to the Port A–D Address register. The Alternate Function Set 1 sub-registers selects the alternate function available at a port pin. Alternate Functions selected by setting or clearing bits of this register are defined in “GPIO Alternate Functions” on page 32.

► **Note:** Alternate function selection on port pins must also be enabled as described in “Port A–D Alternate Function Sub-Registers” on page 39.

**Table 24. Port A–D Alternate Function Set 1 Sub-Registers (PxAFS1)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	PAFS17	PAFS16	PAFS15	PAFS14	PAFS13	PAFS12	PAFS11	PAFS10
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	If 07H in Port A–D Address Register, accessible through the Port A–D Control Register							

PAFS1[7:0]—Port Alternate Function Set 1

0 = Port Alternate Function selected as defined in Table 13 in the GPIO Alternate Functions section.

1 = Port Alternate Function selected as defined in Table 13 in the GPIO Alternate Functions section.

### Port A–D Alternate Function Set 2 Sub-Registers

The Port A–D Alternate Function Set 2 sub-register (Table 25) is accessed through the Port A–D Control register by writing 08H to the Port A–D Address register. The Alternate Function Set 2 sub-registers selects the alternate function available at a port pin. Alternate Functions selected by setting or clearing bits of this register is defined in Table 13 in the section “GPIO Alternate Functions” on page 32.

► **Note:** Alternate function selection on port pins must also be enabled as described in “Port A–D Alternate Function Sub-Registers” on page 39.

**Table 25. Port A–D Alternate Function Set 2 Sub-Registers (PxAFS2)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	PAFS27	PAFS26	PAFS25	PAFS24	PAFS23	PAFS22	PAFS21	PAFS20



**Table 25. Port A–D Alternate Function Set 2 Sub-Registers (PxAFS2)**

<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	If 08H in Port A–D Address Register, accessible through the Port A–D Control Register							

PAFS2[7:0]—Port Alternate Function Set 2

0 = Port Alternate Function selected as defined in Table 13 **GPIO Alternate Functions** section.

1 = Port Alternate Function selected as defined in Table 13 **GPIO Alternate Functions** section.

## Port A–C Input Data Registers

Reading from the Port A–C Input Data registers (Table 26) returns the sampled values from the corresponding port pins. The Port A–C Input Data registers are read-only. The value returned for any unused ports is 0. Unused ports include those missing on the 8- and 28-pin packages, as well as those missing on the ADC-enabled 28-pin packages.

**Table 26. Port A–C Input Data Registers (PxIN)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	PIN7	PIN6	PIN5	PIN4	PIN3	PIN2	PIN1	PIN0
<b>RESET</b>	X	X	X	X	X	X	X	X
<b>R/W</b>	R	R	R	R	R	R	R	R
<b>ADDR</b>	FD2H, FD6H, FDAH							

PIN[7:0]—Port Input Data

Sampled data from the corresponding port pin input.

0 = Input data is logical 0 (Low).

1 = Input data is logical 1 (High).

## Port A–D Output Data Register

The Port A–D Output Data register (Table 27) controls the output data to the pins.

**Table 27. Port A–D Output Data Register (PxOUT)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	POUT7	POUT6	POUT5	POUT4	POUT3	POUT2	POUT1	POUT0
<b>RESET</b>	0	0	0	0	0	0	0	0



**Table 27. Port A–D Output Data Register (PxOUT)**

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FD3H, FD7H, FDBH, FDFH							

POUT[7:0]—Port Output Data

These bits contain the data to be driven to the port pins. The values are only driven if the corresponding pin is configured as an output and the pin is not configured for alternate function operation.

0 = Drive a logical 0 (Low).

1 = Drive a logical 1 (High). High value is not driven if the drain has been disabled by setting the corresponding Port Output Control register bit to 1.

## LED Drive Enable Register

The LED Drive Enable register (Table 28) activates the controlled current drive. The Port C pin must first be enabled by setting the Alternate Function register to select the LED function.

**Table 28. LED Drive Enable (LEDEN)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	LEDEN[7:0]							
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	F82H							

LEDEN[7:0]—LED Drive Enable

These bits determine which Port C pins are connected to an internal current sink.

0 = Tristate the Port C pin.

1 = Connect controlled current sink to the Port C pin.

## LED Drive Level High Register

The LED Drive Level registers contain two control bits for each Port C pin (Table 29). These two bits select between four programmable drive levels. Each pin is individually programmable.

**Table 29. LED Drive Level High Register (LEDLVLH)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	LEDLVLH[7:0]							
<b>RESET</b>	0	0	0	0	0	0	0	0



**Table 29. LED Drive Level High Register (LEDLVLH)**

<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	F83H							

LEDLVLH[7:0]—LED Level High Bit  
 {LEDLVLH, LEDLVLL} select one of four programmable current drive levels for each Port C pin.  
 00 = 3 mA  
 01 = 7 mA  
 10 = 13 mA  
 11 = 20 mA

### LED Drive Level Low Register

The LED Drive Level registers contain two control bits for each Port C pin (Table 30). These two bits select between four programmable drive levels. Each pin is individually programmable.

**Table 30. LED Drive Level Low Register (LEDLVLL)**

<b>BITS</b>	7	6	5	4	3	2	1	0
<b>FIELD</b>	LEDLVLL[7:0]							
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	F84H							

LEDLVLH[7:0]—LED Level High Bit  
 {LEDLVLH, LEDLVLL} select one of four programmable current drive levels for each Port C pin.  
 00 = 3 mA  
 01 = 7 mA  
 10 = 13 mA  
 11 = 20 mA

# Interrupt Controller

## Overview

The interrupt controller on the XP 8K Series products prioritizes the interrupt requests from the on-chip peripherals and the GPIO port pins. The features of the interrupt controller include the following:

- 20 unique interrupt vectors:
  - 14 GPIO port pin interrupt sources (two are shared)
  - 10 on-chip peripheral interrupt sources (two are shared)
- Flexible GPIO interrupts
  - 8 selectable rising and falling edge GPIO interrupts
  - 4 dual-edge interrupts
- 3 levels of individually programmable interrupt priority
- Watch-Dog Timer and Low Voltage Detect (LVD) can be configured to generate an interrupt

Interrupt requests (IRQs) allow peripheral devices to suspend CPU operation in an orderly manner and force the CPU to start an interrupt service routine (ISR). Usually this interrupt service routine is involved with the exchange of data, status information, or control information between the CPU and the interrupting peripheral. When the service routine is completed, the CPU returns to the operation from which it was interrupted.

The eZ8 CPU supports both vectored and polled interrupt handling. For polled interrupts, the interrupt controller has no effect on operation. Refer to the *eZ8 CPU User Manual* for more information regarding interrupt servicing by the eZ8 CPU. The *eZ8 CPU User Manual* is available for download at [www.zilog.com](http://www.zilog.com).

## Interrupt Vector Listing

Table 31 lists all of the interrupts available in order of priority. The interrupt vector is stored with the most significant byte (MSB) at the even Program Memory address and the least significant byte (LSB) at the following odd Program Memory address.

- **Note:** Some port interrupts are not available on the 8- and 20-pin packages. The ADC interrupt is unavailable on devices not containing an ADC.





**Table 31. Trap and Interrupt Vectors in Order of Priority**

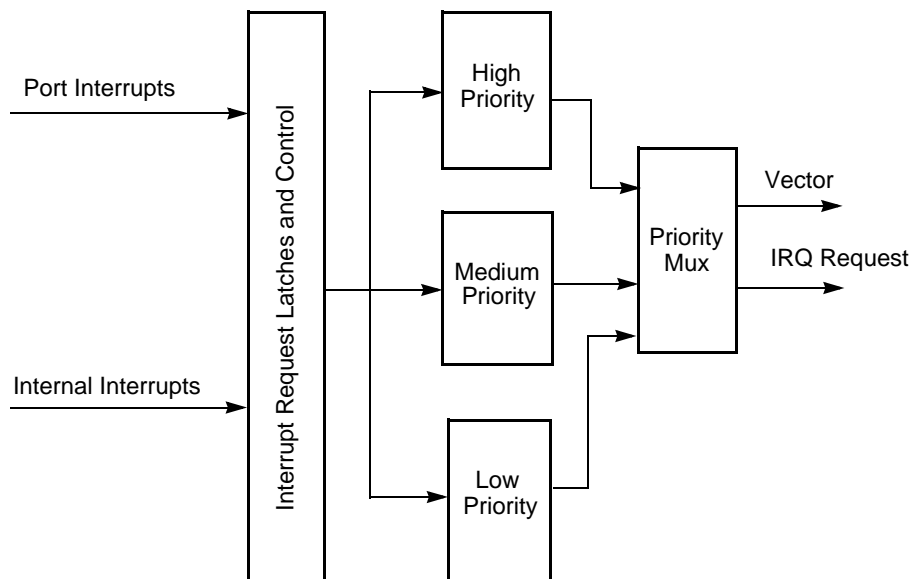
<b>Priority</b>	<b>Program Memory Vector Address</b>	<b>Interrupt or Trap Source</b>
Highest	0002H	Reset (not an interrupt)
	0004H	Watch-Dog Timer (see Watch-Dog Timer chapter)
	003AH	Primary Oscillator Fail Trap (not an interrupt)
	003CH	Watchdog Oscillator Fail Trap (not an interrupt)
	0006H	Illegal Instruction Trap (not an interrupt)
	0008H	Reserved
	000AH	Timer 1
	000CH	Timer 0
	000EH	UART 0 receiver
	0010H	UART 0 transmitter
	0012H	Reserved
	0014H	Reserved
	0016H	ADC
	0018H	Port A7, selectable rising or falling input edge
	001AH	Port A6, selectable rising or falling input edge or Comparator Output
	001CH	Port A5, selectable rising or falling input edge
	001EH	Port A4, selectable rising or falling input edge
	0020H	Port A3 or Port D3, selectable rising or falling input edge
	0022H	Port A2 or Port D2, selectable rising or falling input edge
	0024H	Port A1, selectable rising or falling input edge
	0026H	Port A0, selectable rising or falling input edge
	0028H	Reserved
	002AH	Reserved
	002CH	Reserved
	002EH	Reserved
	0030H	Port C3, both input edges
	0032H	Port C2, both input edges
	0034H	Port C1, both input edges

**Table 31. Trap and Interrupt Vectors in Order of Priority (Continued)**

	Program Memory	
Priority	Vector Address	Interrupt or Trap Source
Lowest	0036H	Port C0, both input edges
	0038H	Reserved

## Architecture

Figure 7 illustrates the interrupt controller block diagram.



**Figure 7. Interrupt Controller Block Diagram**

## Operation

### Master Interrupt Enable

The master interrupt enable bit (IRQE) in the Interrupt Control register globally enables and disables interrupts.

Interrupts are globally enabled by any of the following actions:

- Execution of an EI (Enable Interrupt) instruction
- Execution of an IRET (Return from Interrupt) instruction

- Writing a 1 to the IRQE bit in the Interrupt Control register

Interrupts are globally disabled by any of the following actions:

- Execution of a DI (Disable Interrupt) instruction
- eZ8 CPU acknowledgement of an interrupt service request from the interrupt controller
- Writing a 0 to the IRQE bit in the Interrupt Control register
- Reset
- Execution of a Trap instruction
- Illegal Instruction Trap
- Primary Oscillator Fail Trap
- Watch-Dog Oscillator Fail Trap

## Interrupt Vectors and Priority

The interrupt controller supports three levels of interrupt priority. Level 3 is the highest priority, Level 2 is the second highest priority, and Level 1 is the lowest priority. If all of the interrupts are enabled with identical interrupt priority (all as Level 2 interrupts, for example), the interrupt priority is assigned from highest to lowest as specified in Table 31 on page 47. Level 3 interrupts are always assigned higher priority than Level 2 interrupts which, in turn, always are assigned higher priority than Level 1 interrupts. Within each interrupt priority level (Level 1, Level 2, or Level 3), priority is assigned as specified in Table 31, above. Reset, Watch-Dog Timer interrupt (if enabled), Primary Oscillator Fail Trap, Watchdog Oscillator Fail Trap, and Illegal Instruction Trap always have highest (level 3) priority.

## Interrupt Assertion

Interrupt sources assert their interrupt requests for only a single system clock period (single pulse). When the interrupt request is acknowledged by the eZ8 CPU, the corresponding bit in the Interrupt Request register is cleared until the next interrupt occurs. Writing a 0 to the corresponding bit in the Interrupt Request register likewise clears the interrupt request.



**Caution:** The following coding style that clears bits in the Interrupt Request registers is **NOT** recommended. All incoming interrupts received between execution of the first LDX command and the final LDX command are lost.

### Poor coding style that can result in lost interrupt requests:

```
LDX r0, IRQ0
AND r0, MASK
LDX IRQ0, r0
```

**Caution:**

To avoid missing interrupts, use the following coding style to clear bits in the Interrupt Request 0 register:

**Good coding style that avoids lost interrupt requests:**

```
ANDX IRQ0, MASK
```

## Software Interrupt Assertion

Program code can generate interrupts directly. Writing a 1 to the correct bit in the Interrupt Request register triggers an interrupt (assuming that interrupt is enabled). When the interrupt request is acknowledged by the eZ8 CPU, the bit in the Interrupt Request register is automatically cleared to 0.

**Caution:**

The following coding style used to generate software interrupts by setting bits in the Interrupt Request registers is **NOT** recommended. All incoming interrupts received between execution of the first LDX command and the final LDX command are lost.

**Poor coding style that can result in lost interrupt requests:**

```
LDX r0, IRQ0  
OR r0, MASK  
LDX IRQ0, r0
```

**Caution:**

To avoid missing interrupts, use the following coding style to set bits in the Interrupt Request registers:

**Good coding style that avoids lost interrupt requests:**

```
ORX IRQ0, MASK
```

## Interrupt Control Register Definitions

For all interrupts other than the Watch-Dog Timer interrupt, the Primary Oscillator Fail Trap, and the Watchdog Oscillator Fail Trap, the interrupt control registers enable individual interrupts, set interrupt priorities, and indicate interrupt requests.

### Interrupt Request 0 Register

The Interrupt Request 0 (IRQ0) register (Table 32) stores the interrupt requests for both vectored and polled interrupts. When a request is presented to the interrupt controller, the corresponding bit in the IRQ0 register becomes 1. If interrupts are globally enabled (vectored interrupts), the interrupt controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (polled interrupts), the eZ8 CPU can read the Interrupt Request 0 register to determine if any interrupt requests are pending.



**Table 32. Interrupt Request 0 Register (IRQ0)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	Reserved	T1I	T0I	U0RXI	U0TXI	Reserved	Reserved	ADCI
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	FC0H							

Reserved—Must be 0.

T1I—Timer 1 Interrupt Request

0 = No interrupt request is pending for Timer 1.

1 = An interrupt request from Timer 1 is awaiting service.

T0I—Timer 0 Interrupt Request

0 = No interrupt request is pending for Timer 0.

1 = An interrupt request from Timer 0 is awaiting service.

U0RXI—UART 0 Receiver Interrupt Request

0 = No interrupt request is pending for the UART 0 receiver.

1 = An interrupt request from the UART 0 receiver is awaiting service.

U0TXI—UART 0 Transmitter Interrupt Request

0 = No interrupt request is pending for the UART 0 transmitter.

1 = An interrupt request from the UART 0 transmitter is awaiting service.

ADCI—ADC Interrupt Request

0 = No interrupt request is pending for the Analog-to-Digital Converter.

1 = An interrupt request from the Analog-to-Digital Converter is awaiting service.

## Interrupt Request 1 Register

The Interrupt Request 1 (IRQ1) register (Table 33) stores interrupt requests for both vectored and polled interrupts. When a request is presented to the interrupt controller, the corresponding bit in the IRQ1 register becomes 1. If interrupts are globally enabled (vectored interrupts), the interrupt controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (polled interrupts), the eZ8 CPU can read the Interrupt Request 1 register to determine if any interrupt requests are pending.



**Table 33. Interrupt Request 1 Register (IRQ1)**

BITS	7	6	5	4	3	2	1	0
FIELD	PA7VI	PA6CI	PA5I	PA4I	PA3I	PA2I	PA1I	PA0I
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC3H							

PA7VI—Port A7 or LVD Interrupt Request

0 = No interrupt request is pending for GPIO Port A or LVD.

1 = An interrupt request from GPIO Port A or LVD.

PA6CI—Port A6 or Comparator Interrupt Request

0 = No interrupt request is pending for GPIO Port A or Comparator.

1 = An interrupt request from GPIO Port A or Comparator.

PAxI—Port A Pin *x* Interrupt Request

0 = No interrupt request is pending for GPIO Port A pin *x*.

1 = An interrupt request from GPIO Port A pin *x* is awaiting service.

where *x* indicates the specific GPIO Port pin number (0–5).

## Interrupt Request 2 Register

The Interrupt Request 2 (IRQ2) register (Table 34) stores interrupt requests for both vectored and polled interrupts. When a request is presented to the interrupt controller, the corresponding bit in the IRQ2 register becomes 1. If interrupts are globally enabled (vectored interrupts), the interrupt controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (polled interrupts), the eZ8 CPU can read the Interrupt Request 2 register to determine if any interrupt requests are pending.

**Table 34. Interrupt Request 2 Register (IRQ2)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				PC3I	PC2I	PC1I	PC0I
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC6H							

Reserved—Must be 0.

PCxI—Port C Pin *x* Interrupt Request

0 = No interrupt request is pending for GPIO Port C pin *x*.

1 = An interrupt request from GPIO Port C pin *x* is awaiting service.

where *x* indicates the specific GPIO Port C pin number (0–3).



## IRQ0 Enable High and Low Bit Registers

Table 35 describes the priority control for IRQ0. The IRQ0 Enable High and Low Bit registers (Tables 36 and 37) form a priority encoded enabling for interrupts in the Interrupt Request 0 register. Priority is generated by setting bits in each register.

**Table 35. IRQ0 Enable and Priority Encoding**

IRQ0ENH[x]	IRQ0ENL[x]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Nominal
1	1	Level 3	High

where x indicates the register bits from 0–7.

**Table 36. IRQ0 Enable High Bit Register (IRQ0ENH)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved	T1ENH	T0ENH	U0RENH	U0TENH	Reserved	Reserved	ADCENH
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC1H							

Reserved—Must be 0.

T1ENH—Timer 1 Interrupt Request Enable High Bit

T0ENH—Timer 0 Interrupt Request Enable High Bit

U0RENH—UART 0 Receive Interrupt Request Enable High Bit

U0TENH—UART 0 Transmit Interrupt Request Enable High Bit

ADCENH—ADC Interrupt Request Enable High Bit

**Table 37. IRQ0 Enable Low Bit Register (IRQ0ENL)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved	T1ENL	T0ENL	U0RENL	U0TENL	Reserved	Reserved	ADCENL
RESET	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R	R	R/W
ADDR	FC2H							

Reserved—Must be 0.



T1ENL—Timer 1 Interrupt Request Enable Low Bit  
 T0ENL—Timer 0 Interrupt Request Enable Low Bit  
 U0RENL—UART 0 Receive Interrupt Request Enable Low Bit  
 U0TENL—UART 0 Transmit Interrupt Request Enable Low Bit  
 ADCENL—ADC Interrupt Request Enable Low Bit

## IRQ1 Enable High and Low Bit Registers

Table 38 describes the priority control for IRQ1. The IRQ1 Enable High and Low Bit registers (Tables 39 and 40) form a priority encoded enabling for interrupts in the Interrupt Request 1 register. Priority is generated by setting bits in each register.

**Table 38. IRQ1 Enable and Priority Encoding**

IRQ1ENH[x]	IRQ1ENL[x]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Nominal
1	1	Level 3	High

where x indicates the register bits from 0–7.

**Table 39. IRQ1 Enable High Bit Register (IRQ1ENH)**

BITS	7	6	5	4	3	2	1	0
FIELD	PA7ENH	PA6CENH	PA5ENH	PA4ENH	PA3ENH	PA2ENH	PA1ENH	PA0ENH
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC4H							

PA6CENH—Port A Bit[6] or Comparator Interrupt Request Enable High Bit  
 PAxENH—Port A Bit[x] Interrupt Request Enable High Bit

Refer to the Shared Interrupt Select register for selection of either Port A or Port D as the interrupt source.





**Table 40. IRQ1 Enable Low Bit Register (IRQ1ENL)**

BITS	7	6	5	4	3	2	1	0
FIELD	PA7ENL	PA6CENL	PA5ENL	PA4ENL	PA3ENL	PA2ENL	PA1ENL	PA0ENL
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC5H							

PA6CENH—Port A Bit[6] or Comparator Interrupt Request Enable Low Bit  
PAxENL—Port A Bit[x] Interrupt Request Enable Low Bit

## IRQ2 Enable High and Low Bit Registers

Table 41 describes the priority control for IRQ2. The IRQ2 Enable High and Low Bit registers (Tables 42 and 43) form a priority encoded enabling for interrupts in the Interrupt Request 2 register. Priority is generated by setting bits in each register.

**Table 41. IRQ2 Enable and Priority Encoding**

IRQ2ENH[x]	IRQ2ENL[x]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Nominal
1	1	Level 3	High

where x indicates the register bits from 0–7.

**Table 42. IRQ2 Enable High Bit Register (IRQ2ENH)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				C3ENH	C2ENH	C1ENH	C0ENH
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC7H							

Reserved—Must be 0.

C3ENH—Port C3 Interrupt Request Enable High Bit

C2ENH—Port C2 Interrupt Request Enable High Bit



C1ENH—Port C1 Interrupt Request Enable High Bit  
C0ENH—Port C0 Interrupt Request Enable High Bit

**Table 43. IRQ2 Enable Low Bit Register (IRQ2ENL)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				C3ENL	C2ENL	C1ENL	C0ENL
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC8H							

Reserved—Must be 0.

C3ENL—Port C3 Interrupt Request Enable Low Bit  
C2ENL—Port C2 Interrupt Request Enable Low Bit  
C1ENL—Port C1 Interrupt Request Enable Low Bit  
C0ENL—Port C0 Interrupt Request Enable Low Bit

## Interrupt Edge Select Register

The Interrupt Edge Select (IRQES) register (Table 44) determines whether an interrupt is generated for the rising edge or falling edge on the selected GPIO Port A or Port D input pin.

**Table 44. Interrupt Edge Select Register (IRQES)**

BITS	7	6	5	4	3	2	1	0
FIELD	IES7	IES6	IES5	IES4	IES3	IES2	IES1	IES0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FCDH							

IES<sub>x</sub>—Interrupt Edge Select *x*

0 = An interrupt request is generated on the falling edge of the PA<sub>x</sub> input or PD<sub>x</sub>.

1 = An interrupt request is generated on the rising edge of the PA<sub>x</sub> input PD<sub>x</sub>.

where *x* indicates the specific GPIO Port pin number (0 through 7).

## Shared Interrupt Select Register

The Shared Interrupt Select (IRQSS) register (Table 45) determines the source of the PAD<sub>x</sub>S interrupts. The Shared Interrupt Select register (Table 45) selects between Port A and alternate sources for the individual interrupts.



Because these shared interrupts are edge-triggered, it is possible to generate an interrupt just by switching from one shared source to another. For this reason, an interrupt must be disabled before switching between sources.

**Table 45. Shared Interrupt Select Register (IRQSS)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved	PA6CS	Reserved					
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FCEH							

PA6CS—PA6/Comparator Selection  
 0 = PA6 is used for the interrupt for PA6CS interrupt request.  
 1 = The Comparator is used for the interrupt for PA6CS interrupt request.  
 Reserved—Must be 0.

## Interrupt Control Register

The Interrupt Control (IRQCTL) register (Table 46) contains the master enable bit for all interrupts.

**Table 46. Interrupt Control Register (IRQCTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	IRQE	Reserved						
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R	R	R
ADDR	FCFH							

IRQE—Interrupt Request Enable  
 This bit is set to 1 by executing an EI (Enable Interrupts) or IRET (Interrupt Return) instruction, or by a direct register write of a 1 to this bit. It is reset to 0 by executing a DI instruction, eZ8 CPU acknowledgement of an interrupt request, Reset or by a direct register write of a 0 to this bit.  
 0 = Interrupts are disabled.  
 1 = Interrupts are enabled.  
 Reserved—Must be 0.

# Timers

## Overview

These Z8 Encore! XP<sup>®</sup> F08xA Series products contain up to two 16-bit reloadable timers that can be used for timing, event counting, or generation of pulse-width modulated (PWM) signals. The timers' features include:

- 16-bit reload counter
- Programmable prescaler with prescale values from 1 to 128
- PWM output generation
- Capture and compare capability
- External input pin for timer input, clock gating, or capture signal. External input pin signal frequency is limited to a maximum of one-fourth the system clock frequency.
- Timer output pin
- Timer interrupt

In addition to the timers described in this chapter, the Baud Rate Generator of the UART (if unused) may also provide basic timing functionality. Refer to chapter “UART” on **page 84** for information about using the Baud Rate Generator as an additional timer.

## Architecture

Figure 8 illustrates the architecture of the timers.

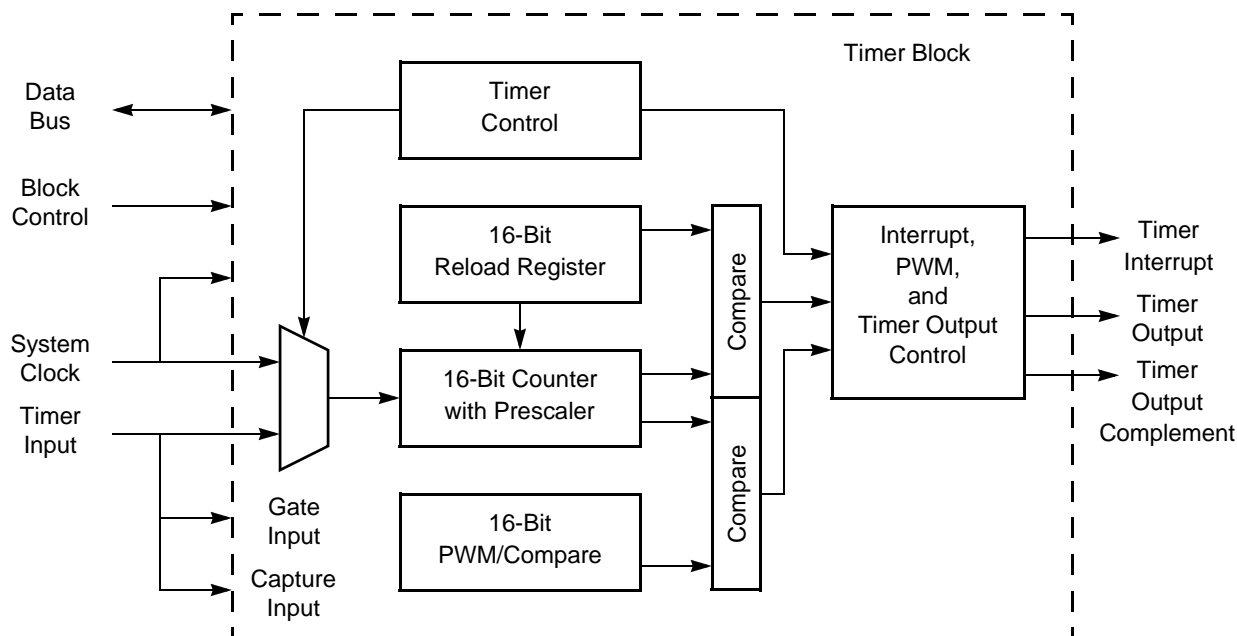


Figure 8. Timer Block Diagram

## Operation

The timers are 16-bit up-counters. Minimum time-out delay is set by loading the value 0001H into the Timer Reload High and Low Byte registers and setting the prescale value to 1. Maximum time-out delay is set by loading the value 0000H into the Timer Reload High and Low Byte registers and setting the prescale value to 128. If the Timer reaches FFFFH, the timer rolls over to 0000H and continues counting.

## Timer Operating Modes

The timers can be configured to operate in the following modes:

### ONE-SHOT Mode

In ONE-SHOT mode, the timer counts up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. Upon reaching the Reload value, the timer generates an interrupt and the count value in the Timer High and Low Byte registers is reset to 0001H. The timer is automatically disabled and stops counting.

Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state for one system clock cycle (from Low to High or from High to Low) upon timer Reload. If



it is appropriate to have the Timer Output make a state change at a One-Shot time-out (rather than a single cycle pulse), first set the TPOL bit in the Timer Control Register to the start value before enabling ONE-SHOT mode. After starting the timer, set TPOL to the opposite bit value.

The steps for configuring a timer for ONE-SHOT mode and initiating the count are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for ONE-SHOT mode.
  - Set the prescale value.
  - Set the initial output level (High or Low) if using the Timer Output alternate function.
2. Write to the Timer High and Low Byte registers to set the starting count value.
3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
4. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
5. If using the Timer Output function, configure the associated GPIO port pin for the Timer Output alternate function.
6. Write to the Timer Control register to enable the timer and initiate counting.

In ONE-SHOT mode, the system clock always provides the timer input. The timer period is given by the following equation:

$$\text{One-Shot Mode Time-Out Period (s)} = \frac{(\text{Reload Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

### CONTINUOUS Mode

In CONTINUOUS mode, the timer counts up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. Upon reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) at timer Reload.

The steps for configuring a timer for CONTINUOUS mode and initiating the count are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for CONTINUOUS mode.
  - Set the prescale value.



- If using the Timer Output alternate function, set the initial output level (High or Low).
- 2. Write to the Timer High and Low Byte registers to set the starting count value (usually 0001H). This action only affects the first pass in CONTINUOUS mode. After the first timer Reload in CONTINUOUS mode, counting always begins at the reset value of 0001H.
- 3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
- 4. Enable the timer interrupt (if appropriate) and set the timer interrupt priority by writing to the relevant interrupt registers.
- 5. Configure the associated GPIO port pin (if using the Timer Output function) for the Timer Output alternate function.
- 6. Write to the Timer Control register to enable the timer and initiate counting.

In CONTINUOUS mode, the system clock always provides the timer input. The timer period is given by the following equation:

$$\text{Continuous Mode Time-Out Period (s)} = \frac{\text{Reload Value} \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

If an initial starting value other than 0001H is loaded into the Timer High and Low Byte registers, use the ONE-SHOT mode equation to determine the first time-out period.

### COUNTER Mode

In COUNTER mode, the timer counts input transitions from a GPIO port pin. The timer input is taken from the GPIO Port pin Timer Input alternate function. The TPOL bit in the Timer Control Register selects whether the count occurs on the rising edge or the falling edge of the Timer Input signal. In COUNTER mode, the prescaler is disabled.



**Caution:** The input frequency of the Timer Input signal must not exceed one-fourth the system clock frequency.

Upon reaching the Reload value stored in the Timer Reload High and Low Byte registers, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) at timer Reload.

The steps for configuring a timer for COUNTER mode and initiating the count are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for COUNTER mode



- Select either the rising edge or falling edge of the Timer Input signal for the count. This selection also sets the initial logic level (High or Low) for the Timer Output alternate function. However, the Timer Output function is not required to be enabled.
2. Write to the Timer High and Low Byte registers to set the starting count value. This only affects the first pass in COUNTER mode. After the first timer Reload in COUNTER mode, counting always begins at the reset value of 0001H. In COUNTER mode the Timer High and Low Byte registers must be written with the value 0001H.
  3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
  4. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
  5. Configure the associated GPIO port pin for the Timer Input alternate function.
  6. If using the Timer Output function, configure the associated GPIO port pin for the Timer Output alternate function.
  7. Write to the Timer Control register to enable the timer.

In COUNTER mode, the number of Timer Input transitions since the timer start is given by the following equation:

$$\text{Counter Mode Timer Input Transitions} = \text{Current Count Value} - \text{Start Value}$$

### COMPARATOR COUNTER Mode

In COMPARATOR COUNTER mode, the timer counts input transitions from the analog comparator output. The TPOL bit in the Timer Control Register selects whether the count occurs on the rising edge or the falling edge of the comparator output signal. In COMPARATOR COUNTER mode, the prescaler is disabled.



**Caution:** The frequency of the comparator output signal must not exceed one-fourth the system clock frequency.

After reaching the Reload value stored in the Timer Reload High and Low Byte registers, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) at timer Reload.

The steps for configuring a timer for COMPARATOR COUNTER mode and initiating the count are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for COMPARATOR COUNTER mode





- Select either the rising edge or falling edge of the comparator output signal for the count. This also sets the initial logic level (High or Low) for the Timer Output alternate function. However, the Timer Output function is not required to be enabled.
2. Write to the Timer High and Low Byte registers to set the starting count value. This action only affects the first pass in COMPARATOR COUNTER mode. After the first timer Reload in COMPARATOR COUNTER mode, counting always begins at the reset value of 0001H. Generally, in COMPARATOR COUNTER mode the Timer High and Low Byte registers must be written with the value 0001H.
  3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
  4. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
  5. If using the Timer Output function, configure the associated GPIO port pin for the Timer Output alternate function.
  6. Write to the Timer Control register to enable the timer.

In COMPARATOR COUNTER mode, the number of comparator output transitions since the timer start is given by the following equation:

$$\text{Comparator Output Transitions} = \text{Current Count Value} - \text{Start Value}$$

### PWM SINGLE OUTPUT Mode

In PWM SINGLE OUTPUT mode, the timer outputs a Pulse-Width Modulator (PWM) output signal through a GPIO Port pin. The timer input is the system clock. The timer first counts up to the 16-bit PWM match value stored in the Timer PWM High and Low Byte registers. When the timer count value matches the PWM value, the Timer Output toggles. The timer continues counting until it reaches the Reload value stored in the Timer Reload High and Low Byte registers. Upon reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes.

If the TPOL bit in the Timer Control register is set to 1, the Timer Output signal begins as a High (1) and transitions to a Low (0) when the timer value matches the PWM value. The Timer Output signal returns to a High (1) after the timer reaches the Reload value and is reset to 0001H.

If the TPOL bit in the Timer Control register is set to 0, the Timer Output signal begins as a Low (0) and transitions to a High (1) when the timer value matches the PWM value. The Timer Output signal returns to a Low (0) after the timer reaches the Reload value and is reset to 0001H.

The steps for configuring a timer for PWM Single Output mode and initiating the PWM operation are as follows:



1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for PWM mode.
  - Set the prescale value.
  - Set the initial logic level (High or Low) and PWM High/Low transition for the Timer Output alternate function.
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H). This only affects the first pass in PWM mode. After the first timer reset in PWM mode, counting always begins at the reset value of 0001H.
3. Write to the PWM High and Low Byte registers to set the PWM value.
4. Write to the Timer Reload High and Low Byte registers to set the Reload value (PWM period). The Reload value must be greater than the PWM value.
5. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
6. Configure the associated GPIO port pin for the Timer Output alternate function.
7. Write to the Timer Control register to enable the timer and initiate counting.

The PWM period is represented by the following equation:

$$\text{PWM Period (s)} = \frac{\text{Reload Value} \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

If an initial starting value other than 0001H is loaded into the Timer High and Low Byte registers, use the ONE-SHOT mode equation to determine the first PWM time-out period.

If TPOL is set to 0, the ratio of the PWM output High time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{Reload Value} - \text{PWM Value}}{\text{Reload Value}} \times 100$$

If TPOL is set to 1, the ratio of the PWM output High time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{PWM Value}}{\text{Reload Value}} \times 100$$

### PWM Dual Output Mode

In PWM DUAL OUTPUT mode, the timer outputs a Pulse-Width Modulated (PWM) output signal pair (basic PWM signal and its complement) through two GPIO Port pins. The timer input is the system clock. The timer first counts up to the 16-bit PWM match value



stored in the Timer PWM High and Low Byte registers. When the timer count value matches the PWM value, the Timer Output toggles. The timer continues counting until it reaches the Reload value stored in the Timer Reload High and Low Byte registers. Upon reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes.

If the TPOL bit in the Timer Control register is set to 1, the Timer Output signal begins as a High (1) and transitions to a Low (0) when the timer value matches the PWM value. The Timer Output signal returns to a High (1) after the timer reaches the Reload value and is reset to 0001H.

If the TPOL bit in the Timer Control register is set to 0, the Timer Output signal begins as a Low (0) and transitions to a High (1) when the timer value matches the PWM value. The Timer Output signal returns to a Low (0) after the timer reaches the Reload value and is reset to 0001H.

The timer also generates a second PWM output signal Timer Output Complement. The Timer Output Complement is the complement of the Timer Output PWM signal. A programmable deadband delay can be configured to time delay (0 to 128 system clock cycles) PWM output transitions on these two pins from a low to a high (inactive to active). This ensures a time gap between the deassertion of one PWM output to the assertion of its complement.

The steps for configuring a timer for PWM Dual Output mode and initiating the PWM operation are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for PWM Dual Output mode. Setting the mode also involves writing to TMODEHI bit in TxCTL1 register.
  - Set the prescale value.
  - Set the initial logic level (High or Low) and PWM High/Low transition for the Timer Output alternate function.
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H). This only affects the first pass in PWM mode. After the first timer reset in PWM mode, counting always begins at the reset value of 0001H.
3. Write to the PWM High and Low Byte registers to set the PWM value.
4. Write to the PWM Control register to set the PWM dead band delay value. The deadband delay must be less than the duration of the positive phase of the PWM signal (as defined by the PWM high and low byte registers). It must also be less than the duration of the negative phase of the PWM signal (as defined by the difference between the PWM registers and the Timer Reload registers).
5. Write to the Timer Reload High and Low Byte registers to set the Reload value (PWM period). The Reload value must be greater than the PWM value.



6. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
7. Configure the associated GPIO port pin for the Timer Output and Timer Output Complement alternate functions. The Timer Output Complement function is shared with the Timer Input function for both timers. Setting the timer mode to Dual PWM automatically switches the function from Timer In to Timer Out Complement.
8. Write to the Timer Control register to enable the timer and initiate counting.

The PWM period is represented by the following equation:

$$\text{PWM Period (s)} = \frac{\text{Reload Value} \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

If an initial starting value other than 0001H is loaded into the Timer High and Low Byte registers, the ONE-SHOT mode equation determines the first PWM time-out period.

If TPOL is set to 0, the ratio of the PWM output High time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{Reload Value} - \text{PWM Value}}{\text{Reload Value}} \times 100$$

If TPOL is set to 1, the ratio of the PWM output High time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{PWM Value}}{\text{Reload Value}} \times 100$$

### CAPTURE Mode

In CAPTURE mode, the current timer count value is recorded when the appropriate external Timer Input transition occurs. The Capture count value is written to the Timer PWM High and Low Byte Registers. The timer input is the system clock. The TPOL bit in the Timer Control register determines if the Capture occurs on a rising edge or a falling edge of the Timer Input signal. When the Capture event occurs, an interrupt is generated and the timer continues counting. The INPCAP bit in TxCTL1 register is set to indicate the timer interrupt is because of an input capture event.

The timer continues counting up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. Upon reaching the Reload value, the timer generates an interrupt and continues counting. The INPCAP bit in TxCTL1 register clears indicating the timer interrupt is not because of an input capture event.

The steps for configuring a timer for CAPTURE mode and initiating the count are as follows:



1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for CAPTURE mode.
  - Set the prescale value.
  - Set the Capture edge (rising or falling) for the Timer Input.
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H).
3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
4. Clear the Timer PWM High and Low Byte registers to 0000H. Clearing these registers allows user software to determine if interrupts were generated by either a capture event or a reload. If the PWM High and Low Byte registers still contain 0000H after the interrupt, the interrupt was generated by a Reload.
5. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers. By default, the timer interrupt is generated for both input capture and reload events. If appropriate, configure the timer interrupt to be generated only at the input capture event or the reload event by setting TICONFIG field of the TxCTL1 register.
6. Configure the associated GPIO port pin for the Timer Input alternate function.
7. Write to the Timer Control register to enable the timer and initiate counting.

In CAPTURE mode, the elapsed time from timer start to Capture event can be calculated using the following equation:

$$\text{Capture Elapsed Time (s)} = \frac{(\text{Capture Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

### CAPTURE RESTART Mode

In CAPTURE RESTART mode, the current timer count value is recorded when the acceptable external Timer Input transition occurs. The Capture count value is written to the Timer PWM High and Low Byte Registers. The timer input is the system clock. The TPOL bit in the Timer Control register determines if the Capture occurs on a rising edge or a falling edge of the Timer Input signal. When the Capture event occurs, an interrupt is generated and the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. The INPCAP bit in TxCTL1 register is set to indicate the timer interrupt is because of an input capture event.

If no Capture event occurs, the timer counts up to the 16-bit Compare value stored in the Timer Reload High and Low Byte registers. Upon reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. The INPCAP bit in TxCTL1 register is cleared to indicate the timer interrupt is not caused by an input capture event.



The steps for configuring a timer for CAPTURE RESTART mode and initiating the count are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for CAPTURE RESTART mode. Setting the mode also involves writing to TMODEHI bit in TxCTL1 register.
  - Set the prescale value.
  - Set the Capture edge (rising or falling) for the Timer Input.
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H).
3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
4. Clear the Timer PWM High and Low Byte registers to 0000H. This allows user software to determine if interrupts were generated by either a capture event or a reload. If the PWM High and Low Byte registers still contain 0000H after the interrupt, the interrupt was generated by a Reload.
5. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers. By default, the timer interrupt is generated for both input capture and reload events. If appropriate, configure the timer interrupt to be generated only at the input capture event or the reload event by setting TICONFIG field of the TxCTL1 register.
6. Configure the associated GPIO port pin for the Timer Input alternate function.
7. Write to the Timer Control register to enable the timer and initiate counting.

In CAPTURE mode, the elapsed time from timer start to Capture event can be calculated using the following equation:

$$\text{Capture Elapsed Time (s)} = \frac{(\text{Capture Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

### COMPARE Mode

In COMPARE mode, the timer counts up to the 16-bit maximum Compare value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. Upon reaching the Compare value, the timer generates an interrupt and counting continues (the timer value is not reset to 0001H). Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) upon Compare.

If the Timer reaches FFFFH, the timer rolls over to 0000H and continue counting.

The steps for configuring a timer for COMPARE mode and initiating the count are as follows:



1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for Compare mode.
  - Set the prescale value.
  - Set the initial logic level (High or Low) for the Timer Output alternate function, if appropriate.
2. Write to the Timer High and Low Byte registers to set the starting count value.
3. Write to the Timer Reload High and Low Byte registers to set the Compare value.
4. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers.
5. If using the Timer Output function, configure the associated GPIO port pin for the Timer Output alternate function.
6. Write to the Timer Control register to enable the timer and initiate counting.

In Compare mode, the system clock always provides the timer input. The Compare time can be calculated by the following equation:

$$\text{Compare Mode Time (s)} = \frac{(\text{Compare Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

### GATED Mode

In GATED mode, the timer counts only when the Timer Input signal is in its active state (asserted), as determined by the TPOL bit in the Timer Control register. When the Timer Input signal is asserted, counting begins. A timer interrupt is generated when the Timer Input signal is deasserted or a timer reload occurs. To determine if a Timer Input signal deassertion generated the interrupt, read the associated GPIO input value and compare to the value stored in the TPOL bit.

The timer counts up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. When reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes (assuming the Timer Input signal remains asserted). Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) at timer reset.

The steps for configuring a timer for GATED mode and initiating the count are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for Gated mode.
  - Set the prescale value.





2. Write to the Timer High and Low Byte registers to set the starting count value. Writing these registers only affects the first pass in GATED mode. After the first timer reset in GATED mode, counting always begins at the reset value of 0001H.
3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
4. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers. By default, the timer interrupt is generated for both input deassertion and reload events. If appropriate, configure the timer interrupt to be generated only at the input deassertion event or the reload event by setting TICONFIG field of the TxCTL1 register.
5. Configure the associated GPIO port pin for the Timer Input alternate function.
6. Write to the Timer Control register to enable the timer.
7. Assert the Timer Input signal to initiate the counting.

### **CAPTURE/COMPARE Mode**

In CAPTURE/COMPARE mode, the timer begins counting on the first external Timer Input transition. The acceptable transition (rising edge or falling edge) is set by the TPOL bit in the Timer Control Register. The timer input is the system clock.

Every subsequent acceptable transition (after the first) of the Timer Input signal captures the current count value. The Capture value is written to the Timer PWM High and Low Byte Registers. When the Capture event occurs, an interrupt is generated, the count value in the Timer High and Low Byte registers is reset to 0001H, and counting resumes. The INPCAP bit in TxCTL1 register is set to indicate the timer interrupt is caused by an input capture event.

If no Capture event occurs, the timer counts up to the 16-bit Compare value stored in the Timer Reload High and Low Byte registers. Upon reaching the Compare value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. The INPCAP bit in TxCTL1 register is cleared to indicate the timer interrupt is not because of an input capture event.

The steps for configuring a timer for CAPTURE/COMPARE mode and initiating the count are as follows:

1. Write to the Timer Control register to:
  - Disable the timer
  - Configure the timer for CAPTURE/COMPARE mode.
  - Set the prescale value.
  - Set the Capture edge (rising or falling) for the Timer Input.
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H).
3. Write to the Timer Reload High and Low Byte registers to set the Compare value.



4. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers. By default, the timer interrupt are generated for both input capture and reload events. If appropriate, configure the timer interrupt to be generated only at the input capture event or the reload event by setting TICONFIG field of the TxCTL1 register.
5. Configure the associated GPIO port pin for the Timer Input alternate function.
6. Write to the Timer Control register to enable the timer.
7. Counting begins on the first appropriate transition of the Timer Input signal. No interrupt is generated by this first edge.

In CAPTURE/COMPARE mode, the elapsed time from timer start to Capture event can be calculated using the following equation:

$$\text{Capture Elapsed Time (s)} = \frac{(\text{Capture Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

## Reading the Timer Count Values

The current count value in the timers can be read while counting (enabled). This capability has no effect on timer operation. When the timer is enabled and the Timer High Byte register is read, the contents of the Timer Low Byte register are placed in a holding register. A subsequent read from the Timer Low Byte register returns the value in the holding register. This operation allows accurate reads of the full 16-bit timer count value while enabled. When the timers are not enabled, a read from the Timer Low Byte register returns the actual value in the counter.

## Timer Pin Signal Operation

Timer Output is a GPIO Port pin alternate function. The Timer Output is toggled every time the counter is reloaded.

The timer input can be used as a selectable counting source. It shares the same pin as the complementary timer output. When selected by the GPIO Alternate Function Registers, this pin functions as a timer input in all modes except for the DUAL PWM OUTPUT mode. For this mode, there is no timer input available.



## Timer Control Register Definitions

### Timer 0–1 High and Low Byte Registers

The Timer 0–1 High and Low Byte (TxH and TxL) registers (Tables 47 and 49) contain the current 16-bit timer count value. When the timer is enabled, a read from TxH causes the value in TxL to be stored in a temporary holding register. A read from TxL always returns this temporary register when the timers are enabled. When the timer is disabled, reads from the TxL reads the register directly.

Writing to the Timer High and Low Byte registers while the timer is enabled is not recommended. There are no temporary holding registers available for write operations, so simultaneous 16-bit writes are not possible. If either the Timer High or Low Byte registers are written during counting, the 8-bit written value is placed in the counter (High or Low Byte) at the next clock edge. The counter continues counting from the new value.

**Table 47. Timer 0–1 High Byte Register (TxH)**

BITS	7	6	5	4	3	2	1	0
FIELD	TH							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F00H, F08H							

**Table 48. Timer 0–1 Low Byte Register (TxL)**

BITS	7	6	5	4	3	2	1	0
FIELD	TL							
RESET	0	0	0	0	0	0	0	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F01H, F09H							

TH and TL—Timer High and Low Bytes

These 2 bytes, {TH[7:0], TL[7:0]}, contain the current 16-bit timer count value.

### Timer Reload High and Low Byte Registers

The Timer 0–1 Reload High and Low Byte (TxRH and TxRL) registers (Tables 49 and 51) store a 16-bit reload value, {TRH[7:0], TRL[7:0]}. Values written to the Timer Reload High Byte register are stored in a temporary holding register. When a write to the Timer Reload Low Byte register occurs, the temporary holding register value is written to the Timer High Byte register. This operation allows simultaneous updates of the 16-bit Timer



Reload value.  
In COMPARE mode, the Timer Reload High and Low Byte registers store the 16-bit Compare value.

**Table 49. Timer 0–1 Reload High Byte Register (TxRH)**

BITS	7	6	5	4	3	2	1	0
FIELD	TRH							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F02H, F0AH							

**Table 50. Timer 0–1 Reload Low Byte Register (TxRL)**

BITS	7	6	5	4	3	2	1	0
FIELD	TRL							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F03H, F0BH							

TRH and TRL—Timer Reload Register High and Low  
These two bytes form the 16-bit Reload value, {TRH[7:0], TRL[7:0]}. This value sets the maximum count value which initiates a timer reload to 0001H. In Compare mode, these two bytes form the 16-bit Compare value.

### Timer 0-1 PWM High and Low Byte Registers

The Timer 0-1 PWM High and Low Byte (TxPWMH and TxPWML) registers (Tables 51 and Table 52) control Pulse-Width Modulator (PWM) operations. These registers also store the Capture values for the CAPTURE and CAPTURE/COMPARE modes.

**Table 51. Timer 0–1 PWM High Byte Register (TxPWMH)**

BITS	7	6	5	4	3	2	1	0
FIELD	PWMH							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F04H, F0CH							



**Table 52. Timer 0–1 PWM Low Byte Register (TxPWML)**

BITS	7	6	5	4	3	2	1	0
FIELD	PWML							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F05H, F0DH							

PWMH and PWML—Pulse-Width Modulator High and Low Bytes

These two bytes, {PWMH[7:0], PWML[7:0]}, form a 16-bit value that is compared to the current 16-bit timer count. When a match occurs, the PWM output changes state. The PWM output value is set by the TPOL bit in the Timer Control Register (TxCTL1) register.

The TxPWMH and TxPWML registers also store the 16-bit captured timer value when operating in Capture or Capture/Compare modes.

## Timer 0–1 Control Registers

### Time 0–1 Control Register 0

The Timer Control Register 0 (TxCTL0) and Timer Control Register 1 (TxCTL1) determine the timer operating mode. It also includes a programmable PWM deadband delay, two bits to configure timer interrupt definition, and a status bit to identify if the most recent timer interrupt is caused by an input capture event.

**Table 53. Timer 0–1 Control Register 0 (TxCTL0)**

BITS	7	6	5	4	3	2	1	0
FIELD	TMODEHI	TICONFIG		Reserved	PWMD			INPCAP
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F06H, F0EH							

TMODEHI—Timer Mode High Bit

This bit along with the TMODE field in TxCTL1 register determines the operating mode of the timer. This is the most significant bit of the Timer mode selection value. See the TxCTL1 register description on the next page for additional details.

TICONFIG—Timer Interrupt Configuration

This field configures timer interrupt definition.



- 0x = Timer Interrupt occurs on all defined Reload, Compare and Input Events
- 10 = Timer Interrupt only on defined Input Capture/Deassertion Events
- 11 = Timer Interrupt only on defined Reload/Compare Events

Reserved—Must be 0.

PWMD—PWM Delay value

This field is a programmable delay to control the number of system clock cycles delay before the Timer Output and the Timer Output Complement are forced to their active state.

- 000 = No delay
- 001 = 2 cycles delay
- 010 = 4 cycles delay
- 011 = 8 cycles delay
- 100 = 16 cycles delay
- 101 = 32 cycles delay
- 110 = 64 cycles delay
- 111 = 128 cycles delay

INPCAP—Input Capture Event

This bit indicates if the most recent timer interrupt is caused by a Timer Input Capture Event.

- 0 = Previous timer interrupt is not a result of Timer Input Capture Event
- 1 = Previous timer interrupt is a result of Timer Input Capture Event

### Timer 0–1 Control Register 1

The Timer 0–1 Control (TxCTL1) registers enable/disable the timers, set the prescaler value, and determine the timer operating mode.

**Table 54. Timer 0–1 Control Register 1 (TxCTL1)**

BITS	7	6	5	4	3	2	1	0
FIELD	TEN	TPOL	PRES			TMODE		
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F07H, F0FH							

TEN—Timer Enable

0 = Timer is disabled.

1 = Timer enabled to count.

TPOL—Timer Input/Output Polarity

Operation of this bit is a function of the current operating mode of the timer.

#### ONE-SHOT mode

When the timer is disabled, the Timer Output signal is set to the value of this bit.



When the timer is enabled, the Timer Output signal is complemented upon timer Reload.

**CONTINUOUS mode**

When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.

**COUNTER mode**

When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.

**PWM SINGLE OUTPUT mode**

0 = Timer Output is forced Low (0) when the timer is disabled. When enabled, the Timer Output is forced High (1) upon PWM count match and forced Low (0) upon Reload.

1 = Timer Output is forced High (1) when the timer is disabled. When enabled, the Timer Output is forced Low (0) upon PWM count match and forced High (1) upon Reload.

**CAPTURE mode**

0 = Count is captured on the rising edge of the Timer Input signal.  
1 = Count is captured on the falling edge of the Timer Input signal.

**COMPARE mode**

When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.

**GATED mode**

0 = Timer counts when the Timer Input signal is High (1) and interrupts are generated on the falling edge of the Timer Input.

1 = Timer counts when the Timer Input signal is Low (0) and interrupts are generated on the rising edge of the Timer Input.

**CAPTURE/COMPARE mode**

0 = Counting is started on the first rising edge of the Timer Input signal. The current count is captured on subsequent rising edges of the Timer Input signal.

1 = Counting is started on the first falling edge of the Timer Input signal. The current count is captured on subsequent falling edges of the Timer Input signal.

**PWM DUAL OUTPUT mode**

0 = Timer Output is forced Low (0) and Timer Output Complement is forced High (1) when the timer is disabled. When enabled, the Timer Output is forced High (1) upon PWM count match and forced Low (0) upon Reload. When enabled, the Timer Output Complement is forced Low (0) upon PWM count match and forced High (1) upon Reload. The PWMD field in TxCTL0 register is a programmable delay to control the

number of cycles time delay before the Timer Output and the Timer Output Complement is forced to High (1).

1 = Timer Output is forced High (1) and Timer Output Complement is forced Low (0) when the timer is disabled. When enabled, the Timer Output is forced Low (0) upon PWM count match and forced High (1) upon Reload. When enabled, the Timer Output Complement is forced High (1) upon PWM count match and forced Low (0) upon Reload. The PWMD field in TxCTL0 register is a programmable delay to control the number of cycles time delay before the Timer Output and the Timer Output Complement is forced to Low (0).

**CAPTURE RESTART mode**

0 = Count is captured on the rising edge of the Timer Input signal.  
1 = Count is captured on the falling edge of the Timer Input signal.

**COMPARATOR COUNTER mode**

When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.



**Caution:** When the Timer Output alternate function TxOUT on a GPIO port pin is enabled, TxOUT will change to whatever state the TPOL bit is in. The timer does not need to be enabled for that to happen. Also, the Port data direction sub register is not needed to be set to output on TxOUT. Changing the TPOL bit with the timer enabled and running does not immediately change the TxOUT.

PRES—Prescale value.

The timer input clock is divided by  $2^{\text{PRES}}$ , where PRES can be set from 0 to 7. The prescaler is reset each time the Timer is disabled. This reset ensures proper clock division each time the Timer is restarted.

- 000 = Divide by 1
- 001 = Divide by 2
- 010 = Divide by 4
- 011 = Divide by 8
- 100 = Divide by 16
- 101 = Divide by 32
- 110 = Divide by 64
- 111 = Divide by 128

TMODE—Timer mode

This field along with the TMODEHI bit in TxCTL0 register determines the operating mode of the timer. TMODEHI is the most significant bit of the Timer mode selection value.

- 0000 = One-Shot mode
- 0001 = Continuous mode
- 0010 = Counter mode



0011 = PWM Single Output mode  
0100 = Capture mode  
0101 = Compare mode  
0110 = Gated mode  
0111 = Capture/Compare mode  
1000 = PWM Dual Output mode  
1001 = Capture Restart mode  
1010 = Comparator Counter Mode



# Watch-Dog Timer

## Overview

The Watch-Dog Timer (WDT) protects against corrupt or unreliable software, power faults, and other system-level problems which may place the Z8 Encore! XP<sup>®</sup> F08xA Series devices into unsuitable operating states. The Watch-Dog Timer includes the following features:

- On-chip RC oscillator
- A selectable time-out response: reset or interrupt
- 24-bit programmable time-out value

## Operation

The Watch-Dog Timer (WDT) is a retriggerable one-shot timer that resets or interrupts the Z8 Encore! XP<sup>®</sup> F08xA Series devices when the WDT reaches its terminal count. The Watch-Dog Timer uses a dedicated on-chip RC oscillator as its clock source. The Watch-Dog Timer operates in only two modes: ON and OFF. Once enabled, it always counts and must be refreshed to prevent a time-out. Perform an enable by executing the WDT instruction or by setting the WDT\_AO Flash Option Bit. The WDT\_AO bit forces the Watch-Dog Timer to operate immediately upon reset, even if a WDT instruction has not been executed.

The Watch-Dog Timer is a 24-bit reloadable downcounter that uses three 8-bit registers in the eZ8 CPU register space to set the reload value. The nominal WDT time-out period is described by the following equation:

$$\text{WDT Time-out Period (ms)} = \frac{\text{WDT Reload Value}}{10}$$

where the WDT reload value is the decimal value of the 24-bit value given by {WDTU[7:0], WDTH[7:0], WDTL[7:0]} and the typical Watch-Dog Timer RC oscillator frequency is 10KHz. The Watch-Dog Timer cannot be refreshed after it reaches 000002H. The WDT Reload Value must not be set to values below 000004H. Table 55 provides information about approximate time-out delays for the minimum and maximum WDT reload values.



**Table 55. Watch-Dog Timer Approximate Time-Out Delays**

WDT Reload Value (Hex)	WDT Reload Value (Decimal)	Approximate Time-Out Delay (with 10KHz typical WDT oscillator frequency)	
		Typical	Description
000004	4	400 $\mu$ s	Minimum time-out delay
FFFFFF	16,777,215	28 minutes	Maximum time-out delay

### Watch-Dog Timer Refresh

When first enabled, the Watch-Dog Timer is loaded with the value in the Watch-Dog Timer Reload registers. The Watch-Dog Timer counts down to 000000H unless a WDT instruction is executed by the eZ8 CPU. Execution of the WDT instruction causes the downcounter to be reloaded with the WDT Reload value stored in the Watch-Dog Timer Reload registers. Counting resumes following the reload operation.

When the Z8 Encore! XP<sup>®</sup> F08xA Series devices are operating in DEBUG Mode (using the On-Chip Debugger), the Watch-Dog Timer is continuously refreshed to prevent any Watch-Dog Timer time-outs.

### Watch-Dog Timer Time-Out Response

The Watch-Dog Timer times out when the counter reaches 000000H. A time-out of the Watch-Dog Timer generates either an interrupt or a system reset. The WDT\_RES Flash Option Bit determines the time-out response of the Watch-Dog Timer. Refer to the chapter “Flash Option Bits” on page 138 for information regarding programming of the WDT\_RES Flash Option Bit.

#### WDT Interrupt in Normal Operation

If configured to generate an interrupt when a time-out occurs, the Watch-Dog Timer issues an interrupt request to the interrupt controller and sets the WDT status bit in the Watch-Dog Timer Control register. If interrupts are enabled, the eZ8 CPU responds to the interrupt request by fetching the Watch-Dog Timer interrupt vector and executing code from the vector address. After time-out and interrupt generation, the Watch-Dog Timer counter rolls over to its maximum value of FFFFFH and continues counting. The Watch-Dog Timer counter is not automatically returned to its Reload Value.

The Reset Status Register (page 26) must be read before clearing the WDT interrupt. This read clears the WDT timeout flag and prevents further WDT interrupts for immediately occurring.



### WDT Interrupt in STOP Mode

If configured to generate an interrupt when a time-out occurs and the Z8 Encore! XP<sup>®</sup> F08xA Series devices are in STOP mode, the Watch-Dog Timer automatically initiates a STOP Mode Recovery and generates an interrupt request. Both the WDT status bit and the STOP bit in the Watch-Dog Timer Control register are set to 1 following a WDT time-out in STOP mode. Refer to the chapter “Reset and STOP Mode Recovery” on page 19 for more information about STOP Mode Recovery.

If interrupts are enabled, following completion of the STOP Mode Recovery the eZ8 CPU responds to the interrupt request by fetching the Watch-Dog Timer interrupt vector and executing code from the vector address.

### WDT Reset in NORMAL Operation

If configured to generate a Reset when a time-out occurs, the Watch-Dog Timer forces the device into the System Reset state. The WDT status bit in the Watch-Dog Timer Control register is set to 1. Refer to the chapter “Reset and STOP Mode Recovery” on page 19 for more information about system reset.

### WDT Reset in STOP Mode

If configured to generate a Reset when a time-out occurs and the device is in STOP mode, the Watch-Dog Timer initiates a STOP Mode Recovery. Both the WDT status bit and the STOP bit in the Watch-Dog Timer Control register are set to 1 following WDT time-out in STOP mode. Refer to the chapter “Reset and STOP Mode Recovery” on page 19 for more information.

## Watch-Dog Timer Reload Unlock Sequence

Writing the unlock sequence to the Watch-Dog Timer (WDTCTL) Control register address unlocks the three Watch-Dog Timer Reload Byte registers (WDTU, WDTH, and WDTL) to allow changes to the time-out period. These write operations to the WDTCTL register address produce no effect on the bits in the WDTCTL register. The locking mechanism prevents spurious writes to the Reload registers. The following sequence is required to unlock the Watch-Dog Timer Reload Byte registers (WDTU, WDTH, and WDTL) for write access.

1. Write 55H to the Watch-Dog Timer Control register (WDTCTL).
2. Write AAH to the Watch-Dog Timer Control register (WDTCTL).
3. Write the Watch-Dog Timer Reload Upper Byte register (WDTU).
4. Write the Watch-Dog Timer Reload High Byte register (WDTH).
5. Write the Watch-Dog Timer Reload Low Byte register (WDTL).



All three Watch-Dog Timer Reload registers must be written in the order just listed. There must be no other register writes between each of these operations. If a register write occurs, the lock state machine resets and no further writes can occur unless the sequence is restarted. The value in the Watch-Dog Timer Reload registers is loaded into the counter when the Watch-Dog Timer is first enabled and every time a WDT instruction is executed.

## Watch-Dog Timer Control Register Definitions

### Watch-Dog Timer Control Register

The Watch-Dog Timer Control (WDTCTL) register is a write-only control register. Writing the 55H, AAH unlock sequence to the WDTCTL register address unlocks the three Watch-Dog Timer Reload Byte registers (WDTU, WDTL, and WDTL) to allow changes to the time-out period. These write operations to the WDTCTL register address produce no effect on the bits in the WDTCTL register. The locking mechanism prevents spurious writes to the Reload registers.

This register address is shared with the read-only Reset Status Register.

**Table 56. Watch-Dog Timer Control Register (WDTCTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	WDTUNLK							
RESET	X	X	X	X	X	X	X	X
R/W	W	W	W	W	W	W	W	W
ADDR	FF0H							

WDTUNLK—Watch-Dog Timer Unlock

The user software must write the correct unlocking sequence to this register before it is allowed to modify the contents of the watch-dog timer reload registers.

### Watch-Dog Timer Reload Upper, High and Low Byte Registers

The Watch-Dog Timer Reload Upper, High and Low Byte (WDTU, WDTL, and WDTL) registers (Tables 57 through 59) form the 24-bit reload value that is loaded into the Watch-Dog Timer when a WDT instruction executes. The 24-bit reload value is {WDTU[7:0], WDTL[7:0], WDTL[7:0]}. Writing to these registers sets the appropriate Reload Value. Reading from these registers returns the current Watch-Dog Timer count value.



**Caution:** The 24-bit WDT Reload Value must not be set to a value less than 000004H.

**Table 57. Watch-Dog Timer Reload Upper Byte Register (WDTU)**

BITS	7	6	5	4	3	2	1	0
FIELD	WDTU							
RESET	1	1	1	1	1	1	1	1
R/W	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*
ADDR	FF1H							
R/W* - Read returns the current WDT count value. Write sets the appropriate Reload Value.								

WDTU—WDT Reload Upper Byte  
Most significant byte (MSB), Bits[23:16], of the 24-bit WDT reload value.

**Table 58. Watch-Dog Timer Reload High Byte Register (WDTH)**

BITS	7	6	5	4	3	2	1	0
FIELD	WDTH							
RESET	1	1	1	1	1	1	1	1
R/W	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*
ADDR	FF2H							
R/W* - Read returns the current WDT count value. Write sets the appropriate Reload Value.								

WDTH—WDT Reload High Byte  
Middle byte, Bits[15:8], of the 24-bit WDT reload value.

**Table 59. Watch-Dog Timer Reload Low Byte Register (WDTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	WDTL							
RESET	1	1	1	1	1	1	1	1
R/W	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*
ADDR	FF3H							
R/W* - Read returns the current WDT count value. Write sets the appropriate Reload Value.								

WDTL—WDT Reload Low  
Least significant byte (LSB), Bits[7:0], of the 24-bit WDT reload value.



# UART

## Overview

The Universal Asynchronous Receiver/Transmitter (UART) is a full-duplex communication channel capable of handling asynchronous data transfers. The UART uses a single 8-bit data mode with selectable parity. Features of the UART include:

- 8-bit asynchronous data transfer
- Selectable even- and odd-parity generation and checking
- Option of one or two STOP bits
- Separate transmit and receive interrupts
- Framing, parity, overrun and break detection
- Separate transmit and receive enables
- 16-bit Baud Rate Generator (BRG)
- Selectable MULTIPROCESSOR (9-bit) mode with three configurable interrupt schemes
- Baud Rate Generator timer mode
- Driver Enable output for external bus transceivers

## Architecture

The UART consists of three primary functional blocks: transmitter, receiver, and baud rate generator. The UART's transmitter and receiver function independently, but employ the same baud rate and data format. Figure 9 illustrates the UART architecture.

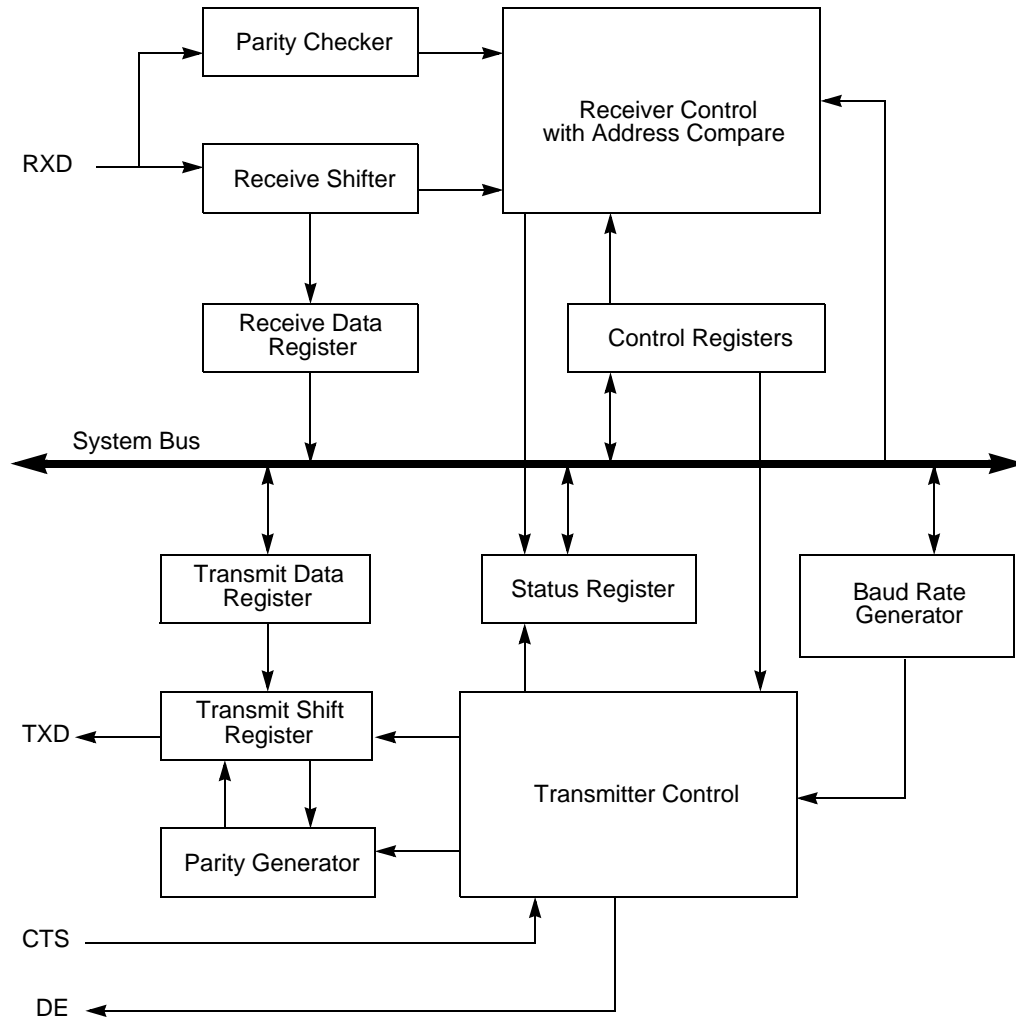


Figure 9. UART Block Diagram

## Operation

### Data Format

The UART always transmits and receives data in an 8-bit data format, least-significant bit first. An even or odd parity bit can be added to the data stream. Each character begins with an active Low Start bit and ends with either 1 or 2 active High Stop bits. Figures 10 and 11 illustrates the asynchronous data format employed by the UART without parity and with parity, respectively.

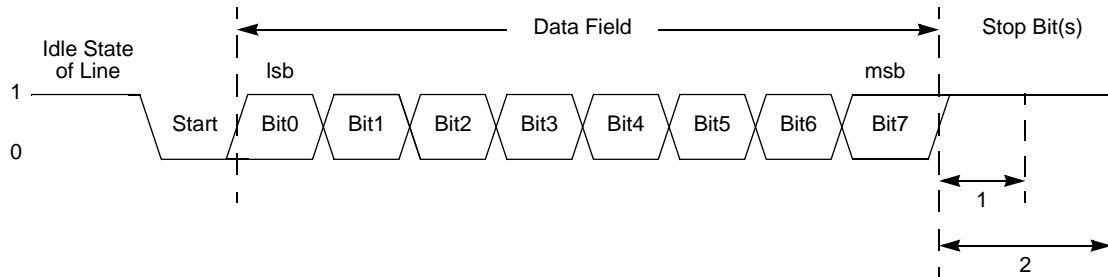


Figure 10. UART Asynchronous Data Format without Parity

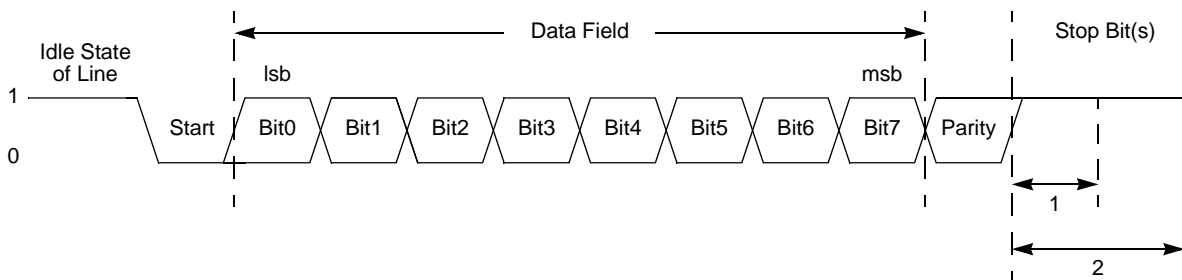


Figure 11. UART Asynchronous Data Format with Parity

### Transmitting Data using the Polled Method

Follow these steps to transmit data using the polled method of operation:

1. Write to the UART Baud Rate High and Low Byte registers to set the required baud rate.
2. Enable the UART pin functions by configuring the associated GPIO Port pins for alternate function operation.
3. Write to the UART Control 1 register, if MULTIPROCESSOR mode is appropriate, to enable MULTIPROCESSOR (9-bit) mode functions.
4. Set the Multiprocessor Mode Select (MPEN) bit to enable MULTIPROCESSOR mode.
5. Write to the UART Control 0 register to:
  - Set the transmit enable bit (TEN) to enable the UART for data transmission
  - Set the parity enable bit (PEN), if parity is appropriate and MULTIPROCESSOR mode is not enabled, and select either even or odd parity (PSEL).
  - Set or clear the CTSE bit to enable or disable control from the remote receiver using the  $\overline{\text{CTS}}$  pin.





6. Check the TDRE bit in the UART Status 0 register to determine if the Transmit Data register is empty (indicated by a 1). If empty, continue to Step 6. If the Transmit Data register is full (indicated by a 0), continue to monitor the TDRE bit until the Transmit Data register becomes available to receive new data.
7. Write the UART Control 1 register to select the outgoing address bit.
8. Set the Multiprocessor Bit Transmitter (MPBT) if sending an address byte, clear it if sending a data byte.
9. Write the data byte to the UART Transmit Data register. The transmitter automatically transfers the data to the Transmit Shift register and transmits the data.
10. Make any changes to the Multiprocessor Bit Transmitter (MPBT) value, if appropriate and MULTIPROCESSOR mode is enabled,.
11. To transmit additional bytes, return to Step 5.

### Transmitting Data using the Interrupt-Driven Method

The UART Transmitter interrupt indicates the availability of the Transmit Data register to accept new data for transmission. Follow these steps to configure the UART for interrupt-driven data transmission:

1. Write to the UART Baud Rate High and Low Byte registers to set the appropriate baud rate.
2. Enable the UART pin functions by configuring the associated GPIO Port pins for alternate function operation.
3. Execute a DI instruction to disable interrupts.
4. Write to the Interrupt control registers to enable the UART Transmitter interrupt and set the acceptable priority.
5. Write to the UART Control 1 register to enable MULTIPROCESSOR (9-bit) mode functions, if MULTIPROCESSOR mode is appropriate.
6. Set the MULTIPROCESSOR Mode Select (MPEN) to Enable MULTIPROCESSOR mode.
7. Write to the UART Control 0 register to:
  - Set the transmit enable bit (TEN) to enable the UART for data transmission
  - Enable parity, if appropriate and if MULTIPROCESSOR mode is not enabled, and select either even or odd parity.
  - Set or clear CTSE to enable or disable control from the remote receiver using the  $\overline{\text{CTS}}$  pin.
8. Execute an EI instruction to enable interrupts.



The UART is now configured for interrupt-driven data transmission. Because the UART Transmit Data register is empty, an interrupt is generated immediately. When the UART Transmit interrupt is detected, the associated interrupt service routine (ISR) performs the following:

1. Write the UART Control 1 register to select the multiprocessor bit for the byte to be transmitted:  
Set the Multiprocessor Bit Transmitter (MPBT) if sending an address byte, clear it if sending a data byte.
2. Write the data byte to the UART Transmit Data register. The transmitter automatically transfers the data to the Transmit Shift register and transmits the data.
3. Clear the UART Transmit interrupt bit in the applicable Interrupt Request register.
4. Execute the IRET instruction to return from the interrupt-service routine and wait for the Transmit Data register to again become empty.

### Receiving Data using the Polled Method

Follow these steps to configure the UART for polled data reception:

5. Write to the UART Baud Rate High and Low Byte registers to set an acceptable baud rate for the incoming data stream.
6. Enable the UART pin functions by configuring the associated GPIO Port pins for alternate function operation.
7. Write to the UART Control 1 register to enable MULTIPROCESSOR mode functions, if appropriate.
8. Write to the UART Control 0 register to:
  - Set the receive enable bit (REN) to enable the UART for data reception
  - Enable parity, if appropriate and if Multiprocessor mode is not enabled, and select either even or odd parity.
9. Check the RDA bit in the UART Status 0 register to determine if the Receive Data register contains a valid data byte (indicated by a 1). If RDA is set to 1 to indicate available data, continue to Step 5. If the Receive Data register is empty (indicated by a 0), continue to monitor the RDA bit awaiting reception of the valid data.
10. Read data from the UART Receive Data register. If operating in MULTIPROCESSOR (9-bit) mode, further actions may be required depending on the MULTIPROCESSOR mode bits MPMD[1:0].
11. Return to Step 4 to receive additional data.



## Receiving Data using the Interrupt-Driven Method

The UART Receiver interrupt indicates the availability of new data (as well as error conditions). Follow these steps to configure the UART receiver for interrupt-driven operation:

1. Write to the UART Baud Rate High and Low Byte registers to set the acceptable baud rate.
2. Enable the UART pin functions by configuring the associated GPIO Port pins for alternate function operation.
3. Execute a DI instruction to disable interrupts.
4. Write to the Interrupt control registers to enable the UART Receiver interrupt and set the acceptable priority.
5. Clear the UART Receiver interrupt in the applicable Interrupt Request register.
6. Write to the UART Control 1 Register to enable Multiprocessor (9-bit) mode functions, if appropriate.
  - Set the Multiprocessor Mode Select (MPEN) to Enable MULTIPROCESSOR mode.
  - Set the Multiprocessor Mode Bits, MPMD[1:0], to select the acceptable address matching scheme.
  - Configure the UART to interrupt on received data and errors or errors only (interrupt on errors only is unlikely to be useful for Z8 Encore!<sup>®</sup> devices without a DMA block)
7. Write the device address to the Address Compare Register (automatic MULTIPROCESSOR modes only).
8. Write to the UART Control 0 register to:
  - Set the receive enable bit (REN) to enable the UART for data reception
  - Enable parity, if appropriate and if multiprocessor mode is not enabled, and select either even or odd parity.
9. Execute an EI instruction to enable interrupts.

The UART is now configured for interrupt-driven data reception. When the UART Receiver interrupt is detected, the associated interrupt service routine (ISR) performs the following:

1. Checks the UART Status 0 register to determine the source of the interrupt - error, break, or received data.
2. Reads the data from the UART Receive Data register if the interrupt was because of data available. If operating in MULTIPROCESSOR (9-bit) mode, further actions may be required depending on the MULTIPROCESSOR mode bits MPMD[1:0].
3. Clears the UART Receiver interrupt in the applicable Interrupt Request register.



4. Executes the IRET instruction to return from the interrupt-service routine and await more data.

### Clear To Send (CTS) Operation

The CTS pin, if enabled by the CTSE bit of the UART Control 0 register, performs flow control on the outgoing transmit datastream. The Clear To Send (CTS) input pin is sampled one system clock before beginning any new character transmission. To delay transmission of the next data character, an external receiver must deassert CTS at least one system clock cycle before a new data transmission begins. For multiple character transmissions, this action is typically performed during Stop Bit transmission. If CTS deasserts in the middle of a character transmission, the current character is sent completely.

### MULTIPROCESSOR (9-bit) Mode

The UART has a MULTIPROCESSOR (9-bit) mode that uses an extra (9th) bit for selective communication when a number of processors share a common UART bus. In MULTIPROCESSOR mode (also referred to as 9-Bit mode), the multiprocessor bit (MP) is transmitted immediately following the 8-bits of data and immediately preceding the Stop bit(s) as illustrated in Figure 12. The character format is:

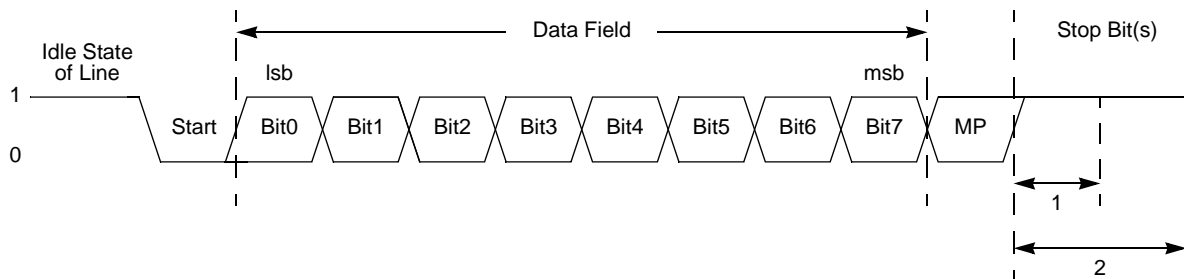


Figure 12. UART Asynchronous MULTIPROCESSOR Mode Data Format

In MULTIPROCESSOR (9-bit) mode, the Parity bit location (9th bit) becomes the Multiprocessor control bit. The UART Control 1 and Status 1 registers provide MULTIPROCESSOR (9-bit) mode control and status information. If an automatic address matching scheme is enabled, the UART Address Compare register holds the network address of the device.

### MULTIPROCESSOR (9-bit) Mode Receive Interrupts

When MULTIPROCESSOR mode is enabled, the UART only processes frames addressed to it. The determination of whether a frame of data is addressed to the UART can be made in hardware, software or some combination of the two, depending on the multiprocessor configuration bits. In general, the address compare feature reduces the load on the CPU, because it does not require access to the UART when it receives data directed to other

devices on the multi-node network. The following three MULTIPROCESSOR modes are available in hardware:

- Interrupt on all address bytes
- Interrupt on matched address bytes and correctly framed data bytes
- Interrupt only on correctly framed data bytes

These modes are selected with MPMD [1:0] in the UART Control 1 Register. For all multiprocessor modes, bit MPEN of the UART Control 1 Register must be set to 1.

The first scheme is enabled by writing 01b to MPMD[1:0]. In this mode, all incoming address bytes cause an interrupt, while data bytes never cause an interrupt. The interrupt service routine must manually check the address byte that caused triggered the interrupt. If it matches the UART address, the software clears MPMD[0]. Each new incoming byte interrupts the CPU. The software is responsible for determining the end of the frame. It checks for the end-of-frame by reading the MPRX bit of the UART Status 1 Register for each incoming byte. If MPRX=1, a new frame has begun. If the address of this new frame is different from the UART's address, MPMD[0] must be set to 1 causing the UART interrupts to go inactive until the next address byte. If the new frame's address matches the UART's, the data in the new frame is processed as well.

The second scheme requires the following: set MPMD[1:0] to 10B and write the UART's address into the UART Address Compare Register. This mode introduces additional hardware control, interrupting only on frames that match the UART's address. When an incoming address byte does not match the UART's address, it is ignored. All successive data bytes in this frame are also ignored. When a matching address byte occurs, an interrupt is issued and further interrupts now occur on each successive data byte. When the first data byte in the frame is read, the NEWFRM bit of the UART Status 1 Register is asserted. All successive data bytes have NEWFRM=0. When the next address byte occurs, the hardware compares it to the UART's address. If there is a match, the interrupts continues and the NEWFRM bit is set for the first byte of the new frame. If there is no match, the UART ignores all incoming bytes until the next address match.

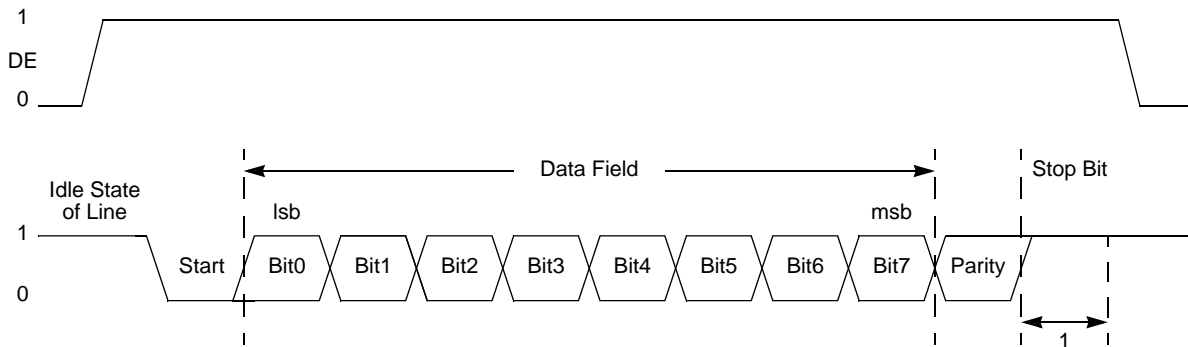
The third scheme is enabled by setting MPMD[1:0] to 11b and by writing the UART's address into the UART Address Compare Register. This mode is identical to the second scheme, except that there are no interrupts on address bytes. The first data byte of each frame remains accompanied by a NEWFRM assertion.

## External Driver Enable

The UART provides a Driver Enable (DE) signal for off-chip bus transceivers. This feature reduces the software overhead associated with using a GPIO pin to control the transceiver when communicating on a multi-transceiver bus, such as RS-485.

Driver Enable is an active High signal that envelopes the entire transmitted data frame including parity and Stop bits as illustrated in Figure 13. The Driver Enable signal asserts when a byte is written to the UART Transmit Data register. The Driver Enable signal

asserts at least one UART bit period and no greater than two UART bit periods before the Start bit is transmitted. This allows a setup time to enable the transceiver. The Driver Enable signal deasserts one system clock period after the final Stop bit is transmitted. This one system clock delay allows both time for data to clear the transceiver before disabling it, as well as the ability to determine if another character follows the current character. In the event of back to back characters (new data must be written to the Transmit Data Register before the previous character is completely transmitted) the DE signal is not deasserted between characters. The Depol bit in the UART Control Register 1 sets the polarity of the Driver Enable signal.



**Figure 13. UART Driver Enable Signal Timing (shown with 1 Stop Bit and Parity)**

The Driver Enable to Start bit setup time is calculated as follows:

$$\left( \frac{1}{\text{Baud Rate (Hz)}} \right) \leq \text{DE to Start Bit Setup Time (s)} \leq \left( \frac{2}{\text{Baud Rate (Hz)}} \right)$$

## UART Interrupts

The UART features separate interrupts for the transmitter and the receiver. In addition, when the UART primary functionality is disabled, the Baud Rate Generator can also function as a basic timer with interrupt capability.

### Transmitter Interrupts

The transmitter generates a single interrupt when the Transmit Data Register Empty bit (TDRE) is set to 1. This indicates that the transmitter is ready to accept new data for transmission. The TDRE interrupt occurs after the Transmit shift register has shifted the first bit of data out. The Transmit Data register can now be written with the next character to send. This action provides 7 bit periods of latency to load the Transmit Data register before the Transmit shift register completes shifting the current character. Writing to the UART Transmit Data register clears the TDRE bit to 0.

## Receiver Interrupts

The receiver generates an interrupt when any of the following occurs:

- A data byte is received and is available in the UART Receive Data register. This interrupt can be disabled independently of the other receiver interrupt sources. The received data interrupt occurs after the receive character has been received and placed in the Receive Data register. To avoid an overrun error, software must respond to this received data available condition before the next character is completely received.

► **Note:** In MULTIPROCESSOR mode ( $MPEN = 1$ ), the receive data interrupts are dependent on the multiprocessor configuration and the most recent address byte.

- A break is received
- An overrun is detected
- A data framing error is detected

## UART Overrun Errors

When an overrun error condition occurs the UART prevents overwriting of the valid data currently in the Receive Data register. The Break Detect and Overrun status bits are not displayed until after the valid data has been read.

After the valid data has been read, the UART Status 0 register is updated to indicate the overrun condition (and Break Detect, if applicable). The RDA bit is set to 1 to indicate that the Receive Data register contains a data byte. However, because the overrun error occurred, this byte may not contain valid data and must be ignored. The BRKD bit indicates if the overrun was caused by a break condition on the line. After reading the status byte indicating an overrun error, the Receive Data register must be read again to clear the error bits in the UART Status 0 register. Updates to the Receive Data register occur only when the next data word is received.

## UART Data and Error Handling Procedure

Figure 14 illustrates the recommended procedure for use in UART receiver interrupt service routines.

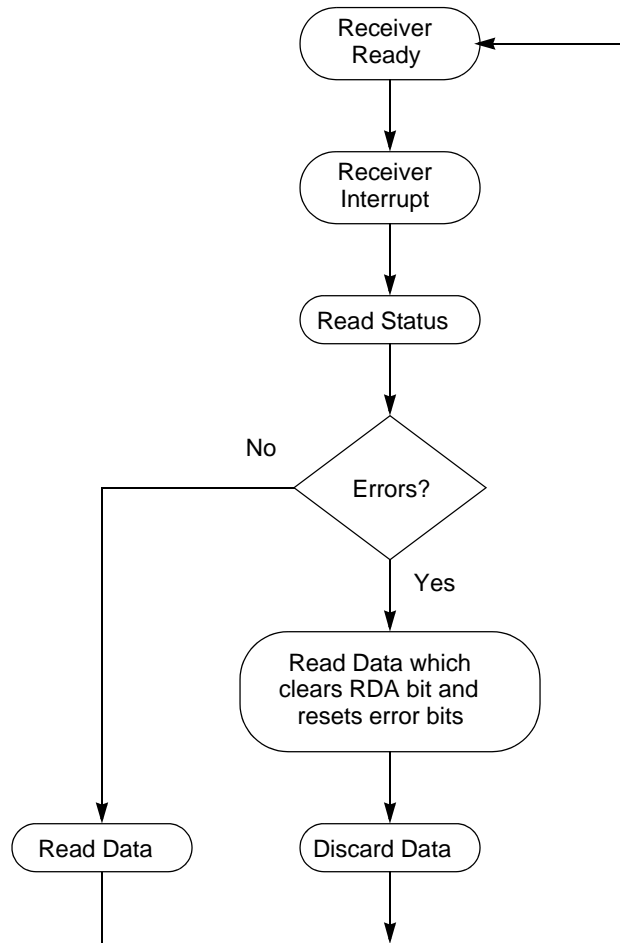


Figure 14. UART Receiver Interrupt Service Routine Flow

### Baud Rate Generator Interrupts

If the Baud Rate Generator (BRG) interrupt enable is set, the UART Receiver interrupt asserts when the UART Baud Rate Generator reloads. This condition allows the Baud Rate Generator to function as an additional counter if the UART functionality is not employed.

### UART Baud Rate Generator

The UART Baud Rate Generator creates a lower frequency baud rate clock for data transmission. The input to the Baud Rate Generator is the system clock. The UART Baud Rate High and Low Byte registers combine to create a 16-bit baud rate divisor value





(BRG[15:0]) that sets the data transmission rate (baud rate) of the UART. The UART data rate is calculated using the following equation:

$$\text{UART Data Rate (bits/s)} = \frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Baud Rate Divisor Value}}$$

When the UART is disabled, the Baud Rate Generator functions as a basic 16-bit timer with interrupt on time-out. To configure the Baud Rate Generator as a timer with interrupt on time-out, complete the following procedure:

1. Disable the UART by clearing the REN and TEN bits in the UART Control 0 register to 0.
2. Load the acceptable 16-bit count value into the UART Baud Rate High and Low Byte registers.
3. Enable the Baud Rate Generator timer function and associated interrupt by setting the BIRQ bit in the UART Control 1 register to 1.

When configured as a general purpose timer, the interrupt interval is calculated using the following equation:

$$\text{Interrupt Interval (s)} = \text{System Clock Period (s)} \times \text{BRG[15:0] ]}$$

## UART Control Register Definitions

The UART control registers support the UART and the associated Infrared Encoder/Decoders. For more information about the infrared operation, refer to the **Infrared Encoder/Decoder** chapter on page 104.

## UART Transmit Data Register

Data bytes written to the UART Transmit Data register (Table 60) are shifted out on the TXD<sub>x</sub> pin. The Write-only UART Transmit Data register shares a Register File address with the read-only UART Receive Data register.

**Table 60. UART Transmit Data Register (U0TXD)**

BITS	7	6	5	4	3	2	1	0
FIELD	TXD							
RESET	X	X	X	X	X	X	X	X
R/W	W	W	W	W	W	W	W	W
ADDR	F40H							



TXD—Transmit Data  
UART transmitter data byte to be shifted out through the TXD<sub>x</sub> pin.

## UART Receive Data Register

Data bytes received through the RXD<sub>x</sub> pin are stored in the UART Receive Data register (Table 61). The read-only UART Receive Data register shares a Register File address with the Write-only UART Transmit Data register.

**Table 61. UART Receive Data Register (U0RXD)**

BITS	7	6	5	4	3	2	1	0
FIELD	RXD							
RESET	X	X	X	X	X	X	X	X
R/W	R	R	R	R	R	R	R	R
ADDR	F40H							

RXD—Receive Data  
UART receiver data byte from the RXD<sub>x</sub> pin

## UART Status 0 Register

The UART Status 0 and Status 1 registers (Table 62 and 54) identify the current UART operating configuration and status.

**Table 62. UART Status 0 Register (U0STAT0)**

BITS	7	6	5	4	3	2	1	0
FIELD	RDA	PE	OE	FE	BRKD	TDRE	TXE	CTS
RESET	0	0	0	0	0	1	1	X
R/W	R	R	R	R	R	R	R	R
ADDR	F41H							

RDA—Receive Data Available  
This bit indicates that the UART Receive Data register has received data. Reading the UART Receive Data register clears this bit.  
0 = The UART Receive Data register is empty.  
1 = There is a byte in the UART Receive Data register.

PE—Parity Error  
This bit indicates that a parity error has occurred. Reading the UART Receive Data register clears this bit.



0 = No parity error has occurred.

1 = A parity error has occurred.

**OE—Overrun Error**

This bit indicates that an overrun error has occurred. An overrun occurs when new data is received and the UART Receive Data register has not been read. If the RDA bit is reset to 0, reading the UART Receive Data register clears this bit.

0 = No overrun error occurred.

1 = An overrun error occurred.

**FE—Framing Error**

This bit indicates that a framing error (no Stop bit following data reception) was detected. Reading the UART Receive Data register clears this bit.

0 = No framing error occurred.

1 = A framing error occurred.

**BRKD—Break Detect**

This bit indicates that a break occurred. If the data bits, parity/multiprocessor bit, and Stop bit(s) are all 0s this bit is set to 1. Reading the UART Receive Data register clears this bit.

0 = No break occurred.

1 = A break occurred.

**TDRE—Transmitter Data Register Empty**

This bit indicates that the UART Transmit Data register is empty and ready for additional data. Writing to the UART Transmit Data register resets this bit.

0 = Do not write to the UART Transmit Data register.

1 = The UART Transmit Data register is ready to receive an additional byte to be transmitted.

**TXE—Transmitter Empty**

This bit indicates that the transmit shift register is empty and character transmission is finished.

0 = Data is currently transmitting.

1 = Transmission is complete.

**CTS— $\overline{\text{CTS}}$  signal**

When this bit is read it returns the level of the  $\overline{\text{CTS}}$  signal. This signal is active Low.

## UART Status 1 Register

This register contains multiprocessor control and status bits.

**Table 63. UART Status 1 Register (U0STAT1)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved						NEWFRM	MPRX
RESET	0	0	0	0	0	0	0	0



**Table 63. UART Status 1 Register (U0STAT1)**

<b>R/W</b>	R	R	R	R	R/W	R/W	R	R
<b>ADDR</b>	F44H							

Reserved—Must be 0.

**NEWFRM**—Status bit denoting the start of a new frame. Reading the UART Receive Data register resets this bit to 0.

0 = The current byte is not the first data byte of a new frame.

1 = The current byte is the first data byte of a new frame.

**MPRX**—Multiprocessor Receive

Returns the value of the most recent multiprocessor bit received. Reading from the UART Receive Data register resets this bit to 0.

## UART Control 0 and Control 1 Registers

The UART Control 0 and Control 1 registers (Tables 64 and 65) configure the properties of the UART's transmit and receive operations. The UART Control registers must not be written while the UART is enabled.

**Table 64. UART Control 0 Register (U0CTL0)**

<b>BITS</b>	7	6	5	4	3	2	1	0
<b>FIELD</b>	TEN	REN	CTSE	PEN	PSEL	SBRK	STOP	LBEN
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	F42H							

**TEN**—Transmit Enable

This bit enables or disables the transmitter. The enable is also controlled by the  $\overline{\text{CTS}}$  signal and the CTSE bit. If the  $\overline{\text{CTS}}$  signal is low and the CTSE bit is 1, the transmitter is enabled.

0 = Transmitter disabled.

1 = Transmitter enabled.

**REN**—Receive Enable

This bit enables or disables the receiver.

0 = Receiver disabled.

1 = Receiver enabled.

**CTSE**—CTS Enable

0 = The  $\overline{\text{CTS}}$  signal has no effect on the transmitter.

1 = The UART recognizes the  $\overline{\text{CTS}}$  signal as an enable control from the transmitter.



**PEN—Parity Enable**

This bit enables or disables parity. Even or odd is determined by the PSEL bit.

0 = Parity is disabled.

1 = The transmitter sends data with an additional parity bit and the receiver receives an additional parity bit.

**PSEL—Parity Select**

0 = Even parity is transmitted and expected on all received data.

1 = Odd parity is transmitted and expected on all received data.

**SBRK—Send Break**

This bit pauses or breaks data transmission. Sending a break interrupts any transmission in progress, so ensure that the transmitter has finished sending data before setting this bit.

0 = No break is sent.

1 = Forces a break condition by setting the output of the transmitter to zero.

**STOP—Stop Bit Select**

0 = The transmitter sends one stop bit.

1 = The transmitter sends two stop bits.

**LBEN—Loop Back Enable**

0 = Normal operation.

1 = All transmitted data is looped back to the receiver.

**Table 65. UART Control 1 Register (U0CTL1)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	MPMD[1]	MPEN	MPMD[0]	MPBT	DEPOL	BRGCTL	RDAIRQ	IREN
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	F43H							

**MPMD[1:0]—MULTIPROCESSOR Mode**

If MULTIPROCESSOR (9-bit) mode is enabled,

00 = The UART generates an interrupt request on all received bytes (data and address).

01 = The UART generates an interrupt request only on received address bytes.

10 = The UART generates an interrupt request when a received address byte matches the value stored in the Address Compare Register and on all successive data bytes until an address mismatch occurs.

11 = The UART generates an interrupt request on all received data bytes for which the most recent address byte matched the value in the Address Compare Register.

**MPEN—MULTIPROCESSOR (9-bit) Enable**

This bit is used to enable MULTIPROCESSOR (9-bit) mode.

0 = Disable MULTIPROCESSOR (9-bit) mode.

1 = Enable MULTIPROCESSOR (9-bit) mode.



**MPBT—Multiprocessor Bit Transmit**

This bit is applicable only when MULTIPROCESSOR (9-bit) mode is enabled. The 9th bit is used by the receiving device to determine if the data byte contains address or data information.

0 = Send a 0 in the multiprocessor bit location of the data stream (data byte).

1 = Send a 1 in the multiprocessor bit location of the data stream (address byte).

**DEPOL—Driver Enable Polarity**

0 = DE signal is Active High.

1 = DE signal is Active Low.

**BRGCTL—Baud Rate Control**

This bit causes an alternate UART behavior depending on the value of the REN bit in the UART Control 0 Register.

When the UART receiver is **not** enabled (REN=0), this bit determines whether the Baud Rate Generator issues interrupts.

0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value

1 = The Baud Rate Generator generates a receive interrupt when it counts down to 0.

Reads from the Baud Rate High and Low Byte registers return the current BRG count value.

When the UART receiver is enabled (REN=1), this bit allows reads from the Baud Rate Registers to return the BRG count value instead of the Reload Value.

0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value.

1 = Reads from the Baud Rate High and Low Byte registers return the current BRG count value. Unlike the Timers, there is no mechanism to latch the Low Byte when the High Byte is read.

**$\overline{\text{RDAIRQ}}$ —Receive Data Interrupt Enable**

0 = Received data and receiver errors generates an interrupt request to the Interrupt Controller.

1 = Received data does not generate an interrupt request to the Interrupt Controller. Only receiver errors generate an interrupt request.

**IREN—Infrared Encoder/Decoder Enable**

0 = Infrared Encoder/Decoder is disabled. UART operates normally.

1 = Infrared Encoder/Decoder is enabled. The UART transmits and receives data through the Infrared Encoder/Decoder.

## UART Address Compare Register

The UART Address Compare register stores the multi-node network address of the UART. When the MPMD[1] bit of UART Control Register 0 is set, all incoming address bytes are compared to the value stored in the Address Compare register. Receive interrupts and RDA assertions only occur in the event of a match.



**Table 66. UART Address Compare Register (U0ADDR)**

BITS	7	6	5	4	3	2	1	0
FIELD	COMP_ADDR							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F45H							

COMP\_ADDR—Compare Address  
This 8-bit value is compared to incoming address bytes.

## UART Baud Rate High and Low Byte Registers

The UART Baud Rate High and Low Byte registers (Tables 67 and 68) combine to create a 16-bit baud rate divisor value (BRG[15:0]) that sets the data transmission rate (baud rate) of the UART.

**Table 67. UART Baud Rate High Byte Register (U0BRH)**

BITS	7	6	5	4	3	2	1	0
FIELD	BRH							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F46H							

**Table 68. UART Baud Rate Low Byte Register (U0BRL)**

BITS	7	6	5	4	3	2	1	0
FIELD	BRL							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F47H							

The UART data rate is calculated using the following equation:

$$\text{UART Baud Rate (bits/s)} = \frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Baud Rate Divisor Value}}$$

For a given UART data rate, calculate the integer baud rate divisor value using the following equation:



$$\text{UART Baud Rate Divisor Value (BRG)} = \text{Round}\left(\frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Data Rate (bits/s)}}\right)$$

The baud rate error relative to the acceptable baud rate is calculated using the following equation:

$$\text{UART Baud Rate Error (\%)} = 100 \times \left(\frac{\text{Actual Data Rate} - \text{Desired Data Rate}}{\text{Desired Data Rate}}\right)$$

For reliable communication, the UART baud rate error must never exceed 5 percent. Table 69 provides information about data rate errors for popular baud rates and commonly used crystal oscillator frequencies.

**Table 69. UART Baud Rates**

10.0 MHz System Clock				5.5296 MHz System Clock			
Acceptable Rate (KHz)	BRG Divisor (Decimal)	Actual Rate (KHz)	Error (%)	Acceptable Rate (KHz)	BRG Divisor (Decimal)	Actual Rate (KHz)	Error (%)
1250.0	N/A	N/A	N/A	1250.0	N/A	N/A	N/A
625.0	1	625.0	0.00	625.0	N/A	N/A	N/A
250.0	3	208.33	-16.67	250.0	1	345.6	38.24
115.2	5	125.0	8.51	115.2	3	115.2	0.00
57.6	11	56.8	-1.36	57.6	6	57.6	0.00
38.4	16	39.1	1.73	38.4	9	38.4	0.00
19.2	33	18.9	0.16	19.2	18	19.2	0.00
9.60	65	9.62	0.16	9.60	36	9.60	0.00
4.80	130	4.81	0.16	4.80	72	4.80	0.00
2.40	260	2.40	-0.03	2.40	144	2.40	0.00
1.20	521	1.20	-0.03	1.20	288	1.20	0.00
0.60	1042	0.60	-0.03	0.60	576	0.60	0.00
0.30	2083	0.30	0.2	0.30	1152	0.30	0.00





**Table 69. UART Baud Rates (Continued)**

3.579545 MHz System Clock				1.8432 MHz System Clock			
Acceptable Rate (KHz)	BRG Divisor (Decimal)	Actual Rate (KHz)	Error (%)	Acceptable Rate (KHz)	BRG Divisor (Decimal)	Actual Rate (KHz)	Error (%)
1250.0	N/A	N/A	N/A	1250.0	N/A	N/A	N/A
625.0	N/A	N/A	N/A	625.0	N/A	N/A	N/A
250.0	1	223.72	-10.51	250.0	N/A	N/A	N/A
115.2	2	111.9	-2.90	115.2	1	115.2	0.00
57.6	4	55.9	-2.90	57.6	2	57.6	0.00
38.4	6	37.3	-2.90	38.4	3	38.4	0.00
19.2	12	18.6	-2.90	19.2	6	19.2	0.00
9.60	23	9.73	1.32	9.60	12	9.60	0.00
4.80	47	4.76	-0.83	4.80	24	4.80	0.00
2.40	93	2.41	0.23	2.40	48	2.40	0.00
1.20	186	1.20	0.23	1.20	96	1.20	0.00
0.60	373	0.60	-0.04	0.60	192	0.60	0.00
0.30	746	0.30	-0.04	0.30	384	0.30	0.00

# Infrared Encoder/Decoder

## Overview

The Z8 Encore! XP<sup>®</sup> F08xA Series products contain a fully-functional, high-performance UART to Infrared Encoder/Decoder (Endec). The Infrared Endec is integrated with an on-chip UART to allow easy communication between the Z8 Encore!<sup>®</sup> and IrDA Physical Layer Specification, Version 1.3-compliant infrared transceivers. Infrared communication provides secure, reliable, low-cost, point-to-point communication between PCs, PDAs, cell phones, printers and other infrared enabled devices.

## Architecture

Figure 15 illustrates the architecture of the Infrared Endec.

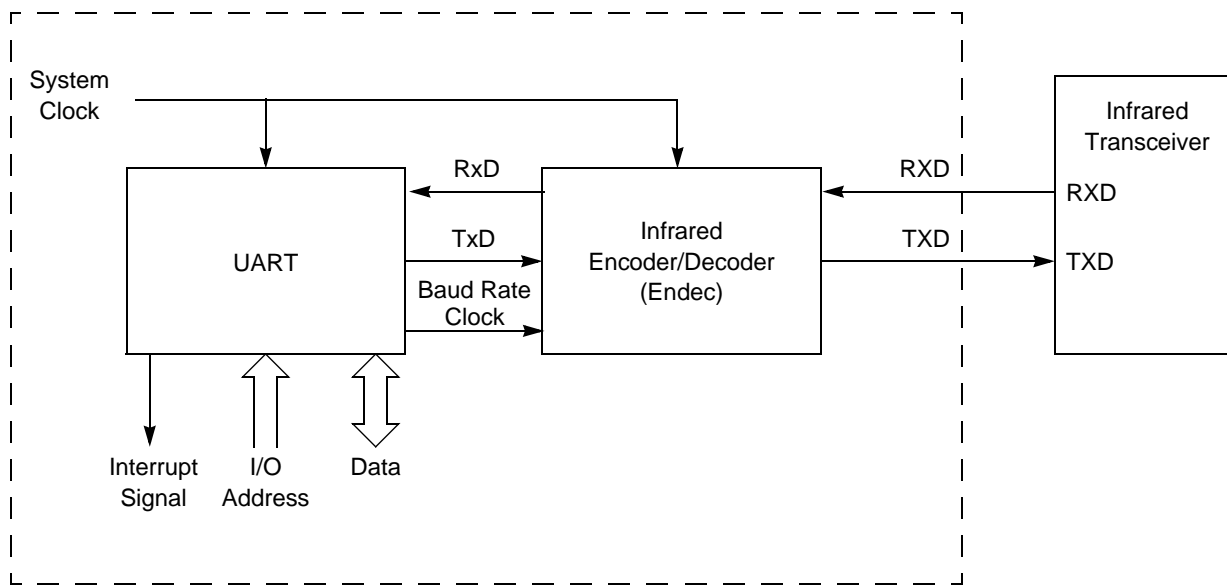


Figure 15. Infrared Data Communication System Block Diagram

## Operation

When the Infrared Endec is enabled, the transmit data from the associated on-chip UART is encoded as digital signals in accordance with the IrDA standard and output to the infrared transceiver through the TXD pin. Likewise, data received from the infrared transceiver



is passed to the Infrared Endec through the RXD pin, decoded by the Infrared Endec, and passed to the UART. Communication is half-duplex, which means simultaneous data transmission and reception is not allowed.

The baud rate is set by the UART's Baud Rate Generator and supports IrDA standard baud rates from 9600 baud to 115.2 Kbaud. Higher baud rates are possible, but do not meet IrDA specifications. The UART must be enabled to use the Infrared Endec. The Infrared Endec data rate is calculated using the following equation:

$$\text{Infrared Data Rate (bits/s)} = \frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Baud Rate Divisor Value}}$$

### Transmitting IrDA Data

The data to be transmitted using the infrared transceiver is first sent to the UART. The UART's transmit signal (TXD) and baud rate clock are used by the IrDA to generate the modulation signal (IR\_TXD) that drives the infrared transceiver. Each UART/Infrared data bit is 16 clocks wide. If the data to be transmitted is 1, the IR\_TXD signal remains low for the full 16 clock period. If the data to be transmitted is 0, the transmitter first outputs a 7 clock low period, followed by a 3 clock high pulse. Finally, a 6 clock low pulse is output to complete the full 16 clock data period. Figure 16 illustrates IrDA data transmission. When the Infrared Endec is enabled, the UART's TXD signal is internal to the Z8 Encore! XP<sup>®</sup> F08xA Series products while the IR\_TXD signal is output through the TXD pin.

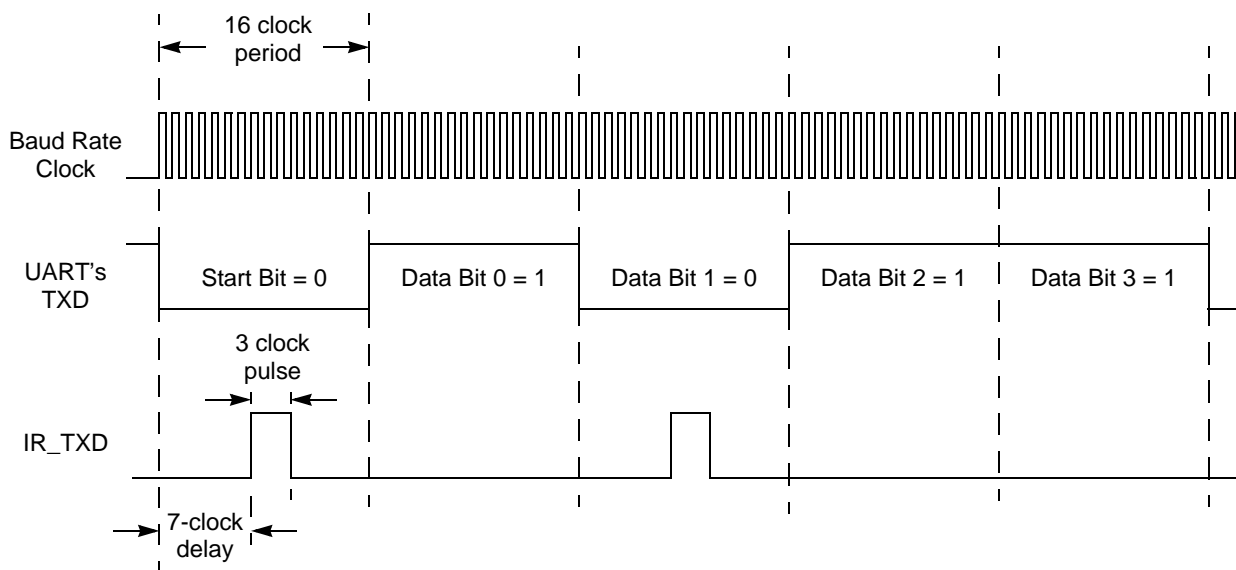


Figure 16. Infrared Data Transmission



## Receiving IrDA Data

Data received from the infrared transceiver using the IR\_RXD signal through the RXD pin is decoded by the Infrared Endec and passed to the UART. The UART's baud rate clock is used by the Infrared Endec to generate the demodulated signal (RXD) that drives the UART. Each UART/Infrared data bit is 16-clocks wide. Figure 17 illustrates data reception. When the Infrared Endec is enabled, the UART's RXD signal is internal to the Z8 Encore! XP<sup>®</sup> F08xA Series products while the IR\_RXD signal is received through the RXD pin.

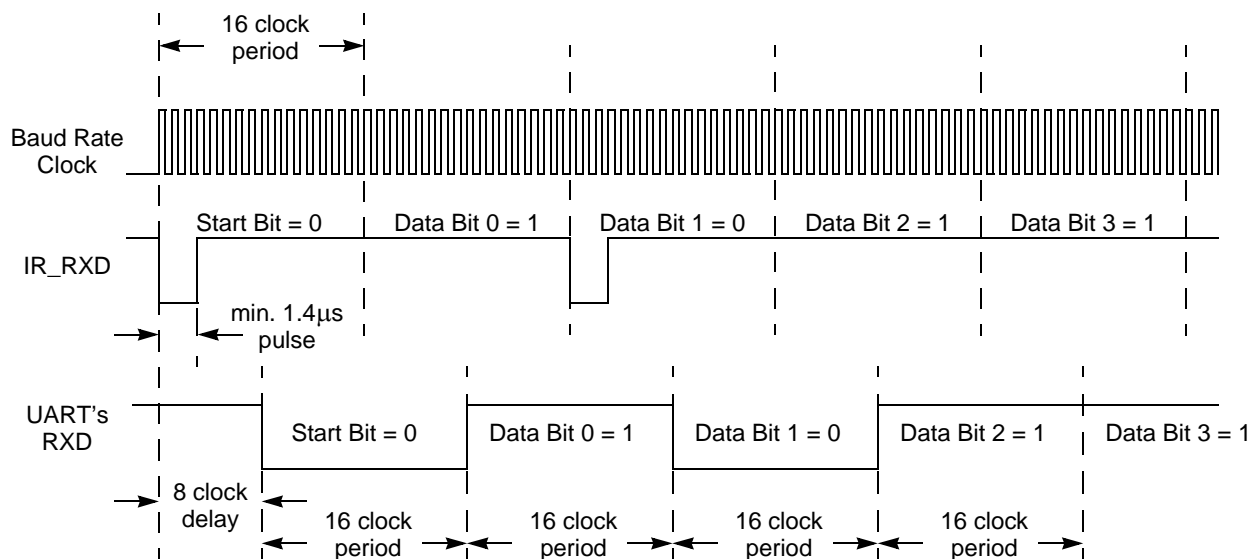


Figure 17. IrDA Data Reception

### Infrared Data Reception



**Caution:** The system clock frequency must be at least 1.0MHz to ensure proper reception of the 1.4μs minimum width pulses allowed by the IrDA standard.

### Endec Receiver Synchronization

The IrDA receiver uses a local baud rate clock counter (0 to 15 clock periods) to generate an input stream for the UART and to create a sampling window for detection of incoming pulses. The generated UART input (UART RXD) is delayed by 8 baud rate clock periods with respect to the incoming IrDA data stream. When a falling edge in the input data stream is detected, the Endec counter is reset. When the count reaches a value of 8, the UART RXD value is updated to reflect the value of the decoded data. When the count reaches 12 baud clock periods, the sampling window for the next incoming pulse opens. The window remains open until the count again reaches 8 (in other words, 24 baud clock periods since the previous pulse was detected), giving the Endec a sampling window of



minus four baud rate clocks to plus eight baud rate clocks around the expected time of an incoming pulse. If an incoming pulse is detected inside this window this process is repeated. If the incoming data is a logical 1 (no pulse), the Endec returns to the initial state and waits for the next falling edge. As each falling edge is detected, the Endec clock counter is reset, resynchronizing the Endec to the incoming signal, allowing the Endec to tolerate jitter and baud rate errors in the incoming datastream. Resynchronizing the Endec does not alter the operation of the UART, which ultimately receives the data. The UART is only synchronized to the incoming data stream when a Start bit is received.

## Infrared Encoder/Decoder Control Register Definitions

All Infrared Endec configuration and status information is set by the UART control registers as defined beginning on page 84.



**Caution:** To prevent spurious signals during IrDA data transmission, set the IREN bit in the UART Control 1 register to 1 to enable the Infrared Encoder/Decoder **before** enabling the GPIO Port alternate function for the corresponding pin.



# Analog-to-Digital Converter

## Overview

The Analog-to-Digital Converter (ADC) converts an analog input signal to its digital representation. The features of this sigma-delta ADC include:

- 11-bit resolution in DIFFERENTIAL mode
- 10-bit resolution in SINGLE-ENDED mode
- 8 single-ended analog input sources are multiplexed with general-purpose I/O ports
- 9th analog input obtained from temperature sensor peripheral
- 11 pairs of differential inputs also multiplexed with general-purpose I/O ports
- Differential input gain with two selectable values: unity and 20x
- Transimpedance amplifier for current measurements
- Interrupt upon conversion complete
- Interrupt on sample value greater than programmable high threshold
- Interrupt on sample value smaller than programmable low threshold
- Internal voltage reference generator with three selectable levels
- Manual in-circuit calibration is possible employing user code (offset calibration)

## Architecture

Figure 18 illustrates the major functional blocks of the ADC. An analog multiplexer network selects the ADC input from the available analog pins, ANA0 through ANA7.

The input stage of the ADC allows both differential gain and buffering. The following input options are available:

- Unbuffered input (Single-ended and Differential modes)
- Buffered input with unity gain (SINGLE-ENDED and DIFFERENTIAL modes)
- Buffered input with 20x gain (DIFFERENTIAL mode only)
- Transimpedance mode with full pin access to the feedback path

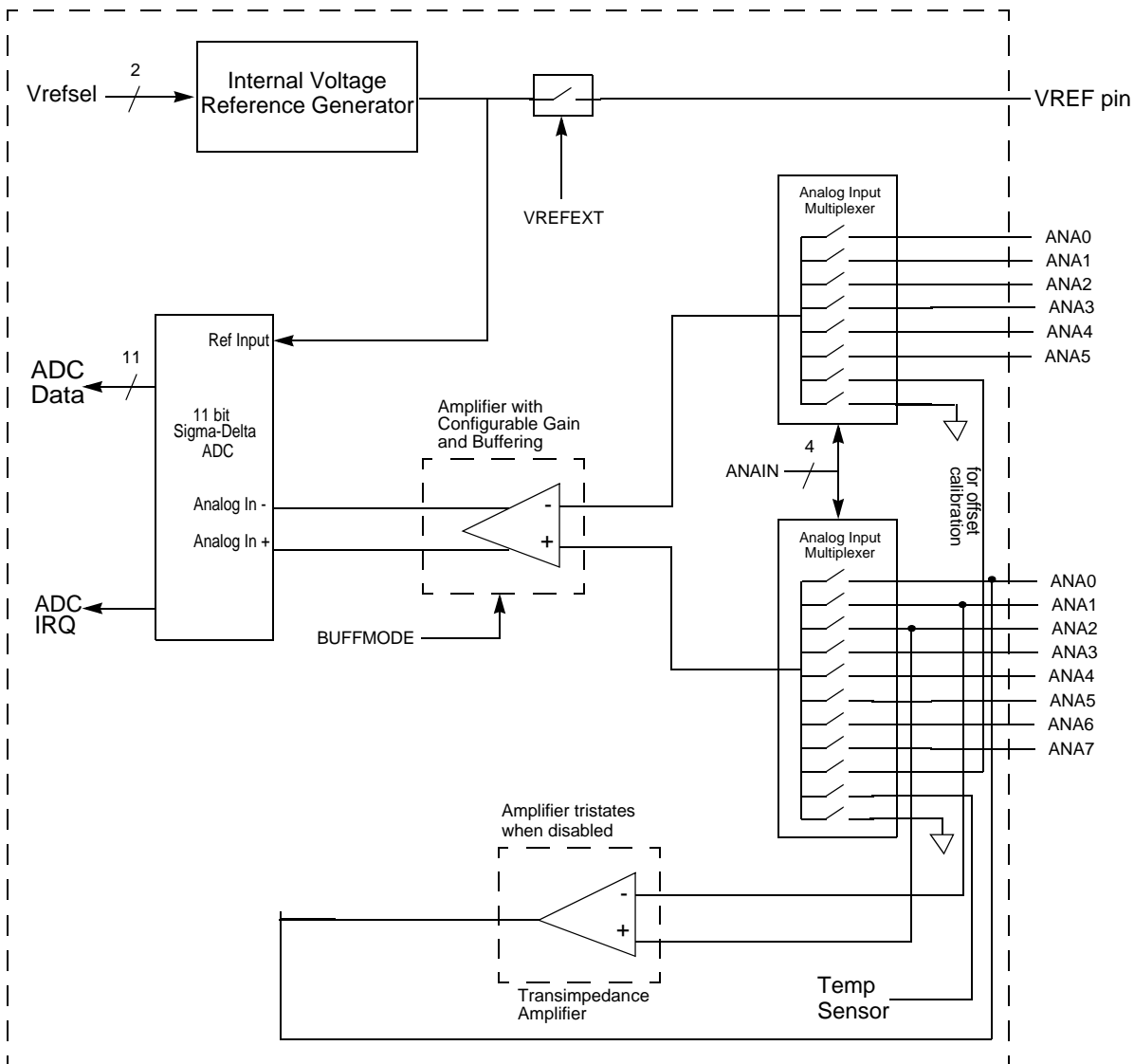


Figure 18. Analog-to-Digital Converter Block Diagram

## Operation

### Data Format

In both SINGLE-ENDED and DIFFERENTIAL modes, the output of the ADC is an 11-bit, signed, two's complement digital value. In DIFFERENTIAL mode, the ADC can out-



put values across the entire 11-bit range, from -1024 to +1023. In SINGLE-ENDED mode, the output generally ranges from 0 to +1023, but offset errors can cause small negative values.

The ADC registers return 13 bits of data, but the two LSBs are intended for compensation use only. When the compensation routine is performed on the 13 bit raw ADC value, two bits of resolution are lost because of a rounding error. As a result, the final value is an 11-bit number.

## Automatic Powerdown

If the ADC is idle (no conversions in progress) for 160 consecutive system clock cycles, portions of the ADC are automatically powered down. From this powerdown state, the ADC requires 40 system clock cycles to powerup. The ADC powers up when a conversion is requested by the ADC Control register.

## Single-Shot Conversion

When configured for single-shot conversion, the ADC performs a single analog-to-digital conversion on the selected analog input channel. After completion of the conversion, the ADC shuts down. The steps for setting up the ADC and initiating a single-shot conversion are as follows:

1. Enable the acceptable analog inputs by configuring the general-purpose I/O pins for alternate function. This configuration disables the digital input and output drivers.
2. Write the **ADC High Threshold Register** and **ADC Low Threshold Register** if the alarm function is required.
3. Write the **ADC Control/Status Register 1** to configure the ADC
  - Write to BUFMODE[2:0] to select SINGLE-ENDED or DIFFERENTIAL mode, as well as unbuffered, buffered, 20x buffered gain (in DIFFERENTIAL mode only) or TRANSIMPEDANCE mode
  - If the alarm function is required, set ALMHEN and/or ALMLLEN
  - Write the REFSELH bit of the pair {REFSELH, REFSELL} to select the internal voltage reference level or to disable the internal reference. The REFSELH bit is contained in the **ADC Control/Status Register 1**.
4. Write to the **ADC Control Register 0** to configure the ADC and begin the conversion. The bit fields in the ADC Control register can be written simultaneously:
  - Write to the ANAIN[3:0] field to select from the available analog input sources (different input pins available depending on the device)
  - Clear CONT to 0 to select a single-shot conversion.



- If the internal voltage reference must be output to a pin, set the REFEXT bit to 1. The internal voltage reference must be enabled in this case.
  - Write the REFSELL bit of the pair {REFSELH, REFSELL} to select the internal voltage reference level or to disable the internal reference. The REFSELL bit is contained in the **ADC Control Register 0**.
  - Set CEN to 1 to start the conversion.
5. CEN remains 1 while the conversion is in progress. A single-shot conversion requires 5129 system clock cycles to complete. If a single-shot conversion is requested from an ADC powered-down state, the ADC uses 40 additional clock cycles to power-up before beginning the 5129 cycle conversion.
  6. When the conversion is complete, the ADC control logic performs the following operations:
    - 11-bit two's-complement result written to {ADCD\_H[7:0], ADCD\_L[7:5]}.
    - CEN resets to 0 to indicate the conversion is complete.
    - If the High and Low alarms are disabled, an interrupt request is sent to the Interrupt Controller denoting conversion complete.
    - If the High alarm is enabled and the ADC value is higher than the alarm threshold, an interrupt is generated.
    - If the Low alarm is enabled and the ADC value is lower than the alarm threshold, an interrupt is generated.
  7. If the ADC remains idle for 160 consecutive system clock cycles, it is automatically powered-down.

## Continuous Conversion

When configured for continuous conversion, the ADC continuously performs an analog-to-digital conversion on the selected analog input. Each new data value over-writes the previous value stored in the ADC Data registers. An interrupt is generated after each conversion.



**Caution:** In CONTINUOUS mode, ADC updates are limited by the input signal bandwidth of the ADC and the latency of the ADC and its digital filter. Step changes at the input are not detected at the next output from the ADC. The response of the ADC (in all modes) is limited by the input signal bandwidth and the latency.

Follow these steps for setting up the ADC and initiating continuous conversion:

1. Enable the acceptable analog input by configuring the general-purpose I/O pins for alternate function. This action disables the digital input and output driver.
2. Write the **ADC High Threshold Register** and **ADC Low Threshold Register** if the alarm function is required.



3. Write the **ADC Control/Status Register 1** to configure the ADC
  - Write to `BUFMODE[2:0]` to select SINGLE-ENDED or DIFFERENTIAL mode, as well as unbuffered, buffered, 20x buffered gain (in differential mode only) or transimpedance mode
  - If the alarm function is required, set `ALMHEN` and/or `ALMLEN`
  - Write the `REFSELH` bit of the pair {`REFSELH`, `REFSELL`} to select the internal voltage reference level or to disable the internal reference. The `REFSELH` bit is contained in the **ADC Control/Status Register 1**.
4. Write to the **ADC Control Register 0** to configure the ADC for continuous conversion. The bit fields in the ADC Control register may be written simultaneously:
  - Write to the `ANAIN[3:0]` field to select from the available analog input sources (different input pins available depending on the device)
  - Set `CONT` to 1 to select continuous conversion.
  - If the internal `VREF` must be output to a pin, set the `REFEXT` bit to 1. The internal voltage reference must be enabled in this case.
  - Write the `REFSELL` bit of the pair {`REFSELH`, `REFSELL`} to select the internal voltage reference level or to disable the internal reference. The `REFSELL` bit is contained in **ADC Control Register 0**.
  - Set `CEN` to 1 to start the conversions.
5. When the first conversion in continuous operation is complete (after 5129 system clock cycles, plus the 40 cycles for power-up, if necessary), the ADC control logic performs the following operations:
  - `CEN` resets to 0 to indicate the first conversion is complete. `CEN` remains 0 for all subsequent conversions in continuous operation.
  - An interrupt request is sent to the Interrupt Controller to indicate the conversion is complete.
6. The ADC writes a new data result every 256 system clock cycles. For each completed conversion, the ADC control logic performs the following operations:
  - Writes the 11-bit two's complement result to {`ADCD_H[7:0]`, `ADCD_L[7:5]`}.
  - If the high and low alarms are disabled, sends an interrupt request to the Interrupt Controller denoting conversion complete.
  - If the high alarm is enabled and the ADC value is higher than the alarm threshold, generates an interrupt.
  - If the low alarm is enabled and the ADC value is lower than the alarm threshold, generates an interrupt.
7. To disable continuous conversion, clear the `CONT` bit in the ADC Control Register to 0.



## Programmable Trigger Point Alarm

The ADC contains two programmable trigger values, a high and a low. Each of these values is 8 bits and is NOT a two's complement number. The alarm is intended primarily for single ended operation and so the alarm values reflect positive numbers only. Both thresholds have independent control and status bits.

When enabled and the ADC bits exceed the high threshold, an ADC interrupt is asserted and the high threshold status bit is set. When enabled and the ADC bits are less than the low threshold, an ADC interrupt is asserted and the low threshold status bit is set.

Because the alarm value is positive it is compared to the most significant 8 data bits of the ADC values, excluding the sign bit. The ADC alarm bits are compared to {ADCD\_H[6:0],ADCD\_L[7]}. Alternatively, the alarm value is compared to the ADC value shifted left by one bit. Negative ADC values never trigger the high alarm and always trigger the low alarm. Because the ADC output is software compensated for offset, negative (pre-compensated) values can occur in SINGLE-ENDED mode.

The alarm is used in CONTINUOUS mode, in which it no longer is required to service an interrupt for each ADC sample. If used in SINGLE-SHOT mode, the ADC never interrupts the CPU unless the single sample triggers an alarm.

The alarm status bits are updated on each conversion, regardless of the alarm enable bit values. The alarm enable bits only determine whether or not an interrupt is generated.

## Interrupts

The ADC is able to interrupt the CPU under three conditions:

- When a conversion has been completed
- When the 8 Most Significant Bits of a sample exceed the programmable high threshold ADCTHI[7:0]
- When the 8 Most Significant Bits of a sample is less than the programmable low threshold ADCTLO[7:0]

The conversion interrupt occurs when the ADC is enabled and both alarms are disabled. When either or both alarms are enabled, the conversion interrupt is disabled and only the alarm interrupts occur.

When the ADC is disabled, none of the three sources cause an interrupt to be asserted; however, an interrupt pending when the ADC is disabled is not cleared.

The three interrupt events share a common CPU interrupt. The interrupt service routine must query the ADC status register to determine the cause of an ADC interrupt. The register bits denoting ADC alarm status can only be set by hardware and are cleared by writing a 1.



## Calibration and Compensation

The Z8 Encore! XP<sup>®</sup> F08xA Series ADC can be factory calibrated for offset error and gain error, with the compensation data stored in Flash memory. Alternatively, user code can perform its own calibration, storing the values into Flash themselves. Thirdly, the user code can perform a manual offset calibration during DIFFERENTIAL mode operation.

### Factory Calibration

Devices that have been factory calibrated contain 30 bytes of calibration data in the Flash option bit space. This data consists of 3 bytes for each input mode. See “ZiLOG Calibration Bits” on page 145. There is 1 byte for offset, 2 bytes for gain correction.

### User Calibration

If the user has precision references available, its own external calibration can be performed using any of the three available input modes. Because the calibration data considers buffer offset and non-linearity, it is recommended that this calibration be performed separately for each of the ADC input modes planned for use.

### Manual Offset Calibration

When uncalibrated, the ADC has significant offset (up to 35 mV with unity gain and up to 250 mV in 20x gain mode). Subsequently, manual offset calibration capability is built into the block. When the **ADC Control Register 0** sets the input mode (ANAIN[2:0]) to MANUAL OFFSET CALIBRATION mode, the differential inputs to the ADC are shorted together by an internal switch. Reading the ADC value at this point produces 0 in an ideal system. The value actually read is the ADC offset. This value can be stored in flash and accessed by user code to compensate for the input offset error.

There is no provision for manual gain calibration.

### Software Compensation Procedure

The value read from the ADC high and low byte registers are uncompensated. The user mode software must apply gain and offset correction to this uncompensated value for maximum accuracy. The following formula yields the compensated value:

$$ADC_{comp} = (ADC_{uncomp} - OFFCAL) + ((ADC_{uncomp} - OFFCAL) * GAINCAL) / 2^{16}$$

where GAINCAL is the gain calibration byte, OFFCAL is the offset calibration byte and  $ADC_{uncomp}$  is the uncompensated value read from the ADC. The OFFCAL value is in two's complement format, as are the compensated and uncompensated ADC values.

- **Note:** The offset compensation is performed first, followed by the gain compensation. One bit of resolution is lost because of rounding on both the offset and gain computations. As a result the ADC registers read back 13 bits: 1 sign bit, two calibration bits lost to rounding and 10 data bits.

Also note that in the second term, the multiplication should be performed before the division by  $2^{16}$ . Otherwise, the second term will incorrectly evaluate to zero.



**Caution:** Although the ADC can be used without the gain and offset compensation, it does exhibit non-unity gain. Designing the ADC with sub-unity gain reduces noise across the ADC range but requires the ADC results to be scaled by a factor of 8/7.

## Input Buffer Stage

Many applications require the measurement of an input voltage source with a high output impedance. This ADC provides a buffered input for such situations. The drawback of the buffered input is a limitation of the input range. When using unity gain buffered mode, the input signal must be prevented from coming within 300mV of  $V_{SS}$  and 400mV of  $V_{DD}$ . Very small input voltages (less than 300mV) may not be measured in BUFFERED mode.

This condition applies only to the input voltage level (with respect to ground) of each differential input signal. The actual differential input voltage magnitude may be less than 300 mV.

The 20x gain mode has more complicated input signal requirements. Similar to the unity gain buffered mode, both inputs must be prevented from coming within 300mV of either supply. Because of the limitations in the output swing of the 20x gain stage, the following additional constraints apply:

$$430 \text{ mV} < 10 (V_{\text{inp}} - V_{\text{inn}}) + V_{\text{cm}} < V_{\text{DD}} - 430\text{mV}$$

$$430 \text{ mV} < 10 (V_{\text{inn}} - V_{\text{inp}}) + V_{\text{cm}} < V_{\text{DD}} - 430\text{mV}$$

where

$$V_{\text{cm}} = (V_{\text{inp}} - V_{\text{inn}})/2 \text{ (common mode voltage),}$$

$V_{\text{inp}}$  is the positive ADC input voltage,

$V_{\text{inn}}$  is the negative ADC input voltage

These differential mode limitations explain that the common mode voltage of the differential inputs must be significantly above ground and below the supply, and that the differential magnitude must exceed these limitations.

The input range of the unbuffered ADC swings from  $V_{SS}$  to  $V_{DD}$ . Input signals smaller than 300mV must use the unbuffered input mode. If these signals do not contain low output impedances, they might require off-chip buffering.

Signals outside the allowable input range can be used without instability or device damage. Any ADC readings made outside the input range are subject to greater inaccuracy than specified.



## Transimpedance Amplifier

The transimpedance amplifier is a standard operational amplifier designed for current measurements. Each of the three ports of the amplifier is accessible from the package pins. The inverting input is commonly used to connect to the current source. The output node connects an external feedback network to the inverting input. The non-inverting output is required to apply a non-zero bias point. In a standard, single-supply system, this bias point must be substantially above ground to measure positive input currents. The non-inverting input may also be used for offset correction.

The transimpedance amplifier contains only one pin configuration: ANA0 is the output/feedback node, ANA1 is the inverting input and ANA2 is the non-inverting input.

To use the transimpedance amplifier, it must be enabled in the **Power Control Register 0 (PWRCTL0)**. The default state of the transimpedance amplifier is OFF. To use the transimpedance amplifier, the TRAM bit must be cleared, turning it ON (“**Power Control Register 0 (PWRCTL0)**” on page 30). When making normal ADC measurements on ANA0 (not transimpedance measurements), the TRAM bit must be OFF. Turning the TRAM bit ON interferes with normal ADC measurements. Finally, this bit enables the amplifier even in STOP mode. If the amplifier is not required in STOP mode, disable it. Failing to perform this results in STOP mode currents greater than specified.

As with other ADC measurements, any pins used for analog purposes must be configured as such in the GPIO registers (see “**Port A–D Alternate Function Sub-Registers**” on page 39).

Standard transimpedance measurements are made on ANA0, as selected by the ANAIN[3:0] bits of **ADC Control Register 0**. It is also possible to make single-ended measurements on ANA1 and ANA2 while the amplifier is enabled, which is often useful for determining offset conditions.

The **BUFFMODE**[2:0] bits of **ADC Control/Status Register 1** must also be configured for single-ended, unity-gain buffered operation. Using the transimpedance amplifier in an unbuffered or differential mode is not recommended.

When either input is overdriven, the amplifier output saturates at the positive or negative supply voltage. No instability results.



## ADC Control Register Definitions

### ADC Control Register 0

The ADC Control register selects the analog input channel and initiates the analog-to-digital conversion.

**Table 70. ADC Control Register 0 (ADCCTL0)**

BITS	7	6	5	4	3	2	1	0
FIELD	CEN	REFSELL	REFEXT	CONT	ANAIN[3:0]			
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F70H							

CEN—Conversion Enable

0 = Conversion is complete. Writing a 0 produces no effect. The ADC automatically clears this bit to 0 when a conversion is complete.

1 = Begin conversion. Writing a 1 to this bit starts a conversion. If a conversion is already in progress, the conversion restarts. This bit remains 1 until the conversion is complete.

REFSELL—Voltage Reference Level Select Low Bit; in conjunction with the High bit (REFSELH) in **ADC Control/Status Register 1**, this determines the level of the internal voltage reference; the following details the effects of {REFSELH, REFSELL}; note that this reference is independent of the Comparator reference

00= Internal Reference Disabled, reference comes from external pin

01= Internal Reference set to 1.0 V

10= Internal Reference set to 2.0 V (default)

11= Reserved

REFEXT - External Reference Select

0 = External reference buffer is disabled; Vref pin is available for GPIO functions

1 = The internal ADC reference is buffered and connected to the Vref pin

CONT

0 = Single-shot conversion. ADC data is output once at completion of the 5129 system clock cycles

1 = Continuous conversion. ADC data updated every 256 system clock cycles

ANAIN[3:0]—Analog Input Select

These bits select the analog input for conversion. Not all Port pins in this list are available in all packages for the Z8 Encore! XP<sup>®</sup> F08xA Series. Refer to the chapter “**Pin Description**” on **page 7** for information regarding the Port pins available with each package style. Do not enable unavailable analog inputs. Usage of these bits changes depending on the buffer mode selected in **ADC Control/Status Register 1**.



For the reserved values, all input switches are disabled to avoid leakage or other undesirable operation. ADC samples taken with reserved bit settings are undefined.

Single-Ended:

- 0000 = ANA0 (transimpedance amp output when enabled)
- 0001 = ANA1 (transimpedance amp inverting input)
- 0010 = ANA2 (transimpedance amp non-inverting input)
- 0011 = ANA3
- 0100 = ANA4
- 0101 = ANA5
- 0110 = ANA6
- 0111 = ANA7
- 1000 = Reserved
- 1001 = Reserved
- 1010 = Reserved
- 1011 = Reserved
- 1100 = Hold transimpedance input nodes (ANA1 and ANA2) to ground.
- 1101 = Reserved
- 1110 = Temperature Sensor.
- 1111 = Manual Offset Calibration Mode.

Differential (non-inverting input and inverting input respectively):

- 0000 = ANA0 and ANA1
- 0001 = ANA2 and ANA3
- 0010 = ANA4 and ANA5
- 0011 = ANA1 and ANA0
- 0100 = ANA3 and ANA2
- 0101 = ANA5 and ANA4
- 0110 = ANA6 and ANA5
- 0111 = ANA0 and ANA2
- 1000 = ANA0 and ANA3
- 1001 = ANA0 and ANA4
- 1010 = ANA0 and ANA5
- 1011 = Reserved
- 1100 = Reserved
- 1101 = Reserved
- 1110 = Reserved
- 1111 = Manual Offset Calibration Mode





## ADC Control/Status Register 1

The second ADC Control register configures the input buffer stage, enables the threshold interrupts and contains the status of both threshold triggers.

**Table 71. ADC Control/Status Register 1 (ADCCTL1)**

BITS	7	6	5	4	3	2	1	0
FIELD	REFSELH	ALMHST	ALMLST	ALMHEN	ALMLEN	BUFMODE[2:0]		
RESET	1	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F71H							

**REFSELH**—Voltage Reference Level Select High Bit; in conjunction with the Low bit (**REFSELL**) in **ADC Control Register 0**, this determines the level of the internal voltage reference; the following details the effects of {**REFSELH**, **REFSELL**}; this reference is independent of the Comparator reference

00= Internal Reference Disabled, reference comes from external pin

01= Internal Reference set to 1.0 V

10= Internal Reference set to 2.0 V (default)

11= Reserved

**ALMHST**—Alarm High Status; this bit can only be set by hardware and must be written with a 1 to clear

0= No alarm occurred.

1= A high threshold alarm occurred.

**ALMLST**—Alarm Low Status; this bit can only be set by hardware and must be written with a 1 to clear

0= No alarm occurred.

1= A low threshold alarm occurred.

**ALMHEN**—Alarm High Enable

0= Alarm interrupt for high threshold is disabled. The alarm status bit remains set when the alarm threshold is passed.

1= High threshold alarm interrupt is enabled.

**ALMLEN**—Alarm Low Enable

0= Alarm interrupt for low threshold is disabled. The alarm status bit remains set when the alarm threshold is passed.

1= Low threshold alarm interrupt is enabled.

**BUFMODE[2:0]** - Input Buffer Mode Select

000 = Single-ended, unbuffered input

001 = Single-ended, buffered input with unity gain

010 = Reserved

011 = Reserved



- 100 = Differential, unbuffered input
- 101 = Differential, buffered input with unity gain
- 110 = Reserved
- 111 = Differential, buffered input with 20x gain

### ADC Data High Byte Register

The ADC Data High Byte register contains the upper eight bits of the ADC output. The output is an 11-bit two’s complement value. During a single-shot conversion, this value is invalid. Access to the ADC Data High Byte register is read-only. Reading the ADC Data High Byte register latches data in the ADC Low Bits register.

**Table 72. ADC Data High Byte Register (ADCD\_H)**

BITS	7	6	5	4	3	2	1	0
FIELD	ADCDH							
RESET	X	X	X	X	X	X	X	X
R/W	R	R	R	R	R	R	R	R
ADDR	F72H							

ADCDH—ADC Data High Byte

This byte contains the upper eight bits of the ADC output. These bits are not valid during a single-shot conversion. During a continuous conversion, the most recent conversion output is held in this register. These bits are undefined after a Reset.

### ADC Data Low Bits Register

The ADC Data Low Byte register contains the lower bits of the ADC output as well as an overflow status bit. The output is a 11-bit two’s complement value. During a single-shot conversion, this value is invalid. Access to the ADC Data Low Byte register is read-only. Reading the ADC Data High Byte register latches data in the ADC Low Bits register.

**Table 73. ADC Data Low Bits Register (ADCD\_L)**

BITS	7	6	5	4	3	2	1	0
FIELD	ADCDL			Reserved				OVF
RESET	X	X	X	X	X	X	X	X
R/W	R	R	R	R	R	R	R	R
ADDR	F73H							

ADCDL—ADC Data Low Bits

These bits are the least significant three bits of the 11-bits of the ADC output. These bits are undefined after a Reset.



Reserved—Must be undefined.

OVF—Overflow Status

0= An overflow did not occur in the digital filter for the current sample.

1= An overflow did occur in the digital filter for the current sample.

## ADC High Threshold Register

The ADC High Threshold register is used to set the trigger point above which an ADC sample causes a CPU interrupt.

**Table 74. ADC High Threshold High Byte (ADCTH)**

BITS	7	6	5	4	3	2	1	0
FIELD	ADCTH							
RESET	FF							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F74H							

ADCTH—ADC High Threshold

These bits are compared to the most significant 8 bits of the single-ended ADC value. If the ADC value exceeds this, an interrupt is asserted. The alarm function is not available in DIFFERENTIAL mode.

## ADC Low Threshold Register

The ADC Low Threshold register is used to set the trigger point below which an ADC sample causes a CPU interrupt.

**Table 75. ADC Low Threshold High Byte (ADCTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	ADCTL							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F76H							

ADCTL—ADC Low Threshold

These bits are compared to the most significant 8 bits of the single-ended ADC value. If the ADC value drops below this value an interrupt is asserted. The alarm function is not available in DIFFERENTIAL mode.

# Comparator

## Overview

The Z8 Encore! XP<sup>®</sup> F08xA Series devices feature a general purpose comparator that compares two analog input signals. A GPIO (CINP) pin provides the positive comparator input. The negative input (CINN) may be taken from either an external GPIO pin or an internal reference. The output is available as an interrupt source or can be routed to an external pin using the GPIO multiplex. Features include:

- 2 inputs which can be connected up using the GPIO multiplex (MUX)
- 1 input can be connected to a programmable internal reference
- 1 input can be connected to the on-chip temperature sensor
- Output can be either an interrupt source or an output to an external pin

## Operation

One of the comparator inputs may be connected to an internal reference which is a user selectable reference that is user programmable with 200 mV resolution.

The comparator may be powered down to save on supply current. See the **Power Control Register 0** on page 29 for details.



**Caution:** Because of the propagation delay of the comparator, it is not recommended to enable the comparator without first disabling interrupts and waiting for the comparator output to settle. Doing so can result in spurious interrupts after comparator enabling. The following example shows how to safely enable the comparator:

```
di
ld cmp0
nop
nop      ; wait for output to settle
clr irq0 ; clear any spurious interrupts pending
ei
```



## Comparator Control Register Definitions

### Comparator Control Register

The Comparator Control Register (CMPCTL) configures the comparator inputs and sets the value of the internal voltage reference.

**Table 76. Comparator Control Register (CMP0)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	INPSEL	INNSEL	REFLVL				Reserved	
<b>RESET</b>	0	0	0	1	0	1	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	F90H							

INPSEL—Signal Select for Positive Input

0 = GPIO pin used as positive comparator input

1 = temperature sensor used as positive comparator input

INNSEL—Signal Select for Negative Input

0 = internal reference disabled, GPIO pin used as negative comparator input

1 = internal reference enabled as negative comparator input

REFLVL—Internal Reference Voltage Level (note that this reference is independent of the ADC voltage reference)

0000 = 0.0 V

0001 = 0.2 V

0010 = 0.4 V

0011 = 0.6 V

0100 = 0.8 V

0101 = 1.0 V (Default)

0110 = 1.2 V

0111 = 1.4 V

1000 = 1.6 V

1001 = 1.8 V

1010–1111 = Reserved



# Temperature Sensor

## Overview

The on-chip Temperature Sensor allows the user the ability to measure temperature on the die to an accuracy of roughly  $\pm 7^{\circ}\text{C}$  over a range of  $-40$  to  $+105^{\circ}\text{C}$ . Over a reduced range, the accuracy is significantly better. This block is a moderately accurate temperature sensor for low power applications where high accuracy is not required. Uncalibrated accuracy is significantly worse, therefore the temperature sensor is not recommended for untrimmed use.

- On-chip temperature sensor
- $\pm 7^{\circ}\text{C}$  full-range accuracy for calibrated version
- $\pm 1.5^{\circ}\text{C}$  accuracy over the range of  $20^{\circ}\text{C}$  to  $30^{\circ}\text{C}$
- Flash recalibration capability

## Operation

The on-chip temperature sensor is a PTAT (proportional to absolute temperature) topology which has provision for zero point calibration. A pair of Flash option bytes contain the calibration data. The temperature sensor can be disabled by a bit in the **Power Control Register 0** (page 29) to reduce power consumption.

The temperature sensor can be directly read by the ADC to determine the absolute value of its output. The temperature sensor output is also available as an input to the comparator for threshold type measurement determination. The accuracy of the sensor when used with the comparator is substantially less than when measured by the ADC.

If the temperature sensor is routed to the ADC, the ADC **must** be configured in unity-gain buffered mode (See “**Input Buffer Stage**” on page 115.) The value read back from the ADC is a signed number, although it is always positive.

Maximum accuracy can be obtained by customer re-trimming the sensor using an external reference and using a high-precision external reference in the target application.

During normal operation, the die undergoes heating that will cause a mismatch between the ambient temperature and that measured by the sensor. For best results, the XP device should be placed into STOP mode for sufficient time such that the die and ambient temperatures converge (this time will be dependent on the thermal design of the system). The temperature sensor measurement should then be made immediately after recovery from STOP mode.



The following equation defines the transfer function between the temperature sensor output voltage and the die temperature:

$$T = 100 * V - 77 \text{ (where T is the temperature in C; V is the sensor output in Volts)}$$

Assuming a compensated ADC measurement, the following equation defines the relationship between the ADC reading and the die temperature:

$$T = (25/128) * \text{ADC} - 77 \text{ (where T is the temperature in C; ADC is the 10 bit compensated ADC value)}$$

## Calibration

The temperature sensor undergoes calibration during the manufacturing process and is maximally accurate only at 30°C. Accuracy decreases as measured temperatures move further from the calibration point.

Because this sensor is an on-chip sensor it is recommended that the user account for the difference between ambient and die temperature when inferring ambient temperature conditions.



# Flash Memory

## Overview

The products in the Z8 Encore! XP<sup>®</sup> F08xA Series features 8KB (8192) KB of non-volatile Flash memory with read/write/erase capability. The Flash Memory can be programmed and erased in-circuit by either user code or through the On-Chip Debugger.

The Flash memory array is arranged in pages with 512 bytes per page. The 512-byte page is the minimum Flash block size that can be erased. Each page is divided into 8 rows of 64 bytes.

For program/data protection, the Flash memory is also divided into sectors. In the Z8 Encore! XP<sup>®</sup> F08xA Series, these sectors are 1024 bytes in size; so the Flash memory is divided into eight sectors.

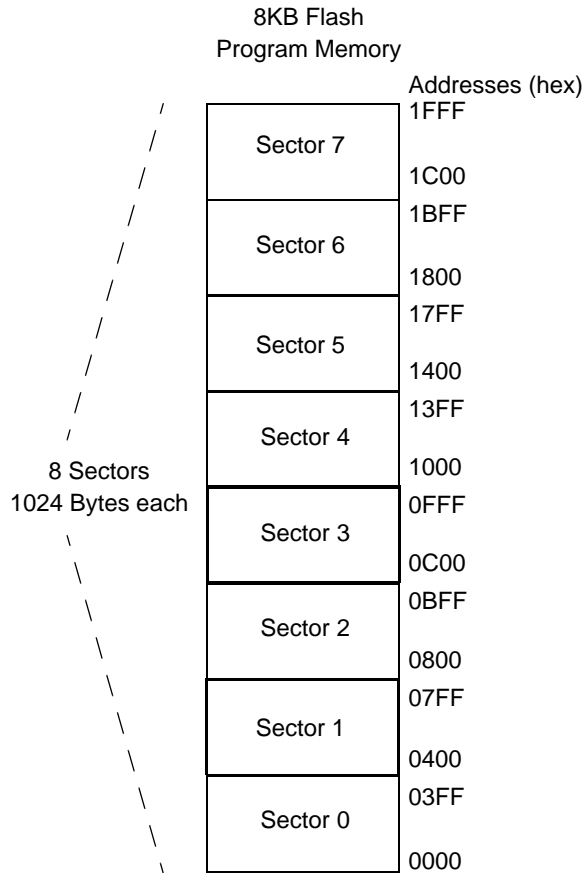
The first 2 bytes of the Flash Program memory are used as Flash Option Bits. Refer to the chapter “Flash Option Bits” on page 138 for more information about their operation.

Table 77 describes the Flash memory configuration for each device in the Z8 Encore! XP<sup>®</sup> F08xA Series. Figure 19 illustrates the Flash memory arrangement.

**Table 77. Z8 Encore! XP<sup>®</sup> F08xA Series Flash Memory Configurations**

Part Number	Flash Size KB (Bytes)	Flash Pages	Program Memory Addresses	Flash Sector Size (bytes)
Z8 Encore! XP <sup>®</sup> F08xA Series	8 (8192)	16	0000H–1FFFH	1024





**Figure 19. Flash Memory Arrangement**

## Flash Information Area

The Flash information area is separate from program memory and is mapped to the address range FE00H to FFFFH. Not all of these addresses are user accessible. Factory trim values for the analog peripherals are stored here. Factory calibration data for the ADC is also stored here.



## Operation

The Flash Controller programs and erases Flash memory. The Flash Controller provides the proper Flash controls and timing for byte programming, Page Erase, and Mass Erase of Flash memory.

The Flash Controller contains several protection mechanisms to prevent accidental programming or erasure. These mechanisms operate on the page, sector and full-memory levels.

The Flow Chart in Figure 20 illustrates basic Flash Controller operation. The following subsections provide details about the various operations (Lock, Unlock, Byte Programming, Page Protect, Page Unprotect, Page Select Page Erase, and Mass Erase) listed in Figure 20.

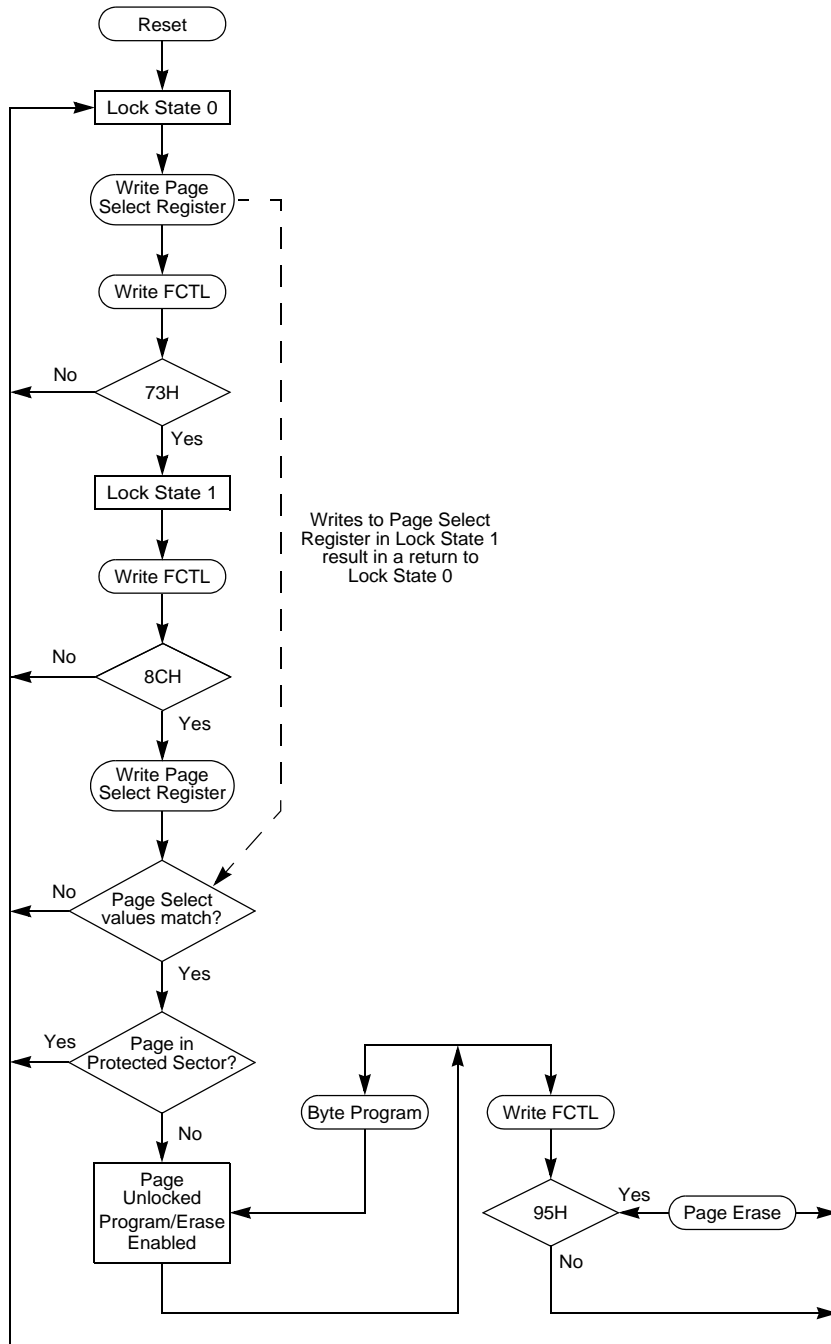


Figure 20. Flash Controller Operation Flow Chart



## Flash Operation Timing Using the Flash Frequency Registers

Before performing either a program or erase operation on Flash memory, the user must first configure the Flash Frequency High and Low Byte registers. The Flash Frequency registers allow programming and erasing of the Flash with system clock frequencies ranging from 32KHz (32768Hz) through 20MHz.

The Flash Frequency High and Low Byte registers combine to form a 16-bit value, `FFREQ`, to control timing for Flash program and erase operations. The 16-bit binary Flash Frequency value must contain the system clock frequency (in KHz). This value is calculated using the following equation:

$$\text{FFREQ}[15:0] = \frac{\text{System Clock Frequency (Hz)}}{1000}$$



**Caution:** Flash programming and erasure are not supported for system clock frequencies below 32KHz (32768Hz) or above 20MHz. The Flash Frequency High and Low Byte registers must be loaded with the correct value to ensure operation of the Z8 Encore! XP<sup>®</sup> F08xA Series devices.

## Flash Code Protection Against External Access

The user code contained within the Flash memory can be protected against external access with the On-Chip Debugger. Programming the `FRP` Flash Option Bit prevents reading of the user code with the On-Chip Debugger. Refer to the chapter “Flash Option Bits” on page 138 and the chapter “On-Chip Debugger” on page 148 for more information.

## Flash Code Protection Against Accidental Program and Erasure

The Z8 Encore! XP<sup>®</sup> F08xA Series provides several levels of protection against accidental program and erasure of the Flash memory contents. This protection is provided by a combination of the Flash Option bits, the register locking mechanism, the page select redundancy and the sector level protection control of the Flash Controller.

### Flash Code Protection Using the Flash Option Bits

The `FHSWP` and `FWP` Flash Option Bits combine to provide three levels of Flash Program Memory protection as listed in Table 78. Refer to the chapter “Flash Option Bits” on page 138 for more information.



**Table 78. Flash Code Protection Using the Flash Option Bits**

FHSWP	FWP	Flash Code Protection Description
0	0	Programming and erasing disabled for all of Flash Program Memory. In user code programming, Page Erase, and Mass Erase are all disabled. Mass Erase is available through the On-Chip Debugger.
0 or 1	1	Programming, Page Erase, and Mass Erase are enabled for all of Flash Program Memory.

### Flash Code Protection Using the Flash Controller

At Reset, the Flash Controller locks to prevent accidental program or erasure of the Flash memory. To program or erase the Flash memory, first write the Page Select Register with the target page. Unlock the Flash Controller by making two consecutive writes to the Flash Control register with the values 73H and 8CH, sequentially. The Page Select Register must be rewritten with the same page previously stored there. If the two Page Select writes do not match, the controller reverts to a locked state. If the two writes match, the selected page becomes active. See Figure 20 for details.

After unlocking a specific page, the user can enable either Page Program or Erase. Writing the value 95H causes a Page Erase only if the active page resides in a sector that is not protected. Any other value written to the Flash Control register locks the Flash Controller. Mass Erase is not allowed in the user code but only in through the Debug Port.

After unlocking a specific page, the user can also write to any byte on that page. After a byte is written, the page remains unlocked, allowing for subsequent writes to other bytes on the same page. Further writes to the Flash Control Register cause the active page to revert to a locked state.

### Sector Based Flash Protection

The final protection mechanism is implemented on a per-sector basis. The Flash memories of Z8 Encore!<sup>®</sup> devices are divided into maximum number of 8 sectors. A sector is 1/8 of the total size of the Flash memory, unless this value is smaller than the page size, in which case the sector and page sizes are equal. On the Z8 Encore! XP<sup>®</sup> F08xA Series devices, the sector size is 1024 bytes, equal to twice the page size.

The Sector Protect Register controls the protection state of each Flash sector. This register is shared with the Page Select Register. It is accessed by writing 73H followed by 5EH to the Flash controller. The next write to the Flash Control Register targets the Sector Protect Register.

The Sector Protect Register is initialized to 0 on reset, putting each sector into an unprotected state. When a bit in the Sector Protect Register is written to 1, the corresponding



sector can no longer be written or erased. After a bit of the Sector Protect Register has been set, it can not be cleared except by powering down the device.

## Byte Programming

The Flash Memory is enabled for byte programming after unlocking the Flash Controller and successfully enabling either Mass Erase or Page Erase. When the Flash Controller is unlocked and Mass Erase is successfully enabled, all Program Memory locations are available for byte programming. In contrast, when the Flash Controller is unlocked and Page Erase is successfully enabled, only the locations of the selected page are available for byte programming. An erased Flash byte contains all 1's (FFH). The programming operation can only be used to change bits from 1 to 0. To change a Flash bit (or multiple bits) from 0 to 1 requires execution of either the Page Erase or Mass Erase commands.

Byte Programming can be accomplished using the On-Chip Debugger's Write Memory command or eZ8 CPU execution of the LDC or LDCI instructions. Refer to the *eZ8 CPU User Manual* (available for download at [www.zilog.com](http://www.zilog.com)) for a description of the LDC and LDCI instructions. While the Flash Controller programs the Flash memory, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. To exit programming mode and lock the Flash, write any value to the Flash Control register, except the Mass Erase or Page Erase commands.



**Caution:** The byte at each address of the Flash memory cannot be programmed (any bits written to 0) more than twice before an erase cycle occurs.

## Page Erase

The Flash memory can be erased one page (512 bytes) at a time. Page Erasing the Flash memory sets all bytes in that page to the value FFH. The Flash Page Select register identifies the page to be erased. Only a page residing in an unprotected sector can be erased. With the Flash Controller unlocked and the active page set, writing the value 95h to the Flash Control register initiates the Page Erase operation. While the Flash Controller executes the Page Erase operation, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. The eZ8 CPU resumes operation after the Page Erase operation completes. If the Page Erase operation is performed using the On-Chip Debugger, poll the Flash Status register to determine when the Page Erase operation is complete. When the Page Erase is complete, the Flash Controller returns to its locked state.

## Mass Erase

The Flash memory can also be Mass Erased using the Flash Controller, but only by using the On-Chip Debugger. Mass Erasing the Flash memory sets all bytes to the value FFH. With the Flash Controller unlocked and the Mass Erase successfully enabled, writing the value 63H to the Flash Control register initiates the Mass Erase operation. While the Flash



Controller executes the Mass Erase operation, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. Using the On-Chip Debugger, poll the Flash Status register to determine when the Mass Erase operation is complete. When the Mass Erase is complete, the Flash Controller returns to its locked state.

## Flash Controller Bypass

The Flash Controller can be bypassed and the control signals for the Flash memory brought out to the GPIO pins. Bypassing the Flash Controller allows faster Row Programming algorithms by controlling the Flash programming signals directly.

Row programming is recommended for gang programming applications and large volume customers who do not require in-circuit initial programming of the Flash memory. Mass Erase and Page Erase operations are also supported when the Flash Controller is bypassed.

Please refer to the document entitled *Third-Party Flash Programming Support for Z8 Encore!*<sup>®</sup> for more information about bypassing the Flash Controller. This document is available for download at [www.zilog.com](http://www.zilog.com).

## Flash Controller Behavior in Debug Mode

The following changes in behavior of the Flash Controller occur when the Flash Controller is accessed using the On-Chip Debugger:

- The Flash Write Protect option bit is ignored.
- The Flash Sector Protect register is ignored for programming and erase operations.
- Programming operations are not limited to the page selected in the Page Select register.
- Bits in the Flash Sector Protect register can be written to one or zero.
- The second write of the Page Select register to unlock the Flash Controller is not necessary.
- The Page Select register can be written when the Flash Controller is unlocked.
- The Mass Erase command is enabled through the Flash Control register.



**Caution:** For security reasons, flash controller allows only a single page to be opened for write/erase. When writing multiple flash pages, the flash controller must go through the unlock sequence again to select another page.



## Flash Control Register Definitions

### Flash Control Register

The Flash Controller must be unlocked using the Flash Control register before programming or erasing the Flash memory. Writing the sequence 73H 8CH, sequentially, to the Flash Control register unlocks the Flash Controller. When the Flash Controller is unlocked, the Flash memory can be enabled for Mass Erase or Page Erase by writing the appropriate enable command to the FCTL. Page Erase applies only to the active page selected in Flash Page Select register. Mass Erase is enabled only through the On-Chip Debugger. Writing an invalid value or an invalid sequence returns the Flash Controller to its locked state. The Write-only Flash Control Register shares its Register File address with the read-only Flash Status Register

**Table 79. Flash Control Register (FCTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	FCMD							
RESET	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
ADDR	FF8H							

FCMD—Flash Command

73H = First unlock command.

8CH = Second unlock command.

95H = Page Erase command (must be third command in sequence to initiate Page Erase).

63H = Mass Erase command (must be third command in sequence to initiate Mass Erase).

5EH = Enable Flash Sector Protect Register Access

### Flash Status Register

The Flash Status register indicates the current state of the Flash Controller. This register can be read at any time. The read-only Flash Status Register shares its Register File address with the Write-only Flash Control Register.

**Table 80. Flash Status Register (FSTAT)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved		FSTAT					
RESET	0	0	0	0	0	0	0	0





**Table 80. Flash Status Register (FSTAT)**

<b>R/W</b>	R	R	R	R	R	R	R	R
<b>ADDR</b>	FF8H							

Reserved—Must be 0.

FSTAT—Flash Controller Status

000000 = Flash Controller locked.

000001 = First unlock command received (73H written).

000010 = Second unlock command received (8CH written).

000011 = Flash Controller unlocked.

000100 = Sector protect register selected.

001xxx = Program operation in progress.

010xxx = Page erase operation in progress.

100xxx = Mass erase operation in progress

## Flash Page Select Register

The Flash Page Select register shares address space with the Flash Sector Protect Register. Unless the Flash controller is unlocked and written with 5EH, writes to this address target the Flash Page Select Register.

The register is used to select one of the 8 available Flash memory pages to be programmed or erased. Each Flash Page contains 512 bytes of Flash memory. During a Page Erase operation, all Flash memory having addresses with the most significant 7-bits given by FPS[6:0] are chosen for program/erase operation.

**Table 81. Flash Page Select Register (FPS)**

<b>BITS</b>	7	6	5	4	3	2	1	0
<b>FIELD</b>	INFO_EN	PAGE						
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	FF9H							

INFO\_EN—Information Area Enable

0 = Information Area us not selected

1 = Information Area is selected. The Information Area is mapped into the Program Memory address space at addresses FE00H through FFFFH.

PAGE—Page Select

This 7-bit field identifies the Flash memory page for Page Erase and page unlocking.



Program Memory Address[15:9] = PAGE[6:0]. For the Z8F04xx and Z8F02xx devices, the upper 4 bits must always be 0. For the Z8F01xx devices, the upper 5 bits must always be 0.

## Flash Sector Protect Register

The Flash Sector Protect register is shared with the Flash Page Select Register. When the **Flash Control Register** is written with 73H followed by 5EH, the next write to this address targets the Flash Sector Protect Register. In all other cases, it targets the Flash Page Select Register.

This register selects one of the 8 available Flash memory sectors to be protected. The reset state of each Sector Protect bit is an unprotected state. After a sector is protected by setting its corresponding register bit, it cannot be unprotected (the register bit cannot be cleared) without powering down the device.

**Table 82. Flash Sector Protect Register (FPROT)**

BITS	7	6	5	4	3	2	1	0
FIELD	SPROT7	SPROT6	SPROT5	SPROT4	SPROT3	SPROT2	SPROT1	SPROT0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FF9H							

SPROT7-SPROT0—Sector Protection

Each bit corresponds to a 1024 byte Flash sector. For the Z8 Encore! XP<sup>®</sup> F08xA Series devices all bits are used.

## Flash Frequency High and Low Byte Registers

The Flash Frequency High and Low Byte registers combine to form a 16-bit value, FFREQ, to control timing for Flash program and erase operations. The 16-bit binary Flash Frequency value must contain the system clock frequency (in KHz) and is calculated using the following equation:

$$\text{FFREQ}[15:0] = \{ \text{FFREQH}[7:0], \text{FFREQL}[7:0] \} = \frac{\text{System Clock Frequency}}{1000}$$



**Caution:** Flash programming and erasure is not supported for system clock frequencies below 20KHz or above 20MHz. The Flash Frequency High and Low Byte registers must be loaded with the correct value to ensure proper operation of the device.



**Table 83. Flash Frequency High Byte Register (FFREQH)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	FFREQH							
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>ADDR</b>	FFAH							

FFREQH—Flash Frequency High Byte  
High byte of the 16-bit Flash Frequency value.

**Table 84. Flash Frequency Low Byte Register (FFREQL)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	FFREQL							
<b>RESET</b>	0							
<b>R/W</b>	R/W							
<b>ADDR</b>	FFBH							

FFREQL—Flash Frequency Low Byte  
Low byte of the 16-bit Flash Frequency value.



# Flash Option Bits

## Overview

Programmable Flash Option Bits allow user configuration of certain aspects of Z8 Encore! XP<sup>®</sup> F08xA Series operation. The feature configuration data is stored in the Flash Program Memory and read during Reset. The features available for control through the Flash Option Bits are:

- Watch-Dog Timer time-out response selection—interrupt or system reset
- Watch-Dog Timer enabled at Reset
- The ability to prevent unwanted read access to user code in Program Memory
- The ability to prevent accidental programming and erasure of all or a portion of the user code in Program Memory
- Voltage Brown-Out configuration—always enabled or disabled during STOP mode to reduce STOP mode power consumption
- Voltage Brown-Out response selection—interrupt or System Reset
- Oscillator mode selection—for high, medium, and low power crystal oscillators, or external RC oscillator
- Factory trimming information for the Internal Precision Oscillator and Temperature Sensor
- Factory calibration values for ADC compensation

## Operation

### Option Bit Configuration By Reset

Each time the Flash Option Bits are programmed or erased, the device must be Reset for the change to take effect. During any reset operation (System Reset, system reset, or STOP Mode Recovery), the Flash Option Bits are automatically read from the Flash Program Memory and written to Option Configuration registers. The Option Configuration registers control operation of the devices within the Z8 Encore! XP<sup>®</sup> F08xA Series. Option Bit control is established before the device exits Reset and the eZ8 CPU begins code execution. The Option Configuration registers are not part of the Register File and are not accessible for read or write access.



## Option Bit Types

### User Option Bits

The user option bits are contained in the first two bytes of program memory. User access to these bits has been provided because these locations contain application-specific device configurations. The information contained here is lost when page 0 of the program memory is erased.

### Trim Option Bits

The trim option bits are contained in the information page of the Flash memory. These bits are factory programmed values required to optimize the operation of onboard analog circuitry and cannot be permanently altered by the user. Program memory may be erased without endangering these values. It is possible to alter working values of these bits by accessing the Trim Bit Address and Data Registers, but these working values are lost after a power loss.

There are 32 bytes of trim data. To modify one of these values the user code must first write a value between 00H and 1FH into the Trim Bit Address Register. The next write to the Trim Bit Data register changes the working value of the target trim data byte.

Reading the trim data requires the user code to write a value between 00H and 1FH into the Trim Bit Address Register. The next read from the Trim Bit Data register returns the working value of the target trim data byte.

- **Note:** The trim address range is from information address 20-3F only. The remainder of the information page is not accessible through the trim bit address and data registers.

### Calibration Option Bits

The calibration option bits are also contained in the information page. These bits are factory programmed values intended for use in software correcting the device's analog performance. To read these values, the user code must employ the LDC instruction to access the information of the address space, as defined in "Flash Information Area" on page 13.

The following code example shows how to read the calibration data from the flash information area.

```
; get value at info address 60 (FE60h)
ldx FPS, #80 ; enable access to flash info page
ld R0, #FE
ld R1, #60
ldc R2, @RR0 ; R2 now contains the calibration value
```



## Flash Option Bit Control Register Definitions

### Trim Bit Address Register

This register contains the target address for an access to the trim option bits.

**Table 85. Trim Bit Address Register (TRMADR)**

BITS	7	6	5	4	3	2	1	0
FIELD	TRMADR - Trim Bit Address (00H to 1FH)							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FF6H							

### Trim Bit Data Register

This register contains the read or write data for access to the trim option bits.

**Table 86. Trim Bit Data Register (TRMDR)**

BITS	7	6	5	4	3	2	1	0
FIELD	TRMDR - Trim Bit Data							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FF7H							

## Flash Option Bit Address Space

The first two bytes of Flash Program Memory at addresses 0000H and 0001H are reserved for the user-programmable Flash Option Bits.



## Flash Program Memory Address 0000H

Table 87. Flash Option Bits at Program Memory Address 0000H

BITS	7	6	5	4	3	2	1	0
FIELD	WDT_RES	WDT_AO	OSC_SEL[1:0]		VBO_AO	FRP	Reserved	FWP
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Program Memory 0000H							
Note: U = Unchanged by Reset. R/W = Read/Write.								

### WDT\_RES—Watch-Dog Timer Reset

0 = Watch-Dog Timer time-out generates an interrupt request. Interrupts must be globally enabled for the eZ8 CPU to acknowledge the interrupt request.

1 = Watch-Dog Timer time-out causes a system reset. This setting is the default for unprogrammed (erased) Flash.

### WDT\_AO—Watch-Dog Timer Always On

0 = Watch-Dog Timer is automatically enabled upon application of system power. Watch-Dog Timer can not be disabled.

1 = Watch-Dog Timer is enabled upon execution of the WDT instruction. Once enabled, the Watch-Dog Timer can only be disabled by a Reset or STOP Mode Recovery. This setting is the default for unprogrammed (erased) Flash.

### OSC\_SEL[1:0]—Oscillator Mode Selection

00 = On-chip oscillator configured for use with external RC networks (<4MHz).

01 = Minimum power for use with very low frequency crystals (32KHz to 1.0MHz).

10 = Medium power for use with medium frequency crystals or ceramic resonators (0.5MHz to 5.0MHz).

11 = Maximum power for use with high frequency crystals (5.0MHz to 20.0MHz). This setting is the default for unprogrammed (erased) Flash.

### VBO\_AO—Voltage Brown-Out Protection Always On

0 = Voltage Brown-Out Protection is disabled in STOP mode to reduce total power consumption.

1 = Voltage Brown-Out Protection is always enabled including during STOP mode. This setting is the default for unprogrammed (erased) Flash.

### FRP—Flash Read Protect

0 = User program code is inaccessible. Limited control features are available through the On-Chip Debugger.

1 = User program code is accessible. All On-Chip Debugger commands are enabled. This setting is the default for unprogrammed (erased) Flash.

Reserved—Must be 1.



FWP—Flash Write Protect

This Option Bit provides Flash Program Memory protection:

0 = Programming and erasure disabled for all of Flash Program Memory. Programming, Page Erase, and Mass Erase through User Code is disabled. Mass Erase is available using the On-Chip Debugger.

1 = Programming, Page Erase, and Mass Erase are enabled for all of Flash Program Memory.

## Flash Program Memory Address 0001H

Table 88. Flash Options Bits at Program Memory Address 0001H

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved			XTLDIS	Reserved			
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Program Memory 0001H							

Note: U = Unchanged by Reset. R/W = Read/Write.

Reserved—Must be 1.

XTLDIS—State of Crystal Oscillator at Reset

- **Note:** This bit only enables the crystal oscillator, its selection as system clock must be done manually.
- 0 = Crystal oscillator is enabled during reset, resulting in longer reset timing
- 1 = Crystal oscillator is disabled during reset, resulting in shorter reset timing

## Trim Bit Address Space

### Trim Bit Address 0000H

Table 89. Trim Options Bits at Address 0000H (TTEMP0)

BITS	7	6	5	4	3	2	1	0
FIELD	TS_FINE				Reserved	TS_ULTRAFINE		
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Information Page Memory 0020H							

Note: U = Unchanged by Reset. R/W = Read/Write.





TS\_FINE—Temperature Sensor Fine Control Trim Bits  
Contains fine control offset trimming bits for Temperature Sensor.

Reserved—Must be 1.

TS\_ULTRAFINE—Temperature Sensor Ultra Fine Control Trim Bits  
Contains ultra fine control offset trimming bits for Temperature Sensor.

### Trim Bit Address 0001H

**Table 90. Trim Option Bits at 0001H (TTEMP1)**

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved			TS_COARSE				
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Information Page Memory 0021H							

Note: U = Unchanged by Reset. R/W = Read/Write.

Reserved—Must be 1.

TS\_COARSE—Temperature Sensor Coarse Control Trim Bits  
Contains coarse control offset trimming bits for Temperature Sensor.

### Trim Bit Address 0002H

**Table 91. Trim Option Bits at 0002H (TIPO)**

BITS	7	6	5	4	3	2	1	0
FIELD	IPO_TRIM							
RESET	U							
R/W	R/W							
ADDR	Information Page Memory 0022H							

Note: U = Unchanged by Reset. R/W = Read/Write.

IPO\_TRIM—Internal Precision Oscillator Trim Byte  
Contains trimming bits for Internal Precision Oscillator.



### Trim Bit Address 0003H

Table 92. Trim Option Bits at Address 0003H (TLVD)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved			LVD_TRIM				
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Information Page Memory 0023H							

Note: U = Unchanged by Reset. R/W = Read/Write.

Reserved—Must be 1.

LVD\_TRIM—Low Voltage Detect Trim

This trimming affects the low voltage detection threshold. Each LSB represents a 50mV change in the threshold level. Alternatively, the low voltage threshold may be computed from the options bit value by the following equation:

$$\text{LVD\_LVL} = 3.2\text{V} - \text{LVD\_TRIM} * 0.05\text{V}$$

LVD Threshold (V)				
LVD_TRIM	Minimum	Typical	Maximum	Description
00000	TBD	3.20	TBD	Maximum LVD threshold
00001	TBD	3.15	TBD	
00010	TBD	3.10	TBD	
00011	TBD	3.05	TBD	
00100 to 01010	TBD	3.00 to 2.79	TBD	Default on Reset and to be programmed into Flash before customer delivery to ensure 2.7V operation.
01010 to 11111	TBD	2.70 to 1.65	TBD	Minimum LVD threshold



## Trim Bit Address 0004H

Table 93. Trim Option Bits at 0004H (TBG)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved		BG_TRIM					
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Information Page Memory 0024H							
Note: U = Unchanged by Reset. R/W = Read/Write.								

Reserved—Must be 1.

BG\_TRIM—Band Gap Trim Values

Contains factory trimmed values for the band gap output voltage adjustment.

## ZiLOG Calibration Bits

### ADC Calibration Bits

Table 94. ADC Calibration Bits at 0060H-007DH

BITS	7	6	5	4	3	2	1	0
FIELD	ADC_CAL							
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Information Page Memory 0060H-007DH							
Note: U = Unchanged by Reset. R/W = Read/Write.								

ADC\_CAL—Analog to Digital Converter Calibration Values

Contains factory calibrated values for ADC gain and offset compensation. Each of the ten supported modes has one byte of offset calibration and two bytes of gain calibration.

These values are read by user software to compensate ADC measurements as detailed in “Software Compensation Procedure” on page 114. The location of each calibration byte is provided in Table 95.



**Table 95. ADC Calibration Data Location**

<b>Info Page Address</b>	<b>Memory Address</b>	<b>Compensation Usage</b>	<b>ADC Mode</b>	<b>Reference Type</b>
60	FE60	Offset	Single-Ended Unbuffered	Internal 2.0V
08	FE08	Gain High Byte	Single-Ended Unbuffered	Internal 2.0V
09	FE09	Gain Low Byte	Single-Ended Unbuffered	Internal 2.0V
63	FE63	Offset	Single-Ended Unbuffered	Internal 1.0V
0A	FE0A	Gain High Byte	Single-Ended Unbuffered	Internal 1.0V
0B	FE0B	Gain Low Byte	Single-Ended Unbuffered	Internal 1.0V
66	FE66	Offset	Single-Ended Unbuffered	External 2.0V
0C	FE0C	Gain High Byte	Single-Ended Unbuffered	External 2.0V
0D	FE0D	Gain Low Byte	Single-Ended Unbuffered	External 2.0V
69	FE69	Offset	Single Ended 1x Buffered	Internal 2.0V
0E	FE0E	Gain High Byte	Single Ended 1x Buffered	Internal 2.0V
0F	FE0F	Gain Low Byte	Single Ended 1x Buffered	Internal 2.0V
6C	FE6C	Offset	Single Ended 1x Buffered	External 2.0V
10	FE10	Gain High Byte	Single Ended 1x Buffered	External 2.0V
11	FE11	Gain Low Byte	Single Ended 1x Buffered	External 2.0V
6F	FE6F	Offset	Differential Unbuffered	Internal 2.0V
12	FE12	Gain High Byte	Differential Unbuffered	Internal 2.0V
13	FE13	Gain Low Byte	Differential Unbuffered	Internal 2.0V
72	FE72	Offset	Differential Unbuffered	Internal 1.0V
14	FE14	Gain High Byte	Differential Unbuffered	Internal 1.0V
15	FE15	Gain Low Byte	Differential Unbuffered	Internal 1.0V
75	FE75	Offset	Differential Unbuffered	External 2.0V
16	FE16	Gain High Byte	Differential Unbuffered	External 2.0V
17	FE17	Gain Low Byte	Differential Unbuffered	External 2.0V
78	FE78	Offset	Differential 1x Buffered	Internal 2.0V
18	FE18	Gain High Byte	Differential 1x Buffered	Internal 2.0V
19	FE19	Gain Low Byte	Differential 1x Buffered	Internal 2.0V
7B	FE7B	Offset	Differential 1x Buffered	External 2.0V



**Table 95. ADC Calibration Data Location (Continued)**

Info Page Address	Memory Address	Compensation Usage	ADC Mode	Reference Type
1A	FE1A	Gain High Byte	Differential 1x Buffered	External 2.0V
1B	FE1B	Gain Low Byte	Differential 1x Buffered	External 2.0V

## Watchdog Timer Calibration Bits

**Table 96. Watchdog Calibration High Byte at 007EH (WDTCALH)**

BITS	7	6	5	4	3	2	1	0
FIELD	WDTCALH							
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Information Page Memory 007EH							

Note: U = Unchanged by Reset. R/W = Read/Write.

### WDTCALH—Watchdog Timer Calibration High Byte

The WDTCALH and WDTCALL bytes, when loaded into the watchdog timer reload registers result in a one second timeout at room temperature and 3.3V supply voltage. To use the Watch-Dog Timer calibration, user code must load WDTU with 0x00, WDTH with WDTCALH and WDTL with WDTCALL.

**Table 97. Watchdog Calibration Low Byte at 007FH (WDTCALL)**

BITS	7	6	5	4	3	2	1	0
FIELD	WDTCALL							
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Information Page Memory 007FH							

Note: U = Unchanged by Reset. R/W = Read/Write.

### WDTCALL—Watchdog Timer Calibration Low Byte

The WDTCALH and WDTCALL bytes, when loaded into the watchdog timer reload registers result in a one second timeout at room temperature and 3.3V supply voltage. To use the watchdog timer calibration, user code must load WDTU with 0x00, WDTH with WDTCALH and WDTL with WDTCALL.

# On-Chip Debugger

## Overview

The Z8 Encore! XP<sup>™</sup> devices contain an integrated On-Chip Debugger (OCD) that provides advanced debugging features including:

- Reading and writing of the Register File
- Reading and writing of Program and Data Memory
- Setting of Breakpoints and Watchpoints
- Executing eZ8 CPU instructions

## Architecture

The On-Chip Debugger consists of four primary functional blocks: transmitter, receiver, auto-baud detector/generator, and debug controller. Figure 21 illustrates the architecture of the On-Chip Debugger

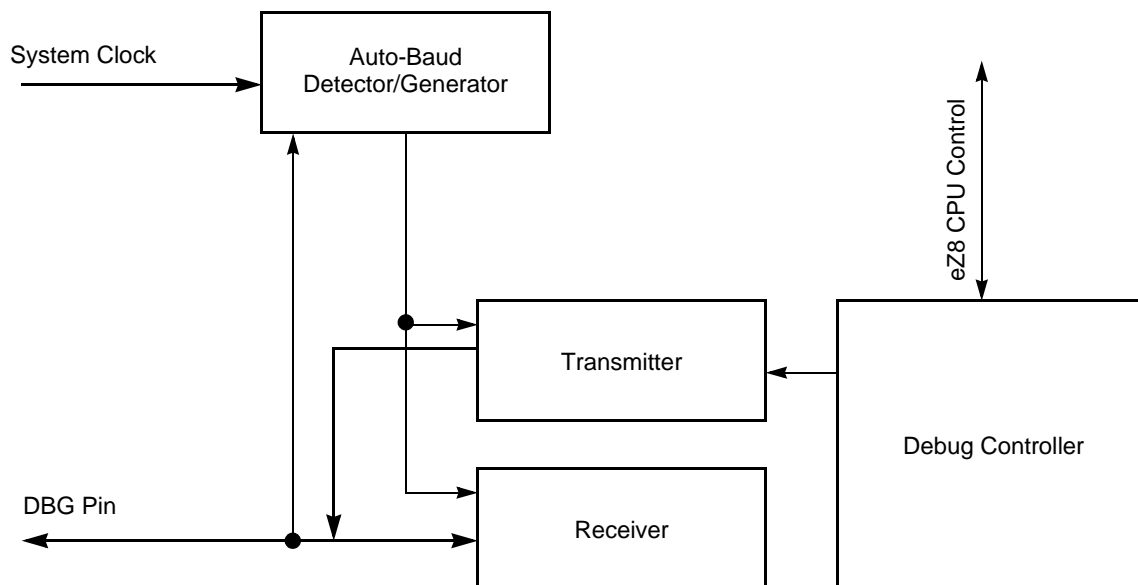


Figure 21. On-Chip Debugger Block Diagram

## Operation

### OCD Interface

The On-Chip Debugger uses the DBG pin for communication with an external host. This one-pin interface is a bi-directional open-drain interface that transmits and receives data. Data transmission is half-duplex, in that transmit and receive cannot occur simultaneously. The serial data on the DBG pin is sent using the standard asynchronous data format defined in RS-232. This pin creates an interface from the Z8 Encore! XP<sup>®</sup> F08xA Series products to the serial port of a host PC using minimal external hardware. Two different methods for connecting the DBG pin to an RS-232 interface are depicted in Figures 22 and 23. The recommended method is the buffered implementation depicted in Figure 23. The DBG pin must always be connected to  $V_{DD}$  through an external pull-up resistor.



**Caution:**

For operation of the On-Chip Debugger, all power pins ( $V_{DD}$  and  $AV_{DD}$ ) must be supplied with power, and all ground pins ( $V_{SS}$  and  $AV_{SS}$ ) must be properly grounded.

The DBG pin is open-drain and must always be connected to  $V_{DD}$  through an external pull-up resistor to insure proper operation.

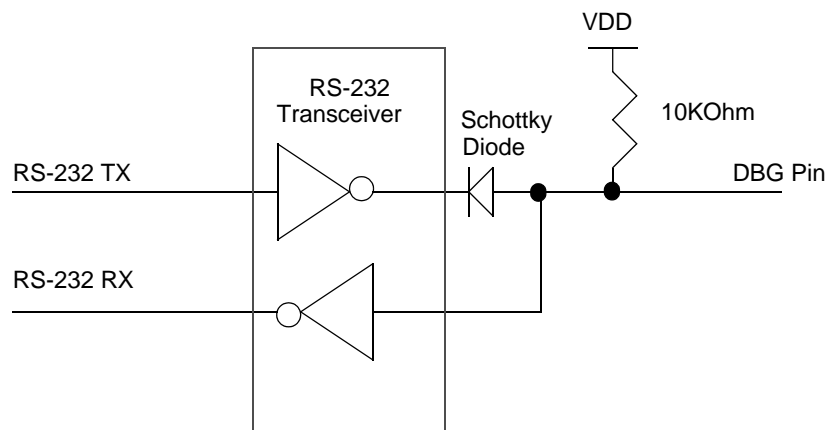
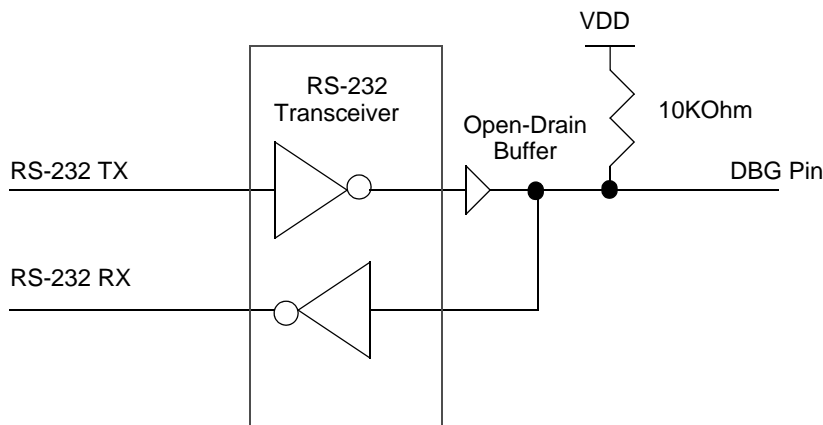


Figure 22. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface (1)



**Figure 23. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface (2)**

## DEBUG Mode

The operating characteristics of the devices in DEBUG mode are:

- The eZ8 CPU fetch unit stops, idling the eZ8 CPU, unless directed by the OCD to execute specific instructions
- The system clock operates unless in STOP mode
- All enabled on-chip peripherals operate unless in STOP mode
- Automatically exits HALT mode
- Constantly refreshes the Watch-Dog Timer, if enabled

### Entering DEBUG Mode

- The device enters DEBUG mode after the eZ8 CPU executes a BRK (Breakpoint) instruction.
- If the DBG pin is held Low during the most recent clock cycle of system reset, the part enters DEBUG mode upon exiting system reset.

### Exiting DEBUG Mode

The device exits DEBUG mode following any of these operations:

- Clearing the DBGMODE bit in the OCD Control Register to 0.
- Power-on reset
- Voltage Brown-Out reset
- Watch-Dog Timer reset





- Asserting the  $\overline{\text{RESET}}$  pin Low to initiate a Reset.
- Driving the DBG pin Low while the device is in STOP mode initiates a System Reset.

## OCD Data Format

The OCD interface uses the asynchronous data format defined for RS-232. Each character is transmitted as 1 Start bit, 8 data bits (least-significant bit first), and 1.5 Stop bits (Figure 24)

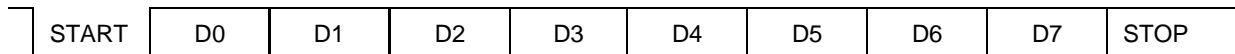


Figure 24.OCD Data Format

## OCD Auto-Baud Detector/Generator

To run over a range of baud rates (data bits per second) with various system clock frequencies, the On-Chip Debugger contains an Auto-Baud Detector/Generator. After a reset, the OCD is idle until it receives data. The OCD requires that the first character sent from the host is the character 80H. The character 80H has eight continuous bits Low (one Start bit plus 7 data bits), framed between High bits. The Auto-Baud Detector measures this period and sets the OCD Baud Rate Generator accordingly.

The Auto-Baud Detector/Generator is clocked by the system clock. The minimum baud rate is the system clock frequency divided by 512. For optimal operation with asynchronous datastreams, the maximum recommended baud rate is the system clock frequency divided by 8. The maximum possible baud rate for asynchronous datastreams is the system clock frequency divided by 4, but this theoretical maximum is possible only for low noise designs with clean signals. Table 98 lists minimum and recommended maximum baud rates for sample crystal frequencies.

Table 98. OCD Baud-Rate Limits

System Clock Frequency (MHz)	Recommended Maximum Baud Rate (Kbps)	Recommended Standard PC Baud Rate (bps)	Minimum Baud Rate (Kbps)
20.0	2500.0	1,843,200	39
1.0	125.0	115,200	1.95
0.032768 (32KHz)	4.096	2400	0.064



If the OCD receives a Serial Break (nine or more continuous bits Low) the Auto-Baud Detector/Generator resets. Reconfigure the Auto-Baud Detector/Generator by sending 80H.

## OCD Serial Errors

The On-Chip Debugger can detect any of the following error conditions on the DBG pin:

- Serial Break (a minimum of nine continuous bits Low)
- Framing Error (received `stop` bit is Low)
- Transmit Collision (OCD and host simultaneous transmission detected by the OCD)

When the OCD detects one of these errors, it aborts any command currently in progress, transmits a four character long Serial Break back to the host, and resets the Auto-Baud Detector/Generator. A Framing Error or Transmit Collision may be caused by the host sending a Serial Break to the OCD. Because of the open-drain nature of the interface, returning a Serial Break back to the host only extends the length of the Serial Break if the host releases the Serial Break early.

The host transmits a Serial Break on the DBG pin when first connecting to the Z8 Encore! XP<sup>®</sup> F08xA Series devices or when recovering from an error. A Serial Break from the host resets the Auto-Baud Generator/Detector but does not reset the OCD Control register. A Serial Break leaves the device in DEBUG mode if that is the current mode. The OCD is held in Reset until the end of the Serial Break when the DBG pin returns High. Because of the open-drain nature of the DBG pin, the host can send a Serial Break to the OCD even if the OCD is transmitting a character.

## Breakpoints

Execution Breakpoints are generated using the BRK instruction (opcode 00H). When the eZ8 CPU decodes a BRK instruction, it signals the On-Chip Debugger. If Breakpoints are enabled, the OCD enters DEBUG mode and idles the eZ8 CPU. If Breakpoints are not enabled, the OCD ignores the BRK signal and the BRK instruction operates as an NOP instruction.

### Breakpoints in Flash Memory

The BRK instruction is opcode 00H, which corresponds to the fully programmed state of a byte in Flash memory. To implement a Breakpoint, write 00H to the required break address, overwriting the current instruction. To remove a Breakpoint, the corresponding page of Flash memory must be erased and reprogrammed with the original data.



## Runtime Counter

The On-Chip Debugger contains a 16-bit Runtime Counter. It counts system clock cycles between Breakpoints. The counter starts counting when the On-Chip Debugger leaves DEBUG mode and stops counting when it enters DEBUG mode again or when it reaches the maximum count of FFFFH.

## On-Chip Debugger Commands

The host communicates to the On-Chip Debugger by sending OCD commands using the DBG interface. During normal operation, only a subset of the OCD commands are available. In DEBUG mode, all OCD commands become available unless the user code and control registers are protected by programming the Flash Read Protect Option bit (FRP). The Flash Read Protect Option bit prevents the code in memory from being read out of the Z8 Encore! XP<sup>®</sup> F08xA Series products. When this option is enabled, several of the OCD commands are disabled. Table 99 on page 158 is a summary of the On-Chip Debugger commands. Each OCD command is described in further detail in the bulleted list following this table. Table 99 also indicates those commands that operate when the device is not in DEBUG mode (normal operation) and those commands that are disabled by programming the Flash Read Protect Option bit.

Debug Command	Command Byte	Enabled when NOT in DEBUG mode?	Disabled by Flash Read Protect Option Bit
Read OCD Revision	00H	Yes	–
Reserved	01H	–	–
Read OCD Status Register	02H	Yes	–
Read Runtime Counter	03H	–	–
Write OCD Control Register	04H	Yes	Cannot clear DBGMODE bit
Read OCD Control Register	05H	Yes	–
Write Program Counter	06H	–	Disabled
Read Program Counter	07H	–	Disabled
Write Register	08H	–	Only writes of the Flash Memory Control registers are allowed. Additionally, only the Mass Erase command is allowed to be written to the Flash Control register.
Read Register	09H	–	Disabled
Write Program Memory	0AH	–	Disabled
Read Program Memory	0BH	–	Disabled



Debug Command	Command Byte	Enabled when NOT in DEBUG mode?	Disabled by Flash Read Protect Option Bit
Write Data Memory	0CH	–	Yes
Read Data Memory	0DH	–	–
Read Program Memory CRC	0EH	–	–
Reserved	0FH	–	–
Step Instruction	10H	–	Disabled
Stuff Instruction	11H	–	Disabled
Execute Instruction	12H	–	Disabled
Reserved	13H–FFH	–	–

In the following bulleted list of OCD Commands, data and commands sent from the host to the On-Chip Debugger are identified by 'DBG ← Command/Data'. Data sent from the On-Chip Debugger back to the host is identified by 'DBG → Data'.

- **Read OCD Revision (00H)**—The Read OCD Revision command determines the version of the On-Chip Debugger. If OCD commands are added, removed, or changed, this revision number changes.

DBG ← 00H  
 DBG → OCDRev[15:8] (Major revision number)  
 DBG → OCDRev[7:0] (Minor revision number)
- **Read OCD Status Register (02H)**—The Read OCD Status Register command reads the OCDSTAT register.

DBG ← 02H  
 DBG → OCDSTAT[7:0]
- **Read Runtime Counter (03H)**—The Runtime Counter counts system clock cycles in between Breakpoints. The 16-bit Runtime Counter counts up from 0000H and stops at the maximum count of FFFFH. The Runtime Counter is overwritten during the Write Memory, Read Memory, Write Register, Read Register, Read Memory CRC, Step Instruction, Stuff Instruction, and Execute Instruction commands.

DBG ← 03H  
 DBG → RuntimeCounter[15:8]  
 DBG → RuntimeCounter[7:0]
- **Write OCD Control Register (04H)**—The Write OCD Control Register command writes the data that follows to the OCDCTL register. When the Flash Read Protect Option Bit is enabled, the DBGMODE bit (OCDCTL[7]) can only be set to 1, it cannot be cleared



to 0 and the only method of returning the device to normal operating mode is to reset the device.

DBG ← 04H  
DBG ← OCDCTL[7:0]

- **Read OCD Control Register (05H)**—The Read OCD Control Register command reads the value of the OCDCTL register.

DBG ← 05H  
DBG → OCDCTL[7:0]

- **Write Program Counter (06H)**—The Write Program Counter command writes the data that follows to the eZ8 CPU's Program Counter (PC). If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, the Program Counter (PC) values are discarded.

DBG ← 06H  
DBG ← ProgramCounter[15:8]  
DBG ← ProgramCounter[7:0]

- **Read Program Counter (07H)**—The Read Program Counter command reads the value in the eZ8 CPU's Program Counter (PC). If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, this command returns FFFFH.

DBG ← 07H  
DBG → ProgramCounter[15:8]  
DBG → ProgramCounter[7:0]

- **Write Register (08H)**—The Write Register command writes data to the Register File. Data can be written 1–256 bytes at a time (256 bytes can be written by setting size to 0). If the device is not in DEBUG mode, the address and data values are discarded. If the Flash Read Protect Option bit is enabled, only writes to the Flash Control Registers are allowed and all other register write data values are discarded.

DBG ← 08H  
DBG ← {4'h0, Register Address[11:8]}  
DBG ← Register Address[7:0]  
DBG ← Size[7:0]  
DBG ← 1-256 data bytes

- **Read Register (09H)**—The Read Register command reads data from the Register File. Data can be read 1–256 bytes at a time (256 bytes can be read by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, this command returns FFH for all the data values.

DBG ← 09H  
DBG ← {4'h0, Register Address[11:8]}  
DBG ← Register Address[7:0]



DBG ← Size[7:0]  
DBG → 1-256 data bytes

- **Write Program Memory (0AH)**—The Write Program Memory command writes data to Program Memory. This command is equivalent to the LDC and LDCI instructions. Data can be written 1–65536 bytes at a time (65536 bytes can be written by setting size to 0). The on-chip Flash Controller must be written to and unlocked for the programming operation to occur. If the Flash Controller is not unlocked, the data is discarded. If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, the data is discarded.

DBG ← 0AH  
DBG ← Program Memory Address[15:8]  
DBG ← Program Memory Address[7:0]  
DBG ← Size[15:8]  
DBG ← Size[7:0]  
DBG ← 1-65536 data bytes

- **Read Program Memory (0BH)**—The Read Program Memory command reads data from Program Memory. This command is equivalent to the LDC and LDCI instructions. Data can be read 1–65536 bytes at a time (65536 bytes can be read by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option Bit is enabled, this command returns FFH for the data.

DBG ← 0BH  
DBG ← Program Memory Address[15:8]  
DBG ← Program Memory Address[7:0]  
DBG ← Size[15:8]  
DBG ← Size[7:0]  
DBG → 1-65536 data bytes

- **Write Data Memory (0CH)**—The Write Data Memory command writes data to Data Memory. This command is equivalent to the LDE and LDEI instructions. Data can be written 1–65536 bytes at a time (65536 bytes can be written by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option Bit is enabled, the data is discarded.

DBG ← 0CH  
DBG ← Data Memory Address[15:8]  
DBG ← Data Memory Address[7:0]  
DBG ← Size[15:8]  
DBG ← Size[7:0]  
DBG ← 1-65536 data bytes

- **Read Data Memory (0DH)**—The Read Data Memory command reads from Data Memory. This command is equivalent to the LDE and LDEI instructions. Data can be read 1 to 65536 bytes at a time (65536 bytes can be read by setting size to 0). If the device is not in DEBUG mode, this command returns FFH for the data.



DBG ← 0DH  
 DBG ← Data Memory Address[15:8]  
 DBG ← Data Memory Address[7:0]  
 DBG ← Size[15:8]  
 DBG ← Size[7:0]  
 DBG → 1-65536 data bytes

- **Read Program Memory CRC (0EH)**—The Read Program Memory CRC command computes and returns the Cyclic Redundancy Check (CRC) of Program Memory using the 16-bit CRC-CCITT polynomial. If the device is not in DEBUG mode, this command returns FFFFH for the CRC value. Unlike most other OCD Read commands, there is a delay from issuing of the command until the OCD returns the data. The OCD reads the Program Memory, calculates the CRC value, and returns the result. The delay is a function of the Program Memory size and is approximately equal to the system clock period multiplied by the number of bytes in the Program Memory.

DBG ← 0EH  
 DBG → CRC[15:8]  
 DBG → CRC[7:0]

- **Step Instruction (10H)**—The Step Instruction command steps one assembly instruction at the current Program Counter (PC) location. If the device is not in DEBUG mode or the Flash Read Protect Option bit is enabled, the OCD ignores this command.

DBG ← 10H

- **Stuff Instruction (11H)**—The Stuff Instruction command steps one assembly instruction and allows specification of the first byte of the instruction. The remaining 0-4 bytes of the instruction are read from Program Memory. This command is useful for stepping over instructions where the first byte of the instruction has been overwritten by a Breakpoint. If the device is not in DEBUG mode or the Flash Read Protect Option bit is enabled, the OCD ignores this command.

DBG ← 11H  
 DBG ← opcode[7:0]

- **Execute Instruction (12H)**—The Execute Instruction command allows sending an entire instruction to be executed to the eZ8 CPU. This command can also step over Breakpoints. The number of bytes to send for the instruction depends on the opcode. If the device is not in DEBUG mode or the Flash Read Protect Option bit is enabled, this command reads and discards one byte.

DBG ← 12H  
 DBG ← 1-5 byte opcode



## On-Chip Debugger Control Register Definitions

### OCD Control Register

The OCD Control register controls the state of the On-Chip Debugger. This register is used to enter or exit DEBUG mode and to enable the BRK instruction. It can also reset the Z8 Encore! XP<sup>®</sup> F08xA Series device.

A reset and stop function can be achieved by writing 81H to this register. A reset and go function can be achieved by writing 41H to this register. If the device is in DEBUG mode, a run function can be implemented by writing 40H to this register.

**Table 99. OCD Control Register (OCDCTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	DBGMODE	BRKEN	DBGACK	Reserved				RST
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R	R	R	R	R/W

#### DBGMODE—Debug Mode

The device enters DEBUG mode when this bit is 1. When in DEBUG mode, the eZ8 CPU stops fetching new instructions. Clearing this bit causes the eZ8 CPU to restart. This bit is automatically set when a BRK instruction is decoded and Breakpoints are enabled. If the Flash Read Protect Option Bit is enabled, this bit can only be cleared by resetting the device. It cannot be written to 0.

0 = The Z8 Encore! XP<sup>®</sup> F08xA Series device is operating in NORMAL mode.

1 = The Z8 Encore! XP<sup>®</sup> F08xA Series device is in DEBUG mode.

#### BRKEN—Breakpoint Enable

This bit controls the behavior of the BRK instruction (opcode 00H). By default, Breakpoints are disabled and the BRK instruction behaves similar to an NOP instruction. If this bit is 1, when a BRK instruction is decoded, the DBGMODE bit of the OCDCTL register is automatically set to 1.

0 = Breakpoints are disabled.

1 = Breakpoints are enabled.

#### DBGACK—Debug Acknowledge

This bit enables the debug acknowledge feature. If this bit is set to 1, the OCD sends a Debug Acknowledge character (FFH) to the host when a Breakpoint occurs.

0 = Debug Acknowledge is disabled.

1 = Debug Acknowledge is enabled.

Reserved—Must be 0.

#### RST—Reset

Setting this bit to 1 resets the Z8 Encore! XP<sup>®</sup> F08xA Series device. The device goes





through a normal Power-On Reset sequence with the exception that the On-Chip Debugger is not reset. This bit is automatically cleared to 0 at the end of reset.

0 = No effect.

1 = Reset the Flash Read Protect Option Bit device.

## OCD Status Register

The OCD Status register reports status information about the current state of the debugger and the system.

**Table 100. OCD Status Register (OCDSTAT)**

<b>BITS</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>FIELD</b>	DBG	HALT	FRPENB	Reserved				
<b>RESET</b>	0	0	0	0	0	0	0	0
<b>R/W</b>	R	R	R	R	R	R	R	R

DBG—Debug Status

0 = NORMAL mode

1 = DEBUG mode

HALT—HALT Mode

0 = Not in HALT mode

1 = In HALT mode

FRPENB—Flash Read Protect Option Bit Enable

0 = FRP bit enabled, that allows disabling of many OCD commands

1 = FRP bit has no effect

Reserved—Must be 0.



# Oscillator Control

## Overview

The Z8 Encore! XP<sup>®</sup> F08xA Series devices uses five possible clocking schemes, each user-selectable:

- On-chip precision trimmed RC oscillator
- On-chip oscillator using off-chip crystal or resonator
- On-chip oscillator using external RC network
- External clock drive
- On-chip low precision Watch-Dog Timer oscillator

In addition, Z8 Encore! XP<sup>®</sup> F08xA Series devices contain clock failure detection and recovery circuitry, allowing continued operation despite a failure of the primary oscillator.

## Operation

This chapter discusses the logic used to select the system clock and handle primary oscillator failures. A description of the specific operation of each oscillator is outlined elsewhere in this document. The detailed description of the Watch-Dog Timer Oscillator starts on page 79, the Internal Precision Oscillator description begins on page 169, and the chapter outlining the Crystal Oscillator begins on page 165 of this document.

## System Clock Selection

The oscillator control block selects from the available clocks. Table 101 details each clock source and its usage.



**Table 101. Oscillator Configuration and Selection**

Clock Source	Characteristics	Required Setup
Internal Precision RC Oscillator	<ul style="list-style-type: none"> <li>• 32.8KHz or 5.53MHz</li> <li>• <math>\pm 4\%</math> accuracy when trimmed</li> <li>• No external components required</li> </ul>	<ul style="list-style-type: none"> <li>• Unlock and write Oscillator Control Register (OSCCTL) to enable and select oscillator at either 5.53MHz or 32.8KHz</li> </ul>
External Crystal/ Resonator	<ul style="list-style-type: none"> <li>• 32KHz to 20MHz</li> <li>• Very high accuracy (dependent on crystal or resonator used)</li> <li>• Requires external components</li> </ul>	<ul style="list-style-type: none"> <li>• Configure Flash option bits for correct external oscillator mode</li> <li>• Unlock and write OSCCTL to enable crystal oscillator, wait for it to stabilize and select as system clock (if the XTLDIS option bit has been de-asserted, no waiting is required)</li> </ul>
External RC Oscillator	<ul style="list-style-type: none"> <li>• 32KHz to 4MHz</li> <li>• Accuracy dependent on external components</li> </ul>	<ul style="list-style-type: none"> <li>• Configure Flash option bits for correct external oscillator mode</li> <li>• Unlock and write OSCCTL to enable crystal oscillator and select as system clock</li> </ul>
External Clock Drive	<ul style="list-style-type: none"> <li>• 0 to 20MHz</li> <li>• Accuracy dependent on external clock source</li> </ul>	<ul style="list-style-type: none"> <li>• Write GPIO registers to configure PB3 pin for external clock function</li> <li>• Unlock and write OSCCTL to select external system clock</li> <li>• Apply external clock signal to GPIO</li> </ul>
Internal Watchdog Timer Oscillator	<ul style="list-style-type: none"> <li>• 10KHz nominal</li> <li>• <math>\pm 40\%</math> accuracy; no external components required</li> <li>• Low power consumption</li> </ul>	<ul style="list-style-type: none"> <li>• Enable WDT if not enabled and wait until WDT Oscillator is operating.</li> <li>• Unlock and write Oscillator Control Register (OSCCTL) to enable and select oscillator</li> </ul>



**Caution:** Unintentional accesses to the oscillator control register can actually stop the chip by switching to a non-functioning oscillator. To prevent this condition, the oscillator control block employs a register unlocking/locking scheme.

### OSC Control Register Unlocking/Locking

To write the oscillator control register, unlock it by making two writes to the OSCCTL register with the values E7H followed by 18H. A third write to the OSCCTL register changes the value of the actual register and returns the register to a locked state. Any other sequence of oscillator control register writes has no effect. The values written to unlock the register must be ordered correctly, but are not necessarily consecutive. It is possible to write to or read from other registers within the unlocking/locking operation.



When selecting a new clock source, the primary oscillator failure detection circuitry and the Watch-Dog Timer oscillator failure circuitry must be disabled. If POFEN and WOFEN are not disabled prior to a clock switch-over, it is possible to generate an interrupt for a failure of either oscillator. The Failure detection circuitry can be enabled anytime after a successful write of OSCSEL in the oscillator control register.

The internal precision oscillator is enabled by default. If the user code changes to a different oscillator, it may be appropriate to disable the IPO for power savings. Disabling the IPO does not occur automatically.

## Clock Failure Detection and Recovery

### Primary Oscillator Failure

The Z8 Encore! XP<sup>®</sup> F08xA Series devices can generate non-maskable interrupt-like events when the primary oscillator fails. To maintain system function in this situation, the clock failure recovery circuitry automatically forces the Watch-Dog Timer oscillator to drive the system clock. The Watch-Dog Timer oscillator must be enabled to allow the recovery. Although this oscillator runs at a much slower speed than the original system clock, the CPU continues to operate, allowing execution of a clock failure vector and software routines that either remedy the oscillator failure or issue a failure alert. This automatic switch-over is not available if the Watch-Dog Timer is the primary oscillator. It is also unavailable if the Watch-Dog Timer oscillator is disabled, though it is not necessary to enable the Watch-Dog Timer reset function outlined in the Watch-Dog Timer chapter of this document on page 79.

The primary oscillator failure detection circuitry asserts if the system clock frequency drops below 1KHz  $\pm 50\%$ . If an external signal is selected as the system oscillator, it is possible that a very slow but non-failing clock can generate a failure condition. Under these conditions, do not enable the clock failure circuitry (POFEN must be deasserted in the OSCCTL register).

### Watch-Dog Timer Failure

In the event of a Watch-Dog Timer oscillator failure, a similar non-maskable interrupt-like event is issued. This event does not trigger an attendant clock switch-over, but alerts the CPU of the failure. After a Watch-Dog Timer failure, it is no longer possible to detect a primary oscillator failure. The failure detection circuitry does not function if the Watch-Dog Timer is used as the primary oscillator or if the Watch-Dog Timer oscillator has been disabled. For either of these cases, it is necessary to disable the detection circuitry by deasserting the WDFEN bit of the OSCCTL register.

The Watch-Dog Timer oscillator failure detection circuit counts system clocks while looking for a Watch-Dog Timer clock. The logic counts 8004 system clock cycles before determining that a failure has occurred. The system clock rate determines the speed at which



the Watch-Dog Timer failure can be detected. A very slow system clock results in very slow detection times.



**Caution:** It is possible to disable the clock failure detection circuitry as well as all functioning clock sources. In this case, the Z8 Encore! XP<sup>®</sup> F08xA Series device ceases functioning and can only be recovered by Power-On-Reset.

## Oscillator Control Register Definitions

### Oscillator Control Register

The Oscillator Control Register (OSCCTL) enables/disables the various oscillator circuits, enables/disables the failure detection/recovery circuitry and selects the primary oscillator, which becomes the system clock.

The Oscillator Control Register must be unlocked before writing. Writing the two step sequence E7H followed by 18H to the Oscillator Control Register unlocks it. The register is locked at successful completion of a register write to the OSCCTL.

**Table 102. Oscillator Control Register (OSCCTL)**

BITS	7	6	5	4	3	2	1	0
FIELD	INTEN	XTLEN	WDTEN	POFEN	WDFEN	SCKSEL		
RESET	1	0	1	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F86H							

INTEN—Internal Precision Oscillator Enable

1 = Internal precision oscillator is enabled  
0 = Internal precision oscillator is disabled

XTLEN—Crystal Oscillator Enable; this setting overrides the GPIO register control for PA0 and PA1

1 = Crystal oscillator is enabled  
0 = Crystal oscillator is disabled

WDTEN—Watchdog Timer Oscillator Enable

1 = Watch-Dog Timer oscillator is enabled  
0 = Watch-Dog Timer oscillator is disabled

POFEN—Primary Oscillator Failure Detection Enable

1 = Failure detection and recovery of primary oscillator is enabled  
0 = Failure detection and recovery of primary oscillator is disabled



WDFEN—Watchdog Timer Oscillator Failure Detection Enable

1 = Failure detection of Watch-Dog Timer oscillator is enabled

0 = Failure detection of Watch-Dog Timer oscillator is disabled

SCKSEL—System Clock Oscillator Select

000 = Internal precision oscillator functions as system clock at 5.53MHz

001 = Internal precision oscillator functions as system clock at 32KHz

010 = Crystal oscillator or external RC oscillator functions as system clock

011 = Watch-Dog Timer oscillator functions as system

100 = External clock signal on PB3 functions as system clock

101 = Reserved

110 = Reserved

111 = Reserved



# Crystal Oscillator

## Overview

The products in the Z8 Encore! XP<sup>®</sup> F08xA Series contain an on-chip crystal oscillator for use with external crystals with 32KHz to 20MHz frequencies. In addition, the oscillator supports external RC networks with oscillation frequencies up to 4MHz or ceramic resonators with frequencies up to 8MHz. The on-chip crystal oscillator can be used to generate the primary system clock for the internal eZ8 CPU and the majority of the on-chip peripherals. Alternatively, the X<sub>IN</sub> input pin can also accept a CMOS-level clock input signal (32KHz–20MHz). If an external clock generator is used, the X<sub>OUT</sub> pin must be left unconnected. The Z8 Encore! XP<sup>®</sup> F08xA Series products do **not** contain an internal clock divider. The frequency of the signal on the X<sub>IN</sub> input pin determines the frequency of the system clock.

- **Note:** Although the XIN pin can be used as an input for an external clock generator, the CLKIN pin is better suited for such use (See “System Clock Selection” on page 160.)

## Operating Modes

The Z8 Encore! XP<sup>®</sup> F08xA Series products support four oscillator modes:

- Minimum power for use with very low frequency crystals (32KHz–1MHz)
- Medium power for use with medium frequency crystals or ceramic resonators (0.5MHz to 8MHz)
- Maximum power for use with high frequency crystals (8MHz to 20MHz)
- On-chip oscillator configured for use with external RC networks (<4MHz)

The oscillator mode is selected using user-programmable Flash Option Bits. Please refer to the chapter “Flash Option Bits” on page 138 for information.

## Crystal Oscillator Operation

The Flash Option bit XTLDIS controls whether the crystal oscillator is enabled during reset. The crystal may later be disabled after reset if a new oscillator has been selected as the system clock. If the crystal is manually enabled after reset through the OSCCTL register, the user code must wait at least 1000 crystal oscillator cycles for the crystal to stabilize. After this, the crystal oscillator may be selected as the system clock.

Figure 25 illustrates a recommended configuration for connection with an external fundamental-mode, parallel-resonant crystal operating at 20MHz. Recommended 20MHz crys-

tal specifications are provided in Table 103. Resistor R<sub>1</sub> is optional and limits total power dissipation by the crystal. Printed circuit board layout must add no more than 4pF of stray capacitance to either the X<sub>IN</sub> or X<sub>OUT</sub> pins. If oscillation does not occur, reduce the values of capacitors C<sub>1</sub> and C<sub>2</sub> to decrease loading.

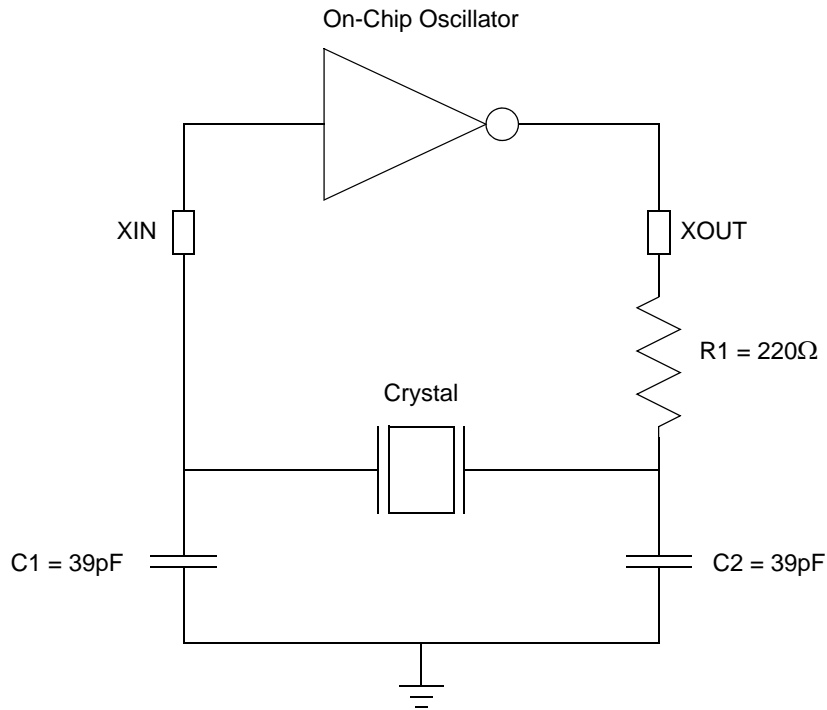


Figure 25. Recommended 20 MHz Crystal Oscillator Configuration

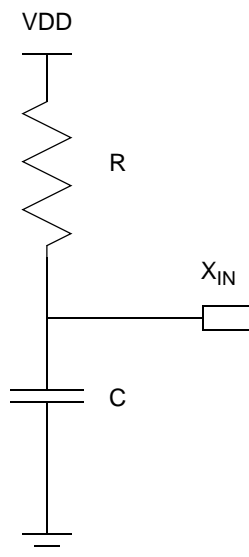
Table 103. Recommended Crystal Oscillator Specifications

Parameter	Value	Units	Comments
Frequency	20	MHz	
Resonance	Parallel		
Mode	Fundamental		
Series Resistance (R <sub>S</sub> )	60	W	Maximum
Load Capacitance (C <sub>L</sub> )	30	pF	Maximum
Shunt Capacitance (C <sub>0</sub> )	7	pF	Maximum
Drive Level	1	mW	Maximum



## Oscillator Operation with an External RC Network

Figure 26 illustrates a recommended configuration for connection with an external resistor-capacitor (RC) network.



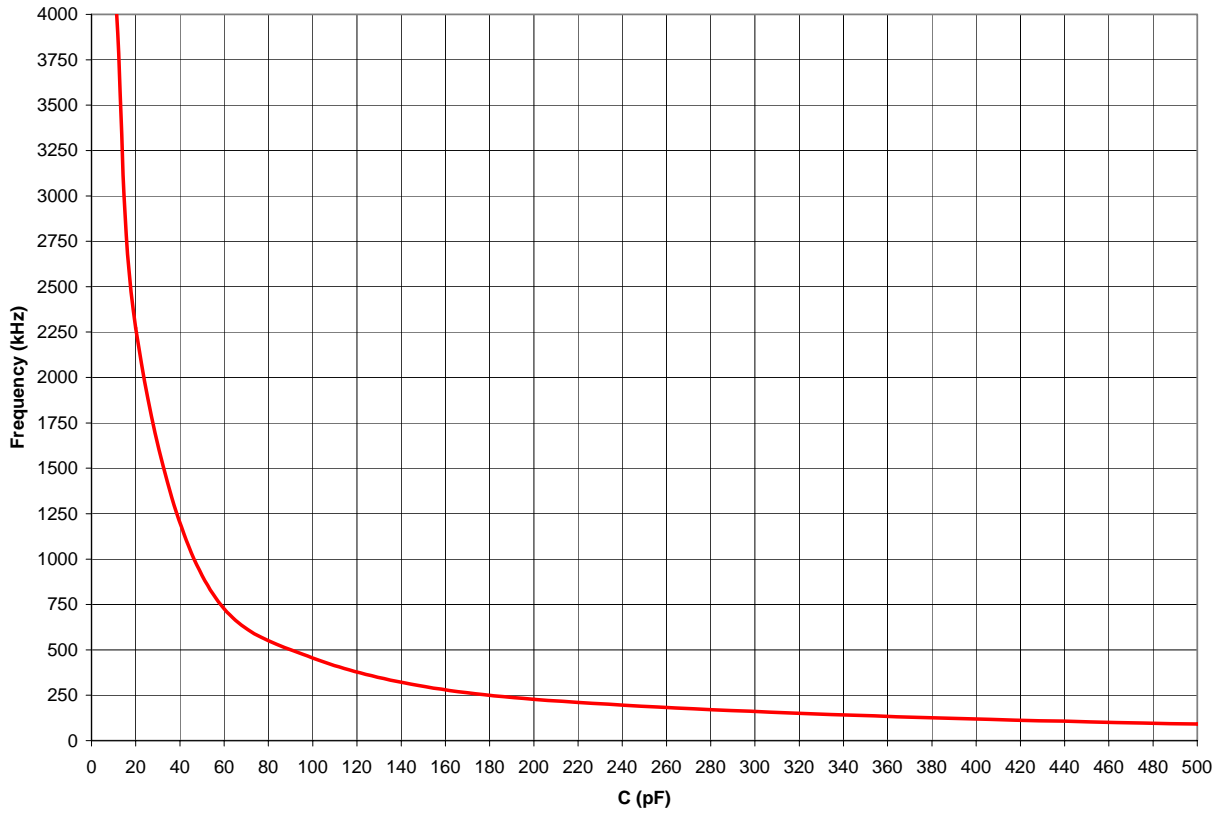
**Figure 26. Connecting the On-Chip Oscillator to an External RC Network**

An external resistance value of 45K $\Omega$  is recommended for oscillator operation with an external RC network. The minimum resistance value to ensure operation is 40K $\Omega$ . The typical oscillator frequency can be estimated from the values of the resistor ( $R$  in K $\Omega$ ) and capacitor ( $C$  in pF) elements using the following equation:

$$\text{Oscillator Frequency (kHz)} = \frac{1 \times 10^6}{(0.4 \times R \times C) + (4 \times C)}$$

Figure 27 illustrates the typical (3.3V and 25<sup>o</sup>C) oscillator frequency as a function of the capacitor ( $C$  in pF) employed in the RC network assuming a 45K $\Omega$  external resistor. For very small values of  $C$ , the parasitic capacitance of the oscillator XIN pin and the printed circuit board should be included in the estimation of the oscillator frequency.

It is possible to operate the RC oscillator using only the parasitic capacitance of the package and printed circuit board. To minimize sensitivity to external parasitics, external capacitance values in excess of 20pF are recommended.



**Figure 27. Typical RC Oscillator Frequency as a Function of the External Capacitance with a 45KOhm Resistor**



**Caution:**

When using the external RC oscillator mode, the oscillator can stop oscillating if the power supply drops below 2.7V, but before the power supply drops to the voltage brown-out threshold. The oscillator resumes oscillation when the supply voltage exceeds 2.7V.



# Internal Precision Oscillator

## Overview

The Internal Precision Oscillator (IPO) is designed for use without external components. The user can either manually trim the oscillator for a non-standard frequency or use the automatic factory-trimmed version to achieve a 5.53MHz frequency. IPO features include:

- On-chip RC oscillator that does not require external components
- Output frequency of either 5.53MHz or 32.8KHz (contains both a fast and a slow mode)
- Trimming possible through Flash option bits with user override
- Elimination of crystals or ceramic resonators in applications where high timing accuracy is not required.

## Operation

The internal oscillator is an RC relaxation oscillator that has had its sensitivity to power supply variation minimized. By using ratio tracking thresholds, the effect of power supply voltage is cancelled out. The dominant source of oscillator error is the absolute variance of chip level fabricated components, such as capacitors. An 8-bit trimming register, incorporated into the design, compensates for absolute variation of oscillator frequency. Once trimmed the oscillator frequency is stable and does not require subsequent calibration. Trimming was performed during manufacturing and is not necessary for the user to repeat unless a frequency other than 5.53MHz (fast mode) or 32.8kHz (slow mode) is required.

Power down this block for minimum system power.

By default, the oscillator is configured through the Flash Option bits. However, the user code can override these trim values as described in “Trim Bit Address Space” on page 142.

Select one of two frequencies for the oscillator: 5.53MHz and 32.8KHz, using the OSC-SEL bits in the “Oscillator Control” on page 160.



# eZ8 CPU Instruction Set

## Assembly Language Programming Introduction

The eZ8 CPU assembly language provides a means for writing an application program without concern for actual memory addresses or machine instruction formats. A program written in assembly language is called a source program. Assembly language allows the use of symbolic addresses to identify memory locations. It also allows mnemonic codes (opcodes and operands) to represent the instructions themselves. The opcodes identify the instruction while the operands represent memory locations, registers, or immediate data values.

Each assembly language program consists of a series of symbolic commands called statements. Each statement can contain labels, operations, operands and comments.

Labels can be assigned to a particular instruction step in a source program. The label identifies that step in the program as an entry point for use by other instructions.

The assembly language also includes assembler directives that supplement the machine instruction. The assembler directives, or pseudo-ops, are not translated into a machine instruction. Rather, the pseudo-ops are interpreted as directives that control or assist the assembly process.

The source program is processed (assembled) by the assembler to obtain a machine language program called the object code. The object code is executed by the eZ8 CPU. An example segment of an assembly language program is detailed in the following example.

### Assembly Language Source Program Example

```
JP START      ; Everything after the semicolon is a comment.

START:        ; A label called "START". The first instruction (JP START) in this
              ; example causes program execution to jump to the point within the
              ; program where the START label occurs.

LD R4, R7     ; A Load (LD) instruction with two operands. The first operand,
              ; Working Register R4, is the destination. The second operand,
              ; Working Register R7, is the source. The contents of R7 is
              ; written into R4.

LD 234H, %#01 ; Another Load (LD) instruction with two operands.
              ; The first operand, Extended Mode Register Address 234H,
              ; identifies the destination. The second operand, Immediate Data
              ; value 01H, is the source. The value 01H is written into the
              ; Register at address 234H.
```



## Assembly Language Syntax

For proper instruction execution, eZ8 CPU assembly language syntax requires that the operands be written as ‘destination, source’. After assembly, the object code usually has the operands in the order ‘source, destination’, but ordering is opcode-dependent. The following instruction examples illustrate the format of some basic assembly instructions and the resulting object code produced by the assembler. This binary format must be followed by users that prefer manual program coding or intend to implement their own assembler.

**Example 1:** If the contents of Registers 43H and 08H are added and the result is stored in 43H, the assembly syntax and resulting object code is:

**Table 104. Assembly Language Syntax Example 1**

<b>Assembly Language Code</b>	ADD	43H,	08H	(ADD dst, src)
<b>Object Code</b>	04	08	43	(OPC src, dst)

**Example 2:** In general, when an instruction format requires an 8-bit register address, that address can specify any register location in the range 0–255 or, using Escaped Mode Addressing, a Working Register R0–R15. If the contents of Register 43H and Working Register R8 are added and the result is stored in 43H, the assembly syntax and resulting object code is:

**Table 105. Assembly Language Syntax Example 2**

<b>Assembly Language Code</b>	ADD	43H,	R8	(ADD dst, src)
<b>Object Code</b>	04	E8	43	(OPC src, dst)

See the device-specific Product Specification to determine the exact register file range available. The register file size varies, depending on the device type.

## eZ8 CPU Instruction Notation

In the eZ8 CPU Instruction Summary and Description sections, the operands, condition codes, status flags, and address modes are represented by a notational shorthand that is described in Table 106



**Table 106. Notational Shorthand**

Notation	Description	Operand	Range
b	Bit	b	b represents a value from 0 to 7 (000B to 111B).
cc	Condition Code	—	See Condition Codes overview in the eZ8 CPU User Manual.
DA	Direct Address	AddrS	AddrS. represents a number in the range of 0000H to FFFFH
ER	Extended Addressing Register	Reg	Reg. represents a number in the range of 000H to FFFH
IM	Immediate Data	#Data	Data is a number between 00H to FFH
Ir	Indirect Working Register	@Rn	n = 0 –15
IR	Indirect Register	@Reg	Reg. represents a number in the range of 00H to FFH
Irr	Indirect Working Register Pair	@RRp	p = 0, 2, 4, 6, 8, 10, 12, or 14
IRR	Indirect Register Pair	@Reg	Reg. represents an even number in the range 00H to FEH
p	Polarity	p	Polarity is a single bit binary value of either 0B or 1B.
r	Working Register	Rn	n = 0 – 15
R	Register	Reg	Reg. represents a number in the range of 00H to FFH
RA	Relative Address	X	X represents an index in the range of +127 to –128 which is an offset relative to the address of the next instruction
rr	Working Register Pair	RRp	p = 0, 2, 4, 6, 8, 10, 12, or 14
RR	Register Pair	Reg	Reg. represents an even number in the range of 00H to FEH
Vector	Vector Address	Vector	Vector represents a number in the range of 00H to FFH
X	Indexed	#Index	The register or register pair to be indexed is offset by the signed Index value (#Index) in a +127 to -128 range.

Table 107 contains additional symbols that are used throughout the Instruction Summary and Instruction Set Description sections.

**Table 107. Additional Symbols**

Symbol	Definition
dst	Destination Operand
src	Source Operand
@	Indirect Address Prefix
SP	Stack Pointer
PC	Program Counter
FLAGS	Flags Register
RP	Register Pointer
#	Immediate Operand Prefix
B	Binary Number Suffix
%	Hexadecimal Number Prefix
H	Hexadecimal Number Suffix

Assignment of a value is indicated by an arrow. For example,

$$\text{dst} \leftarrow \text{dst} + \text{src}$$

indicates the source data is added to the destination data and the result is stored in the destination location.

## eZ8 CPU Instruction Classes

eZ8 CPU instructions can be divided functionally into the following groups:

- Arithmetic
- Bit Manipulation
- Block Transfer
- CPU Control
- Load
- Logical
- Program Control
- Rotate and Shift



Tables 108 through 115 contain the instructions belonging to each group and the number of operands required for each instruction. Some instructions appear in more than one table as these instruction can be considered as a subset of more than one category. Within these tables, the source operand is identified as 'src', the destination operand is 'dst' and a condition code is 'cc'.

**Table 108. Arithmetic Instructions**

<b>Mnemonic</b>	<b>Operands</b>	<b>Instruction</b>
ADC	dst, src	Add with Carry
ADCX	dst, src	Add with Carry using Extended Addressing
ADD	dst, src	Add
ADDX	dst, src	Add using Extended Addressing
CP	dst, src	Compare
CPC	dst, src	Compare with Carry
CPCX	dst, src	Compare with Carry using Extended Addressing
CPX	dst, src	Compare using Extended Addressing
DA	dst	Decimal Adjust
DEC	dst	Decrement
DECW	dst	Decrement Word
INC	dst	Increment
INCW	dst	Increment Word
MULT	dst	Multiply
SBC	dst, src	Subtract with Carry
SBCX	dst, src	Subtract with Carry using Extended Addressing
SUB	dst, src	Subtract
SUBX	dst, src	Subtract using Extended Addressing





**Table 109. Bit Manipulation Instructions**

<b>Mnemonic</b>	<b>Operands</b>	<b>Instruction</b>
BCLR	bit, dst	Bit Clear
BIT	p, bit, dst	Bit Set or Clear
BSET	bit, dst	Bit Set
BSWAP	dst	Bit Swap
CCF	—	Complement Carry Flag
RCF	—	Reset Carry Flag
SCF	—	Set Carry Flag
TCM	dst, src	Test Complement Under Mask
TCMX	dst, src	Test Complement Under Mask using Extended Addressing
TM	dst, src	Test Under Mask
TMX	dst, src	Test Under Mask using Extended Addressing

**Table 110. Block Transfer Instructions**

<b>Mnemonic</b>	<b>Operands</b>	<b>Instruction</b>
LDCI	dst, src	Load Constant to/from Program Memory and Auto-Increment Addresses
LDEI	dst, src	Load External Data to/from Data Memory and Auto-Increment Addresses

**Table 111. CPU Control Instructions**

<b>Mnemonic</b>	<b>Operands</b>	<b>Instruction</b>
ATM	—	Atomic Execution
CCF	—	Complement Carry Flag
DI	—	Disable Interrupts
EI	—	Enable Interrupts
HALT	—	Halt Mode
NOP	—	No Operation
RCF	—	Reset Carry Flag
SCF	—	Set Carry Flag
SRP	src	Set Register Pointer



**Table 111. CPU Control Instructions**

Mnemonic	Operands	Instruction
STOP	—	STOP Mode
WDT	—	Watch-Dog Timer Refresh

**Table 112. Load Instructions**

Mnemonic	Operands	Instruction
CLR	dst	Clear
LD	dst, src	Load
LDC	dst, src	Load Constant to/from Program Memory
LDCI	dst, src	Load Constant to/from Program Memory and Auto-Increment Addresses
LDE	dst, src	Load External Data to/from Data Memory
LDEI	dst, src	Load External Data to/from Data Memory and Auto-Increment Addresses
LDWX	dst, src	Load Word using Extended Addressing
LDX	dst, src	Load using Extended Addressing
LEA	dst, X(src)	Load Effective Address
POP	dst	Pop
POPX	dst	Pop using Extended Addressing
PUSH	src	Push
PUSHX	src	Push using Extended Addressing

**Table 113. Logical Instructions**

Mnemonic	Operands	Instruction
AND	dst, src	Logical AND
ANDX	dst, src	Logical AND using Extended Addressing
COM	dst	Complement
OR	dst, src	Logical OR
ORX	dst, src	Logical OR using Extended Addressing



**Table 113. Logical Instructions**

<b>Mnemonic</b>	<b>Operands</b>	<b>Instruction</b>
XOR	dst, src	Logical Exclusive OR
XORX	dst, src	Logical Exclusive OR using Extended Addressing

**Table 114. Program Control Instructions**

<b>Mnemonic</b>	<b>Operands</b>	<b>Instruction</b>
BRK	—	On-Chip Debugger Break
BTJ	p, bit, src, DA	Bit Test and Jump
BTJNZ	bit, src, DA	Bit Test and Jump if Non-Zero
BTJZ	bit, src, DA	Bit Test and Jump if Zero
CALL	dst	Call Procedure
DJNZ	dst, src, RA	Decrement and Jump Non-Zero
IRET	—	Interrupt Return
JP	dst	Jump
JP cc	dst	Jump Conditional
JR	DA	Jump Relative
JR cc	DA	Jump Relative Conditional
RET	—	Return
TRAP	vector	Software Trap

**Table 115. Rotate and Shift Instructions**

<b>Mnemonic</b>	<b>Operands</b>	<b>Instruction</b>
BSWAP	dst	Bit Swap
RL	dst	Rotate Left
RLC	dst	Rotate Left through Carry
RR	dst	Rotate Right
RRC	dst	Rotate Right through Carry
SRA	dst	Shift Right Arithmetic



**Table 115. Rotate and Shift Instructions**

Mnemonic	Operands	Instruction
SRL	dst	Shift Right Logical
SWAP	dst	Swap Nibbles

## eZ8 CPU Instruction Summary

Table 116 summarizes the eZ8 CPU instructions. The table identifies the addressing modes employed by the instruction, the effect upon the Flags register, the number of CPU clock cycles required for the instruction fetch, and the number of CPU clock cycles required for the instruction execution.

**Table 116. eZ8 CPU Instruction Summary**

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
ADC dst, src	dst ← dst + src + C	r	r	12	*	*	*	*	0	*	2	3
		r	lr	13							2	4
		R	R	14							3	3
		R	IR	15							3	4
		R	IM	16							3	3
		IR	IM	17							3	4
ADCX dst, src	dst ← dst + src + C	ER	ER	18	*	*	*	*	0	*	4	3
		ER	IM	19							4	3
ADD dst, src	dst ← dst + src	r	r	02	*	*	*	*	0	*	2	3
		r	lr	03							2	4
		R	R	04							3	3
		R	IR	05							3	4
		R	IM	06							3	3
		IR	IM	07							3	4
ADDX dst, src	dst ← dst + src	ER	ER	08	*	*	*	*	0	*	4	3
		ER	IM	09							4	3
Flags Notation:	* = Value is a function of the result of the operation. – = Unaffected X = Undefined				0 = Reset to 0 1 = Set to 1							



Table 116. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
AND dst, src	dst ← dst AND src	r	r	52	-	*	*	0	-	-	2	3
		r	lr	53							2	4
		R	R	54							3	3
		R	IR	55							3	4
		R	IM	56							3	3
		IR	IM	57							3	4
ANDX dst, src	dst ← dst AND src	ER	ER	58	-	*	*	0	-	-	4	3
		ER	IM	59							4	3
ATM	Block all interrupt and DMA requests during execution of the next 3 instructions			2F	-	-	-	-	-	-	1	2
BCLR bit, dst	dst[bit] ← 0	r		E2	-	*	*	0	-	-	2	2
BIT p, bit, dst	dst[bit] ← p	r		E2	-	*	*	0	-	-	2	2
BRK	Debugger Break			00	-	-	-	-	-	-	1	1
BSET bit, dst	dst[bit] ← 1	r		E2	-	*	*	0	-	-	2	2
BSWAP dst	dst[7:0] ← dst[0:7]	R		D5	X	*	*	0	-	-	2	2
BTJ p, bit, src, dst	if src[bit] = p PC ← PC + X		r	F6	-	-	-	-	-	-	3	3
			lr	F7							3	4
BTJNZ bit, src, dst	if src[bit] = 1 PC ← PC + X		r	F6	-	-	-	-	-	-	3	3
			lr	F7							3	4
BTJZ bit, src, dst	if src[bit] = 0 PC ← PC + X		r	F6	-	-	-	-	-	-	3	3
			lr	F7							3	4
CALL dst	SP ← SP -2 @SP ← PC PC ← dst	IRR		D4	-	-	-	-	-	-	2	6
		DA		D6							3	3
CCF	C ← ~C			EF	*	-	-	-	-	--	1	2
CLR dst	dst ← 00H	R		B0	-	-	-	-	-	-	2	2
		IR		B1							2	3
Flags Notation:	* = Value is a function of the result of the operation. - = Unaffected X = Undefined				0 = Reset to 0 1 = Set to 1							



Table 116. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
COM dst	dst ← ~dst	R		60	–	*	*	0	–	–	2	2
		IR		61							2	3
CP dst, src	dst - src	r	r	A2	*	*	*	*	–	–	2	3
		r	lr	A3							2	4
		R	R	A4							3	3
		R	IR	A5							3	4
		R	IM	A6							3	3
		IR	IM	A7							3	4
CPC dst, src	dst - src - C	r	r	1F A2	*	*	*	*	–	–	3	3
		r	lr	1F A3							3	4
		R	R	1F A4							4	3
		R	IR	1F A5							4	4
		R	IM	1F A6							4	3
		IR	IM	1F A7							4	4
CPCX dst, src	dst - src - C	ER	ER	1F A8	*	*	*	*	–	–	5	3
		ER	IM	1F A9							5	3
CPX dst, src	dst - src	ER	ER	A8	*	*	*	*	–	–	4	3
		ER	IM	A9							4	3
DA dst	dst ← DA(dst)	R		40	*	*	*	X	–	–	2	2
		IR		41							2	3
DEC dst	dst ← dst - 1	R		30	–	*	*	*	–	–	2	2
		IR		31							2	3
DECW dst	dst ← dst - 1	RR		80	–	*	*	*	–	–	2	5
		IRR		81							2	6
DI	IRQCTL[7] ← 0			8F	–	–	–	–	–	–	1	2
DJNZ dst, RA	dst ← dst - 1 if dst ≠ 0 PC ← PC + X	r		0A-FA	–	–	–	–	–	–	2	3
EI	IRQCTL[7] ← 1			9F	–	–	–	–	–	–	1	2
Flags Notation:	* = Value is a function of the result of the operation.				0 = Reset to 0							
	– = Unaffected				1 = Set to 1							
	X = Undefined											



Table 116. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
HALT	Halt Mode			7F	-	-	-	-	-	-	1	2
INC dst	dst ← dst + 1	R		20	-	*	*	-	-	-	2	2
		IR		21							2	3
		r		0E-FE							1	2
INCW dst	dst ← dst + 1	RR		A0	-	*	*	*	-	-	2	5
		IRR		A1							2	6
IRET	FLAGS ← @SP SP ← SP + 1 PC ← @SP SP ← SP + 2 IRQCTL[7] ← 1			BF	*	*	*	*	*	*	1	5
JP dst	PC ← dst	DA		8D	-	-	-	-	-	-	3	2
		IRR		C4							2	3
JP cc, dst	if cc is true PC ← dst	DA		0D-FD	-	-	-	-	-	-	3	2
JR dst	PC ← PC + X	DA		8B	-	-	-	-	-	-	2	2
JR cc, dst	if cc is true PC ← PC + X	DA		0B-FB	-	-	-	-	-	-	2	2
LD dst, rc	dst ← src	r	IM	0C-FC	-	-	-	-	-	-	2	2
		r	X(r)	C7							3	3
		X(r)	r	D7							3	4
		r	lr	E3							2	3
		R	R	E4							3	2
		R	IR	E5							3	4
		R	IM	E6							3	2
		IR	IM	E7							3	3
		lr	r	F3							2	3
		IR	R	F5							3	3
Flags Notation:	* = Value is a function of the result of the operation. - = Unaffected X = Undefined				0 = Reset to 0 1 = Set to 1							



Table 116. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
LDC dst, src	dst ← src	r	lrr	C2	-	-	-	-	-	-	2	5
		lr	lrr	C5							2	9
		lrr	r	D2							2	5
LDCI dst, src	dst ← src r ← r + 1 rr ← rr + 1	lr	lrr	C3	-	-	-	-	-	-	2	9
		lrr	lr	D3							2	9
LDE dst, src	dst ← src	r	lrr	82	-	-	-	-	-	-	2	5
		lrr	r	92							2	5
LDEI dst, src	dst ← src r ← r + 1 rr ← rr + 1	lr	lrr	83	-	-	-	-	-	-	2	9
		lrr	lr	93							2	9
LDWX dst, src	dst ← src	ER	ER	1FE8	-	-	-	-	-	-	5	4
LDX dst, src	dst ← src	r	ER	84	-	-	-	-	-	-	3	2
		lr	ER	85							3	3
		R	IRR	86							3	4
		IR	IRR	87							3	5
		r	X(rr)	88							3	4
		X(rr)	r	89							3	4
		ER	r	94							3	2
		ER	lr	95							3	3
		IRR	R	96							3	4
		IRR	IR	97							3	5
		ER	ER	E8							4	2
LEA dst, X(src)	dst ← src + X	r	X(r)	98	-	-	-	-	-	-	3	3
		rr	X(rr)	99							3	5
MULT dst	dst[15:0] ← dst[15:8] * dst[7:0]	RR		F4	-	-	-	-	-	-	2	8
NOP	No operation			0F	-	-	-	-	-	-	1	2
Flags Notation:	* = Value is a function of the result of the operation. - = Unaffected X = Undefined				0 = Reset to 0 1 = Set to 1							





Table 116. eZ8 CPU Instruction Summary (Continued)


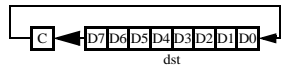

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
OR dst, src	dst ← dst OR src	r	r	42	-	*	*	0	-	-	2	3
		r	lr	43							2	4
		R	R	44							3	3
		R	IR	45							3	4
		R	IM	46							3	3
		IR	IM	47							3	4
ORX dst, src	dst ← dst OR src	ER	ER	48	-	*	*	0	-	-	4	3
		ER	IM	49							4	3
POP dst	dst ← @SP SP ← SP + 1	R		50	-	-	-	-	-	-	2	2
		IR		51							2	3
POPX dst	dst ← @SP SP ← SP + 1	ER		D8	-	-	-	-	-	-	3	2
PUSH src	SP ← SP - 1 @SP ← src	R		70	-	-	-	-	-	-	2	2
		IR		71							2	3
		IM		IF70							3	2
PUSHX src	SP ← SP - 1 @SP ← src	ER		C8	-	-	-	-	-	-	3	2
RCF	C ← 0			CF	0	-	-	-	-	-	1	2
RET	PC ← @SP SP ← SP + 2			AF	-	-	-	-	-	-	1	4
RL dst		R		90	*	*	*	*	-	-	2	2
		IR		91							2	3
RLC dst		R		10	*	*	*	*	-	-	2	2
		IR		11							2	3
RR dst		R		E0	*	*	*	*	-	-	2	2
		IR		E1							2	3
Flags Notation:	* = Value is a function of the result of the operation.		0 = Reset to 0		- = Unaffected		1 = Set to 1		X = Undefined			



Table 116. eZ8 CPU Instruction Summary (Continued)

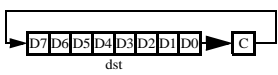
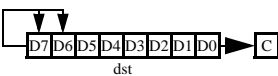

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
RRC dst		R		C0	*	*	*	*	-	-	2	2
		IR		C1							2	3
SBC dst, src	$dst \leftarrow dst - src - C$	r	r	32	*	*	*	*	1	*	2	3
		r	lr	33							2	4
		R	R	34							3	3
		R	IR	35							3	4
		R	IM	36							3	3
		IR	IM	37							3	4
SBCX dst, src	$dst \leftarrow dst - src - C$	ER	ER	38	*	*	*	*	1	*	4	3
		ER	IM	39							4	3
SCF	$C \leftarrow 1$			DF	1	-	-	-	-	-	1	2
SRA dst		R		D0	*	*	*	0	-	-	2	2
		IR		D1							2	3
SRL dst		R		1F C0	*	*	0	*	-	-	3	2
		IR		1F C1							3	3
SRP src	$RP \leftarrow src$		IM	01	-	-	-	-	-	-	2	2
STOP	STOP Mode			6F	-	-	-	-	-	-	1	2
SUB dst, src	$dst \leftarrow dst - src$	r	r	22	*	*	*	*	1	*	2	3
		r	lr	23							2	4
		R	R	24							3	3
		R	IR	25							3	4
		R	IM	26							3	3
		IR	IM	27							3	4
SUBX dst, src	$dst \leftarrow dst - src$	ER	ER	28	*	*	*	*	1	*	4	3
		ER	IM	29							4	3
Flags Notation:	* = Value is a function of the result of the operation.		0 = Reset to 0									
	- = Unaffected		1 = Set to 1									
	X = Undefined											



Table 116. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
SWAP dst	dst[7:4] ↔ dst[3:0]	R		F0	X	*	*	X	-	-	2	2
		IR		F1							2	3
TCM dst, src	(NOT dst) AND src	r	r	62	-	*	*	0	-	-	2	3
		r	lr	63							2	4
		R	R	64							3	3
		R	IR	65							3	4
		R	IM	66							3	3
		IR	IM	67							3	4
TCMX dst, src	(NOT dst) AND src	ER	ER	68	-	*	*	0	-	-	4	3
		ER	IM	69							4	3
TM dst, src	dst AND src	r	r	72	-	*	*	0	-	-	2	3
		r	lr	73							2	4
		R	R	74							3	3
		R	IR	75							3	4
		R	IM	76							3	3
		IR	IM	77							3	4
TMX dst, src	dst AND src	ER	ER	78	-	*	*	0	-	-	4	3
		ER	IM	79							4	3
TRAP Vector	SP ← SP - 2 @SP ← PC SP ← SP - 1 @SP ← FLAGS PC ← @Vector		Vector	F2	-	-	-	-	-	-	2	6
WDT				5F	-	-	-	-	-	-	1	2
XOR dst, src	dst ← dst XOR src	r	r	B2	-	*	*	0	-	-	2	3
		r	lr	B3							2	4
		R	R	B4							3	3
		R	IR	B5							3	4
		R	IM	B6							3	3
		IR	IM	B7							3	4
Flags Notation:	* = Value is a function of the result of the operation.		0 = Reset to 0									
	- = Unaffected		1 = Set to 1									
	X = Undefined											

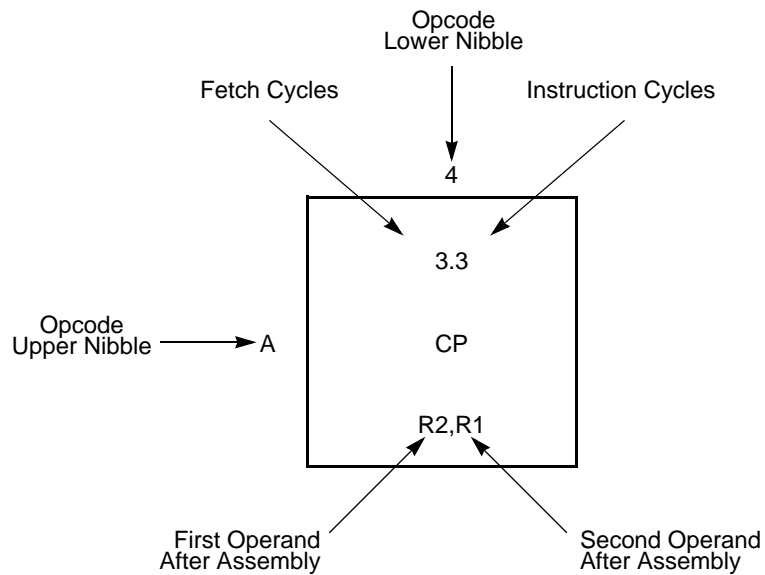


Table 116. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
XORX dst, src	dst ← dst XOR src	ER	ER	B8	-	*	*	0	-	-	4	3
		ER	IM	B9							4	3
Flags Notation:	* = Value is a function of the result of the operation.			0 = Reset to 0								
	- = Unaffected			1 = Set to 1								
	X = Undefined											

# Opcode Maps

A description of the opcode map data and the abbreviations are provided in Figure 28. Figures 29 and 32 provide information about each of the eZ8 CPU instructions. Table 117 lists Opcode Map abbreviations.



**Figure 28.Opcode Map Cell Description**



**Table 117. Opcode Map Abbreviations**

<b>Abbreviation</b>	<b>Description</b>	<b>Abbreviation</b>	<b>Description</b>
b	Bit position	IRR	Indirect Register Pair
cc	Condition code	p	Polarity (0 or 1)
X	8-bit signed index or displacement	r	4-bit Working Register
DA	Destination address	R	8-bit register
ER	Extended Addressing register	r1, R1, Ir1, Irr1, IR1, rr1, RR1, IRR1, ER1	Destination address
IM	Immediate data value	r2, R2, Ir2, Irr2, IR2, rr2, RR2, IRR2, ER2	Source address
Ir	Indirect Working Register	RA	Relative
IR	Indirect register	rr	Working Register Pair
Irr	Indirect Working Register Pair	RR	Register Pair



		Lower Nibble (Hex)																
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
Upper Nibble (Hex)	0	1.1 BRK	2.2 SRP IM	2.3 ADD r1,r2	2.4 ADD r1,lr2	3.3 ADD R2,R1	3.4 ADD IR2,R1	3.3 ADD R1,IM	3.4 ADD IR1,IM	4.3 ADDX ER2,ER1	4.3 ADDX IM,ER1	2.3 DJNZ r1,X	2.2 JR cc,X	2.2 LD r1,IM	3.2 JP cc,DA	1.2 INC r1	1.2 NOP	
	1	2.2 RLC R1	2.3 RLC IR1	2.3 ADC r1,r2	2.4 ADC r1,lr2	3.3 ADC R2,R1	3.4 ADC IR2,R1	3.3 ADC R1,IM	3.4 ADC IR1,IM	4.3 ADCX ER2,ER1	4.3 ADCX IM,ER1	↓	↓	↓	↓	↓	↓	See 2nd Opcode Map
	2	2.2 INC R1	2.3 INC IR1	2.3 SUB r1,r2	2.4 SUB r1,lr2	3.3 SUB R2,R1	3.4 SUB IR2,R1	3.3 SUB R1,IM	3.4 SUB IR1,IM	4.3 SUBX ER2,ER1	4.3 SUBX IM,ER1							1, 2 ATM
	3	2.2 DEC R1	2.3 DEC IR1	2.3 SBC r1,r2	2.4 SBC r1,lr2	3.3 SBC R2,R1	3.4 SBC IR2,R1	3.3 SBC R1,IM	3.4 SBC IR1,IM	4.3 SBCX ER2,ER1	4.3 SBCX IM,ER1							
	4	2.2 DA R1	2.3 DA IR1	2.3 OR r1,r2	2.4 OR r1,lr2	3.3 OR R2,R1	3.4 OR IR2,R1	3.3 OR R1,IM	3.4 OR IR1,IM	4.3 ORX ER2,ER1	4.3 ORX IM,ER1							
	5	2.2 POP R1	2.3 POP IR1	2.3 AND r1,r2	2.4 AND r1,lr2	3.3 AND R2,R1	3.4 AND IR2,R1	3.3 AND R1,IM	3.4 AND IR1,IM	4.3 ANDX ER2,ER1	4.3 ANDX IM,ER1							1.2 WDT
	6	2.2 COM R1	2.3 COM IR1	2.3 TCM r1,r2	2.4 TCM r1,lr2	3.3 TCM R2,R1	3.4 TCM IR2,R1	3.3 TCM R1,IM	3.4 TCM IR1,IM	4.3 TCMX ER2,ER1	4.3 TCMX IM,ER1							1.2 STOP
	7	2.2 PUSH R2	2.3 PUSH IR2	2.3 TM r1,r2	2.4 TM r1,lr2	3.3 TM R2,R1	3.4 TM IR2,R1	3.3 TM R1,IM	3.4 TM IR1,IM	4.3 TMX ER2,ER1	4.3 TMX IM,ER1							1.2 HALT
	8	2.5 DECW RR1	2.6 DECW IRR1	2.5 LDE r1,lr2	2.9 LDEI lr1,lr2	3.2 LDX r1,ER2	3.3 LDX lr1,ER2	3.4 LDX IRR2,R1	3.5 LDX IRR2,IR1	3.4 LDX r1,rr2,X	3.4 LDX rr1,rr2,X							1.2 DI
	9	2.2 RL R1	2.3 RL IR1	2.5 LDE r2,lr1	2.9 LDEI lr2,lr1	3.2 LDX r2,ER1	3.3 LDX lr2,ER1	3.4 LDX R2,IRR1	3.5 LDX IR2,IRR1	3.3 LEA r1,rr2,X	3.5 LEA rr1,rr2,X							1.2 EI
	A	2.5 INCW RR1	2.6 INCW IRR1	2.3 CP r1,r2	2.4 CP r1,lr2	3.3 CP R2,R1	3.4 CP IR2,R1	3.3 CP R1,IM	3.4 CP IR1,IM	4.3 CPX ER2,ER1	4.3 CPX IM,ER1							1.4 RET
	B	2.2 CLR R1	2.3 CLR IR1	2.3 XOR r1,r2	2.4 XOR r1,lr2	3.3 XOR R2,R1	3.4 XOR IR2,R1	3.3 XOR R1,IM	3.4 XOR IR1,IM	4.3 XORX ER2,ER1	4.3 XORX IM,ER1							1.5 IRET
	C	2.2 RRC R1	2.3 RRC IR1	2.5 LDC r1,lr2	2.9 LDCI lr1,lr2	2.3 JP IRR1	2.9 LDC lr1,lr2		3.4 LD r1,rr2,X	3.2 PUSHX ER2								1.2 RCF
	D	2.2 SRA R1	2.3 SRA IR1	2.5 LDC r2,lr1	2.9 LDCI lr2,lr1	2.6 CALL IRR1	2.2 BSWAP R1	3.3 CALL DA	3.4 LD r2,r1,X	3.2 POPX ER1								1.2 SCF
	E	2.2 RR R1	2.3 RR IR1	2.2 BIT p,b,r1	2.3 LD r1,lr2	3.2 LD R2,R1	2.9 LD IR2,R1	3.3 LD R1,IM	3.4 LD IR1,IM	4.2 LDX ER2,ER1	4.2 LDX IM,ER1							1.2 CCF
	F	2.2 SWAP R1	2.3 SWAP IR1	2.6 TRAP Vector	2.3 LD lr1,r2	2.8 MULT RR1	3.3 LD R2,IR1	3.3 BTJ p,b,r1,X	3.4 BTJ p,b,lr1,X									

Figure 29. First Opcode Map



		Lower Nibble (Hex)															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Upper Nibble (Hex)	0																
	1																
	2																
	3																
	4																
	5																
	6																
	7		<b>3, 2 PUSH</b> IM														
	8																
	9																
	A			<b>3.3 CPC</b> r1,r2	<b>3.4 CPC</b> r1,r2	<b>4.3 CPC</b> R2,R1	<b>4.4 CPC</b> IR2,R1	<b>4.3 CPC</b> R1,IM	<b>4.4 CPC</b> IR1,IM	<b>5.3 CPCX</b> ER2,ER1	<b>5.3 CPCX</b> IM,ER1						
	B																
	C		<b>3.2 SRL</b> R1	<b>3.3 SRL</b> IR1													
	D																
	E									<b>5, 4 LDWX</b> ER2,ER1							
	F																

Figure 30. Second Opcode Map after 1FH





# Electrical Characteristics

The data in this chapter is pre-qualification and pre-characterization and is subject to change. Additional electrical characteristics may be found in the individual chapters.

## Absolute Maximum Ratings

Stresses greater than those listed in Table 118 may cause permanent damage to the device. These ratings are stress ratings only. Operation of the device at any condition outside those indicated in the operational sections of these specifications is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability. For improved reliability, tie unused inputs to one of the supply voltages ( $V_{DD}$  or  $V_{SS}$ ).

**Table 118. Absolute Maximum Ratings**

Parameter	Minimum	Maximum	Units	Notes
Ambient temperature under bias	0	+105	°C	1
Storage temperature	-65	+150	°C	
Voltage on any pin with respect to $V_{SS}$	-0.3	+5.5	V	2
Voltage on $V_{DD}$ pin with respect to $V_{SS}$	-0.3	+3.6	V	
Maximum current on input and/or inactive output pin	-5	+5	μA	
Maximum output current from active output pin	-25	+25	mA	
<b>20-pin Packages Maximum Ratings at 0°C to 70°C</b>				
Total power dissipation		430	mW	
Maximum current into $V_{DD}$ or out of $V_{SS}$		120	mA	
<b>28-pin Packages Maximum Ratings at 0°C to 70°C</b>				
Total power dissipation		450	mW	
Maximum current into $V_{DD}$ or out of $V_{SS}$		125	mA	
Operating temperature is specified in DC Characteristics				
1. This voltage applies to all pins except the following: $V_{DD}$ , $AV_{DD}$ , pins supporting analog input (Port B[5:0], Port C[2:0]) and pins supporting the crystal oscillator (PA0 and PA1). On the 8-pin packages, this applies to all pins but $V_{DD}$ .				



## DC Characteristics

Table 119 lists the DC characteristics of the Z8 Encore! XP<sup>®</sup> F08xA Series products. All voltages are referenced to  $V_{SS}$ , the primary system ground.

**Table 119. DC Characteristics**

Symbol	Parameter	$T_A = -40^{\circ}\text{C to }+105^{\circ}\text{C}$			Units	Conditions
		Minimum	Typical	Maximum		
$V_{DD}$	Supply Voltage	2.7	–	3.6	V	
$V_{IL1}$	Low Level Input Voltage	-0.3	–	$0.3 \cdot V_{DD}$	V	For all input pins except $\overline{\text{RESET}}$ .
$V_{IL2}$	Low Level Input Voltage	-0.3	–	0.8	V	For $\overline{\text{RESET}}$ .
$V_{IH1}$	High Level Input Voltage	2.0	–	5.5	V	For all input pins without analog or oscillator function.
$V_{IH2}$	High Level Input Voltage	2.0	–	$V_{DD}+0.3$	V	For those pins with analog or oscillator function.
$V_{OL1}$	Low Level Output Voltage	–	–	0.4	V	$I_{OL} = 2\text{mA}$ ; $V_{DD} = 3.0\text{V}$ High Output Drive disabled.
$V_{OH1}$	High Level Output Voltage	2.4	–	–	V	$I_{OH} = -2\text{mA}$ ; $V_{DD} = 3.0\text{V}$ High Output Drive disabled.
$V_{OL2}$	Low Level Output Voltage	–	–	0.6	V	$I_{OL} = 20\text{mA}$ ; $V_{DD} = 3.3\text{V}$ High Output Drive enabled.
$V_{OH2}$	High Level Output Voltage	2.4	–	–	V	$I_{OH} = -20\text{mA}$ ; $V_{DD} = 3.3\text{V}$ High Output Drive enabled.
$I_{IL}$	Input Leakage Current	-5	–	+5	$\mu\text{A}$	$V_{DD} = 3.6\text{V}$ ; $V_{IN} = V_{DD}$ or $V_{SS}$ <sup>1</sup>
$I_{TL}$	Tristate Leakage Current	-5	–	+5	$\mu\text{A}$	$V_{DD} = 3.6\text{V}$
$I_{LED}$	Controlled Current Drive	1.8	3	4.5	mA	{AFS2,AFS1} = {0,0}
		2.8	7	10.5	mA	{AFS2,AFS1} = {0,1}
		7.8	13	19.5	mA	{AFS2,AFS1} = {1,0}
		12	20	30	mA	{AFS2,AFS1} = {1,1}
$C_{PAD}$	GPIO Port Pad Capacitance	–	$8.0^2$	–	pF	TBD
$C_{XIN}$	XIN Pad Capacitance	–	$8.0^2$	–	pF	TBD
$C_{XOUT}$	XOUT Pad Capacitance	–	$9.5^2$	–	pF	TBD
$I_{PU}$	Weak Pull-up Current	30	100	350	$\mu\text{A}$	$V_{DD} = 3.0 - 3.6\text{V}$



**Table 119. DC Characteristics (Continued)**

Symbol	Parameter	T <sub>A</sub> = -40°C to +105°C			Units	Conditions
		Minimum	Typical	Maximum		
ICCH	Supply Current in Halt Mode		TBD		mA	TBD
ICCS	Supply Current in STOP Mode		2		μA	With watchdog timer running

<sup>1</sup> This condition excludes all pins that have on-chip pull-ups, when driven Low.  
<sup>2</sup> These values are provided for design guidance only and are not tested in production.

Figure 31 illustrates the typical current consumption while operating at 25°C, 3.3V, versus the system clock frequency.

**TBD**

**Figure 31. ICC Versus System Clock Frequency**



## AC Characteristics

The section provides information about the AC characteristics and timing. All AC timing information assumes a standard load of 50pF on all outputs.

**Table 120. AC Characteristics**

Symbol	Parameter	$V_{DD} = 2.7 \text{ to } 3.6\text{V}$ $T_A = -40^\circ\text{C to } +105^\circ\text{C}$		Units	Conditions
		Minimum	Maximum		
F <sub>SYSCLK</sub>	System Clock Frequency	–	20.0	MHz	Read-only from Flash memory
		0.032768	20.0	MHz	Program or erasure of the Flash memory
F <sub>XTAL</sub>	Crystal Oscillator Frequency	1.0	20.0	MHz	System clock frequencies below the crystal oscillator minimum require an external clock driver.
F <sub>IPO</sub>	Internal Precision Oscillator Frequency	0.032768	5.5296	MHz	Oscillator is <b>not</b> adjustable over the entire range. User may select Min or Max value only.
F <sub>IPO</sub>	Internal Precision Oscillator Frequency	5.31	5.75	MHz	High speed with trimming
F <sub>IPO</sub>	Internal Precision Oscillator Frequency	4.15	6.91	MHz	High speed without trimming
F <sub>IPO</sub>	Internal Precision Oscillator Frequency	30.7	33.3	KHz	Low speed with trimming
F <sub>IPO</sub>	Internal Precision Oscillator Frequency	24	40	KHz	Low speed without trimming
T <sub>XIN</sub>	System Clock Period	50	–	ns	$T_{CLK} = 1/F_{sysclk}$
T <sub>XINH</sub>	System Clock High Time	20	30	ns	$T_{CLK} = 50\text{ns}$
T <sub>XINL</sub>	System Clock Low Time	20	30	ns	$T_{CLK} = 50\text{ns}$
T <sub>XINR</sub>	System Clock Rise Time	–	3	ns	$T_{CLK} = 50\text{ns}$
T <sub>XINF</sub>	System Clock Fall Time	–	3	ns	$T_{CLK} = 50\text{ns}$



## On-Chip Peripheral AC and DC Electrical Characteristics

Table 121. Power-On Reset and Voltage Brown-Out Electrical Characteristics and Timing

Symbol	Parameter	$T_A = -40^{\circ}\text{C to } +105^{\circ}\text{C}$			Units	Conditions
		Minimum	Typical <sup>1</sup>	Maximum		
$V_{POR}$	Power-On Reset Voltage Threshold	2.20	2.45	2.70	V	$V_{DD} = V_{POR}$ (default VBO trim)
$V_{VBO}$	Voltage Brown-Out Reset Voltage Threshold	2.15	2.40	2.65	V	$V_{DD} = V_{VBO}$ (default VBO trim)
	$V_{POR}$ to $V_{VBO}$ hysteresis		50	75	mV	
	Starting $V_{DD}$ voltage to ensure valid Power-On Reset.	–	$V_{SS}$	–	V	
$T_{ANA}$	Power-On Reset Analog Delay	–	50	–	$\mu\text{s}$	$V_{DD} > V_{POR}$ ; $T_{POR}$ Digital Reset delay follows $T_{ANA}$
$T_{POR}$	Power-On Reset Digital Delay	TBD	16	TBD	$\mu\text{s}$	66 Internal Precision Oscillator cycles
$T_{POR}$	Power-On Reset Digital Delay	TBD	1	TBD	ms	5000 Internal Precision Oscillator cycles
$T_{SMR}$	STOP Mode Recovery with crystal oscillator disabled	TBD	16	TBD	$\mu\text{s}$	66 Internal Precision Oscillator cycles
$T_{SMR}$	STOP Mode Recovery with crystal oscillator enabled	TBD	1	TBD	ms	5000 Internal Precision Oscillator cycles
$T_{VBO}$	Voltage Brown-Out Pulse Rejection Period	–	10	–	$\mu\text{s}$	$V_{DD} < V_{VBO}$ to generate a Reset.
$T_{RAMP}$	Time for $V_{DD}$ to transition from $V_{SS}$ to $V_{POR}$ to ensure valid Reset	0.10	–	100	ms	

1 Data in the typical column is from characterization at 3.3V and 0°C. These values are provided for design guidance only and are not tested in production.



**Table 122. Flash Memory Electrical Characteristics and Timing**

Parameter	V <sub>DD</sub> = 2.7 to 3.6V T <sub>A</sub> = -40°C to +105°C			Units	Notes
	Minimum	Typical	Maximum		
Flash Byte Read Time	100	–	–	ns	
Flash Byte Program Time	20	–	40	μs	
Flash Page Erase Time	10	–	–	ms	
Flash Mass Erase Time	200	–	–	ms	
Writes to Single Address Before Next Erase	–	–	2		
Flash Row Program Time	–	–	8	ms	Cumulative program time for single row cannot exceed limit before next erase. This parameter is only an issue when bypassing the Flash Controller.
Data Retention	100	–	–	years	25°C
Endurance	10,000	–	–	cycles	Program / erase cycles

**Table 123. Watch-Dog Timer Electrical Characteristics and Timing**

Symbol	Parameter	V <sub>DD</sub> = 2.7 - 3.6V T <sub>A</sub> = -40°C to +105°C			Units	Conditions
		Minimum	Typical	Maximum		
F <sub>WDT</sub>	WDT Oscillator Frequency		10		KHz	



**Table 124. Analog-to-Digital Converter Electrical Characteristics and Timing**

Symbol	Parameter	V <sub>DD</sub> = 2.7 to 3.6V T <sub>A</sub> = -40°C to +105°C			Units	Conditions
		Minimum	Typical	Maximum		
	Resolution	–	10	–	bits	External V <sub>REF</sub> = 3.0V; R <sub>S</sub> ← 3.0KΩ
	Differential Nonlinearity (DNL)	-1.0	–	1.0	LSB	External V <sub>REF</sub> = 3.0V; R <sub>S</sub> ← 3.0KΩ
	Integral Nonlinearity (INL)	-3.0	–	3.0	LSB	External V <sub>REF</sub> = 3.0V; R <sub>S</sub> ← 3.0KΩ
	Uncalibrated DC Offset Error (single-ended)	-100 TBD -250	–	80 TBD 250	mV	Unbuffered Mode Unity Gain Buffered 20x Gain Buffered Note: All values are uncompensated; manual offset compensation is available
	Uncalibrated DC Offset Error (differential)	-100 TBD	–	80 TBD	mV	Unbuffered Mode Unity Gain Buffered Note: All values are uncompensated; manual offset compensation is available
V <sub>REF</sub>	Internal Reference Voltage	0.9 1.8	1.0 2.0	1.1 2.2	V	REFSEL=00 REFSEL=01
	Single-Shot Conversion Time	–	5129	–	cycles	System clock cycles
	Continuous Conversion Time	–	256	–	cycles	System clock cycles
	Sampling Rate	System Clock /256			Hz	
	Signal Input Bandwidth	–	10		KHz	As defined by -3dB point
R <sub>S</sub>	Analog Source Impedance	–	–	10 500	kΩ	In unbuffered mode In buffered modes
<sup>1</sup> Analog source impedance affects the ADC offset voltage (because of pin leakage) and input settling time.						



**Table 124. Analog-to-Digital Converter Electrical Characteristics and Timing (Continued)**

Symbol	Parameter	$V_{DD} = 2.7 \text{ to } 3.6\text{V}$ $T_A = -40^\circ\text{C to } +105^\circ\text{C}$			Units	Conditions
		Minimum	Typical	Maximum		
Zin	Input Impedance	TBD 10	150 TBD		kW MΩ	In unbuffered mode In buffered modes
Vin	Input Voltage Range	0 300mV		$V_{DD}$ $V_{DD}-400\text{mV}$	V	Unbuffered Mode Buffered Modes Note: these values define the range over which the ADC performs within spec; exceeding these values does not cause damage or instability; see “DC Characteristics” on page 192 for absolute pin voltage limits
Av	Transimpedance Amplifier, Open loop voltage gain		80		dB	
GBW	Transimpedance Amplifier, Gain/Bandwidth product		1		MHz	
PM	Phase Margin		53		deg	Assuming 13pF pin capacitance
V <sub>osTA</sub>	Transimpedance Amplifier Input Offset Voltage	-4		4	mV	

<sup>1</sup> Analog source impedance affects the ADC offset voltage (because of pin leakage) and input settling time.





**Table 124. Analog-to-Digital Converter Electrical Characteristics and Timing (Continued)**

Symbol	Parameter	V <sub>DD</sub> = 2.7 to 3.6V T <sub>A</sub> = -40°C to +105°C			Units	Conditions
		Minimum	Typical	Maximum		
V <sub>osTA</sub>	Transimpedance Amplifier Input Offset Voltage (Temperature Drift)		1	10	μV/C	Over the range of -10°C to +40°C
I <sub>outTA</sub>	Transimpedance Amplifier Output Drive Current			50	μA	Amplifier output voltage V <sub>out</sub> ← 1.5V; above this output voltage, maximum output current drops off
I <sub>CC</sub>	STOP Mode Current with Transimpedance Amplifier Active		10		μA	No other peripherals are enabled

<sup>1</sup> Analog source impedance affects the ADC offset voltage (because of pin leakage) and input settling time.

**Table 125. Comparator Electrical Characteristics**

Symbol	Parameter	V <sub>DD</sub> = 2.7 to 3.6V T <sub>A</sub> = -40°C to +105°C			Units	Conditions
		Minimum	Typical	Maximum		
V <sub>OS</sub>	Input DC Offset		5		mV	
V <sub>CREF</sub>	Programmable Internal Reference Voltage Range	0		1.8	V	User-programmable in 200mV step
V <sub>CREF</sub>	Programmable Internal Reference Voltage	0.92	1.0	1.08	V	Default (CMP0[REFLVL]=5H)
T <sub>PROP</sub>	Propagation Delay		100		ns	
V <sub>HYS</sub>	Input Hysteresis		4		mV	



**Table 126. Temperature Sensor Electrical Characteristics**

Symbol	Parameter	V <sub>DD</sub> = 2.7 to 3.6V T <sub>A</sub> = -40°C to +105°C			Units	Conditions
		Minimum	Typical	Maximum		
T <sub>AERR</sub>	Temperature Error	-7		+7	°C	Over the range -40°C to +105°C (as measured by ADC)
T <sub>AERR</sub>	Temperature Error	-1.5		+1.5	°C	Over the range +20°C to +30°C (as measured by ADC)
T <sub>AERR</sub>	Temperature Error	TBD		TBD	°C	Over the range -40°C to +105°C (as measured by comparator)
t <sub>WAKE</sub>	Wakeup Time		80	100	us	Time required for Temperature Sensor to stabilize after enabling

### General Purpose I/O Port Input Data Sample Timing

Figure 32 illustrates timing of the GPIO Port input sampling. The input value on a GPIO Port pin is sampled on the rising edge of the system clock. The Port value is available to the eZ8 CPU on the second rising clock edge following the change of the Port value.

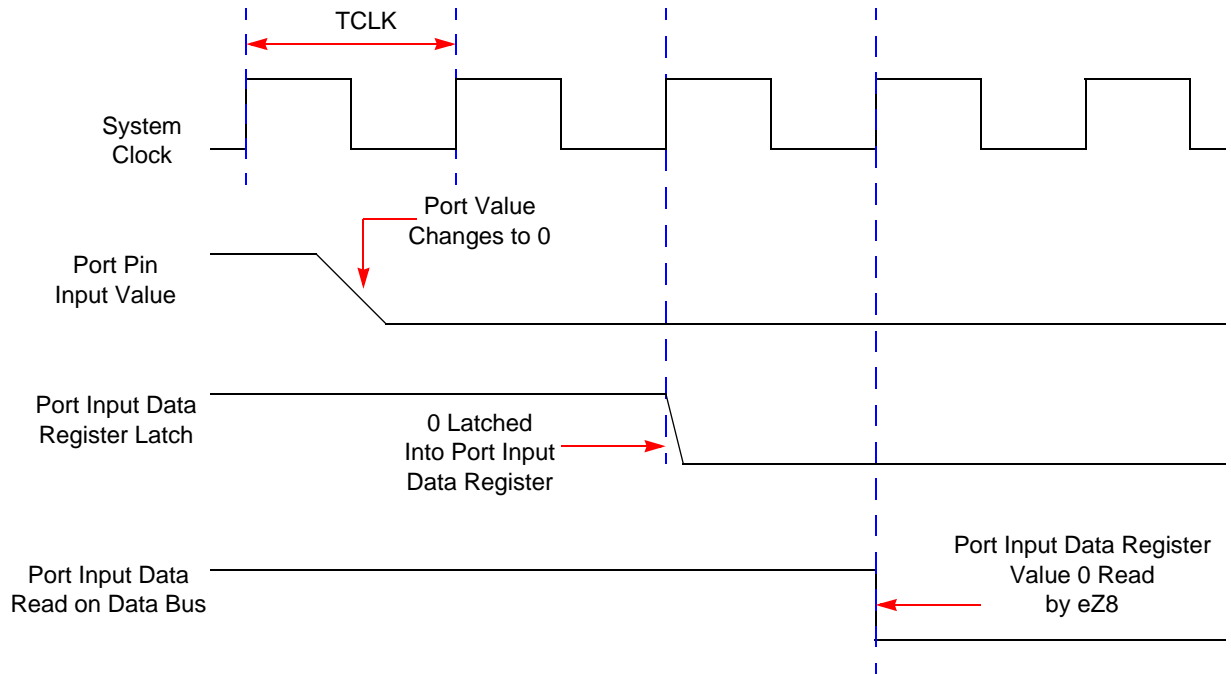


Figure 32. Port Input Sample Timing

Table 127. GPIO Port Input Timing

Parameter	Abbreviation	Delay (ns)	
		Minimum	Maximum
T <sub>S_PORT</sub>	Port Input Transition to XIN Rise Setup Time (Not pictured)	5	–
T <sub>H_PORT</sub>	XIN Rise to Port Input Transition Hold Time (Not pictured)	0	–
T <sub>SMR</sub>	GPIO Port Pin Pulse Width to ensure STOP Mode Recovery (for GPIO Port Pins enabled as SMR sources)	1μs	

## General Purpose I/O Port Output Timing

Figure 33 and Table 128 provide timing information for GPIO Port pins.

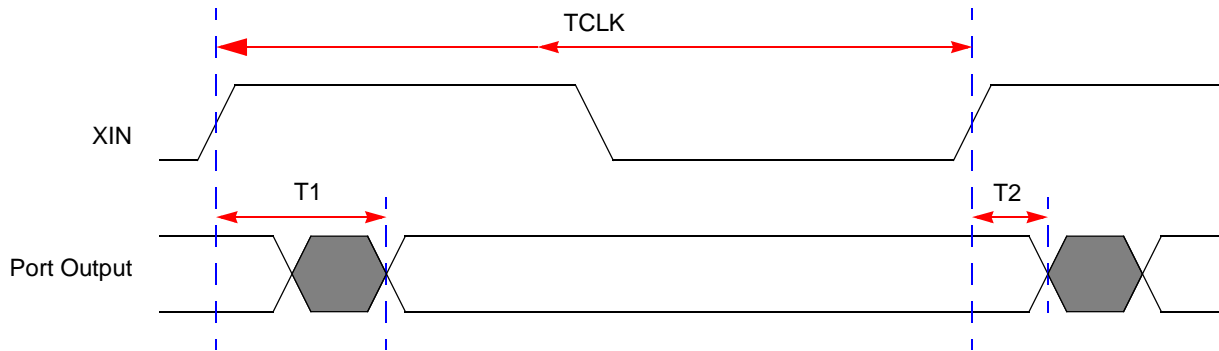


Figure 33. GPIO Port Output Timing

Table 128. GPIO Port Output Timing

Parameter	Abbreviation	Delay (ns)	
		Minimum	Maximum
<b>GPIO Port pins</b>			
T <sub>1</sub>	XIN Rise to Port Output Valid Delay	–	15
T <sub>2</sub>	XIN Rise to Port Output Hold Time	2	–

## On-Chip Debugger Timing

Figure 34 and Table 129 provide timing information for the DBG pin. The DBG pin timing specifications assume a 4ns maximum rise and fall time.

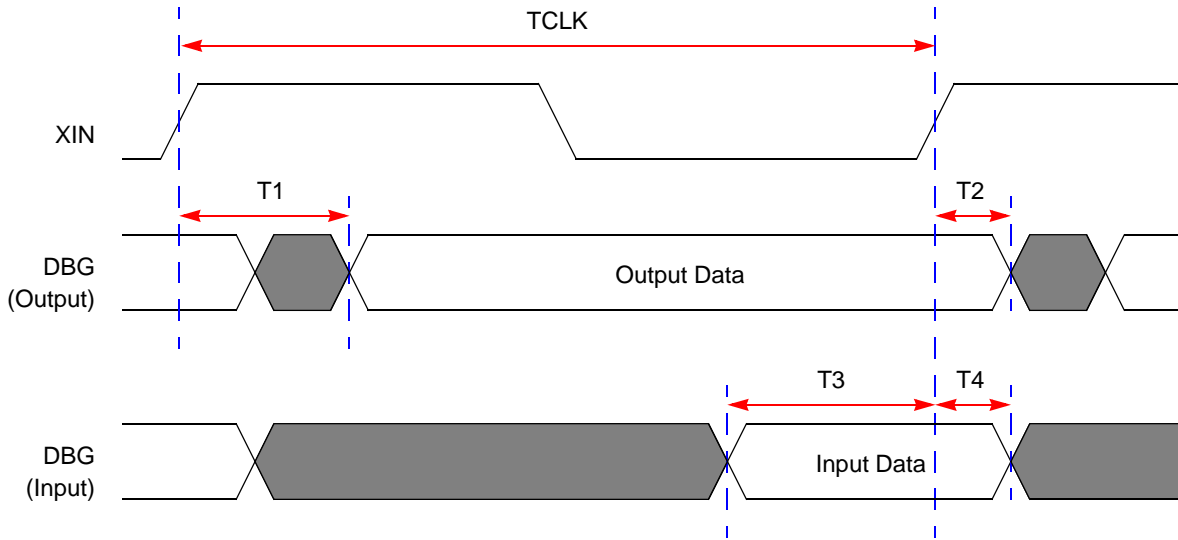


Figure 34. On-Chip Debugger Timing

Table 129. On-Chip Debugger Timing

Parameter	Abbreviation	Delay (ns)	
		Minimum	Maximum
<b>DBG</b>			
T <sub>1</sub>	XIN Rise to DBG Valid Delay	–	15
T <sub>2</sub>	XIN Rise to DBG Output Hold Time	2	–
T <sub>3</sub>	DBG to XIN Rise Input Setup Time	5	–
T <sub>4</sub>	DBG to XIN Rise Input Hold Time	5	–



## UART Timing

Figure 35 and Table 130 provide timing information for UART pins for the case where CTS is used for flow control. The CTS to DE assertion delay (T1) assumes the transmit data register has been loaded with data prior to CTS assertion.

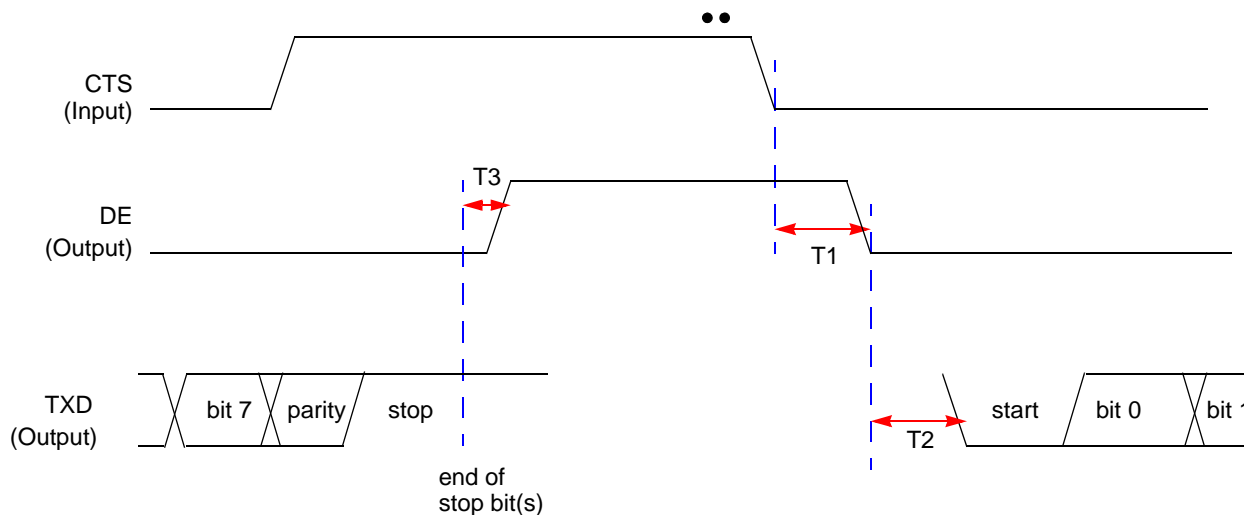


Figure 35. UART Timing With CTS

Table 130. UART Timing With CTS

Parameter	Abbreviation	Delay (ns)	
		Minimum	Maximum
<b>UART</b>			
T <sub>1</sub>	CTS Fall to DE output delay	2 * XIN period	2 * XIN period + 1 bit time
T <sub>2</sub>	DE assertion to TXD falling edge (start bit) delay ± 5		
T <sub>3</sub>	End of Stop Bit(s) to DE deassertion delay	± 5	

Figure 36 and Table 131 provide timing information for UART pins for the case where CTS is not used for flow control. DE asserts after the transmit data register has been written. DE remains asserted for multiple characters as long as the transmit data register is written with the next character before the current character has completed.

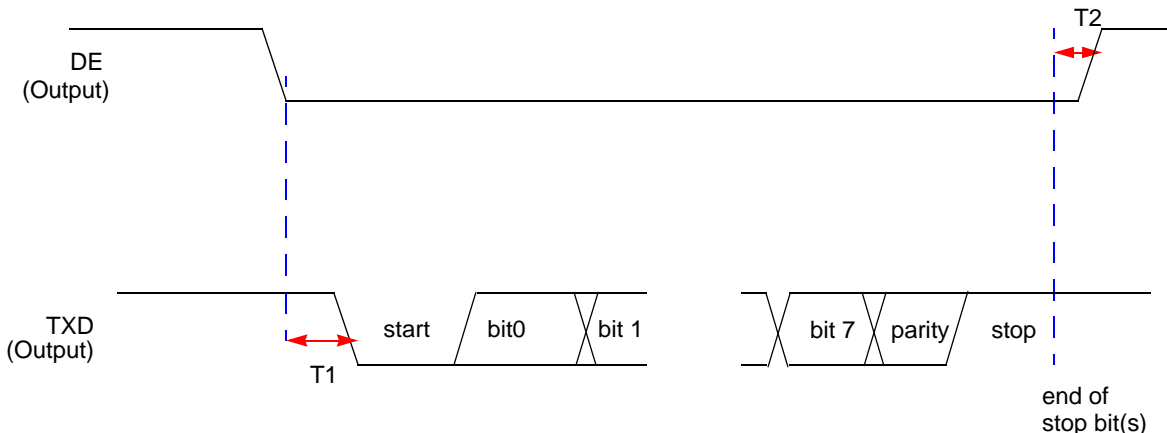


Figure 36. UART Timing Without CTS

Table 131. UART Timing Without CTS

Parameter	Abbreviation	Delay (ns)	
		Minimum	Maximum
<b>UART</b>			
T <sub>1</sub>	DE assertion to TXD falling edge (start bit) delay	1 * XIN period	1 bit time period
T <sub>2</sub>	End of Stop Bit(s) to DE deassertion delay (Tx data register is empty)	± 5	

# Packaging

Figure 37 illustrates the 20-pin Plastic Dual Inline Package (PDIP) available for the Z8 Encore! XP<sup>™</sup> 8K Series devices.

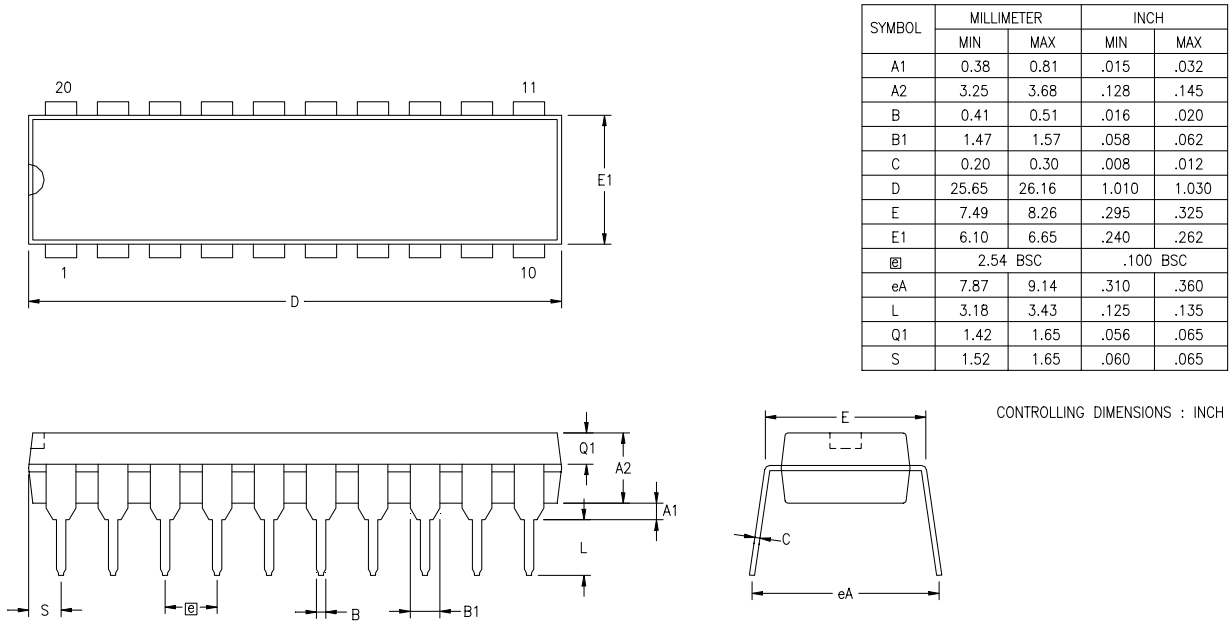


Figure 37.20-Pin Plastic Dual Inline Package (PDIP)



Figure 38 illustrates the 20-pin Small Outline Integrated Circuit Package (SOIC) available for the Z8 Encore! XP<sup>™</sup> 8K Series devices.

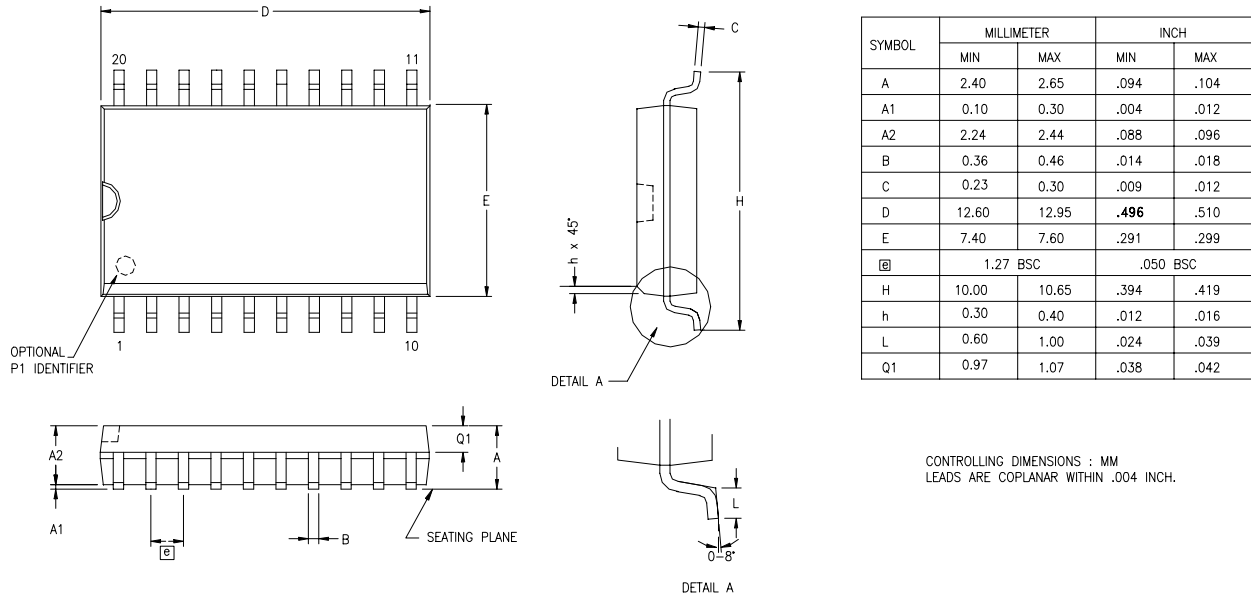


Figure 38.20-Pin Small Outline Integrated Circuit Package (SOIC)

Figure 39 illustrates the 20-pin Small Shrink Outline Package (SSOP) available for the Z8 Encore! XP<sup>™</sup> 8K Series devices.

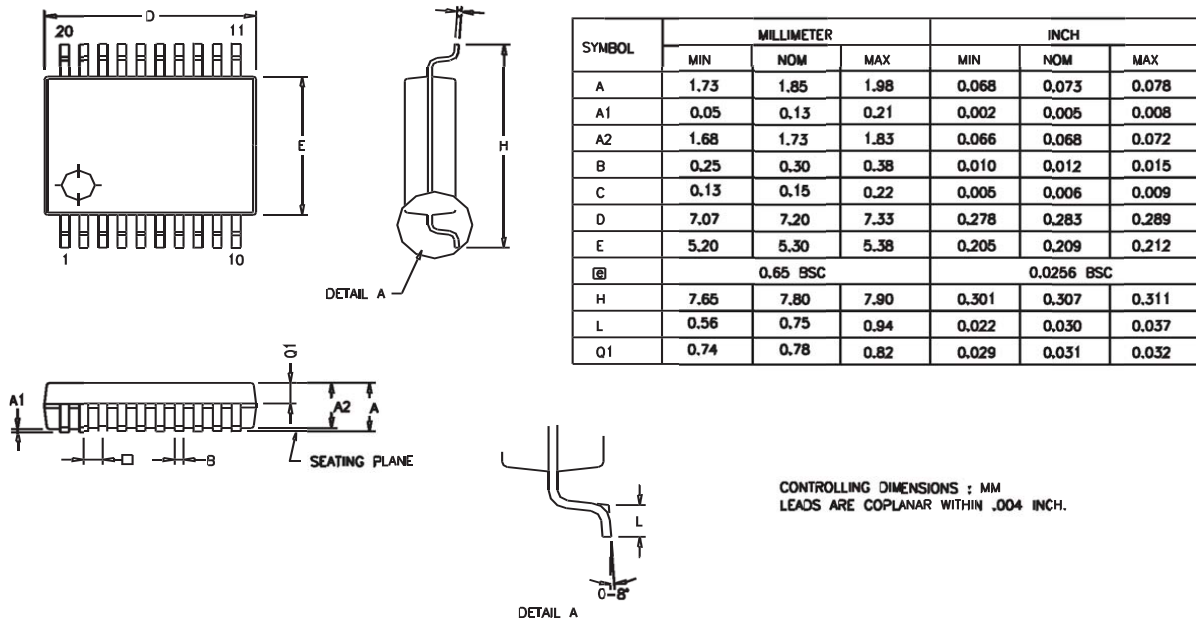
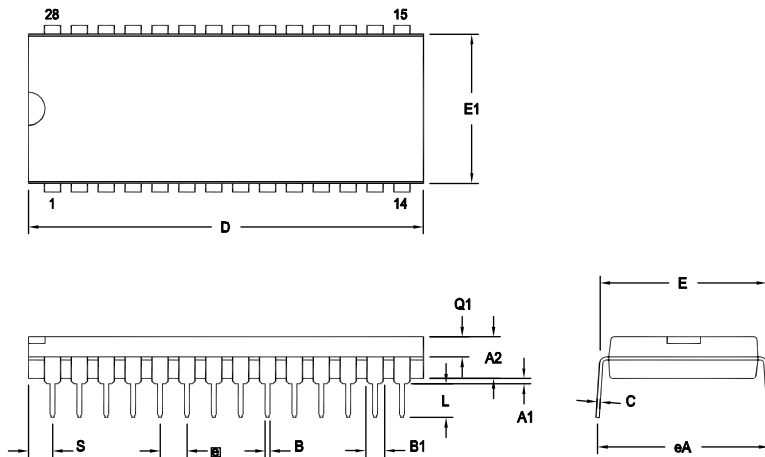


Figure 39.20-Pin Small Shrink Outline Package (SSOP)



Figure 40 illustrates the 28-pin Plastic Dual Inline Package (PDIP) available for the Z8 Encore! XP<sup>™</sup> 8K Series devices.



SYMBOL	OPT #	MILLIMETER		INCH	
		MIN	MAX	MIN	MAX
A1		0.38	1.02	.015	.040
A2		3.18	4.19	.125	.165
B		0.38	0.53	.015	.021
B1	01	1.40	1.65	.055	.065
	02	1.14	1.40	.045	.055
C		0.23	0.38	.009	.015
D	01	36.58	37.34	1.440	1.470
	02	35.31	35.94	1.390	1.415
E		15.24	15.75	.600	.620
E1	01	13.59	14.10	.535	.555
	02	12.83	13.08	.505	.515
e		2.54 TYP		.100 BSC	
eA		15.49	16.76	.610	.660
L		3.05	3.81	.120	.150
Q1	01	1.40	1.91	.055	.075
	02	1.40	1.78	.055	.070
S	01	1.52	2.29	.060	.090
	02	1.02	1.52	.040	.060

CONTROLLING DIMENSIONS : INCH

OPTION TABLE	
OPTION #	PACKAGE
01	STANDARD
02	IDF

Note: ZILOG supplies both options for production. Component layout PCB design should cover bigger option 01.

Figure 40.28-Pin Plastic Dual Inline Package (PDIP)



Figure 41 illustrates the 28-pin Small Outline Integrated Circuit package (SOIC) available in the Z8 Encore! XP<sup>™</sup> 8K Series devices.

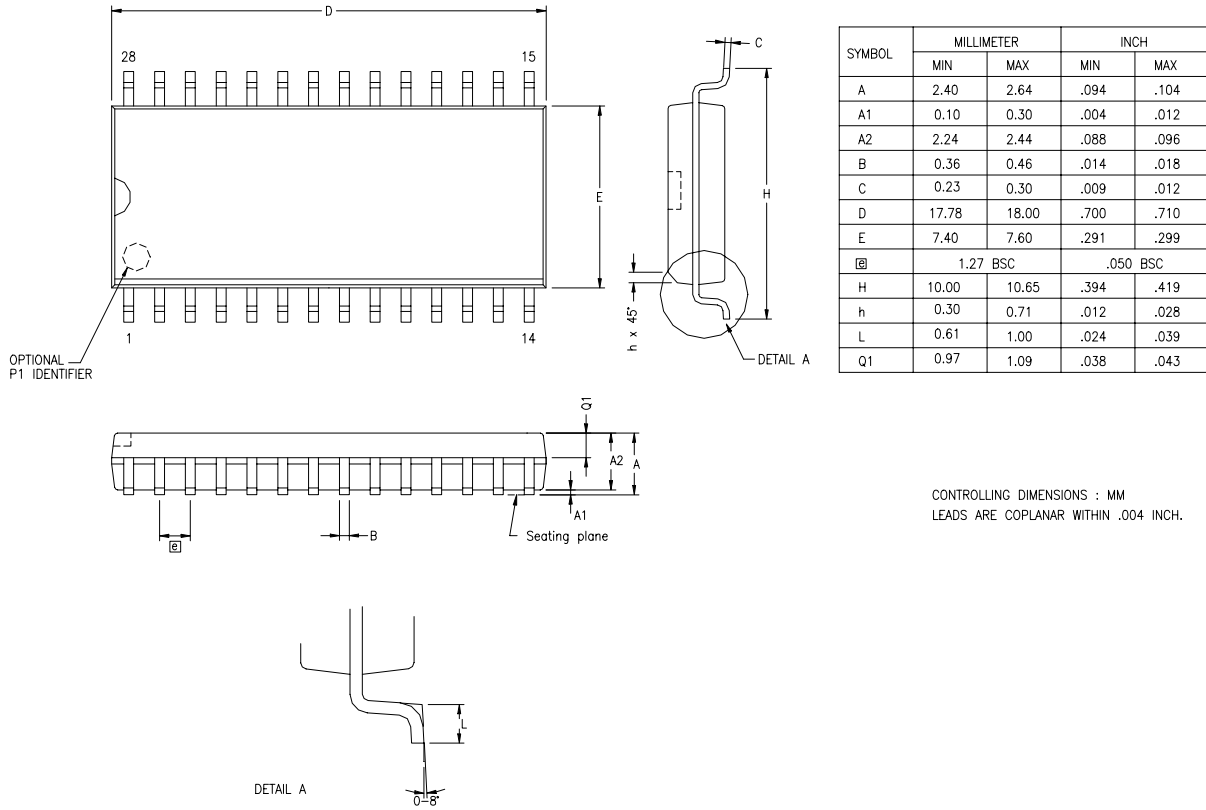


Figure 41.28-Pin Small Outline Integrated Circuit Package (SOIC)

Figure 42 illustrates the 28-pin Small Shrink Outline Package (SSOP) available for the Z8 Encore! XP<sup>™</sup> 8K Series devices.

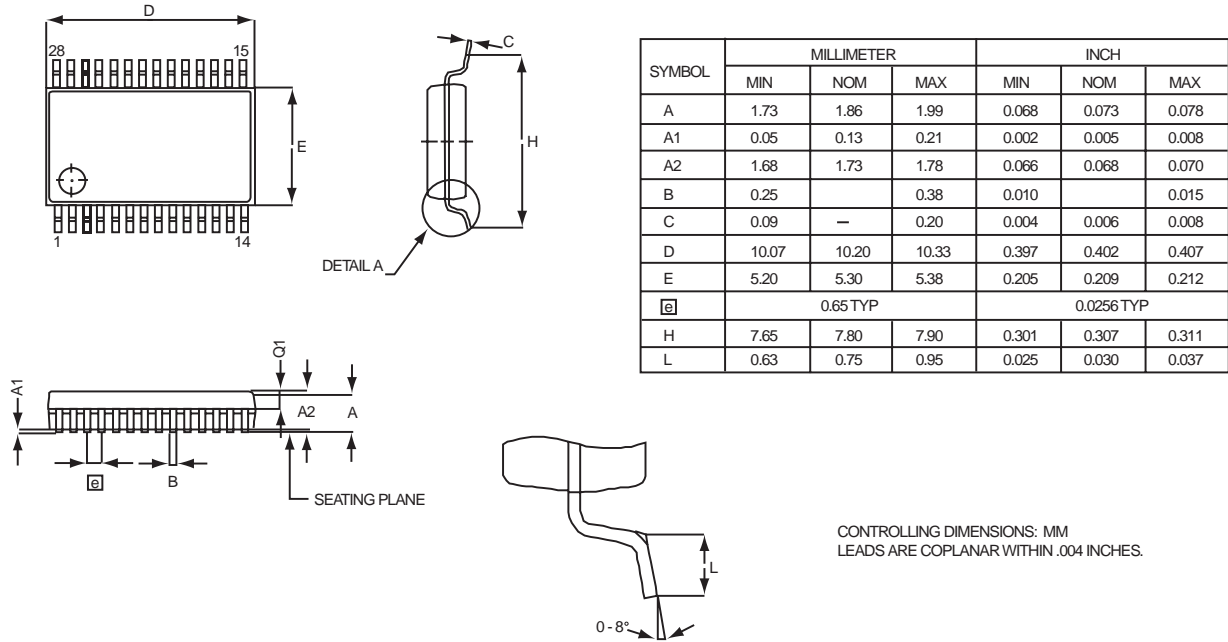


Figure 42.28-Pin Small Shrink Outline Package (SSOP)



## Ordering Information

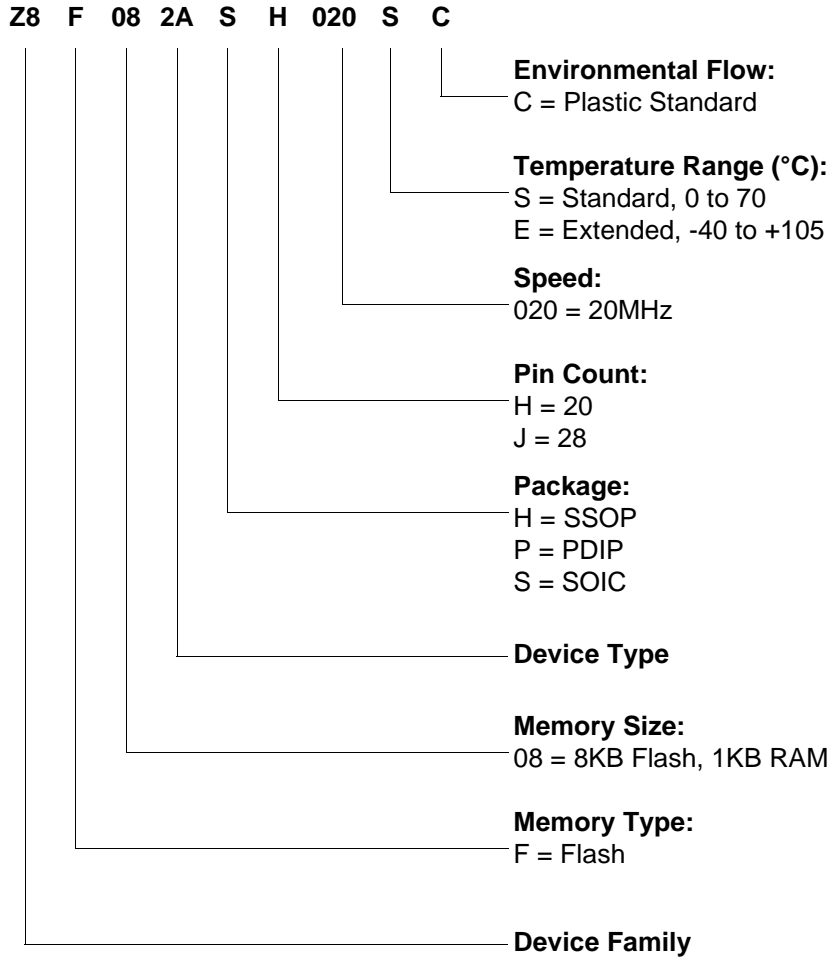
Part Number	Flash	RAM	I/O Lines	Interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	UART with IrDA	Comparator	Temperature Sensor	Description
<b>Z8 Encore! XP<sup>®</sup> F08xA with 8KB Flash, 10-Bit Analog-to-Digital Converter</b>										
<b>Standard Temperature: 0° to 70°C</b>										
Z8F082ASH020SC	8KB	1KB	17	18	2	7	1	1	1	SOIC 20-pin package
Z8F082AHH020SC	8KB	1KB	17	18	2	7	1	1	1	SSOP 20-pin package
Z8F082APH020SC	8KB	1KB	17	18	2	7	1	1	1	PDIP 20-pin package
Z8F082ASJ020SC	8KB	1KB	23	18	2	8	1	1	1	SOIC 28-pin package
Z8F082AHJ020SC	8KB	1KB	23	18	2	8	1	1	1	SSOP 28-pin package
Z8F082APJ020SC	8KB	1KB	23	18	2	8	1	1	1	PDIP 28-pin package
<b>Extended Temperature: -40° to 105°C</b>										
Z8F082ASH020EC	8KB	1KB	17	18	2	7	1	1	1	SOIC 20-pin package
Z8F082AHH020EC	8KB	1KB	17	18	2	7	1	1	1	SSOP 20-pin package
Z8F082APH020EC	8KB	1KB	17	18	2	7	1	1	1	PDIP 20-pin package
Z8F082ASJ020EC	8KB	1KB	23	18	2	8	1	1	1	SOIC 28-pin package
Z8F082AHJ020EC	8KB	1KB	23	18	2	8	1	1	1	SSOP 28-pin package
Z8F082APJ020EC	8KB	1KB	23	18	2	8	1	1	1	PDIP 28-pin package



Part Number	Flash	RAM	I/O Lines	Interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	UART with IrDA	Comparator	Temperature Sensor	Description
<b>Z8 Encore! XP<sup>®</sup> F08xA with 8KB Flash</b>										
<b>Standard Temperature: 0° to 70°C</b>										
Z8F081ASH020SC	8KB	1KB	17	18	2	0	1	1	1	SOIC 20-pin package
Z8F081AHH020SC	8KB	1KB	17	18	2	0	1	1	1	SSOP 20-pin package
Z8F081APH020SC	8KB	1KB	17	18	2	0	1	1	1	PDIP 20-pin package
Z8F081ASJ020SC	8KB	1KB	25	18	2	0	1	1	1	SOIC 28-pin package
Z8F081AHJ020SC	8KB	1KB	25	18	2	0	1	1	1	SSOP 28-pin package
Z8F081APJ020SC	8KB	1KB	25	18	2	0	1	1	1	PDIP 28-pin package
<b>Extended Temperature: -40° to 105°C</b>										
Z8F081ASH020EC	8KB	1KB	17	18	2	0	1	1	1	SOIC 20-pin package
Z8F081AHH020EC	8KB	1KB	17	18	2	0	1	1	1	SSOP 20-pin package
Z8F081APH020EC	8KB	1KB	17	18	2	0	1	1	1	PDIP 20-pin package
Z8F081ASJ020EC	8KB	1KB	25	18	2	0	1	1	1	SOIC 28-pin package
Z8F081AHJ020EC	8KB	1KB	25	18	2	0	1	1	1	SSOP 28-pin package
Z8F081APJ020EC	8KB	1KB	25	18	2	0	1	1	1	PDIP 28-pin package
<b>Z8F082A28100KIT</b>										<b>Development Kit</b>



## Part Number Suffix Designations







## Precharacterization Product

The product represented by this document is newly introduced and ZiLOG has not completed the full characterization of the product. The document states what ZiLOG knows about this product at this time, but additional features or nonconformance with some aspects of the document might be found, either by ZiLOG or its customers in the course of further application and characterization work. In addition, ZiLOG cautions that delivery might be uncertain at times, because of start-up yield issues.

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## Z8 Encore! XP<sup>®</sup> 8K Series High Performance MCUs with Flash Memory and 10-Bit A/D Converter Product Specification

If you experience any problems while operating this product, or if you note any inaccuracies while reading this document, please copy and complete this form and mail it to the address below or go to [www.zilog.com](http://www.zilog.com) (see Return Information, below). We also welcome your suggestions!

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Company	Phone
Address	Fax
City/State/Zip	Email

### Product Information

Serial # or Board Fab #/Rev. #
Software Version
Document Number
Host Computer Description/Type

### Return Information

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System Test/Customer Support  
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San Jose, CA 95126-3432  
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