Sub-1GHz RF Transceiver A/D Flash MCU

BC66F3662

Revision: V1.30 Date: September 07, 2022

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Table of Contents

Features **8**
CPU Features 8
Peripheral Features 8
RF Transceiver Features 9
General Description **10**
Block Diagram **11**
Pin Assignment **11**
Pin Description **12**
Absolute Maximum Ratings **16**
D.C. Characteristics **16**
Operating Voltage Characteristics 16
Operating Current Characteristics 16
Standby Current Characteristics 17
A.C. Characteristics **17**
High Speed Internal Oscillator – HIRC – Frequency Accuracy 17
Low Speed Internal Oscillator Characteristics – LIRC 18
Low Speed Crystal Oscillator Characteristics – LXT 18
Operating Frequency Characteristic Curves 18
System Start Up Time Characteristics 18
Input/Output Characteristics **19**
A/D Converter Electrical Characteristics **20**
Internal Reference Voltage Electrical Characteristics **21**
Comparator Electrical Characteristics **21**
Memory Electrical Characteristics **22**
LVD/LVR Electrical Characteristics **22**
RF Electrical Characteristics **23**
SPI Characteristics **25**
Power-on Reset Characteristics **25**
System Architecture **26**
Clocking and Pipelining 26
Program Counter 27
Stack 27
Arithmetic and Logic Unit – ALU 28
Flash Program Memory **29**
Structure 29
Special Vectors 29
Look-up Table 29
Table Program Example 30
In Circuit Programming – ICP 31

On-Chip Debug Support – OCDS 32
In Application Programming – IAP 32

RAM Data Memory 48
Structure 48
Data Memory Addressing 49
General Purpose Data Memory 49
Special Purpose Data Memory 49

Special Function Register Description 51
Indirect Addressing Registers – IAR0, IAR1, IAR2 51
Memory Pointers – MP0, MP1L/MP1H, MP2L/MP2H 51
Program Memory Bank Pointer – PBP 52
Accumulator – ACC 53
Program Counter Low Byte Register – PCL 53
Look-up Table Registers – TBLP, TBHP, TBLH 53
Status Register – STATUS 53

EEPROM Data Memory 55
EEPROM Data Memory Structure 55
EEPROM Registers 55
Reading Operation from the EEPROM 57
Page Erase Operation to the EEPROM 58
Write Operation to the EEPROM 59
Write Protection 60
EEPROM Interrupt 60
Programming Considerations 60

Oscillators 63
Oscillator Overview 63
System Clock Configurations 64
Internal High Speed RC Oscillator – HIRC 64
External 32.768kHz Crystal Oscillator – LXT 64
Internal 32kHz Oscillator – LIRC 65

Operating Modes and System Clocks 66
System Clocks 66
System Operation Modes 67
Control Registers 68
Operating Mode Switching 70
Standby Current Considerations 73
Wake-up 73

Watchdog Timer 74
Watchdog Timer Clock Source 74
Watchdog Timer Control Register 74
Watchdog Timer Operation 75

Reset and Initialisation 76
Reset Functions 76
Reset Initial Conditions 81
Input/Output Ports 86
Pull-high Resistors 86
Port A Wake-up 87
I/O Port Control Registers 88
I/O Port Source Current Control 88
Pin-shared Functions 90
I/O Pin Structures 96
READ PORT Function 97
Programming Considerations 98
Timer Modules – TM 99
Introduction 99
TM Operation 99
TM Clock Source 99
TM Interrupts 100
TM External Pins 100
Programming Considerations 101
Standard Type TM – STM 102
Standard TM Operation 102
Standard Type TM Register Description 102
Standard Type TM Operation Modes 107
Periodic Type TM – PTM 117
Periodic TM Operation 118
Periodic Type TM Register Description 118
Periodic Type TM Operation Modes 123
Analog to Digital Converter – ADC 132
A/D Converter Overview 132
Registers Descriptions 133
A/D Converter Reference Voltage 136
A/D Converter Input Signals 136
A/D Conversion Operation 137
Conversion Rate and Timing Diagram 138
Summary of A/D Conversion Steps 139
Programming Considerations 140
A/D Transfer Function 140
A/D Programming Examples 140
Serial Interface Module – SIM 142
SPI Interface 142
I^2C Interface 150

Serial Peripheral Interface – SPI 160
SPI Interface Operation 160
SPI Registers 161
SPI Communication 163
SPI Bus Enable/Disable 165
SPI Operation 165
Error Detection 165

UART Interfaces 166
UART External Pins 166
UART Data Transfer Scheme 167
UART Status and Control Registers 167
Baud Rate Generator 174
UART Setup and Control 176
UART Transmitter 177
UART Receiver 178
Managing Receiver Errors 180
UART Interrupt Structure 181
UART Power Down and Wake-up 182

Comparator 183
Comparator Operation 183
Comparator Registers 183
Input Offset Calibration 185
Comparator Interrupt 185
Programming Considerations 185

16-bit Multiplication Division Unit – MDU 186
MDU Registers 186
MDU Operation 187

Cyclic Redundancy Check – CRC 189
CRC Registers 189
CRC Operation 190
CRC Computation 190

Interrupts 192
Interrupt Registers 192
Interrupt Operation 199
External Interrupts 201
Comparator Interrupt 201
A/D Converter Interrupt 201
Multi-function Interrupts 201
Timer Module Interrupts 202
LVD Interrupt 202
EEPROM Interrupt 202
SIM Interrupt 203
SPI Interface Interrupt 203

UART Transfer Interrupt 203
Time Base Interrupts 203
Interrupt Wake-up Function 205
Programming Considerations 205
Low Voltage Detector – LVD 206
LVD Register 206
LVD Operation 207
Configuration Options 207
Memory Mapping 208
Control Register Access 208
SFR Mapping and Bit Definition 209
Common Area Control Register 209
Bank 0 Control Registers 221
Bank 1 Control Registers 229
Bank 2 Control Registers 235
Special Function Description 236
Sub-1GHz RF Transceiver 236
Serial Interface 236
System Clock 238
Frequency Synthesizer 238
Modulator 239
State Machine 239
Calibration 243
AGC & RSSI 243
Packet Handler 244
FIFO Operation Modes 246
Receiving Packet Judgement 249
Continuous RX Mode 250
ARK Mode: Auto-Resend and Auto-Ack 251
ATR Mode: Auto-Transmit-Receive 253
Message Flowchart Examples 257
Abbreviation 260
Application Circuits 261
Instruction Set 262
Introduction 262
Instruction Timing 262
Moving and Transferring Data 262
Arithmetic Operations 262
Logical and Rotate Operation 263
Branches and Control Transfer 263
Bit Operations 263
Table Read Operations 263
Other Operations 263

Instruction Set Summary 264
Table Conventions 264
Extended Instruction Set 266
Instruction Definition 268
Extended Instruction Definition 277
Package Information 284
SAW Type 46-pin QFN (6.5mm×4.5mm×0.75mm) Outline Dimensions 285

Features

CPU Features

- Operating Voltage
  - f_{SYS}=8MHz: 1.9V~3.6VV
  - f_{SYS}=12MHz: 2.7V~3.6V
  - f_{SYS}=16MHz: 3.3V~3.6V
- Up to 0.25μs instruction cycle with 16MHz system clock at V_{DD}=5V
- Power down and wake-up functions to reduce power consumption
- Oscillators
  - External Low Speed 32.768kHz Crystal – LXT
  - Internal High Speed 8/12/16MHz RC – HIRC
  - Internal 32kHz RC – LIRC
- Fully integrated internal oscillators require no external components
- Multi-mode operation: FAST, SLOW, IDLE and SLEEP
- All instructions executed in 1~3 instruction cycles
- Table read instructions
- 115 powerful instructions
- 16-level subroutine nesting
- Bit manipulation instruction

Peripheral Features

- Flash Program Memory: 16K×16
- RAM Data Memory: 2048×8
- True EEPROM Memory: 1024×8
- In Application Programming – IAP
- Watchdog Timer function
- 22 bidirectional I/O lines
- Programmable I/O source current for LED applications
- Four external interrupt lines shared with I/O pins
- Multiple Timer Modules for time measurement, input capture, compare match output, PWM output function or single pulse output function
  - Three 16-bit STM (STM0~STM2)
  - Dual 10-bit PTM (PTM0~PTM1)
  - Dual 16-bit PTM (PTM2~PTM3)
- Serial Interface Module – SIM for SPI or I^2C
- Single Serial Peripheral Interface – SPI
- Two fully-duplex Universal Asynchronous Receiver and Transmitter Interfaces – UARTs
- Dual Time Base functions for generation of fixed time interrupt signals
- Single comparator function
- 4 external channel 12-bit resolution A/D converter with Internal Reference Voltage V_R
- Integrated Multiplier/Divider Unit – MDU

- Integrated 16-bit Cyclic Redundancy Check function – CRC
- Internal On-Chip Debug Support function – OCDS
- Low Voltage Reset function – LVR
- Low Voltage Detect function – LVD
- Package type: 46-pin QFN

RF Transceiver Features

- Frequency band: 315/433/470/868/915MHz
- FSK/GFSK modulation
- Supports 3-wire or 4-wire SPI interface
- Wide input voltage range of 1.9V~3.6V
- Programmable data rate: 2Kbps~250Kbps
- Programmable TX output power: up to 13dBm
- Low current consumption
  - 0.4μA deep sleep mode current with data retention
  - RX current consumption (AGC on & low data rate) @ 433.92MHz: 4.2mA
  - RX current consumption (AGC on & low data rate) @ 868.3MHz: 5.5mA
  - TX current consumption @ 433.92MHz: 22mA @ 10dBm P_{OUT}
  - TX current consumption @ 868.3MHz: 24mA @ 10dBm P_{OUT}
- High RX sensitivity (433.92MHz)
  - -119dBm at 2Kbps on-air data rate
  - -109dBm at 50Kbps on-air data rate
  - -100dBm at 250Kbps on-air data rate
- High RX sensitivity (868.3MHz)
  - -118dBm at 2Kbps on-air data rate
  - -108dBm at 50Kbps on-air data rate
  - -100dBm at 250Kbps on-air data rate
- On-chip VCO and Fractional-N synthesizer with integrated loop filter
- Supports low cost 16MHz crystal with integrated load capacitor
- Programmable digital channel filter for optimum performance at various data rates
- AGC (Auto Gain Control) to achieve wide input range, up to +10dBm
- AFC (Auto Frequency Compensation) for frequency drift due to X'tal aging
- On-chip low power RC oscillator for WOR (Wake-on-RX) and WOT (Wake-on-TX) functions
- Physical TX/RX FIFO buffers: TX 64 bytes, RX 64 bytes
- Simple FIFO/Block FIFO/Extend FIFO (up to 255 bytes)/Infinite FIFO modes
- Programmable threshold for carrier detection
- Frame synchronization recognition for both FIFO mode and Direct mode
- Packet handling
  - FEC (Forward Error Correction)
  - Data whitening
  - Manchester encoding
  - CRC-16 checking

- ATR (Auto-Transmit-Receive)
  - Auto-resend
  - Auto-acknowledgment
  - WOT + Auto-resend
  - WOR + Auto-acknowledgment
- Packet filtering
  - CRC filtering
  - Address filtering

General Description

The BC66F3662 is a Flash Memory A/D 8-bit high performance RISC architecture microcontroller, which integrates a high power programmable amplifier, a frequency synthesizer and a digital demodulation function.

For memory features, the Flash Memory offers users the convenience of multi-programming features. Other memory includes an area of RAM Data Memory as well as an area of true EEPROM memory for storage of non-volatile data such as serial numbers, calibration data etc.

Analog features include a multi-channel 12-bit A/D converter and a comparator function. Multiple and extremely flexible Timer Modules provide timing, pulse generation and PWM generation functions. Communication with the outside world is catered for by including fully integrated SPI, I^2C and UART interface functions, these popular interfaces which provide designers with a means of easy communication with external peripheral hardware. Protective features such as an internal Watchdog Timer, Low Voltage Reset and Low Voltage Detector coupled with excellent noise immunity and ESD protection ensure that reliable operation is maintained in hostile electrical environments.

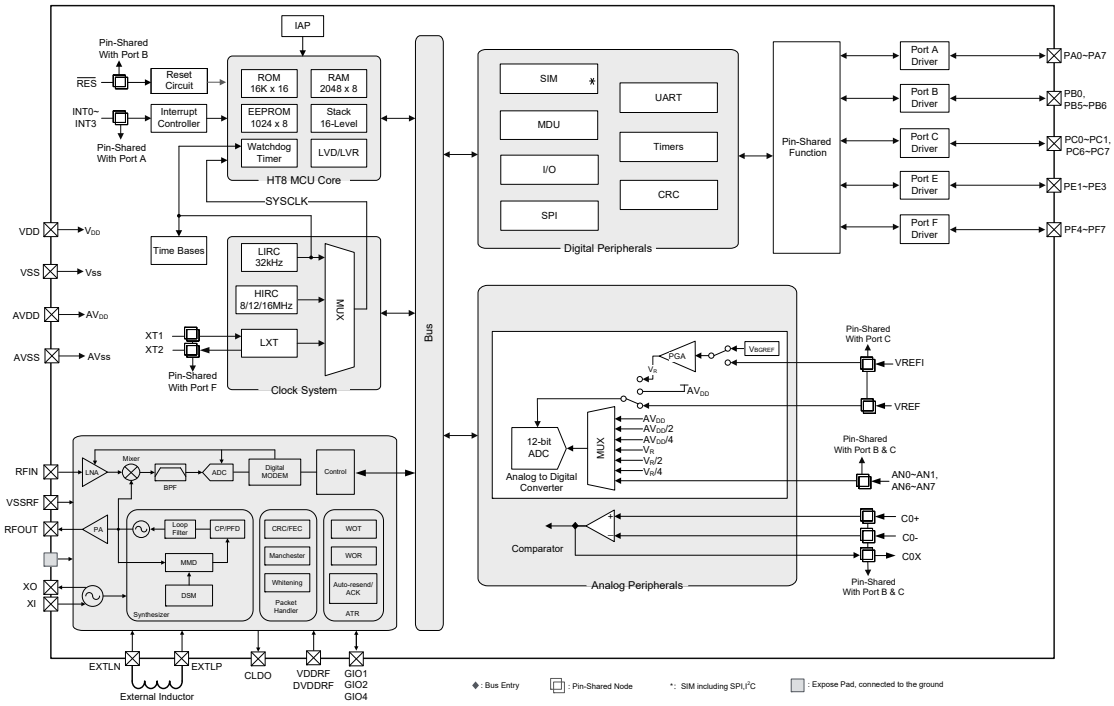
A full choice of external, internal, high and low oscillators are provided including two fully integrated system oscillators which require no external components for its implementation. The ability to operate and switch dynamically between a range of operating modes using different clock sources gives users the ability to optimise microcontroller operation and minimise power consumption.

The integrated RF module is a high performance and low cost FSK/GFSK transceiver for wireless applications in the 315MHz, 433MHz, 470MHz, 868MHz and 915MHz frequency bands. It incorporates a highly integrated sub-1GHz transceiver and a baseband modem with programmable data rates from 2Kbps to 250Kbps. Data handling features include 64-byte TX/RX FIFO and packet handling such as CRC generation, Forward Error Correction and data whitening, Manchester encoding.

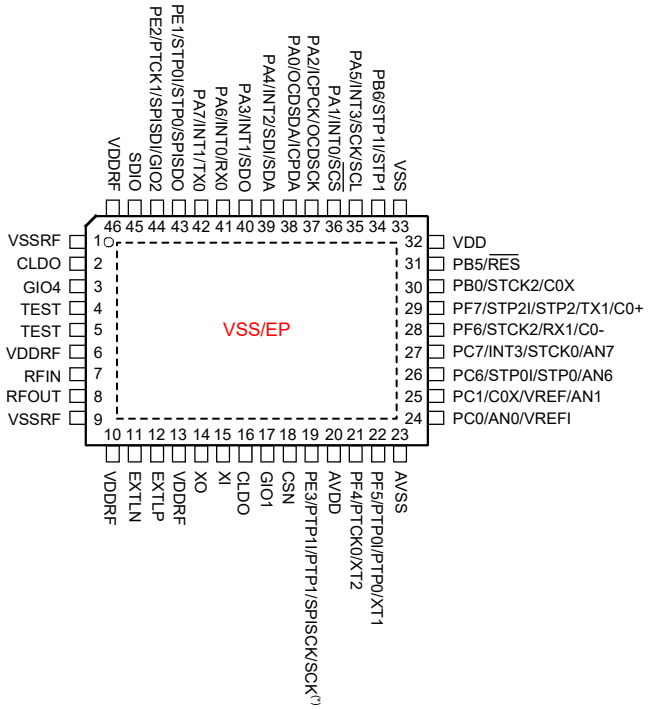
The integrated RF module is optimized for the very low power consumption applications. At 433MHz band, its RX mode is operated at 4.2mA and it delivers +10dBm TX output power at 22mA current consumption. A low-noise low-IF receiver can achieve -119dBm sensitivity of 2Kbps data rate at 433/868MHz bands. A Class-E Power Amplifier can deliver up to +13dBm output power at 433/868MHz bands. A fully integrated Fractional-N synthesizer can support a wide frequency range with a fine resolution. Both loop filter and XO load capacitors are integrated to on-chip to minimize the requirement for external components.

The inclusion of flexible I/O programming features, a 16-bit MDU, Time-Base functions along with many other features ensure that the device will find excellent use in applications such as IoT (smart community), Wireless meter reading (water/gas meter) and Agricultural/Industrial control in addition to many others.

Block Diagram



Pin Assignment



BC66F3662
46 QFN-A

Note: 1. If the pin-shared pin functions have multiple outputs, the desired pin-shared function is determined by the corresponding software control bits.
2. The OCDSDA and OCDSCK pins are used as the OCDS dedicated pins and only available for the BC66V3662 device which is the OCDS EV chip of the BC66F3662.
3. *: The SCK pin pin-shared with PE3 is the RF SPI clock input line. To use this pin function, the PE3 relevant pin-shared function selection bits should be properly configured to select the I/O function.
4. For the unbonded pins which should be properly configured to avoid unwanted current consumption resulting from floating input conditions. Refer to the "Standby Current Considerations" and "Input/Output Ports" sections.

Pin Description

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

Pin Name	Function	OPT	I/T	O/T	Description
PA0/OCDSDA/ICPDA	PA0	PAWU PAPU	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	OCDSDA	—	ST	CMOS	OCDS data/address pin
	ICPDA	—	ST	CMOS	ICP data/address pin
PA1/INT0/$\overline{SCS}$	PA1	PAWU PAPU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	INT0	INTEG INTC0 PAS0 IFS2	ST	—	External Interrupt input 0
	$\overline{SCS}$	PAS0 IFS2	ST	CMOS	SIM SPI slave select pin
PA2/OCDSCK/ICPCK	PA2	PAWU PAPU	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	OCDSCK	—	ST	—	OCDS clock input
	ICPCK	—	ST	CMOS	ICP clock pin
PA3/INT1/SDO	PA3	PAWU PAPU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	INT1	PAS0 INTEG INTC0 IFS2	ST	—	External Interrupt input 1
	SDO	PAS0	—	CMOS	SIM SPI serial data output
PA4/INT2/SDI/SDA	PA4	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	INT2	PAS1 INTEG INTC3 IFS2	ST	—	External Interrupt input 2
	SDI	PAS1 IFS2	ST	—	SIM SPI serial data input
	SDA	PAS1 IFS2	ST	NMOS	SIM I^2C data line

Pin Name	Function	OPT	I/T	O/T	Description
PA5/INT3/SCK/SCL	PA5	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	INT3	PAS1 INTEG INTC3 IFS2	ST	—	External Interrupt input 3
	SCK	PAS1 IFS2	ST	CMOS	SIM SPI serial clock
	SCL	PAS1 IFS2	ST	NMOS	SIM I^2C clock line
PA6/INT0/RX0	PA6	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	INT0	PAS1 INTEG INTC0 IFS2	ST	—	External Interrupt input 0
	RX0	PAS1 IFS3	ST	—	UART0 RX serial data input
PA7/INT1/TX0	PA7	PAWU PAPU PAS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	INT1	PAS1 INTEG INTC0 IFS2	ST	—	External Interrupt input 1
	TX0	PAS1	—	CMOS	UART0 TX serial data output
PB0/STCK2/C0X	PB0	PBPU PBS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	STCK2	PBS0 IFS0	ST	—	STM2 clock input
	C0X	PBS0	—	CMOS	Comparator 0 output
PB5/$\overline{RES}$	PB5	PBPU RSTC	ST	CMOS	General purpose I/O. Register enabled pull-up
	$\overline{RES}$	RSTC	ST	—	External reset input
PB6/STP1I/STP1	PB6	PBPU PBS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	STP1I	PBS1 IFS1	ST	—	STM1 capture input
	STP1	PBS1	—	CMOS	STM1 output
PC0/AN0/VREFI	PC0	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN0	PCS0	AN	—	A/D Converter external analog input
	VREFI	PCS0	AN	—	A/D Converter PGA input
PC1/AN1/C0X/VREF	PC1	PCPU PCS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN1	PCS0	AN	—	A/D Converter external analog input
	C0X	PCS0	—	CMOS	Comparator 0 output
	VREF	PCS0	AN	—	A/D Converter reference voltage input

Pin Name	Function	OPT	I/T	O/T	Description
PC6/STP0I/STP0/AN6	PC6	PCPU PCS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	STP0I	PCS1 IFS1	ST	—	STM0 capture input
	STP0	PCS1	—	CMOS	STM0 output
	AN6	PCS1	AN	—	A/D Converter external analog input
PC7/INT3/STCK0/AN7	PC7	PCPU PCS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	INT3	PCS1 INTEG INTC3 IFS2	ST	—	External Interrupt 3
	STCK0	PCS1 IFS0	ST	—	STM0 clock input
	AN7	PCS1	AN	—	A/D Converter external analog input
PE1/STP0I/STP0/SPISDO	PE1	PEPU PES0	ST	CMOS	General purpose I/O. Register enabled pull-up
	STP0I	PES0 IFS1	ST	—	STM0 capture input
	STP0	PES0	—	CMOS	STM0 output
	SPISDO	PES0	—	CMOS	SPI serial data output
PE2/PTCK1/SPISDI/GIO2	PE2	PEPU PES0	ST	CMOS	General purpose I/O. Register enabled pull-up
	PTCK1	PES0 IFS0	ST	—	PTM1 clock input
	SPISDI	PES0	ST	—	SPI data input
	GIO2	—	ST	CMOS	RF multifunction I/O 2
PE3/ PTP1I/ PTP1/ SPISCK/SCK	PE3	PEPU PES0	ST	CMOS	General purpose I/O. Register enabled pull-up
	PTP1I	PES0 IFS1	ST	—	PTM1 capture input
	PTP1	PES0	—	CMOS	PTM1 output
	SPISCK	PES0	ST	CMOS	SPI serial clock
	SCK	—	ST	—	RF SPI clock input
PF4/PTCK0/XT2	PF4	PFPU PFS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	PTCK0	PFS1 IFS0	ST	—	PTM0 clock input
	XT2	PFS1	—	LXT	LXT oscillator pin
PF5/PTP0I/PTP0/XT1	PF5	PFPU PFS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	PTP0I	PFS1 IFS1	ST	—	PTM0 capture input
	PTP0	PFS1	—	CMOS	PTM0 output
	XT1	PFS1	LXT	—	LXT oscillator pin
PF6/STCK2/RX1/C0−	PF6	PFPU PFS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	STCK2	PFS1 IFS0	ST	—	STM2 clock input
	RX1	PFS1 IFS3	ST	—	UART1 RX serial data input
	C0−	PFS1	AN	—	Comparator 0 negative input

Pin Name	Function	OPT	I/T	O/T	Description
PF7/STP2I/STP2/TX1/C0+	PF7	PFPU PFS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	STP2I	PFS1 IFS1	ST	—	STM2 capture input
	STP2	PFS1	—	CMOS	STM2 output
	TX1	PFS1	—	CMOS	UART1 TX serial data output
	C0+	PFS1	AN	—	Comparator 0 positive input
VDD	VDD	—	PWR	—	Positive power supply
AVDD	AVDD	—	PWR	—	Analog positive power supply, ground
VSS	VSS	—	PWR	—	Negative power supply
AVSS	AVSS	—	PWR	—	Analog negative power supply, ground
GIO1	GIO1	—	ST	CMOS	RF Multi-function I/O 1
GIO4	GIO4	—	ST	CMOS	RF Multi-function I/O 4
TEST	—	—	—	—	Not connected, leave floating
VDDRF	VDDRF	—	PWR	—	RF Analog power supply
DVDDRF	DVDDRF	—	PWR	—	RF Digital power supply
RFIN	RFIN	—	AN	—	RF LNA input
RFOUT	RFOUT	—	—	AN	RF power amplifier output
VSSRF	VSSRF	—	PWR	—	RF ground
EXTLN	EXTLN	—	AN	—	Connected to an external inductor
EXTLP	EXTLP	—	AN	—	Connected to an external inductor
XO	XO	—	—	AN	RF Crystal oscillator output
XI	XI	—	AN	—	RF Crystal oscillator input
CLDO	CLDO	—	—	PWR	LDO output, connected to a bypass capacitor
CSN	CSN	—	ST	—	SPI chip select input, low active
GND	GND	—	PWR	—	Ground
VSS/EP	VSS	—	PWR	—	Exposed pad, must be connected to ground

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

Absolute Maximum Ratings

Supply Voltage ..... V_{SS}-0.3V to 3.6V

Input Voltage ..... V_{SS}-0.3V to V_{DD}+0.3V

Storage Temperature..... -60°C to 150°C

Operating Temperature..... -40°C to 85°C

I_{OL} Total 80mA

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

Total Power Dissipation 500mW

ESD HBM ..... ±2kV

*The device is ESD sensitive. HBM (Human Body Mode) is based on MIL-STD-883.

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

D.C. Characteristics

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

Operating Voltage Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
V_{DD}	Operating Voltage – HIRC	f_{SYS}=8MHz	1.9	—	3.6	V
		f_{SYS}=12MHz	2.7	—	3.6	
		f_{SYS}=16MHz	3.3	—	3.6	
	Operating Voltage – LXT	f_{SYS}=32768Hz	1.9	—	3.6	
	Operating Voltage – LIRC	f_{SYS}=32kHz	1.9	—	3.6	

Operating Current Characteristics

Ta=25°C

Symbol	Operating Mode	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
I_{DD}	SLOW Mode – LIRC	3V	f_{SYS}=32kHz	—	15	30	μA
	SLOW Mode – LXT	3V	f_{SYS}=32768Hz	—	15	30	μA
	FAST Mode – HIRC	3V	f_{SYS}=8MHz	—	0.6	1.2	mA
		2.7V	f_{SYS}=12MHz	—	1.0	1.4	
		3V		—	1.2	1.8	
		3.3V	f_{SYS}=16MHz	—	2.0	4.0	

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

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

Standby Current Characteristics

Ta=25°C, unless otherwise specified

Symbol	Standby Mode	Test Conditions		Min.	Typ.	Max.	Max. @85°C	Unit
		V_{DD}	Conditions					
I_{STB}	SLEEP Mode	3V	WDT off	—	0.6	0.9	5.0	μA
		3V	WDT on	—	1.8	3.6	6.0	
	IDLE0 Mode – LIRC	3V	f_{SUB} on	—	3	5	9	μA
	IDLE0 Mode – LXT	3V	f_{SUB} on	—	3	5	9	μA
	IDLE1 Mode – HIRC	3V	f_{SUB} on, f_{SYS}=8MHz	—	360	500	600	μA
		2.7V	f_{SUB} on, f_{SYS}=12MHz	—	550	700	800	
		3V		—	650	800	900	
		3.3V	f_{SUB} on, f_{SYS}=16MHz	—	1.8	3.6	4.4	mA

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

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

A.C. Characteristics

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

High Speed Internal Oscillator – HIRC – Frequency Accuracy

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

Symbol	Parameter	Test Conditions		Min	Typ	Max	Unit
		V_{DD}	Temp.				
f_{HIRC}	8MHz Writer Trimmed HIRC Frequency	3V	25°C	-1%	8	+1%	MHz
			-40°C~85°C	-2%	8	+2%	
	12MHz Writer Trimmed HIRC Frequency	3V	25°C	-1%	12	+1%	MHz
			-40°C~85°C	-2%	12	+2%	
	16MHz Writer Trimmed HIRC Frequency	3V	25°C	-1%	16	+1%	MHz
			-40°C~85°C	-2%	16	+2%	

Note: 1. The 3V value for V_{DD} are provided as this is the fixed voltage at which the HIRC frequency is trimmed by the writer.

2. The row below the 3V trim voltage row is provided to show the values for the full V_{DD} range operating voltage. It is recommended that the trim voltage is fixed at 3V for application voltage ranges from 1.9V to 3.6V.
3. The minimum and maximum tolerance values provided in the table are only for the frequency at which the writer trims the HIRC oscillator. After trimming at this chosen specific frequency any change in HIRC oscillator frequency using the oscillator register control bits by the application program will give a frequency tolerance to within ±20%.

Low Speed Internal Oscillator Characteristics – LIRC

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Temp.				
f_{LIRC}	LIRC Frequency	3V	25°C	-2%	32	+2%	kHz
		1.9V~3.6V	-40°C~85°C	-15%	32	+15%	kHz
t_{START}	LIRC Start Up Time	—	25°C	—	—	100	μs

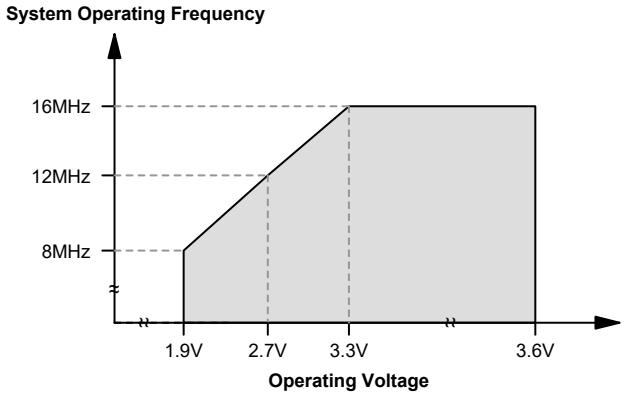
Low Speed Crystal Oscillator Characteristics – LXT

Ta=25°C, unless otherwise specified

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
f_{LXT}	LXT Frequency	1.9V~3.6V	—	—	32768	—	Hz
t_{START}	LXT Start Up Time	3V	—	—	—	1000	ms
Duty Cycle	Duty Cycle	—	—	40	—	60	%
R_{NEG}	Negative Resistance	1.9V	—	3×ESR	—	—	Ω

Note: C1, C2 and R_P are external components, C1=C2=10pF, R_P=10MΩ, C_L=7pF, ESR=30kΩ.

Operating Frequency Characteristic Curves



System Start Up Time Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
t_{SST}	System Start-up Time Wake-up from condition where f_{SYS} is off	—	$f_{SYS}=f_H \sim f_H/64$, $f_H=f_{HIRC}$	—	16	—	t_{HIRC}
		—	$f_{SYS}=f_{SUB}=f_{LXT}$	—	1024	—	t_{LXT}
		—	$f_{SYS}=f_{SUB}=f_{LIRC}$	—	2	—	t_{LIRC}
	System Start-up Time Wake-up from condition where f_{SYS} is on	—	$f_{SYS}=f_H \sim f_H/64$, $f_H=f_{HIRC}$	—	2	—	t_H
		—	$f_{SYS}=f_{SUB}=f_{LXT}$ or f_{LIRC}	—	2	—	t_{SUB}
	System Speed Switch Time FAST to SLOW Mode or SLOW to FAST Mode	—	f_{HIRC} switches from off → on	—	16	—	t_{HIRC}
		—	f_{LXT} switches from off → on	—	1024	—	t_{LXT}

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
t_{RSTD}	System Reset Delay Time Reset Source from Power-on Reset or LVR Hardware Reset	—	RR_{POR}=5V/ms	42	48	54	ms
	System Reset Delay Time LVRC/WDTC/RSTC Software Reset	—	—				
	System Reset Delay Time (Reset Source from WDT Overflow or $\overline{RES}$ pin reset)	—	—	14	16	18	ms

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

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

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

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

Input/Output Characteristics

Ta=25°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{IL}	Input Low Voltage for I/O Ports except $\overline{RES}$ Pin	—	—	0	—	$0.2V_{DD}$	V
	Input Low Voltage for $\overline{RES}$ pin	—	V_{DD}≥2.7	0	—	$0.4V_{DD}$	
		—	1.9≤V_{DD}<2.7	0	—	$0.3V_{DD}$	
V_{IH}	Input High Voltage for I/O Ports except $\overline{RES}$ Pin	—	—	$0.8V_{DD}$	—	V_{DD}	V
	Input High Voltage for $\overline{RES}$ pin	—	—	$0.9V_{DD}$	—	V_{DD}	V
I_{OL}	Sink Current for I/O Ports	3V	V_{OL}=$0.1V_{DD}$	16	32	—	mA
I_{OH}	Source Current for I/O Ports	3V	V_{OH}=$0.9V_{DD}$, SLEDCn[m+1:m]=00, (n=0~3; m=0, 2, 4, 6)	-0.7	-1.5	—	mA
		3V	V_{OH}=$0.9V_{DD}$, SLEDCn[m+1:m]=01, (n=0~3; m=0, 2, 4, 6)	-1.3	-2.5	—	
		3V	V_{OH}=$0.9V_{DD}$, SLEDCn[m+1:m]=10, (n=0~3; m=0, 2, 4, 6)	-1.8	-3.6	—	
		3V	V_{OH}=$0.9V_{DD}$, SLEDCn[m+1:m]=11, (n=0~3; m=0, 2, 4, 6)	-4	-8	—	
R_{PH}	Pull-high Resistance for I/O Ports (Note)	3V	LVPU=0, PxPU=FFH (Px: PA~PC, PE~PF)	20	60	100	kΩ
		3V	LVPU=1, PxPU=FFH (Px: PA~PC, PE~PF)	6.67	15.00	23.00	
I_{LEAK}	Input Leakage Current for I/O Ports	3V	V_{IN}=V_{DD} or V_{IN}=V_{SS}	—	—	±1	μA
t_{TCK}	TM Clock Input Pin Minimum Pulse Width	—	—	0.3	—	—	μs
t_{TPI}	TM Capture Input Pin Minimum Pulse Width	—	—	0.3	—	—	μs
t_{INT}	External Interrupt Minimum Pulse Width	—	—	10	—	—	μs
t_{SRESET}	Minimum Software Reset Width to Reset	—	—	45	90	120	μs

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
t_{RES}	External reset minimum low pulse width	—	—	10	—	—	μs

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

A/D Converter Electrical Characteristics

Ta=25°C, unless otherwise specified

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	Operating Voltage	—	—	1.9	—	3.6	V
V_{ADI}	Input Voltage	—	—	0	—	V_{REF}	V
V_{REF}	Reference Voltage	—	—	1.9	—	V_{DD}	V
DNL	Differential Non-linearity	2V	SAINS[3:0]=0000B, SAVRS[1:0]=01B, $V_{REF}=V_{DD}$, t_{ADCK}=0.5μs	-3	—	3	LSB
		3V					
		3V	SAINS[3:0]=0000B, SAVRS[1:0]=01B, $V_{REF}=V_{DD}$, t_{ADCK}=10μs				
INL	Integral Non-linearity	2V	SAINS[3:0]=0000B, SAVRS[1:0]=01B, $V_{REF}=V_{DD}$, t_{ADCK}=0.5μs	-4	—	4	LSB
		3V					
		3V	SAINS[3:0]=0000B, SAVRS[1:0]=01B, $V_{REF}=V_{DD}$, t_{ADCK}=10μs				
I_{ADC}	Additional Current Consumption for A/D Converter Enable	3V	No load, t_{ADCK}=0.5μs	—	450	600	μA
t_{ADCK}	Clock Period	—	2.0V≤V_{DD}≤3.6V	0.5	—	10	μs
t_{ON2ST}	A/D Converter On-to-Start Time	—	—	4	—	—	μs
t_{ADS}	Sampling Time	—	—	—	4	—	t_{ADCK}
t_{ADC}	Conversion Time (Including A/D Converter Sample and Hold Time)	—	—	—	16	—	t_{ADCK}
I_{PGA}	Additional Current for PGA Enable	2.2V	No load, PGAIS=1, PGAGS[1:0]=01	—	250	500	μA
		3V		—	300	600	
V_{OR}	PGA Maximum Output Voltage Range	2.2V	—	V_{SS}+0.1	—	V_{DD}-0.1	V
		3V					
V_{VR}	Fix Voltage Output of PGA	2.2V ~3.6V	Ta=-40°C~85°C $V_{RI}=V_{BGREF}$ (PGAIS=1)	-1%	2	+1%	V
		3.2V ~3.6V		-1%	3	+1%	
V_{IR}	PGA Input Voltage Range	3V	Gain=1, PGAIS=0 Relative gain Gain error < ±5%	V_{SS}+0.1	—	V_{DD}-1.4	V

Internal Reference Voltage Electrical Characteristics

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

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	Operating Voltage	—	—	1.9	—	3.6	V
V_{BGREF}	Bandgap Reference Voltage	2.2V~3.6V	Ta=-40°C~85°C	-2%	1.2	+2%	V
I_{BGREF}	Operating Current	3.0V	—	—	25	40	μA
PSRR	Power Supply Rejection Ratio	—	Ta=25°C, V_{RIPPLE}=1V_{P-P}, f_{RIPPLE}=100Hz	75	—	—	dB
En	Output Noise	—	Ta=25°C, no load current, f=0.1Hz~10Hz	—	300	—	μV_{RMS}
I_{SD}	Shutdown Current	—	VBGREN=0	—	—	0.1	μA
t_{START}	Startup Time	1.9V~3.6V	Ta=25°C	—	—	400	μs

Note: 1. All the above parameters are measured under conditions of no load condition unless otherwise described.

2. A 0.1μF ceramic capacitor should be connected between VDD and GND.

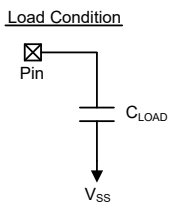
3. The V_{BGREF} voltage is used as the A/D converter PGA input.

Comparator Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Condition		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	Comparator Operating Voltage	—	—	1.9	—	3.6	V
I_{CMP}	Additional Current for Comparator enable	3V	CNVTn[1:0]=00B	—	1	5	μA
		3V	CNVTn[1:0]=01B	—	—	30	
		3V	CNVTn[1:0]=10B	—	—	65	
		3V	CNVTn[1:0]=11B	—	—	110	
V_{OS}	Input Offset Voltage	3V	Without calibration (CnOF[4:0]=10000B)	-10	—	+10	mV
		3V	With calibration (CNVTn[1:0]=00B)	-2	—	+2	
V_{HYS}	Hysteresis Width	3V	CNVTn[1:0]=00B	10	—	30	mV
V_{CM}	Common Mode Voltage Range	3V	CNVTn[1:0]=00, 01, 10, 11B	0	—	V_{DD}-1.0	V
A_{OL}	Comparator Open Loop Gain	3V	CNVTn[1:0]=00B	60	—	—	dB
t_{RP}	Comparator Response Time	3V	With 100mV overdrive(1) CNVTn[1:0]=00B	—	20	40	μs
		3V	With 100mV overdrive(1) CNVTn[1:0]=01B	—	1.2	3.0	
		3V	With 100mV overdrive(1) CNVTn[1:0]=10B	—	0.5	1.5	
		3V	With 100mV overdrive(1) CNVTn[1:0]=11B	—	0.3	1.0	

Note: 1. Load Condition: C_{LOAD}=50pF



2. All measurements are under Cn+input voltage=(V_{CMMIN}+V_{CMMAX})/2 and remain constant.

Memory Electrical Characteristics

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

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{RW}	V_{DD} for Read/Write	—	—	V_{DDmin}	—	V_{DDmax}	V
Flash Program Memory							
t_{FWR}	Write Time	—	FWERTS bit=0	—	2.2	2.7	ms
		—	FWERTS bit=1	—	3.0	3.6	ms
t_{FER}	Erase Time	—	FWERTS bit=0	—	3.2	3.9	ms
		—	FWERTS bit=1	—	3.7	4.5	ms
E_P	Cell Endurance	—	—	10K	—	—	E/W
t_{RETD}	ROM Data Retention Time	—	Ta=25°C	—	40	—	Year
t_{ACTV}	ROM Activation Time – Wake-up from Power Down Mode(Note)	—	—	32	—	64	μs
Data EEPROM Memory							
t_{EEWR}	Write Time (byte mode)	—	EWERTS bit=0	—	5.4	6.6	ms
		—	EWERTS bit=1	—	6.7	8.1	ms
	Write Time (page mode)	—	EWERTS bit=0	—	2.2	2.7	ms
		—	EWERTS bit=1	—	3.0	3.6	ms
t_{EEER}	Erase Time	—	EWERTS bit=0	—	3.2	3.9	ms
		—	EWERTS bit=1	—	3.7	4.5	ms
E_P	Cell Endurance	—	—	100K	—	—	E/W
t_{RETD}	ROM Data Retention Time	—	Ta=25°C	—	40	—	Year
RAM Data Memory							
V_{DR}	RAM Data Retention Voltage	—	Device in SLEEP Mode	1.0	—	—	V

Note: 1. The ROM activation time t_{ACTV} should be added when calculating the total system start-up time of a wake-up from the power down mode.

2. "E/W" means Erase/Write times.

LVD/LVR Electrical Characteristics

Ta=25°C, unless otherwise specified

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{LVR}	Low Voltage Reset Voltage	—	LVR enable, voltage select 1.7V	-5%	1.7	+5%	V
			LVR enable, voltage select 1.9V		1.9		
			LVR enable, voltage select 2.55V	-3%	2.55	+3%	
			LVR enable, voltage select 3.15V		3.15		
			LVR enable, voltage select 3.8V		3.8		
V_{LVD}	Low Voltage Detection Voltage	—	LVD enable, voltage select 1.8V	-5%	1.8	+5%	V
			LVD enable, voltage select 2.0V		2.0		
			LVD enable, voltage select 2.4V		2.4		
			LVD enable, voltage select 2.7V		2.7		
			LVD enable, voltage select 3.0V		3.0		
			LVD enable, voltage select 3.3V		3.3		
I_{LVRLVD}	Operating Current	3V	LVD enable, LVR enable, V_{LVR}=1.9V, V_{LVD}=2V	—	—	15	μA

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
t_{LVDS}	LVDO Stable Time	—	For LVR enable, LVD off → on Ta=-40°C~85°C	—	—	18	μs
		—	For LVR disable, LVD off → on Ta=-40°C~85°C	—	—	20	μs
t_{LVR}	Minimum Low Voltage Width to Reset	—	—	120	240	480	μs
t_{LVD}	Minimum Low Voltage Width to Interrupt	—	—	60	120	240	μs
I_{LVR}	Additional Current for LVR Enable	3V	LVD disable	—	—	15	μA
I_{LVD}	Additional Current for LVD Enable	3V	LVR disable	—	—	15	μA

RF Electrical Characteristics

Ta=25°C, V_{DD}=3.3V, f_{XTAL}=16MHz, FSK modulation with matching circuit and low/high pass filter, RF output is powered by V_{DD} (3.3V), unless otherwise specified

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
T_{OP}	Operating Temperature	—	-40	—	85	°C
V_{DD}	Supply Voltage	—	1.9	3.3	3.6	V
Digital I/Os						
V_{IH}	High Level Input Voltage	—	0.7×V_{DD}	—	V_{DD}	V
V_{IL}	Low Level Input Voltage	—	0	—	0.3×V_{DD}	V
V_{OH}	High Level Output Voltage	I_{OH}=-5mA	0.8×V_{DD}	—	V_{DD}	V
V_{OL}	Low Level Output Voltage	I_{OL}=5mA	0	—	0.2×V_{DD}	V
Current Consumption						
I_{Sleep}	Deep Sleep Mode Current Consumption	—	—	0.4	1.0	μA
I_{IL}	Idle Mode Current Consumption	LIRC on, X'tal off	—	1.8	—	μA
	Light Sleep Mode Current Consumption	X'tal on	—	0.55	—	mA
$I_{Standby}$	Standby Mode Current Consumption @ 315/433MHz	X'tal on, Synthesizer on	—	2.2	—	mA
	Standby Mode Current Consumption @ 868/915MHz		—	3.0	—	
I_{RX} or I_{TX}	315MHz Band Current Consumption	RX mode @ 50Kbps	—	4.1	—	mA
		RX mode @ 250Kbps	—	4.4	—	
		TX mode @ 0dBm P_{OUT}	—	14	—	
		TX mode @ 10dBm P_{OUT}	—	24	—	
		TX mode @ 13dBm P_{OUT}	—	30	—	
	433MHz Band Current Consumption	RX mode @ 50Kbps	—	4.2	—	mA
		RX mode @ 250Kbps	—	4.6	—	
		TX mode @ 0dBm P_{OUT}	—	14	—	
		TX mode @ 10dBm P_{OUT}	—	22	—	
		TX mode @ 13dBm P_{OUT}	—	30	—	
	868MHz Band Current Consumption	RX mode @ 50Kbps	—	5.5	—	mA
		RX mode @ 250Kbps	—	6.1	—	
		TX mode @ 0dBm P_{OUT}	—	15	—	
		TX mode @ 10dBm P_{OUT}	—	24	—	
		TX mode @ 13dBm P_{OUT}	—	32	—	

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
I_{RX} or I_{TX}	915MHz Band Current Consumption	RX mode @ 50Kbps	—	6	—	mA
		RX mode @ 250Kbps	—	6.5	—	
		TX mode @ 0dBm P_{OUT}	—	18	—	
		TX mode @ 10dBm P_{OUT}	—	24	—	
		TX mode @ 13dBm P_{OUT}	—	32	—	
R_{PH}	Pull-high Resistance for I/O Ports	3.3V	—	33	—	kΩ
f_{RF}	RF Frequency Band	315MHz band	—	315	—	MHz
		433MHz band	—	433.92	—	
		470~510MHz band	—	490	—	
		868MHz band	—	868.3	—	
		915MHz band	—	915	—	
DR	Data Rate	GFSK modulation	2	—	250	Kbps
Transmitter						
P_{OUT}	TX Output Power	433MHz band	0	—	13	dBm
		868MHz band	0	—	13	
S.E.$_{TX}$	TX Spurious Emission (P_{OUT}=10dBm)	f < 1GHz	—	—	-36	dBm
		47MHz < f < 74MHz	—	—	-54	
		87.5MHz < f < 118MHz				
		174MHz < f < 230MHz				
		470MHz < f < 862MHz				
		2^{nd}, 3^{rd} Harmonic	—	—	-30	
Receiver						
$t_{ST, RX}$	RX Settling Time	Light Sleep mode to RX mode	—	150	—	μs
P_{Sens}	433MHz RX Sensitivity @ BER=0.1%	2Kbps (f_{DEV}=8kHz)	—	-119	—	dBm
		10Kbps (f_{DEV}=40kHz)	—	-112	—	
		50Kbps (f_{DEV}=18.75kHz)	—	-109	—	
		125Kbps (f_{DEV}=46.875kHz)	—	-104	—	
		250Kbps (f_{DEV}=93.75kHz)	—	-100	—	
	868MHz RX Sensitivity @ BER=0.1%	2Kbps (f_{DEV}=8kHz)	—	-118	—	dBm
		10Kbps (f_{DEV}=40kHz)	—	-112	—	
		50Kbps (f_{DEV}=18.75kHz)	—	-108	—	
		125Kbps (f_{DEV}=46.875kHz)	—	-104	—	
		250Kbps (f_{DEV}=93.75kHz)	—	-100	—	
$P_{IN, max}$	Maxmum Input Power	@ BER<0.1%	—	—	10	dBm
IR	Image Rejection	—	—	25	—	dB
S.E.$_{RX}$	RX Spurious	25MHz~1GHz	—	—	-57	dBm
		Above 1GHz	—	—	-47	
	RSSI Range	AGC on	-110	—	-10	dBm
LO Characteristics						
f_{LO}	RF Frequency Coverage Range	315MHz band	290	—	335	MHz
		433MHz band	415	—	490	
		470~510MHz band	470	—	510	
		868MHz band	830	—	1000	
		915MHz band	870	—	1050	
f_{STEP}	LO Frequency Resolution	—	—	—	1	kHz

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
PN_{LO}	315MHz Phase Noise	@ 100kHz offset	—	-86	—	dBc/Hz
		@ 1MHz offset	—	-107	—	
	433MHz Phase Noise	@ 100kHz offset	—	-85	—	
		@ 1MHz offset	—	-106	—	
	868MHz Phase Noise	@ 100kHz offset	—	-82	—	
		@ 1MHz offset	—	-103	—	
	915MHz Phase Noise	@ 100kHz offset	—	-82	—	
		@ 1MHz offset	—	-103	—	
Crystal Oscillator						
f_{XTAL}	X'tal Frequency	—	—	16	—	MHz
ESR	X'tal Equivalent Series Resistance	—	—	—	100	Ω
C_{LOAD}	X'tal Capacitor Load	—	12	16	20	pF
TOL	X'tal Tolerance(Note)	—	-20	—	+20	ppm
t_{SU}	X'tal Startup Time	49US XO	—	—	1	ms

Note: When the data rate is 2Kbps at 315/433.92MHz, an X'tal with a tolerance of ±10ppm should be used.
When the data rate is 2Kbps at 868/915MHz, an X'tal with a tolerance of ±5ppm should be used.

SPI Characteristics

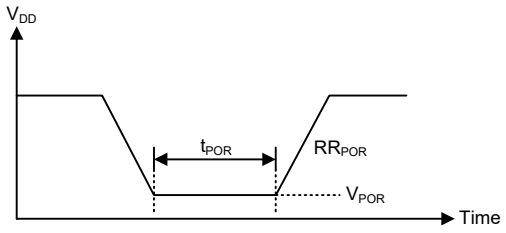
Ta=-40°C~85°C, unless otherwise specified

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
f_{SCK}	SCK Frequency	—	—	4	—	MHz
t_{SCKH}	SCK High Time	—	$1/f_{XCLK}$	—	—	s
t_{SCKL}	SCK Low Time	—	$1/f_{XCLK}$	—	—	s
t_{S_SDIO}	SDIO Input Setup Time	—	20	—	—	ns
t_{H_SDIO}	SDIO Input Hold Time	—	20	—	—	ns
t_{S_CSN}	CSN to SCK Active	—	30	—	—	ns
t_{H_CSN}	SCK Inactive to CSN Inactive	—	30	—	—	ns

Power-on Reset Characteristics

Ta=-40°C~85°C

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



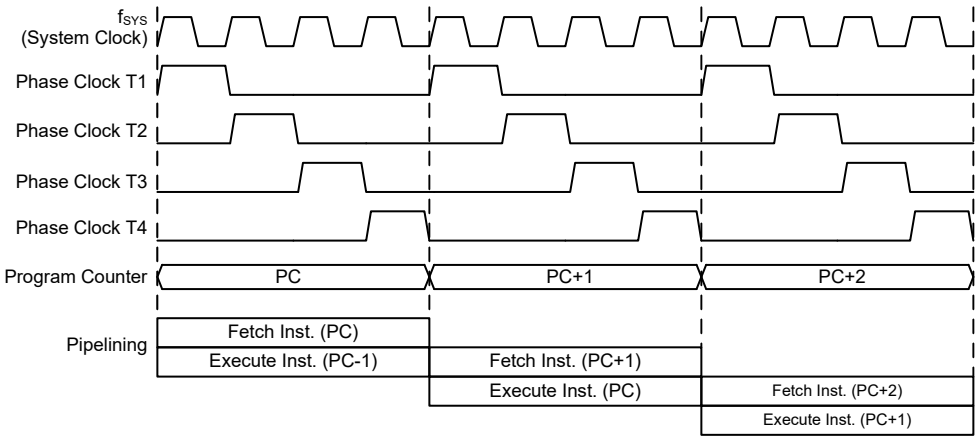
System Architecture

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

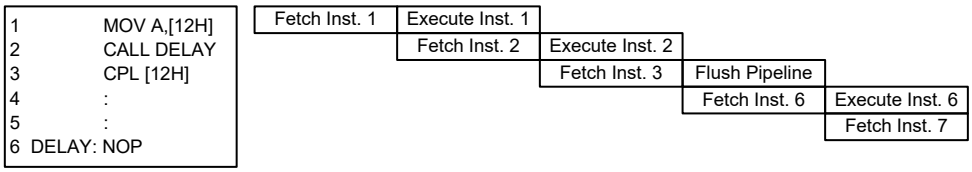
Clocking and Pipelining

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

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



System Clocking and Pipelining



Instruction Fetching

Program Counter

During program execution, the Program Counter is used to keep track of the address of the next instruction to be executed. It is automatically incremented by one each time an instruction is executed except for instructions, such as "JMP" or "CALL" that demands a jump to a non-consecutive Program Memory address. For the device with a program memory capacity in excess of 8K words, the program memory high byte address must be setup by selecting a certain program memory bank which is implemented using the program memory bank pointer bit, PBP0. Only the lower 8 bits, known as the Program Counter Low Register, are directly addressable by the application program.

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

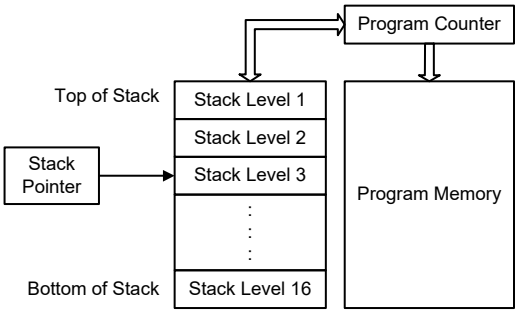
Program Counter	
High Byte	**PCL Register**
PBP0, PC12~PC8	PCL7~PCL0

Program Counter

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

Stack

This is a special part of the memory which is used to save the contents of the Program Counter only. The stack is organized into 16 levels and is neither part of the data nor part of the program space, and is neither readable nor writeable. The activated level is indexed by the Stack Pointer, and is neither readable nor writeable. At a subroutine call or interrupt acknowledge signal, the contents of the Program Counter are pushed onto the stack. At the end of a subroutine or an interrupt routine, signaled by a return instruction, RET or RETI, the Program Counter is restored to its previous value from the stack. After a device reset, the Stack Pointer will point to the top of the stack.



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

Arithmetic and Logic Unit – ALU

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

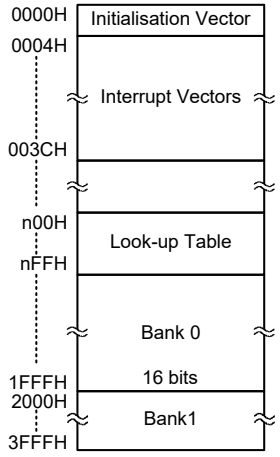
- Arithmetic operations:
  ADD, ADDM, ADC, ADCM, SUB, SUBM, SBC, SBCM, DAA,
  LADD, LADDM, LADC, LADCM, LSUB, LSUBM, LSBC, LSBCM, LDAA
- Logic operations:
  AND, OR, XOR, ANDM, ORM, XORM, CPL, CPLA,
  LAND, LANDM, LOR, LORM, LXOR, LXORM, LCPL, LCPLA
- Rotation:
  RRA, RR, RRCA, RRC, RLA, RL, RLCA, RLC,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

Flash Program Memory

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

Structure

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



Program Memory Structure

Special Vectors

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

Look-up Table

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

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

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

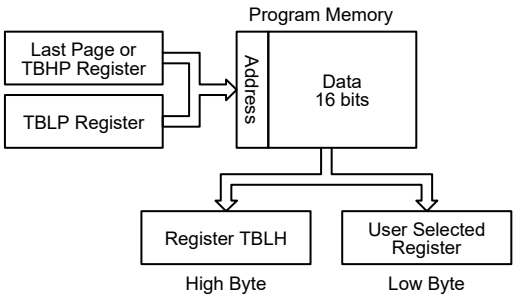


Table Program Example

The following example shows how the table pointer and table data is defined and retrieved from the microcontroller. This example uses raw table data located in the Program Memory which is stored there using the ORG statement. The value at this ORG statement is "1F00H" which is located in the Bank 1 and refers to the start address of the last page within the 16K Program Memory of the microcontroller. The table pointer low byte register is setup here to have an initial value of "06H". This will ensure that the first data read from the data table will be at the Program Memory address "3F06H" or 6 locations after the start of the last page. Note that the value for the table pointer is referenced to the address specified by TBLP and TBHP if the "TABRD [m]" or "LTABRD [m]" instruction is being used. The high byte of the table data which in this case is equal to zero will be transferred to the TBLH register automatically when the "TABRD [m]" or "LTABRD [m]" instruction is executed.

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

Table Read Program Example

```
rombank1 code1
ds .section 'data'
tempreg1 db ?      ; temporary register #1
tempreg2 db ?      ; temporary register #2
:
:
code0 .section 'code'
mov a,06h          ; initialise low table pointer - note that this address is referenced
mov tblp,a         ; to the last page or the page that tbhp pointed
mov a,3Fh          ; initialise high table pointer
mov tbhp,a
:
:
tabrd tempreg1     ; transfers value in table referenced by table pointer data at program
                   ; memory address "3F06H" transferred to tempreg1 and TBLH
dec tblp           ; reduce value of table pointer by one
tabrd tempreg2     ; transfers value in table referenced by table pointer
                   ; data at program memory address "3F05H" transferred to
```

```
                    ; tempreg2 and TBLH in this example the data "1AH" is
                    ; transferred to tempreg1 and data "0FH" to register tempreg2
:
:
code1 .section 'code'
org 1F00h           ; sets initial address of program memory
dc 00Ah, 00Bh, 00Ch, 00Dh, 00Eh, 00Fh, 01Ah, 01Bh
:
```

In Circuit Programming – ICP

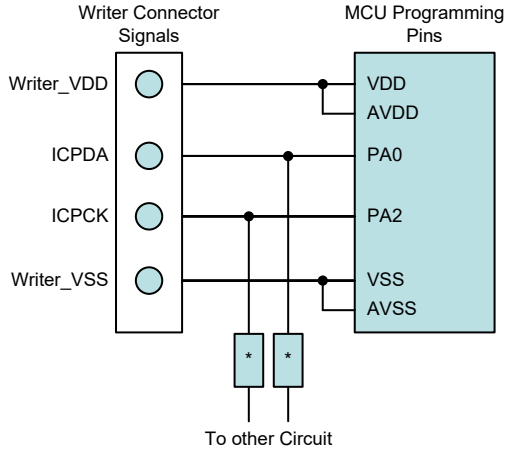
The provision of Flash type Program Memory provides the user with a means of convenient and easy upgrades and modifications to their programs on the same device. As an additional convenience, Holtek has provided a means of programming the microcontroller in-circuit using a 4-pin interface. This provides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

The Flash MCU to Writer programming pins correspondence table is as follows:

Holtek Writer Pins	MCU Programming Pins	Pin Description
ICPDA	PA0	Programming serial data/address
ICPCK	PA2	Programming clock
VDD	VDD & AVDD	Power supply
VSS	VSS & AVSS	Ground

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

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



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

On-Chip Debug Support – OCDS

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

Holtek e-Link Pins	MCU OCDS Pins	Pin Description
OCDSDA	OCDSDA	On-chip debug support data/address input/output
OCDSCK	OCDSCK	On-chip debug support clock input
VDD	VDD & AVDD	Power supply
VSS	VSS & AVSS	Ground

In Application Programming – IAP

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

Flash Memory Read/Write Size

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

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

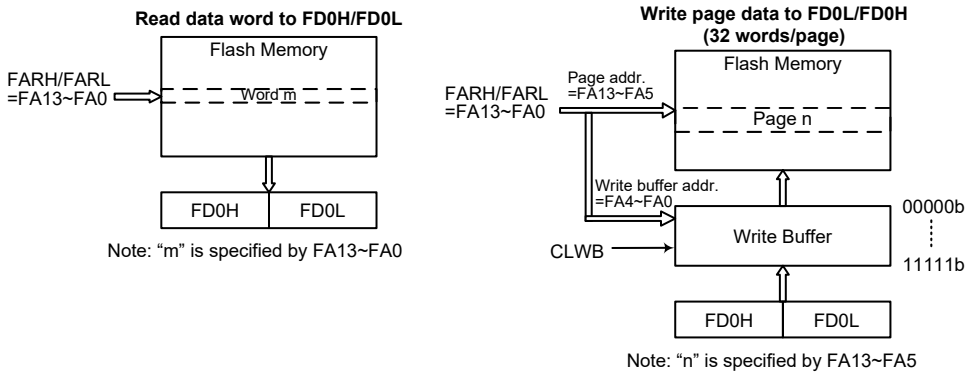
The Read operation can be carried out by executing a specific read procedure. The FRDEN bit is used to enable the read function and the FRD bit is used to initiate the read process by application programs and then indicate the read operation status. When the read process is finished, this bit will be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

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

IAP Read/Erase/Write Format

Page	FARH	FARL [7:5]	FARL [4:0]
0	0000 0000	000	Tag Address
1	0000 0000	001	
2	0000 0000	010	
3	0000 0000	011	
4	0000 0000	100	
5	0000 0000	101	
6	0000 0000	110	
7	0000 0000	111	
8	0000 0001	000	
9	0000 0001	001	
: :	: :	: :	
510	0011 1111	110	
511	0011 1111	111	

Page Number and Address Selection



Flash Memory IAP Read/Write Structure

Write Buffer

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

The write buffer size is 32 words corresponding to a page. The write buffer address is mapped to a specific Flash memory page specified by the memory address bits, FA13~FA5. The data written into the FD0L and FD0H registers will be loaded into the write buffer. When data is written into the high byte data register, FD0H, it will result in the data stored in the high and low byte data registers both being written into the write buffer. It will also cause the flash memory address to be incremented by one, after which the new address will be loaded into the FARH and FARL address registers. When the flash memory address reaches the page boundary, 11111b of a page with 32 words, the address will now not be incremented but will stop at the last address of the page. At this point a new page address should be specified for any other erase/write operations.

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

IAP Flash Program Memory Registers

There are two address registers, four 16-bit data registers and three control registers. The address and data registers are located in Sector 0 while the control registers are located in Sector 1. Read and Write operations to the Flash memory are carried out using 16-bit data operations using the address and data registers and the control register. Several registers control the overall operation of the internal Flash Program Memory. As the FARH/FARL and FDnH/FDnL registers are located in Sector 0, they can be directly accessed in the same way as any other Special Function Register. The FC0, FC1 and FC2 registers, being located in Sector 1, can be addressed directly only using the corresponding extended instructions or can be read from or written to indirectly using the MP1H/MP1L or MP2H/MP2L Memory Pointer pairs and Indirect Addressing Register, IAR1 or IAR2.

Register Name	Bit							
	7	6	5	4	3	2	1	0
FC0	CFWEN	FMOD2	FMOD1	FMOD0	FWPEN	FWT	FRDEN	FRD
FC1	D7	D6	D5	D4	D3	D2	D1	D0
FC2	—	—	—	—	—	—	FWERTS	CLWB
FARL	FA7	FA6	FA5	FA4	FA3	FA2	FA1	FA0
FARH	—	—	FA13	FA12	FA11	FA10	FA9	FA8
FD0L	D7	D6	D5	D4	D3	D2	D1	D0
FD0H	D15	D14	D13	D12	D11	D10	D9	D8
FD1L	D7	D6	D5	D4	D3	D2	D1	D0
FD1H	D15	D14	D13	D12	D11	D10	D9	D8
FD2L	D7	D6	D5	D4	D3	D2	D1	D0
FD2H	D15	D14	D13	D12	D11	D10	D9	D8
FD3L	D7	D6	D5	D4	D3	D2	D1	D0
FD3H	D15	D14	D13	D12	D11	D10	D9	D8

IAP Register List

- **FARL Register**

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

Bit 7~0 **FA7~FA0**: Flash memory address bit 7 ~ bit 0

- **FARH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	FA13	FA12	FA11	FA10	FA9	FA8
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5~0 **FA13~FA8**: Flash memory address bit 13 ~ bit 8

• **FD0L Register**

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

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

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

• **FD0H Register**

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

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

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

• **FD1L Register**

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

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

• **FD1H Register**

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

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

• **FD2L Register**

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

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

• **FD2H Register**

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

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

• **FD3L Register**

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

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

• **FD3H Register**

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

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

• **FC0 Register**

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

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

When this bit is cleared to 0 by application program, the Flash memory write function is disabled. Note that writing a "1" into this bit results in no action. This bit is used to indicate the Flash memory write function status. When this bit is set to 1 by the hardware, it means that the Flash memory write function is enabled successfully. Otherwise, the Flash memory write function is disabled if the bit is zero.

Bit 6~4 **FMOD2~FMOD0**: Flash memory mode selection
000: Write Mode
001: Page Erase Mode
010: Reserved
011: Read Mode
100: Reserved
101: Reserved
110: Flash memory Erase/Write function Enable Mode
111: Reserved

These bits are used to select the Flash Memory operation modes. Note that the "Flash memory Erase/Write function Enable Mode" should first be successfully enabled before the Erase or Write Flash memory operation is executed.

Bit 3 **FWPEN**: Flash memory Erase/Write function enable procedure Trigger
0: Erase/Write function enable procedure is not triggered or procedure timer times out
1: Erase/Write function enable procedure is triggered and procedure timer starts to count

This bit is used to activate the Flash memory Erase/Write function enable procedure and an internal timer. It is set by the application programs and then cleared by hardware when the internal timer times out. The correct patterns must be written into the FD1L/FD1H, FD2L/FD2H and FD3L/FD3H register pairs respec-tively as soon as possible after the FWPEN bit is set high.

Bit 2 **FWT**: Flash memory write initiate control
0: Do not initiate Flash memory write or indicating that a Flash memory write process has completed
1: Initiate Flash memory write process
This bit is set by software and cleared to 0 by the hardware when the Flash memory write process has completed.

Bit 1 **FRDEN**: Flash memory read enable control
0: Flash memory read disable
1: Flash memory read enable
This is the Flash memory Read Enable Bit which must be set high before any Flash memory read operations are carried out. Clearing this bit to zero will inhibit Flash memory read operations.

Bit 0 **FRD**: Flash memory read initiate control
0: Do not initiate Flash memory read or indicating that a Flash memory read process has completed
1: Initiate Flash memory read process
This bit is set by software and cleared to 0 by the hardware when the Flash memory read process has completed.

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

• FC1 Register

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

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

• FC2 Register

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

Bit 7~2 Unimplemented, read as "0"

Bit 1 **FWERTS**: Erase time and Write time select
0: Erase time is 3.2ms (t_{FER}) / Write time is 2.2ms (t_{FWR})
1: Erase time is 3.7ms (t_{FER}) / Write time is 3.0ms (t_{FWR})

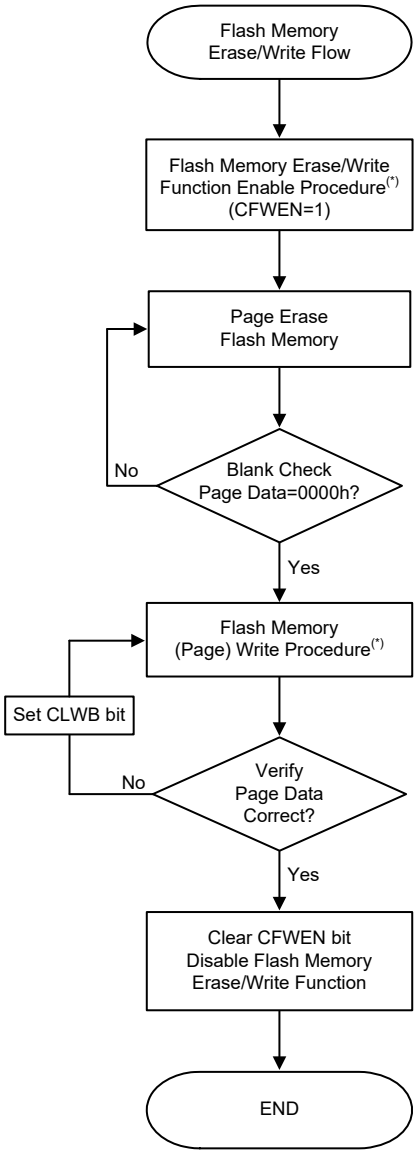
Bit 0 **CLWB**: Flash memory write buffer clear control
0: Do not initiate a Write Buffer Clear process or indicating that a Write Buffer Clear process has completed
1: Initiate Write Buffer Clear process
This bit is set by software and cleared to 0 by hardware when the Write Buffer Clear process has completed.

Flash Memory Erase/Write Flow

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

Flash Memory Erase/Write Flow Descriptions:

1. Activate the "Flash Memory Erase/Write function enable procedure" first. When the Flash Memory Erase/Write function is successfully enabled, the CFWEN bit in the FC0 register will automatically be set high by hardware. After this, Erase or Write operations can be executed on the Flash memory. Refer to the "Flash Memory Erase/Write Function Enable Procedure" for details.
2. Configure the flash memory address to select the desired erase page, tag address and then erase this page. For a page erase operation, set the FARL and FARH registers to specify the start address of the erase page, then write dummy data into the FD0H register to tag address. The current address will be internally incremented by one after each dummy data is written into the FD0H register. When the address reaches the page boundary, 11111b, the address will not be further incremented but stop at the last address of the page. Note that the write operation to the FD0H register is used to tag address, it must be implemented to determine which addresses to be erased.
3. Execute a Blank Check operation to ensure whether the page erase operation is successful or not. The "TABRD" instruction should be executed to read the flash memory contents and to check if the contents is 0000h or not. If the flash memory page erase operation fails, users should go back to Step 2 and execute the page erase operation again.
4. Write data into the specific page. Refer to the "Flash Memory Write Procedure" for details.
5. Execute the "TABRD" instruction to read the flash memory contents and check if the written data is correct or not. If the data read from the flash memory is different from the written data, it means that the page write operation has failed. The CLWB bit should be set high to clear the write buffer and then write the data into the specific page again if the write operation has failed.
6. Clear the CFWEN bit to disable the Flash Memory Erase/Write function enable mode if the current page Erase and Write operations are complete if no more pages need to be erased or written.



Flash Memory Erase/Write Flow

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

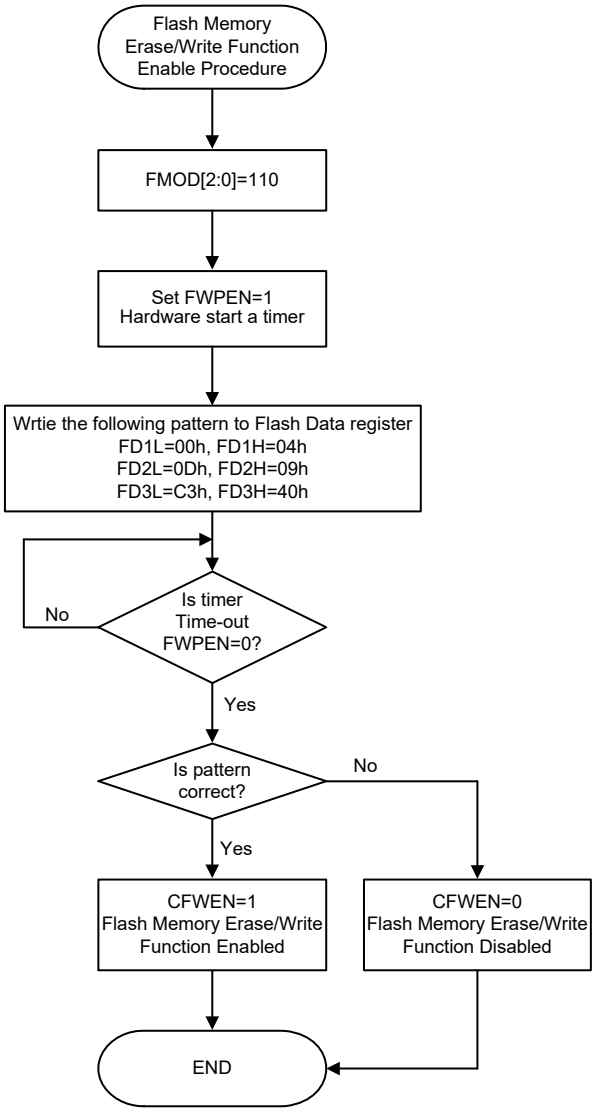
Flash Memory Erase/Write Function Enable Procedure

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

Flash Memory Erase/Write Function Enable Procedure Description

1. Write data “110” to the FMOD [2:0] bits in the FC0 register to select the Flash Memory Erase/ Write Function Enable Mode.
2. Set the FWPEN bit in the FC0 register to “1” . The step 1 and step 2 can be executed simultaneously.
3. Write the correct data pattern into the Flash data registers, FD1L~FD3L and FD1H~FD3H, as soon as possible after the FWPEN bit is set high. The enable Flash memory erase/write function data pattern is 00H, 0DH, C3H, 04H, 09H and 40H corresponding to the FD1L~FD3L and FD1H~FD3H registers respectively.
4. Once the timer has timed out, the FWPEN bit will automatically be cleared to 0 by hardware regardless of the input data pattern.
5. If the written data pattern is incorrect, the Flash memory erase/write function will not be enabled successfully and the above steps should be repeated. If the written data pattern is correct, the Flash memory erase/write function will be enabled successfully.
6. Once the Flash memory write function is enabled, the Flash memory contents can be updated by executing the page erase and write operations using the IAP control registers.

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



Flash Memory Erase/Write Function Enable Procedure

Flash Memory Write Procedure

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

The write buffer size is 32 words, known as a page, whose address is mapped to a specific flash memory page specified by the memory address bits, FA13~FA5. It is important to ensure that the page where the write buffer data is located is the same one which the memory address bits, FA13~FA5, specify.

Flash Memory Consecutive Write Description

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

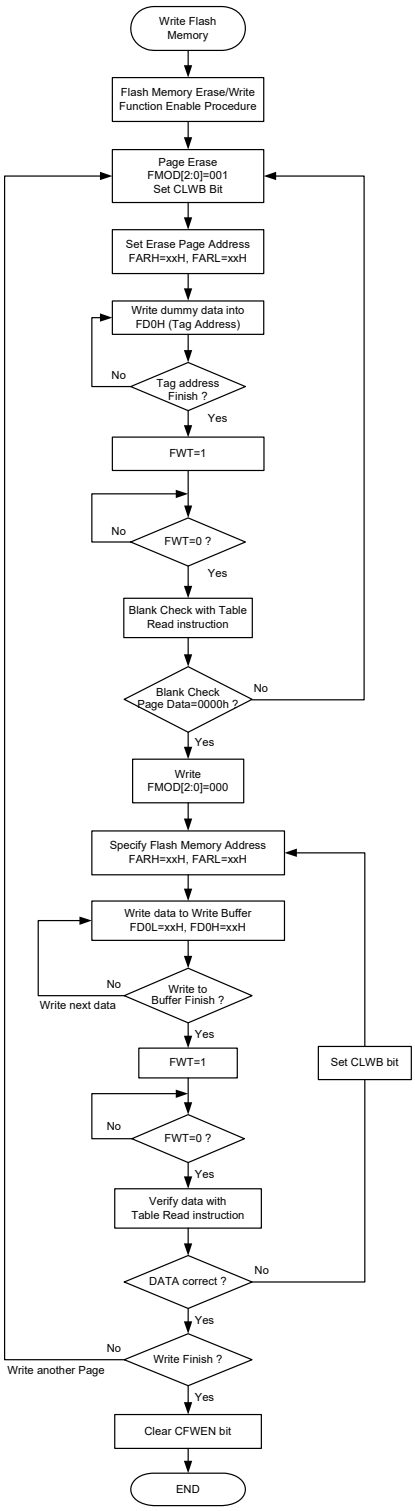
1. Activate the “Flash Memory Erase/Write function enable procedure”. Check the CFWEN bit value and then execute the erase/write operations if the CFWEN bit is set high. Refer to the “Flash Memory Erase/Write function enable procedure” for more details.
2. Set the FMOD field to “001” to select the erase operation and set the CLWB bit high to clear the write buffer. Set the FWT bit high to erase the desired page which is specified by the FARH and FARL registers and has been tagged address. Wait until the FWT bit goes low.
3. Execute a Blank Check operation using the table read instruction to ensure that the erase operation has successfully completed.

   Go to step 2 if the erase operation is not successful.

   Go to step 4 if the erase operation is successful.
4. Set the FMOD field to “000” to select the write operation.
5. Setup the desired start address in the FARH and FARL registers. Write the desired data words consecutively into the FD0L and FD0H registers within a page as specified by their consecutive addresses. The maximum written data number is 32 words.
6. Set the FWT bit high to write the data words from the write buffer to the flash memory. Wait until the FWT bit goes low.
7. Verify the data using the table read instruction to ensure that the write operation has successfully completed.

   If the write operation has not successfully completed, set the CLWB bit high to clear the write buffer and then go to step 5.

   Go to step 8 if the write operation is successful.
8. Clear the CFWEN bit low to disable the Flash memory erase/write function.



Flash Memory Consecutive Write Procedure

Note: 1. When the erase or write operation is successfully activated, all CPU operations will temporarily cease.

2. It will take certain time for the FWT bit state changing from high to low in the erase or write operation, which can be selected by the FWERTS bit in the FC2 register.

Flash Memory Non-Consecutive Write Description

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

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

1. Activate the "Flash Memory Erase/Write function enable procedure". Check the CFWEN bit value and then execute the erase/write operation if the CFWEN bit is set high. Refer to the "Flash Memory Erase/Write function enable procedure" for more details.
2. Set the FMOD field to "001" to select the erase operation and set the CLWB bit high to clear the write buffer. Set the FWT bit high to erase the desired page which is specified by the FARH and FARL registers and has been tagged address. Wait until the FWT bit goes low.
3. Execute a Blank Check operation using the table read instruction to ensure that the erase operation has successfully completed.

   Go to step 2 if the erase operation is not successful.

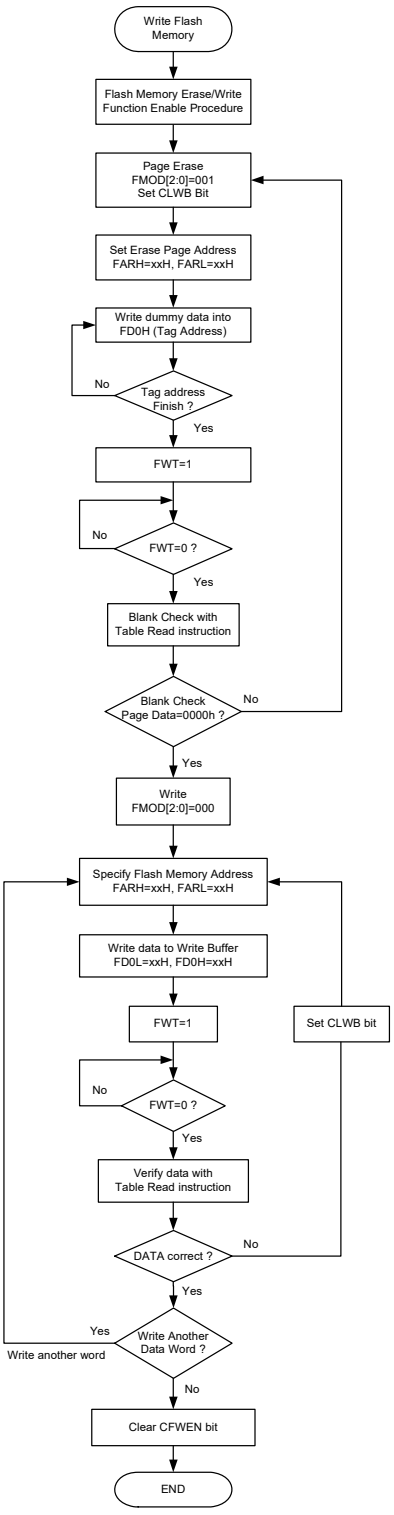
   Go to step 4 if the erase operation is successful.
4. Set the FMOD field to "000" to select the write operation.
5. Setup the desired address ADDR1 in the FARH and FARL registers. Write the desired data word DATA1 first into the FD0L register and then into the FD0H register.
6. Set the FWT bit high to transfer the data word from the write buffer to the flash memory. Wait until the FWT bit goes low.
7. Verify the data using the table read instruction to ensure that the write operation has successfully completed.

   If the write operation has not successfully completed, set the CLWB bit high to clear the write buffer and then go to step 5.

   Go to step 8 if the write operation is successful.
8. Setup the desired address ADDR2 in the FARH and FARL registers. Write the desired data word DATA2 first into the FD0L register and then into the FD0H register.
9. Set the FWT bit high to transfer the data word from the write buffer to the flash memory. Wait until the FWT bit goes low.
10. Verify the data using the table read instruction to ensure that the write operation has successfully completed.

    If the write operation has not successfully completed, set the CLWB bit high to clear the write buffer and then go to step 8.

    Go to step 11 if the write operation is successful.
11. Clear the CFWEN bit low to disable the Flash memory erase/write function.



Flash Memory Non-Consecutive Write Procedure

Note: 1. When the erase or write operation is successfully activated, all CPU operations will temporarily cease.

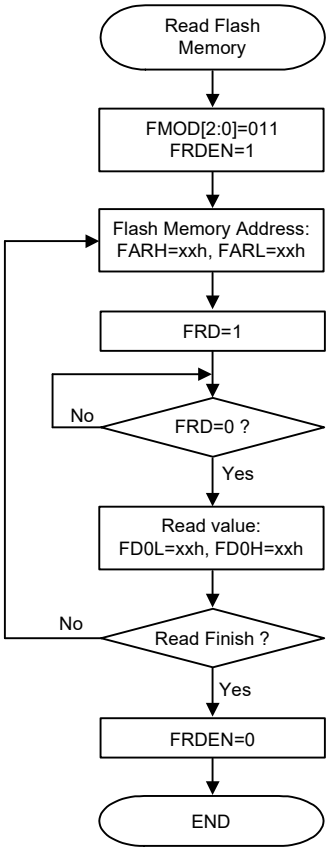
2. It will take certain time for the FWT bit state changing from high to low in the erase or write operation, which can be selected by the FWERTS bit in the FC2 register.

Important Points to Note for Flash Memory Write Operations

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

Flash Memory Read Procedure

To activate the Flash Memory Read procedure, the FMOD field should be set to “011” to select the flash memory read mode and the FRDEN bit should be set high to enable the read function. The desired flash memory address should be written into the FARH and FARL registers and then the FRD bit should be set high. After this the flash memory read operation will be activated. The data stored in the specified address can be read from the data registers, FD0H and FD0L, when the FRD bit goes low. There is no need to first activate the Flash Memory Erase/Write Function Enable Procedure before the flash memory read operation is executed.



Flash Memory Read Procedure

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

RAM Data Memory

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

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

Structure

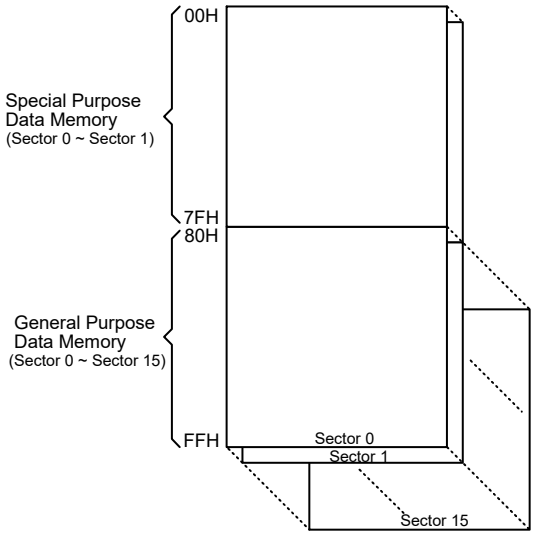
The Data Memory is subdivided into several sectors, all of which are implemented in 8-bit wide Memory.

Each of the Data Memory sectors is categorized into two types, the Special Purpose Data Memory and the General Purpose Data Memory.The address range of the Special Purpose Data Memory for the device is from 00H to 7FH while the General Purpose Data Memory address range is from 80H to FFH.

Switching between the different Data Memory sectors is achieved by setting the Memory Pointers to the correct value if using the indirect addressing method. The start address of the Data Memory for the device is the address 00H.

Special Purpose Data Memory	General Purpose Data Memory	
Available Sectors	Capacity	Sector: Address
0, 1	2048×8	0: 80H~FFH 1: 80H~FFH : 15: 80H~FFH

Data Memory Summary



Data Memory Structure

Data Memory Addressing

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

Direct Addressing can be used in all sectors using the extended instructions which can address all available data memory space. For the accessed data memory which is located in any data memory sectors except Sector 0, the extended instructions can be used to access the data memory instead of using the indirect addressing access. The main difference between standard instructions and extended instructions is that the data memory address “m” in the extended instructions has 12 valid bits for this device, the high byte indicates a sector and the low byte indicates a specific address.

General Purpose Data Memory

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

Special Purpose Data Memory

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

	Sector 0	Sector 1
00H	IAR0	PTM0C0
01H	MP0	PTM0C1
02H	IAR1	PTM0DL
03H	MP1L	PTM0DH
04H	MP1H	PTM0AL
05H	ACC	PTM0AH
06H	PCL	PTM0RPL
07H	TBLP	PTM0RPH
08H	TBLH	STM0C0
09H	TBHP	STM0C1
0AH	STATUS	STM0DL
0BH	PBP	STM0DH
0CH	IAR2	STM0AL
0DH	MP2L	STM0AH
0EH	MP2H	STM0RP
0FH	RSTFC	FC0
10H	INTC0	FC1
11H	INTC1	FC2
12H	INTC2	U0SR
13H	INTC3	U0CR1
14H	PA	U0CR2
15H	PAC	BRDH0
16H	PAPU	BRDL0
17H	PAWU	UFCR0
18H	PB	TXR_RXR0
19H	PBC	RxCNT0
1AH	PBPU	PTM1C0
1BH	PC	PTM1C1
1CH	PCC	PTM1DL
1DH	PCPU	PTM1DH
1EH		PTM1AL
1FH	PDC	PTM1AH
20H		PTM1RPL
21H	PE	PTM1RPH
22H	PEC	PTM2C0
23H	PEPU	PTM2C1
24H	PF	PTM2DL
25H	PFC	PTM2DH
26H	PFPU	PTM2AL
27H		PTM2AH
28H		PTM2RPL
29H		PTM2RPH
2AH		PTM3C0
2BH		PTM3C1
2CH		PTM3DL
2DH		PTM3DH
2EH		PTM3AL
2FH		PTM3AH
30H	CRCCR	PTM3RPL
31H	CRCIN	PTM3RPH
32H	CRCDL	STM1C0
33H	CRCDH	STM1C1
34H	IECC	STM1DL
35H		STM1DH
36H	RSTC	STM1AL
37H	VBGRC	STM1AH
38H		STM1RP
39H	INTEG	STM2C0
3AH	SCC	STM2C1
3BH	HIRCC	STM2DL
3CH		STM2DH
3DH	LXTC	STM2AL
3EH	WDTC	STM2AH
3FH	LVRC	STM2RP

	Sector 0	Sector 1
40H	LVDC	EEC
41H	EEAL	U1SR
42H	EEAH	U1CR1
43H	EED	U1CR2
44H	CMP0C	BRDH1
45H		BRDL1
46H	MFI0	UFCR1
47H	MFI1	TXR_RXR1
48H	MFI2	RxCNT1
49H	MFI3	IFS0
4AH	MFI4	IFS1
4BH	MFI5	IFS2
4CH		IFS3
4DH		
4EH		PAS0
4FH		PAS1
50H		PBS0
51H		PBS1
52H		PCS0
53H	SLEDC0	PCS1
54H	SLEDC1	
55H	SLEDC2	
56H		PES0
57H		PES1
58H		
59H	MDUWR0	PFS1
5AH	MDUWR1	
5BH	MDUWR2	
5CH	MDUWR3	
5DH	MDUWR4	
5EH	MDUWR5	
5FH	MDUWCTRL	
60H	CMP0VOS	
61H		
62H		
63H	PSC0R	
64H	TB0C	
65H	TB1C	
66H	PSC1R	
67H	SADOL	
68H	SADOH	
69H	SADC0	
6AH	SADC1	
6BH	SADC2	
6CH	SIMC0	
6DH	SIMC1	
6EH	SIMD	
6FH	SIMC2/SIMA	
70H	SIMTOC	
71H	SPIC0	
72H	SPIC1	
73H	SPID	
74H	FARL	
75H	FARH	
76H	FD0L	
77H	FD0H	
78H	FD1L	
79H	FD1H	
7AH	FD2L	
7BH	FD2H	
7CH	FD3L	
7DH	FD3H	
7EH		
7FH	LVPUC	

: Unused, read as 00H

: Reserved, cannot be changed unless otherwise specified

Special Purpose Data Memory

Special Function Register Description

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

Indirect Addressing Registers – IAR0, IAR1, IAR2

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

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

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

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

Indirect Addressing Program Example 1

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

Indirect Addressing Program Example 2

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

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

Direct Addressing Program Example using extended instructions

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

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

Program Memory Bank Pointer – PBP

For the device the program memory is divided into two banks. Selecting the required program memory area is achieved using the program memory bank pointer, PBP. The PBP register should be properly configured before the device executes the “Branch” operation using the “JMP” or “CALL” instruction. After that a jump to a non-consecutice program memory address which is located in a certain bank selected by the program memory bank pointer bits will occur.

• **PBP Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	—	PBP0
R/W	—	—	—	—	—	—	—	R/W
POR	—	—	—	—	—	—	—	0

Bit 7~1 Unimplemented, read as "0"

Bit 0 **PBP0**: Program memory bank pointer bit 0
0: Bank 0
1: Bank 1

Accumulator – ACC

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

Program Counter Low Byte Register – PCL

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

Look-up Table Registers – TBLP, TBHP, TBLH

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

Status Register – STATUS

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

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

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

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

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

• STATUS Register

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

"x": Unknown

Bit 7 **SC**: The result of the "XOR" operation which is performed by the OV flag and the MSB of the instruction operation result

Bit 6 **CZ**: The operational result of different flags for different instructions
For SUB/SUBM/LSUB/LSUBM instructions, the CZ flag is equal to the Z flag.
For SBC/SBCM/LSBC/LSBCM instructions, the CZ flag is the "AND" operation result which is performed by the previous operation CZ flag and current operation zero flag.
For other instructions, the CZ flag will not be affected.

Bit 5 **TO**: Watchdog time-out flag
0: After power up or executing the "CLR WDT" or "HALT" instruction
1: A watchdog time-out occurred

Bit 4 **PDF**: Power down flag
0: After power up or executing the "CLR WDT" instruction
1: By executing the "HALT" instruction

Bit 3 **OV**: Overflow flag
0: No overflow
1: An operation results in a carry into the highest-order bit but not a carry out of the highest-order bit or vice versa

Bit 2 **Z**: Zero flag
0: The result of an arithmetic or logical operation is not zero
1: The result of an arithmetic or logical operation is zero

Bit 1 **AC**: Auxiliary flag
0: No auxiliary carry
1: An operation results in a carry out of the low nibbles in addition, or no borrow from the high nibble into the low nibble in subtraction

Bit 0 **C**: Carry flag
0: No carry-out
1: An operation results in a carry during an addition operation or if a borrow does not take place during a subtraction operation

The "C" flag is also affected by a rotate through carry instruction.

EEPROM Data Memory

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

EEPROM Data Memory Structure

The EEPROM Data Memory capacity is 1024×8 bits for the device. Unlike the Program Memory and RAM Data Memory, the EEPROM Data Memory is not directly mapped into memory space and is therefore not directly addressable in the same way as the other types of memory. Read and Write operations to the EEPROM are carried out in single byte operations using an address register pair and a data register in Sector 0 and a single control register in Sector 1.

EEPROM Registers

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

Register Name	Bit							
	7	6	5	4	3	2	1	0
EEAL	EEAL7	EEAL6	EEAL5	EEAL4	EEAL3	EEAL2	EEAL1	EEAL0
EEAH	—	—	—	—	—	—	EEAH1	EEAH0
EED	D7	D6	D5	D4	D3	D2	D1	D0
EEC	EWERTS	EREN	ER	MODE	WREN	WR	RDEN	RD

EEPROM Register List

• **EEAL Register**

Bit	7	6	5	4	3	2	1	0
Name	EEAL7	EEAL6	EEAL5	EEAL4	EEAL3	EEAL2	EEAL1	EEAL0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **EEAL7~EEAL0**: Data EEPROM low byte address bit 7 ~ bit 0

• **EEAH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	EEAH1	EEAH0
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **EEAH1~EEAH0**: Data EEPROM high byte address bit 1 ~ bit 0

• **EED Register**

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

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

• **EEC Register**

Bit	7	6	5	4	3	2	1	0
Name	EWERTS	EREN	ER	MODE	WREN	WR	RDEN	RD
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **EWERTS**: EEPROM Erase time and Write time select
0: Erase time is 3.2ms (t_{EEER}) / Write time is 2.2ms (t_{EEWR})
1: Erase time is 3.7ms (t_{EEER}) / Write time is 3.0ms (t_{EEWR})

Bit 6 **EREN**: Data EEPROM erase enable
0: Disable
1: Enable
This bit is used to enable data EEPROM erase function and must be set high before erase operations are carried out. This bit will be automatically reset to zero by the hardware after the erase cycle has finished. Clearing this bit to zero will inhibit data EEPROM erase operations.

Bit 5 **ER**: EEPROM erase control
0: Erase cycle has finished
1: Activate an erase cycle
When this bit is set high by the application program, an erase cycle will be activated. This bit will be automatically reset to zero by the hardware after the erase cycle has finished. Setting this bit high will have no effect if the EREN has not first been set high.

Bit 4 **MODE**: EEPROM Operation mode select
0: Byte operation mode
1: Page operation mode
This is the EEPROM Page operation mode select bit and when set high by the application program will select the Page write or erase or read function. Otherwise, the EEPROM is the byte write or read function. The EEPROM page buffer size is 16-byte.

Bit 3 **WREN**: Data EEPROM write enable
0: Disable
1: Enable
This is the Data EEPROM Write Enable Bit which must be set high before Data EEPROM write operations are carried out. Clearing this bit to zero will inhibit Data EEPROM write operations. Note that this bit will automatically be reset to zero by hardware after the write cycle has finished.

Bit 2 **WR**: EEPROM write control
0: Write cycle has finished
1: Activate a write cycle
This is the Data EEPROM Write Control Bit and when set high by the application program will activate a write cycle. This bit will be automatically reset to zero by the hardware after the write cycle has finished. Setting this bit high will have no effect if the WREN has not first been set high.

Bit 1 **RDEN**: Data EEPROM read enable
0: Disable
1: Enable
This is the Data EEPROM Read Enable Bit which must be set high before Data EEPROM read operations are carried out. Clearing this bit to zero will inhibit Data EEPROM read operations.

Bit 0 **RD**: EEPROM read control
0: Read cycle has finished
1: Activate a read cycle
This is the Data EEPROM Read Control Bit and when set high by the application program will activate a read cycle. This bit will be automatically reset to zero by the hardware after the read cycle has finished. Setting this bit high will have no effect if the RDEN bit has not first been set high.

Note: 1. The EREN, ER, WREN, WR, RDEN and RD cannot be set high at the same time in one instruction.
2. Ensure that the f_{SUB} clock is stable before executing the erase/write operation.
3. Ensure that the erase/write operation is totally complete before changing contents of the EEPROM related registers or activating the IAP function.

Reading Operation from the EEPROM

Reading data from the EEPROM can be implemented by two modes for this device, byte read mode or page read mode, which is controlled by the EEPROM operation mode selection bit, MODE, in the EEC register.

Byte Read Mode

The EEPROM byte read operation can be executed when the mode selection bit, MODE, is cleared to zero. For a byte read operation the desired EEPROM address should first be placed in the EEAH and EEAL registers, as well as the read enable bit, RDEN, in the EEC register should be set high to enable the read function. Then setting the RD bit high will initiate the EEPROM byte read operation. Note that setting the RD bit high only will not initiate a read operation if the RDEN bit is not set high. When the read cycle terminates, the EEPROM data can be read from the EED register and the RD bit will automatically be cleared to zero. The data will remain in the EED register until another read or write operation is executed. The application program can poll the RD bit to determine when the data is valid for reading.

Page Read Mode

The EEPROM page read operation can be executed when the mode selection bit, MODE, is set high. The page size can be up to 16 bytes for the page read operation. For a page read operation the start address of the desired EEPROM page should first be placed in the EEAH and EEAL registers, as well as the read enable bit, RDEN, in the EEC register should be set high to enable the read function. Then setting the RD bit high will initiate the EEPROM page read operation. Note that setting the RD bit high only will not initiate a read operation if the RDEN bit is not set high. When the current byte read cycle terminates, the EEPROM data can be read from the EED register and then the current address will be incremented by one by hardware. After this the RD bit will automatically be cleared to zero. The data which is stored in the next EEPROM address can continuously be read when the RD bit is again set high without reconfiguring the EEPROM address and RDEN control bit. The application program can poll the RD bit to determine when the data is valid for reading.

The EEPROM address higher 6 bits are used to specify the desired page location while the lower 4 bits are used to point to the actual address. In the page read operation mode the lower 4-bit address value will automatically be incremented by one. However, the higher 6-bit address value will not be incremented by hardware. When the EEPROM address lower 4-bit value which is internally incremented by one in the page mode reaches the page boundary, known as 0FH, the EEPROM address lower 4-bit value will stop at 0FH. The EEPROM address will not “roll over”.

Page Erase Operation to the EEPROM

The EEPROM page erase operation can be executed when the mode selection bit, MODE, is set high. The EEPROM is capable of a 16-byte page erase. The internal page buffer will be cleared by hardware after power on reset. When the EEPROM erase enable control bit, namely EREN, is changed from “1” to “0”, the internal page buffer will also be cleared. Note that when the EREN bit is changed from “0” to “1”, the internal page buffer will not be cleared. The EEPROM address higher 6 bits are used to specify the desired page location while the lower 4 bits are used to point to the actual address. In the page erase operation mode the lower 4-bit address value will automatically be incremented by one after each dummy data byte is written into the EED register. However, the higher 6-bit address value will not be incremented by hardware. When the EEPROM address lower 4-bit value which is internally incremented by one in the page mode reaches the page boundary, known as 0FH, the EEPROM address lower 4-bit value will stop at 0FH. The EEPROM address will not “roll over”.

For page erase operations the start address of the desired EEPROM page should first be placed in the EEAH and EEAL registers and the dummy data to be written should be placed in the EED register. The maximum data length for a page is 16 bytes. Note that the write operation to the EED register is used to tag address, it must be implemented to determine which addresses to be erased. When the page dummy data is completely written, then the EREN bit in the EEC register should be set high to enable erase operations and the ER bit must be immediately set high to initiate the EEPROM erase process. These two instructions must be executed in two consecutive instruction cycles to activate an erase operation successfully. The global interrupt enable bit EMI should also first be cleared before implementing an erase operation and then set again after a valid erase activation procedure has completed.

As the EEPROM erase cycle is controlled using an internal timer whose operation is asynchronous to microcontroller system clock, a certain time will elapse before the data will have been erased from the EEPROM. Detecting when the erase cycle has finished can be implemented either by polling the ER bit in the EEC register or by using the EEPROM interrupt. When the erase cycle terminates, the ER bit will be automatically cleared to zero by the microcontroller, informing the user that the page data has been erased. The application program can therefore poll the ER bit to determine when the erase cycle has ended. After the erase operation is finished, the EREN bit will be set low by hardware. The Data EEPROM erased page content will all be zero after a page erase operation.

Write Operation to the EEPROM

Writing data to the EEPROM can be implemented by two modes for this device, byte write mode or page write mode, which is controlled by the EEPROM operation mode selection bit, MODE, in the EEC register.

Byte Write Mode

The EEPROM byte write operation can be executed when the mode selection bit, MODE, is cleared to zero. For byte write operations the desired EEPROM address should first be placed in the EEAH and EEAL registers and the data to be written should be placed in the EED register. To write data to the EEPROM, the write enable bit, WREN, in the EEC register must first be set high to enable the write function. After this, the WR bit in the EEC register must be immediately set high to initiate a write cycle. These two instructions must be executed in two consecutive instruction cycles to activate a write operation successfully. The global interrupt bit EMI should also first be cleared before implementing any write operations, and then set high again after a valid write activation procedure has completed. Note that setting the WR bit high only will not initiate a write cycle if the WREN bit is not set.

As the EEPROM write cycle is controlled using an internal timer whose operation is asynchronous to microcontroller system clock, a certain time will elapse before the data will have been written into the EEPROM. Detecting when the write cycle has finished can be implemented either by polling the WR bit in the EEC register or by using the EEPROM interrupt. When the write cycle terminates, the WR bit will be automatically cleared to zero by the microcontroller, informing the user that the data has been written to the EEPROM. The application program can therefore poll the WR bit to determine when the write cycle has ended. After the write operation is finished, the WREN bit will be set low by hardware. Note that a byte erase operation will automatically be executed before a byte write operation is successfully activated.

Page Write Mode

Before a page write operation is executed, it is important to ensure that a relevant page erase operation has been successfully executed. The EEPROM page write operation can be executed when the mode selection bit, MODE, is set high. The EEPROM is capable of a 16-byte page write. The internal page buffer will be cleared by hardware after power on reset. When the EEPROM write enable control bit, namely WREN, is changed from “1” to “0”, the internal page buffer will also be cleared. Note that when the WREN bit is changed from “0” to “1”, the internal page buffer will not be cleared. A page write is initiated in the same way as a byte write initiation except that the EEPROM data can be written up to 16 bytes. The EEPROM address higher 6 bits are used to specify the desired page location while the lower 4 bits are used to point to the actual address. In the page write operation mode the lower 4-bit address value will automatically be incremented by one after each data byte is written into the EED register. However, the higher 6-bit address value will not be incremented by hardware. When the EEPROM address lower 4-bit value which is internally incremented by one in the page mode reaches the page boundary, known as 0FH, the EEPROM address lower 4-bit value will stop at 0FH. The EEPROM address will not “roll over”. At this point any data write operations to the EED register will be invalid.

For page write operations the start address of the desired EEPROM page should first be placed in the EEAH and EEAL registers and the data to be written should be placed in the EED register. The maximum data length for a page is 16 bytes. Note that when a data byte is written into the EED register, then the data in the EED register will be loaded into the internal page buffer and the current address value will automatically be incremented by one. When the page data is completely written into the page buffer, then the WREN bit in the EEC register should be set high to enable write

operations and the WR bit must be immediately set high to initiate the EEPROM write process. These two instructions must be executed in two consecutive instruction cycles to activate a write operation successfully. The global interrupt enable bit EMI should also first be cleared before implementing any write operations, and then set high again after a valid write activation procedure has completed. Note that setting the WR bit high only will not initiate a write cycle if the WREN bit is not set.

As the EEPROM write cycle is controlled using an internal timer whose operation is asynchronous to microcontroller system clock, a certain time will elapse before the data will have been written into the EEPROM. Detecting when the write cycle has finished can be implemented either by polling the WR bit in the EEC register or by using the EEPROM interrupt. When the write cycle terminates, the WR bit will be automatically cleared to zero by the microcontroller, informing the user that the data has been written to the EEPROM. The application program can therefore poll the WR bit to determine when the write cycle has ended. After the write operation is finished, the WREN bit will be set low by hardware.

Write Protection

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

EEPROM Interrupt

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

Programming Considerations

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

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

Programming Examples

Reading a Data Byte from the EEPROM – polling method

```
MOV A, 040H              ; setup memory pointer low byte MP1L
MOV MP1L, A              ; MP1 points to EEC register
MOV A, 01H               ; setup memory pointer high byte MP1H
MOV MP1H, A
CLR IAR1.4               ; clear MODE bit, select byte operation mode
MOV A, EEPROM_ADRES_H    ; user defined high byte address
MOV EEAH, A
MOV A, EEPROM_ADRES_L    ; user defined low byte address
MOV EEAL, A
SET IAR1.1               ; set RDEN bit, enable read operations
SET IAR1.0               ; start Read Cycle - set RD bit
BACK:
SZ  IAR1.0               ; check for read cycle end
JMP BACK
CLR IAR1                 ; disable EEPROM read function
CLR MP1H
MOV A, EED               ; move read data to register
MOV READ_DATA, A
```

Reading a Data Page from the EEPROM – polling method

```
MOV A, 040H              ; setup memory pointer low byte MP1L
MOV MP1L, A              ; MP1 points to EEC register
MOV A, 01H               ; setup memory pointer high byte MP1H
MOV MP1H, A
SET IAR1.4               ; set MODE bit, select page operation mode
MOV A, EEPROM_ADRES_H    ; user defined high byte address
MOV EEAH, A
MOV A, EEPROM_ADRES_L    ; user defined low byte address
MOV EEAL, A
SET IAR1.1               ; set RDEN bit, enable read operations
; ~~~~ The data length can be up to 16 bytes (Start) ~~~~
CALL READ
CALL READ
:
:
JMP PAGE_READ_FINISH
; ~~~~ The data length can be up to 16 bytes (End) ~~~~
READ:
SET IAR1.0               ; start Read Cycle - set RD bit
BACK:
SZ  IAR1.0               ; check for read cycle end
JMP BACK
MOV A, EED               ; move read data to register
MOV READ_DATA, A
RET
:
PAGE_READ_FINISH:
CLR IAR1                 ; disable EEPROM read function
CLR MP1H
```

Erasing a Data Page to the EEPROM – polling method

```
MOV A, 040H              ; setup memory pointer low byte MP1L
MOV MP1L, A              ; MP1 points to EEC register
MOV A, 01H               ; setup memory pointer high byte MP1H
MOV MP1H, A
SET IAR1.4               ; set MODE bit, select page operation mode
MOV A, EEPROM_ADRES_H    ; user defined high byte address
MOV EEAH, A
MOV A, EEPROM_ADRES_L    ; user defined low byte address
MOV EEAL, A
; ~~~~ The data length can be up to 16 bytes (Start) ~~~~
CALL WRITE_BUF
CALL WRITE_BUF
:
:
JMP Erase_START
; ~~~~ The data length can be up to 16 bytes (End) ~~~~
WRITE_BUF:
MOV A, EEPROM_DATA       ; user defined data, erase mode don't care data value
MOV EED, A
RET
:
Erase_START:
CLR EMI
SET IAR1.6               ; set EREN bit, enable erase operations
SET IAR1.5               ; start Erase Cycle - set ER bit - executed immediately
                         ; after setting EREN bit
SET EMI
BACK:
SZ  IAR1.5               ; check for erase cycle end
JMP BACK
CLR MP1H
```

Writing a Data Byte to the EEPROM – polling method

```
MOV A, 040H              ; setup memory pointer low byte MP1L
MOV MP1L, A              ; MP1 points to EEC register
MOV A, 01H               ; setup memory pointer high byte MP1H
MOV MP1H, A
CLR IAR1.4               ; clear MODE bit, select byte operation mode
MOV A, EEPROM_ADRES_H    ; user defined high byte address
MOV EEAH, A
MOV A, EEPROM_ADRES_L    ; user defined low byte address
MOV EEAL, A
MOV A, EEPROM_DATA       ; user defined data
MOV EED, A
CLR EMI
SET IAR1.3               ; set WREN bit, enable write operations
SET IAR1.2               ; start Write Cycle - set WR bit - executed immediately
                         ; after setting WREN bit
SET EMI
BACK:
SZ  IAR1.2               ; check for write cycle end
JMP BACK
CLR MP1H
```

Writing a Data Page to the EEPROM – polling method

```
MOV A, 040H              ; setup memory pointer low byte MP1L
MOV MP1L, A              ; MP1 points to EEC register
MOV A, 01H               ; setup memory pointer high byte MP1H
MOV MP1H, A
SET IAR1.4               ; set MODE bit, select page operation mode
MOV A, EEPROM_ADRES_H    ; user defined high byte address
MOV EEAH, A
MOV A, EEPROM_ADRES_L    ; user defined low byte address
MOV EEAL, A
; ~~~~ The data length can be up to 16 bytes (Start) ~~~~
CALL WRITE_BUF
CALL WRITE_BUF
:
:
JMP WRITE_START
; ~~~~ The data length can be up to 16 bytes (End) ~~~~
WRITE_BUF:
MOV A, EEPROM_DATA       ; user defined data
MOV EED, A
RET
:
WRITE_START:
CLR EMI
SET IAR1.3               ; set WREN bit, enable write operations
SET IAR1.2               ; start Write Cycle - set WR bit - executed immediately
                         ; after setting WREN bit
SET EMI
BACK:
SZ  IAR1.2               ; check for write cycle end
JMP BACK
CLR MP1H
```

Oscillators

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

Oscillator Overview

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

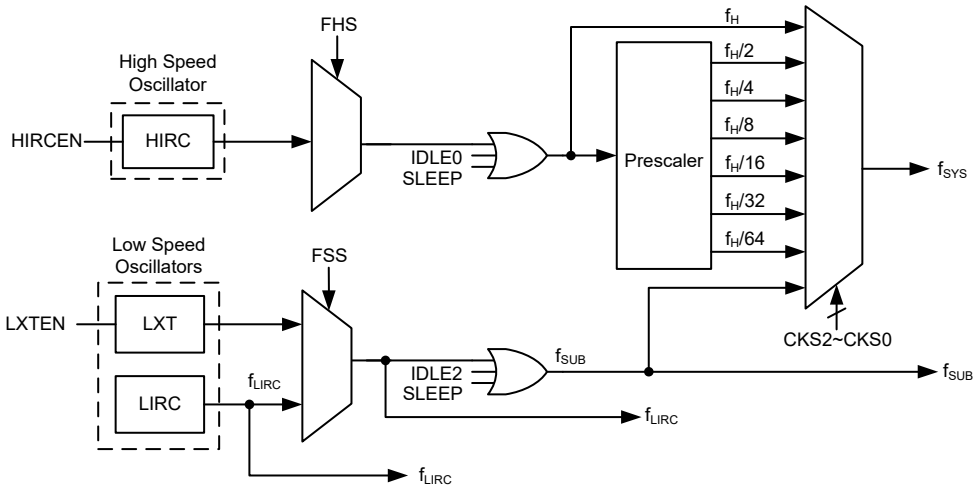
Type	Name	Frequency	Pins
Internal High Speed RC	HIRC	8/12/16MHz	—
Internal Low Speed RC	LIRC	32kHz	—
External Low Speed Crystal	LXT	32.768kHz	XT1/XT2

Oscillator Types

System Clock Configurations

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

The actual source clock used for the low speed oscillator is chosen via the FSS bit in the SCC register. The frequency of the slow speed or high speed system clock is determined using the CKS2~CKS0 bits in the SCC register. Note that two oscillator selections must be made namely one high speed and one low speed system oscillators.



System Clock Configurations

Internal High Speed RC Oscillator – HIRC

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

External 32.768kHz Crystal Oscillator – LXT

The external 32.768kHz crystal system oscillator is one of the low frequency oscillator choices, which is selected via a software control bit, FSS. This clock source has a fixed frequency of 32.768kHz and requires a 32.768kHz crystal to be connected between pins XT1 and XT2. The external resistor and capacitor components connected to the 32.768kHz crystal are necessary to provide oscillation. For applications where precise frequencies are essential, these components may be required to provide frequency compensation due to different crystal manufacturing tolerances. After the LXT oscillator is enabled by setting the LXTEN bit to 1, there is a time delay associated with the LXT oscillator waiting for it to start-up.

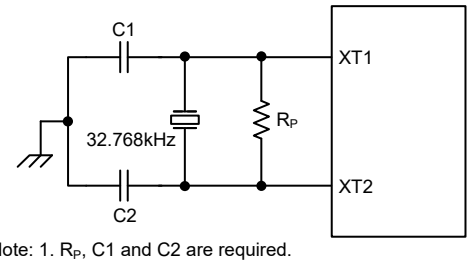
When the microcontroller enters the SLEEP or IDLE Mode, the system clock is switched off to stop microcontroller activity and to conserve power. However, in many microcontroller applications it may be necessary to keep the internal timers operational even when the microcontroller is in the SLEEP or IDLE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

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

The pin-shared software control bits determine if the XT1/XT2 pins are used for the LXT oscillator or as I/O or other pin-shared functional pins.

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

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



Note: 1. R_P, C1 and C2 are required.
2. Although not shown XT1/XT2 pins have a parasitic capacitance of around 7pF.

External LXT Oscillator

LXT Oscillator C1 and C2 Values		
Crystal Frequency	**C1**	**C2**
32.768kHz	10pF	10pF
Note: 1. C1 and C2 values are for guidance only. 2. R_P=5MΩ~10MΩ is recommended.		

32.768kHz Crystal Recommended Capacitor Values

Internal 32kHz Oscillator – LIRC

The Internal 32kHz System Oscillator is a fully integrated RC oscillator with a typical frequency of 32kHz, requiring no external components for its implementation. Device trimming during the manufacturing process and the inclusion of internal frequency compensation circuits are used to ensure that the influence of the power supply voltage, temperature and process variations on the oscillation frequency are minimised.

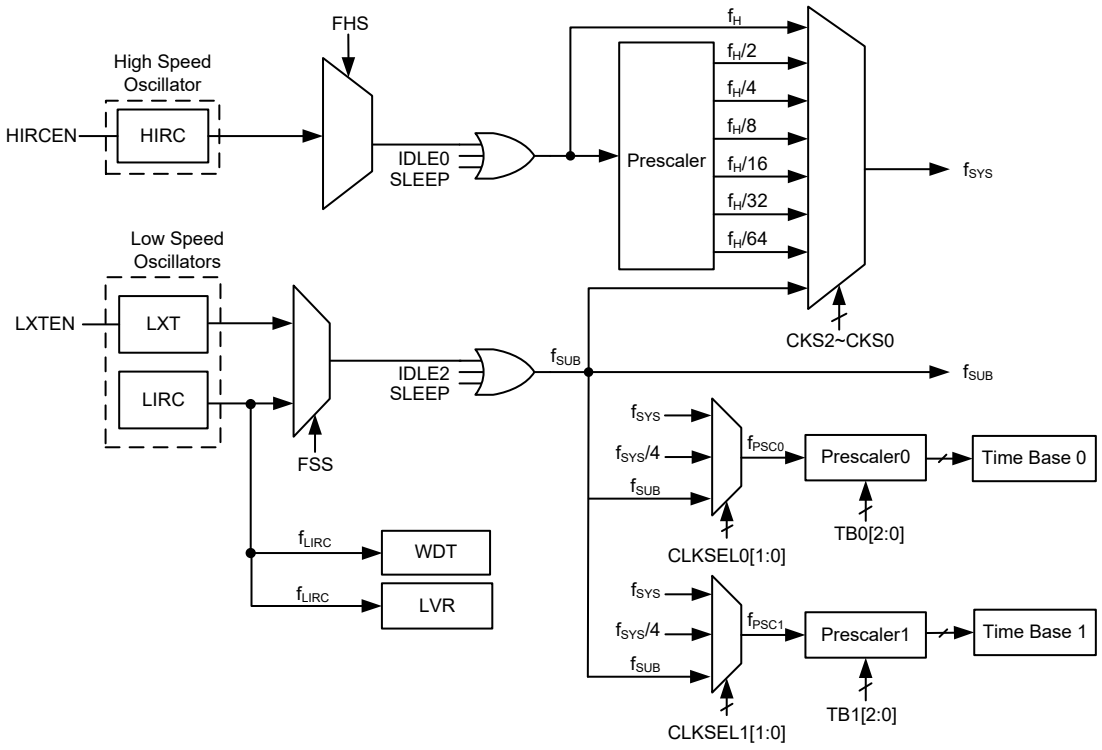
Operating Modes and System Clocks

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

System Clocks

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

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



Device Clock Configurations

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

System Operation Modes

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

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

"x": Don't care

Note: 1. The f_H clock will be switched on or off by configuring the corresponding oscillator enable bit in the SLOW mode.
2. The f_{LIRC} clock can be switched on or off which is controlled by the WDT function being enabled or disabled in the SLEEP mode.

FAST Mode

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

SLOW Mode

This is also a mode where the microcontroller operates normally although now with a slower speed clock source. The clock source used will be from f_{SUB}. The f_{SUB} clock is derived from the LXT or LIRC oscillator.

SLEEP Mode

The SLEEP Mode is entered when a HALT instruction is executed and when the FHIDEN and FSIDEN bit are low. In the SLEEP mode the CPU will be stopped and both the high and low speed oscillators will be switched off. However the f_{LIRC} clock can still continue to operate if the WDT function is enabled by the WDTC register.

IDLE0 Mode

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

IDLE1 Mode

The IDLE1 Mode is entered when a HALT instruction is executed and when the FHIDEN bit in the SCC register is high and the FSIDEN bit in the SCC register is high. In the IDLE1 Mode the CPU

will be switched off but both the high and low speed oscillators will be turned on to provide a clock source to keep some peripheral functions operational.

IDLE2 Mode

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

Control Registers

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

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

System Operating Mode Control Register List

- **SCC Register**

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

Bit 7~5 **CKS2~CKS0**: System clock selection
000: f_H
001: $f_H/2$
010: $f_H/4$
011: $f_H/8$
100: $f_H/16$
101: $f_H/32$
110: $f_H/64$
111: f_{SUB}
These three bits are used to select which clock is used as the system clock source. In addition to the system clock source directly derived from f_H or f_{SUB}, a divided version of the high speed system oscillator can also be chosen as the system clock source.

Bit 4 Unimplemented, read as "0"

Bit 3 **FHS**: High frequency clock selection
0: HIRC
1: Reserved

Bit 2 **FSS**: Low frequency clock selection
0: LIRC
1: LXT

Bit 1 **FHIDEN**: High frequency oscillator control when CPU is switched off
0: Disable
1: Enable
This bit is used to control whether the high speed oscillator is activated or stopped when the CPU is switched off by executing a "HALT" instruction.

Bit 0 **FSIDEN**: Low frequency oscillator control when CPU is switched off
0: Disable
1: Enable
This bit is used to control whether the low speed oscillator is activated or stopped when the CPU is switched off by executing a "HALT" instruction.

Note: A certain delay is required before the relevant clock is successfully switched to the target clock source after any clock switching setup using the CKS2~CKS0 bits, FHS bit or FSS bit. A proper delay time must be arranged before executing the following operations which require immediate reaction with the target clock source.

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

• HIRCC Register

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

Bit 7~4 Unimplemented, read as "0"

Bit 3~2 **HIRC1~HIRC0**: HIRC frequency selection
00: 8MHz
01: 12MHz
10: 16MHz
11: 8MHz
When the HIRC oscillator is enabled or the HIRC frequency selection is changed by the application program, the clock frequency will automatically be changed after the HIRCF flag is set to 1.
It is recommended that the HIRC frequency selected by these two bits should be the same with the frequency determined by the configuration options to achieve the HIRC frequency accuracy specified in the A.C. Characteristics.

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

Bit 0 **HIRCEN**: HIRC oscillator enable control
0: Disable
1: Enable

• LXTC Register

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

Bit 7~3 Unimplemented, read as "0"

Bit 2 Unimplemented, read as "1"

Bit 1 **LXTF**: LXT oscillator stable flag
0: LXT unstable
1: LXT stable

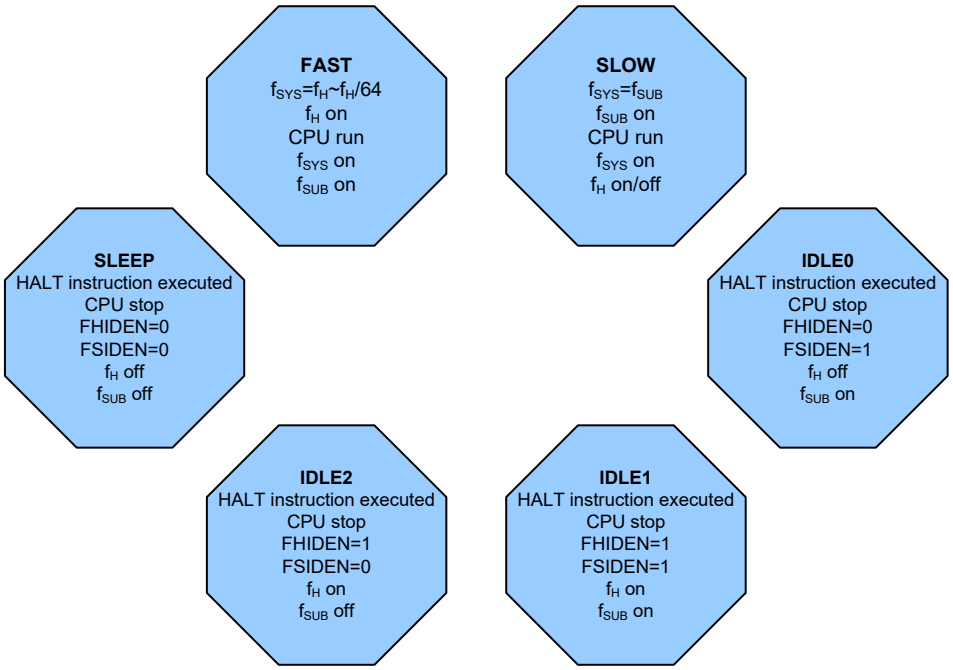
This bit is used to indicate whether the LXT oscillator is stable or not. When the LXTEN bit is set to 1 to enable the LXT oscillator, the LXTF bit will first be cleared to 0 and then set to 1 after the LXT oscillator is stable.

Bit 0 **LXTEN**: LXT oscillator enable control
0: Disable
1: Enable

Operating Mode Switching

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

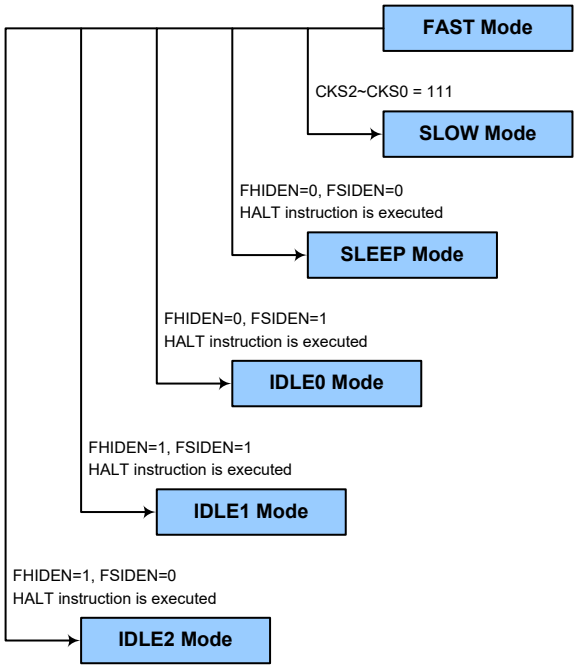
In simple terms, Mode Switching between the FAST Mode and SLOW Mode is executed using the CKS2~CKS0 bits in the SCC register while Mode Switching from the FAST/SLOW Modes to the SLEEP/IDLE Modes is executed via the HALT instruction. When a HALT instruction is executed, whether the device enters the IDLE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



FAST Mode to SLOW Mode Switching

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

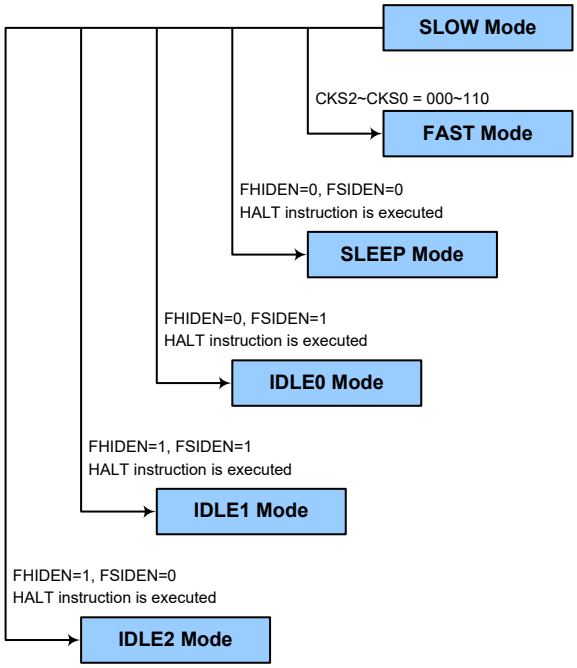
The SLOW Mode is sourced from the LXT or LIRC oscillator determined by the FSS bit in the SCC register and therefore requires these oscillators to be stable before full mode switching occurs.



SLOW Mode to FAST Mode Switching

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

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



Entering the SLEEP Mode

There is only one way for the device to enter the SLEEP Mode and that is to execute the "HALT" instruction in the application program with both the FHIDEN and FSIDEN bits in the SCC register equal to "0". In this mode all the clocks and functions will be switched off except the WDT function. When this instruction is executed under the conditions described above, the following will occur:

- The system clock will be stopped and the application program will stop at the "HALT" instruction.
- The Data Memory contents and registers will maintain their present condition.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag PDF will be set, and WDT timeout flag TO will be cleared.
- The WDT will be cleared and resume counting if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

Entering the IDLE0 Mode

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

- The f_H clock will be stopped and the application program will stop at the "HALT" instruction, but the f_{SUB} clock will be on.
- The Data Memory contents and registers will maintain their present condition.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag PDF will be set, and WDT timeout flag TO will be cleared.
- The WDT will be cleared and resume counting if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

Entering the IDLE1 Mode

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

- The f_H and f_{SUB} clocks will be on but the application program will stop at the "HALT" instruction.
- The Data Memory contents and registers will maintain their present condition.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag PDF will be set, and WDT timeout flag TO will be cleared.
- The WDT will be cleared and resume counting if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

Entering the IDLE2 Mode

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

- The f_H clock will be on but the f_{SUB} clock will be off and the application program will stop at the "HALT" instruction.
- The Data Memory contents and registers will maintain their present condition.

- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag PDF will be set, and WDT timeout flag TO will be cleared.
- The WDT will be cleared and resume counting if the WDT function is enabled. If the WDT function is disabled, the WDT will be cleared and then stopped.

Standby Current Considerations

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

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

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

Wake-up

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

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

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

If the system is woken up by an external $\overline{\text{RES}}$ pin reset, the device will experience a full system reset, however, if the device is woken up by a WDT overflow, a Watchdog Timer reset will be initiated. Although both of these wake-up methods will initiate a reset operation, the actual source of the wake-up can be determined by examin-ing the TO and PDF flags. The PDF flag is cleared by a system power-up or executing the clear Watchdog Timer instructions and is set when executing the "HALT" instruction. The TO flag is set if a WDT time-out occurs, and causes a wake-up that only resets the Program Counter and Stack Pointer, the other flags remain in their original status.

Each pin on Port A can be setup using the PAWU register to permit a negative transition on the pin to wake up the system. When a Port A pin wake-up occurs, the program will resume execution at the instruction following the "HALT" instruction. If the system is woken up by an interrupt, then two possible situations may occur. The first is where the related interrupt is disabled or the interrupt is enabled but the stack is full, in which case the program will resume execution at the instruction following the "HALT" instruction. In this situation, the interrupt which woke up the device will not

be immediately serviced, but will rather be serviced later when the related interrupt is finally enabled or when a stack level becomes free. The other situation is where the related interrupt is enabled and the stack is not full, in which case the regular interrupt response takes place. If an interrupt request flag is set high before entering the SLEEP or IDLE Mode, the wake-up function of the related interrupt will be disabled.

Watchdog Timer

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

Watchdog Timer Clock Source

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

Watchdog Timer Control Register

A single register, WDTC, controls the required timeout period as well as the enable/disable and reset MCU operation.

- **WDTC Register**

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

Bit 7~3 **WE4~WE0**: WDT function software control
10101: Disable
01010: Enable
Others: Reset MCU
When these bits are changed by the environmental noise or software setting to reset the microcontroller, the reset operation will be activated after a delay time, t_{SRESET}, and the WRF bit in the RSTFC register will be set high.

Bit 2~0 **WS2~WS0**: WDT time-out period selection
000: $2^8/f_{LIRC}$
001: $2^{10}/f_{LIRC}$
010: $2^{12}/f_{LIRC}$
011: $2^{14}/f_{LIRC}$
100: $2^{15}/f_{LIRC}$
101: $2^{16}/f_{LIRC}$
110: $2^{17}/f_{LIRC}$
111: $2^{18}/f_{LIRC}$
These three bits determine the division ratio of the watchdog timer source clock, which in turn determines the time-out period.

• **RSTFC Register**

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

"x": Unknown

Bit 7~4 Unimplemented, read as "0"

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

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

Bit 1 **LRF**: LVR control register software reset flag
Refer to the "Low Voltage Reset" section

Bit 0 **WRF**: WDT control register software reset flag
0: Not occur
1: Occurred
This bit is set high by the WDT control register software reset and cleared by the application program. Note that this bit can only be cleared to zero by the application program.

Watchdog Timer Operation

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

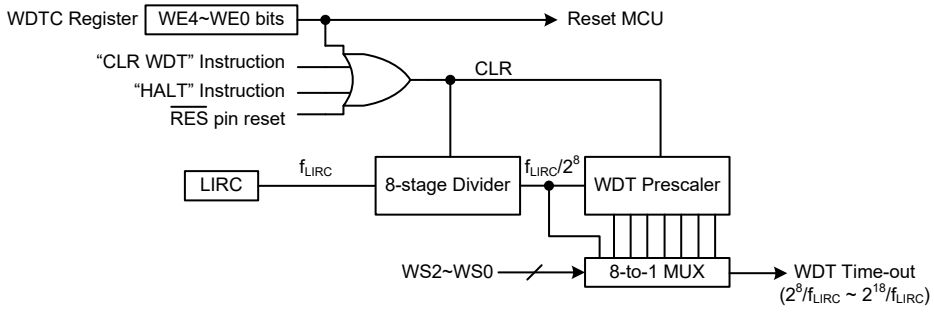
WE4 ~ WE0 Bits	WDT Function
10101B	Disable
01010B	Enable
Any other values	Reset MCU

Watchdog Timer Function Control

Under normal program operation, a Watchdog Timer time-out will initialise a device reset and set the status bit TO. However, if the system is in the SLEEP or IDLE Mode, when a Watchdog Timer time-out occurs, the TO bit in the status register will be set and only the Program Counter and Stack Pointer will be reset. Four methods can be adopted to clear the contents of the Watchdog Timer. The first is a WDT software reset, which means a certain value except 01010B and 10101B written into the WE4~WE0 bit filed, the second is using the Watchdog Timer software clear instruction and the third is via a HALT instruction. The last is an external hardware reset, which means a low level on the external reset pin if the external reset pin is selected by the RSTC register.

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

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



Watchdog Timer

Reset and Initialisation

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

In addition to the power-on reset, situations may arise where it is necessary to forcefully apply a reset condition when the device is running. One example of this is where after power has been applied and the device is already running, the $\overline{\text{RES}}$ line is forcefully pulled low. In such a case, known as a normal operation reset, some of the registers remain unchanged allowing the device to proceed with normal operation after the reset line is allowed to return high.

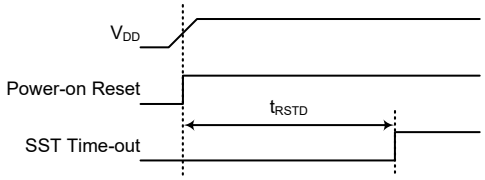
Another type of reset is when the Watchdog Timer overflows and resets. All types of reset operations result in different register conditions being setup. Another reset exists in the form of a Low Voltage Reset, LVR, where a full reset, is implemented in situations where the power supply voltage falls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

Reset Functions

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

Power-on Reset

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

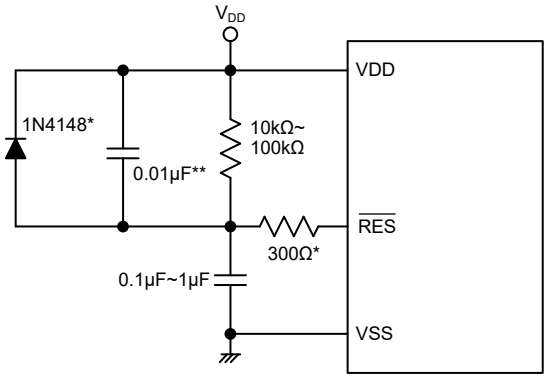


Note: t_{RSTD} is power-on delay specified in System Start Up Time Characteristics.

Power-On Reset Timing Chart

$\overline{\text{RES}}$ Pin Reset

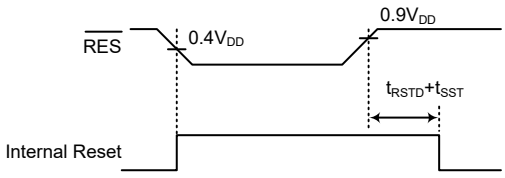
As the reset pin is shared with I/O pins, the reset function must be selected using a control register, RSTC. Although the microcontroller has an internal RC reset function, if the V_{DD} power supply rise time is not fast enough or does not stabilise quickly at power-on, the internal reset function may be incapable of providing proper reset operation. For this reson it is recommended that an external RC network is connected to the $\overline{\text{RES}}$ pin, whose additional time delay will ensure that the $\overline{\text{RES}}$ pin remains low for an extended period to allow the power supply to stabilise. During this time delay, normal operation of the microcontroller will be inhibited. After the $\overline{\text{RES}}$ line reaches a certain voltage value, the reset delay time, t_{RSTD}, is invoked to provide an extra delay time after which the microcontroller will begin normal operation. The abbreviation SST in the figures stands for System Start-up Time. For most applications a resistor connected between VDD and the $\overline{\text{RES}}$ line and a capacitor connected between VSS and the $\overline{\text{RES}}$ pin will provide a suitable external reset circuit. Any wiring connected to the $\overline{\text{RES}}$ pin should be kept as short as possible to minimise any stray noise interference. For applications that operate within an environment where more noise is present the Enhanced Reset Circuit shown is recommended.



External $\overline{\text{RES}}$ Circuit

Note: "*" It is recommended that this component is added for added ESD protection.
"**" It is recommended that this component is added in environments where power line noise is significant.

Pulling the $\overline{\text{RES}}$ pin low using external hardware will also execute a device reset. In this case, as in the case of other resets, the Progran Counter will reset to zero and program execution initiated from this point.



$\overline{\text{RES}}$ Reset Timing Chart

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

RSTC7 ~ RSTC0 Bits	Reset Function
01010101B	I/O
10101010B	$\overline{RES}$
Any other value	Reset MCU

Internal Reset Function Control

- **RSTC Register**

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

Bit 7~0 **RSTC7~RSTC0**: Reset function control
01010101: I/O pin
10101010: $\overline{RES}$ pin
Other values: Reset MCU
If these bits are changed due to adverse environmental conditions, the microcontroller will be reset. The reset operation will be activated after a delay time, t_{SRESET}, and the RSTF bit in the RSTFC register will be set to 1. All resets will reset this register to POR value except the WDT time out hardware warm reset. Note that if the register is set to 10101010 to select the $\overline{RES}$ pin, this configuration has higher priority than other related pin-shared controls.

- **RSTFC Register**

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

"x": Unknown

Bit 7~4 Unimplemented, read as "0"

Bit 3 **RSTF**: Reset control register software reset flag
0: Not occurred
1: Occurred
This bit is set to 1 by the RSTC control register software reset and cleared by the application program. Note that this bit can only be cleared to 0 by the application program.

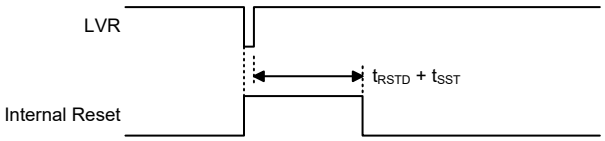
Bit 2 **LVRF**: LVR function reset flag
Refer to the "Low Voltage Reset" section

Bit 1 **LRF**: LVR control register software reset flag
Refer to the "Low Voltage Reset" section

Bit 0 **WRF**: WDT control register software reset flag
Refer to the "Watchdog Timer Control Register" section

Low Voltage Reset – LVR

The microcontroller contains a low voltage reset circuit in order to monitor the supply voltage of the device and provides an MCU reset should the value fall below a certain predefined level. The LVR function can be enabled or disabled by the LVRC control register. If the LVRC control register is configured to enable the LVR function, the LVR function will be always enabled except in the SLEEP or IDLE mode. If the supply voltage of the device drops to within a range of 0.9V~V_{LVR} such as might occur when changing the battery, the LVR will automatically reset the device internally and the LVRF bit in the RSTFC register will also be set high. For a valid LVR signal, a low supply voltage, i.e., a voltage in the range between 0.9V~V_{LVR} must exist for a time greater than that specified by t_{LVR} in the LVD/LVR Electrical Characteristics. If the low supply voltage state does not exceed this value, the LVR will ignore the low supply voltage and will not perform a reset function. The actual V_{LVR} value can be selected by the LVS7~LVS0 bits in the LVRC register. If the LVS7~LVS0 bits are changed to some certain values by the environmental noise or software setting, the LVR will reset the device after a delay time, t_{SRESET}. When this happens, the LRF bit in the RSTFC register will be set high. After power on the register will have the value of 01100110B. Note that the LVR function will be automatically disabled when the device enters the IDLE/SLEEP mode.



Low Voltage Reset Timing Chart

- **LVRC Register**

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

Bit 7~0 **LVS7~LVS0**: LVR voltage select
01100110: 1.7V
01010101: 1.9V
00110011: 2.55V
10011001: 3.15V
10101010: 3.8V
11110000: LVR disable
Other values: MCU reset (register is reset to POR value)

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

Any register value, other than 11110000B and the five defined LVR values above, will also result in the generation of an MCU reset. The reset operation will be activated after a delay time, t_{SRESET}. However in this situation the register contents will be reset to the POR value.

• **RSTFC Register**

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

"x": Unknown

Bit 7~4 Unimplemented, read as "0"

Bit 3 **RSTF**: Reset control register software reset flag
Refer to the "$\overline{\text{RES}}$ Pin Reset" section

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

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

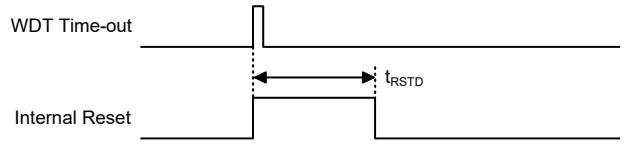
Bit 0 **WRF**: WDT control register software reset flag
Refer to the "Watchdog Timer Control Register" section

In Application Programming Reset

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

Watchdog Time-out Reset during Normal Operation

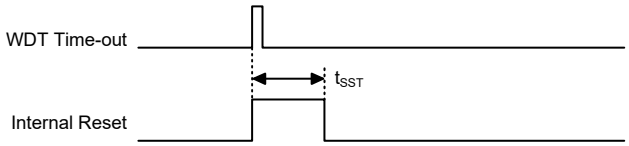
When a Watchdog time-out Reset occurs during normal operation, the Watchdog time-out flag TO will be set to "1".



WDT Time-out Reset during Normal Operation Timing Chart

Watchdog Time-out Reset during SLEEP or IDLE Mode

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



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

Reset Initial Conditions

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

TO	PDF	Reset Conditions
0	0	Power-on reset
u	u	$\overline{RES}$ or LVR reset during FAST or SLOW Mode operation
1	u	WDT time-out reset during FAST or SLOW Mode operation
1	1	WDT time-out reset during IDLE or SLEEP Mode operation

"u": Unchanged

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

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

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

Register	Reset (Power On)	$\overline{RES}$ Reset (Normal Operation)	$\overline{RES}$ Reset (IDLE/SLEEP)	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
IAR0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
IAR1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP1L	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP1H	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
ACC	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu	uuuu uuuu
PCL	0000 0000	0000 0000	0000 0000	0000 0000	0000 0000
TBLP	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu	uuuu uuuu
TBLH	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu	uuuu uuuu
TBHP	--xx xxxx	--uu uuuu	--uu uuuu	--uu uuuu	--uu uuuu
STATUS	xx00 xxxx	uuuu uuuu	uu01 uuuu	uu1u uuuu	uu11 uuuu
PBP	---- ---0	---- ---0	---- ---0	---- ---0	---- ---u
IAR2	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP2L	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP2H	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
RSTFC	---- 0x00	---- uuuu	---- uuuu	---- uuuu	---- uuuu
INTC0	-000 0000	-000 0000	-000 0000	-000 0000	-uuu uuuu
INTC1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
INTC2	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
INTC3	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PA	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu
PAC	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu

Register	Reset (Power On)	$\overline{\text{RES}}$ Reset (Normal Operation)	$\overline{\text{RES}}$ Reset (IDLE/SLEEP)	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
PAPU	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PAWU	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PB	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu
PBC	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu
PBPU	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PC	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu
PCC	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu
PCPU	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PDC	-111 1111	-111 1111	-111 1111	-111 1111	-uuu uuuu
PE	---1 1111	---1 1111	---1 1111	---1 1111	---u uuuu
PEC	---1 1111	---1 1111	---1 1111	---1 1111	---u uuuu
PEPU	---0 0000	---0 0000	---0 0000	---0 0000	---u uuuu
PF	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu
PFC	1111 1111	1111 1111	1111 1111	1111 1111	uuuu uuuu
PFPU	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
CRCCR	---- ---0	---- ---0	---- ---0	---- ---0	---- ---u
CRCIN	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
CRCDL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
CRCDH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
IECC	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
RSTC	0101 0101	0101 0101	0101 0101	0101 0101	uuuu uuuu
VBGRC	---- ---0	---- ---0	---- ---0	---- ---0	---- ---u
INTEG	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
SCC	000- 0000	000- 0000	000- 0000	000- 0000	uuu- uuuu
HIRCC	---- 0001	---- 0001	---- 0001	---- 0001	---- uuuu
LXTC	---- -100	---- -100	---- -100	---- -100	---- -1uu
WDTC	0101 0011	0101 0011	0101 0011	0101 0011	uuuu uuuu
LVRC	0110 0110	0110 0110	0110 0110	0110 0110	uuuu uuuu
LVDC	--00 -000	--00 -000	--00 -000	--00 -000	--uu -uuu
EEAL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
EEAH	---- --00	---- --00	---- --00	---- --00	---- --uu
EED	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
CMP0C	-000 00--	-000 00--	-000 00--	-000 00--	-uuu uu--
MFI0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MFI1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MFI2	--00 --00	--00 --00	--00 --00	--00 --00	--uu --uu
MFI3	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MFI4	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MFI5	--00 --00	--00 --00	--00 --00	--00 --00	--uu --uu
SLEDC0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
SLEDC1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
SLEDC2	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
MDUWR0	xxxx xxxx	0000 0000	0000 0000	0000 0000	uuuu uuuu
MDUWR1	xxxx xxxx	0000 0000	0000 0000	0000 0000	uuuu uuuu
MDUWR2	xxxx xxxx	0000 0000	0000 0000	0000 0000	uuuu uuuu
MDUWR3	xxxx xxxx	0000 0000	0000 0000	0000 0000	uuuu uuuu
MDUWR4	xxxx xxxx	0000 0000	0000 0000	0000 0000	uuuu uuuu

Register	Reset (Power On)	RES Reset (Normal Operation)	RES Reset (IDLE/SLEEP)	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
MDUWR5	xxxx xxxx	0000 0000	0000 0000	0000 0000	uuuu uuuu
MDUWCTRL	00-- ----	00-- ----	00-- ----	00-- ----	uu-- ----
CMP0VOS	-001 0000	-001 0000	-001 0000	-001 0000	-uuu uuuu
PSC0R	---- --00	---- --00	---- --00	---- --00	---- --uu
TB0C	0--- -000	0--- -000	0--- -000	0--- -000	u--- -uuu
TB1C	0--- -000	0--- -000	0--- -000	0--- -000	u--- -uuu
PSC1R	---- --00	---- --00	---- --00	---- --00	---- --uu
SADOL	xxxx ----	xxxx ----	xxxx ----	xxxx ----	uuuu ---- (ADRFS=0) uuuu uuuu (ADRFS=1)
SADOH	xxxx xxxx	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu (ADRFS=0) ---- uuuu (ADRFS=1)
SADC0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
SADC1	0000 -000	0000 -000	0000 -000	0000 -000	uuuu -uuu
SADC2	0--0 0000	0--0 0000	0--0 0000	0--0 0000	u--u uuuu
SIMC0	111- 0000	111- 0000	111- 0000	111- 0000	uuu-uuuu
SIMC1	1000 0001	1000 0001	1000 0001	1000 0001	uuuu uuuu
SIMD	xxxx xxxx	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
SIMA/SIMC2	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
SIMTOC	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
SPIC0	111- --00	111- --00	111- --00	111- --00	uuu- --uu
SPIC1	--00 0000	--00 0000	--00 0000	--00 0000	--uu uuuu
SPID	xxxx xxxx	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
FARL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FARH	--00 0000	--00 0000	--00 0000	--00 0000	--uu uuuu
FD0L	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD0H	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD1L	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD1H	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD2L	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD2H	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD3L	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FD3H	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
LVPUC	---- ---0	---- ---0	---- ---0	---- ---0	---- ---u
PTM0C0	0000 0---	0000 0---	0000 0---	0000 0---	uuuu u---
PTM0C1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0DL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0DH	---- --00	---- --00	---- --00	---- --00	---- --uu
PTM0AL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0AH	---- --00	---- --00	---- --00	---- --00	---- --uu
PTM0RPL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0RPH	---- --00	---- --00	---- --00	---- --00	---- --uu
STM0C0	0000 0---	0000 0---	0000 0---	0000 0---	uuuu u---
STM0C1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM0DL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu

Register	Reset (Power On)	$\overline{\text{RES}}$ Reset (Normal Operation)	$\overline{\text{RES}}$ Reset (IDLE/SLEEP)	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
STM0DH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM0AL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM0AH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM0RP	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FC0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FC1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
FC2	---- --00	---- --00	---- --00	---- --00	---- --uu
U0SR	0000 1011	0000 1011	0000 1011	0000 1011	uuuu uuuu
U0CR1	0000 00x0	0000 00x0	0000 00x0	0000 00x0	uuuu uuuu
U0CR2	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
BRDH0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
BRDL0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
UFCR0	--00 0000	--00 0000	--00 0000	--00 0000	--uu uuuu
TXR_RXR0	xxxx xxxx	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
RxCNT0	---- -000	---- -000	---- -000	---- -000	---- -uuu
PTM1C0	0000 0---	0000 0---	0000 0---	0000 0---	uuuu u---
PTM1C1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1DL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1DH	---- --00	---- --00	---- --00	---- --00	---- --uu
PTM1AL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1AH	---- --00	---- --00	---- --00	---- --00	---- --uu
PTM1RPL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1RPH	---- --00	---- --00	---- --00	---- --00	---- --uu
PTM2C0	0000 0---	0000 0---	0000 0---	0000 0---	uuuu u---
PTM2C1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2DL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2DH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2AL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2AH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2RPL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2RPH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3C0	0000 0---	0000 0---	0000 0---	0000 0---	uuuu u---
PTM3C1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3DL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3DH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3AL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3AH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3RPL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3RPH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM1C0	0000 0---	0000 0---	0000 0---	0000 0---	uuuu u---
STM1C1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM1DL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM1DH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM1AL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM1AH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM1RP	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM2C0	0000 0---	0000 0---	0000 0---	0000 0---	uuuu u---

Register	Reset (Power On)	$\overline{RES}$ Reset (Normal Operation)	$\overline{RES}$ Reset (IDLE/SLEEP)	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
STM2C1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM2DL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM2DH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM2AL	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM2AH	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
STM2RP	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
EEC	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
U1SR	0000 1011	0000 1011	0000 1011	0000 1011	uuuu uuuu
U1CR1	0000 00x0	0000 00x0	0000 00x0	0000 00x0	uuuu uuuu
U1CR2	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
BRDH1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
BRDL1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
UFCR1	--00 0000	--00 0000	--00 0000	--00 0000	--uu uuuu
TXR_RXR1	xxxx xxxx	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
RxCNT1	---- -000	---- -000	---- -000	---- -000	---- -uuu
IFS0	-000 0000	-000 0000	-000 0000	-000 0000	-uuu uuuu
IFS1	-000 0000	-000 0000	-000 0000	-000 0000	-uuu uuuu
IFS2	-000 0000	-000 0000	-000 0000	-000 0000	-uuu uuuu
IFS3	---- --00	---- --00	---- --00	---- --00	---- --uu
PAS0	00-- 00--	00-- 00--	00-- 00--	00-- 00--	uu-- uu--
PAS1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PBS0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PBS1	0000 --00	0000 --00	0000 --00	0000 --00	uuuu --uu
PCS0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PCS1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PES0	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu
PES1	---- --00	---- --00	---- --00	---- --00	---- --uu
PFS1	0000 0000	0000 0000	0000 0000	0000 0000	uuuu uuuu

Note: “u” stands for unchanged

“x” stands for unknown

“-” stands for unimplemented

Input/Output Ports

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

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

Register Name	Bit							
	7	6	5	4	3	2	1	0
PA	PA7	PA6	PA5	PA4	PA3	PA2	PA1	PA0
PAC	PAC7	PAC6	PAC5	PAC4	PAC3	PAC2	PAC1	PAC0
PAPU	PAPU7	PAPU6	PAPU5	PAPU4	PAPU3	PAPU2	PAPU1	PAPU0
PAWU	PAWU7	PAWU6	PAWU5	PAWU4	PAWU3	PAWU2	PAWU1	PAWU0
PB	PB7	PB6	PB5	PB4	PB3	PB2	PB1	PB0
PBC	PBC7	PBC6	PBC5	PBC4	PBC3	PBC2	PBC1	PBC0
PBPU	PBPU7	PBPU6	PBPU5	PBPU4	PBPU3	PBPU2	PBPU1	PBPU0
PC	PC7	PC6	PC5	PC4	PC3	PC2	PC1	PC0
PCC	PCC7	PCC6	PCC5	PCC4	PCC3	PCC2	PCC1	PCC0
PCPU	PCPU7	PCPU6	PCPU5	PCPU4	PCPU3	PCPU2	PCPU1	PCPU0
PDC	—	PDC6	PDC5	PDC4	PDC3	PDC2	PDC1	PDC0
PE	—	—	—	PE4	PE3	PE2	PE1	PE0
PEC	—	—	—	PEC4	PEC3	PEC2	PEC1	PEC0
PEPU	—	—	—	PEPU4	PEPU3	PEPU2	PEPU1	PEPU0
PF	PF7	PF6	PF5	PF4	PF3	PF2	PF1	PF0
PFC	PFC7	PFC6	PFC5	PFC4	PFC3	PFC2	PFC1	PFC0
PFPU	PFPU7	PFPU6	PFPU5	PFPU4	PFPU3	PFPU2	PFPU1	PFPU0
LVPUC	—	—	—	—	—	—	—	LVPU

"—": Unimplemented

Input/Output Logic Function Register List

Pull-high Resistors

Many product applications require pull-high resistors for their switch inputs usually requiring the use of an external resistor. To eliminate the need for these external resistors, all I/O pins, when configured as a digital input have the capability of being connected to an internal pull-high resistor. These pull-high resistors are selected using the LVPUC and PxPU registers, and are implemented using weak PMOS transistors. The PxPU register is used to determine whether the pull-high function is enabled or not while the LVPUC register is used to select the pull-high resistors value for low voltage power supply applications.

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

• **PxPU Register**

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

PxPUn: I/O port x pin pull-high function control
0: Disable
1: Enable

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

Note that the PB1~PB4, PC2~PC5, PD0~PD6, PE0, PE4 and PF0~PF3 lines are not connected to the external pins, it is recommended that the corresponding PxPUn bit should be set to enable the pull high resistors on these I/O lines.

Note that if the SCK pin of the RF receiver is to be used, the control bit PEPU3 must be fixed at 0.

• **LVPUC Register**

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

Bit 7~1 Unimplemented, read as "0"

Bit 0 **LVPU**: Pull-high resistor selectionfor low voltage power supply
0: All pin pull-high resistors are 60kΩ @ 3V
1: All pin pull-high resistors are 15kΩ @ 3V

This bit is used to select the pull-high resistor value for low voltage power supply applications. The LVPU bit is only available when the corresponding pin pull-high function is enabled by setting the relevant pull-high control bit high. This bit will have no effect when the pull-high function is disabled.

Port A Wake-up

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

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

• **PAWU Register**

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

Bit 7~0 **PAWU7~PAWU0**: I/O port A pin wake-up control
0: Disable
1: Enable

I/O Port Control Registers

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

• **PxC Register**

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

PxCn: I/O port x pin type selection
0: Output
1: Input

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

It is important to note that the PEC2 and PEC3 bits in the PEC register must be properly configured if the RF pin function shared with the MCU PE2 and PE3 pins respectively is used.

For the PB1~PB4, PC2~PC5, PD0~PD6, PE0, PE4 and PF0~PF3 lines, it is recommended that the corresponding PxCn bit should be set high to set these I/O lines as input.

I/O Port Source Current Control

The device supports different source current driving capability for each I/O port. With the corresponding selection registers, SLEDC0, SLEDC1 and SLEDC2, each I/O port can support four levels of the source current driving capability. Users should refer to the Input/Output Characteristics section to select the desired source current for different applications.

• **SLEDC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	SLEDC07	SLEDC06	SLEDC05	SLEDC04	SLEDC03	SLEDC02	SLEDC01	SLEDC00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **SLEDC07~SLEDC06**: PB6~PB5 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

Bit 5~4 **SLEDC05~SLEDC04**: PB0 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

Bit 3~2 **SLEDC03~SLEDC02**: PA7~PA4 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

Bit 1~0 **SLEDC01~SLEDC00**: PA3~PA0 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

• **SLEDC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	SLEDC17	SLEDC16	SLEDC15	SLEDC14	SLEDC13	SLEDC12	SLEDC11	SLEDC10
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~4 **SLEDC17~SLEDC14**: These bits should be kept unchanged after power on

Bit 3~2 **SLEDC13~SLEDC12**: PC7~PC6 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

Bit 1~0 **SLEDC11~SLEDC10**: PC1~PC0 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

• **SLEDC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	SLEDC27	SLEDC26	SLEDC25	SLEDC24	SLEDC23	SLEDC22	SLEDC21	SLEDC20
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **SLEDC27~SLEDC26**: PF7~PF4 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

Bit 5~2 **SLEDC25~SLEDC22**: These bits should be kept unchanged after power on

Bit 1~0 **SLEDC21~SLEDC20**: PE3~PE1 source current selection
00: Source current = Level 0 (min.)
01: Source current = Level 1
10: Source current = Level 2
11: Source current = Level 3 (max.)

Pin-shared Functions

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

Pin-shared Function Selection Registers

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

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

Register Name	Bit							
	7	6	5	4	3	2	1	0
PAS0	PAS07	PAS06	—	—	PAS03	PAS02	—	—
PAS1	PAS17	PAS16	PAS15	PAS14	PAS13	PAS12	PAS11	PAS10
PBS0	PBS07	PBS06	PBS05	PBS04	PBS03	PBS02	PBS01	PBS00
PBS1	PBS17	PBS16	PBS15	PBS14	—	—	PBS11	PBS10
PCS0	PCS07	PCS06	PCS05	PCS04	PCS03	PCS02	PCS01	PCS00
PCS1	PCS17	PCS16	PCS15	PCS14	PCS13	PCS12	PCS11	PCS10
PES0	PES07	PES06	PES05	PES04	PES03	PES02	PES01	PES00
PES1	—	—	—	—	—	—	PES11	PES10
PFS1	PFS17	PFS16	PFS15	PFS14	PFS13	PFS12	PFS11	PFS10
IFS0	—	PTCK3PS	PTCK2PS	PTCK1PS	PTCK0PS	STCK2PS	STCK1PS	STCK0PS
IFS1	—	PTP3IPS	PTP2IPS	PTP1IPS	PTP0IPS	STP2IPS	STP1IPS	STP0IPS
IFS2	—	SCSBPS	SDISDAPS	SCKSCLPS	INT3PS	INT2PS	INT1PS	INT0PS
IFS3	—	—	—	—	—	—	RX1PS	RX0PS

Pin-shared Function Selection Register List

• **PAS0 Register**

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

Bit 7~6 **PAS07~PAS06**: PA3 pin-shared function selection
00: PA3/INT1
01: PA3/INT1
10: PA3/INT1
11: SDO

Bit 5~4 Unimplemented, read as "0"

Bit 3~2 **PAS03~PAS02**: PA1 pin-shared function selection
00: PA1/INT0
01: PA1/INT0
10: PA1/INT0
11: $\overline{SCS}$

Bit 1~0 Unimplemented, read as "0"

• **PAS1 Register**

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

Bit 7~6 **PAS17~PAS16**: PA7 pin-shared function selection
00: PA7/INT1
01: PA7/INT1
10: PA7/INT1
11: TX0

Bit 5~4 **PAS15~PAS14**: PA6 pin-shared function selection
00: PA6/INT0
01: PA6/INT0
10: PA6/INT0
11: RX0

Bit 3~2 **PAS13~PAS12**: PA5 pin-shared function selection
00: PA5/INT3
01: PA5/INT3
10: PA5/INT3
11: SCK/SCL

Bit 1~0 **PAS11~PAS10**: PA4 pin-shared function selection
00: PA4/INT2
01: PA4/INT2
10: PA4/INT2
11: SDI/SDA

• **PBS0 Register**

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

Bit 7~6 **PBS07~PBS06**: These bits should be kept unchanged after power-on

Bit 5~4 **PBS05~PBS04**: These bits should be kept unchanged after power-on

Bit 3~2 **PBS03~PBS02**: These bits should be kept unchanged after power-on

Bit 1~0 **PBS01~PBS00**: PB0 pin-shared function selection
00: PB0/STCK2
01: PB0/STCK2
10: PB0/STCK2
11: C0X

• **PBS1 Register**

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

Bit 7~6 **PBS17~PBS16**: These bits should be kept unchanged after power-on

Bit 5~4 **PBS15~PBS14**: PB6 pin-shared function selection
00: PB6/STP1I
01: PB6/STP1I
10: STP1
11: Reserved

Bit 3~2 Unimplemented, read as "0"

Bit 1~0 **PBS11~PBS10**: These bits should be kept unchanged after power-on

• **PCS0 Register**

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

Bit 7~6 **PCS07~PCS06**: These bits should be kept unchanged after power-on

Bit 5~4 **PCS05~PCS04**: These bits should be kept unchanged after power-on

Bit 3~2 **PCS03~PCS02**: PC1 pin-shared function selection
00: PC1
01: C0X
10: VREF
11: AN1

Bit 1~0 **PCS01~PCS00**: PC0 pin-shared function selection
00: PC0
01: PC0
10: VREFI
11: AN0

• **PCS1 Register**

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

Bit 7~6 **PCS17~PCS16**: PC7 pin-shared function selection
00: PC7/INT3/STCK0
01: PC7/INT3/STCK0
10: PC7/INT3/STCK0
11: AN7

Bit 5~4 **PCS15~PCS14**: PC6 pin-shared function selection
00: PC6/STP0I
01: PC6/STP0I
10: STP0
11: AN6

Bit 3~2 **PCS13~PCS12**: These bits should be kept unchanged after power-on

Bit 1~0 **PCS11~PCS10**: These bits should be kept unchanged after power-on

• **PES0 Register**

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

Bit 7~6 **PES07~PES06**: PE3 pin-shared function selection
00: PE3/PTP1I
01: PE3/PTP1I
10: PTP1
11: SPISCK
Note that, if the SCK pin of the RF receiver is to be used, the PES07~PES06 bits must be fixed at 11 and the SPIPU register bit in the RF receiver is recommended to be set high.

Bit 5~4 **PES05~PES04**: PE2 pin-shared function selection
00: PE2/PTCK1
01: PE2/PTCK1
10: PE2/PTCK1
11: SPISDI
Note that, if the GIO2 pin of the RF receiver is to be used, the PES05~PES04 bits must be fixed at 11.

Bit 3~2 **PES03~PES02**: PE1 pin-shared function selection
00: PE1/STP0I
01: PE1/STP0I
10: STP0
11: SPISDO

Bit 1~0 **PES01~PES00**: These bits should be kept unchanged after power-on

As PE2 and PE3 pin functions share the same pin location with the GIO2/SCK pin of the RF receiver , to use any one of these pin functions by setting the PES07~PES04 bits, it is recommended to avoid using the RF receiver by disconnecting the RF power supply, or first ensure the RF receiver is in the Deep Sleep Mode.

• **PES1 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	PES11	PES10
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **PES11~PES10**: These bits should be kept unchanged after power-on

• **PFS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PFS17	PFS16	PFS15	PFS14	PFS13	PFS12	PFS11	PFS10
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PFS17~PFS16**: PF7 pin-shared function selection
00: PF7/STP2I
01: TX1
10: STP2
11: C0+

Bit 5~4 **PFS15~PFS14**: PF6 pin-shared function selection
00: PF6/STCK2
01: PF6/STCK2
10: RX1
11: C0-

Bit 3~2 **PFS13~PFS12**: PF5 pin-shared function selection
00: PF5/PTP0I
01: PF1/PTP0I
10: PTP0
11: XT1

Bit 1~0 **PFS11~PFS10**: PF4 pin-shared function selection
00: PF4/PTCK0
01: PF4/PTCK0
10: PF4/PTCK0
11: XT2

• **IFS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	PTCK3PS	PTCK2PS	PTCK1PS	PTCK0PS	STCK2PS	STCK1PS	STCK0PS
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **PTCK3PS**: The bit should be kept unchanged after power-on

Bit 5 **PTCK2PS**: The bit should be kept unchanged after power-on

Bit 4 **PTCK1PS**: PTCK1 input source pin selection
0: Reserved
1: PE2

Bit 3 **PTCK0PS**: PTCK0 input source pin selection
0: Reserved
1: PF4

Bit 2 **STCK2PS**: STCK2 input source pin selection
0: PF6
1: PB0

Bit 1 **STCK1PS**: The bit should be kept unchanged after power-on

Bit 0 **STCK0PS**: STCK0 input source pin selection
0: PC7
1: Reserved

• **IFS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	PTP3IPS	PTP2IPS	PTP1IPS	PTP0IPS	STP2IPS	STP1IPS	STP0IPS
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **PTP3IPS**: The bit should be kept unchanged after power-on

Bit 5 **PTP2IPS**: The bit should be kept unchanged after power on

Bit 4 **PTP1IPS**: PTP1I input source pin selection
0: Reserved
1: PE3

Bit 3 **PTP0IPS**: PTP0I input source pin selection
0: Reserved
1: PF5

Bit 2 **STP2IPS**: STP2I input source pin selection
0: Reserved
1: PF7

Bit 1 **STP1IPS**: STP1I input source pin selection
0: Reserved
1: PB6

Bit 0 **STP0IPS**: STP0I input source pin selection
0: PC6
1: PE1

• **IFS2 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	SCSBPS	SDISDAPS	SCKSCLPS	INT3PS	INT2PS	INT1PS	INT0PS
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **SCSBPS**: $\overline{SCS}$ input source pin selection
0: PA1
1: Reserved

Bit 5 **SDISDAPS**: SDI/SDA input source pin selection
0: PA4
1: Reserved

Bit 4 **SCKSCLPS**: SCK/SCL input source pin selection
0: PA5
1: Reserved

Bit 3 **INT3PS**: INT3 input source pin selection
0: PA5
1: PC7

Bit 2 **INT2PS**: INT2 input source pin selection
0: PA4
1: Reserved

Bit 1 **INT1PS**: INT1 input source pin selection
0: PA3
1: PA7

Bit 0 **INT0PS**: INT0 input source pin selection
0: PA1
1: PA6

• **IFS3 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	RX1PS	RX0PS
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

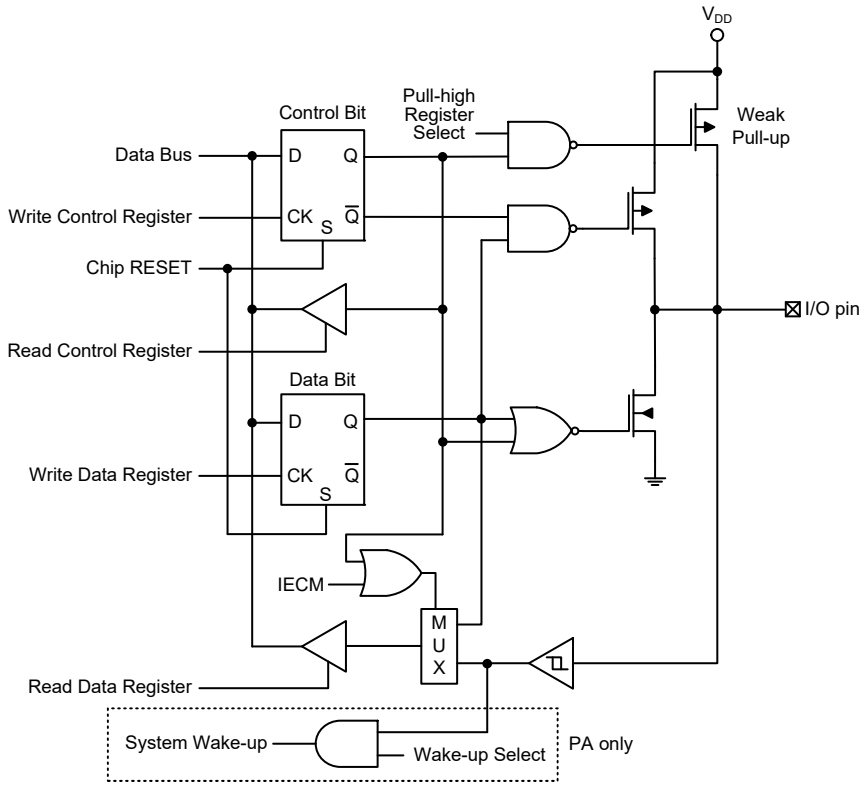
Bit 7~2 Unimplemented, read as "0"

Bit 1 **RX1PS**: RX1 input source pin selection
0: Reserved
1: PF6

Bit 0 **RX0PS**: RX0 input source pin selection
0: PA6
1: Reserved

I/O Pin Structures

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



Logic Function Input/Output Structure

READ PORT Function

The READ PORT function is used to manage the reading of the output data from the data latch or I/O pin, which is specially designed for the IEC60730 self-diagnostic test on the I/O function and A/D paths. There is a register, IECC, which is used to control the READ PORT function. If the READ PORT function is disabled, the pin function will operate as the selected pin-shared function. When a specific data pattern, "11001010", is written into the IECC register, the internal signal named IECM will be set high to enable the READ PORT function. If the READ PORT function is enabled, the value on the corresponding pins will be passed to the accumulator ACC when the read port instruction "mov acc, Px" is executed where the "x" stands for the corresponding I/O port name.

• **IECC Register**

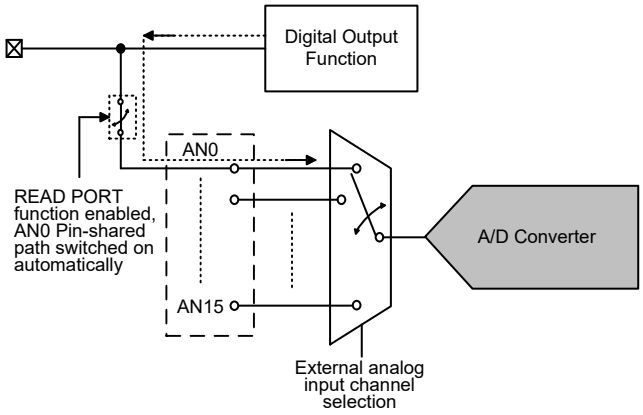
Bit	7	6	5	4	3	2	1	0
Name	IECS7	IECS6	IECS5	IECS4	IECS3	IECS2	IECS1	IECS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **IECS7~IECS0**: READ PORT function enable control bit 7~bit 0
11001010: IECM=1 – READ PORT function is enabled
Others: IECM=0 – READ PORT function is disabled

READ PORT Function	Disabled		Enabled	
Port Control Register Bit – PxC.n	1	0	1	0
I/O Function	Pin value	Data latch value	Pin value	
Digital Input Function				
Digital Output Function (except SIM and UART)	0			
SIM: SCK/SCL, SDI/SDA UART: RXn/TXn	Pin value			
Analog Function	0			
$\overline{RES}$	0			

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

The additional function of the READ PORT mode is to check the A/D path. When the READ PORT function is disabled, the A/D path from the external pin to the internal analog input will be switched off if the A/D input pin function is not selected by the corresponding selection bits. For the MCU with A/D converter channels, such as A/D AN15~AN0, the desired A/D channel can be switched on by properly configuring the external analog input channel selection bits in the A/D Control Register together with the corresponding analog input pin function is selected. However, the additional function of the READ PORT mode is to force the A/D path to be switched on. For example, when the AN0 is selected as the analog input channel as the READ PORT function is enabled, the AN0 analog input path will be switched on even if the AN0 analog input pin function is not selected. In this way, the AN0 analog input path can be examined by internally connecting the digital output on this shared pin with the AN0 analog input pin switch and then converting the corresponding digital data without any external analog input voltage connected.



A/D Channel Input Path Internally Connection

Programming Considerations

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

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

Timer Modules – TM

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

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

Introduction

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

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

TM Function Summary

TM Operation

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

TM Clock Source

The clock source which drives the main counter in the each TM can originate from various sources. The selection of the required clock source is implemented using the xTnCK2~xTnCK0 bits in the xTMn control registers, where “x” stands for S or P type TM and “n” stands for the specific TM serial number. The clock source can be a ratio of the system clock f_{SYS} or the internal high clock f_H, the f_{SUB} clock source or the external xTCKn pin. The xTCKn pin clock source is used to allow an external signal to drive the TM as an external clock source or for event counting.

TM Interrupts

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

TM External Pins

Each of the TMs, irrespective of what type, has two TM input pins, with the label xTCKn and xTPnI respectively, except that the STM1 has no external clock input pin. The xTMn input pin, xTCKn, is essentially a clock source for the xTMn and is selected using the xTnCK2~xTnCK0 bits in the xTMnC0 register. This external TM input pin allows an external clock source to drive the internal TM. The xTCKn input pin can be chosen to have either a rising or falling active edge. The xTCKn pin is also used as the external trigger input pin in single pulse output mode for the xTMn.

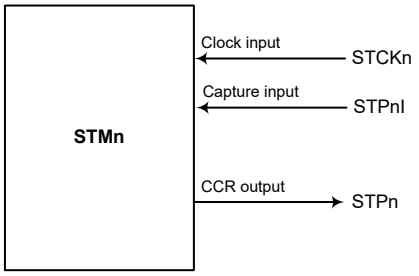
The other xTM input pin, STPnI or PTPnI, is the capture input whose active edge can be a rising edge, a falling edge or both rising and falling edges and the active edge transition type is selected using the STnIO1~STnIO0 or PTnIO1~PTnIO0 bits in the STMnC1 or PTMnC1 register. There is another capture input, PTCKn, for PTMn capture input mode, which can be used as the external trigger input source except the PTPnI pin.

The TMs each have one output pin with the label xTPn. When the TM is in the Compare Match Output Mode, these pins can be controlled by the TM to switch to a high or low level or to toggle when a compare match situation occurs. The external xTPn output pins is also the pins where the TM generates the PWM output waveform.

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

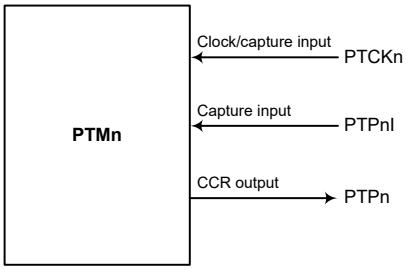
STM		PTM	
Input	Output	Input	Output
STCK0, STP0I STP1I STCK2, STP2I	STP0 STP1 STP2	PTCK0, PTP0I PTCK1, PTP1I	PTP0 PTP1

TM External Pins



Note: STCKn is unavailable for the STM1.

STMn Function Pin Block Diagram (n=0~2)

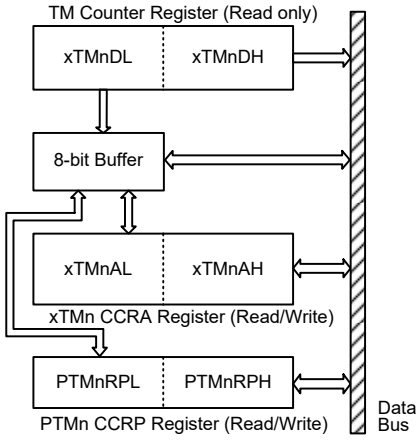


PTMn Function Pin Block Diagram (n=0~1)

Programming Considerations

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

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

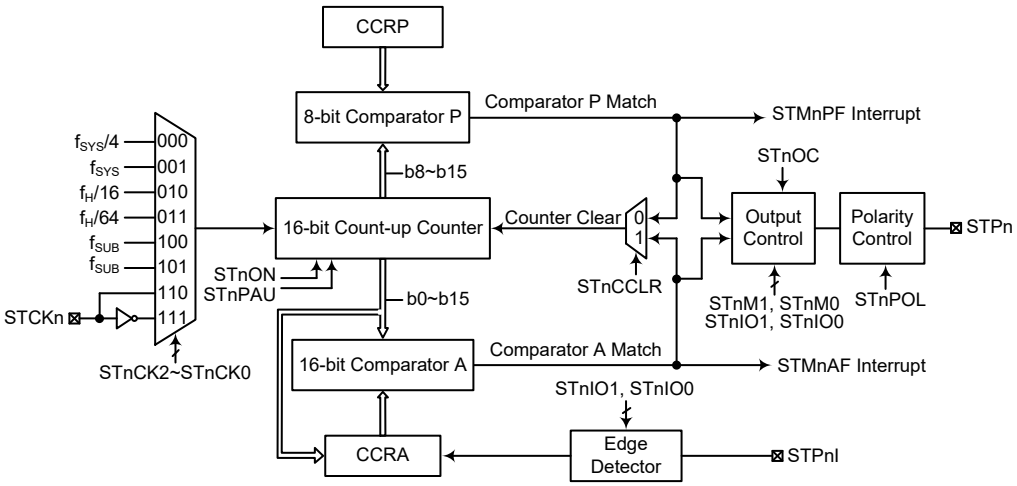


The following steps show the read and write procedures:

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

Standard Type TM – STM

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



Note: 1. The STMn external pins are pin-shared with other functions, so before using the STMn function the pin-shared function registers must be set properly to enable the STMn pin function.

2. STCKn is unavailable for the STM1.

Standard Type TM Block Diagram (n=0~2)

Standard TM Operation

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

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

Standard Type TM Register Description

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

Register Name	Bit							
	7	6	5	4	3	2	1	0
STMnC0	STnPAU	STnCK2	STnCK1	STnCK0	STnON	—	—	—
STMnC1	STnM1	STnM0	STnIO1	STnIO0	STnOC	STnPOL	STnDPX	STnCCLR
STMnDL	D7	D6	D5	D4	D3	D2	D1	D0
STMnDH	D15	D14	D13	D12	D11	D10	D9	D8
STMnAL	D7	D6	D5	D4	D3	D2	D1	D0
STMnAH	D15	D14	D13	D12	D11	D10	D9	D8
STMnRP	D7	D6	D5	D4	D3	D2	D1	D0

16-bit Standard TM Register List (n=0~2)

• STMnDL Register

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

Bit 7~0 STMn Counter Low Byte Register bit 7 ~ bit 0
STMn 16-bit Counter bit 7 ~ bit 0

• STMnDH Register

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

Bit 7~0 STMn Counter High Byte Register bit 7 ~ bit 0
STMn 16-bit Counter bit 15 ~ bit 8

• STMnAL Register

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

Bit 7~0 STMn CCRA Low Byte Register bit 7 ~ bit 0
STMn 16-bit CCRA bit 7 ~ bit 0

• STMnAH Register

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

Bit 7~0 STMn CCRA High Byte Register bit 7 ~ bit 0
STMn 16-bit CCRA bit 15 ~ bit 8

• **STMnC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	STnPAU	STnCK2	STnCK1	STnCK0	STnON	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	—	—	—
POR	0	0	0	0	0	—	—	—

Bit 7 **STnPAU**: STMn Counter Pause control
0: Run
1: Pause
The counter can be paused by setting this bit high. Clearing the bit to zero restores normal counter operation. When in a Pause condition the STMn will remain powered up and continue to consume power. The counter will retain its residual value when this bit changes from low to high and resume counting from this value when the bit changes to a low value again.

Bit 6~4 **STnCK2~STnCK0**: Select STMn Counter clock
000: $f_{SYS}/4$
001: f_{SYS}
010: $f_H/16$
011: $f_H/64$
100: f_{SUB}
101: f_{SUB}
110: STCKn rising edge clock (STCKn is unavailable for the STM1)
111: STCKn falling edge clock (STCKn is unavailable for the STM1)
These three bits are used to select the clock source for the STMn. The external pin clock source can be chosen to be active on the rising or falling edge. The clock source f_{SYS} is the system clock, while f_H and f_{SUB} are other internal clocks, the details of which can be found in the oscillator section.

Bit 3 **STnON**: STMn Counter On/Off control
0: Off
1: On
This bit controls the overall on/off function of the STMn. Setting the bit high enables the counter to run while clearing the bit disables the STMn. Clearing this bit to zero will stop the counter from counting and turn off the STMn which will reduce its power consumption. When the bit changes state from low to high the internal counter value will be reset to zero, however when the bit changes from high to low, the internal counter will retain its residual value until the bit returns high again. If the STMn is in the Compare Match Output Mode, PWM Output Mode or Single Pulse Output Mode then the STMn output pin will be reset to its initial condition, as specified by the STnOC bit, when the STnON bit changes from low to high.

Bit 2~0 Unimplemented, read as “0”

• **STMnC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	STnM1	STnM0	STnIO1	STnIO0	STnOC	STnPOL	STnDPX	STnCCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **STnM1~STnM0**: Select STMn Operating Mode
00: Compare Match Output Mode
01: Capture Input Mode
10: PWM Output Mode or Single Pulse Output Mode
11: Timer/Counter Mode

These bits setup the required operating mode for the STMn. To ensure reliable operation the STMn should be switched off before any changes are made to the STnM1 and STnM0 bits. In the Timer/Counter Mode, the STMn output pin state is undefined.

Bit 5~4 **STnIO1~STnIO0**: Select STMn external pin STPn or STPnI function

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

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

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

Timer/Counter Mode
Unused

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

In the Compare Match Output Mode, the STnIO1 and STnIO0 bits determine how the STMn output pin changes state when a compare match occurs from the Comparator A. The TM output pin can be setup to switch high, switch low or to toggle its present state when a compare match occurs from the Comparator A. When the bits are both zero, then no change will take place on the output. The initial value of the STMn output pin should be setup using the STnOC bit in the STMnC1 register. Note that the output level requested by the STnIO1 and STnIO0 bits must be different from the initial value setup using the STnOC bit otherwise no change will occur on the STMn output pin when a compare match occurs. After the STMn output pin changes state, it can be reset to its initial level by changing the level of the STnON bit from low to high.

In the PWM Output Mode, the STnIO1 and STnIO0 bits determine how the STMn output pin changes state when a certain compare match condition occurs. The PWM output function is modified by changing these two bits. It is necessary to only change the values of the STnIO1 and STnIO0 bits only after the STMn has been switched off. Unpredictable PWM outputs will occur if the STnIO1 and STnIO0 bits are changed when the STMn is running.

Bit 3 **STnOC**: STMn STPn Output control

Compare Match Output Mode
0: Initial low
1: Initial high

PWM Output Mode/Single Pulse Output Mode
0: Active low
1: Active high

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

Bit 2 **STnPOL**: STMn STPn Output polarity control
0: Non-inverted
1: Inverted

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

Bit 1 **STnDPX**: STMn PWM duty/period control
0: CCRP – period; CCRA – duty
1: CCRP – duty; CCRA – period

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

Bit 0 **STCCLR**: STMn Counter Clear condition selection
0: Comparator P match
1: Comparator A match

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

- **STMnRP Register**

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

Bit 7~0 **D7~D0**: STMn CCRP 8-bit register, compared with the STMn counter bit 15~bit 8

Comparator P match period=
0: 65536 STMn clocks
1~255: (1~255)×256 STMn clocks

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

Standard Type TM Operation Modes

The Standard Type TM can operate in one of five operating modes, Compare Match Output Mode, PWM Output Mode, Single Pulse Output Mode, Capture Input Mode or Timer/Counter Mode. The operating mode is selected using the STnM1 and STnM0 bits in the STMnC1 register.

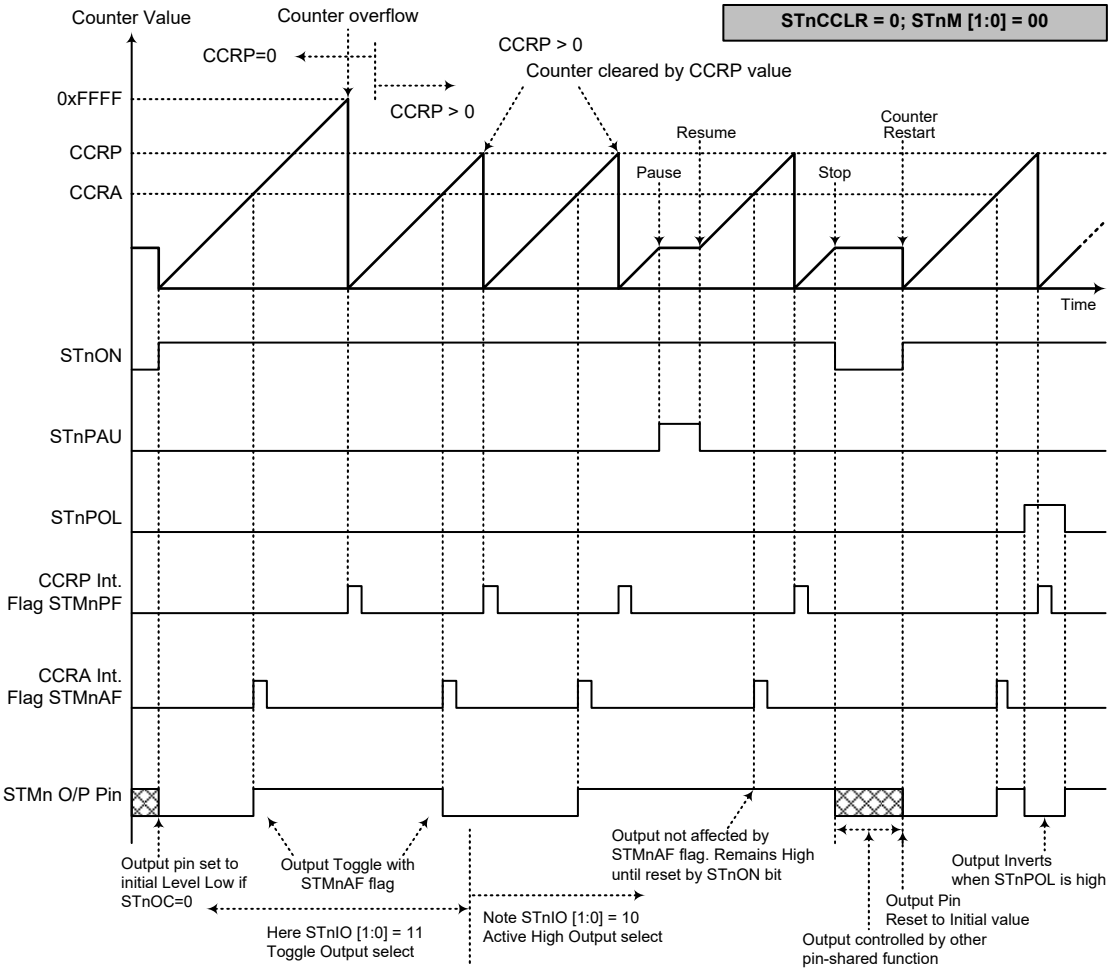
Compare Match Output Mode

To select this mode, bits STnM1 and STnM0 in the STMnC1 register, should be set to 00 respectively. In this mode once the counter is enabled and running it can be cleared by three methods. These are a counter overflow, a compare match from Comparator A and a compare match from Comparator P. When the STnCCLR bit is low, there are two ways in which the counter can be cleared. One is when a compare match from Comparator P, the other is when the CCRP bits are all zero which allows the counter to overflow. Here both STMnAF and STMnPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

If the STnCCLR bit in the STMnC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the STMnAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when STnCCLR is high no STMnPF interrupt request flag will be generated. In the Compare Match Output Mode, the CCRA can not be set to “0”.

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

As the name of the mode suggests, after a comparison is made, the STMn output pin, will change state. The STMn output pin condition however only changes state when a STMnAF interrupt request flag is generated after a compare match occurs from Comparator A. The STMnPF interrupt request flag, generated from a compare match occurs from Comparator P, will have no effect on the STMn output pin. The way in which the STMn output pin changes state are determined by the condition of the STnIO1 and STnIO0 bits in the STMnC1 register. The STMn output pin can be selected using the STnIO1 and STnIO0 bits to go high, to go low or to toggle from its present condition when a compare match occurs from Comparator A. The initial condition of the STMn output pin, which is setup after the STnON bit changes from low to high, is setup using the STnOC bit. Note that if the STnIO1 and STnIO0 bits are zero then no pin change will take place.



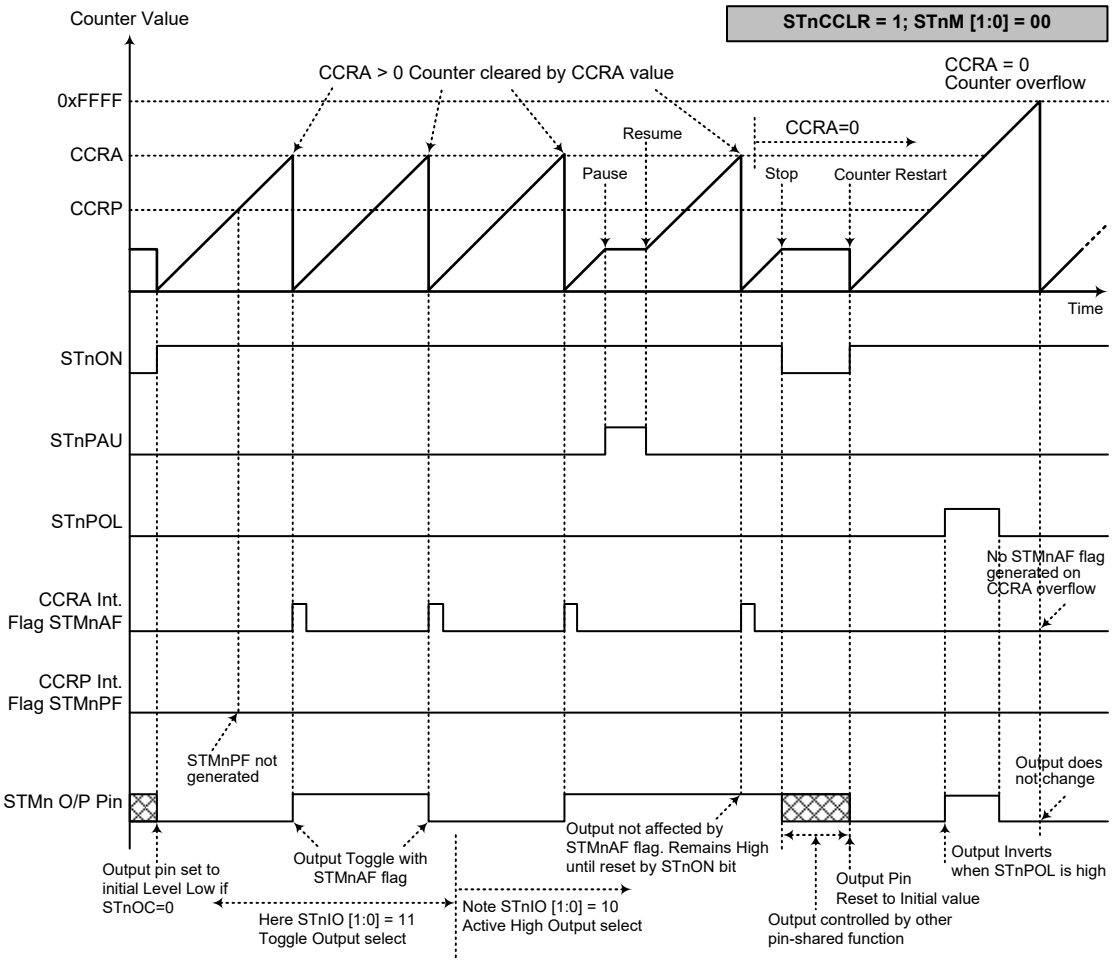
Compare Match Output Mode – STnCCLR=0

Note: 1. With STnCCLR=0 a Comparator P match will clear the counter

2. The STMn output pin is controlled only by the STMnAF flag

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

4. n=0~2



Compare Match Output Mode – STnCCLR=1

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

2. The STMn output pin is controlled only by the STMnAF flag

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

4. A STMnPF flag is not generated when STnCCLR=1

5. n=0~2

Timer/Counter Mode

To select this mode, bits STnM1 and STnM0 in the STMnC1 register should be set to 11 respectively. The Timer/Counter Mode operates in an identical way to the Compare Match Output Mode generating the same interrupt flags. The exception is that in the Timer/Counter Mode the STMn output pin is not used. Therefore the above description and Timing Diagrams for the Compare Match Output Mode can be used to understand its function. As the STMn output pin is not used in this mode, the pin can be used as a normal I/O pin or other pin-shared function.

PWM Output Mode

To select this mode, bits STnM1 and STnM0 in the STMnC1 register should be set to 10 respectively and also the STnIO1 and STnIO0 bits should be set to 10 respectively. The PWM function within the STMn is useful for applications which require functions such as motor control, heating control, illumination control etc. By providing a signal of fixed frequency but of varying duty cycle on the STMn output pin, a square wave AC waveform can be generated with varying equivalent DC RMS values.

As both the period and duty cycle of the PWM waveform can be controlled, the choice of generated waveform is extremely flexible. In the PWM Output Mode, the STnCCLR bit has no effect as the PWM period. Both of the CCRA and CCRP registers are used to generate the PWM waveform, one register is used to clear the internal counter and thus control the PWM waveform frequency, while the other one is used to control the duty cycle. Which register is used to control either frequency or duty cycle is determined using the STnDPX bit in the STMnC1 register. The PWM waveform frequency and duty cycle can therefore be controlled by the values in the CCRA and CCRP registers.

An interrupt flag, one for each of the CCRA and CCRP, will be generated when a compare match occurs from either Comparator A or Comparator P. The STnOC bit in the STMnC1 register is used to select the required polarity of the PWM waveform while the two STnIO1 and STnIO0 bits are used to enable the PWM output or to force the STMn output pin to a fixed high or low level. The STnPOL bit is used to reverse the polarity of the PWM output waveform.

• 16-bit STMn, PWM Output Mode, Edge-aligned Mode, STnDPX=0

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

If f_{SYS}=16MHz, STMn clock source is f_{SYS}/4, CCRP=2 and CCRA=128,

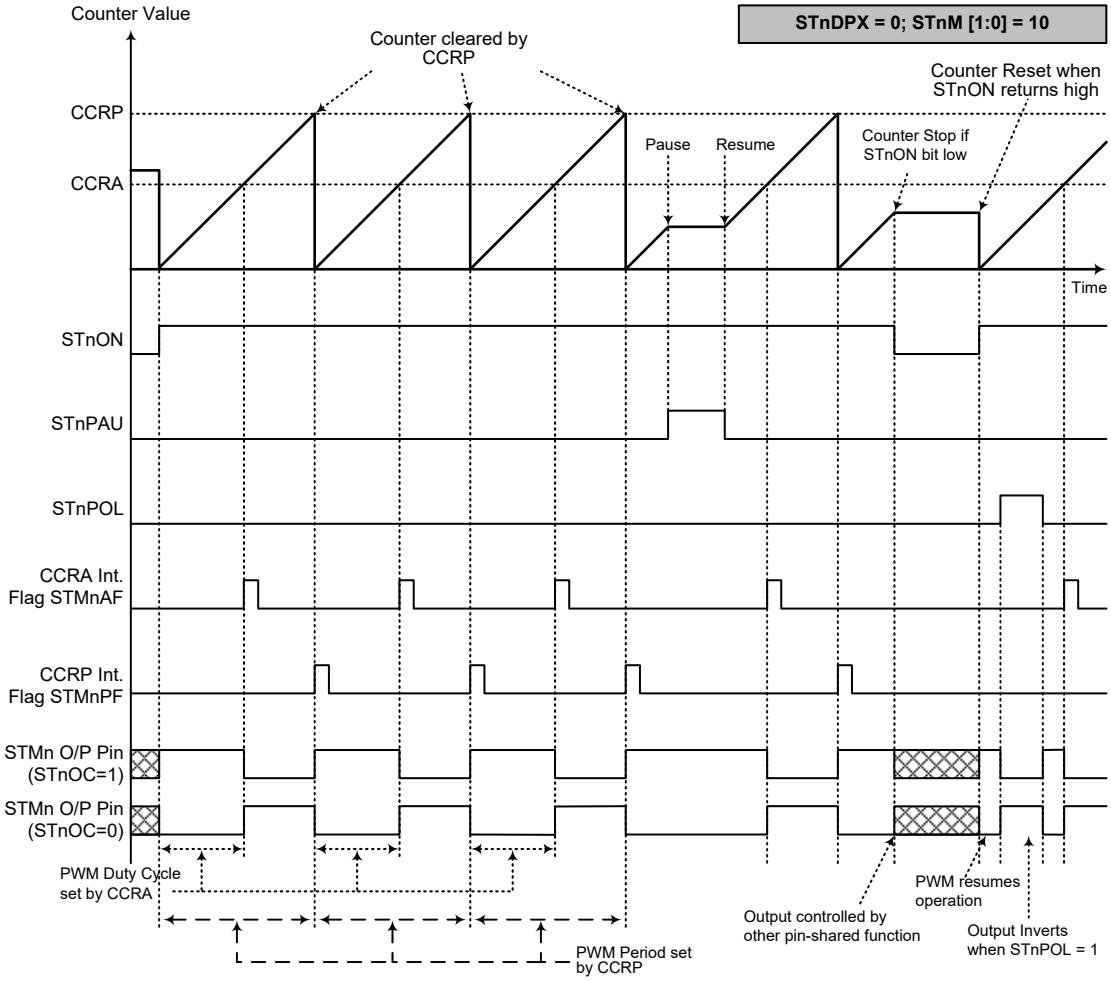
The STMn PWM output frequency=(f_{SYS}/4)/(2×256)=f_{SYS}/2048=8kHz, duty=128/(2×256)=25%.

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

• 16-bit STMn, PWM Output Mode, Edge-aligned Mode, STnDPX=1

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

The PWM output period is determined by the CCRA register value together with the TM clock while the PWM duty cycle is defined by the CCRP register value except when the CCRP value is equal to 0.



PWM Output Mode – STnDXP=0

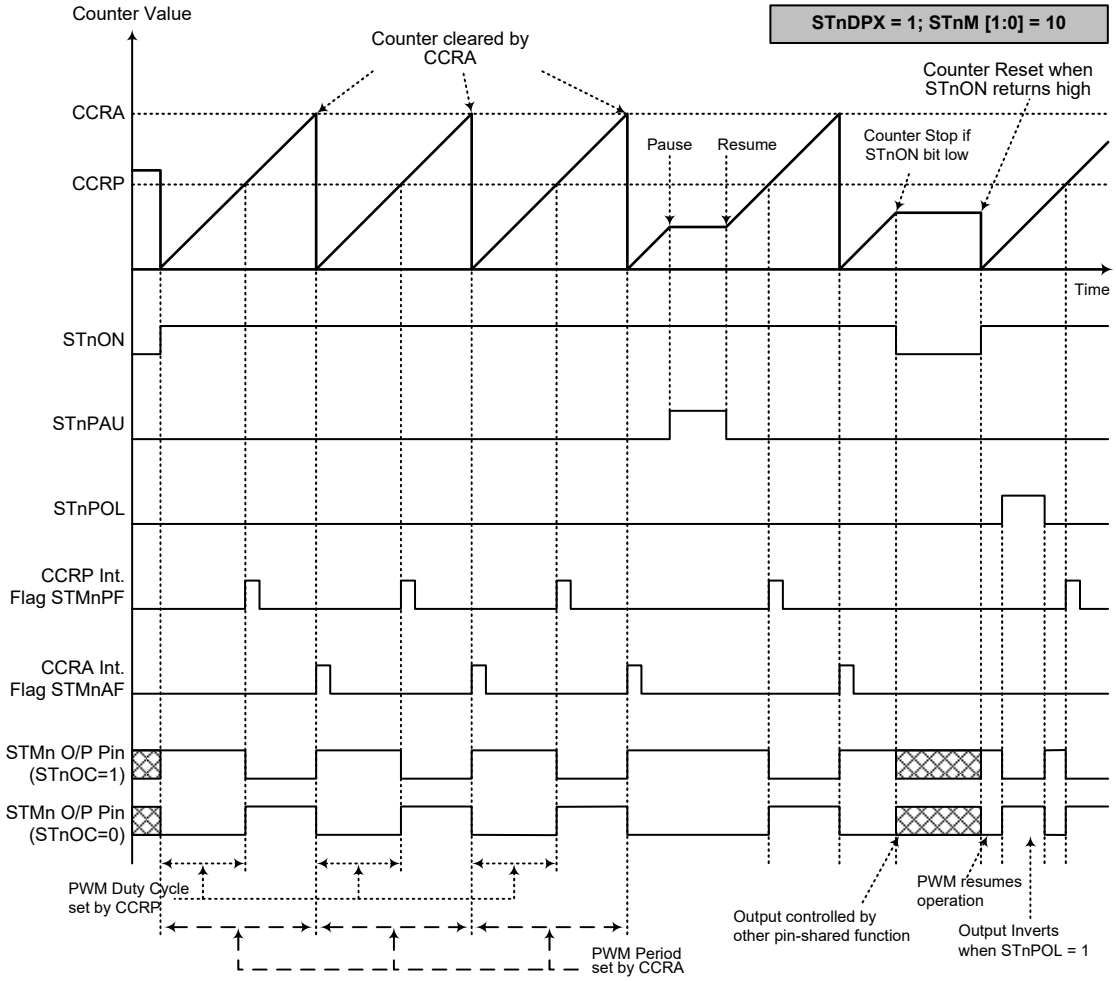
Note: 1. Here STnDPX=0 – Counter cleared by CCRP

2. A counter clear sets the PWM Period

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

4. The STnCCLR bit has no influence on PWM operation

5. n=0~2



PWM Output Mode – STnDXP=1

Note: 1. Here STnDPX=1 – Counter cleared by CCRA

2. A counter clear sets the PWM Period

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

4. The STnCCLR bit has no influence on PWM operation

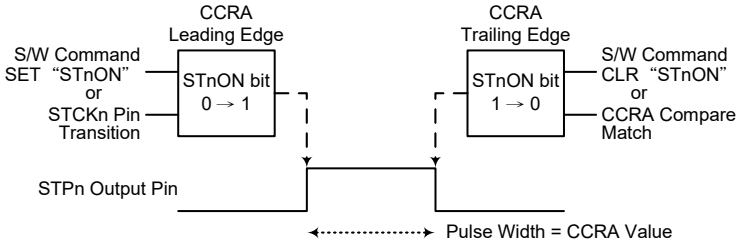
5. n=0~2

Single Pulse Output Mode

To select this mode, bits STnM1 and STnM0 in the STMnC1 register should be set to 10 respectively and also the STnIO1 and STnIO0 bits should be set to 11 respectively. The Single Pulse Output Mode, as the name suggests, will generate a single shot pulse on the STMn output pin.

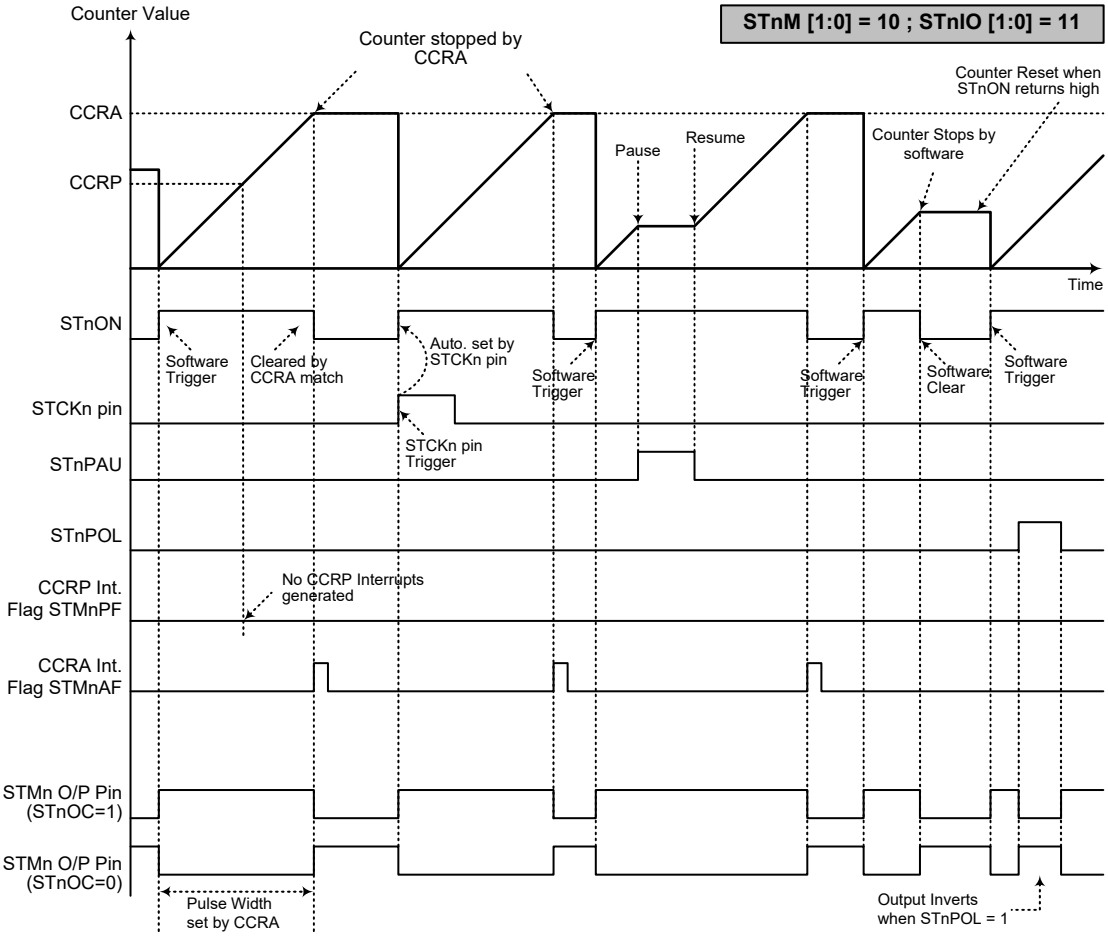
The trigger for the pulse output leading edge is a low to high transition of the STnON bit, which can be implemented using the application program. However in the Single Pulse Output Mode, the STnON bit can also be made to automatically change from low to high using the external STCKn pin, which will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

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



Note: STCKn is unavailable for the STM1.

Single Pulse Generation



Single Pulse Output Mode

Note: 1. Counter stopped by CCRA

2. CCRP is not used

3. The pulse triggered by the STCKn pin or by setting the STnON bit high

4. A STCKn pin active edge will automatically set the STnON bit high

5. In the Single Pulse Output Mode, STnIO [1:0] must be set to “11” and can not be changed

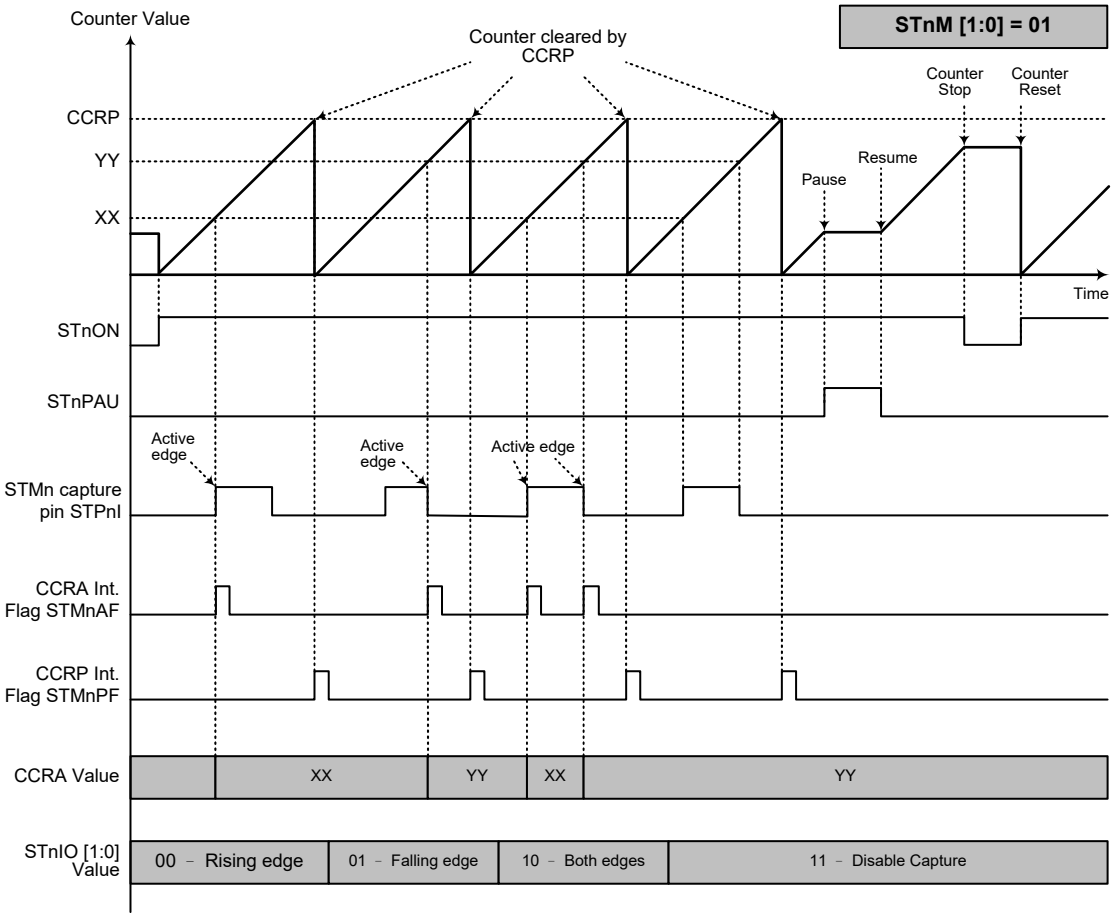
6. n=0~2

7. STCKn is unavailable for the STM1

Capture Input Mode

To select this mode bits STnM1 and STnM0 in the STMnC1 register should be set to 01 respectively. This mode enables external signals to capture and store the present value of the internal counter and can therefore be used for applications such as pulse width measurements. The external signal is supplied on the STPnI pin, whose active edge can be a rising edge, a falling edge or both rising and falling edges; the active edge transition type is selected using the STnIO1 and STnIO0 bits in the STMnC1 register. The counter is started when the STnON bit changes from low to high which is initiated using the application program.

When the required edge transition appears on the STPnI pin the present value in the counter will be latched into the CCRA registers and a STMn interrupt generated. Irrespective of what events occur on the STPnI pin the counter will continue to free run until the STnON bit changes from high to low. When a CCRP compare match occurs the counter will reset back to zero; in this way the CCRP value can be used to control the maximum counter value. When a CCRP compare match occurs from Comparator P, a STMn interrupt will also be generated. Counting the number of overflow interrupt signals from the CCRP can be a useful method in measuring long pulse widths. The STnIO1 and STnIO0 bits can select the active trigger edge on the STPnI pin to be a rising edge, falling edge or both edge types. If the STnIO1 and STnIO0 bits are both set high, then no capture operation will take place irrespective of what happens on the STPnI pin, however it must be noted that the counter will continue to run. The STnCCLR and STnDPX bits are not used in this Mode.



Capture Input Mode

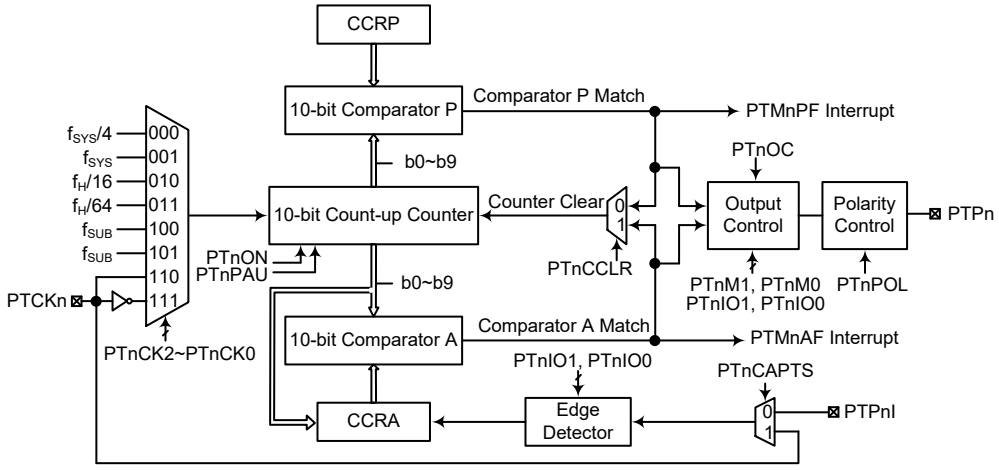
Note: 1. STnM [1:0]=01 and active edge set by the STnIO [1:0] bits

2. A STMn Capture input pin active edge transfers the counter value to CCRA
3. STnCCLR bit not used
4. No output function – STnOC and STnPOL bits are not used
5. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero.
6. n=0~2

Periodic Type TM – PTM

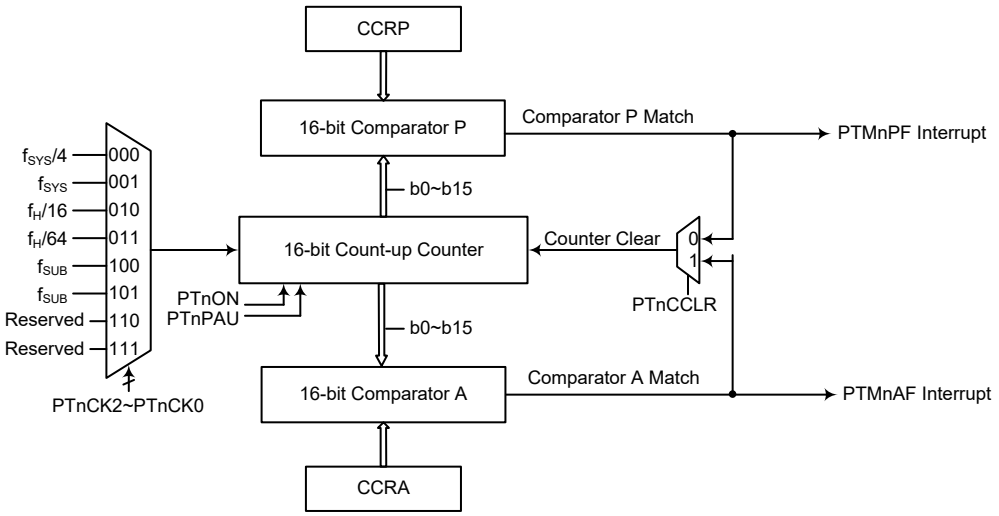
The Periodic Type TM contains five operating modes, which are Compare Match Output, Timer/ Event Counter, Capture Input, Single Pulse Output and PWM Output modes. The Periodic TM can also be controlled with two external input pins and can drive one external output pin.

PTM Core	PTM Input Pin	PTM Output Pin
10-bit PTM (PTM0, PTM1)	PTCK0, PTP0I PTCK1, PTP1I	PTP0 PTP1
16-bit PTM (PTM2, PTM3)	—	—



Note: The PTMn external pins are pin-shared with other functions, so before using the PTMn function the pin-shared function registers must be set properly to enable the PTMn pin function.

10-bit Periodic Type TM Block Diagram (n=0 or 1)



16-bit Periodic Type TM Block Diagram (n = 2 or 3)

Periodic TM Operation

The size of Periodic TM is 10-/16-bit wide and its core is a 10-/16-bit count-up counter which is driven by a user selectable internal or external(10-bit only) clock source. There are also two internal comparators with the names, Comparator A and Comparator P. These comparators will compare the value in the counter with CCRP and CCRA registers. The CCRP and CCRA comparators are 10-/16-bit wide whose value is respectively compared with all counter bits.

The only way of changing the value of the 10-/16-bit counter using the application program is to clear the counter by changing the PTnON bit from low to high. The counter will also be cleared automatically by a counter overflow or a compare match with one of its associated comparators. When these conditions occur, a PTM interrupt signal will also usually be generated. The Periodic Type TM can operate in a number of different operational modes, can be driven by different clock sources including an input pin(10-bit only) and can also control the output pin(10-bit only). All operating setup conditions are selected using relevant internal registers.

Periodic Type TM Register Description

Overall operation of the Periodic TM is controlled using a series of registers. A read only register pair exists to store the internal counter 10-/16-bit value, while two read/write register pairs exist to store the internal 10-/16-bit CCRA and CCRP value. The remaining two registers are control registers which setup the different operating and control modes.

Register Name	Bit							
	7	6	5	4	3	2	1	0
PTMnC0	PTnPAU	PTnCK2	PTnCK1	PTnCK0	PTnON	—	—	—
PTMnC1	PTnM1	PTnM0	PTnIO1	PTnIO0	PTnOC	PTnPOL	PTnCAPTS	PTnCCLR
PTMnDL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnDH	—	—	—	—	—	—	D9	D8
PTMnAL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnAH	—	—	—	—	—	—	D9	D8
PTMnRPL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnRPH	—	—	—	—	—	—	D9	D8

10-bit Periodic TM Register List (n=0 or 1)

Register Name	Bit							
	7	6	5	4	3	2	1	0
PTMnC0	PTnPAU	PTnCK2	PTnCK1	PTnCK0	PTnON	—	—	—
PTMnC1	D7	D6	D5	D4	D3	D2	D1	PTnCCLR
PTMnDL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnDH	D15	D14	D13	D12	D11	D10	D9	D8
PTMnAL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnAH	D15	D14	D13	D12	D11	D10	D9	D8
PTMnRPL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnRPH	D15	D14	D13	D12	D11	D10	D9	D8

16-bit Periodic TM Registers List (n=2 or 3)

• **PTMnDL Register (n=0~3)**

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

Bit 7~0 PTMn Counter Low Byte Register bit 7 ~ bit 0
PTMn 10-/16-bit Counter bit 7 ~ bit 0

• **PTMnDH Register (n=0~1)**

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

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 PTMn Counter High Byte Register bit 1 ~ bit 0
PTMn 10-bit Counter bit 9 ~ bit 8

• **PTMnDH Register (n=2~3)**

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

Bit 7~0 PTMn Counter High Byte Register bit 7 ~ bit 0
PTMn 16-bit Counter bit 15 ~ bit 8

• **PTMnAL Register (n=0~3)**

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

Bit 7~0 PTMn CCRA Low Byte Register bit 7 ~ bit 0
PTMn 10-/16-bit CCRA bit 7 ~ bit 0

• **PTMnAH Register (n=0~1)**

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

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 PTMn CCRA High Byte Register bit 1 ~ bit 0
PTMn 10-bit CCRA bit 9 ~ bit 8

• **PTMnAH Register (n=2~3)**

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

Bit 7~0 PTMn CCRA High Byte Register bit 7 ~ bit 0
PTMn 16-bit CCRA bit 15 ~ bit 8

• **PTMnRPL Register (n=0~3)**

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

Bit 7~0 **D7~D0**: PTMn CCRP Low Byte Register bit 7 ~ bit 0
PTMn 10-/16-bit CCRP bit 7 ~ bit 0

• **PTMnRPH Register (n=0~1)**

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

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

• **PTMnRPH Register (n=2~3)**

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

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

• **PTMnC0 Register (n=0~3)**

Bit	7	6	5	4	3	2	1	0
Name	PTnPAU	PTnCK2	PTnCK1	PTnCK0	PTnON	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	—	—	—
POR	0	0	0	0	0	—	—	—

Bit 7 **PTnPAU**: PTMn Counter Pause control
0: Run
1: Pause
The counter can be paused by setting this bit high. Clearing the bit to zero restores normal counter operation. When in a Pause condition the PTMn will remain powered up and continue to consume power. The counter will retain its residual value when this bit changes from low to high and resume counting from this value when the bit changes to a low value again.

Bit 6~4 **PTnCK2~PTnCK0**: Select PTMn Counter clock
000: $f_{SYS}/4$
001: f_{SYS}
010: $f_H/16$
011: $f_H/64$
100: f_{SUB}
101: f_{SUB}
110: PTCKn rising edge clock
111: PTCKn falling edge clock

It is important to note that the 16-bit PTM is no PTCKn pins existed. These three bits are used to select the clock source for the PTMn. The external pin clock source can be chosen to be active on the rising or falling edge. The clock source f_{SYS} is the system clock, while f_H and f_{SUB} are other internal clocks, the details of which can be found in the oscillator section.

Bit 3 **PTnON**: PTMn Counter On/Off control
0: Off
1: On

This bit controls the overall on/off function of the PTMn. Setting the bit high enables the counter to run while clearing the bit disables the PTMn. Clearing this bit to zero will stop the counter from counting and turn off the PTMn which will reduce its power consumption. When the bit changes state from low to high the internal counter value will be reset to zero, however when the bit changes from high to low, the internal counter will retain its residual value until the bit returns high again. If the 10-bit PTMn is in the Compare Match Output Mode, PWM Output Mode or Single Pulse Output Mode then the PTMn output pin will be reset to its initial condition, as specified by the PTnOC bit, when the PTnON bit changes from low to high.

Bit 2~0 Unimplemented, read as "0"

- **PTMnC1 Register (n=0~1)**

Bit	7	6	5	4	3	2	1	0
Name	PTnM1	PTnM0	PTnIO1	PTnIO0	PTnOC	PTnPOL	PTnCAPTS	PTnCCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PTnM1~PTnM0**: Select PTMn Operating Mode
00: Compare Match Output Mode
01: Capture Input Mode
10: PWM Output Mode or Single Pulse Output Mode
11: Timer/Counter Mode

These bits setup the required operating mode for the PTMn. To ensure reliable operation the PTMn should be switched off before any changes are made to the PTnM1 and PTnM0 bits. In the Timer/Counter Mode, the PTMn output pin state is undefined.

Bit 5~4 **PTnIO1~PTnIO0**: Select PTMn external pin PTPn, PTPnI or PTCKn function
Compare Match Output Mode
00: No change
01: Output low
10: Output high
11: Toggle output
PWM Output Mode/Single Pulse Output Mode
00: PWM output inactive state
01: PWM output active state
10: PWM output
11: Single Pulse Output

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

Timer/Counter Mode
Unused

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

In the Compare Match Output Mode, the PTnIO1 and PTnIO0 bits determine how the PTMn output pin changes state when a compare match occurs from the Comparator A. The PTMn output pin can be setup to switch high, switch low or to toggle its present state when a compare match occurs from the Comparator A. When the bits are both zero, then no change will take place on the output. The initial value of the PTMn output pin should be setup using the PTnOC bit in the PTMnC1 register. Note that the output level requested by the PTnIO1 and PTnIO0 bits must be different from the initial value setup using the PTnOC bit otherwise no change will occur on the PTMn output pin when a compare match occurs. After the PTMn output pin changes state, it can be reset to its initial level by changing the level of the PTnON bit from low to high.

In the PWM Output Mode, the PTnIO1 and PTnIO0 bits determine how the TM output pin changes state when a certain compare match condition occurs. The PTMn output function is modified by changing these two bits. It is necessary to only change the values of the PTnIO1 and PTnIO0 bits only after the PTMn has been switched off. Unpredictable PWM outputs will occur if the PTnIO1 and PTnIO0 bits are changed when the PTMn is running.

Bit 3 **PTnOC**: PTMn PTPn Output control

Compare Match Output Mode
0: Initial low
1: Initial high

PWM Output Mode/Single Pulse Output Mode
0: Active low
1: Active high

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

Bit 2 **PTnPOL**: PTMn PTPn Output polarity control
0: Non-inverted
1: Inverted

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

Bit 1 **PTnCAPTS**: PTMn Capture Trigger Source selection
0: From PTPnI pin
1: From PTCKn pin

Bit 0 **PTnCCLR**: PTMn Counter Clear condition selection
0: Comparator P match
1: Comparator A match

This bit is used to select the method which clears the counter. Remember that the Periodic TM contains two comparators, Comparator A and Comparator P, either of which can be selected to clear the internal counter. With the PTnCCLR bit set high,

the counter will be cleared when a compare match occurs from the Comparator A. When the bit is low, the counter will be cleared when a compare match occurs from the Comparator P or with a counter overflow. A counter overflow clearing method can only be implemented if the CCRP bits are all cleared to zero. The PTnCCLR bit is not used in the PWM Output, Single Pulse Output or Capture Input Mode.

- **PTMnC1 Register (n=2~3)**

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

Bit 7~1 **D7~D1**: Reserved, cannot be used

Bit 0 **PTnCCLR**: PTMn Counter Clear condition selection
0: Comparator P match
1: Comparator A match
This bit is used to select the method which clears the counter. Remember that the Periodic TM contains two comparators, Comparator A and Comparator P, either of which can be selected to clear the internal counter. With the PTnCCLR bit set high, the counter will be cleared when a compare match occurs from the Comparator A. When the bit is low, the counter will be cleared when a compare match occurs from the Comparator P or with a counter overflow. A counter overflow clearing method can only be implemented if the CCRP bits are all cleared to zero. The PTnCCLR bit is not used in the PWM Output, Single Pulse Output or Capture Input Mode.

Periodic Type TM Operation Modes

The Periodic Type TM can operate in one of five operating modes, Compare Match Output Mode, PWM Output Mode, Single Pulse Output Mode, Capture Input Mode or Timer/Counter Mode. The operating mode is selected using the PTnM1 and PTnM0 bits in the PTMnC1 register.

Compare Match Output Mode (n=0~1)

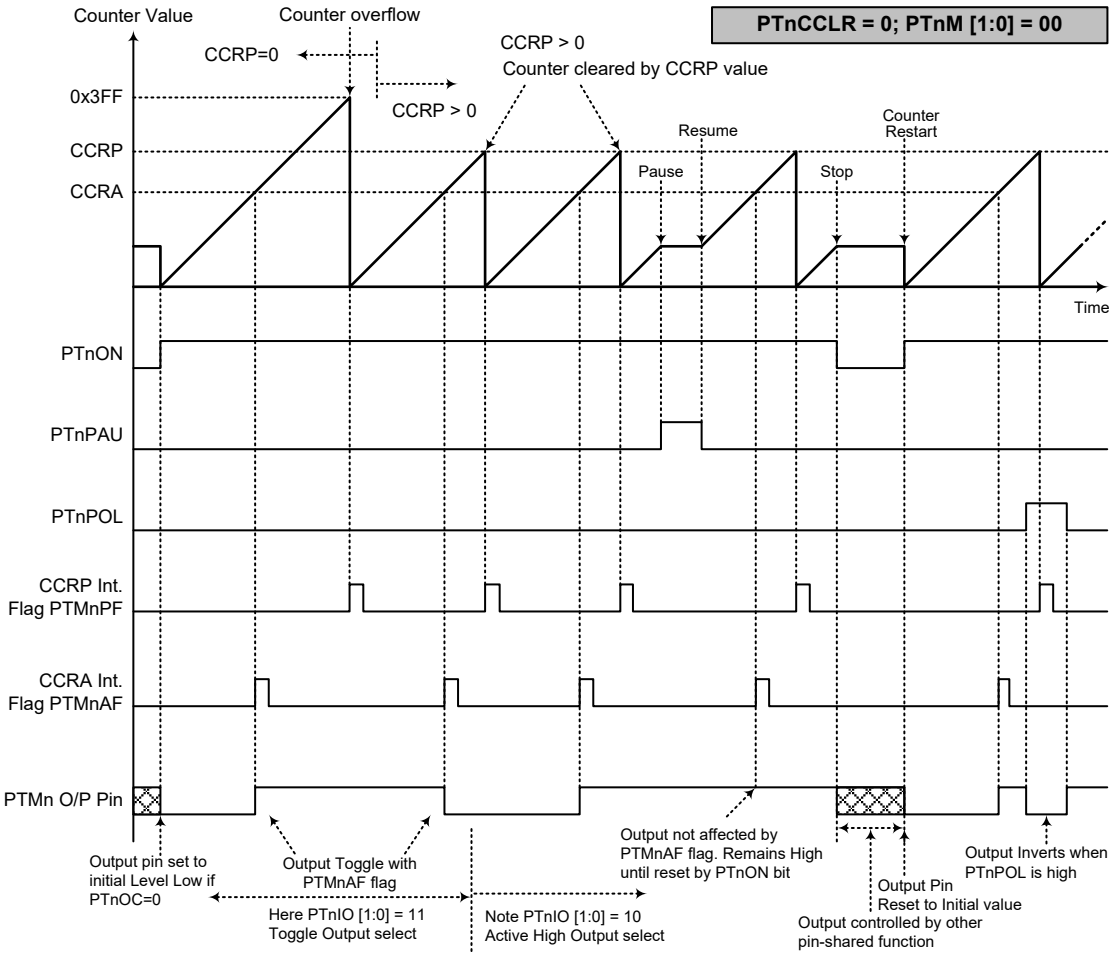
To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register, should be set to 00 respectively. In this mode once the counter is enabled and running it can be cleared by three methods. These are a counter overflow, a compare match from Comparator A and a compare match from Comparator P. When the PTnCCLR bit is low, there are two ways in which the counter can be cleared. One is when a compare match from Comparator P, the other is when the CCRP bits are all zero which allows the counter to overflow. Here both PTMnAF and PTMnPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

If the PTnCCLR bit in the PTMnC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the PTMnAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when PTnCCLR is high no PTMnPF interrupt request flag will be generated. In the Compare Match Output Mode, the CCRA can not be set to “0”.

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

As the name of the mode suggests, after a comparison is made, the PTMn output pin will change state. The PTMn output pin condition however only changes state when a PTMnAF interrupt request flag is generated after a compare match occurs from Comparator A. The PTMnPF interrupt request flag, generated from a compare match occurs from Comparator P, will have no effect on the PTMn output pin. The way in which the PTMn output pin changes state are determined by the condition of the PTnIO1 and PTnIO0 bits in the PTMnC1 register. The PTMn output pin can be selected using the PTnIO1 and PTnIO0 bits to go high, to go low or to toggle from its present condition when a

compare match occurs from Comparator A. The initial condition of the PTMn output pin, which is setup after the PTnON bit changes from low to high, is setup using the PTnOC bit. Note that if the PTnIO1 and PTnIO0 bits are zero then no pin change will take place.



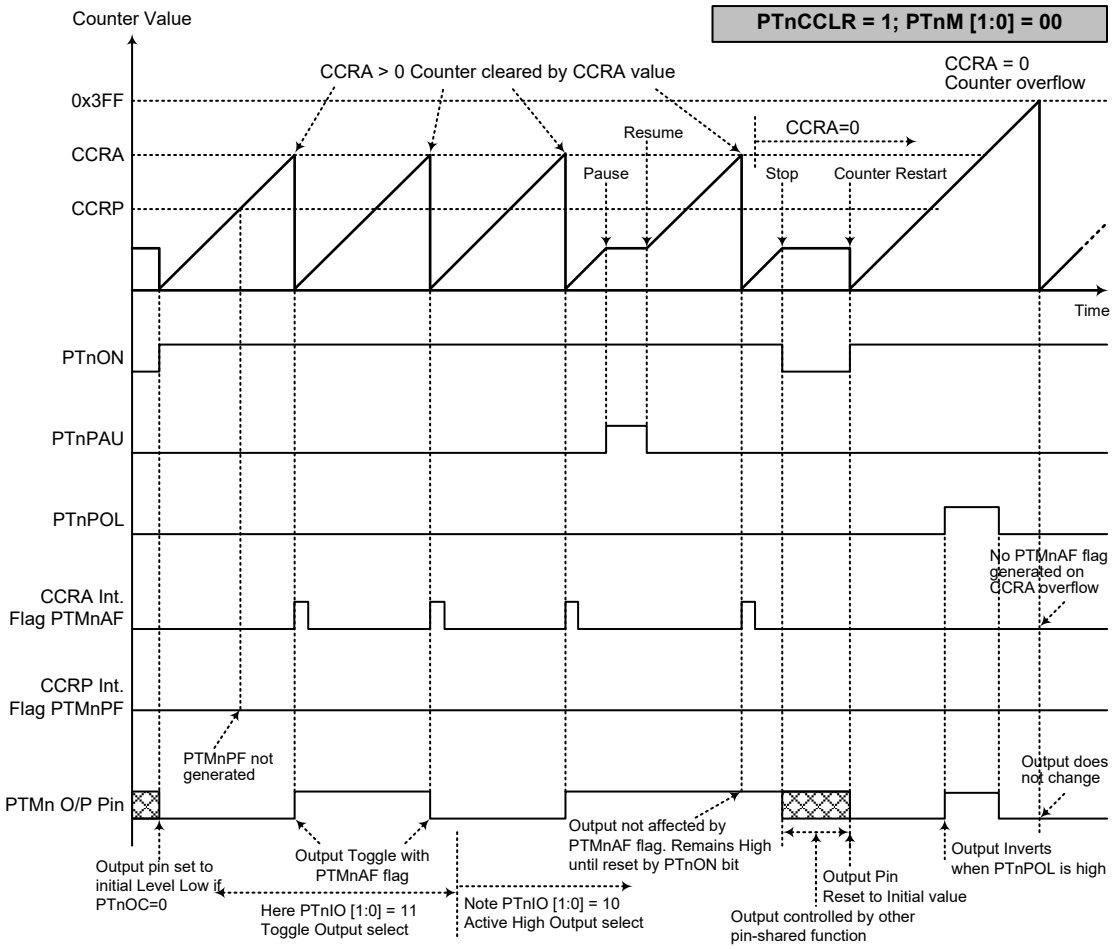
Compare Match Output Mode – PTnCCLR=0

Note: 1. With PTnCCLR=0, a Comparator P match will clear the counter

2. The PTMn output pin is controlled only by the PTMnAF flag

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

4. n=0~1



Compare Match Output Mode – PTnCCLR=1

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

2. The PTMn output pin is controlled only by the PTMnAF flag

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

4. A PTMnPF flag is not generated when PTnCCLR=1

5. n=0~1

Compare Match Mode (n=2~3)

For the 16-bit PTMn, there is no PTnM [1:0] bits for mode selection, and the default mode is Compare Match Mode. In this mode once the counter is enabled and running it can be cleared by three methods. These are a counter overflow, a compare match from Comparator A and a compare match from Comparator P. When the PTnCCLR bit is low, there are two ways in which the counter can be cleared. One is when a compare match from Comparator P, the other is when the CCRP bits are all zero which allows the counter to overflow. Here both PTMnAF and PTMnPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

If the PTnCCLR bit in the PTMnC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the PTMnAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when PTnCCLR is high no PTMnPF interrupt request flag will be generated. In the Compare Match Output Mode, the CCRA can not be set to "0".

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

The Timing Diagrams of the Compare Match Mode can refer to the Compare Match Output Mode of 10-bit PTM (n=0~1). The difference is that for 16-bit PTM (n=2~3), the maximum counter value is 0xFFFF; and there is no output pins, no PTnPOL, PTnOC and PTnIO[1:0] control bits.

This Compare Match function is actually equivalent to the Time/Counter function.

Timer/Counter Mode (n=0~1)

To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 11 respectively. The Timer/Counter Mode operates in an identical way to the Compare Match Output Mode generating the same interrupt flags. The exception is that in the Timer/Counter Mode the PTMn output pin is not used. Therefore the above description and Timing Diagrams for the Compare Match Output Mode can be used to understand its function. As the PTMn output pin is not used in this mode, the pin can be used as a normal I/O pin or other pin-shared function.

PWM Output Mode (n=0~1)

To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 10 respectively and also the PTnIO1 and PTnIO0 bits should be set to 10 respectively. The PWM function within the PTMn is useful for applications which require functions such as motor control, heating control, illumination control, etc. By providing a signal of fixed frequency but of varying duty cycle on the PTMn output pin, a square wave AC waveform can be generated with varying equivalent DC RMS values.

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

An interrupt flag, one for each of the CCRA and CCRP, will be generated when a compare match occurs from either Comparator A or Comparator P. The PTnOC bit in the PTMnC1 register is used to select the required polarity of the PWM waveform while the two PTnIO1 and PTnIO0 bits are used to enable the PWM output or to force the PTMn output pin to a fixed high or low level. The PTnPOL bit is used to reverse the polarity of the PWM output waveform.

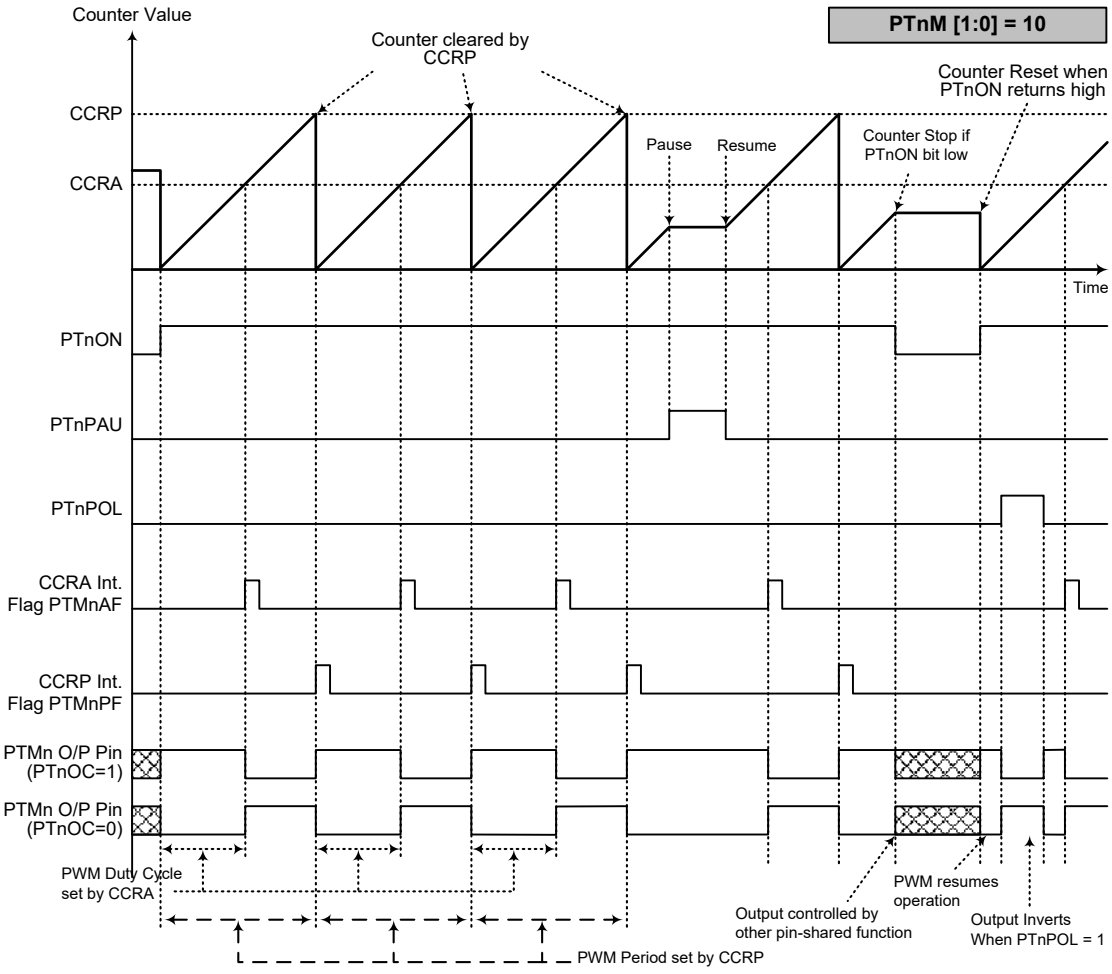
• 10-bit PTMn, PWM Output Mode, Edge-aligned Mode (n=0~1)

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

If f_{SYS}=16MHz, TM clock source select f_{SYS}/4, CCRP=512 and CCRA=128,

The PTMn PWM output frequency=(f_{SYS}/4)/512=f_{SYS}/2048=8kHz, duty=128/512=25%,

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



PWM Output Mode

Note: 1. The counter is cleared by CCRP

2. A counter clear sets the PWM Period

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

4. The PTnCCLR bit has no influence on PWM operation

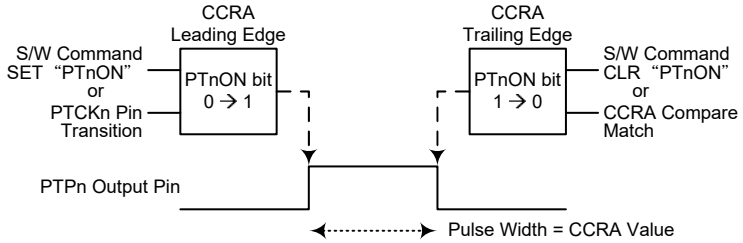
5. n=0~1

Single Pulse Output Mode (n=0~1)

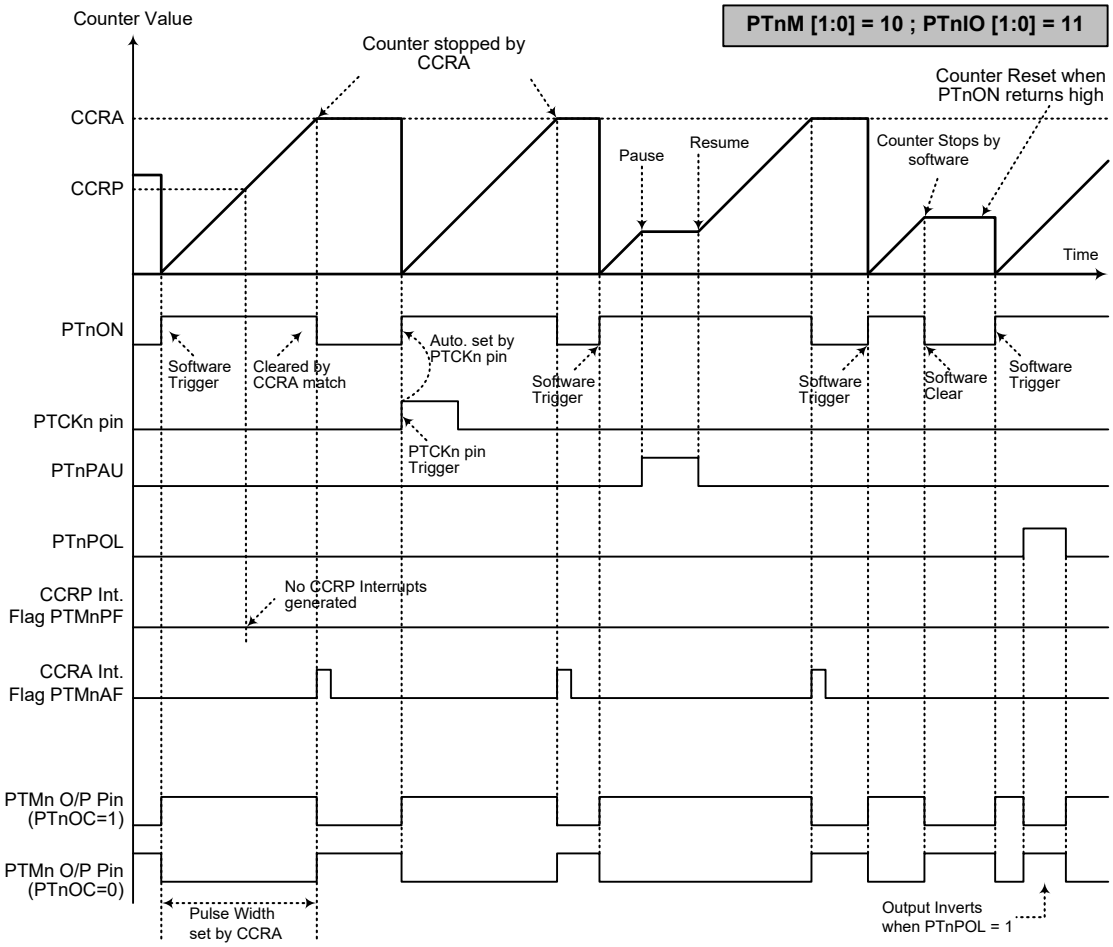
To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 10 respectively and also the PTnIO1 and PTnIO0 bits should be set to 11 respectively. The Single Pulse Output Mode, as the name suggests, will generate a single shot pulse on the PTMn output pin.

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

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



Single Pulse Generation



Single Pulse Output Mode

Note: 1. Counter stopped by CCRA

2. CCRP is not used

3. The pulse triggered by the PTCKn pin or by setting the PTnON bit high

4. A PTCKn pin active edge will automatically set the PTnON bit high

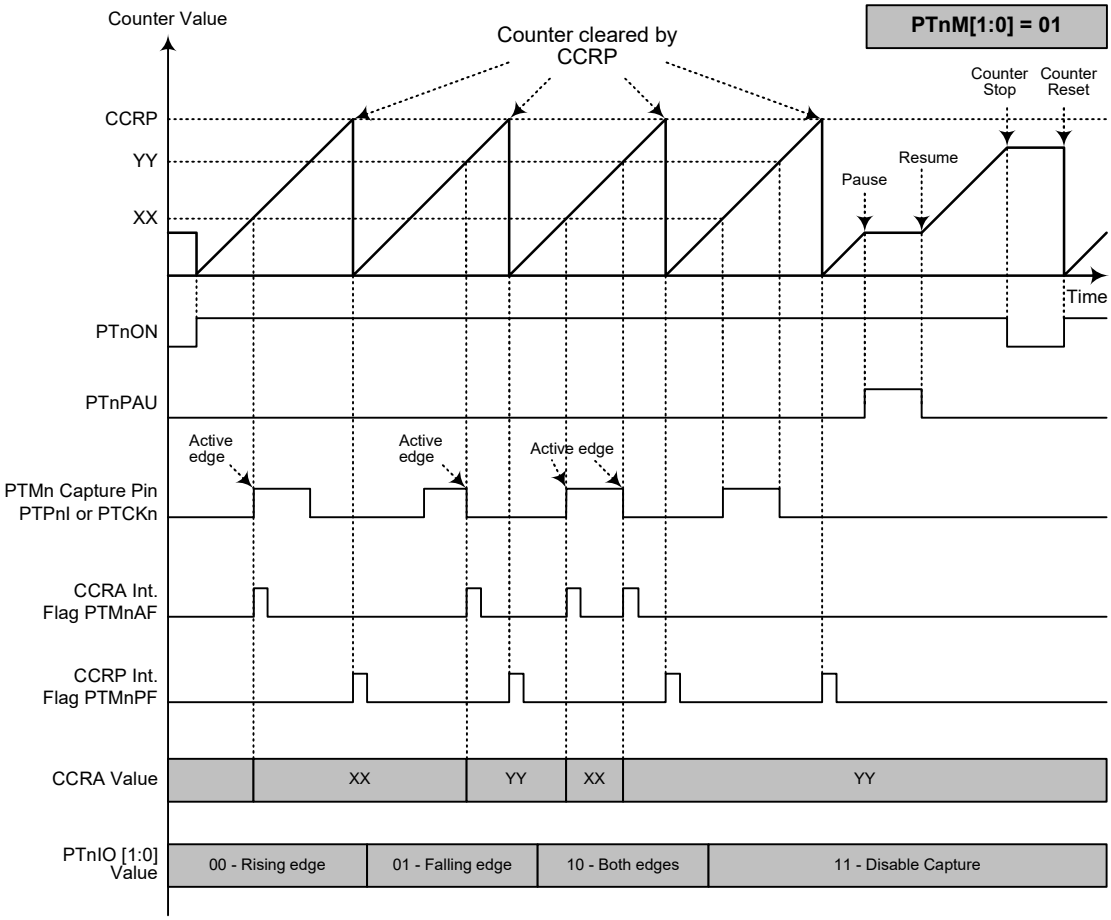
5. In the Single Pulse Output Mode, PTnIO [1:0] must be set to “11” and can not be changed

6. n=0~1

Capture Input Mode (n=0~1)

To select this mode bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 01 respectively. This mode enables external signals to capture and store the present value of the internal counter and can therefore be used for applications such as pulse width measurements. The external signal is supplied on the PTPnI or PTCKn pin, selected by the PTnCAPTS bit in the PTMnC1 register. The input pin active edge can be either a rising edge, a falling edge or both rising and falling edges; the active edge transition type is selected using the PTnIO1 and PTnIO0 bits in the PTMnC1 register. The counter is started when the PTnON bit changes from low to high which is initiated using the application program.

When the required edge transition appears on the PTPnI or PTCKn pin the present value in the counter will be latched into the CCRA registers and a PTMn interrupt generated. Irrespective of what events occur on the PTPnI or PTCKn pin the counter will continue to free run until the PTnON bit changes from high to low. When a CCRP compare match occurs the counter will reset back to zero; in this way the CCRP value can be used to control the maximum counter value. When a CCRP compare match occurs from Comparator P, a PTMn interrupt will also be generated. Counting the number of overflow interrupt signals from the CCRP can be a useful method in measuring long pulse widths. The PTnIO1 and PTnIO0 bits can select the active trigger edge on the PTPnI or PTCKn pin to be a rising edge, falling edge or both edge types. If the PTnIO1 and PTnIO0 bits are both set high, then no capture operation will take place irrespective of what happens on the PTPnI or PTCKn pin, however it must be noted that the counter will continue to run. The PTnCCLR, PTnOC and PTnPOL bits are not used in this Mode.



Capture Input Mode

Note: 1. PTnM [1:0]=01 and active edge set by the PTnIO [1:0] bits

2. A PTMn Capture input pin active edge transfers the counter value to CCRA
3. PTnCCLR bit not used
4. No output function – PTnOC and PTnPOL bits are not used
5. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero
6. n=0~1

Analog to Digital Converter – ADC

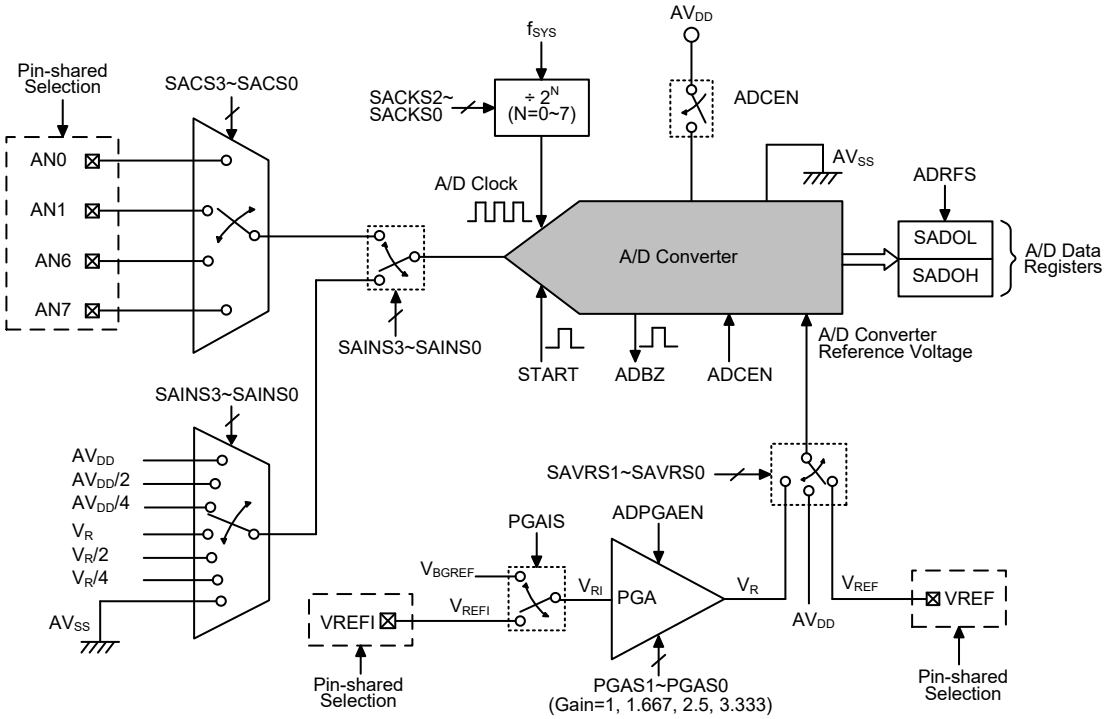
The need to interface to real world analog signals is a common requirement for many electronic systems. However, to properly process these signals by a microcontroller, they must first be converted into digital signals by A/D converters. By integrating the A/D conversion electronic circuitry into the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

A/D Converter Overview

The device contains a multi-channel analog to digital converter which can directly interface to external analog signals, such as that from sensors or other control signals and convert these signals directly into a 12-bit digital value. It also can convert the internal signals, such as the internal reference voltage, into a 12-bit digital value. The external or internal analog signal to be converted is determined by the SAINS and SACS bit fields. Note that when the internal analog signal is selected to be converted using the SAINS field, the external channel analog input will automatically be switched off. More detailed information about the A/D input signal selection will be described in the "A/D Converter Input Signals" section.

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

External Input Channels	Internal Signal	A/D Signal Select
AN0~AN1, AN6~AN7	AV_{DD}, $AV_{DD}/2$, $AV_{DD}/4$, V_R, $V_R/2$, $V_R/4$,	SAINS3~SAINS0 SACS3~SACS0



A/D Converter Structure

Registers Descriptions

Overall operation of the A/D converter is controlled using six registers. A read only register pair exists to store the A/D Converter data 12-bit value. Three registers, SADC0, SADC1 and SADC2, are the control registers which setup the operating conditions and control function of the A/D converter. The VBGRC register contains the VBGREN bit to control the bandgap reference voltage.

Register Name	Bit							
	7	6	5	4	3	2	1	0
SADOL (ADRFS=0)	D3	D2	D1	D0	—	—	—	—
SADOL (ADRFS=1)	D7	D6	D5	D4	D3	D2	D1	D0
SADOH (ADRFS=0)	D11	D10	D9	D8	D7	D6	D5	D4
SADOH (ADRFS=1)	—	—	—	—	D11	D10	D9	D8
SADC0	START	ADBZ	ADCEN	ADRFS	SACS3	SACS2	SACS1	SACS0
SADC1	SAINS3	SAINS2	SAINS1	SAINS0	—	SACKS2	SACKS1	SACKS0
SADC2	ADPGAEN	—	—	PGAIS	SAVRS1	SAVRS0	PGAGS1	PGAGS0
VBGRC	—	—	—	—	—	—	—	VBGREN

A/D Converter Register List

A/D Converter Data Registers – SADOL, SADOH

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

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

A/D Converter Data Registers

A/D Converter Control Registers – SADC0, SADC1, SADC2

To control the function and operation of the A/D converter, three control registers known as SADC0, SADC1 and SADC2 are provided. These 8-bit registers define functions such as the selection of which analog signal is connected to the internal A/D converter, the digitised data format, the A/D clock source as well as controlling the start function and monitoring the A/D converter busy status. As the device contains only one actual analog to digital converter hardware circuit, each of the external and internal analog signals must be routed to the converter. The SAINS field in the SADC1 register and SACS field in the SADC0 register are used to determine which analog signal derived from the external or internal signals will be connected to the A/D converter. The A/D converter also contains a programmable gain amplifier, PGA, to generate the A/D converter internal reference voltage. The overall operation of the PGA is controlled using the SADC2 register.

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

• **SADC0 Register**

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

Bit 7 **START**: Start the A/D Conversion
0→1→0: Start
This bit is used to initiate an A/D conversion process. The bit is normally low but if set high and then cleared low again, the A/D converter will initiate a conversion process.

Bit 6 **ADBZ**: A/D Converter busy flag
0: No A/D conversion is in progress
1: A/D conversion is in progress
This read only flag is used to indicate whether the A/D conversion is in progress or not. When the START bit is set from low to high and then to low again, the ADBZ flag will be set to 1 to indicate that the A/D conversion is initiated. The ADBZ flag will be cleared to 0 after the A/D conversion is complete.

Bit 5 **ADCEN**: A/D Converter function enable control
0: Disable
1: Enable
This bit controls the A/D internal function. This bit should be set to one to enable the A/D converter. If the bit is set low, then the A/D converter will be switched off reducing the device power consumption. When the A/D converter function is disabled, the contents of the A/D data register pair known as SADOL and SADOH will be unchanged.

Bit 4 **ADRFS**: A/D conversion data format select
0: A/D converter data format → SADOH=D [11:4]; SADOL=D [3:0]
1: A/D converter data format → SADOH=D [11:8]; SADOL=D [7:0]
This bit controls the format of the 12-bit converted A/D value in the two A/D data registers. Details are provided in the A/D converter data register section.

Bit 3~0 **SACS3~SACS0**: A/D converter external analog input channel select
0000: External AN0 input
0001: External AN1 input
0010: Reserved, cannot be used
0011: Reserved, cannot be used
0100: Reserved, cannot be used
0101: Reserved, cannot be used
0110: External AN6 input
0111: External AN7 input
1000: Reserved, cannot be used
1001: Reserved, cannot be used
1010: Reserved, cannot be used
1011: Reserved, cannot be used
1100: Reserved, cannot be used
1101: Reserved, cannot be used
1110: Reserved, cannot be used
1111: Reserved, cannot be used

• **SADC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	SAINS3	SAINS2	SAINS1	SAINS0	—	SACKS2	SACKS1	SACKS0
R/W	R/W	R/W	R/W	R/W	—	R/W	R/W	R/W
POR	0	0	0	0	—	0	0	0

Bit 7~4 **SAINS3~SAINS0**: A/D converter input signal select
0000: External source – External analog channel input, ANn
0001: Internal source – Internal signal derived from AV_{DD}
0010: Internal source – Internal signal derived from $AV_{DD}/2$
0011: Internal source – Internal signal derived from $AV_{DD}/4$
0100: External source – External analog channel input, ANn
0101: Internal source – Internal signal derived from PGA output V_R
0110: Internal source – Internal signal derived from PGA output $V_R/2$
0111: Internal source – Internal signal derived from PGA output $V_R/4$
10xx: Internal source – Ground
11xx: External source – External analog channel input, ANn
When the internal analog signal is selected to be converted, the external channel signal input will automatically be switched off regardless of the SACS field value. It will prevent the external channel input from being connected together with the internal analog signal.

Bit 3 Unimplemented, read as "0"

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

• **SADC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	ADPGAEN	—	—	PGAIS	SAVRS1	SAVRS0	PGAGS1	PGAGS0
R/W	R/W	—	—	R/W	R/W	R/W	R/W	R/W
POR	0	—	—	0	0	0	0	0

Bit 7 **ADPGAEN**: PGA enable control
0: Disable
1: Enable

Bit 6~5 Unimplemented, read as "0"

Bit 4 **PGAIS**: PGA input voltage selection
0: From VREFI pin
1: From internal reference voltage V_{BGREF}
When the internal independent reference voltage V_{BGREF} is selected as the PGA input, the external reference voltage on the VREFI pin will be automatically switched off. In addition, the internal bandgap reference V_{BGREF} should be enabled by setting the VBGREN bit in the VBGRC register to "1".

Bit 3~2 **SAVRS1~SAVRS0**: A/D converter reference voltage select
00: Internal A/D converter power, AV_{DD}
01: External VREF pin
1x: Internal PGA output voltage, V_R

These bits are used to select the A/D converter reference voltage source. When the internal reference voltage source is selected, the reference voltage derived from the external VREF pin will automatically be switched off.

Bit 1~0 **PGAGS1~PGAGS0**: PGA gain select
00: Gain=1
01: Gain=1.667 – V_R=2V as V_{RI}=1.2V
10: Gain=2.5 – V_R=3V as V_{RI}=1.2V
11: Gain=3.333 – V_R=4V as V_{RI}=1.2V

These bits are used to select the PGA gain. Note that here the gain is guaranteed only when the PGA input voltage is equal to 1.2V.

• **VBGRC Register**

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

Bit 7~1 Unimplemented, read as "0"

Bit 0 **VBGREN**: Bandgap reference voltage control
0: Disable
1: Enable

This bit is used to enable the internal Bandgap reference circuit. The internal Bandgap reference circuit should first be enabled before the V_{BGREF} voltage is selected to be used. A specific start-up time is necessary for the Bandgap circuit to become stable and accurate.

A/D Converter Reference Voltage

The actual reference voltage supply to the A/D Converter can be supplied from the positive power supply, AV_{DD}, an external reference source supplied on pin VREF or an internal reference voltage V_R determined by the SAVRS1~SAVRS0 bits in the SADC2 register. The internal reference voltage is amplified through a programmable gain amplifier, PGA, which is controlled by the ADPGAEN bit in the SADC2 register. The PGA gain can be equal to 1, 1.667, 2.5 or 3.333 and selected using the PGAGS1~PGAGS0 bits in the SADC2 register. The PGA input can come from the external reference input pin, VREFI, or an internal Bandgap reference voltage, V_{BGREF}, selected by the PGAIS bit in the SADC2 register. As the VREFI and VREF pins both are pin-shared with other functions, when the VREFI or VREF pin is selected as the reference voltage pin, the VREFI or VREF pin-shared function selection bits should first be properly configured to disable other pin-shared functions. However, if the internal reference signal is selected as the reference source, the external reference input from the VREFI or VREF pin will automatically be switched off by hardware.

Note that the internal Bandgap reference circuit should first be enabled before the V_{BGREF} is selected to be used. A specific start-up time is necessary for the Bandgap circuit to become stable and accurate.

A/D Converter Input Signals

All of the external A/D analog input pins are pin-shared with the I/O pins as well as other functions. The corresponding pin-shared function selection bits in the PxS1 and PxS0 registers, determine whether the external input pins are setup as A/D converter analog channel inputs or whether they have other functions. If the corresponding pin is setup to be an A/D converter analog channel input, the original pin function will be disabled. In this way, pins can be changed under program control to change their function between A/D inputs and other functions. All pull-high resistors, which are setup through register programming, will be automatically disconnected if the pins are setup as A/D

inputs. Note that it is not necessary to first setup the A/D pin as an input in the port control register to enable the A/D input as when the relevant A/D input function selection bits enable an A/D input, the status of the port control register will be overridden.

As the device contains only one actual analog to digital converter hardware circuit, each of the external and internal analog signals must be routed to the converter. The SAINS3~SAINS0 bits in the SADC1 register are used to determine that the analog signal to be converted comes from the external channel input or internal analog signal. The SACS3~SACS0 bits in the SADC0 register are used to determine which external channel input is selected to be converted. If the SAINS3~SAINS0 bits are set to "0000", the external channel input will be selected to be converted and the SACS3~SACS0 bits can determine which external channel is selected.

When the SAINS field is set to the value of "0x01", "0x10" or "0x11", the internal analog signal will be selected. If the internal analog signal is selected to be converted, the external channel signal input will automatically be switched off regardless of the SACS field value. It will prevent the external channel input from being connected together with the internal analog signal.

SAINS [3:0]	SACS [3:0]	Input Signals	Description
0000, 0100, 11xx	0000~1111	AN0~AN1, AN6~AN7	External channel analog input ANn
0001	xxxx	AV_{DD}	Internal signal derived from AV_{DD}
0010	xxxx	$AV_{DD}/2$	Internal signal derived from $AV_{DD}/2$
0011	xxxx	$AV_{DD}/4$	Internal signal derived from $AV_{DD}/4$
0101	xxxx	V_R	Internal signal derived from PGA output V_R
0110	xxxx	$V_R/2$	Internal signal derived from PGA output $V_R/2$
0111	xxxx	$V_R/4$	Internal signal derived from PGA output $V_R/4$
10xx	xxxx	AV_{SS}	Connected to the ground

A/D Converter Input Signal Selection

A/D Conversion Operation

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

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

The clock source for the A/D converter, which originates from the system clock f_{SYS}, can be chosen to be either f_{SYS} or a subdivided version of f_{SYS}. The division ratio value is determined by the SACKS2~SACKS0 bits in the SADC1 register. Although the A/D clock source is determined by the system clock f_{SYS} and by bits SACKS2~SACKS0, there are some limitations on the maximum A/D clock source speed that can be selected. As the recommended range of permissible A/D clock period, t_{ADCK}, is from 0.5μs to 10μs, @2.0V≤V_{DD}≤3.6V, care must be taken for system clock frequencies. For example, if the system clock operates at a frequency of 8MHz, the SACKS2~SACKS0 bits should not be set to 000, 001 or 111. Doing so will give A/D clock periods that are less than the

minimum A/D clock period or greater than the maximum A/D clock period which may result in inaccurate A/D conversion values. Refer to the following table for examples, where values marked with an asterisk * show where, special care must be taken, as the values may be exceed the specified A/D Clock Period range.

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

A/D Clock Period Examples @ 2.0V≤V_{DD}≤3.6V

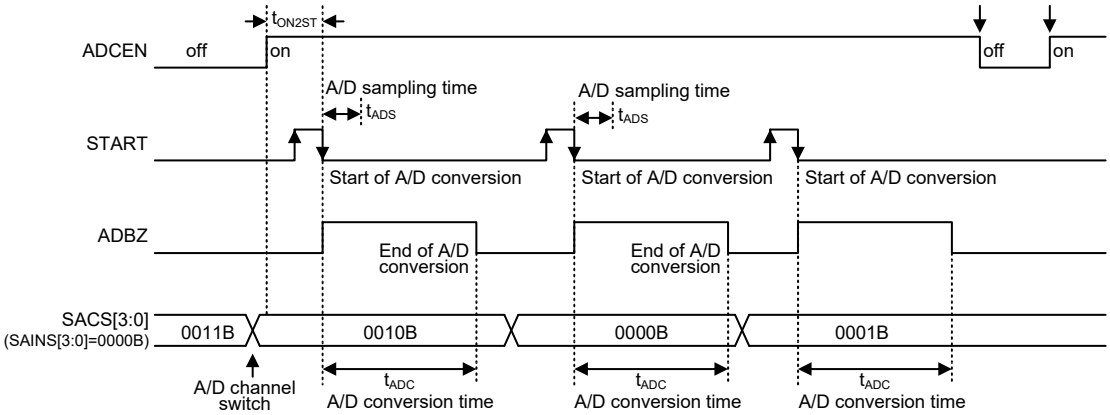
Controlling the power on/off function of the A/D converter circuitry is implemented using the ADCEN bit in the SADC0 register. This bit must be set high to power on the A/D converter. When the ADCEN bit is set high to power on the A/D converter internal circuitry, a certain delay as indicated in the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

Conversion Rate and Timing Diagram

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

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

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



A/D Conversion Timing — External Channel Input

Summary of A/D Conversion Steps

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

- Step 1
  Select the required A/D conversion clock by properly programming the SACKS2~SACKS0 bits in the SADC1 register.
- Step 2
  Enable the A/D converter by setting the ADCEN bit in the SADC0 register to one.
- Step 3
  Select which signal is to be connected to the internal A/D converter by correctly configuring the SACS and SAINS bit fields
  Selecting the external channel input to be converted, go to Step 4.
  Selecting the internal analog signal to be converted, go to Step 5.
- Step 4
  If the SAINS field is 0000, 0100 or 11xx, the external channel input can be selected. The desired external channel input is selected by configuring the SACS field. When the A/D input signal comes from the external channel input, the corresponding pin should be configured as an A/D input function by selecting the relevant pin-shared function control bits. Then go to Step 6.
- Step 5
  If the SAINS field is set to 0x01, 0x10 or 0x11, the relevant internal analog signal will be selected. When the internal analog signal is selected to be converted, the external channel analog input will automatically be disconnected. Then go to Step 6.
- Step 6
  Select the A/D converter output data format by configuring the ADRFS bit.
- Step 7
  Select the A/D converter reference voltage source by configuring the SAVRS bit field.
  Select the PGA input signal and the desired PGA gain if the PGA output voltage, V_R, is selected as the A/D converter reference voltage.
- Step 8
  If A/D conversion interrupt is used, the interrupt control registers must be correctly configured to ensure the A/D interrupt function is active. The master interrupt control bit, EMI, and the A/D conversion interrupt control bit, ADE, must both be set high in advance.
- Step 9
  The A/D conversion procedure can now be initialized by setting the START bit from low to high and then low again.
- Step 10
  If A/D conversion is in progress, the ADBZ flag will be set high. After the A/D conversion process is complete, the ADBZ flag will go low and then the output data can be read from SADOH and SADOL registers.

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

Programming Considerations

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

A/D Transfer Function

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

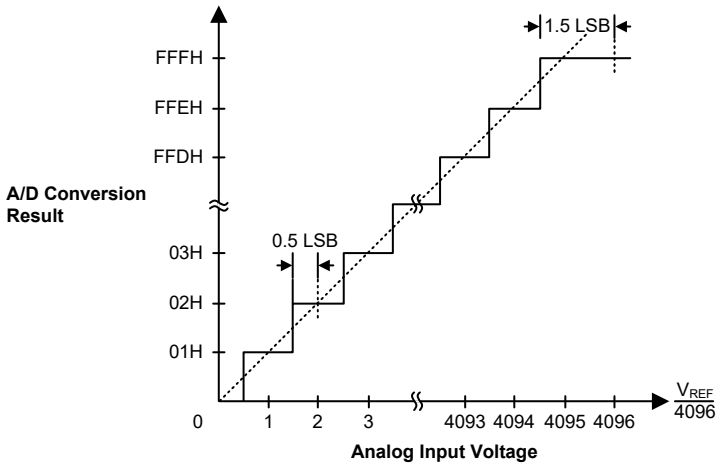
$$1\ LSB=V_{REF} / 4096$$

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

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

The diagram shows the ideal transfer function between the analog input value and the digitised output value for the A/D converter. Except for the digitised zero value, the subsequent digitised values will change at a point 0.5 LSB below where they would change without the offset, and the last full scale digitised value will change at a point 1.5 LSB below the V_{REF} level.

Note that here the V_{REF} voltage is the actual A/D converter reference voltage determined by the SAVRS field.



Ideal A/D Transfer Function

A/D Programming Examples

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

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

```
clr ADE              ; disable ADC interrupt
mov a,03H            ; select fSYS/8 as A/D clock and A/D input
mov SADC1,a          ; signal comes from external channel
```

```
mov a,00H             ; select AVDD as the A/D reference voltage source
mov SADC2,a
mov a,03H             ; setup PCS0 to configure pin AN0
mov PCS0,a
mov a,20H             ; enable A/D converter and select AN0 as the A/D external channel input
mov SADC0,a
:
start_conversion:
clr START             ; high pulse on start bit to initiate conversion
set START             ; reset A/D
clr START             ; start A/D
:
polling_EOC:
sz  ADBZ              ; poll the SADC0 register ADBZ bit to detect end of A/D conversion
jmp polling_EOC       ; continue polling
:
mov a,SADOL           ; read low byte conversion result value
mov SADOL_buffer,a    ; save result to user defined register
mov a,SADOH           ; read high byte conversion result value
mov SADOH_buffer,a    ; save result to user defined register
:
jmp start_conversion  ; start next A/D conversion
```

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

```
clr ADE               ; disable ADC interrupt
mov a,03H             ; select fSYS/8 as A/D clock and A/D input
mov SADC1,a           ; signal comes from external channel
mov a,00H             ; select AVDD as the A/D reference voltage source
mov SADC2,a
mov a,03h             ; setup PCS0 to configure pin AN0
mov PCS0,a
mov a,20h
mov SADC0,a           ; enable A/D converter and select AN0 as the A/D external channel input
:
Start_conversion:
clr START             ; high pulse on START bit to initiate conversion
set START             ; reset A/D
clr START             ; start A/D
clr ADF               ; clear ADC interrupt request flag
set ADE               ; enable ADC interrupt
set EMI               ; enable global interrupt
:
:
ADC_ISR:              ; ADC interrupt service routine
mov acc_stack,a       ; save ACC to user defined memory
mov a,STATUS
mov status_stack,a    ; save STATUS to user defined memory
:
mov a,SADOL           ; read low byte conversion result value
mov SADOL_buffer,a    ; save result to user defined register
mov a,SADOH           ; read high byte conversion result value
mov SADOH_buffer,a    ; save result to user defined register
:
EXIT_INT_ISR:
mov a,status_stack
mov STATUS,a          ; restore STATUS from user defined memory
mov a,acc_stack       ; restore ACC from user defined memory
reti
```

Serial Interface Module – SIM

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

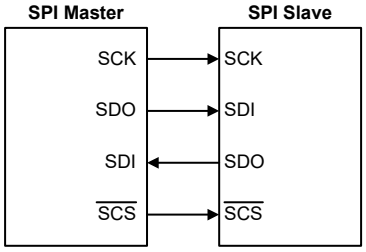
SPI Interface

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

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

SPI Interface Operation

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

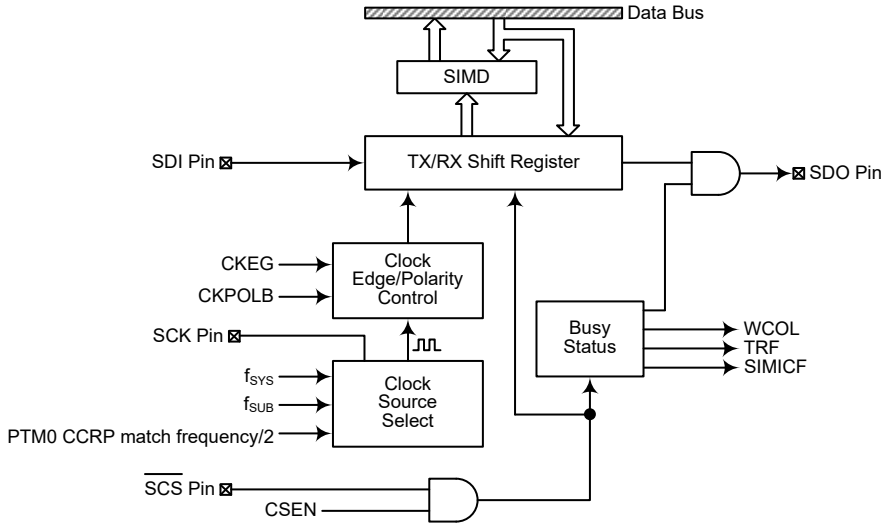


SPI Master/Slave Connection

The SPI function in the device offers the following features:

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

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



SPI Block Diagram

SPI Registers

There are three internal registers which control the overall operation of the SPI interface. These are the SIMD data register and two control registers, SIMC0 and SIMC2. The SIMC1 register is only used by the I²C interface.

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

SPI Register List

SPI Data Register

The SIMD register is used to store the data being transmitted and received. The same register is used by both the SPI and I²C functions. Before the device writes data to the SPI bus, the actual data to be transmitted must be placed in the SIMD register. After the data is received from the SPI bus, the device can read it from the SIMD register. Any transmission or reception of data from the SPI bus must be made via the SIMD register.

• **SIMD Register**

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

"x": Unknown

Bit 7~0 **D7~D0**: SIM SPI/I²C data register bit 7 ~ bit 0

SPI Control Registers

There are also two control registers for the SPI interface, SIMC0 and SIMC2. The SIMC0 register is used to control the enable/disable function and to set the data transmission clock frequency. The SIMC2 register is used for other control functions such as LSB/MSB selection, write collision flag etc.

• **SIMC0 Register**

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

Bit 7~5 **SIM2~SIM0**: SIM operating mode control
000: SPI master mode; SPI clock is $f_{SYS}/4$
001: SPI master mode; SPI clock is $f_{SYS}/16$
010: SPI master mode; SPI clock is $f_{SYS}/64$
011: SPI master mode; SPI clock is f_{SUB}
100: SPI master mode; SPI clock is PTM0 CCRP match frequency/2
101: SPI slave mode
110: I²C slave mode
111: Unused mode

These bits setup the overall operating mode of the SIM function. As well as selecting if the I²C or SPI function, they are used to control the SPI Master/Slave selection and the SPI Master clock frequency. The SPI clock is a function of the system clock but can also be chosen to be sourced from PTM0 and f_{SUB}. If the SPI Slave mode is selected then the clock will be supplied by an external Master device.

Bit 4 Unimplemented, read as "0"

Bit 3~2 **SIMDEB1~SIMDEB0**: I²C Debounce Time Selection

These bits are only available when the SIM is configured to operate in the I²C mode. Refer to the I²C register section.

Bit 1 **SIMEN**: SIM enable control
0: Disable
1: Enable

The bit is the overall on/off control for the SIM interface. When the SIMEN bit is cleared to zero to disable the SIM interface, the SDI, SDO, SCK and $\overline{SCS}$, or SDA and SCL lines will lose their SPI or I²C function and the SIM operating current will be reduced to a minimum value. When the bit is high the SIM interface is enabled. If the SIM is configured to operate as an SPI interface via the SIM2~SIM0 bits, the contents of the SPI control registers will remain at the previous settings when the SIMEN bit changes from low to high and should therefore be first initialised by the application program. If the SIM is configured to operate as an I²C interface via the SIM2~SIM0 bits and the SIMEN bit changes from low to high, the contents of the I²C control bits such as HTX and TXAK will remain at the previous settings and should therefore be first initialised by the application program while the relevant I²C flags such as HCF, HAAS, HBB, SRW and RXAK will be set to their default states.

Bit 0 **SIMICF**: SIM SPI incomplete flag
0: SIM SPI incomplete condition is not occurred
1: SIM SPI incomplete condition is occurred
This bit is only available when the SIM is configured to operate in an SPI slave mode. If the SPI operates in the slave mode with the SIMEN and CSEN bits both being set to 1 but the $\overline{SCS}$ line is pulled high by the external master device before the SPI data transfer is completely finished, the SIMICF bit will be set to 1 together with the TRF bit. When this condition occurs, the corresponding interrupt will occur if the interrupt function is enabled. However, the TRF bit will not be set to 1 if the SIMICF bit is set to 1 by software application program.

- **SIMC2 Register**

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

Bit 7~6 **D7~D6**: Undefined bits
These bits can be read or written by the application program.

Bit 5 **CKPOLB**: SPI clock line base condition selection
0: The SCK line will be high when the clock is inactive
1: The SCK line will be low when the clock is inactive
The CKPOLB bit determines the base condition of the clock line, if the bit is high, then the SCK line will be low when the clock is inactive. When the CKPOLB bit is low, then the SCK line will be high when the clock is inactive.

Bit 4 **CKEG**: SPI SCK clock active edge type selection
CKPOLB=0
0: SCK is high base level and data capture at SCK rising edge
1: SCK is high base level and data capture at SCK falling edge
CKPOLB=1
0: SCK is low base level and data capture at SCK falling edge
1: SCK is low base level and data capture at SCK rising edge
The CKEG and CKPOLB bits are used to setup the way that the clock signal outputs and inputs data on the SPI bus. These two bits must be configured before data transfer is executed otherwise an erroneous clock edge may be generated. The CKPOLB bit determines the base condition of the clock line, if the bit is high, then the SCK line will be low when the clock is inactive. When the CKPOLB bit is low, then the SCK line will be high when the clock is inactive. The CKEG bit determines active clock edge type which depends upon the condition of CKPOLB bit.

Bit 3 **MLS**: SPI data shift order
0: LSB first
1: MSB first
This is the data shift select bit and is used to select how the data is transferred, either MSB or LSB first. Setting the bit high will select MSB first and low for LSB first.

Bit 2 **CSEN**: SPI $\overline{SCS}$ pin control
0: Disable
1: Enable
The CSEN bit is used as an enable/disable for the $\overline{SCS}$ pin. If this bit is low, then the $\overline{SCS}$ pin will be disabled and placed into a floating condition. If the bit is high the $\overline{SCS}$ pin will be enabled and used as a select pin.

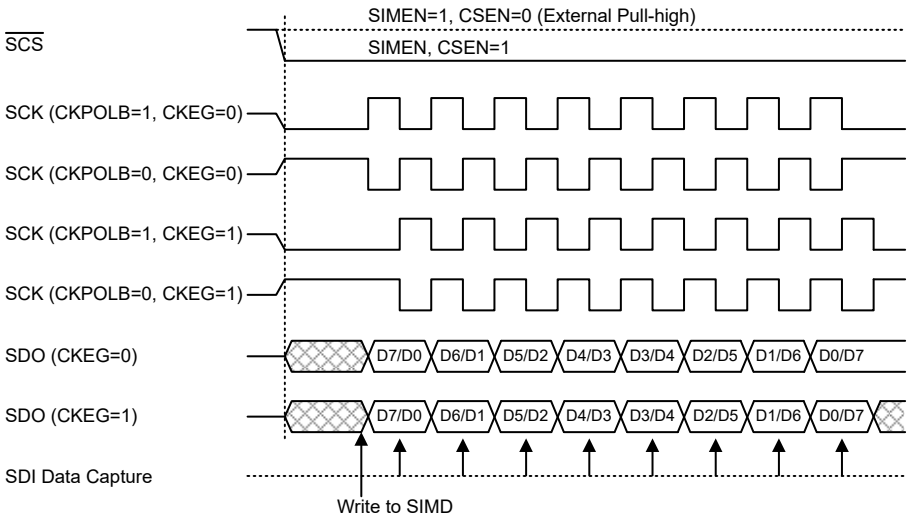
Bit 1 **WCOL**: SPI write collision flag
0: No collision
1: Collision
The WCOL flag is used to detect if a data collision has occurred. If this bit is high it means that data has been attempted to be written to the SIMD register during a data transfer operation. This writing operation will be ignored if data is being transferred. The bit can be cleared by the application program.

Bit 0 **TRF**: SPI transmit/receive complete flag
0: SPI data is being transferred
1: SPI data transmission is completed
The TRF bit is the Transmit/Receive Complete flag and is set "1" automatically when an SPI data transmission is completed, but must set to "0" by the application program. It can be used to generate an interrupt.

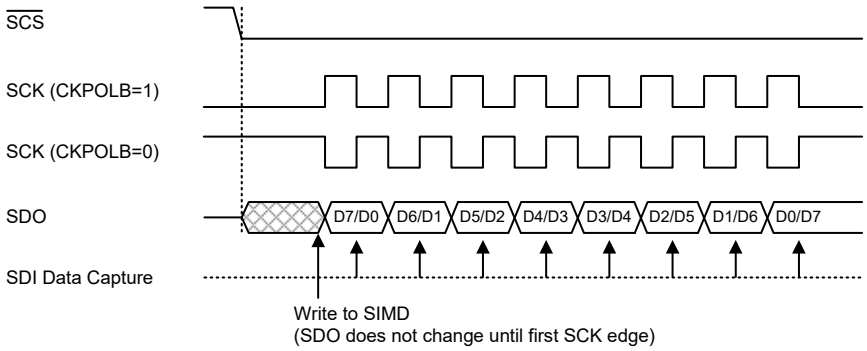
SPI Communication

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

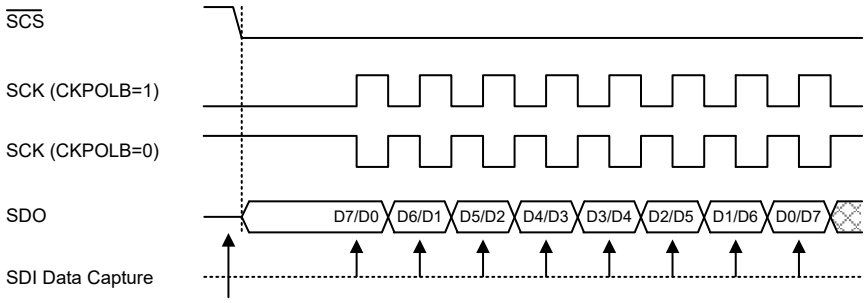
The SPI will continue to function in certain IDLE Modes if the clock source used by the SPI interface is still active.



SPI Master Mode Timing

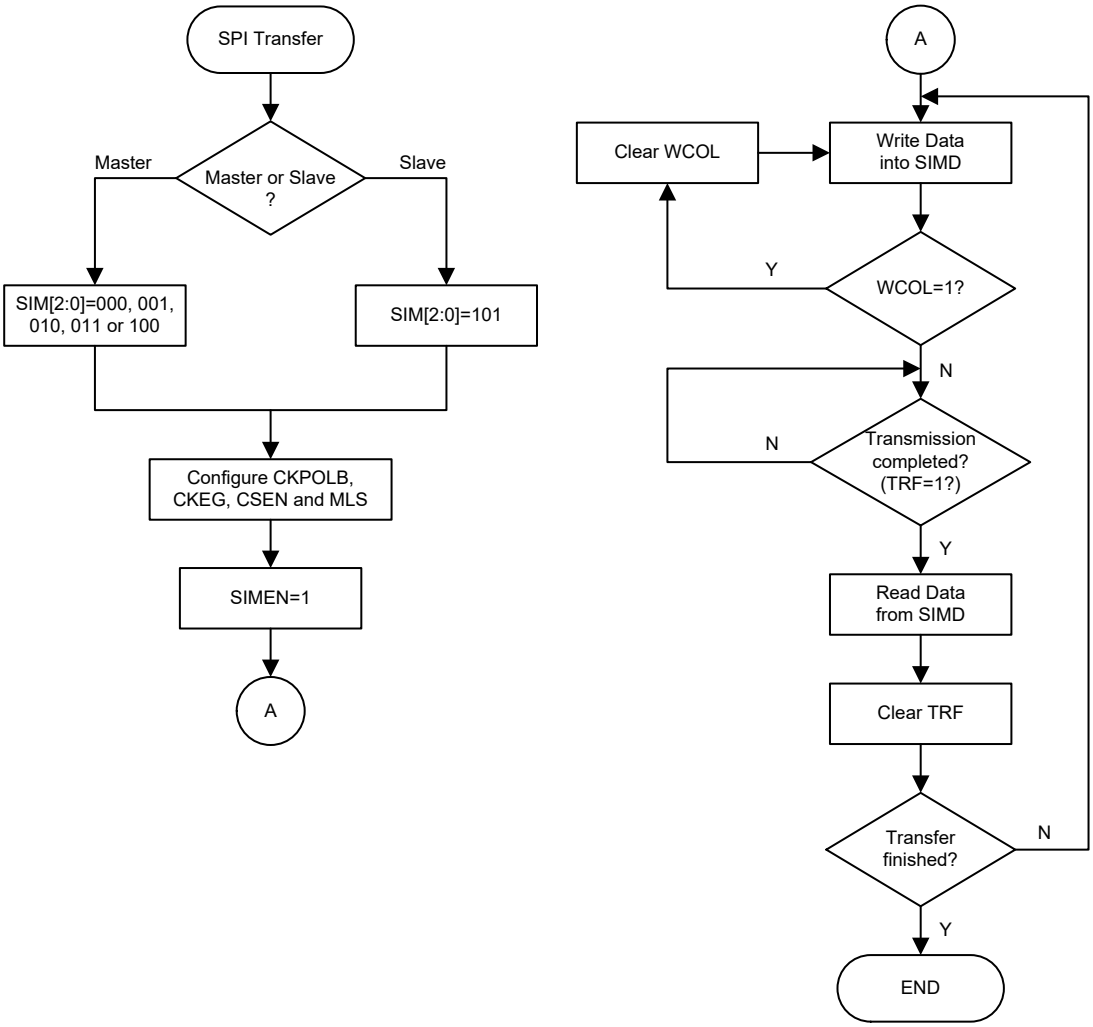


SPI Slave Mode Timing – CKEG=0



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

SPI Slave Mode Timing – CKEG=1



SPI Transfer Control Flowchart

SPI Bus Enable/Disable

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

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

SPI Operation Steps

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

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

Master Mode

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

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

Slave Mode

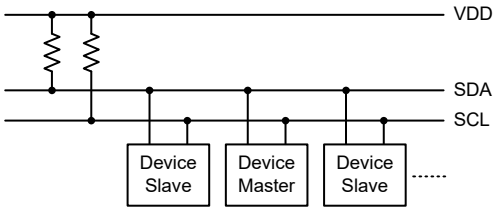
- Step 1
  Select the SPI Slave mode using the SIM2~SIM0 bits in the SIMC0 control register
- Step 2
  Setup the CSEN bit and setup the MLS bit to choose if the data is MSB or LSB first, this setting must be the same with the Master devices.
- Step 3
  Setup the SIMEN bit in the SIMC0 control register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

Error Detection

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

I²C Interface

The I²C interface is used to communicate with external peripheral devices such as sensors, EEPROM memory etc. Originally developed by Philips, it is a two line low speed serial interface for synchronous serial data transfer. The advantage of only two lines for communication, relatively simple communication protocol and the ability to accommodate multiple devices on the same bus has made it an extremely popular interface type for many applications.

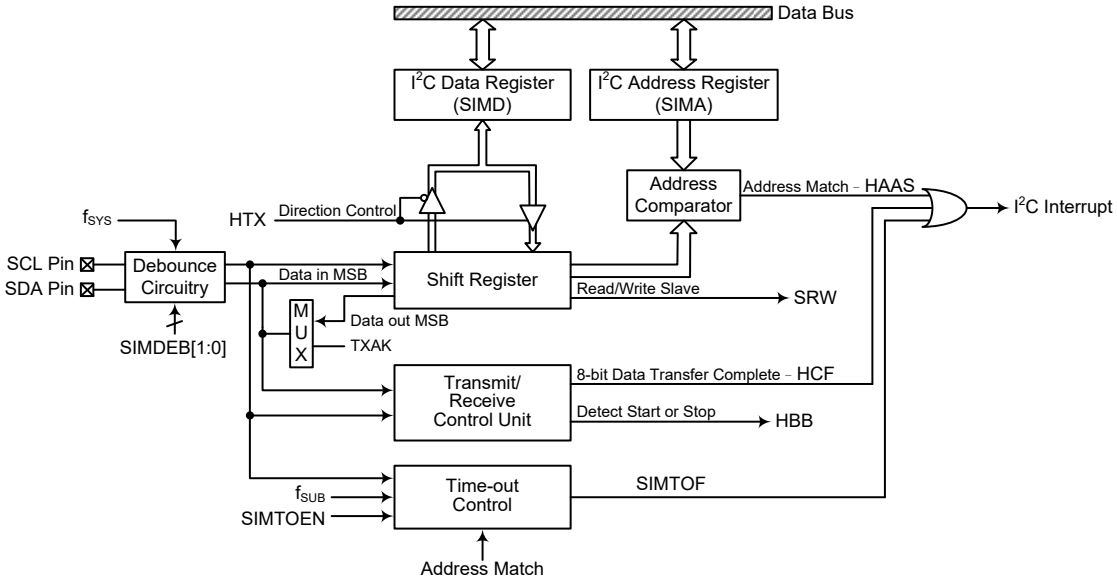


I²C Master Slave Bus Connection

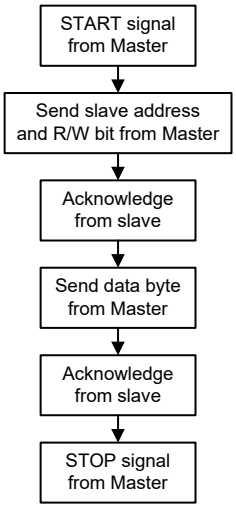
I²C Interface Operation

The I²C serial interface is a two line interface, a serial data line, SDA, and serial clock line, SCL. As many devices may be connected together on the same bus, their outputs are both open drain types. For this reason it is necessary that external pull-high resistors are connected to these outputs. Note that no chip select line exists, as each device on the I²C bus is identified by a unique address which will be transmitted and received on the I²C bus.

When two devices communicate with each other on the bidirectional I²C bus, one is known as the master device and one as the slave device. Both master and slave can transmit and receive data, however, it is the master device that has overall control of the bus. For the device, which only operates in slave mode, there are two methods of transferring data on the I²C bus, the slave transmit mode and the slave receive mode. The pull-high control function pin-shared with SCL/SDA pin is still applicable even if I²C device is activated and the related internal pull-high function could be controlled by its corresponding pull-high control register.



I²C Block Diagram



I²C Interface Operation

The SIMDEB1 and SIMDEB0 bits determine the debounce time of the I²C interface. This uses the internal clock to in effect add a debounce time to the external clock to reduce the possibility of glitches on the clock line causing erroneous operation. The debounce time, if selected, can be chosen to be either 2 or 4 system clocks. To achieve the required I²C data transfer speed, there exists a relationship between the system clock, f_{SYS}, and the I²C debounce time. For either the I²C Standard or Fast mode operation, users must take care of the selected system clock frequency and the configured debounce time to match the criterion shown in the following table.

I²C Debounce Time Selection	I²C Standard Mode (100kHz)	I²C Fast Mode (400kHz)
No Debounce	f_{SYS} > 2MHz	f_{SYS} > 5MHz
2 system clock debounce	f_{SYS} > 4MHz	f_{SYS} > 10MHz
4 system clock debounce	f_{SYS} > 8MHz	f_{SYS} > 20MHz

I²C Minimum f_{SYS} Frequency Requirements

I²C Registers

There are three control registers associated with the I²C bus, SIMC0, SIMC1 and SIMTOC, one address register SIMA and one data register, SIMD.

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

I²C Register List

I²C Data Register

The SIMD register is used to store the data being transmitted and received. The same register is used by both the SPI and I²C functions. Before the device writes data to the I²C bus, the actual data to be transmitted must be placed in the SIMD register. After the data is received from the I²C bus, the device can read it from the SIMD register. Any transmission or reception of data from the I²C bus must be made via the SIMD register.

• **SIMD Register**

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

"x": Unknown

Bit 7~0 **D7~D0**: SIM SPI/I²C data register bit 7 ~ bit 0

I²C Address Register

The SIMA register is also used by the SPI interface but has the name SIMC2. The SIMA register is the location where the 7-bit slave address of the slave device is stored. Bits 7~1 of the SIMA register define the device slave address. Bit 0 is not defined. When a master device, which is connected to the I²C bus, sends out an address, which matches the slave address in the SIMA register, the slave device will be selected. Note that the SIMA register is the same register address as SIMC2 which is used by the SPI interface.

• **SIMA Register**

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

Bit 7~1 **SIMA6~SIMA0**: I²C slave address
SIMA6~SIMA0 is the I²C slave address bit 6 ~ bit 0.

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

I²C Control Registers

There are three control registers for the I²C interface, SIMC0, SIMC1 and SIMTOC. The SIMC0 register is used to control the enable/disable function and to set the data transmission clock frequency. The SIMC1 register contains the relevant flags which are used to indicate the I²C communication status. Another register, SIMTOC, is used to control the I²C time-out function and is described in the corresponding section.

• **SIMC0 Register**

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

Bit 7~5 **SIM2~SIM0**: SIM operating mode control
000: SPI master mode; SPI clock is $f_{SYS}/4$
001: SPI master mode; SPI clock is $f_{SYS}/16$
010: SPI master mode; SPI clock is $f_{SYS}/64$
011: SPI master mode; SPI clock is f_{SUB}
100: SPI master mode; SPI clock is PTM0 CCRP match frequency/2
101: SPI slave mode
110: I²C slave mode
111: Unused mode

These bits setup the SPI or I²C operating mode of the SIM function. As well as selecting if the I²C or SPI function, they are used to control the SPI Master/Slave selection and the SPI Master clock frequency. The SPI clock is a function of the system clock but can also be chosen to be sourced from PTM0 and f_{SUB}. If the SPI Slave Mode is selected then the clock will be supplied by an external Master device.

Bit 4 Unimplemented, read as "0"

Bit 3~2 **SIMDEB1~SIMDEB0**: I²C debounce time selection
00: No debounce
01: 2 system clock debounce
1x: 4 system clock debounce
These bits are used to select the I²C debounce time when the SIM is configured as the I²C interface function by setting the SIM2~SIM0 bits to "110".

Bit 1 **SIMEN**: SIM enable control
0: Disable
1: Enable
The bit is the overall on/off control for the SIM interface. When the SIMEN bit is cleared to zero to disable the SIM interface, the SDI, SDO, SCK and $\overline{SCS}$, or SDA and SCL lines will lose their SPI or I²C function and the SIM operating current will be reduced to a minimum value. When the bit is high the SIM interface is enabled. If the SIM is configured to operate as an SPI interface via the SIM2~SIM0 bits, the contents of the SPI control registers will remain at the previous settings when the SIMEN bit changes from low to high and should therefore be first initialised by the application program. If the SIM is configured to operate as an I²C interface via the SIM2~SIM0 bits and the SIMEN bit changes from low to high, the contents of the I²C control bits such as HTX and TXAK will remain at the previous settings and should therefore be first initialised by the application program while the relevant I²C flags such as HCF, HAAS, HBB, SRW and RXAK will be set to their default states.

Bit 0 **SIMICF**: SIM SPI incomplete flag
This bit is only available when the SIM is configured to operate in an SPI slave mode. Refer to the SPI register section.

• SIMC1 Register

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

Bit 7 **HCF**: I²C bus data transfer completion flag
0: Data is being transferred
1: Completion of an 8-bit data transfer
The HCF flag is the data transfer flag. This flag will be zero when data is being transferred. Upon completion of an 8-bit data transfer the flag will go high and an interrupt will be generated.

Bit 6 **HAAS**: I²C bus address match flag
0: Not address match
1: Address match
This flag is used to determine if the slave device address is the same as the master transmit address. If the addresses match then this bit will be high, if there is no match then the flag will be low.

Bit 5 **HBB**: I²C bus busy flag
0: I²C Bus is not busy
1: I²C Bus is busy
The HBB flag is the I²C busy flag. This flag will be "1" when the I²C bus is busy which will occur when a START signal is detected. The flag will be set to "0" when the bus is free which will occur when a STOP signal is detected.

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

Bit 3 **TXAK**: I²C bus transmit acknowledge flag
0: Slave send acknowledge flag
1: Slave do not send acknowledge flag
The TXAK bit is the transmit acknowledge flag. After the slave device receipt of 8 bits of data, this bit will be transmitted to the bus on the 9th clock from the slave device. The slave device must always set TXAK bit to "0" before further data is received.

Bit 2 **SRW**: I²C slave read/write flag
0: Slave device should be in receive mode
1: Slave device should be in transmit mode
The SRW flag is the I²C Slave Read/Write flag. This flag determines whether the master device wishes to transmit or receive data from the I²C bus. When the transmitted address and slave address is match, that is when the HAAS flag is set high, the slave device will check the SRW flag to determine whether it should be in transmit mode or receive mode. If the SRW flag is high, the master is requesting to read data from the bus, so the slave device should be in transmit mode. When the SRW flag is zero, the master will write data to the bus, therefore the slave device should be in receive mode to read this data.

Bit 1 **IAMWU**: I²C address match wake-up control
0: Disable
1: Enable
This bit should be set to 1 to enable the I²C address match wake up from the SLEEP or IDLE Mode. If the IAMWU bit has been set before entering either the SLEEP or IDLE mode to enable the I²C address match wake up, then this bit must be cleared by the application program after wake-up to ensure correction device operation.

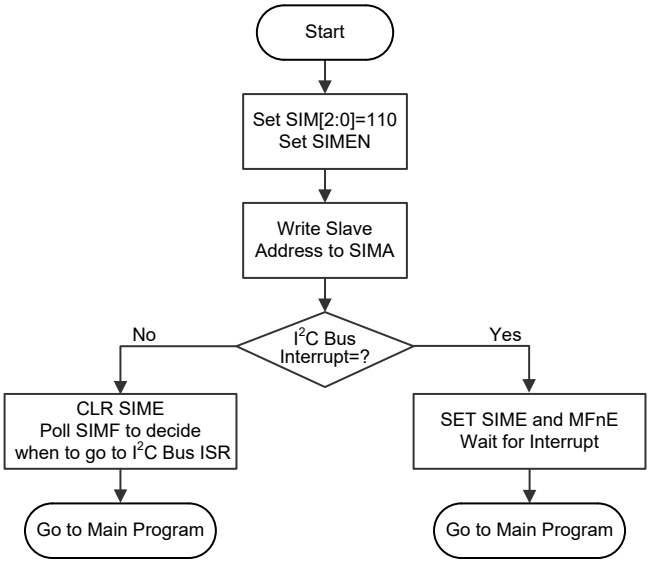
Bit 0 **RXAK**: I²C bus receive acknowledge flag
0: Slave receive acknowledge flag
1: Slave does not receive acknowledge flag
The RXAK flag is the receiver acknowledge flag. When the RXAK flag is "0", it means that a acknowledge signal has been received at the 9th clock, after 8 bits of data have been transmitted. When the slave device in the transmit mode, the slave device checks the RXAK flag to determine if the master receiver wishes to receive the next byte. The slave transmitter will therefore continue sending out data until the RXAK flag is "1". When this occurs, the slave transmitter will release the SDA line to allow the master to send a STOP signal to release the I²C Bus.

I²C Bus Communication

Communication on the I²C bus requires four separate steps, a START signal, a slave device address transmission, a data transmission and finally a STOP signal. When a START signal is placed on the I²C bus, all devices on the bus will receive this signal and be notified of the imminent arrival of data on the bus. The first seven bits of the data will be the slave address with the first bit being the MSB. If the address of the slave device matches that of the transmitted address, the HAAS bit in the SIMC1 register will be set and a I²C interrupt will be generated. After entering the interrupt service routine, the slave device must first check the condition of the HAAS and SIMTOF bits to determine whether the interrupt source originates from an address match or from the completion of an 8-bit data transfer completion or from the I²C bus time-out occurrence. During a data transfer, note that after the 7-bit slave address has been transmitted, the following bit, which is the 8th bit, is the read/write bit whose value will be placed in the SRW bit. This bit will be checked by the slave device to determine whether to go into transmit or receive mode. Before any transfer of data to or from the I²C bus, the microcontroller must initialise the bus, the following are steps to achieve this:

- Step 1
  Set the SIM2~SIM0 and SIMEN bits in the SIMC0 register to "110" and "1" respectively to enable the I²C bus.
- Step 2
  Write the slave address of the device to the I²C bus address register SIMA.

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



I²C Bus Initialisation Flow Chart

I²C Bus Start Signal

The START signal can only be generated by the master device connected to the I²C bus and not by the slave device. This START signal will be detected by all devices connected to the I²C bus. When detected, this indicates that the I²C bus is busy and therefore the HBB bit will be set. A START condition occurs when a high to low transition on the SDA line takes place when the SCL line remains high.

I²C Slave Address

The transmission of a START signal by the master will be detected by all devices on the I²C bus. To determine which slave device the master wishes to communicate with, the address of the slave device will be sent out immediately following the START signal. All slave devices, after receiving this 7-bit address data, will compare it with their own 7-bit slave address. If the address sent out by the master matches the internal address of the microcontroller slave device, then an internal I²C bus interrupt signal will be generated. The next bit following the address, which is the 8th bit, defines the read/write status and will be saved to the SRW bit of the SIMC1 register. The slave device will then transmit an acknowledge bit, which is a low level, as the 9th bit. The slave device will also set the status flag HAAS when the addresses match.

As an I²C bus interrupt can come from three sources, when the program enters the interrupt subroutine, the HAAS and SIMTOF bits should be examined to see whether the interrupt source has come from a matching slave address or from the completion of a data byte transfer or from the I²C bus time-out occurrence. When a slave address is matched, the device must be placed in either the transmit mode and then write data to the SIMD register, or in the receive mode where it must implement a dummy read from the SIMD register to release the SCL line.

I²C Bus Read/Write Signal

The SRW bit in the SIMC1 register defines whether the master device wishes to read data from the I²C bus or write data to the I²C bus. The slave device should examine this bit to determine if it is to be a transmitter or a receiver. If the SRW flag is “1” then this indicates that the master device wishes

to read data from the I²C bus, therefore the slave device must be setup to send data to the I²C bus as a transmitter. If the SRW flag is "0" then this indicates that the master wishes to send data to the I²C bus, therefore the slave device must be setup to read data from the I²C bus as a receiver.

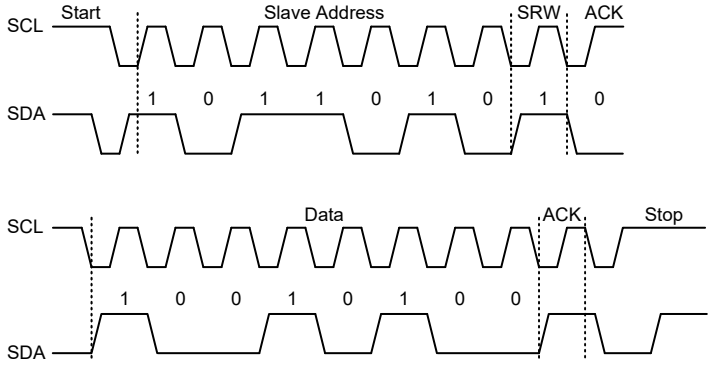
I²C Bus Slave Address Acknowledge Signal

After the master has transmitted a calling address, any slave device on the I²C bus, whose own internal address matches the calling address, must generate an acknowledge signal. The acknowledge signal will inform the master that a slave device has accepted its calling address. If no acknowledge signal is received by the master then a STOP signal must be transmitted by the master to end the communication. When the HAAS flag is high, the addresses have matched and the slave device must check the SRW flag to determine if it is to be a transmitter or a receiver. If the SRW flag is high, the slave device should be setup to be a transmitter so the HTX bit in the SIMC1 register should be set to "1". If the SRW flag is low, then the microcontroller slave device should be setup as a receiver and the HTX bit in the SIMC1 register should be set to "0".

I²C Bus Data and Acknowledge Signal

The transmitted data is 8-bit wide and is transmitted after the slave device has acknowledged receipt of its slave address. The order of serial bit transmission is the MSB first and the LSB last. After receipt of 8 bits of data, the receiver must transmit an acknowledge signal, level "0", before it can receive the next data byte. If the slave transmitter does not receive an acknowledge bit signal from the master receiver, then the slave transmitter will release the SDA line to allow the master to send a STOP signal to release the I²C Bus. The corresponding data will be stored in the SIMD register. If setup as a transmitter, the slave device must first write the data to be transmitted into the SIMD register. If setup as a receiver, the slave device must read the transmitted data from the SIMD register.

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

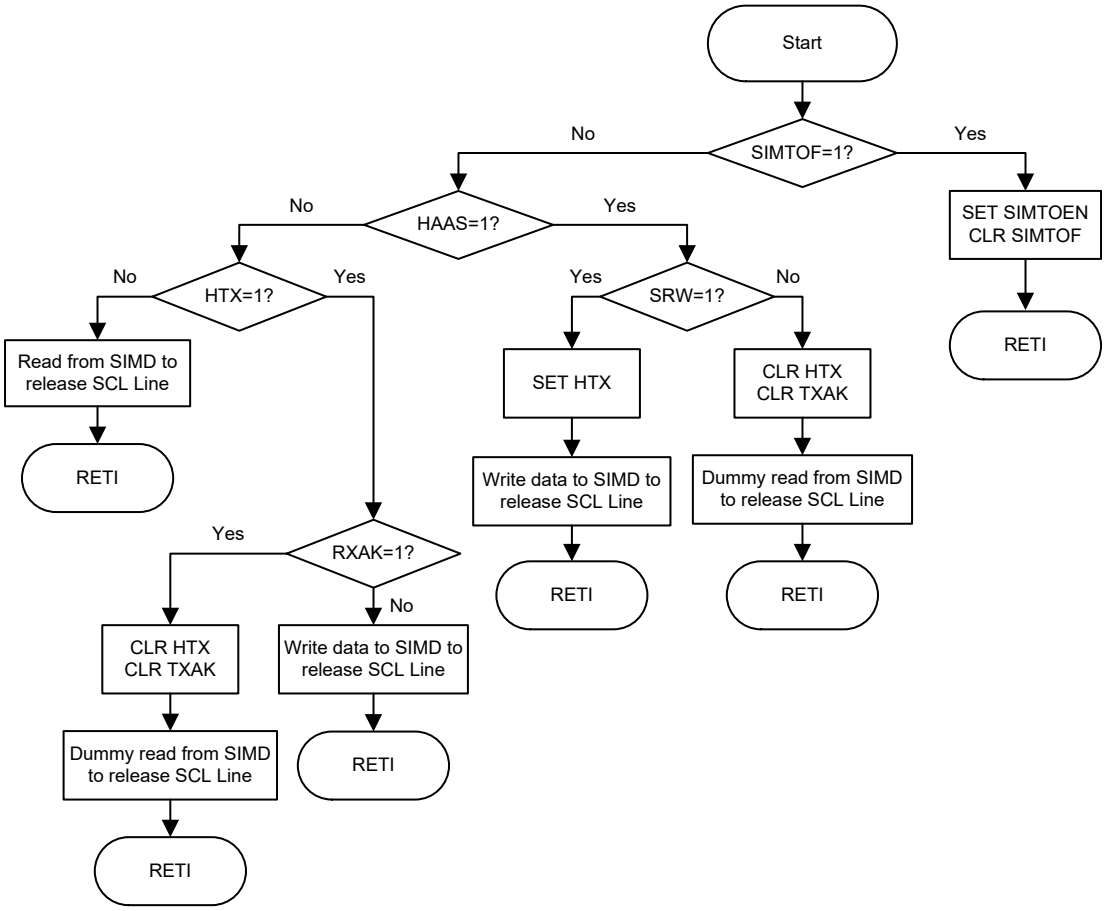


S=Start (1 bit)
SA=Slave Address (7 bits)
SR=SRW bit (1 bit)
M=Slave device send acknowledge bit (1 bit)
D=Data (8 bits)
A=ACK (RXAK bit for transmitter, TXAK bit for receiver, 1 bit)
P=Stop (1 bit)

S	SA	SR	M	D	A	D	A	·····	S	SA	SR	M	D	A	D	A	·····	P

I²C Communication Timing Diagram

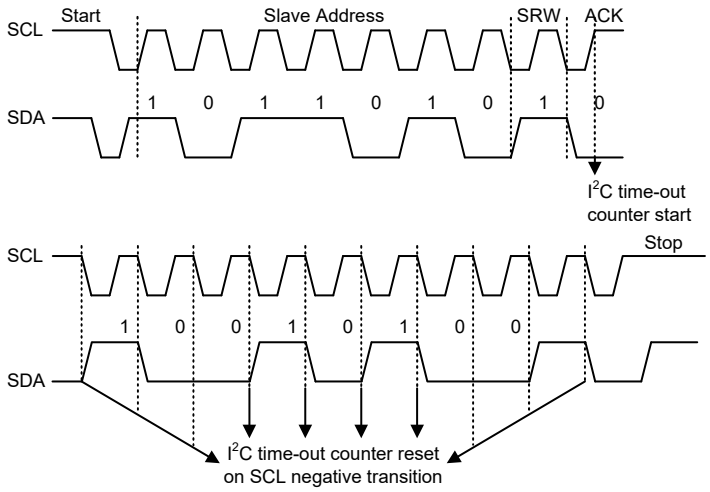
Note: When a slave address is matched, the device must be placed in either the transmit mode and then write data to the SIMD register, or in the receive mode where it must implement a dummy read from the SIMD register to release the SCL line.



I²C Bus ISR Flow Chart

I²C Time-out Control

In order to reduce the problem of I²C lockup due to reception of erroneous clock sources, a time-out function is provided. If the clock source to the I²C is not received for a while, then the I²C circuitry and registers will be reset after a certain time-out period. The time-out counter starts counting on an I²C bus "START" & "address match" condition, and is cleared by an SCL falling edge. Before the next SCL falling edge arrives, if the time elapsed is greater than the time-out setup by the SIMTOC register, then a time-out condition will occur. The time-out function will stop when an I²C "STOP" condition occurs.



I²C Time-out

When an I²C time-out counter overflow occurs, the counter will stop and the SIMTOEN bit will be cleared to zero and the SIMTOF bit will be set high to indicate that a time-out condition has occurred. The time-out condition will also generate an interrupt which uses the I²C interrupt vector. When an I²C time-out occurs, the I²C internal circuitry will be reset and the registers will be reset into the following condition:

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

I²C Registers after Time-out

The SIMTOF flag can be cleared by the application program. There are 64 time-out periods which can be selected using SIMTOS bit field in the SIMTOC register. The time-out time is given by the formula: ((1~64)×32)/f_{SUB}. This gives a time-out period which ranges from about 1ms to 64ms.

- **SIMTOC Register**

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

Bit 7 **SIMTOEN**: SIM I²C time-out control
0: Disable
1: Enable

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

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

Serial Peripheral Interface – SPI

The device contains an independent SPI function. It is important not to confuse this independent SPI function with the additional one contained within the combined SIM function, which is described in another section of this datasheet.

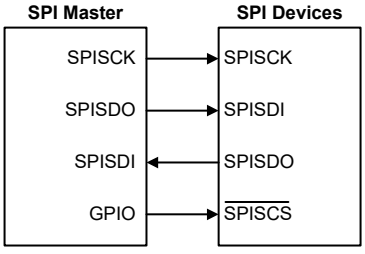
This SPI interface is often used to communicate with external peripheral devices such as sensors, Flash or EEPROM memory devices, etc. Originally developed by Motorola, the four line SPI interface is a synchronous serial data interface that has a relatively simple communication protocol simplifying the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

The communication is full duplex and operates as a master type. Although the SPI interface specification can control multiple slave devices from a single master, this MCU only operates as a master and select the slave device by using the GPIO pin, so this SPI can only control single slave device.

SPI Interface Operation

The SPI interface is a full duplex synchronous serial data link. It is a four line interface with pin names SPISDI, SPISDO, SPISCK and GPIO. Pins SPISDI and SPISDO are the Serial Data Input and Serial Data Output lines, SPISCK is the Serial Clock line and GPIO is a general purpose I/O. As the SPI interface pins are pin-shared with other functions, the SPI interface pins must first be selected by configuring the corresponding selection bits in the pin-shared function selection registers. The SPI interface function is disabled or enabled using the SPIEN bit in the SPIC0 register. Communication between devices connected to the SPI interface is carried out in a slave/master mode with all data transfer initiations being implemented by the master. The master also controls the clock/signal. The pull-high resistors of the SPI pin-shared I/O are selected using pull-high control registers when the SPI function is enabled and the corresponding pins are used as SPI input pins.

The SPI interface can be controlled by setting the output value of a GPIO pin to enable the slave. Refer to the “Input/Output Ports” sections.

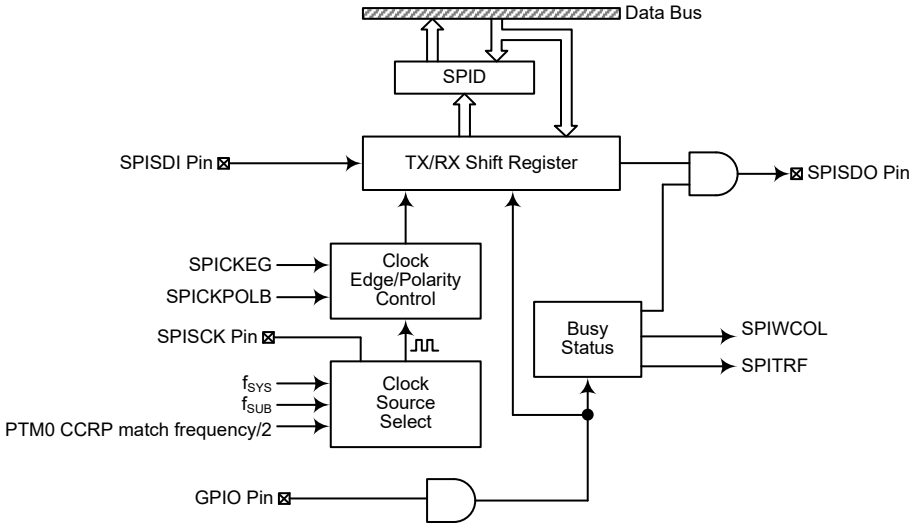


SPI Master/Devices Connection

The SPI Serial Interface function includes the following features:

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

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



SPI Master Mode Block Diagram

SPI Registers

There are three internal registers which control the overall operation of the SPI interface. These are the SPID data register and two registers SPIC0 and SPIC1.

Register Name	Bit							
	7	6	5	4	3	2	1	0
SPIC0	SPIM2	SPIM1	SPIM0	—	—	—	SPIEN	D0
SPIC1	—	—	SPICKPOLB	SPICKEG	SPIMLS	D2	SPIWCOL	SPITRF
SPID	D7	D6	D5	D4	D3	D2	D1	D0

SPI Register List

SPI Data Register

The SPID register is used to store the data being transmitted and received. Before the device writes data to the SPI bus, the actual data to be transmitted must be placed in the SPID register. After the data is received from the SPI bus, the device can read it from the SPID register. Any transmission or reception of data from the SPI bus must be made via the SPID register.

- **SPID Register**

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

"x": Unknown

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

SPI Control Registers

There are also two control registers for the SPI interface, SPIC0 and SPIC1. Register SPIC0 is used to control the enable/disable function and to set the data transmission clock frequency. Register SPIC1 is used for other control functions such as LSB/MSB selection, write collision flag, etc.

- **SPIC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	SPIM2	SPIM1	SPIM0	—	—	—	SPIEN	D0
R/W	R/W	R/W	R/W	—	—	—	R/W	R/W
POR	1	1	1	—	—	—	0	0

Bit 7~5 **SPIM2~SPIM0**: SPI Master/Slave clock select
000: SPI master mode with clock $f_{SYS}/4$
001: SPI master mode with clock $f_{SYS}/16$
010: SPI master mode with clock $f_{SYS}/64$
011: SPI master mode with clock f_{SUB}
100: SPI master mode with clock PTM0 CCRP match frequency/2
101: Reserved, cannot be used
11x: SPI disable
These bits are used to control the SPI Master clock frequency. The SPI clock is a function of the system clock but can also be chosen to be sourced from PTM0 and f_{SUB}.

Bit 4~2 Unimplemented, read as "0"

Bit 1 **SPIEN**: SPI Enable Control
0: Disable
1: Enable
The bit is the overall on/off control for the SPI interface. When the SPIEN bit is cleared to zero to disable the SPI interface, the SPISDI, SPISDO and SPISCK lines will lose the SPI function and the SPI operating current will be reduced to a minimum value. When the bit is high the SPI interface is enabled.

Bit 0 **D0**: Reserved, cannot be used

- **SPIC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	SPICKPOLB	SPICKEG	SPIMLS	D2	SPIWCOL	SPITRF
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **SPICKPOLB**: SPI clock line base condition selection
0: The SPISCK line will be high when the clock is inactive
1: The SPISCK line will be low when the clock is inactive
The SPICKPOLB bit determines the base condition of the clock line, if the bit is high, then the SPISCK line will be low when the clock is inactive. When the SPICKPOLB bit is low, then the SPISCK line will be high when the clock is inactive.

Bit 4 **SPICKEG**: SPI SPISCK clock active edge type selection
SPICKPOLB=0
0: SPISCK is high base level and data capture at SPISCK rising edge
1: SPISCK is high base level and data capture at SPISCK falling edge
SPICKPOLB=1
0: SPISCK is low base level and data capture at SPISCK falling edge
1: SPISCK is low base level and data capture at SPISCK rising edge

The SPICKEG and SPICKPOLB bits are used to setup the way that the clock signal outputs and inputs data on the SPI bus. These two bits must be configured before data transfer is executed otherwise an erroneous clock edge may be generated. The SPICKPOLB bit determines the base condition of the clock line, if the bit is high, then the SPISCK line will be low when the clock is inactive. When the SPICKPOLB bit is low, then the SPISCK line will be high when the clock is inactive. The SPICKEG bit determines active clock edge type which depends upon the condition of SPICKPOLB bit.

Bit 3 **SPIMLS**: SPI data shift order
0: LSB first
1: MSB first
This is the data shift select bit and is used to select how the data is transferred, either MSB or LSB first. Setting the bit high will select MSB first and low for LSB first.

Bit 2 **D2**: Reserved, cannot be used

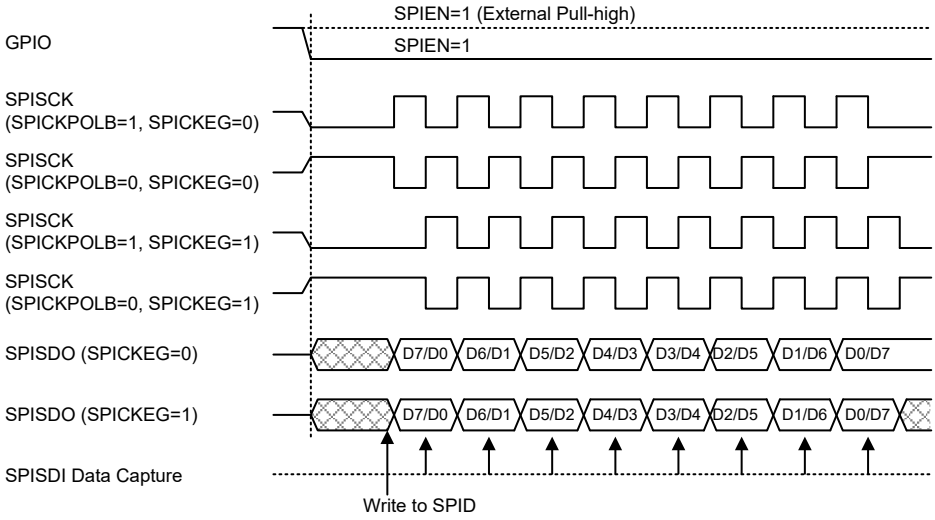
Bit 1 **SPIWCOL**: SPI write collision flag
0: No collision
1: Collision
The SPIWCOL flag is used to detect whether a data collision has occurred or not. If this bit is high, it means that data has been attempted to be written to the SPID register during a data transfer operation. This writing operation will be ignored if data is being transferred. This bit can be cleared to zero by the application program.

Bit 0 **SPITRF**: SPI Transmit/Receive complete flag
0: SPI data is being transferred
1: SPI data transfer is completed
The SPITRF bit is the Transmit/Receive Complete flag and is set to 1 automatically when an SPI data transfer is completed, but must cleared to 0 by the application program. It can be used to generate an interrupt.

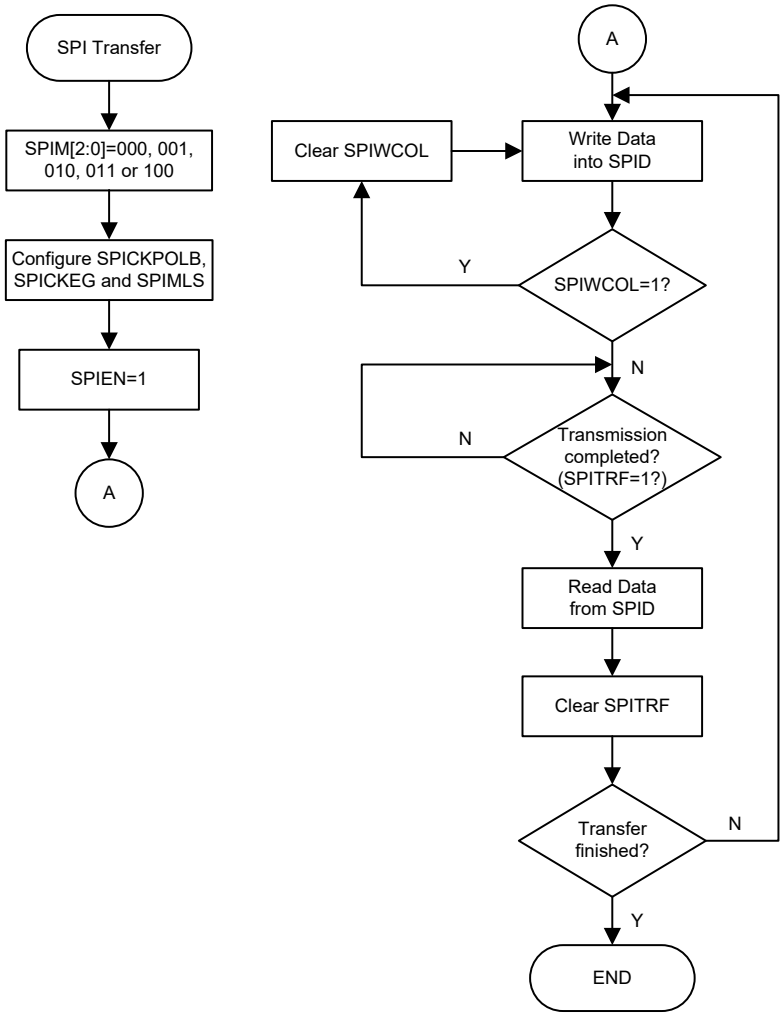
SPI Communication

After the SPI interface is enabled by setting the SPIEN bit high, then in the Master Mode, when data is written to the SPID register, transmission/reception will begin simultaneously. When the data transfer is complete, the SPITRF flag will be set automatically, but must be cleared using the application program.

The master should output a Chip-selected signal by the GPIO pin to enable the slave device before a clock signal is provided. The slave data to be transferred should be well prepared at the appropriate moment relative to the SPISCK signal depending upon the configurations of the SPICKPOLB bit and SPICKEG bit. The accompanying timing diagram shows the relationship between the slave data and SPISCK signal for various configurations of the SPICKPOLB and SPICKEG bits. The SPI will continue to function in certain IDLE Modes if the clock source used by the SPI interface is still active.



SPI Master Mode Timing



SPI Transfer Control Flow Chart

SPI Bus Enable/Disable

To enable the SPI bus, the GPIO output will be set to zero, then wait for data to be written into the SPID (TXRX buffer) register. For the Master Mode, after data has been written to the SPID (TXRX buffer) register, then transmission or reception will start automatically. When all the data has been transferred the SPITRF bit should be set. When the SPI bus is disabled, the SPISCK, SPISDI and SPISDO pins can become I/O pins or other pin-shared functions using the corresponding pin-shared function selection bits.

SPI Operation

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

If in Master Mode the SPISCK line will be either high or low depending upon the clock polarity selection bit SPICKPOLB in the SPIC1 register. If SPIEN is low, then the bus will be disabled SPISDI, SPISDO and SPISCK pins will all become I/O pins or other pin-shared functions using the corresponding pin-shared function selection bits. In the Master Mode the Master will always generate the clock signal. The clock and data transmission will be initiated after data has been written into the SPID register. The following sequences show the order to be followed for data transfer in Master Mode.

Master Mode

- Step 1
  Select the clock source and Master mode using the SPIM2~SPIM0 bits in the SPIC0 control register.
- Step 2
  Setup the SPIMLS bit to choose if the data is MSB or LSB shifted first, this must be same as the Slave device.
- Step 3
  Setup the SPIEN bit in the SPIC0 control register to enable the SPI interface.
- Step 4
  For write operations: write the data to the SPID register, which will actually place the data into the TXRX buffer. Then use the SPISCK and GPIO lines to output the data. After this go to step 5.
  For read operations: the data transferred in on the SPISDI line will be stored in the TXRX buffer until all the data has been received at which point it will be latched into the SPID register.
- Step 5
  Check the SPIWCOL bit if set high then a collision error has occurred so return to step 4. If equal to zero then go to the following step.
- Step 6
  Check the SPITRF bit or wait for a SPI serial bus interrupt.
- Step 7
  Read data from the SPID register.
- Step 8
  Clear SPITRF.
- Step 9
  Go to step 4.

Error Detection

The SPIWCOL bit in the SPIC1 register is provided to indicate errors during data transfer. The bit is set by the SPI serial Interface but must be cleared by the application program. This bit indicates a data collision has occurred which happens if a write to the SPID register takes place during a data transfer operation and will prevent the write operation from continuing.

UART Interfaces

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

Each integrated UART function contains the following features:

- Full-duplex, asynchronous communication
- 8 or 9 bits character length
- Even, odd, mark, space or no parity options
- One or two stop bits
- Baud rate generator with 16-bit prescaler
- Parity, framing, noise and overrun error detection
- Support for interrupt on address detect (last character bit=1)
- Separately enabled transmitter and receiver
- 4-byte Deep FIFO Receive Data Buffer
- 1-byte Deep FIFO Transmit Data Buffer
- RXn pin wake-up function
- Transmit and receive interrupts
- Interrupts can be triggered by the following conditions:
  - Transmitter Empty
  - Transmitter Idle
  - Receiver Full
  - Receiver Overrun
  - Address Mode Detect

UART External Pins

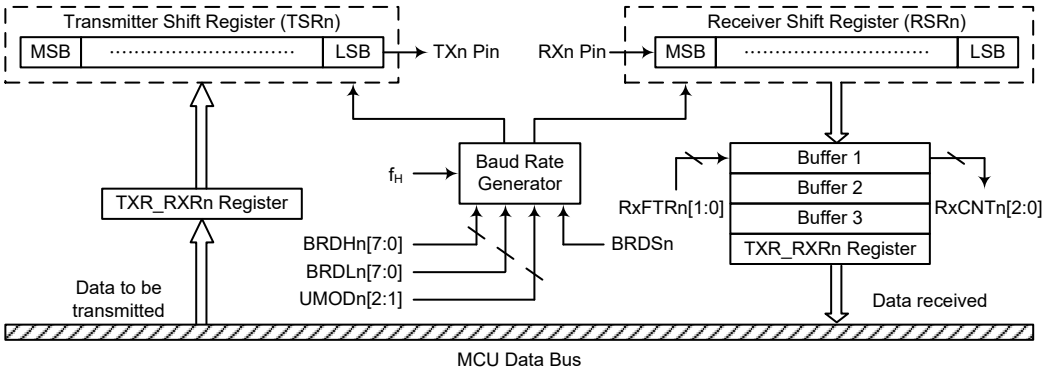
To communicate with an external serial interface, the internal UARTn has two external pins known as TXn and RXn, which are pin-shared with I/O or other pin functions. The TXn and RXn pin function should first be selected by the corresponding pin-shared function selection register before the UARTn function is used. Along with the UARTENn bit, the TXENn and RXENn bits, if set, will setup these pins transmitter output and receiver input conditions. At this time the internal pull-high resistor related to the transmitter output pin will be disabled, while the internal pull-high resistor related to the receiver input pin is controlled by the corresponding I/O pull-high function control bit. When the TXn or RXn pin function is disabled by clearing the UARTENn, TXENn or RXENn bit, the TXn or RXn pin will be set to a floating state. At this time whether the internal pull-high resistor is connected to the TXn or RXn pin or not is determined by the corresponding I/O pull-high function control bit.

UART Data Transfer Scheme

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

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

It should be noted that the actual register for data transmission and reception only exists as a single shared register, TXR_RXRn, in the Data Memory.



UARTn Data Transfer Block Diagram (n=0~1)

UART Status and Control Registers

There are eight control registers associated with the UARTn function. The UnSR, UnCR1, UnCR2, UFCRn and RxCNTn registers control the overall function of the UARTn, while the BRDHn and BRDLn registers control the Baud rate. The actual data to be transmitted and received on the serial interface is managed through the TXR_RXRn data register.

Register Name	Bit							
	7	6	5	4	3	2	1	0
UnSR	PERRn	NFn	FERRn	OERRn	RIDLEn	RXIFn	TIDLEn	TXIFn
UnCR1	UARTENn	BNOn	PRENn	PRTn1	PRTn0	TXBRKn	RX8n	TX8n
UnCR2	TXENn	RXENn	STOPSn	ADDENn	WAKEn	RIEn	TIIEn	TEIEn
TXR_RXRn	D7	D6	D5	D4	D3	D2	D1	D0
BRDHn	D7	D6	D5	D4	D3	D2	D1	D0
BRDLn	D7	D6	D5	D4	D3	D2	D1	D0
UFCRn	—	—	UMODn2	UMODn1	UMODn0	BRDSn	RxFTRn1	RxFTRn0
RxCNTn	—	—	—	—	—	D2	D1	D0

UARTn Register List (n=0~1)

• **UnSR Register**

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

Bit	7	6	5	4	3	2	1	0
Name	PERRn	NFn	FERRn	OERRn	RIDLEn	RXIFn	TIDLEn	TXIFn
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	1	0	1	1

Bit 7 **PERRn**: Parity error flag
0: No parity error is detected
1: Parity error is detected
The PERRn flag is the parity error flag. When this read only flag is "0", it indicates a parity error has not been detected. When the flag is "1", it indicates that the parity of the received word is incorrect. This error flag is applicable only if the parity is enabled and the parity type (odd, even, mark or space) is selected. The flag can also be cleared by a software sequence which involves a read to the status register UnSR followed by an access to the TXR_RXRn data register.

Bit 6 **NFn**: Noise flag
0: No noise is detected
1: Noise is detected
The NFn flag is the noise flag. When this read only flag is "0", it indicates no noise condition. When the flag is "1", it indicates that the UARTn has detected noise on the receiver input. The NFn flag is set during the same cycle as the RXIFn flag but will not be set in the case of as overrun. The NFn flag can be cleared by a software sequence which will involve a read to the status register UnSR followed by an access to the TXR_RXRn data register.

Bit 5 **FERRn**: Framing error flag
0: No framing error is detected
1: Framing error is detected
The FERRn flag is the framing error flag. When this read only flag is "0", it indicates that there is no framing error. When the flag is "1", it indicates that a framing error has been detected for the current character. The flag can also be cleared by a software sequence which will involve a read to the status register UnSR followed by an access to the TXR_RXRn data register.

Bit 4 **OERRn**: Overrun error flag
0: No overrun error is detected
1: Overrun error is detected
The OERRn flag is the overrun error flag which indicates when the receiver buffer has overflowed. When this read only flag is "0", it indicates that there is no overrun error. When the flag is "1", it indicates that an overrun error occurs which will inhibit further transfers to the TXR_RXRn receive data register. The flag is cleared by a software sequence, which is a read to the status register UnSR followed by an access to the TXR_RXRn data register.

Bit 3 **RIDLEn**: Receiver status
0: Data reception is in progress (Data being received)
1: No data reception is in progress (Receiver is idle)
The RIDLEn flag is the receiver status flag. When this read only flag is "0", it indicates that the receiver is between the initial detection of the start bit and the completion of the stop bit. When the flag is "1", it indicates that the receiver is idle. Between the completion of the stop bit and the detection of the next start bit, the RIDLEn bit is "1" indicating that the UARTn receiver is idle and the RXn pin stays in logic high condition.

Bit 2 **RXIFn**: Receive TXR_RXRn data register status
0: TXR_RXRn data register is empty
1: TXR_RXRn data register has available data and reach Receiver FIFO trigger level
The RXIFn flag is the receive data register status flag. When this read only flag is "0", it indicates that the TXR_RXRn read data register is empty. When the flag is "1", it indicates that the TXR_RXRn read data register contains new data. When the contents of the shift register are transferred to the TXR_RXRn register, and reach Receiver FIFO trigger level, an interrupt is generated if RIEn=1 in the UnCR2 register. If one or more errors are detected in the received word, the appropriate receive-related flags NFn, FERRn, and/or PERRn are set within the same clock cycle. The RXIFn flag is cleared when the UnSR register is read with RXIFn set, followed by a read from the TXR_RXRn register, and if the TXR_RXRn register has no data available.

Bit 1 **TIDLEn**: Transmission idle
0: Data transmission is in progress (Data being transmitted)
1: No data transmission is in progress (Transmitter is idle)
The TIDLEn flag is known as the transmission complete flag. When this read only flag is "0", it indicates that a transmission is in progress. This flag will be set high when the TXIFn flag is "1" and when there is no transmit data or break character being transmitted. When TIDLEn is equal to "1", the TXn pin becomes idle with the pin state in logic high condition. The TIDLEn flag is cleared by reading the UnSR register with TIDLEn set and then writing to the TXR_RXRn register. The flag is not generated when a data character or a break is queued and ready to be sent.

Bit 0 **TXIFn**: Transmit TXR_RXRn data register status
0: Character is not transferred to the transmit shift register
1: Character has transferred to the transmit shift register (TXR_RXRn data register is empty)
The TXIFn flag is the transmit data register empty flag. When this read only flag is "0", it indicates that the character is not transferred to the transmitter shift register. When the flag is "1", it indicates that the transmitter shift register has received a character from the TXR_RXRn data register. The TXIFn flag is cleared by reading the UARTn status register (UnSR) with TXIFn set and then writing to the TXR_RXRn data register. Note that when the TXENn bit is set, the TXIFn flag bit will also be set since the transmit data register is not yet full.

• UnCR1 Register

The UnCR1 register together with the UnCR2 register are the two UARTn control registers that are used to set the various options for the UARTn function, such as overall on/off control, parity control, data transfer bit length etc. Further explanation on each of the bits is given below:

Bit	7	6	5	4	3	2	1	0
Name	UARTENn	BNOn	PRENn	PRTn1	PRTn0	TXBRKn	RX8n	TX8n
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	W
POR	0	0	0	0	0	0	x	0

"x": Unknown

Bit 7 **UARTENn**: UARTn function enable control
0: Disable UARTn. TXn and RXn pins are in a floating state
1: Enable UARTn. TXn and RXn pins function as UARTn pins
The UARTENn bit is the UARTn enable bit. When this bit is equal to "0", the UARTn will be disabled and the RXn pin as well as the TXn pin will be set in a floating state. When the bit is equal to "1", the UARTn will be enabled and the TXn and RXn pins will function as defined by the TXENn and RXENn enable control bits.
When the UARTn is disabled, it will empty the buffer so any character remaining in the buffer will be discarded. In addition, the value of the baud rate counter will be reset. If the UARTn is disabled, all error and status flags will be reset. Also the TXENn, RXENn, TXBRKn, RXIFn, OERRn, FERRn, PERRn and NFn as well as the RxCNTn

register bits will be cleared, while the TIDLEn, TXIFn and RIDLEn bits will be set. Other control bits in UnCR1, UnCR2, UFCRn, BRDHn and BRDLn registers will remain unaffected. If the UARTn is active and the UARTENn bit is cleared, all pending transmissions and receptions will be terminated and the module will be reset as defined above. When the UARTn is re-enabled, it will restart in the same configuration.

Bit 6 **BNOn**: Number of data transfer bits selection
0: 8-bit data transfer
1: 9-bit data transfer

This bit is used to select the data length format, which can have a choice of either 8-bit or 9-bit format. When this bit is equal to "1", a 9-bit data length format will be selected. If the bit is equal to "0", then an 8-bit data length format will be selected. If 9-bit data length format is selected, then bits RX8n and TX8n will be used to store the 9th bit of the received and transmitted data respectively.

Note that the 9th bit of data if BNOn=1, or the 8th bit of data if BNOn=0, which is used as the parity bit, does not transfer to RX8n or TXRXn7 respectively when the parity function is enabled.

Bit 5 **PRENn**: Parity function enable control
0: Parity function is disabled
1: Parity function is enabled

This is the parity enable bit. When this bit is equal to "1", the parity function will be enabled. If the bit is equal to "0", then the parity function will be disabled.

Bit 4~3 **PRTn1~PRTn0**: Parity type selection bits
00: Even parity for parity generator
01: Odd parity for parity generator
10: Mark parity for parity generator
11: Space parity for parity generator

These bits are the parity type selection bits. When these bits are equal to 00b, even parity type will be selected. If these bits are equal to 01b, then odd parity type will be selected. If these bits are equal to 10b, Mark parity type will be selected. If these bits are equal to 11b, then Space parity type will be selected.

Bit 2 **TXBRKn**: Transmit break character
0: No break character is transmitted
1: Break characters transmit

The TXBRKn bit is the Transmit Break Character bit. When this bit is "0", there are no break characters and the TXn pin operates normally. When the bit is "1", there are transmit break characters and the transmitter will send logic zeros. When this bit is equal to "1", after the buffered data has been transmitted, the transmitter output is held low for a minimum of a 13-bit length and until the TXBRKn bit is reset.

Bit 1 **RX8n**: Receive data bit 8 for 9-bit data transfer format (read only)

This bit is only used if 9-bit data transfers are used, in which case this bit location will store the 9th bit of the received data known as RX8n. The BNOn bit is used to determine whether data transfers are in 8-bit or 9-bit format.

Bit 0 **TX8n**: Transmit data bit 8 for 9-bit data transfer format (write only)

This bit is only used if 9-bit data transfers are used, in which case this bit location will store the 9th bit of the transmitted data known as TX8n. The BNOn bit is used to determine whether data transfers are in 8-bit or 9-bit format.

• **UnCR2 Register**

The UnCR2 register is the second of the two UARTn control registers and serves several purposes. One of its main functions is to control the basic enable/disable operation of the UARTn Transmitter and Receiver as well as enabling the various UARTn interrupts sources. The register also serves to control the STOP bit number selection, receiver wake-up enable and the address detect enable. Further explanation on each of the bits is given below:

Bit	7	6	5	4	3	2	1	0
Name	TXENn	RXENn	STOPSn	ADDENn	WAKEn	RIEn	TIIEn	TEIEn
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **TXENn**: UARTn transmitter enabled control
0: UARTn transmitter is disabled
1: UARTn transmitter is enabled
The bit named TXENn is the Transmitter Enable Bit. When this bit is equal to "0", the transmitter will be disabled with any pending data transmissions being aborted. In addition the buffers will be reset. In this situation the TXn pin will be set in a floating state.
If the TXENn bit is equal to "1" and the UARTENn bit are also equal to "1", the transmitter will be enabled and the TXn pin will be controlled by the UARTn. Clearing the TXENn bit during a transmission will cause the data transmission to be aborted and will reset the transmitter. If this situation occurs, the TXn pin will be set in a floating state.

Bit 6 **RXENn**: UARTn Receiver enabled control
0: UARTn receiver is disabled
1: UARTn receiver is enabled
The bit named RXENn is the Receiver Enable Bit. When this bit is equal to "0", the receiver will be disabled with any pending data receptions being aborted. In addition the receive buffers will be reset. In this situation the RXn pin will be set in a floating state. If the RXENn bit is equal to "1" and the UARTENn bit is also equal to "1", the receiver will be enabled and the RXn pin will be controlled by the UARTn. Clearing the RXENn bit during a reception will cause the data reception to be aborted and will reset the receiver. If this situation occurs, the RXn pin will be set in a floating state.

Bit 5 **STOPSn**: Number of stop bits selection for transmitter
0: One stop bit format is used
1: Two stop bits format is used
This bit determines if one or two stop bits are to be used for transmitter. When this bit is equal to "1", two stop bits are used. If this bit is equal to "0", then only one stop bit is used.

Bit 4 **ADDENn**: Address detect function enable control
0: Address detect function is disabled
1: Address detect function is enabled
The bit named ADDENn is the address detect function enable control bit. When this bit is equal to "1", the address detect function is enabled. When it occurs, if the 8th bit, which corresponds to TXR_RXRn.7 if BNOn=0 or the 9th bit, which corresponds to RX8n if BNOn=1, has a value of "1", then the received word will be identified as an address, rather than data. If the corresponding interrupt is enabled, an interrupt request will be generated each time the received word has the address bit set, which is the 8th or 9th bit depending on the value of BNOn. If the address bit known as the 8th or 9th bit of the received word is "0" with the address detect function being enabled, an interrupt will not be generated and the received data will be discarded.

Bit 3 **WAKEn**: RXn pin wake-up UARTn function enable control
0: RXn pin wake-up UARTn function is disabled
1: RXn pin wake-up UARTn function is enabled
This bit is used to control the wake-up UARTn function when a falling edge on the RXn pin occurs. Note that this bit is only available when the UARTn clock (f_H) is switched off. There will be no RXn pin wake-up UARTn function if the UARTn clock (f_H) exists. If the WAKEn bit is set to 1 as the UARTn clock (f_H) is switched off, a UARTn wake-up request will be initiated when a falling edge on the RXn pin occurs. When this request happens and the corresponding interrupt is enabled, an RXn pin wake-up UARTn interrupt will be generated to inform the MCU to wake up the UARTn function by switching on the UARTn clock (f_H) via the application program. Otherwise, the UARTn function cannot resume even if there is a falling edge on the RXn pin when the WAKEn bit is cleared to 0.

Bit 2 **RIEn**: Receiver interrupt enable control
0: Receiver related interrupt is disabled
1: Receiver related interrupt is enabled
This bit enables or disables the receiver interrupt. If this bit is equal to "1" and when the receiver overrun flag OERRn or receive data available flag RXIFn is set, the UARTn interrupt request flag will be set. If this bit is equal to "0", the UARTn interrupt request flag will not be influenced by the condition of the OERRn or RXIFn flags.

Bit 1 **TIIEn**: Transmitter Idle interrupt enable control
0: Transmitter idle interrupt is disabled
1: Transmitter idle interrupt is enabled
This bit enables or disables the transmitter idle interrupt. If this bit is equal to "1" and when the transmitter idle flag TIDLEn is set, due to a transmitter idle condition, the UARTn interrupt request flag will be set. If this bit is equal to "0", the UARTn interrupt request flag will not be influenced by the condition of the TIDLEn flag.

Bit 0 **TEIEn**: Transmitter Empty interrupt enable control
0: Transmitter empty interrupt is disabled
1: Transmitter empty interrupt is enabled
This bit enables or disables the transmitter empty interrupt. If this bit is equal to "1" and when the transmitter empty flag TXIFn is set, due to a transmitter empty condition, the UARTn interrupt request flag will be set. If this bit is equal to "0", the UARTn interrupt request flag will not be influenced by the condition of the TXIFn flag.

• TXR_RXRn Register

The TXR_RXRn register is the data register which is used to store the data to be transmitted on the TXn pin or being received from the RXn pin.

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

"x": Unknown

Bit 7~0 **D7~D0**: UARTn transmit/receive data bit 7 ~ bit 0

• **BRDHn Register**

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

Bit 7~0 **D7~D0**: Baud rate divider high byte

The baud rate divider BRDn (BRDHn/BRDLn) defines the UARTn clock divider ratio.

Baud Rate=f_H/(BRDn+UMODn/8)

BRDn=16~65535 or 8~65535 depending on BRDSn

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

2. The BRDLn must be written first and then BRDHn, otherwise errors may occur.

• **BRDLn Register**

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

Bit 7~0 **D7~D0**: Baud rate values low byte

The baud rate divider BRDn (BRDHn/BRDLn) defines the UARTn clock divider ratio.

Baud Rate=f_H/(BRDn+UMODn/8)

BRDn=16~65535 or 8~65535 depending on BRDSn

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

2. The BRDLn must be written first and then BRDHn, otherwise errors may occur.

• **UFCRn Register**

The UFCRn register is the FIFO control register which is used for UARTn modulation control, BRDn range selection and trigger level selection for RXIFn and interrupt.

Bit	7	6	5	4	3	2	1	0
Name	—	—	UMODn2	UMODn1	UMODn0	BRDSn	RxFTRn1	RxFTRn0
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5~3 **UMODn2~UMODn0**: UARTn Modulation Control bits

The modulation control bits are used to correct the baud rate of the received or transmitted UARTn signal. These bits determine if the extra UARTn clock cycle should be added in a UARTn bit time. The UMODn2~UMODn0 will be added to internal accumulator for every UARTn bit time. Until a carry to bit 3, the corresponding UARTn bit time increases a UARTn clock cycle.

Bit 2 **BRDSn**: BGDn range selection

0: BRDn range is from 16 to 65535

1: BRDn range is from 8 to 65535

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

Bit 1~0 **RxFTRn1~RxFTRn0**: Receiver FIFO trigger level (bytes)
00: 4 bytes in Receiver FIFO
01: 1 or more bytes in Receiver FIFO
10: 2 or more bytes in Receiver FIFO
11: 3 or more bytes in Receiver FIFO
For the receiver these bits define the number of received data bytes in the Receiver FIFO that will trigger the RXIFn bit being set high, an interrupt will also be generated if the RIEn bit is enabled. After the reset the receiver FIFO is empty.

- **RxCNTn Register**

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

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

Bit 7~3 Unimplemented, read as "0"

Bit 2~0 **D2~D0**: Receiver FIFO counter
The RxCNTn register is the counter used to indicate the number of receiver data bytes in Receiver FIFO which is not read by MCU. When Receiver FIFO receives one byte data, the RxCNTn will increase by one; when the MCU reads one byte data from Receiver FIFO, the RxCNTn will decrease by one. If there are 4 bytes of data in the Receiver FIFO, the 5th data will be saved in the shift register. If there is 6th data, the 6th data will be saved in the shift register. But the RxCNTn remains the value of 4. The RxCNTn will be cleared when reset occurs or UARTENn=1. This register is read only.

Baud Rate Generator

To setup the speed of the serial data communication, the UARTn function contains its own dedicated baud rate generator. The baud rate is controlled by its own internal free running 16-bit timer, the period of which is determined by two factors. The first of these is the value placed in the BRDHn/BRDLn register and the second is the UARTn modulation control bits, UMODn2~UMODn0. If a baud rate BR is required with UARTn clock f_H.

f_H/BR=Integer Part+Fractional Part

The integer part is loaded into BRDn (BRDHn/BRDLn). The fractional part is multiplied by 8 and rounded, then loaded into UMODn bit field as following:

BRDn=TRUNC (f_H/BR)

UMODn=ROUND [MOD (f_H/BR)×8]

Therefore, the actual baud rate is as following:

Baud rate=f_H/[BRDn+(UMODn/8)]

Calculating the Baud Rate and Error Values

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

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

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

The actual Baud Rate=f_H/[BRDn+(UMODn/8)]=230215.83

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

Modulation Control Example

To get the best-fitting bit sequence for UARTn modulation control bits UMODn2~UMODn0, the following algorithm can be used: Firstly, the fractional part of the theoretical division factor is multiplied by 8. Then the product will be rounded and UMODn2~UMODn0 bits will be filled with the rounded value. The UMODn2~UMODn0 will be added to internal accumulator for every UARTn bit time. Until a carry to bit 3, the corresponding UARTn bit time increases a UARTn clock cycle. The following is an example using the fraction 0.36111 previously calculated: UMODn[2:0]= ROUND(0.36111×8)=011b.

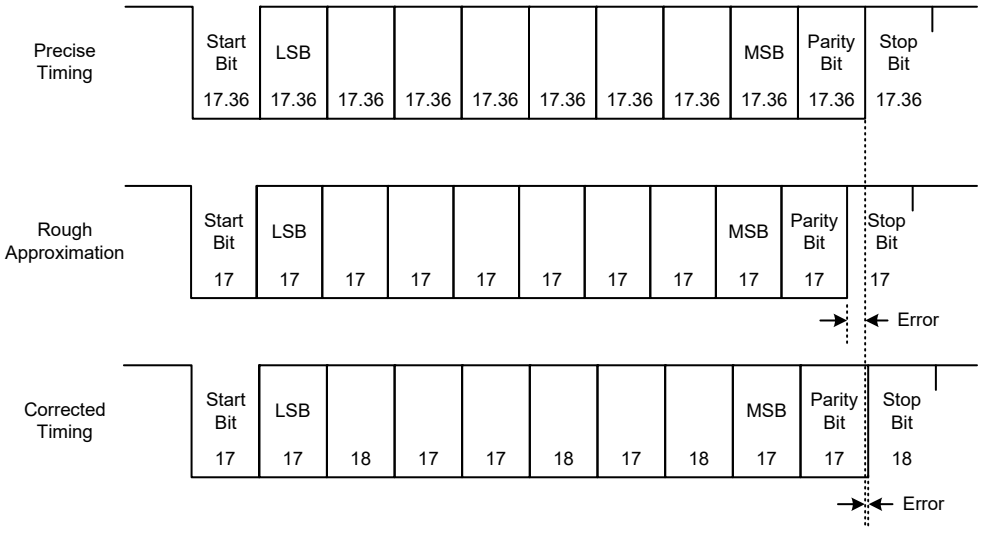
Fraction Addition	Carry to Bit 3	UARTn Bit Time Sequence	Extra UARTn Clock Cycle
0000b+0011b=0011b	No	Start bit	No
0011b+0011b=0110b	No	D0	No
0110b+0011b=1001b	Yes	D1	Yes
1001b+0011b=1100b	No	D2	No
1100b+0011b=1111b	No	D3	No
1111b+0011b=0010b	Yes	D4	Yes
0010b+0011b=0101b	No	D5	No
0101b+0011b=1000b	Yes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

Baud Rate Correction Example

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

The following figure shows three different frames:

- The upper frame is the correct one, with a bit-length of 17.36 f_H cycles (4000000/230400=17.36).
- The middle frame uses a rough estimate, with 17 f_H cycles for the bit length.
- The lower frame shows a corrected frame using the best fit for the UARTn modulation control bits UMODn2~UMODn0.



UART Setup and Control

For data transfer, the UARTn function utilizes a non-return-to-zero, more commonly known as NRZ, format. This is composed of one start bit, eight or nine data bits, and one or two stop bits. Parity is supported by the UARTn hardware, and can be setup to be even, odd, mark, space or no parity. For the most common data format, 8 data bits along with no parity and one stop bit, denoted as 8, N, 1, is used as the default setting, which is the setting at power-on. The number of data bits and stop bits, along with the parity, are setup by programming the corresponding BNOn, PRTn1~PRTn0, PRENn, and STOPSn bits. The baud rate used to transmit and receive data is setup using the internal 16-bit baud rate generator, while the data is transmitted and received LSB first. Although the UARTn transmitter and receiver are functionally independent, they both use the same data format and baud rate. In all cases stop bits will be used for data transmission.

Enabling/Disabling the UART Interface

The basic on/off function of the internal UARTn function is controlled using the UARTENn bit in the UnCR1 register. If the UARTENn, TXENn and RXENn bits are set, then these two UARTn pins will act as normal TXn output pin and RXn input pin respectively. If no data is being transmitted on the TXn pin, then it will default to a logic high value.

Clearing the UARTENn bit will disable the TXn and RXn pins and allow these two pins to be used as normal I/O or other pin-shared functional pins by configuring the corresponding pin-shared control bits. When the UARTn function is disabled the buffer will be reset to an empty condition, at the same time discarding any remaining residual data. Disabling the UARTn will also reset the error and status flags with bits TXENn, RXENn, TXBRKn, RXIFn, OERRn, FERRn, PERRn and NFn as well as register RxCNTn being cleared while bits TIDLEn, TXIFn and RIDLEn will be set. The remaining control bits in the UnCR1, UnCR2, UFCRn, BRDHn and BRDLn registers will remain unaffected. If the UARTENn bit in the UnCR1 register is cleared while the UARTn is active, then all pending transmissions and receptions will be immediately suspended and the UARTn will be reset to a condition as defined above. If the UARTn is then subsequently re-enabled, it will restart again in the same configuration.

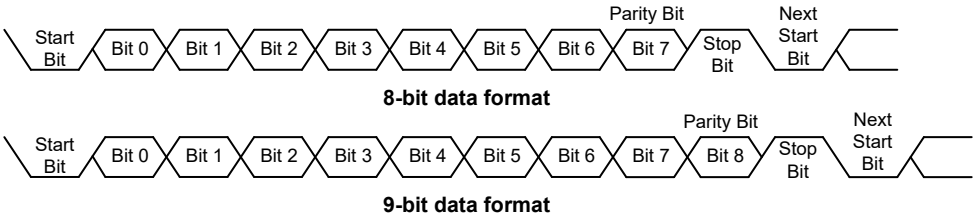
Data, Parity and Stop Bit Selection

The format of the data to be transferred is composed of various factors such as data bit length, parity on/off, parity type, address bits and the number of stop bits. These factors are determined by the setup of various bits within the UnCR1 and UnCR2 registers. The BNOn bit controls the number of data bits which can be set to either 8 or 9, the PRTn1~PRTn0 bits control the choice of odd, even, mark or space parity, the PRENn bit controls the parity on/off function and the STOPSn bit decides whether one or two stop bits are to be used. The following table shows various formats for data transmission. The address bit, which is the MSB of the data byte, identifies the frame as an address character or data if the address detect function is enabled. The number of stop bits, which can be either one or two, is independent of the data length and is only used for the transmitter. There only to be one stop bit for the receiver.

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

Transmitter Receiver Data Format

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



UART Transmitter

Data word lengths of either 8 or 9 bits can be selected by programming the BNOn bit in the UnCR1 register. When BNOn bit is set, the word length will be set to 9 bits. In this case the 9th bit, which is the MSB, needs to be stored in the TX8n bit in the UnCR1 register. At the transmitter core lies the Transmitter Shift Register, more commonly known as the TSRn, whose data is obtained from the transmit data register, which is known as the TXR_RXRn register. The data to be transmitted is loaded into this TXR_RXRn register by the application program. The TSRn register is not written to with new data until the stop bit from the previous transmission has been sent out. As soon as this stop bit has been transmitted, the TSRn can then be loaded with new data from the TXR_RXRn register, if it is available. It should be noted that the TSRn register, unlike many other registers, is not directly mapped into the Data Memory area and as such is not available to the application program for direct read/write operations. An actual transmission of data will normally be enabled when the TXENn bit is set, but the data will not be transmitted until the TXR_RXRn register has been loaded with data and the baud rate generator has defined a shift clock source. However, the transmission can also be initiated by first loading data into the TXR_RXRn register, after which the TXENn bit can be set. When a transmission of data begins, the TSRn is normally empty, in which case a transfer to the TXR_RXRn register will result in an immediate transfer to the TSRn. If during a transmission the TXENn bit is cleared, the transmission will immediately cease and the transmitter will be reset. The TXn output pin can then be configured as the I/O or other pin-shared functions by configuring the corresponding pin-shared control bits.

Transmitting Data

When the UARTn is transmitting data, the data is shifted on the TXn pin from the shift register, with the least significant bit first. In the transmit mode, the TXR_RXRn register forms a buffer between the internal bus and the transmitter shift register. It should be noted that if 9-bit data format has been selected, then the MSB will be taken from the TX8n bit in the UnCR1 register. The steps to initiate a data transfer can be summarized as follows:

- Make the correct selection of the BNOn, PRTn1~PRTn0, PRENn and STOPSn bits to define the required word length, parity type and the number of stop bits.
- Setup the BRDHn, BRDLn registers and the UMODn2~UMODn0 bits to select the desired baud rate.
- Set the TXENn bit to ensure that the TXn pin is used as a UARTn transmitter pin.
- Access the UnSR register and write the data that is to be transmitted into the TXR_RXRn register. Note that this step will clear the TXIFn bit.

This sequence of events can now be repeated to send additional data.

It should be noted that when TXIFn=0, data will be inhibited from being written to the TXR_RXRn register. Clearing the TXIFn flag is always achieved using the following software sequence:

1. A UnSR register access
2. A TXR_RXRn register write execution

The read-only TXIFn flag is set by the UARTn hardware and if set indicates that the TXR_RXRn register is empty and that other data can now be written into the TXR_RXRn register without overwriting the previous data. If the TEIEn bit is set then the TXIFn flag will generate an interrupt.

During a data transmission, a write instruction to the TXR_RXRn register will place the data into the TXR_RXRn register, which will be copied to the shift register at the end of the present transmission. When there is no data transmission in progress, a write instruction to the TXR_RXRn register will place the data directly into the shift register, resulting in the commencement of data transmission, and the TXIFn bit being immediately set. When a frame transmission is complete, which happens after stop bits are sent or after the break frame, the TIDLEn bit will be set. To clear the TIDLEn bit the following software sequence is used:

1. A UnSR register access
2. A TXR_RXRn register write execution

Note that both the TXIFn and TIDLEn bits are cleared by the same software sequence.

Transmitting Break

If the TXBRKn bit is set and the state keeps for a time greater than (BRDn+1)×t_H while TIDLEn=1, then break characters will be sent on the next transmission. Break character transmission consists of a start bit, followed by 13×N '0' bits and stop bits, where N=1, 2, etc. If a break character is to be transmitted then the TXBRKn bit must be first set by the application program, and then cleared to generate the stop bits. Transmitting a break character will not generate a transmit interrupt. Note that a break condition length is at least 13 bits long. If the TXBRKn bit is continually kept at a logic high level then the transmitter circuitry will transmit continuous break characters. After the application program has cleared the TXBRKn bit, the transmitter will finish transmitting the last break character and subsequently send out one or two stop bits. The automatic logic highs at the end of the last break character will ensure that the start bit of the next frame is recognized.

UART Receiver

The UARTn is capable of receiving word lengths of either 8 or 9 bits. If the BNOn bit is set, the word length will be set to 9 bits with the MSB being stored in the RX8n bit of the UnCR1 register. At the receiver core lies the Receive Serial Shift Register, commonly known as the RSRn. The data which is received on the RXn external input pin is sent to the data recovery block. The data recovery block operating speed is 16 times that of the baud rate, while the main receive serial shifter operates at the baud rate. After the RXn pin is sampled for the stop bit, the received data in RSRn is transferred to the receive data register, if the register is empty. The data which is received on the external RXn input pin is sampled three times by a majority detect circuit to determine the logic level that has been placed onto the RXn pin. It should be noted that the RSRn register, unlike many other registers, is not directly mapped into the Data Memory area and as such is not available to the application program for direct read/write operations.

Receiving Data

When the UARTn receiver is receiving data, the data is serially shifted in on the external RXn input pin, LSB first. In the read mode, the TXR_RXRn register forms a buffer between the internal bus and the receiver shift register. The TXR_RXRn register is a four byte deep FIFO data buffer, where four bytes can be held in the FIFO while a fifth byte can continue to be received. Note that the application program must ensure that the data is read from TXR_RXRn before the fifth byte has been completely shifted in, otherwise this fifth byte will be discarded and an overrun error OERRn will be subsequently indicated. The steps to initiate a data transfer can be summarized as follows:

- Make the correct selection of BNOn, PRTn1~PRTn0 and PRENn bits to define the word length and parity type.

- Setup the BRDHn, BRDLn registers and the UMODn2~UMODn0 bits to select the desired baud rate.
- Set the RXENn bit to ensure that the RXn pin is used as a UARTn receiver pin.

At this point the receiver will be enabled which will begin to look for a start bit.

When a character is received the following sequence of events will occur:

- The RXIFn bit in the UnSR register will be set when the TXR_RXRn register has data available. the number of the available data bytes can be checked by polling the RxCNTn register content.
- When the contents of the shift register have been transferred to the TXR_RXRn register and reach Receiver FIFO trigger level, if the RIEn bit is set, then an interrupt will be generated.
- If during reception, a frame error, noise error, parity error, or an overrun error has been detected, then the error flags can be set.

The RXIFn bit can be cleared using the following software sequence:

1. A UnSR register access
2. A TXR_RXRn register read execution

Receiving Break

Any break character received by the UARTn will be managed as a framing error. The receiver will count and expect a certain number of bit times as specified by the values programmed into the BNOn bit plus one stop bit. If the break is much longer than 13 bit times, the reception will be considered as complete after the number of bit times specified by BNOn plus one stop bit. The RXIFn bit is set, FERRn is set, zeros are loaded into the receive data register, interrupts are generated if appropriate and the RIDLEn bit is set. A break is regarded as a character that contains only zeros with the FERRn flag set. If a long break signal has been detected, the receiver will regard it as a data frame including a start bit, data bits and the invalid stop bit and the FERRn flag will be set. The receiver must wait for a valid stop bit before looking for the next start bit. The receiver will not make the assumption that the break condition on the line is the next start bit. The break character will be loaded into the buffer and no further data will be received until stop bits are received. It should be noted that the RIDLEn read only flag will go high when the stop bits have not yet been received. The reception of a break character on the UARTn registers will result in the following:

- The framing error flag, FERRn, will be set.
- The receive data register, TXR_RXRn, will be cleared.
- The OERRn, NFn, PERRn, RIDLEn or RXIFn flags will possibly be set.

Idle Status

When the receiver is reading data, which means it will be in between the detection of a start bit and the reading of a stop bit, the receiver status flag in the UnSR register, otherwise known as the RIDLEn flag, will have a zero value. In between the reception of a stop bit and the detection of the next start bit, the RIDLEn flag will have a high value, which indicates the receiver is in an idle condition.

Receiver Interrupt

The read only receive interrupt flag RXIFn in the UnSR register is set by an edge generated by the receiver. An interrupt is generated if RIEn=1, when a word is transferred from the Receive Shift Register, RSRn, to the Receive Data Register, TXR_RXRn. An overrun error can also generate an interrupt if RIEn=1.

Managing Receiver Errors

Several types of reception errors can occur within the UARTn module, the following section describes the various types and how they are managed by the UARTn.

Overrun Error – OERRn

The TXR_RXRn register is composed of a four byte deep FIFO data buffer, where four bytes can be held in the FIFO register, while a fifth byte can continue to be received. Before this fifth byte has been entirely shifted in, the data should be read from the TXR_RXRn register. If this is not done, the overrun error flag OERRn will be consequently indicated.

In the event of an overrun error occurring, the following will happen:

- The OERRn flag in the UnSR register will be set.
- The TXR_RXRn contents will not be lost.
- The shift register will be overwritten.
- An interrupt will be generated if the RIEn bit is set.

The OERRn flag can be cleared by an access to the UnSR register followed by a read to the TXR_RXRn register.

Noise Error – NFn

Over-sampling is used for data recovery to identify valid incoming data and noise. If noise is detected within a frame the following will occur:

- The read only noise flag, NFn, in the UnSR register will be set on the rising edge of the RXIFn bit.
- Data will be transferred from the Shift register to the TXR_RXRn register.
- No interrupt will be generated. However this bit rises at the same time as the RXIFn bit which itself generates an interrupt.

Note that the NFn flag is reset by a UnSR register read operation followed by a TXR_RXRn register read operation.

Framing Error – FERRn

The read only framing error flag, FERRn, in the UnSR register, is set if a zero is detected instead of stop bits. If two stop bits are selected, both stop bits must be high; otherwise the FERRn flag will be set. The FERRn flag and the received data will be recorded in the UnSR and TXR_RXRn registers respectively, and the flag is cleared in any reset.

Parity Error – PERRn

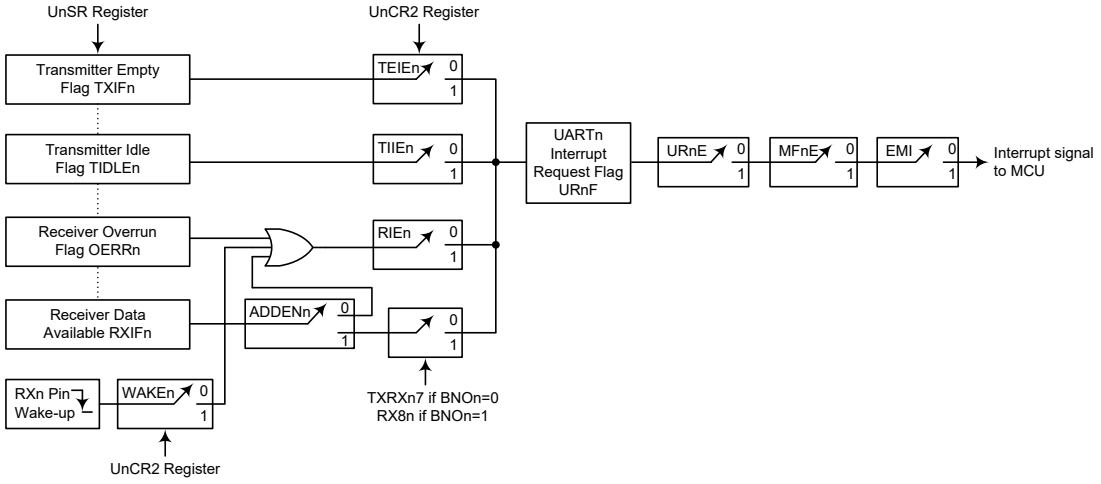
The read only parity error flag, PERRn, in the UnSR register, is set if the parity of the received word is incorrect. This error flag is only applicable if the parity is enabled, PRENn=1, and if the parity type, odd, even, mark or space, is selected. The read only PERRn flag and the received data will be recorded in the UnSR and TXR_RXRn registers respectively. It is cleared on any reset, it should be noted that the flags, FERRn and PERRn, in the UnSR register should first be read by the application program before reading the data word.

UART Interrupt Structure

Several individual UARTn conditions can generate a UARTn interrupt. When these conditions exist, a low pulse will be generated to get the attention of the microcontroller. These conditions are a transmitter data register empty, transmitter idle, receiver reaching FIFO trigger level, receiver overrun, address detect and an RXn pin wake-up. When any of these conditions are created, if the global interrupt enable bit, multi-function interrupt enable bit and its corresponding interrupt control bit are enabled and the stack is not full, the program will jump to its corresponding interrupt vector where it can be serviced before returning to the main program. Four of these conditions have the corresponding UnSR register flags which will generate a UARTn interrupt if its associated interrupt enable control bit in the UnCR2 register is set. The two transmitter interrupt conditions have their own corresponding enable control bits, while the two receiver interrupt conditions have a shared enable control bit. These enable bits can be used to mask out individual UARTn interrupt sources.

The address detect condition, which is also a UARTn interrupt source, does not have an associated flag, but will generate a UARTn interrupt when an address detect condition occurs if its function is enabled by setting the ADDENn bit in the UnCR2 register. An RXn pin wake-up, which is also a UARTn interrupt source, does not have an associated flag, but will generate a UARTn interrupt if the UARTn clock (f_H) source is switched off and the WAKEn and RIEn bits in the UnCR2 register are set when a falling edge on the RXn pin occurs.

Note that the UnSR register flags are read only and cannot be cleared or set by the application program, neither will they be cleared when the program jumps to the corresponding interrupt servicing routine, as is the case for some of the other interrupts. The flags will be cleared automatically when certain actions are taken by the UARTn, the details of which are given in the UARTn register section. The overall related interrupt can be disabled or enabled by the UARTn interrupt enable control bits in the interrupt control registers of the microcontroller to decide whether the interrupt requested by the UARTn module is masked out or allowed.



UARTn Interrupt Structure (n=0~1)

Address Detect Mode

Setting the Address Detect Mode bit, ADDENn, in the UnCR2 register, enables this special mode. If this bit is enabled then an additional qualifier will be placed on the generation of a Receiver Data Available interrupt, which is requested by the RXIFn flag. If the ADDENn bit is enabled, then when data is available, an interrupt will only be generated, if the highest received bit has a high value. Note that the URnE, MFnE and EMI interrupt enable bits must also be enabled for correct interrupt generation. This highest address bit is the 9th bit if BNOn=1 or the 8th bit if BNOn=0. If this bit is high, then the received word will be defined as an address rather than data. A Data Available interrupt will be generated every time the last bit of the received word is set. If the ADDENn bit is not enabled, then a Receiver Data Available interrupt will be generated each time the RXIFn flag is set, irrespective of the data last bit status. The address detect mode and parity enable are mutually exclusive functions. Therefore if the address detect mode is enabled, then to ensure correct operation, the parity function should be disabled by resetting the parity enable bit PRENn to zero.

ADDENn	9th Bit if BNOn=1 8th Bit if BNOn=0	UARTn Interrupt Generated
0	0	√
	1	√
1	0	×
	1	√

ADDENn Bit Function

UART Power Down and Wake-up

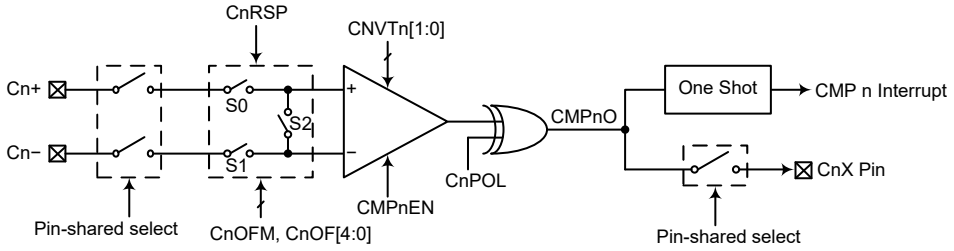
When the UARTn clock (f_H) is off, the UARTn will cease to function, all clock sources to the module are shutdown. If the UARTn clock (f_H) is off while a transmission is still in progress, then the transmission will be paused until the UARTn clock source derived from the microcontroller is activated. In a similar way, if the MCU enters the IDLE or SLEEP mode while receiving data, then the reception of data will likewise be paused. When the MCU enters the IDLE or SLEEP mode, note that the UnSR, UnCR1, UnCR2, UFCRn, RxCNTn, TXR_RXRn, as well as the BRDHn and BRDLn registers will not be affected. It is recommended to make sure first that the UARTn data transmission or reception has been finished before the microcontroller enters the IDLE or SLEEP mode.

The UARTn function contains a receiver RXn pin wake-up function, which is enabled or disabled by the WAKEn bit in the UnCR2 register. If this bit, along with the UARTn enable bit, UARTENn, the receiver enable bit, RXENn and the receiver interrupt bit, RIEn, are all set when the UARTn clock (f_H) is off, then a falling edge on the RXn pin will trigger an RXn pin wake-up UARTn interrupt. Note that as it takes certain system clock cycles after a wake-up, before normal microcontroller operation resumes, any data received during this time on the RXn pin will be ignored.

For a UARTn wake-up interrupt to occur, in addition to the bits for the wake-up being set, the global interrupt enable bit, EMI, the multi-function interrupt enable bit, MFnE, and the UARTn interrupt enable bit, URnE, must be set. If the EMI and URnE bits are not set then only a wake up event will occur and no interrupt will be generated. Note also that as it takes certain system clock cycles after a wake-up before normal microcontroller resumes, the UARTn interrupt will not be generated until after this time has elapsed.

Comparator

An analog comparator is contained in this device. The comparator functions offer flexibility via their register controlled features such as power-down, polarity select, response time, etc. In sharing their pins with normal I/O pins the comparators do not waste precious I/O pins if the comparator functions are otherwise unused.



Comparator (n=0)

Comparator Operation

The device contains a comparator function which is used to compare two analog voltages and provide an output based on their difference. Full control over the internal comparator is provided via the control register, CMP0C. The comparator output is recorded via a bit in the control register, but can also be transferred out onto a shared I/O pin. Additional comparator functions include output polarity, response time and power down control.

Any pull-high resistors connected to the shared comparator input pins will be automatically disconnected when the comparator is enabled. As the comparator inputs approach their switching level, some spurious output signals may be generated on the comparator output due to the slow rising or falling nature of the input signals. This can be minimised by the hysteresis function which will apply a small amount of positive feedback to the comparator. When the comparator operates in the normal mode, the hysteresis function will automatically be enabled. However, the hysteresis function will be disabled when the comparator operates in the input offset calibration mode.

Ideally the comparator should switch at the point where the positive and negative inputs signals are at the same voltage level. However, unavoidable input offsets introduce some uncertainties here. The offset calibration function, if executed, will minimise the switching offset value. The comparator also provide the output response time select function using the CNVTn1~CNVTn0 bits in the CMPnC register.

Comparator Registers

There are two registers for overall comparator operation, CMPnC and CMPnVOS. As corresponding bits in these registers have identical functions, the following register table applies to the registers.

Register Name	Bit							
	7	6	5	4	3	2	1	0
CMPnC	—	CMPnEN	CnPOL	CMPnO	CNVTn1	CNVTn0	—	—
CMPnVOS	—	CnOFM	CnRSP	CnOF4	CnOF3	CnOF2	CnOF1	CnOF0

Comparator Register List (n=0)

• **CMPnC Register (n=0)**

Bit	7	6	5	4	3	2	1	0
Name	—	CMPnEN	CnPOL	CMPnO	CNVTn1	CNVTn0	—	—
R/W	—	R/W	R/W	R	R/W	R/W	—	—
POR	—	0	0	0	0	0	—	—

Bit 7 Unimplemented, read as "0"

Bit 6 **CMPnEN**: Comparator n enable or disable selection bit
0: Disable
1: Enable
This bit is used to enable the comparator function. If this bit is cleared to zero, the comparator n will be switched off and no power consumed even if analog voltages are applied to its inputs. When the comparator function is disabled, the comparator n output will be set to zero.

Bit 5 **CnPOL**: Comparator n output polarity selection
0: Output not inverted
1: Output inverted
If this bit is cleared to zero, the CMPnO bit will reflect the non-inverted output condition of the comparator. If this bit is set high, the CMPnO bit will be inverted.

Bit 4 **CMPnO**: Comparator n output bit
CnPOL=0
0: Cn+<Cn-
1: Cn+>Cn-
CnPOL=1
0: Cn+>Cn-
1: Cn+<Cn-
This bit is used to store the comparator output bit. The polarity of this bit is determined by the voltages on the comparator inputs and by the condition of the CnPOL bit.

Bit 3~2 **CNVTn1~CNVTn0**: Comparator n response time selection
00: Response time 0 (max.)
01: Response time 1
10: Response time 2
11: Response time 3 (min.)
These bits are used to select the comparator response time. The detailed response time specifications are listed in the Comparator Electrical Characteristics.

Bit 1~0 Unimplemented, read as "0"

• **CMPnVOS Register (n=0)**

Bit	7	6	5	4	3	2	1	0
Name	—	CnOFM	CnRSP	CnOF4	CnOF3	CnOF2	CnOF1	CnOF0
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	1	0	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **CnOFM**: Comparator n normal operation or input offset calibration mode selection
0: Normal operation mode
1: Input offset calibration mode
This bit is used to enable the comparator input offset calibration function. Refer to the "Input Offset Calibration" section for the detailed input offset calibration procedures.

Bit 5 **CnRSP**: Comparator n input offset calibration reference input selection
0: Cn– is selected as reference input
1: Cn+ is selected as reference input

Bit 4~0 **CnOF4~CnOF0**: Comparator n input offset calibration value
This 5-bit field is used to perform the comparator input offset calibration operation and the value after the input offset calibration can be restored into this bit field. Refer to the "Input Offset Calibration" section for more detailed information.

Input Offset Calibration

To operate in the input offset calibration mode, the comparator input pins to be used should first be selected by properly configuring the corresponding pin-shared function selection bits followed by setting the CnOFM bit high. The procedure is described in the following.

Step 1. Set CnOFM=1, CnRSP=1 to enable the comparator input offset calibration mode.

Step 2. Set CnOF [4:0]=00000 and read the CMPnO bit.

Step 3. Increase the CnOF [4:0] value by 1 and then read the CMPnO bit.

If the CMPnO bit state does not changed, then repeat Step 3 until the CMPnO bit state changes.

If the CMPnO bit state changes, record the CnOF field value as V_{CnOS1} and then go to Step 4.

Step 4. Set CnOF [4:0]=11111 and read the CMPnO bit.

Step 5. Decrease the CnOF [4:0] value by 1 and then read the CMPnO bit.

If the CMPnO bit state does not changed, then repeat Step 5 until the CMPnO bit state changes.

If the CMPnO bit state changes, record the CnOF field value as V_{CnOS2} and then go to Step 6.

Step 6. Restore the comparator input offset calibration value V_{CnOS} into the CnOF [4:0] bit field. The offset calibration procedure is now finished.

Where $V_{CnOS}=(V_{CnOS1}+V_{CnOS2})/2$

Comparator Interrupt

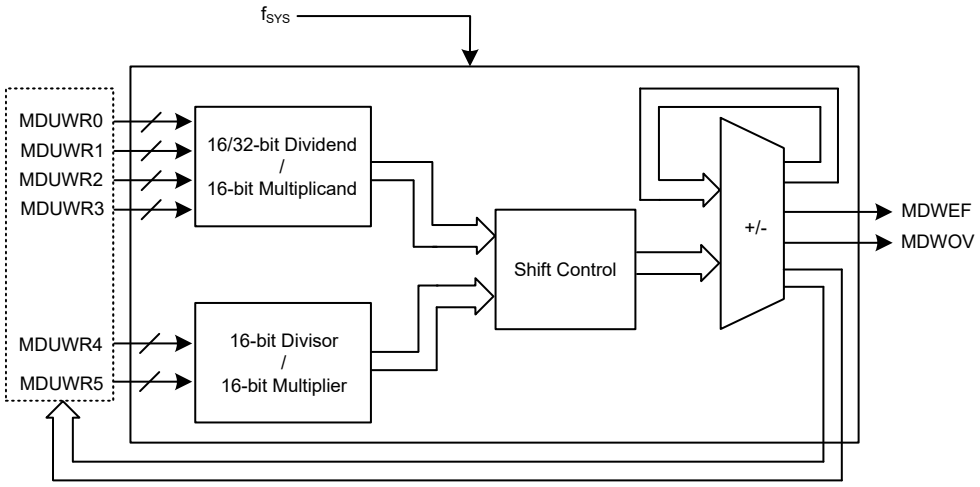
The comparator possesses its own interrupt function. When the comparator output bit changes state, its relevant interrupt flag will be set, and if the corresponding interrupt enable bit is set, then a jump to its relevant interrupt vector will be executed. Note that it is the changing state of the CMPnO bit and not the output pin which generates an interrupt. If the microcontroller is in the SLEEP or IDLE Mode and the Comparator is enabled, then if the external input lines cause the Comparator output to change state, the resulting generated interrupt flag will also generate a wake-up. If it is required to disable a wake-up from occurring, then the interrupt flag should be first set high before entering the SLEEP or IDLE Mode.

Programming Considerations

If the comparator is enabled, it will remain active when the microcontroller enters the SLEEP or IDLE Mode, however as it will consume a certain amount of power, the user may wish to consider disabling it before the SLEEP or IDLE Mode is entered.

16-bit Multiplication Division Unit – MDU

The device has a 16-bit Multiplication Division Unit, MDU, which integrates a 16-bit unsigned multiplier and a 32-bit/16-bit divider. The MDU, in replacing the software multiplication and division operations, can therefore save large amounts of computing time as well as the Program and Data Memory space. It also reduces the overall microcontroller loading and results in the overall system performance improvements.



16-Bit MDU Block Diagram

MDU Registers

The multiplication and division operations are implemented in a specific way, a specific write access sequence of a series of MDU data registers. The status register, MDUWCTRL, provides the indications for the MDU operation. The data register each is used to store the data regarded as the different operand corresponding to different MDU operations.

Register Name	Bit							
	7	6	5	4	3	2	1	0
MDUWR0	D7	D6	D5	D4	D3	D2	D1	D0
MDUWR1	D7	D6	D5	D4	D3	D2	D1	D0
MDUWR2	D7	D6	D5	D4	D3	D2	D1	D0
MDUWR3	D7	D6	D5	D4	D3	D2	D1	D0
MDUWR4	D7	D6	D5	D4	D3	D2	D1	D0
MDUWR5	D7	D6	D5	D4	D3	D2	D1	D0
MDUWCTRL	MDWEF	MDWOV	—	—	—	—	—	—

MDU Register List

- **MDUWRn Register(n=0~5)**

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

"x": Unknown

Bit 7~0 **D7~D0**: 16-bit MDU data register n

• **MDUWCTRL Register**

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

Bit 7 **MDWEF**: 16-bit MDU error flag
0: Normal
1: Abnormal
This bit will be set to 1 if the data register MDUWRn is written or read as the MDU operation is executing. This bit should be cleared to 0 by reading the MDUWCTRL register if it is equal to 1 and the MDU operation is completed.

Bit 6 **MDWOV**: 16-bit MDU overflow flag
0: No overflow occurs
1: Multiplication product > FFFFH or Divisor=0
When an operation is completed, this bit will be updated by hardware to a new value corresponding to the current operation situation.

Bit 5~0 Unimplemented, read as "0"

MDU Operation

For this MDU the multiplication or division operation is carried out in a specific way and is determined by the write access sequence of the six MDU data registers, MDUWR0~MDUWR5. The low byte data, regardless of the dividend, multiplicand, divisor or multiplier, must first be written into the corresponding MDU data register followed by the high byte data. All MDU operations will be executed after the MDUWR5 register is write-accessed together with the correct specific write access sequence of the MDUWRn. Note that it is not necessary to consecutively write data into the MDU data registers but must be in a correct write access sequence. Therefore, a non-write MDUWRn instruction or an interrupt, etc., can be inserted into the correct write access sequence without destroying the write operation. The relationship between the write access sequence and the MDU operation is shown in the following.

- 32-bit/16-bit division operation: Write data sequentially into the six MDU data registers from MDUWR0 to MDUWR5.
- 16-bit/16-bit division operation: Write data sequentially into the specific four MDU data registers in a sequence of MDUWR0, MDUWR1, MDUWR4 and MDUWR5 with no write access to MDUWR2 and MDUWR3.
- 16-bit×16-bit multiplication operation: Write data sequentially into the specific four MDU data register in a sequence of MDUWR0, MDUWR4, MDUWR1 and MDUWR5 with no write access to MDUWR2 and MDUWR3.

After the specific write access sequence is determined, the MDU will start to perform the corresponding operation. The calculation time necessary for these MDU operations are different. During the calculation time any read/write access to the six MDU data registers is forbidden. After the completion of each operation, it is necessary to check the operation status in the MDUWCTRL register to make sure that whether the operation is correct or not. Then the operation result can be read out from the corresponding MDU data registers in a specific read access sequence if the operation is correctly finished. The necessary calculation time for different MDU operations is listed in the following.

- 32-bit/16-bit division operation: $17\times t_{SYS}$.
- 16-bit/16-bit division operation: $9\times t_{SYS}$.
- 16-bit×16-bit multiplication operation: $11\times t_{SYS}$.

The operation results will be stored in the corresponding MDU data registers and should be read out from the MDU data registers in a specific read access sequence after the operation is completed. Note that it is not necessary to consecutively read data out from the MDU data registers but must be in a correct read access sequence. Therefore, a non-read MDUWRn instruction or an interrupt, etc., can be inserted into the correct read access sequence without destroying the read operation. The relationship between the operation result read access sequence and the MDU operation is shown in the following.

- 32-bit/16-bit division operation: Read the quotient from MDUWR0 to MDUWR3 and remainder from MDUWR4 and MDUWR5 sequentially.
- 16-bit/16-bit division operation: Read the quotient from MDUWR0 and MDUWR1 and remainder from MDUWR4 and MDUWR5 sequentially.
- 16-bit×16-bit multiplication operation: Read the product sequentially from MDUWR0 to MDUWR3.

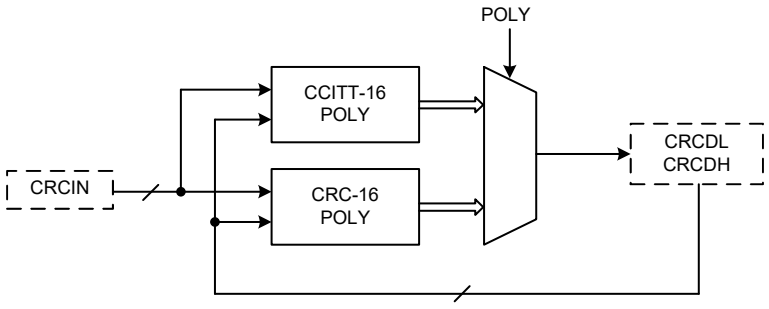
The overall important points for the MDU read/write access sequence and calculation time are summarized in the following table. Note that the device should not enter the IDLE or SLEEP mode until the MDU operation is totally completed, otherwise the MDU operation will fail.

Operations / Items	32-bit / 16-bit Division	16-bit / 16-bit Division	16-bit × 16-bit Multiplication
Write Sequence First write ↓ ↓ ↓ ↓ Last write	Dividend Byte 0 written to MDUWR0 Dividend Byte 1 written to MDUWR1 Dividend Byte 2 written to MDUWR2 Dividend Byte 3 written to MDUWR3 Divisor Byte 0 written to MDUWR4 Divisor Byte 1 written to MDUWR5	Dividend Byte 0 written to MDUWR0 Dividend Byte 1 written to MDUWR1 Divisor Byte 0 written to MDUWR4 Divisor Byte 1 written to MDUWR5	Multiplicand Byte 0 written to MDUWR0 Multiplier Byte 0 written to MDUWR4 Multiplicand Byte 1 written to MDUWR1 Multiplier Byte 1 written to MDUWR5
Calculation Time	17 × t_{SYS}	9 × t_{SYS}	11 × t_{SYS}
Read Sequence First read ↓ ↓ ↓ ↓ Last read	Quotient Byte 0 read from MDUWR0 Quotient Byte 1 read from MDUWR1 Quotient Byte 2 read from MDUWR2 Quotient Byte 3 read from MDUWR3 Remainder Byte 0 read from MDUWR4 Remainder Byte 1 read from MDUWR5	Quotient Byte 0 read from MDUWR0 Quotient Byte 1 read from MDUWR1 Remainder Byte 0 read from MDUWR4 Remainder Byte 1 read from MDUWR5	Product Byte 0 written to MDUWR0 Product Byte 1 written to MDUWR1 Product Byte 2 written to MDUWR2 Product Byte 3 written to MDUWR3

MDU Operations Summary

Cyclic Redundancy Check – CRC

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



CRC Block Diagram

CRC Registers

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

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

CRC Register List

• CRCIN Register

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

Bit 7~0 **D7~D0**: CRC input data register

• CRCDL Register

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

Bit 7~0 **D7~D0**: 16-bit CRC checksum low byte data register

• **CRCDH Register**

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

Bit 7~0 **D15~D8**: 16-bit CRC checksum high byte data register

• **CRCCR Register**

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

Bit 7~1 Unimplemented, read as "0"

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

CRC Operation

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

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

- CRC-CCITT: $X^{16}+X^{12}+X^5+1$.
- CRC-16: $X^{16}+X^{15}+X^2+1$.

CRC Computation

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

CRC Calculation Procedures:

1. Clear the checksum register pair, CRCDH and CRCDL.
2. Execute an "Exclusive OR" operation with the 8-bit input data byte and the 16-bit CRCSUM high byte. The result is called the temporary CRCSUM.
3. Shift the temporary CRCSUM value left by one bit and move a "0" into the LSB.
4. Check the shifted temporary CRCSUM value after procedure 3.

   If the MSB is 0, then this shifted temporary CRCSUM will be considered as a new temporary CRCSUM.

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

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

5. Repeat the procedure 3 ~ procedure 4 until all bits of the input data byte are completely calculated.
6. Repeat the procedure 2 ~ procedure 5 until all of the input data bytes are completely calculated. Then, the latest calculated result is the final CRC checksum, CRCSUM.

CRC Calculation Examples:

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

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

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

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

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

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

Program Memory CRC Checksum Calculation Example:

1. Clear the checksum register pair, CRCDH and CRCDL.
2. Select the CRC-CCITT or CRC-16 polynomial as the generating polynomial using the POLY bit in the CRCCR register.
3. Execute the table read instruction to read the program memory data value.
4. Write the table data low byte into the CRCIN register and execute the CRC calculation with the current CRCSUM value. Then a new CRCSUM result will be obtained and stored in the CRC checksum register pair, CRCDH and CRCDL.
5. Write the table data high byte into the CRCIN register and execute the CRC calculation with the current CRCSUM value. Then a new CRCSUM result will be obtained and stored in the CRC checksum register pair, CRCDH and CRCDL.
6. Repeat the procedure 3 ~ procedure 5 to read the next program memory data value and execute the CRC calculation until all program memory data are read followed by the sequential CRC calculation. Then the value in the CRC checksum register pair is the final CRC calculation result.

Interrupts

Interrupts are an important part of any microcontroller system. When an external event or an internal function such as a Timer Module or an A/D converter requires microcontroller attention, their corresponding interrupt will enforce a temporary suspension of the main program allowing the microcontroller to direct attention to their respective needs. The device contains several external interrupt and internal interrupt functions. The external interrupts are generated by the action of the external INT0~INT3 pins, while the internal interrupts are generated by various internal functions such as the Timer Modules, Time Bases, Low Voltage Detector (LVD), EEPROM, SIM and the A/D converter.

Interrupt Registers

Overall interrupt control, which basically means the setting of request flags when certain microcontroller conditions occur and the setting of interrupt enable bits by the application program, is controlled by a series of registers, located in the Special Purpose Data Memory. The registers fall into three categories. The first is the INTC0~INTC3 registers which setup the primary interrupts, the second is the MFIn registers which setup the Multi-function interrupts. Finally there is an INTEG register to setup the external interrupts trigger edge type.

Each register contains a number of enable bits to enable or disable individual registers as well as interrupt flags to indicate the presence of an interrupt request. The naming convention of these follows a specific pattern. First is listed an abbreviated interrupt type, then the (optional) number of that interrupt followed by either an “E” for enable/disable bit or “F” for request flag.

Function	Enable Bit	Request Flag	Notes
Global	EMI	—	—
INTn Pin	INTnE	INTnF	n=0~3
A/D Converter	ADE	ADF	—
Multi-function	MFnE	MFnF	n=0~1, 3~5
Time Base	TBnE	TBnF	n=0~1
LVD	LVE	LVF	—
EEPROM	DEE	DEF	—
SIM	SIME	SIMF	—
SPI	SPIE	SPIF	—
STM	STMnPE	STMnPF	n=0~2
	STMnAE	STMnAF	
PTM	PTMnPE	PTMnPF	n=0~3
	PTMnAE	PTMnAF	
UART	URnE	URnF	n=0~1
Comparator	CPnE	CPnF	n=0

Interrupt Register Bit Naming Conventions

Register Name	Bit							
	7	6	5	4	3	2	1	0
INTEG	INT3S1	INT3S0	INT2S1	INT2S0	INT1S1	INT1S0	INT0S1	INT0S0
INTC0	—	CP0F	INT1F	INT0F	CP0E	INT1E	INT0E	EMI
INTC1	ADF	MF1F	MF0F	D4	ADE	MF1E	MF0E	D0
INTC2	MF3F	TB1F	TB0F	MF2F	MF3E	TB1E	TB0E	MF2E
INTC3	MF5F	MF4F	INT3F	INT2F	MF5E	MF4E	INT3E	INT2E
MFI0	STM0AF	STM0PF	PTM0AF	PTM0PF	STM0AE	STM0PE	PTM0AE	PTM0PE
MFI1	STM1AF	STM1PF	PTM1AF	PTM1PF	STM1AE	STM1PE	PTM1AE	PTM1PE
MFI2	—	—	PTM2AF	PTM2PF	—	—	PTM2AE	PTM2PE
MFI3	SIMF	SPIF	DEF	LVF	SIME	SPIE	DEE	LVE
MFI4	STM2AF	STM2PF	PTM3AF	PTM3PF	STM2AE	STM2PE	PTM3AE	PTM3PE
MFI5	—	—	UR1F	UR0F	—	—	UR1E	UR0E

Interrupt Register List

- **INTEG Register**

Bit	7	6	5	4	3	2	1	0
Name	INT3S1	INT3S0	INT2S1	INT2S0	INT1S1	INT1S0	INT0S1	INT0S0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **INT3S1~INT3S0**: Interrupt edge control for INT3 pin
00: Disable
01: Rising edge
10: Falling edge
11: Rising and falling edges

Bit 5~4 **INT2S1~INT2S0**: Interrupt edge control for INT2 pin
00: Disable
01: Rising edge
10: Falling edge
11: Rising and falling edges

Bit 3~2 **INT1S1~INT1S0**: Interrupt edge control for INT1 pin
00: Disable
01: Rising edge
10: Falling edge
11: Rising and falling edges

Bit 1~0 **INT0S1~INT0S0**: Interrupt edge control for INT0 pin
00: Disable
01: Rising edge
10: Falling edge
11: Rising and falling edges

• **INTC0 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	CP0F	INT1F	INT0F	CP0E	INT1E	INT0E	EMI
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **CP0F**: Comparator 0 interrupt request flag
0: No request
1: Interrupt request

Bit 5 **INT1F**: External interrupt 1 request flag
0: No request
1: Interrupt request

Bit 4 **INT0F**: External interrupt 0 request flag
0: No request
1: Interrupt request

Bit 3 **CP0E**: Comparator 0 interrupt control
0: Disable
1: Enable

Bit 2 **INT1E**: External interrupt 1 control
0: Disable
1: Enable

Bit 1 **INT0E**: External interrupt 0 control
0: Disable
1: Enable

Bit 0 **EMI**: Global interrupt control
0: Disable
1: Enable

• **INTC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	ADF	MF1F	MF0F	D4	ADE	MF1E	MF0E	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **ADF**: A/D converter interrupt request flag
0: No request
1: Interrupt request

Bit 6 **MF1F**: Multi-function 1 interrupt request flag
0: No request
1: Interrupt request

Bit 5 **MF0F**: Multi-function 0 interrupt request flag
0: No request
1: Interrupt request

Bit 4 **D4**: The bit should be kept unchanged after power-on

Bit 3 **ADE**: A/D converter interrupt control
0: Disable
1: Enable

Bit 2 **MF1E**: Multi-function 1 interrupt control
0: Disable
1: Enable

Bit 1 **MF0E**: Multi-function 0 interrupt control
0: Disable
1: Enable

Bit 0 **D0**: The bit should be kept unchanged after power-on

• **INTC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	MF3F	TB1F	TB0F	MF2F	MF3E	TB1E	TB0E	MF2E
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **MF3F**: Multi-function interrupt 3 request flag
0: No request
1: Interrupt request

Bit 6 **TB1F**: Time Base 1 interrupt request flag
0: No request
1: Interrupt request

Bit 5 **TB0F**: Time Base 0 interrupt request flag
0: No request
1: Interrupt request

Bit 4 **MF2F**: Multi-function interrupt 2 request flag
0: No request
1: Interrupt request

Bit 3 **MF3E**: Multi-function interrupt 3 control
0: Disable
1: Enable

Bit 2 **TB1E**: Time Base 1 interrupt control
0: Disable
1: Enable

Bit 1 **TB0E**: Time Base 0 interrupt control
0: Disable
1: Enable

Bit 0 **MF2E**: Multi-function interrupt 2 control
0: Disable
1: Enable

• **INTC3 Register**

Bit	7	6	5	4	3	2	1	0
Name	MF5F	MF4F	INT3F	INT2F	MF5E	MF4E	INT3E	INT2E
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **MF5F**: Multi-function interrupt 5 request flag
0: No request
1: Interrupt request

Bit 6 **MF4F**: Multi-function interrupt 4 request flag
0: No request
1: Interrupt request

Bit 5 **INT3F**: INT3 Interrupt Request Flag
0: No request
1: Interrupt request

Bit 4 **INT2F**: INT2 Interrupt Request Flag
0: No request
1: Interrupt request

Bit 3 **MF5E**: Multi-function interrupt 5 control
0: Disable
1: Enable

Bit 2 **MF4E**: Multi-function interrupt 4 control
0: Disable
1: Enable

Bit 1 **INT3E**: INT3 interrupt control
0: Disable
1: Enable

Bit 0 **INT2E**: INT2 interrupt control
0: Disable
1: Enable

• **MFI0 Register**

Bit	7	6	5	4	3	2	1	0
Name	STM0AF	STM0PF	PTM0AF	PTM0PF	STM0AE	STM0PE	PTM0AE	PTM0PE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **STM0AF**: STM0 CCRA comparator interrupt request flag
0: No request
1: Interrupt request

Bit 6 **STM0PF**: STM0 CCRP comparator interrupt request flag
0: No request
1: Interrupt request

Bit 5 **PTM0AF**: PTM0 CCRA comparator interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM0PF**: PTM0 CCRP comparator interrupt request flag
0: No request
1: Interrupt request

Bit 3 **STM0AE**: STM0 CCRA comparator interrupt control
0: Disable
1: Enable

Bit 2 **STM0PE**: STM0 CCRP comparator interrupt control
0: Disable
1: Enable

Bit 1 **PTM0AE**: PTM0 CCRA comparator interrupt control
0: Disable
1: Enable

Bit 0 **PTM0PE**: PTM0 CCRP comparator interrupt control
0: Disable
1: Enable

• **MFI1 Register**

Bit	7	6	5	4	3	2	1	0
Name	STM1AF	STM1PF	PTM1AF	PTM1PF	STM1AE	STM1PE	PTM1AE	PTM1PE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **STM1AF**: STM1 CCRA comparator interrupt request flag
0: No request
1: Interrupt request

Bit 6 **STM1PF**: STM1 CCRP comparator interrupt request flag
0: No request
1: Interrupt request

Bit 5 **PTM1AF**: PTM1 CCRA comparator interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM1PF**: PTM1 CCRP comparator interrupt request flag
0: No request
1: Interrupt request

Bit 3 **STM1AE**: STM1 CCRA comparator interrupt control
0: Disable
1: Enable

Bit 2 **STM1PE**: STM1 CCRP comparator interrupt control
0: Disable
1: Enable

Bit 1 **PTM1AE**: PTM1 CCRA comparator interrupt control
0: Disable
1: Enable

Bit 0 **PTM1PE**: PTM1 CCRP comparator interrupt control
0: Disable
1: Enable

• **MFI2 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	PTM2AF	PTM2PF	—	—	PTM2AE	PTM2PE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **PTM2AF**: PTM2 CCRA comparator interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM2PF**: PTM2 CCRP comparator interrupt request flag
0: No request
1: Interrupt request

Bit 3~2 Unimplemented, read as "0"

Bit 1 **PTM2AE**: PTM2 CCRA comparator interrupt control
0: Disable
1: Enable

Bit 0 **PTM2PE**: PTM2 CCRP comparator interrupt control
0: Disable
1: Enable

• **MFI3 Register**

Bit	7	6	5	4	3	2	1	0
Name	SIMF	SPIF	DEF	LVF	SIME	SPIE	DEE	LVE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **SIMF**: SIM interrupt request flag
0: No request
1: Interrupt request

Bit 6 **SPIF**: SPI interrupt request flag
0: No request
1: Interrupt request

Bit 5 **DEF**: Data EEPROM interrupt request flag
0: No request
1: Interrupt request

Bit 4 **LVF**: LVD interrupt request flag
0: No request
1: Interrupt request

Bit 3 **SIME**: SIM interrupt control
0: Disable
1: Enable

Bit 2 **SPIE**: SPI interrupt control
0: Disable
1: Enable

Bit 1 **DEE**: Data EEPROM interrupt control
0: Disable
1: Enable

Bit 0 **LVE**: LVD interrupt control
0: Disable
1: Enable

• **MFI4 Register**

Bit	7	6	5	4	3	2	1	0
Name	STM2AF	STM2PF	PTM3AF	PTM3PF	STM2AE	STM2PE	PTM3AE	PTM3PE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **STM2AF**: STM2 CCRA comparator interrupt request flag
0: No request
1: Interrupt request

Bit 6 **STM2PF**: STM2 CCRP comparator interrupt request flag
0: No request
1: Interrupt request

Bit 5 **PTM3AF**: PTM3 CCRA comparator interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM3PF**: PTM3 CCRP comparator interrupt request flag
0: No request
1: Interrupt request

Bit 3 **STM2AE**: STM2 CCRA comparator interrupt control
0: Disable
1: Enable

Bit 2 **STM2PE**: STM2 CCRP comparator interrupt control
0: Disable
1: Enable

Bit 1 **PTM3AE**: PTM3 CCRA comparator interrupt control
0: Disable
1: Enable

Bit 0 **PTM3PE**: PTM3 CCRP comparator interrupt control
0: Disable
1: Enable

• **MFI5 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	UR1F	UR0F	—	—	UR1E	UR0E
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **UR1F**: UART1 interrupt request flag
0: No request
1: Interrupt request

Bit 4 **UR0F**: UART0 interrupt request flag
0: No request
1: Interrupt request

Bit 3~2 Unimplemented, read as "0"

Bit 1 **UR1E**: UART1interrupt control
0: Disable
1: Enable

Bit 0 **UR0E**: UART0 interrupt control
0: Disable
1: Enable

Interrupt Operation

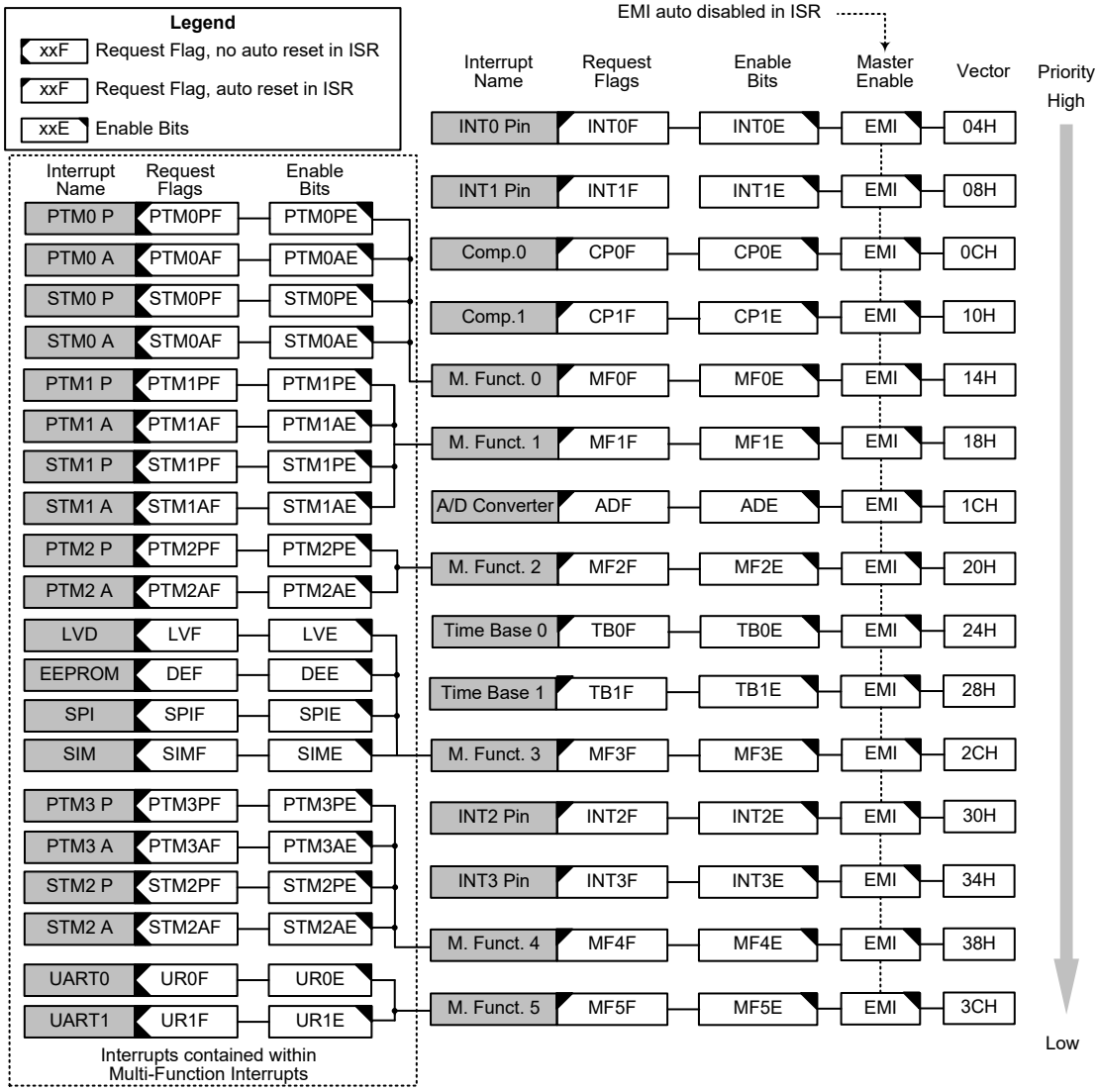
When the conditions for an interrupt event occur, such as a TM Comparator P, Comparator A match or A/D conversion completion etc., the relevant interrupt request flag will be set. Whether the request flag actually generates a program jump to the relevant interrupt vector is determined by the condition of the interrupt enable bit. If the enable bit is set high then the program will jump to its relevant vector; if the enable bit is zero then although the interrupt request flag is set an actual interrupt will not be generated and the program will not jump to the relevant interrupt vector. The global interrupt enable bit, if cleared to zero, will disable all interrupts.

When an interrupt is generated, the Program Counter, which stores the address of the next instruction to be executed, will be transferred onto the stack. The Program Counter will then be loaded with a new address which will be the value of the corresponding interrupt vector. The microcontroller will then fetch its next instruction from this interrupt vector. The instruction at this vector will usually be a "JMP" which will jump to another section of program which is known as the interrupt service routine. Here is located the code to control the appropriate interrupt. The interrupt service routine must be terminated with an "RETI", which retrieves the original Program Counter address from the stack and allows the microcontroller to continue with normal execution at the point where the interrupt occurred.

The various interrupt enable bits, together with their associated request flags, are shown in the accompanying diagrams with their order of priority. Some interrupt sources have their own individual vector while others share the same multi-function interrupt vector. Once an interrupt

subroutine is serviced, all the other interrupts will be blocked, as the global interrupt enable bit, EMI bit will be cleared automatically. This will prevent any further interrupt nesting from occurring. However, if other interrupt requests occur during this interval, although the interrupt will not be immediately serviced, the request flag will still be recorded.

If an interrupt requires immediate servicing while the program is already in another interrupt service routine, the EMI bit should be set after entering the routine, to allow interrupt nesting. If the stack is full, the interrupt request will not be acknowledged, even if the related interrupt is enabled, until the Stack Pointer is decremented. If immediate service is desired, the stack must be prevented from becoming full. In case of simultaneous requests, the accompanying diagram shows the priority that is applied. All of the interrupt request flags when set will wake-up the device if it is in SLEEP or IDLE Mode, however to prevent a wake-up from occurring the corresponding flag should be set before the device is in SLEEP or IDLE Mode.



Interrupt Structure

External Interrupts

The external interrupts are controlled by signal transitions on the pins INT0~INT3. An external interrupt request will take place when the external interrupt request flags, INT0F~INT3F, are set, which will occur when a transition, whose type is chosen by the edge select bits, appears on the external interrupt pins. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and respective external interrupt enable bit, INT0E~INT3E, must first be set. Additionally the correct interrupt edge type must be selected using the INTEG register to enable the external interrupt function and to choose the trigger edge type. As the external interrupt pins are pin-shared with I/O pins, they can only be configured as external interrupt pins if their external interrupt enable bit in the corresponding interrupt register has been set and the external interrupt pin is selected by the corresponding pin-shared function selection bits. The pin must also be setup as an input by setting the corresponding bit in the port control register.

When the interrupt is enabled, the stack is not full and the correct transition type appears on the external interrupt pin, a subroutine call to the external interrupt vector, will take place. When the interrupt is serviced, the external interrupt request flags, INT0F~INT3F, will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts. Note that any pull-high resistor selections on the external interrupt pins will remain valid even if the pin is used as an external interrupt input. The INTEG register is used to select the type of active edge that will trigger the external interrupt. A choice of either rising or falling or both edge types can be chosen to trigger an external interrupt. Note that the INTEG register can also be used to disable the external interrupt function.

Comparator Interrupt

The comparator interrupt is controlled by the internal comparator. A comparator interrupt request will take place when the comparator interrupt request flags, CP0F, is set, a situation that will occur when the comparator output bit changes state. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and comparator interrupt enable bit, CP0E, must first be set. When the interrupt is enabled, the stack is not full and the comparator inputs generate a comparator output transition, a subroutine call to the comparator interrupt vector, will take place. When the interrupt is serviced, the comparator interrupt request flag will be automatically reset and the EMI bit will also be automatically cleared to disable other interrupts.

A/D Converter Interrupt

The A/D converter interrupt is controlled by the termination of an A/D conversion process. An A/D converter interrupt request will take place when the A/D Converter Interrupt request flag, ADF, is set, which occurs when the A/D conversion process finishes. To allow the program to branch to its corresponding interrupt vector address, the global interrupt enable bit, EMI, and A/D converter interrupt enable bit, ADE, must first be set. When the interrupt is enabled, the stack is not full and the A/D conversion process has ended, a subroutine call to the A/D converter interrupt vector, will take place. When the interrupt is serviced, the A/D converter interrupt flag, ADF, will be automatically cleared. The EMI bit will also be automatically cleared to disable other interrupts.

Multi-function Interrupts

Within this device there are several multi-function interrupts. Unlike the other independent interrupts, these interrupts have no independent source, but rather are formed from other existing interrupt sources, namely the TM interrupts, LVD interrupt, EEPROM erase or write operation interrupt, SIM interface interrupt, SPI interface interrupt and UART interface interrupts.

A multi-function interrupt request will take place when any of the multi-function interrupt request flags, MFnF are set. The multi-function interrupt flags will be set when any of their included functions generate an interrupt request flag. When the multi-function interrupt is enabled and the stack is not full, and either one of the interrupts contained within each of multi-function interrupt occurs, a subroutine call to one of the multi-function interrupt vectors will take place. When the interrupt is serviced, the related multi-function request flag will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts.

However, it must be noted that, although the multi-function Interrupt flags will be automatically reset when the interrupt is serviced, the request flags from the original source of the multi-function interrupts will not be automatically reset and must be manually reset by the application program.

Timer Module Interrupts

Each of the Standard and Periodic Type TM has two interrupts. All of the TM interrupts are contained within the Multi-function Interrupts. For all of the TM types there are two interrupt request flags of STMnPF, STMnAF and PTMnPF, PTMnAF, and two enable bits of STMnPE, STMnAE and PTMnPE, PTMnAE. A TM interrupt request will take place when any of the TM request flags are set, a situation which occurs when a TM comparator P or A match situation happens.

To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, respective TM interrupt enable bit, and relevant multi-function interrupt enable bit, MFnE, must first be set. When the interrupt is enabled, the stack is not full and a TM comparator match situation occurs, a subroutine call to the relevant multi-function interrupt vector locations, will take place. When the TM interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the related MFnF flag will be automatically cleared. As the TM interrupt request flags will not be automatically cleared, they have to be cleared by the application program.

LVD Interrupt

The Low Voltage Detector interrupt is contained within the multi-function interrupt. An LVD interrupt request will take place when the LVD interrupt request flag, LVF, is set, which occurs when the Low Voltage Detector function detects a low power supply voltage. To allow the program to branch to its corresponding interrupt vector address, the global interrupt enable bit, EMI, Low Voltage interrupt enable bit, LVE, and associated multi-function interrupt enable bit, must first be set. When the interrupt is enabled, the stack is not full and a low voltage condition occurs, a subroutine call to the multi-function interrupt vector, will take place. When the Low Voltage interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the multi-function interrupt request flag will be also automatically cleared. As the LVF flag will not be automatically cleared, it has to be cleared by the application program.

EEPROM Interrupt

The EEPROM interrupt is contained within the multi-function interrupt. An EEPROM interrupt request will take place when the EEPROM interrupt request flag, DEF, is set, which occurs when an EEPROM erase/write cycle ends. To allow the program to branch to its corresponding interrupt vector address, the global interrupt enable bit, EMI, EEPROM interrupt enable bit, DEE, and associated multi-function interrupt enable bit, must first be set. When the interrupt is enabled, the stack is not full and an EEPROM erase/write cycle ends, a subroutine call to the corresponding EEPROM interrupt vector will take place. When the EEPROM interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the multi-function interrupt request flag will be also automatically cleared. As the DEF flag will not be automatically cleared, it has to be cleared by the application program.

SIM Interrupt

The Serial Interface Module Interrupt, as known as the SIM Interrupt, is contained whin the Multi-function Interrupt. A SIM Interrupt request will take place when the SIM Interrupt request flag, SIMF, is set, which occurs when a byte of data has been received or transmitted by the SIM interface, an I^2C address match occurs or an I^2C bus time-out occurs. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, the Serial Interface Interrupt enable bit, SIME, and Muti-function interrupt enable bit must first be set. When the interrupt is enabled, the stack is not full and any of the above described situations occurs, a subroutine call to the respective Multi-function interrupt vector, will take place. When the SIM Interface Interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the Multi-function interrupt request flag will be also automatically cleared. As the SIMF flag will not be automatically cleared, it has to be cleared by the application program.

SPI Interface Interrupt

The SPI Interface Module Interrupt is contained within the Multi-function Interrupt. A SPI Interrupt request will take place when the SPI Interrupt request flag, SPIF, is set, which occurs when a byte of data has been received or transmitted by the SPI interface. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, the Serial Interface Interrupt enable bit, SPIE, and Multi-function interrupt enable bit must first be set. When the interrupt is enabled, the stack is not full and a byte of data has been transmitted or received by the SPI interface, a subroutine call to the respective Multi-function Interrupt vector, will take place. When the SPI Interface Interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts. However, only the Multi-function interrupt request flag will be also automatically cleared. As the SPIF flag will not be automatically cleared, it has to be cleared by the application program.

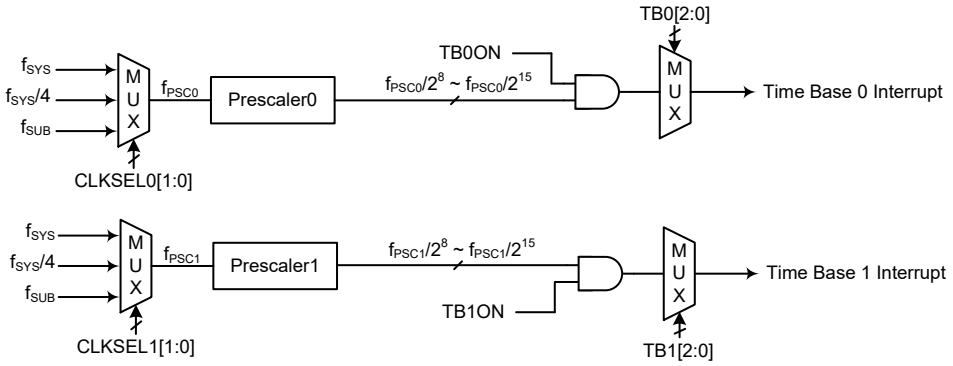
UART Transfer Interrupt

The UART Transfer Interrupt is controlled within the Multi-function interrupt and controlled by several UART transfer conditions. When one of these conditions occurs, an interrupt pulse will be generated to get the attention of the microcontroller. These conditions are a transmitter data register empty, transmitter idle, receiver reaching FIFO trigger level, receiver overrun, address detect and an RXn pin wake-up. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and UARTn Interrupt enable bit, URnE, and Multi-function interrupt enable bit must first be set. When the interrupt is enabled, the stack is not full and any of the conditions described above occurs, a subroutine call to the corresponding Multi-function Interrupt vector, will take place. When the UART interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts. However, only the Multi-function interrupt request flag will be automatically cleared. As the UART Interrupt flag, URnF, will not be automatically cleared, it has to be cleared by the application program. However, the UnSR register flags will only be cleared when certain actions are taken by the UART, the details of which are given in the UART section.

Time Base Interrupts

The function of the Time Base interrupts is to provide regular time signal in the form of an internal interrupt. They are controlled by the overflow signals from their respective timer functions. When these happen their respective interrupt request flags, TB0F or TB1F will be set. To allow the program to branch to their respective interrupt vector addresses, the global interrupt enable bit, EMI and Time Base enable bits, TB0E or TB1E, must first be set. When the interrupt is enabled, the stack is not full and the Time Base overflows, a subroutine call to their respective vector locations will take place. When the interrupt is serviced, the respective interrupt request flag, TB0F or TB1F, will be automatically reset and the EMI bit will be cleared to disable other interrupts.

The purpose of the Time Base interrupt is to provide an interrupt signal at fixed time periods. Its clock source, f_{PSC0} or f_{PSC1}, originates from the internal clock source f_{SYS}, $f_{SYS}/4$ or f_{SUB} and then passes through a divider, the division ratio of which is selected by programming the appropriate bits in the TB0C and TB1C registers to obtain longer interrupt periods whose value ranges. The clock source which in turn controls the Time Base interrupt period is selected using the CLKSEL0[1:0] and CLKSEL1[1:0] bits in the PSC0R and PSC1R register.



Time Base Interrupts

• PSCnR Register (n=0~1)

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CLKSELn1	CLKSELn0
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **CLKSELn1~CLKSELn0**: Prescaler clock source f_{PSCn} selection
00: f_{SYS}
01: $f_{SYS}/4$
1x: f_{SUB}

• TB0C Register

Bit	7	6	5	4	3	2	1	0
Name	TB0ON	—	—	—	—	TB02	TB01	TB00
R/W	R/W	—	—	—	—	R/W	R/W	R/W
POR	0	—	—	—	—	0	0	0

Bit 7 **TB0ON**: Time Base 0 control
0: Disable
1: Enable

Bit 6~3 Unimplemented, read as "0"

Bit 2~0 **TB02~TB00**: Select Time Base 0 time-out period
000: $2^8/f_{PSC0}$
001: $2^9/f_{PSC0}$
010: $2^{10}/f_{PSC0}$
011: $2^{11}/f_{PSC0}$
100: $2^{12}/f_{PSC0}$
101: $2^{13}/f_{PSC0}$
110: $2^{14}/f_{PSC0}$
111: $2^{15}/f_{PSC0}$

• **TB1C Register**

Bit	7	6	5	4	3	2	1	0
Name	TB1ON	—	—	—	—	TB12	TB11	TB10
R/W	R/W	—	—	—	—	R/W	R/W	R/W
POR	0	—	—	—	—	0	0	0

Bit 7 **TB1ON**: Time Base 1 control
0: Disable
1: Enable

Bit 6~3 Unimplemented, read as "0"

Bit 2~0 **TB12~TB10**: Select Time Base 1 time-out period
000: $2^8/f_{PSC1}$
001: $2^9/f_{PSC1}$
010: $2^{10}/f_{PSC1}$
011: $2^{11}/f_{PSC1}$
100: $2^{12}/f_{PSC1}$
101: $2^{13}/f_{PSC1}$
110: $2^{14}/f_{PSC1}$
111: $2^{15}/f_{PSC1}$

Interrupt Wake-up Function

Each of the interrupt functions has the capability of waking up the microcontroller when in the SLEEP or IDLE Mode. A wake-up is generated when an interrupt request flag changes from low to high and is independent of whether the interrupt is enabled or not. Therefore, even though the device is in the SLEEP or IDLE Mode and its system oscillator stopped, situations such as external edge transitions on the external interrupt pins or a low power supply voltage may cause their respective interrupt flag to be set high and consequently generate an interrupt. Care must therefore be taken if spurious wake-up situations are to be avoided. If an interrupt wake-up function is to be disabled then the corresponding interrupt request flag should be set high before the device enters the SLEEP or IDLE Mode. The interrupt enable bits have no effect on the interrupt wake-up function.

Programming Considerations

By disabling the relevant interrupt enable bits, a requested interrupt can be prevented from being serviced, however, once an interrupt request flag is set, it will remain in this condition in the interrupt register until the corresponding interrupt is serviced or until the request flag is cleared by the application program.

Where a certain interrupt is contained within a multi-function interrupt, then when the interrupt service routine is executed, as only the multi-function interrupt request flags, MFnF, will be automatically cleared, the individual request flag for the function needs to be cleared by the application program.

It is recommended that programs do not use the "CALL" instruction within the interrupt service subroutine. Interrupts often occur in an unpredictable manner or need to be serviced immediately. If only one stack is left and the interrupt is not well controlled, the original control sequence will be damaged once a CALL subroutine is executed in the interrupt subroutine.

Every interrupt has the capability of waking up the microcontroller when it is in SLEEP or IDLE Mode, the wake up being generated when the interrupt request flag changes from low to high. If it is required to prevent a certain interrupt from waking up the microcontroller then its respective request flag should be first set high before enter SLEEP or IDLE Mode.

As only the Program Counter is pushed onto the stack, then when the interrupt is serviced, if the contents of the accumulator, status register or other registers are altered by the interrupt service program, their contents should be saved to the memory at the beginning of the interrupt service routine. To return from an interrupt subroutine, either an RET or RETI instruction may be executed. The RETI instruction in addition to executing a return to the main program also automatically sets the EMI bit high to allow further interrupts. The RET instruction however only executes a return to the main program leaving the EMI bit in its present zero state and therefore disabling the execution of further interrupts.

Low Voltage Detector – LVD

The device has a Low Voltage Detector function, also known as LVD. This enables the device to monitor the power supply voltage, V_{DD}, and provide a warning signal should it fall below a certain level. This function may be especially useful in battery applications where the supply voltage will gradually reduce as the battery ages, as it allows an early warning battery low signal to be generated. The Low Voltage Detector also has the capability of generating an interrupt signal.

LVD Register

The Low Voltage Detector function is controlled using a single register with the name LVDC. Three bits in this register, VLVD2~VLVD0, are used to select one of eight fixed voltages below which a low voltage condition will be determined. A low voltage condition is indicated when the LVDO bit is set. If the LVDO bit is low, this indicates that the V_{DD} pin input voltage is above the preset low voltage value. The LVDEN bit is used to control the overall on/off function of the low voltage detector. Setting the bit high will enable the low voltage detector. Clearing the bit to zero will switch off the internal low voltage detector circuits. As the low voltage detector will consume a certain amount of power, it may be desirable to switch off the circuit when not in use, an important consideration in power sensitive battery powered applications.

- **LVDC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	LVDO	LVDEN	—	VLVD2	VLVD1	VLVD0
R/W	—	—	R	R/W	—	R/W	R/W	R/W
POR	—	—	0	0	—	0	0	0

Bit 7~6 Unimplemented, read as “0”

Bit 5 **LVDO**: LVD output flag
0: No Low Voltage Detected
1: Low Voltage Detected

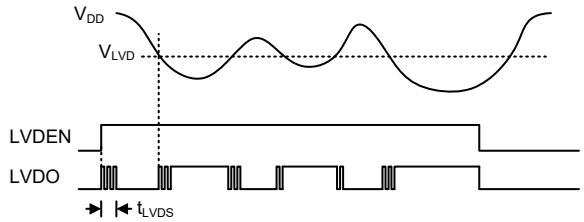
Bit 4 **LVDEN**: Low Voltage Detector function control
0: Disable
1: Enable

Bit3 Unimplemented, read as “0”

Bit 2~0 **VLVD2~VLVD0**: Select LVD Reference voltage
000: 1.8V
001: 2.0V
010: 2.4V
011: 2.7V
100: 3.0V
101: 3.3V
110: Reserved
111: Reserved

LVD Operation

The Low Voltage Detector function operates by comparing the power supply voltage, V_{DD}, with a pre-specified voltage level stored in the LVDC register. This has a range of between 1.8V and 3.3V. When the power supply voltage, V_{DD}, fall below this pre-determined value, the LVDO bit will be set high indicating a low power supply voltage condition. When the device is in the SLEEP mode, the low voltage detector will be disabled even if the LVDEN bit is high. After enabling the Low Voltage Detector, a time delay t_{LVDS} should be allowed for the circuitry to stabilise before reading the LVDO bit. Note also that as the V_{DD} voltage may rise and fall rather slowly, at the voltage nears that of V_{LVD}, there may be multiple bit LVDO transitions.



LVD Operation

The Low Voltage Detector interrupt is contained within the Multi-function interrupt, providing an alternative means of low voltage detection, in addition to polling the LVDO bit. The interrupt will only be generated after a delay of t_{LVD} after the LVDO bit has been set high by a low voltage condition. When the device is in the SLEEP mode, the low voltage detector will be disabled even if the LVDEN bit is high. In this case, the LVF interrupt request flag will be set, causing an interrupt to be generated if V_{DD} falls below the preset LVD voltage. This will cause the device to wake-up from the IDLE Mode, however if the Low Voltage Detector wake up function is not required then the LVF flag should be first set high before the device enters the IDLE Mode.

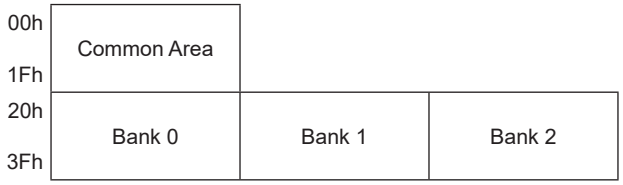
Configuration Options

Configuration options refer to certain options within the MCU that are programmed into the device during the programming process. During the development process, these options are selected using the HT-IDE software development tools. All options must be defined for proper system function, the details of which are shown in the table.

No.	Options
Oscillator Option	
1	HIRC frequency selection – f_{HIRC}: 8MHz, 12MHz or 16MHz

Note: When the HIRC has been configured at a frequency shown in this table, the HIRC1 and HIRC0 bits should also be setup to select the same frequency to achieve the HIRC frequency accuracy specified in the A.C. Characteristics.

Memory Mapping

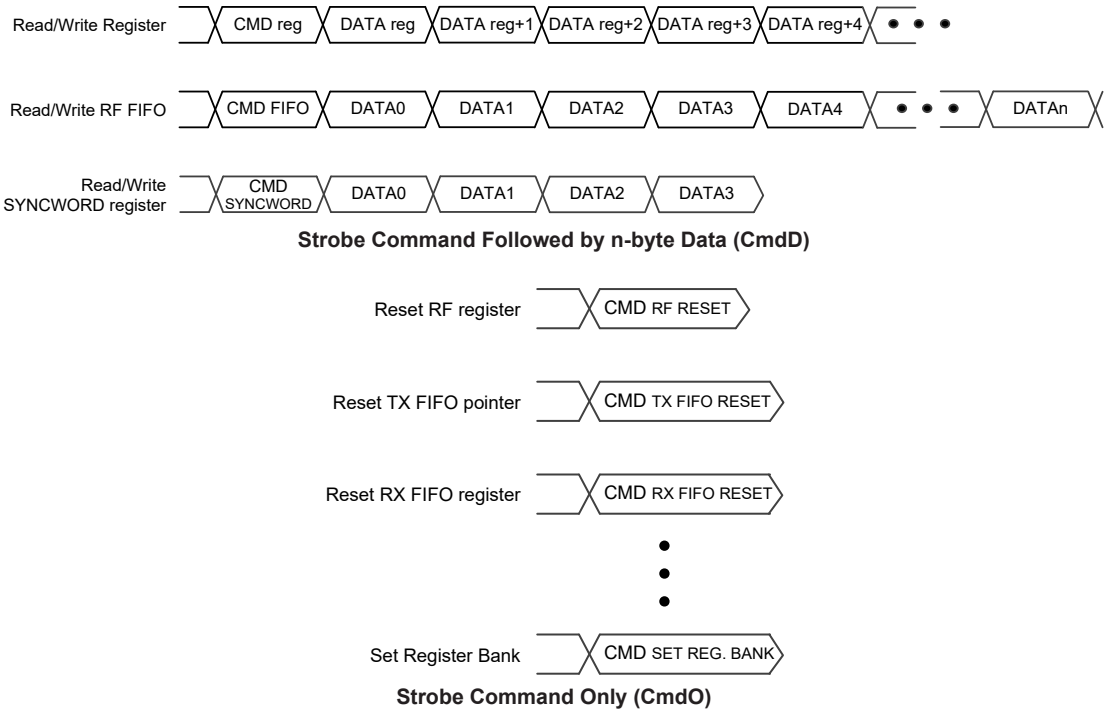


Common Area: It contains 32 bytes space. Accessing addresses 00h~1Fh always means to access the Common Area regardless of Bank Pointer configuration.

Bank 0~2: Each bank contains 32 bytes space. They are selected by the Bank Pointer.

The Bank Pointer, BANK[1:0], which is defined in the Common Area, can be set directly by the Set Register Bank command and read/written by the Control Register command.

Control Register Access



SFR Mapping and Bit Definition

Common Area Control Register

All control registers will be set to their initial value by power-on reset (POR). The software reset will set the control registers to their initial value except the FSYCK_EN, FSYCK_DIV[1:0], PWRON, GIO1S[2:0], GIO2S[2:0], PADDS[1:0], GIO4S[3:0], GIOPU[4:1], SPIPU, SDO_TEN bits in the RC1, IO1, IO2 and IO3 registers. These bits keep unchanged after software reset.

Addr.	Name	Bit							
		7	6	5	4	3	2	1	0
00h	CFG1	—	AGC_EN	RXCON_EN	DIR_EN	—	—	BANK[1:0]	
01h	RC1	PWRON	FSYCK_RDY	XCLK_RDY	XCLK_EN	FSYCK_DIV[1:0]		FSYCK_EN	RST_LL
02h	IRQ1	RXTO	RXFFOW	—	—	RXDETS[1:0]		IRQCPOR	IRQPOR
03h	IRQ2	ARKTFIE	ATRCTIE	FIFOLTIE	RXERRIE	RXDETIE	CALCMPIE	RXCMPIE	TXCMPIE
04h	IRQ3	ARKTFIF	ATRCTIF	FIFOLTIF	RXERRIF	RXDETIF	CALCMPIF	RXCMPIF	TXCMPIF
06h	IO1	PADDS[1:0]		GIO2S[2:0]			GIO1S[2:0]		
07h	IO2	GIO4S[3:0]				D3	D2	D1	D0
08h	IO3	SDO_TEN	SPIPU	—	GIOPU[4:1]				—
09h	FIFO1	—	—	TXFFSA[5:0]					
0Ah	FIFO2	—	—	—	RXPL2F_EN	FFINF_EN	FFMG_EN	FFMG[1:0]	
0Bh	PKT1	TXPMLEN[7:0]							
0Ch	PKT2	PID[1:0]		TRAILER_EN	WHTFMT	SYNCLEN[1:0]		RXPMLEN[1:0]	
0Dh	PKT3	MCH_EN	FEC_EN	CRC_EN	CRCFMT	PLLEN_EN	PLHAC_EN	PLHLEN	PLH_EN
0Eh	PKT4	WHT_EN	WHTSD[6:0]						
0Fh	PKT5	TXDLEN[7:0]							
10h	PKT6	RXDLEN[7:0]							
11h	PKT7	RXPID[1:0]		DLY_RXS[2:0]			DLY_TXS[2:0]		
12h	PKT8	—		PLHA[5:0]					
13h	PKT9	PLHEA[7:0]							
14h	MOD1	DTR[7:0]							
15h	MOD2	RXIFOS[11:8]				DITHER[1:0]		—	DTR[8]
16h	MOD3	RXIFOS[7:0]							
17h	DM1	—	—	MDIV[5:0]					
18h	DM2	PREAMBLE_CFO_EN1	PREAMBLE_CFO_EN0	SDR[5:0]					
19h	DM3	CSF_SW_EN	FD_MOD[6:0]						
1Ah	DM4	THOLD[3:0]				CFO_DSEL	—	PH_DIFF_MOD	PRE_CSF_EN
1Bh	DM5	FD_HOLD[7:0]							
1Eh	DM8	M_RATIO[7:0]							

Note: Addresses 05h, 1Ch, 1Dh and 1Fh, which are not listed in this table are reserved for future use, it is suggested not to change their initial values by any methods.

The reset value shown in the following register description tables means the software reset results of strobe command.

• **CFG1: Configuration Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	—	AGC_EN	RXCON_EN	DIR_EN	—	—	BANK[1:0]	
R/W	—	R/W	R/W	R/W	—	—	R/W	
Reset	0	0	0	0	0	0	0	0

Bit 7 Reserved, must be "0"

Bit 6 **AGC_EN**: AGC enable
0: Disable
1: Enable

Bit 5 **RXCON_EN**: RX continue mode enable
0: Disable
1: Enable
Note that this bit only affects normal RX mode and ATR RX mode without ARK function.

Bit 4 **DIR_EN**: Direct mode enable
0: TX/RX data from packet handling hardware
1: TX/RX data from/to external MCU directly

Bit 3~2 Reserved, must be "00"

Bit 1~0 **BANK[1:0]**: Control register bank selection
00: Bank 0
01: Bank 1
10: Bank 2
11: Reserved
This selection can be set by both the Set Register Bank command and Control Register command.

• **RC1: Reset/Clock Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	PWRON	FSYCK_RDY	XCLK_RDY	XCLK_EN	FSYCK_DIV[1:0]		FSYCK_EN	RST_LL
R/W	R/W	R	R	R/W	R/W		R/W	R/W
POR	1	—	—	—	0	0	0	—
Reset	—	0	0	1	—	—	—	0

Bit 7 **PWRON**: 3.3V power on flag
This bit is only set to 1 by power on reset and not affected by software reset of strobe command. After being set high, this bit should be cleared by application program. The firmware can check this flag status and determine whether to execute auto calibration in the Light Sleep mode.

Bit 6 **FSYCK_RDY**: FSYCK clock ready flag (ready only)
0: Not ready
1: Ready
This bit is used to indicate that whether the FSYCK clock is ready for operation. This bit will be automatically cleared when FSYCK_EN=0, when power on reset occurs or when a Deep Sleep command or an Idle command is received.

Bit 5 **XCLK_RDY**: XCLK clock ready flag (ready only)
0: Not ready
1: Ready
This bit is used to indicate whether the XCLK debounce counter is full and XCLK is ready for operation. Note that when exiting the Deep Sleep state, this flag may need a certain period before being set high. This bit will be automatically cleared to zero when XCLK_EN=0, when RST_LL=1, when power on reset occurs or when a software reset command, a Deep Sleep command or an Idle command is received.

Bit 4 **XCLK_EN**: XCLK clock enable
0: Disable
1: Enable
Setting this bit high will enable the XCLK path to the baseband block while clearing this bit to zero can save power if required. The XCLK clock should be enabled when writing data to the FIFO.

Bit 3~2 **FSYCK_DIV[1:0]**: FSYCK clock (XCLK division) selection
00: 1/1 XCLK
01: 1/2 XCLK
10: 1/4 XCLK
11: 1/8 XCLK

Bit 1 **FSYCK_EN**: FSYCK clock enable
0: Disable
1: Enable

Bit 0 **RST_LL**: Low voltage (1.2V) logic reset control
0: Release reset
1: Reset

• IRQ1: Interrupt Control Register 1

Bit	7	6	5	4	3	2	1	0
Name	RXTO	RXFFOW	—	—	RXDETS[1:0]		IRQCPOR	IRQPOR
R/W	R	R	—	—	R/W		R/W	R/W
Reset	0	0	0	0	1	0	0	1

Bit 7 **RXTO**: RX time-out flag
0: RX time-out does not occur
1: RX time-out occurs
This flag will be set high by hardware when the RX time-out condition occurs and automatically cleared when a Light Sleep strobe command is received, when the device enters the RX continuous mode, when WOR/WOT wake up occurs or when the device enters the ARK TX/RX mode.

Bit 6 **RXFFOW**: RX FIFO overwrite flag
0: RX FIFO overwrite does not occur
1: RX FIFO overwrite occurs
This flag will be set high by hardware when the RX FIFO overwrite condition occurs and automatically cleared when a RX FIFO reset strobe command or a RX strobe command is received.

Bit 5~4 Reserved, must be “00”

Bit 3~2 **RXDETS[1:0]**: RX detect selection
00: Detect carry
01: Detect preamble
10/11: Detect SYNCWORD

Bit 1 **IRQCPOR**: IRQ flags clearing polarity selection
0: IRQ flags are cleared by writing 0 to the corresponding bits
1: IRQ flags are cleared by writing 1 to the corresponding bits

Bit 0 **IRQPOR**: IRQ signal polarity selection
0: Active low
1: Active high
When an IRQ flag in the IRQ3 register is set high and the corresponding IRQ function is enabled, the active level of the IRQ signal is determined by this configuration.

• **IRQ2: Interrupt Control Register 2**

Bit	7	6	5	4	3	2	1	0
Name	ARKTFIE	ATRCTIE	FIFOLTIE	RXERRIE	RXDETIE	CALCMPIE	RXCMPIE	TXCMPIE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 **ARKTFIE**: ARK TX Failure IRQ Enable
0: Disable
1: Enable

Bit 6 **ATRCTIE**: ATR Cycle Timer IRQ Enable
0: Disable
1: Enable

Bit 5 **FIFOLTIE**: FIFO Low Threshold IRQ Enable
0: Disable
1: Enable

Bit 4 **RXERRIE**: RX Error IRQ Enable
0: Disable
1: Enable

Bit 3 **RXDETIE**: RX Event Detected IRQ Enable
0: Disable
1: Enable

Bit 2 **CALCMPIE**: Calibration Complete IRQ Enable
0: Disable
1: Enable

Bit 1 **RXCMPIE**: RX Complete IRQ Enable
0: Disable
1: Enable

Bit 0 **TXCMPIE**: TX Complete IRQ Enable
0: Disable
1: Enable

• **IRQ3: Interrupt Control Register 3**

Bit	7	6	5	4	3	2	1	0
Name	ARKTFIF	ATRCTIF	FIFOLTIF	RXERRIF	RXDETIF	CALCMPIF	RXCMPIF	TXCMPIF
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

When the individual flag within this register is set high by the hardware, the corresponding IRQ will be generated. These flags can be cleared by writing 0 or 1 to the corresponding flag which is determined by the IRQCPOR bit configuration.

Bit 7 **ARKTFIF**: ARK TX Failure IRQ Flag
0: No request
1: Interrupt request

Bit 6 **ATRCTIF**: ATR Cycle Timer IRQ Flag
0: No request
1: Interrupt request
This flag will be set high when the ATRCT timer is full.

Bit 5 **FIFOLTIF**: FIFO Low Threshold IRQ Flag
0: No request
1: Interrupt request

When in the Burst TX mode, if this flag is set high, it means that TX FIFO data length is less than FFMG setting threshold and there are TX data to be written into the FIFO. When in the Burst RX mode, if this flag is set high, it means that RX FIFO remaining space is less than FFMG setting threshold and the remaining RX data length is longer than FFMG setting threshold.

Bit 4 **RXERRIF**: RX Error IRQ Flag
0: No request
1: Interrupt request
The RX error conditions include RX failure, CRC failure (CRC_EN=1) or RX FIFO overwrite.

Bit 3 **RXDETIF**: RX Event Detected IRQ Flag
0: No request
1: Interrupt request
The RX events include carry, preamble and syncword and the actual trigger source is determined by the RXDETS[1:0] configuration.

Bit 2 **CALCMPIF**: Calibration Complete IRQ Flag
0: No request
1: Interrupt request
If ACAL_EN=0, the LIRC calibration is enabled by its individual calibration enable bit and the calibration completion will trigger IRQ. If ACAL_EN=1, VCO and RC calibrations are enabled and both completion will trigger IRQ.

Bit 1 **RXCMPIF**: RX Complete IRQ Flag
0: No request
1: Interrupt request
When the RX operation is completed without any error, this flag will be set high by hardware.

Bit 0 **TXCMPIF**: TX Complete IRQ Flag
0: No request
1: Interrupt request

• IO1: I/O Control Register 1

Bit	7	6	5	4	3	2	1	0
Name	PADDS[1:0]		GIO2S[2:0]			GIO1S[2:0]		
R/W	R/W		R/W			R/W		
POR	0	1	0	0	0	0	0	0

Bit 7~6 **PADDS[1:0]**: PAD driving strength selection (only reset by POR)
00: 0.5mA
01: 1mA
10: 5mA
11: 10mA

Bit 5~3 **GIO2S[2:0]**: GIO2 pin function selection (only reset by POR)
000/111: No function, input
001: SDO, 4-wire SPI data, output
010: TRXD, direct mode TXD/RXD, input/output
011: TXD, direct mode TXD, input
100: RXD, direct mode RXD, output
101: IRQ, interrupt request, output
110: ROSCi, ATR clock external input

Bit 2~0 **GIO1S[2:0]**: GIO1 pin function selection (only reset by POR)
000/111: No function, input
001: SDO, 4-wire SPI data, output
010: TRXD, direct mode TXD/RXD, input/output
011: TXD, direct mode TXD, intput
100: RXD, direct mode RXD, output
101: IRQ, interrupt request, output
110: ROSCi, ATR clock external input

• IO2: I/O Control Register 2

Bit	7	6	5	4	3	2	1	0
Name	GIO4S[3:0]				D3	D2	D1	D0
R/W	R/W				R/W			
POR	0	0	0	0	0	0	0	0

Bit 7~4 **GIO4S[3:0]**: GIO4 pin function selection (only reset by POR)
0000/0111/1111: No function, input
0001: SDO, 4-wire SPI data, output
0010: TRXD, direct mode TXD/RXD, input/output
0011: TXD, direct mode TXD, input
0100: RXD, direct mode RXD, output
0101: IRQ, interrupt request, output
0110: ROSCi, ATR clock external input
1000: TBCLK, TX bit (data) clock, output
1001: RBCLK, RX bit (recovery) clock, output
1010: FSYCK, i.e. XCLK 1/1, 1/2, 1/4, 1/8 output
1011: LIRCCLK, internal LIRC clock with debounce, output
1100: EPA_EN, external PA enable, output
1101: ELAN_EN, external LNA enable, output
1110: TRBCLK, TBCLK in TX mode or RBCLK in RX mode, output

Bit 3~0 **D3~D0**: Reserved, must be fixed at “0000”, “0111” or “1111”

• IO3: I/O Control Register 3

Bit	7	6	5	4	3	2	1	0
Name	SDO_TEN	SPIPU	—	GIOPU[4:1]				—
R/W	R/W	R/W	—	R/W				—
POR	0	1	1	1	1	1	1	1

Bit 7 **SDO_TEN**: SDO tri-state enable (only reset by POR)
0: Disable
1: Enable

Bit 6 **SPIPU**: 3-wire SPI pull-up enable (only reset by POR)
0: Disable
1: Enable
When this bit is set high, it only controls the pull-up function for the CSN, SCK and SDIO pins. Note that the pull-up function of the SDO pin for the 4-wire SPI is configured using the GIOPU[4:1] bits.

Bit 5 Reserved, must be “1”

Bit 4~1 **GIOPU[4:1]**: GIO pin function pull-up enable control (only reset by POR)
These bits control the pull-high function of the GIO4~GIO1 pins respectively.

Bit 0 Reserved, must be “1”

• **FIFO1: FIFO Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	—	—	TXFFSA[5:0]					
R/W	—	—	R/W					
Reset	0	0	0	0	0	0	0	0

Bit 7~6 Reserved, must be "00"

Bit 5~0 **TXFFSA[5:0]**: TX FIFO start address, used for Block FIFO mode

• **FIFO2: FIFO Control Regsiter 2**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	RXPL2F_EN	FFINF_EN	FFMG_EN	FFMG[1:0]	
R/W	—	—	—	R/W	R/W	R/W	R/W	
Reset	0	0	0	0	0	0	0	1

Bit 7~5 Reserved, must be "000"

Bit 4 **RXPL2F_EN**: RX payload length byte to FIFO enable
0: Disable
1: Enable
Setting this bit high will place the payload length byte in the packet to RX FIFO. In the RX continue mode (RXCON_EN=1), this bit should be set to 1 to support multiple payload in single RX FIFO.

Bit 3 **FFINF_EN**: FIFO infinite length mode enable
0: Disable
1: Enable

Bit 2 **FFMG_EN**: FIFO length margin detect enable
0: Disable
1: Enable

Bit 1~0 **FFMG[1:0]**: FIFO length margin selection
Threshold of remaining data in TX FIFO:
00: 4 bytes
01: 8 bytes
10: 16 bytes
11: 32 bytes
Threshold of remaining space in RX FIFO:
00: 4 bytes
01: 8 bytes
10: 16 bytes
11: 32 bytes
After the FIFO length margin detect function has been enabled by setting the FFMG_EN bit high and the required FIFO length margin has been selected by setting these bits, when the selected condition occurs the FIFOLTIF flag will be set high. In this case, an interrupt signal will also be generated if the corresponding interrrpt function has been enabled.

• **PKT1: Packet Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	TXPMLEN[7:0]							
R/W	R/W							
Reset	0	0	0	0	0	0	0	1

Bit 7~0 **TXPMLEN[7:0]**: TX preamble length
Transmit preamble length = (TXPMLEN[7:0]+1) bytes

• **PKT2: Packet Control Register 2**

Bit	7	6	5	4	3	2	1	0
Name	PID[1:0]		TRAILER_EN	WHTFMT	SYNCLEN[1:0]		RXPMLEN[1:0]	
R/W	R/W		R/W	R/W	R/W		R/W	
Reset	0	0	1	0	0	1	1	0

Bit 7~6 **PID[1:0]**: TX Packet ID
This ID will be placed in the highest two bits of the payload header field when the header option is enabled using the PLH_EN bit.

Bit 5 **TRAILER_EN**: Trailer field enable
0: Disable
1: Enable

Bit 4 **WHTFMT**: Whitening format selection
0: PN7
1: $G(D)=D^7+D^4+1$

Bit 3~2 **SYNCLEN[1:0]**: TX/RX mode SYNCWORD length selection
00: Reserved
01: 4 bytes
10: 6 bytes
11: 8 bytes

Bit 1~0 **RXPMLEN[1:0]**: RX preamble detection length selection
00: 0 byte – no preamble detection
01: 1 byte
10: 2 bytes
11: 4 bytes

• **PKT3: Packet Control Register 3**

Bit	7	6	5	4	3	2	1	0
Name	MCH_EN	FEC_EN	CRC_EN	CRCFMT	PLLEN_EN	PLHAC_EN	PLHLEN	PLH_EN
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	1	0	0	0	0	0

Bit 7 **MCH_EN**: Manchester code enable
0: Disable
1: Enable

Bit 6 **FEC_EN**: FEC enable
0: Disable
1: Enable

Bit 5 **CRC_EN**: CRC field enable
0: Disable
1: Enable

Bit 4 **CRCFMT**: CRC format selection
0: CCITT-16-CRC $G(X) = X^{16}+X^{12}+X^5+1$
1: IBC-16-CRC $G(X) = X^{16}+X^{15}+X^2+1$

Bit 3 **PLLEN_EN**: Payload length field enable
0: Disable
1: Enable

Bit 2 **PLHAC_EN**: Payload header address correction enable control
0: Disable, PLHA[5:0] in the PKT8 register can be used as software flags defined by users.
1: Enable, PLHA[5:0] of TX/RX devices must include the same address, otherwise the packet will be regarded as a failed packet.
Note: If PLHLEN =1 and PLHAC_EN =1, the PLHEA[7:0] is still used as the address function.

Bit 1 **PLHLEN**: Payload header length
0: 1 byte
1: 2 bytes

Bit 0 **PLH_EN**: Payload header field enable
0: Disable
1: Enable

• **PKT4: Packet Control Register 4**

Bit	7	6	5	4	3	2	1	0
Name	WHT_EN	WHTSD[6:0]						
R/W	R/W	R/W						
Reset	0	0	1	1	0	1	1	0

Bit 7 **WHT_EN**: Data whitening enable
0: Disable
1: Enable

Bit 6~0 **WHTSD[6:0]**: Data whitening seed

• **PKT5: Packet Control Register 5**

Bit	7	6	5	4	3	2	1	0
Name	TXDLEN[7:0]							
R/W	R/W							
Reset	0	1	0	0	0	0	0	0

Bit 7~0 **TXDLEN[7:0]**: TX data length (unit: byte, used in burst mode only)

• **PKT6: Packet Control Register 6**

Bit	7	6	5	4	3	2	1	0
Name	RXDLEN[7:0]							
R/W	R/W							
Reset	0	1	0	0	0	0	0	0

Bit 7~0 **RXDLEN[7:0]**: RX data length (unit: byte; used in burst mode only)
When the PLLEN_EN bit is cleared to 0, the received data length is determined by this field.
When this register is read, the read value indicates the RX data length in FIFO. The default read value is 00h.

• **PKT7: Packet Control Register 7**

Bit	7	6	5	4	3	2	1	0
Name	RXPID[1:0]		DLY_RXS[2:0]			DLY_TXS[2:0]		
R/W	R		R/W			R/W		
Reset	0	0	1	0	0	0	0	0

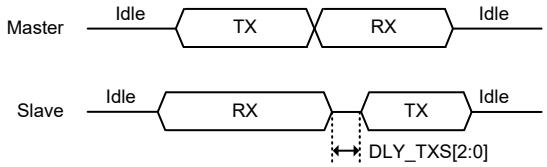
Bit 7~6 **RXPID[1:0]**: Received packet PID (read only)

Bit 5~3 **DLY_RXS[2:0]**: RX block stable time after RX is enabled
000: 4μs
001: 8μs
010: 12μs
011: 16μs
100: 20μs
101: 32μs
110: 64μs
111: 100μs

These bits are used to select the waiting time between RX enable and RX stable. This time should be configured to a value greater than the default RX DCOC turbo mode delay time of 6μs.

Bit 2~0 **DLY_TXS[2:0]**: TX start (delay) time before entering the TX mode
000: 0μs
001: 10μs
010: 20μs
011: 40μs
100: 60μs
101: 80μs
110: 100μs
111: 120μs

It is used to align the timing between transmitter and receiver in ARK mode.



• PKT8: Packet Control Register 8

Bit	7	6	5	4	3	2	1	0
Name	—	—	PLHA[5:0]					
R/W	—	—	R/W					
Reset	0	0	0	0	0	0	0	0

Bit 7~6 Reserved, must be "00"

Bit 5~0 **PLHA[5:0]**: Payload header address to support broadcast
Address=0 in RX mode means not doing correction check.
Write: write data to TX PLHA[5:0]. Read: read data from RX PLHA[5:0].

• PKT9: Packet Control Register 9

Bit	7	6	5	4	3	2	1	0
Name	PLHEA[7:0]							
R/W	R/W							
Reset	0	0	0	0	0	0	0	0

Bit 7~0 **PLHEA[7:0]**: Payload header extended address to support broadcast
Address=0 in RX mode means not doing correction check.

• MOD1: Modulator Control Register 1

Bit	7	6	5	4	3	2	1	0
Name	DTR[7:0]							
R/W	R/W							
Reset	0	0	0	0	0	0	0	1

Bit 7~0 **DTR[7:0]**
DTR[8:0]: Data rate divider, DTR[8] is loaced in the MOD2 register.
Data Rate=f_{XTAL}/[(XODIV2+1)×32×(DTR[8:0]+1)], XODIV2=0, here data rate indicates TBCLK. Note that DTR[8:0] can only be an odd number.

• **MOD2: Modulator Control Register 2**

Bit	7	6	5	4	3	2	1	0
Name	RXIFOS[11:8]				DITHER[1:0]		—	DTR[8]
R/W	R/W				R/W		—	R/W
Reset	1	0	0	1	0	0	0	0

Bit 7~4 **RXIFOS[11:8]**

RXIFOS[11:0]: RX intermediate frequency offset, RXIFOS[7:0] is located in the MOD3 register.

Write to RXIFOS[11:8] first and then write to RXIFOS[7:0] to fully update RXIFOS[11:0].

RXIFOS[11:0]= floor{f_{IF}/[f_{XTAL}/(XODIV2+1)]×2^{17}}, XODIV2=0

Bit 3~2 **DITHER[1:0]**: Dither value

Bit 1 Reserved, must be "0"

Bit 0 **DTR[8]**

DTR[8:0]: Data rate divider, DTR[7:0] is located in the MOD1 register.

Data Rate=f_{XTAL}/[(XODIV2+1)×32×(DTR[8:0]+1)], XODIV2=0, here data rate indicates TBCLK. Note that DTR[8:0] can only be an odd number.

• **MOD3: Modulator Control Register 3**

Bit	7	6	5	4	3	2	1	0
Name	RXIFOS[7:0]							
R/W	R/W							
Reset	1	0	0	1	1	0	1	0

Bit 7~0 **RXIFOS[7:0]**

RXIFOS[11:0]: RX intermediate frequency offset, RXIFOS[11:8] is loaced in the MOD2 register.

Write to RXIFOS[11:8] first and then write to RXIFOS[7:0] to fully update RXIFOS[11:0].

RXIFOS[11:0]=floor{f_{IF}/[f_{XTAL}/(XODIV2+1)]×2^{17}}, XODIV2=0

• **DM1: Demodulator Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	—	—	MDIV[5:0]					
R/W	—	—	R/W					
Reset	0	0	0	0	0	0	1	1

Bit 7~6 Reserved, must be "00"

Bit 5~0 **MDIV[5:0]**: Demodulator operation clock divider

DMCLK=ADCLK/(MDIV[5:0]+1)

• **DM2: Demodulator Control Register 2**

Bit	7	6	5	4	3	2	1	0
Name	PREAMBLE_CFO_EN1	PREAMBLE_CFO_EN0	SDR[5:0]					
R/W	R/W	R/W	R/W					
Reset	0	1	0	0	0	0	0	0

Bit 7 **PREAMBLE_CFO_EN1**: Enable 2nd stage CFO correction in preamble

0: Disable

1: Enable

Note that this bit can only be set if the preamble length is 4 bytes, i.e, RXPMLEN[1:0]=11b.

Bit 6 **PREAMBLE_CFO_EN0**: Enable 1st stage CFO correction in preamble
0: Disable
1: Enable

Bit 5~0 **SDR[5:0]**: Decimator operation clock after phase extract
SDR[5:0]+1=DMCLK/(8×DATA_RATE), here DATA_RATE indicates RBCLK.

• **DM3: Demodulator Control Register 3**

Bit	7	6	5	4	3	2	1	0
Name	CSF_SW_EN	FD_MOD[6:0]						
R/W	R/W	R/W						
Reset	1	1	1	0	0	0	0	0

Bit 7 **CSF_SW_EN**: Channel selection filter auto bandwidth switch enable
0: Disable
1: Enable

Bit 6~0 **FD_MOD[6:0]**: Frequency deviation modifier
FD_MOD=Round((h/(SDR[5:0]+1))×128); h=modulation index
SDR[5:0]+1=DMCLK/(8×DATA_RATE)

• **DM4: Demodulator Control Register 4**

Bit	7	6	5	4	3	2	1	0
Name	THOLD[3:0]				CFO_DSEL	—	PH_DIFF_MOD	PRE_CSF_EN
R/W	R/W				R/W	—	R/W	R/W
Reset	0	0	0	1	1	0	0	0

Bit 7~4 **THOLD[3:0]**: Detection errors threshold
THOLD[3:2]: Preamble detection errors bit number threshold
THOLD[1:0]: SYNCWORD detection errors bit number

Bit 3 **CFO_DSEL**: CFO correction domain selection
0: Analog domain
1: Digital domain

Bit 2 Reserved, must be "0"

Bit 1 **PH_DIFF_MOD**: Phase difference extract mode setting
0: Phase extract range [-pi/2, pi/2]
1: Phase extract range [-pi, pi]

Bit 0 **PRE_CSF_EN**: Switch receiver filter bandwidth when preamble is matched
0: Disable
1: Enable

• **DM5: Demodulator Control Register 5**

Bit	7	6	5	4	3	2	1	0
Name	FD_HOLD[7:0]							
R/W	R/W							
Reset	0	0	1	1	0	0	0	0

Bit 7~0 **FD_HOLD[7:0]**: Frequency deviation threshold for preamble detection

• **DM8: Demodulator Control Register 8**

Bit	7	6	5	4	3	2	1	0
Name	M_RATIO[7:0]							
R/W	R/W							
Reset	0	1	0	0	0	0	0	0

Bit 7~0 **M_RATIO[7:0]**: For CFO calulation
M_RATIO=round(1/(MDIV[5:0]+1)×2^8)

Bank 0 Control Registers

All control registers will be set to their initial value by power-on reset (POR). The software reset will set the control registers to their initial value except the LIRC_EN, LIRC_OP[4:0], LIRC_OW and LIRCCAL_EN bits in the XO3 register. These bits keep unchanged after software reset.

Addr.	Name	Bit							
		7	6	5	4	3	2	1	0
20h	OM	PWR_SOFT	BAND_SEL[1:0]		—	ACAL_EN	RTX_EN	RTX_SEL	SX_EN
22h	SX1	—	D_N[6:0]						
23h	SX2	D_K[7:0]							
24h	SX3	D_K[15:8]							
25h	SX4	—	—	—	—	D_K[19:16]			
26h	STA1	—	—	—	CD_FLAG	—	OMST[2:0]		
28h	RSSI2	—				RSSI_CTHD[3:0]			
29h	RSSI3	RSSI_NEGDB[7:0]							
2Ah	RSSI4	RSSI_SYNC_OK[7:0]							
2Bh	ATR1	ATRCLK_DIV[1:0]		ATRCLKS	ATRTU	ATRCTM	ATRM[1:0]		ATR_EN
2Ch	ATR2	ATRCYC[7:0]							
2Dh	ATR3	ATRCYC[15:8]							
2Eh	ATR4	ATRRXAP[7:0]							
2Fh	ATR5	ATRRXEP[7:0]							
30h	ATR6	ATRRXEP[15:8]							
31h	ATR7	ARKNM[3:0]				—	ATR_WDLY[1:0]		ARK_EN
32h	ATR8	ARKRXAP[7:0]							
33h	ATR9	ATRCT[7:0]							
34h	ATR10	ATRCT[15:8]							
35h	ATR11	—					ATRRXAP[10:8]		
3Ch	XO1	XSHIFT[1:0]		—	XO_TRIM[4:0]				
3Dh	XO2	—	—	—	—	XODIV2	—		
3Eh	XO3	LIRCCAL_EN	LIRC_OW	LIRC_OP[4:0]					LIRC_EN
3Fh	TX2	—				CT_PAD[3:0]			

Note: Addresses 21h, 27h and 36h~3Bh which are not listed in this table are reserved for future use, it is suggested not to change their initial values by any methods.

The reset value shown in the following register description tables means the software reset results of strobe command.

• **OM: Operation Mode Control Register**

Bit	7	6	5	4	3	2	1	0
Name	PWR_SOFT	BAND_SEL[1:0]		—	ACAL_EN	RTX_EN	RTX_SEL	SX_EN
R/W	R/W	R/W		—	R/W	R/W	R/W	R/W
Reset	0	0	1	0	0	0	0	0

Bit 7 **PWR_SOFT**: RF operation mode selection
0: RF normal operation mode
1: RF engineering mode

Bit 6~5 **BAND_SEL[1:0]**: Band selection (when PWR_SOFT=0)
00: 315MHz band
01: 433MHz band
10: 470~510MHz band
11: 868/915MHz band

Bit 4 Reserved, must be "0"

Bit 3 **ACAL_EN**: Auto calibration enable
0: Disable
1: Enable
When this bit is set high, both the VCO and RC calibrations will be enabled. When the VCO and RC calibrations are completed, this bit will be cleared to zero by hardware.

Bit 2 **RTX_EN**: RX or TX mode enable
0: Disable
1: Enable
After the RX or TX mode has been selected by the RTX_SEL bit, setting this bit high will enable the selected mode.

Bit 1 **RTX_SEL**: RX or TX mode selection
0: RX mode
1: TX mode

Bit 0 **SX_EN**: Synthesizer enable (standby mode enable control)
0: Disable
1: Enable
Setting this bit high will enable the PFD, CP and VCO functions.

• **SX1: Fractional-N Synthesizer Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	—	D_N[6:0]						
R/W	—	R/W						
Reset	0	0	0	1	1	0	1	1

Bit 7 Reserved, must be "0"

Bit 6~0 **D_N[6:0]**: RF channel integer number code
D_N[6:0]=floor{f_{RF}/[f_{XTAL}/(XODIV2+1)]}
For example, XO=16MHz and RF band=433.92MHz which are initial setup:
→ 433.92MHz/16MHz=27.12
→ D_N=27
→ Dec2Hex(27)=1B
→ Dec2Bin(27)=001_1011

• **SX2: Fractional-N Synthesizer Control Register 2**

Bit	7	6	5	4	3	2	1	0
Name	D_K[7:0]							
R/W	R/W							
Reset	1	0	0	0	0	1	0	1

Bit 7~0 **D_K[7:0]**: RF channel fractional number code lowest byte

• **SX3: Fractional-N Synthesizer Control Register 3**

Bit	7	6	5	4	3	2	1	0
Name	D_K[15:8]							
R/W	R/W							
Reset	1	1	1	0	1	0	1	1

Bit 7~0 **D_K[15:8]**: RF channel fractional number code medium byte

• **SX4: Fractional-N Synthesizer Control Register 4**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	D_K[19:16]			
R/W	—	—	—	—	R/W			
Reset	0	0	0	0	0	0	0	1

Bit 7~4 Reserved, must be "0000"

Bit 3~0 **D_K[19:16]**: RF channel fractional number code highest byte

$D_K[19:0]=floor\{(f_{RF}/[f_{XTAL}/(XODIV2+1)]-D_N[6:0])\times 2^{20}\}$

For example, XO=16MHz and RF band=433.92MHz which are initial setup:

→ 433.92MHz/16MHz=27.12

→ $D_K=0.12\times 2^{20}=125829$

→ Dec2Hex(125829)=1EB85

→ Dec2Bin(125829)=0001_1110_1011_1000_0101

• **STA1: Status Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	CD_FLAG	—	OMST[2:0]		
R/W	—	—	—	R	—	R		
Reset	0	0	0	0	0	0	0	0

Bit 7~5 Reserved, must be "000"

Bit 4 **CD_FLAG**: Carrier detection flag (read only)

This flag will be set high by hardware when carrier detection is okey after pulling DEMOD_EN high. Here DEMOD_EN high level is an internal signal which is generated by the internal state machine when in the Direct mode (DIR_EN=1) or after the RX strobe command is received when in the Burst mode (DIR_EN=0). The flag will be automatically cleared when RX_EN rising edge occurs. Here RX_EN rising edge is generated after setting RTX_SEL=0 and RTX_EN=1 when in the Direct mode or by the internal state machine after the RX strobe command is received when in the Burst mode.

Bit 3 Reserved, must be "0"

Bit 2~0 **OMST[2:0]**: Operation mode state indication (read only)

000: Deep Sleep mode
001: Idle mode
010: Light Sleep mode
011: Standby mode

100: TX mode
101: RX mode
110: VCO calibration mode
111: Undefined

• RSSI2: RSSI Control Register 2

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	RSSI_CTHD[3:0]			
R/W	—	—	—	—	R/W			
Reset	0	0	0	0	1	0	1	0

Bit 7~4 Reserved, must be "0000"

Bit 3~0 **RSSI_CTHD[3:0]**: RSSI threshold for carrier detection
(RSSI_CTHD[3:0]×2+1)+74=RSSI threshold for carrier detection

• RSSI3: RSSI Control Register 3

Bit	7	6	5	4	3	2	1	0
Name	RSSI_NEGDB[7:0]							
R/W	R							
Reset	0	0	0	0	0	0	0	0

Bit 7~0 **RSSI_NEGDB[7:0]**: RSSI value (unit: -dB)
It is a real time measurement value.

• RSSI4: RSSI Control Register 4

Bit	7	6	5	4	3	2	1	0
Name	RSSI_SYNC_OK[7:0]							
R/W	R							
Reset	0	0	0	0	0	0	0	0

Bit 7~0 **RSSI_SYNC_OK[7:0]**: RSSI snapshot when SYNCWORD is detected correct

• ATR1: Auto TX/RX Control Register 1

Bit	7	6	5	4	3	2	1	0
Name	ATRCLK_DIV[1:0]		ATRCLKS	ATRTU	ATRCTM	ATRM[1:0]		ATR_EN
R/W	R/W		R/W	R/W	R/W	R/W		R/W
Reset	1	1	0	0	1	0	0	0

Bit 7~6 **ATRCLK_DIV[1:0]**: ATR clock frequency selection
00: 1/1, ATRCLK=32768Hz
01: 1/4, ATRCLK=8192Hz
10: 1/8, ATRCLK=4096Hz
11: 1/16, ATRCLK=2048Hz

Bit 5 **ATRCLKS**: ATRCLK clock source selection
0: From the internal LIRC clock
1: From the exteral ROSCi clock input on the GIOn pin

Bit 4 **ATRTU**: Auto TRX unit time selection
0: 250μs
1: 1ms, used to support low data rate applications
This bit is used to select the unit time for the ATR RX active period (ATRRXAP[10:0]), ATR RX extended period (ATRRXEP[15:0]) and ARK RX active period (ARKRXAP[7:0]).

Bit 3 **ATRCTM**: Auto TRX timer mode selection
0: Single mode, restart ATRCT timer when every ATR transaction occurs.
1: Continuous mode, start ATRCT timer upon receiving Idle command; stop ATRCT timer when ATR_EN=0 or ATRCTM=0 and exit the ATR active period.

Bit 2~1 **ATRM[1:0]**: Auto TRX mode selection
00: ATR WOT mode
01: ATR WOR mode
10/11: ATR WTM mode

Bit 0 **ATR_EN**: Auto TRX enable
0: Disable
1: Enable

Note that the ATR functions are activated by operation state transition from Deep Sleep/Light Sleep mode to Idle mode.

• ATR2: Auto TX/RX Control Register 2

Bit	7	6	5	4	3	2	1	0
Name	ATRCYC[7:0]							
R/W	R/W							
Reset	1	1	1	1	1	1	1	1

Bit 7~0 **ATRCYC[7:0]**: ATRCT timer expire value low byte

• ATR3: Auto TX/RX Control Register 3

Bit	7	6	5	4	3	2	1	0
Name	ATRCYC[15:8]							
R/W	R/W							
Reset	0	0	0	0	1	1	1	1

Bit 7~0 **ATRCYC[15:8]**: ATRCT timer expire value high byte
Wake up period=ATRCLK×(ATRCYC[15:0]+1). Default period is 1s.

• ATR4: Auto TX/RX Control Register 4

Bit	7	6	5	4	3	2	1	0
Name	ATRRXAP[7:0]							
R/W	R/W							
Reset	0	0	1	0	0	1	1	1

Bit 7~0 **ATRRXAP[7:0]**: ATR RX active period low byte
ATR RX active period high byte ATRRXAP[10:8] is located in the ATR11 register.
Active period=unit time×(ATRRXAP[10:0]+1); the unit time can be 250μs or 1ms which is determined by the ATRTU bit. The default ATR RX active period is 10ms with a default time unit of 250μs.

• ATR5: Auto TX/RX Control Register 5

Bit	7	6	5	4	3	2	1	0
Name	ATRRXEP[7:0]							
R/W	R/W							
Reset	1	0	0	0	1	1	1	1

Bit 7~0 **ATRRXEP[7:0]**: ATR RX extend period low byte

• **ATR6: Auto TX/RX Control Register 6**

Bit	7	6	5	4	3	2	1	0
Name	ATRRXEP[15:8]							
R/W	R/W							
Reset	0	0	0	0	0	0	0	1

Bit 7~0 **ATRRXEP[15:8]**: ATR RX extended period high byte

Extend period=unit time×(ATRRXEP[15:0]+1); the unit time can be 250μs or 1ms which is determined by the ATRTU bit. The default ATR RX extended period is 100ms with a default time unit of 250μs.

• **ATR7: Auto TX/RX Control Register 7**

Bit	7	6	5	4	3	2	1	0
Name	ARKNM[3:0]				—	ATR_WDLY[1:0]		ARK_EN
R/W	R/W				—	R/W		R/W
Reset	0	1	1	1	0	0	1	0

Bit 7~4 **ARKNM[3:0]**: ARK repeat cycle number

Maximum repeat cycle number=ARKNM[3:0]+1

Bit 3 Reserved, must be "0"

Bit 2~1 **ATR_WDLY[1:0]**: Auto wake up delay time

00: 244μs
01: 488μs
10: 732μs
11: 976μs

Bit 0 **ARK_EN**: Auto-Resend/ACK enable

0: Disable
1: Enable

• **ATR8: Auto TX/RX Control Register 8**

Bit	7	6	5	4	3	2	1	0
Name	ARKRXAP[7:0]							
R/W	R/W							
Reset	0	0	1	0	0	1	1	1

Bit 7~0 **ARKRXAP[7:0]**: ARK RX active period

Active period=unit time×(ARKRXAP[7:0]+1); the unit time can be 250μs or 1ms which is determined by the ATRTU bit. The default ARK RX active period is 10ms with a default time unit of 250μs.

• **ATR9: Auto TX/RX Control Register 9**

Bit	7	6	5	4	3	2	1	0
Name	ATRCT[7:0]							
R/W	R/W							
Reset	0	0	0	0	0	0	0	0

Bit 7~0 **ATRCT[7:0]**: ATR cycle timer low byte

• **ATR10: Auto TX/RX Control Register 10**

Bit	7	6	5	4	3	2	1	0
Name	ATRCT[15:8]							
R/W	R/W							
Reset	0	0	0	0	0	0	0	0

Bit 7~0 **ATRCT[15:8]**: ATR cycle timer high byte

Reading ATRCT[15:0] will get the current count value. Due to the limitation of SPI 8-bit data length, reading the ATR9 register will take a snapshot of the whole 16-bit data into the read register buffer. Users should read ATR9 and ATR10 continuously (non-interrupted) to get correct data.

Writing to ATRCT[15:0] will update the count value. Write to ATR9 first and then write to ATR10 to trigger the ATRCT write function. This timer update mechanism is used to align the time slot for the master and slave in a two-way RF system.

• **ATR11: Auto TX/RX Control Register 11**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	ATRRXAP[10:8]		
R/W	—	—	—	—	—	R/W		
Reset	0	0	0	0	0	0	0	0

Bit 7~3 Reserved, must be “00000”

Bit 2~0 **ATRRXAP[10:8]**: ATR RX active period high byte

ATR RX active period low byte ATRRXAP[7:0] is located in the ATR4 register.

Active period=unit time×(ATRRXAP[10:0]+1); the unit time can be 250μs or 1ms which is determined by the ATRTU bit. The default ATR RX active period is 10ms with a default time unit of 250μs.

• **XO1: XO Control Register 1**

Bit	7	6	5	4	3	2	1	0
Name	XSHIFT[1:0]		—	XO_TRIM[4:0]				
R/W	R/W		—	R/W				
Reset	0	0	0	1	0	0	0	0

Bit 7~6 **XSHIFT[1:0]**: Coarse tune of XO load capacitor for different crystal C_{LOAD}

Bit 5 Reserved, must be “0”

Bit 4~0 **XO_TRIM[4:0]**: Fine tune of XO load capacitor

The recommended values for the XO1 register are listed below (based on XO fabricated by YOKETAN corporation).

C_{LOAD}	12pF	16pF	20pF
49US 16MHz XO	1Bh	52h	8Fh
3225MD 16MHz XO	40h	5Dh	90h

49US 16MHz XO

12pF CLOAD: The default setting is 1Bh. Within ±40ppm frequency error, 1 trim code shifts -3.9ppm.

16pF CLOAD: The default setting is 52h. Within ±40ppm frequency error, 1 trim code shifts -2.25ppm.

20pF CLOAD: The default setting is 8Fh. Within ±40ppm frequency error, 1 trim code shifts -1.4ppm.

3225SMD 16MHz XO
12pF CLOAD: The default setting is 40h. Within ±20ppm frequency error, 1 trim code shifts -0.7ppm.
16pF CLOAD: The default setting is 5Dh. Within ±20ppm frequency error, 1 trim code shifts -0.46ppm.
20pF CLOAD: The default setting is 90h. Within ±20ppm frequency error, 1 trim code shifts -0.34ppm.

• XO2: XO Control Register 2

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	XODIV2	—	—	—
R/W	—	—	—	—	R/W	—	—	—
Reset	0	0	0	0	0	0	1	1

Bit 7~4 Reserved, must be "0000"

Bit 3 **XODIV2**: XO output divided by 2 enable
0: Disable
1: Enable
Note: f_{XTAL}=16MHz, XODIV2 must be "0".

Bit 2~0 Reserved, must be "011"

• XO3: XO Control Register 3

Bit	7	6	5	4	3	2	1	0
Name	LIRCCAL_EN	LIRC_OW	LIRC_OP[4:0]					LIRC_EN
R/W	R/W	R/W	R/W					R/W
POR	0	0	0	1	1	0	1	0

Bit 7 **LIRCCAL_EN**: LIRC calibration enable
0: Disable
1: Enable

Bit 6 **LIRC_OW**: LIRC overwrite control
0: LIRC_OP[4:0] from calibration engine
1: LIRC_OP[4:0] from control register

Bit 5~1 **LIRC_OP[4:0]**: LIRC trim
After writing data to LIRC_OP[4:0], this trim will become active when the LIRC_OW bit is set high. When reading data from LIRC_OP[4:0], the actual data source is determined by the LIRC_OW bit setting.

Bit 0 **LIRC_EN**: LIRC enable
0: Disable
1: Enable

• TX2: TX Control Register 2

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	CT_PAD[3:0]			
R/W	—	—	—	—	R/W			
Reset	0	0	0	0	1	0	0	0

Bit 7~4 Reserved, must be "0000"

Bit 3~0 **CT_PAD[3:0]**: RF Output Power Control

RF Output Power	CT_PAD[3:0]	
	433MHz	868MHz
13dBm	Dh	Fh
10dBm	9h	Ah

The device offers several power level setting for 10dBm and 13dBm, respectively.

Note: The output power level could vary due to different matching components and the placement on the PCB. These matching variations could significantly impact the output power level below 5dBm.

Bank 1 Control Registers

All control registers will be set to their initial value by power-on reset (POR). The software reset will set the control registers to their initial value.

Addr.	Name	Bit							
		7	6	5	4	3	2	1	0
21h	AGC2	SAT_SEL[1:0]		—				AGC_CMP_THD[1:0]	
22h	AGC3	CDRST_THD_SEL[1:0]		ENVAVG_SEL[1:0]		—	IF_DETOK_THD[2:0]		
23h	AGC4	GAIN_SEL[3:0]				—	AGC_ST[2:0]		
24h	AGC5	—						AGC_FSEL[1:0]	
26h	AGC7	GAIN_STB[7:0]							
2Ch	FCF1	—	—	SFRATIO[1:0]		—			
2Dh	FCF2	FSCALE[7:0]							
2Eh	FCF3	—				FSCALE[11:8]			
2Fh	FCF4	CF_B12[7:0]							
30h	FCF5	—						CF_B12[9:8]	
31h	FCF6	CF_B13[7:0]							
32h	FCF7	—						CF_B13[9:8]	
33h	FCF8	CF_A12[7:0]							
34h	FCF9	—						CF_A12[9:8]	
35h	FCF10	CF_A13[7:0]							
36h	FCF11	—						CF_A13[9:8]	
37h	FCF12	CF_B22[7:0]							
38h	FCF13	—						CF_B22[9:8]	
39h	FCF14	CF_B23[7:0]							
3Ah	FCF15	—						CF_B23[9:8]	
3Bh	FCF16	CF_A22[7:0]							
3Ch	FCF17	—						CF_A22[9:8]	
3Dh	FCF18	CF_A23[7:0]							
3Eh	FCF19	—						CF_A23[9:8]	

Note: Addresses 20h, 25h, 27h~2Bh and 3Fh which are not listed in this table are reserved for future use, it is suggested not to change their initial values by any methods.

The reset value shown in the following register description tables means the software reset results of strobe command.

• **AGC2: AGC Control Register 2**

Bit	7	6	5	4	3	2	1	0
Name	SAT_SEL[1:0]		—	—	—	—	AGC_CMP_THD[1:0]	
R/W	R/W		—	—	—	—	R/W	
Reset	0	1	0	0	0	0	0	0

Bit 7~6 **SAT_SEL[1:0]**: Saturation detection threshold selection
00: -6 dBFS
01: -8 dBFS
10: -10 dBFS
11: -12 dBFS
Note: "FS" indicates the ADC output full-scale.

Bit 5~2 Reserved, must be "0000"

Bit 1~0 **AGC_CMP_THD[1:0]**: AGC comparison number threshold
00: Continuous AGC comparison until SYNCWORD is detected
01~11: Comparison number threshold

• **AGC3: AGC Control Register 3**

Bit	7	6	5	4	3	2	1	0
Name	CDRST_THD_SEL[1:0]		ENVAVG_SEL[1:0]		—	IF_DETOK_THD[2:0]		
R/W	R/W		R/W		—	R/W		
Reset	0	0	1	0	0	1	0	0

Bit 7~6 **CDRST_THD_SEL[1:0]**: Carrier signal threshold to reset AGC

CDRST_THD_SEL[1:0]	GAIN_SEL[3:0]		
	0010b	0011b	Other Values
00b	-32 dBFS	-41 dBFS	-48 dBFS
01b	-35 dBFS	-44 dBFS	-48 dBFS
10b	-38 dBFS	-47 dBFS	-48 dBFS
11b	-41 dBFS	-48 dBFS	-48 dBFS

If the AGC completion state is reached and the signal strength detected is below the preset threshold, the AGC flow will be reset and then restarted.

Bit 5~4 **ENVAVG_SEL[1:0]**: Envelop detection average ratio selection
00: 1/16
01: 1/32
10: 1/64
11: 1/128

Bit 3 Reserved, must be "0"

Bit 2~0 **IF_DETOK_THD[2:0]**: IF detection OK threshold
After the gain stable time which determined by the AGC7 register, the AGC circuit will wait for (IF_DETOK_THD[2:0]×8) ADCLK cycles before starting to detect the IF signal strength.

• **AGC4: AGC Control Register 4**

Bit	7	6	5	4	3	2	1	0
Name	GAIN_SEL[3:0]				—	AGC_ST[2:0]		
R/W	R				—	R		
Reset	0	0	0	1	0	0	0	1

Bit 7~4 **GAIN_SEL[3:0]**: Gain curve selection
0000: Gain curve is not selected
0001: Maximum gain is selected
0111: Minimum gain is selected

The available field value is from 0000 to 0111. The gain will automatically be selected by the hardware. This bit field and the CDRST_THD_SEL[1:0] bit field together determine the carrier signal strength threshold to reset AGC, refer to the AGC3 register.

Bit 3 Reserved, must be "0"

Bit 2~0 **AGC_ST[2:0]**: AGC state machine state
000~001: AGC is not completed
111: AGC is completed

• AGC5: AGC Control Register 5

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	AGC_FSEL[1:0]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	0	0

Bit 7~2 Reserved, must be "000000"

Bit 1~0 **AGC_FSEL[1:0]**: AGC filter configuration
AGC_FSEL[1]: HPF pass band set point
0: 5/32 ADCLK
1: 6/32 ADCLK
AGC_FSEL[0]: LPF pass band set point
0: 17/320 ADCLK
1: 17/256 ADCLK
ADCLK=0.5×XCLK. It is recommended to set AGC_FSEL[1:0]=00b for XCLK=16MHz.

• AGC7: AGC Control Register 7

Bit	7	6	5	4	3	2	1	0
Name	GAIN_STB[7:0]							
R/W	R/W							
Reset	0	0	1	1	0	0	0	0

Bit 7~0 **GAIN_STB[7:0]**: Gain stable count
Gain stable count delay in ADCLK period=GAIN_STB[7:0]×2

• FCF1: Filter Coefficient Control Register 1

Bit	7	6	5	4	3	2	1	0
Name	—	—	SFRATIO[1:0]		—	—	—	—
R/W	—	—	R/W		—	—	—	—
Reset	0	0	0	0	0	1	1	0

Bit 7~6 Reserved, must be "00"

Bit 5~4 **SFRATIO[1:0]**: Smooth filter ratio selection
00: 1/1
01: 1/16
10: 1/64
11: 1/128

Bit 3~0 Reserved, must be "0110"

• **FCF2: Filter Coefficient Control Register 2**

Bit	7	6	5	4	3	2	1	0
Name	FSCALE[7:0]							
R/W	R/W							
Reset	0	1	0	0	0	1	0	0

Bit 7~0 **FSCALE[7:0]**: Frequency deviation scale parameter low byte

• **FCF3: Filter Coefficient Control Register 3**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	FSCALE[11:8]			
R/W	—	—	—	—	R/W			
Reset	0	0	0	0	0	1	0	0

Bit 7~4 Reserved, must be "0000"

Bit 3~0 **FSCALE[11:8]**: Frequency deviation scale parameter high byte

If the data rate is 100Kbps~250Kbps, then the FSCALE value can refer to the Lookup Table recommended settings.

If the Data Rate<100Kbps, then the FSCALE value is calculated as follows:

FSCALE[11:0] = round $((h \times f_S / f_{XTA} L/(XODIV2+1)) \times 2^{15})$, where h = (2×frequency deviation)/(data symbol rate).

Here "h" is the modulation index calculated from frequency deviation and data symbol rate.

• **FCF4: Filter Coefficient Control Register 4**

Bit	7	6	5	4	3	2	1	0
Name	CF_B12[7:0]							
R/W	R/W							
Reset	1	0	0	0	0	1	0	1

• **FCF5: Filter Coefficient Control Register 5**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_B12[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	1	0

• **FCF6: Filter Coefficient Control Register 6**

Bit	7	6	5	4	3	2	1	0
Name	CF_B13[7:0]							
R/W	R/W							
Reset	1	0	0	0	1	0	1	0

• **FCF7: Filter Coefficient Control Register 7**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_B13[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	0	0

• **FCF8: Filter Coefficient Control Register 8**

Bit	7	6	5	4	3	2	1	0
Name	CF_A12[7:0]							
R/W	R/W							
Reset	0	0	0	1	0	0	1	0

• **FCF9: Filter Coefficient Control Register 9**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_A12[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	0	0

When the data rate is in the range of 49Kbps~2Kbps, the following smooth filter is needed.

$CF_A12[9:0]=mod(2^{10}+[(SFRATIO[1:0]-1)\times 2^{8}], 2^{10})$

• **FCF10: Filter Coefficient Control Register 10**

Bit	7	6	5	4	3	2	1	0
Name	CF_A13[7:0]							
R/W	R/W							
Reset	0	0	1	0	1	0	1	1

• **FCF11: Filter Coefficient Control Register 11**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_A13[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	1	1

• **FCF12: Filter Coefficient Control Register 12**

Bit	7	6	5	4	3	2	1	0
Name	CF_B22[7:0]							
R/W	R/W							
Reset	0	0	0	1	0	1	0	0

• **FCF13: Filter Coefficient Control Register 13**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_B22[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	0	1

• **FCF14: Filter Coefficient Control Register 14**

Bit	7	6	5	4	3	2	1	0
Name	CF_B23[7:0]							
R/W	R/W							
Reset	0	0	1	0	0	0	0	1

• **FCF15: Filter Coefficient Control Register 15**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_B23[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	0	0

• **FCF16: Filter Coefficient Control Register 16**

Bit	7	6	5	4	3	2	1	0
Name	CF_A22[7:0]							
R/W	R/W							
Reset	0	1	1	1	1	0	0	0

• **FCF17: Filter Coefficient Control Register 17**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_A22[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	0	0

• **FCF18: Filter Coefficient Control Register 18**

Bit	7	6	5	4	3	2	1	0
Name	CF_A23[7:0]							
R/W	R/W							
Reset	0	0	1	0	1	0	0	0

• **FCF19: Filter Coefficient Control Register 19**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	CF_A23[9:8]	
R/W	—	—	—	—	—	—	R/W	
Reset	0	0	0	0	0	0	0	0

The FCF4~FCF19 regsiters define eight groups of IIR coefficients, their recommended settings for different XTAL clock conditions are listed below.

f_{XTAL}	16MHz	16MHz	16MHz	16MHz	16MHz
f_S	250Kbps	125Kbps	50Kbps	10Kbps	2Kbps
f_D	93.75kHz	46.875kHz	18.75kHz	40kHz	8kHz
D_K[19:0] (H)	$f_{RF}/[f_{XTAL}/(XODIV2+1)]$, take decimal number				
D_N[6:0] (H)	$f_{RF}/[f_{XTAL}/(XODIV2+1)]$, take integer number				
SFRATIO[1:0] (D)	0	0	0	1	3
FSCALE[11:0] (H)	294	119	4C	A4	20
CF_B12[9:0] (H)	2CA	01D	0	0	0
CF_B13[9:0] (H)	062	346	0	0	0
CF_A12[9:0] (H)	358	022	0	310	302
CF_A13[9:0] (H)	3E9	331	0	0	0
CF_B22[9:0] (H)	3B3	386	0	0	0
CF_B23[9:0] (H)	03E	012	0	0	0
CF_A22[9:0] (H)	3E9	008	0	0	0
CF_A23[9:0] (H)	039	008	0	0	0

Bank 2 Control Registers

All control registers will be set to their initial value by power-on reset (POR). The software reset will set the control registers to their initial value.

Addr.	Name	Bit							
		7	6	5	4	3	2	1	0
26h	RSV1	Reserved							
27h	RSV2	Reserved							
28h	RSV3	Reserved							
29h	RSV4	Reserved							
2Dh	RSV5	Reserved							
2Eh	RSV6	Reserved							
2Fh	RVS7	Reserved							
30h	RSV8	Reserved							
31h	RSV9	Reserved							
34h	RSV10	Reserved							
3Ah	RSV11	Reserved							

Note: The addresses which are not listed in this table are reserved for future use, it is suggested not to change their initial values by any methods.

The recommended values for the Bank 2 registers are listed below:

Addr.	Name	Frequency Band	
		433MHz	868MHz
26h	RSV1	03h	
27h	RSV2	88h	
28h	RSV3	A3h	
29h	RSV4	80h	
2Dh	RSV5	16h	
2Eh	RSV6	64h	74h
2Fh	RSV7	44h	54h
30h	RSV8	00h	
31h	RSV9	64h	
34h	RSV10	BCh	9Ch
3Ah	RSV11	94h	

Special Function Description

Sub-1GHz RF Transceiver

The BC66F3662 adopts a fully-integrated, low-IF receiver architrecture. The received RF signal is first amplified by a low noise amplifier (LNA), after which the frequency is down-converted to an intermediate frequency (IF) by a quadrature mixer. The mixer output is filtered by a channel-selected filter which rejects the unwanted out-of-band (OOB) interference and image signals. After filtering, the IF signal is amplified by a analog programmable gain amplifier (PGA). Then the IF signal is digitized by a 10-bit ΣΔ ADC.

The RF features an Automatic Gain Control (AGC) unit to adjust the receiver gain according to the RSSI, generated at the digital modem. The AGC enables the RF to operate from sensitivity level to +10dBm input power.

The BC66F3662 adopts a fully integrated fractional-N synthesizer which includes RF VCO, loop filter, digital controlled XO (DCXO) and integrated load capacitors for XO. Placing VCO load inductor on the PCB is to lower VCO resonant frequency to achieve 4.2mA RX mode current consumption. The fractional-N synthesizer architecture allows the users to extend their potential usage to a wider frequency range.

The transmit session is a VCO direct modulation architecture. Different from the conventional direct up-conversion transmitters, the GFSK modulation signal is fed into the VCO directly to take advantange of fractional-N synthesizer. As a result, both layout area and current consumption are much smaller compared with direct up-conversion transmitters. The fine resolution can generate a low FSK error GFSK signal. The modulated signal is fed into a Class-E Power Amplifier (PA) and the maximum output power can be up to +13dBm.

Serial Interface

The RF communicates with a MCU via a 3-wire SPI interface (CSN, SCK, SDIO) or a 4-wire SPI interface (SDO from GIO1 or GIO2) with a data rate up to 4Mbps. An SPI transmission is an (8+8×n) bits sequence which consists of an 8-bit command and n×8 bits of data, where n can be 0 or any natural number. If the number n is greater than the address boundary, the address will return to zero. The MCU should pull the CSN (SPI chip select) pin low in order to access the RF portion. Using the SPI interface, user can access the control registers and issue Strobe commands. When writing data to the RF chip, the SPI data will be latched into the registers at the rising edge of the SCK signal. When reading data from the RF chip registers, the bit data will be transferred at the falling edge of the SCK signal after the target register address has been input.

Command (8 bits)								Data (8 bits)							
C7	C6	C5	C4	C3	C2	C1	C0	D7	D6	D5	D4	D3	D2	D1	D0

SPI Command Format

Two kinds of command are defined. One is 1-byte command only, named CmdO, and the other is 1-byte command followed by n-byte data, named CmdD.

C7	C6	C5	C4	C3	C2	C1	C0	Description	CmdO	CmdD
0	1	A5	A4	A3	A2	A1	A0	Write to control registers		√
1	1	A5	A4	A3	A2	A1	A0	Read from control registers		√
0	0	1	x	x	x	B1	B0	Set register bank	√	
0	0	0	1	x	x	x	0	Write SYNCWORD command		√
1	0	0	1	x	x	x	0	Read SYNCWORD command		√
0	0	0	1	x	x	x	1	TX FIFO write command		√

C7	C6	C5	C4	C3	C2	C1	C0	Description	CmdO	CmdD
1	0	0	1	x	x	x	1	RX FIFO read command		√
1	0	0	1	1	1	1	1	Read Chip ID command		√
0	0	0	0	1	0	0	0	Software reset command	√	
0	0	0	0	1	0	0	1	TX FIFO address pointer reset command	√	
1	0	0	0	1	0	0	1	RX FIFO address pointer reset command	√	
0	0	0	0	1	0	1	0	Deep Sleep mode	√	
0	0	0	0	1	0	1	1	Idle mode	√	
0	0	0	0	1	1	0	0	Light Sleep mode	√	
0	0	0	0	1	1	0	1	Standby mode	√	
0	0	0	0	1	1	1	0	TX mode	√	
1	0	0	0	1	1	1	0	RX mode	√	

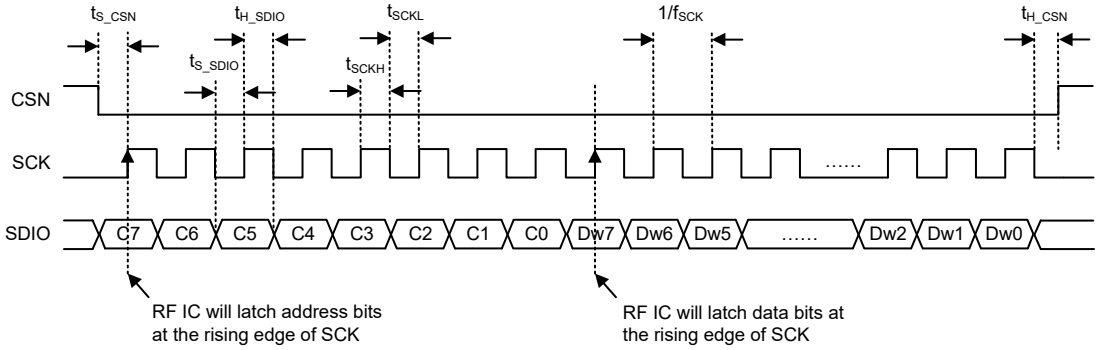
A5~A0: The address of control registers.

x: Hardware doesn't care but it is recommended to set to 0 by software.

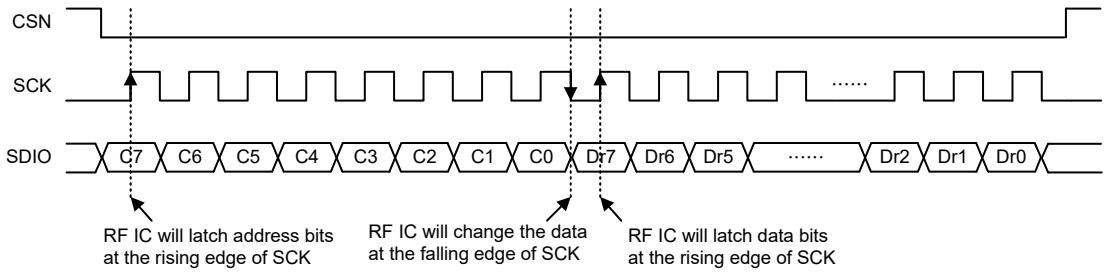
B1~B0: Bank number.

Note: 1. The chip supports multi-byte read/write operations and the address is increased automatically after each read or write operation.
2. Using software to read/write multiple bytes is allowed after one read/write command in a single CSN enabled cycle.
3. In the sleep mode, GIOs will keep the same level of the last operation mode.

SPI Timing



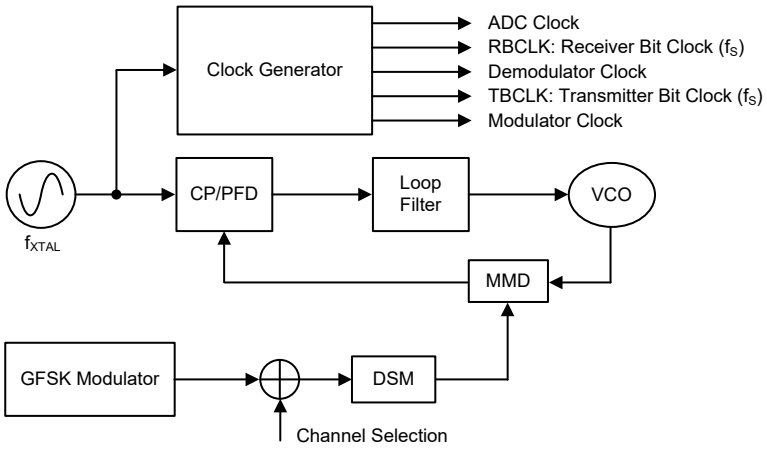
3-Wire SPI Interface Write 1-byte Data Operation



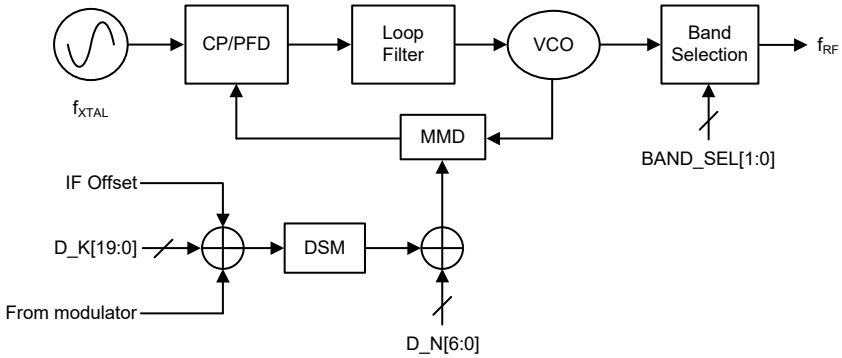
3-Wire SPI Interface Read 1-byte Data Operation

System Clock

The main system clock of the RF comes from the X'tal oscillator. All internal operation clocks of various functional blocks are derived from the X'tal oscillator.



Frequency Synthesizer



The RF transceiver frequency is generated by a high resolution fractional-N Delta Sigma frequency synthesizer. By appropriate setting on the configuration parameters D_N[6:0] and D_K[19:0], a low-noise LO frequency can be generated to comply with various radio regulatory standards including ETSI EN, FCC, etc. In the RX mode, the synthesizer would generate an LO-IF frequency for the RX mixer operation, RXIFOS[11:0] is used to generate the required IF(Intermedia Frequency) offset. For data rate equal to or larger than 200Kbps, IF should be set to 300kHz, otherwise IF should be set to 200kHz. In the TX mode, there is extra input from the modulator to provide extra frequency deviation waveform of baseband data.

$$D_N[6:0]=Floor\left(\frac{f_{RF}}{f_{XTAL}/(XODIV2+1)}\right)$$

$$D_K[19:0]=Floor\left(\left(\frac{f_{RF}}{f_{XTAL}/(XODIV2+1)}-D_N[6:0]\right)\times 2^{20}\right)$$

$$RXIFOS[11:0]=Floor\left(\left(\frac{f_{IF}}{f_{XTAL}/(XODIV2+1)}\right)\times 2^{17}\right)$$

Modulator

The BC66F3662 supports GFSK modulation. A BT=0.5 Gaussian filter for pulse smoothing is implemented in the RF portion. The frequency deviation, f_{DEV}, of the transmitter is programmed using the FSCALE[11:0] field. The value of FSCALE[11:0] is determined by the modulation index h, the XO output divided by 2 control bit XODIV2, data rate f_S and f_{XTAL}.

$$h=\frac{2\times f_{DEV}}{f_S}$$

FSCALE[11:0]=round $\left((h\times\frac{f_S}{f_{XTAL}/(XODIV2+1)})\times 2^{15}\right)$, take the least significant 12 bits

For low data rate applications (≤10Kbps), a modulation index of 8 is recommended. For high data rate applications (≥50Kbps), a modulation index of 0.75 is recommended. For applications where data rate is between the aforementioned boundaries, keeping the frequency deviation above 20kHz is recommended.

The FSCALE bit field needs to multiply a scaling factor for data rate equal to or larger than 100Kbps. The recommended FSACLE values for data rates equal to or larger than 100Kbps are provided in the filter coefficients tables following the Filter Coefficient Control Registers.

State Machine

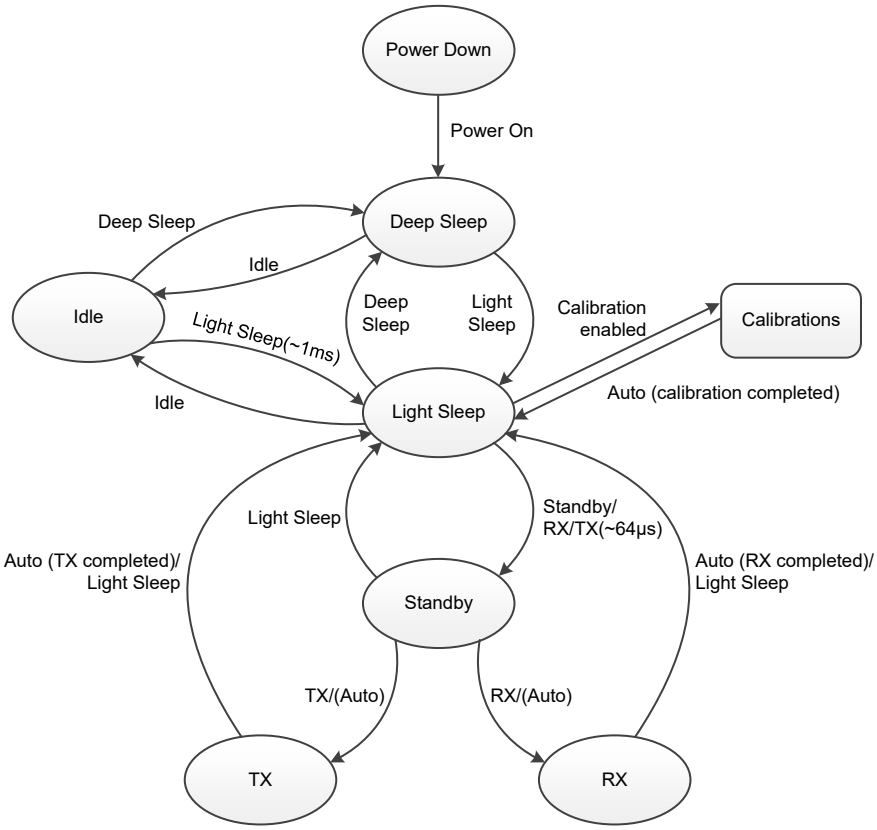
There are seven operating modes in the RF. The operation modes and key funcitons on/off state in the corresponding mode are listed below.

1. Power Down mode
2. Deep Sleep mode
3. Light Sleep mode
4. Standby mode
5. Idle mode
6. TX mode
7. RX mode

Mode	Register Retention	3.3V	LIRC	Regulator	XO	Standby+VCO	TX	RX	Strobe Command
Power Down	No	OFF	OFF	OFF	OFF	OFF	OFF	OFF	—
Deep Sleep	Yes	ON	OFF	OFF	OFF	OFF	OFF	OFF	0000_1010
Light Sleep	Yes	ON	OFF	ON	ON	OFF	OFF	OFF	0000_1100
Idle	Yes	ON	ON	OFF	OFF	OFF	OFF	OFF	0000_1011
Standby	Yes	ON	OFF	ON	ON	ON	OFF	OFF	0000_1101
TX	Yes	ON	OFF	ON	ON	ON	ON	OFF	0000_1110
RX	Yes	ON	OFF	ON	ON	ON	OFF	ON	1000_1110

TX/RX FIFO Mode (DIR_EN=0) State Machine

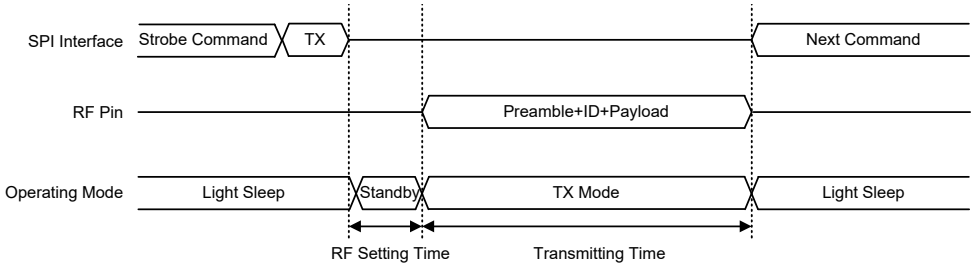
If the DIR_EN bit is cleared to 0, the device mode transactions are implemented by strobe command from the MCU and the TX/RX data are derived from the packet handling hardware.



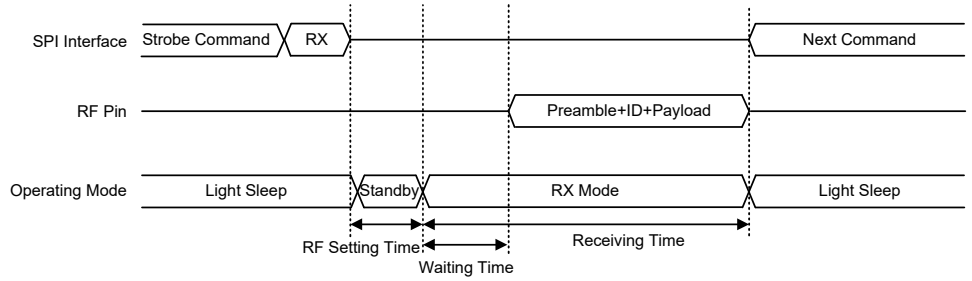
FIFO Mode State Diagram

Initially, the RF is in the Power Down mode. After the device completes the internal power on reset, it will enter the Deep Sleep mode and wait for further strobe commands from the MCU. If the Light Sleep command is received, the device will enable the internal LDO, oscillate the XO and enter the Light Sleep mode. In this state, the MCU can have the RF execute calibration process if necessary. For normal TRX operations, the MCU can issue a RX or TX command to the RF. After receiving the TX or RX command, the device will first enter the Standby mode which lasts a certain period known as TX/RX settling time. After the settling time has escaped, the device will finally enter the RX or TX mode. The device will stay in the TX/RX sate until the TX/RX event is completed, after which the device will return to the Light Sleep mode automatically.

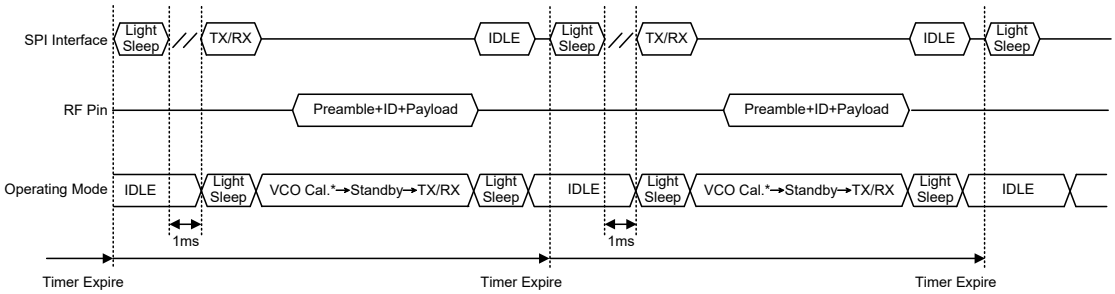
For low power periodical wireless transmission, the device supports low power Idle mode where the LIRC and wake-up timer are turned on. By appropriate timer setting and issuing the Idle mode command, the device will turn off the LDO and XO and enter the Idle mode. The device stays in the Idle mode until the timer expires and then an IRQ will be asserted on the GIO to wake-up the MCU. Then the MCU can have the device enter the Light Sleep mode and continue to execute normal TX/RX operations. After the TX/RX event is completed, the MCU can issue the Idle command to have the device return to the Idle mode again.



TX Timing in FIFO Mode



RX Timing in FIFO Mode



Note: VCO Cal.(VCO Calibration) time: ~152μs@433MHz / ~96μs@868MHz.

Periodical TX/RX Timing

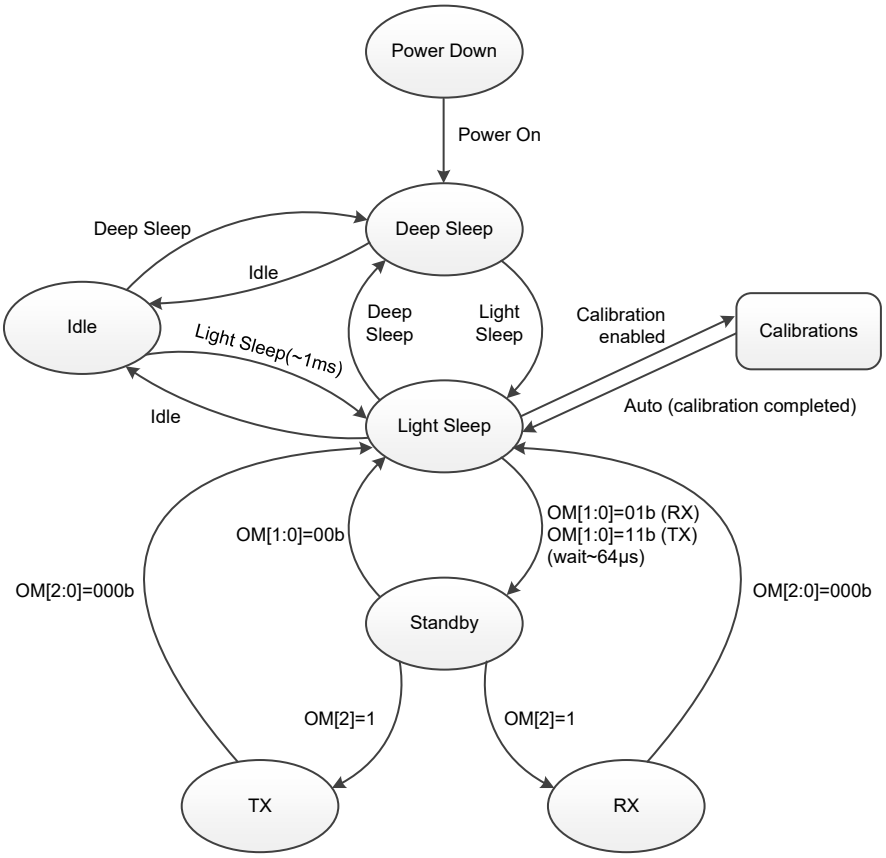
TX/RX Direct Mode (DIR_EN=1) State Machine

If the DIR_EN bit is set to 1, TX data is derived directly from the MCU to RF and RX data is sent directly from the RF to the MCU. In order to simplify the data bit clock synchronization between the RF and the MCU, the RF outputs the TBCLK/RCLK from GIO4 by setting GIO4S[3:0]. Both TBCLK and RBCLK are in 50/50 duty cycle. In the transmitting mode, the MCU outputs bit data at the rising edge of the TBCLK signal and the RF samples the TX bit data at the falling edge of the TBCLK signal. In the receiving mode, the MCU receives data at the rising edge of the RBCLK signal and the RF outputs bit data at the falling edge of the RBCLK signal. The MCU can select GIO1 or GIO2 for the TX/RX bit data transmission by setting GIO1S[2:0] or GIO2S[2:0].

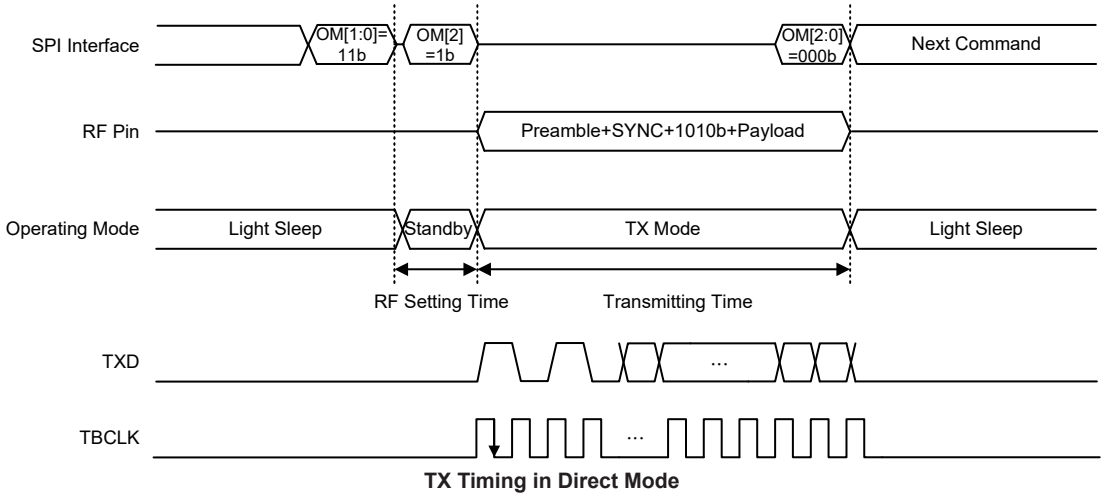
For TX operations in the direct mode, the MCU needs to set the OM[1:0] bits, i.e. RTX_SEL and SX_EN, to 11b to select the TX mode and have the RF enter standby mode first, then set the OM[2] bit, RTX_EN, to 1 to have the RF start to transmit the TX data. As long as the MCU sets OM[2:0] to 000b, the RF will return to the Light Sleep mode.

For RX operations in the direct mode, the MCU needs to set OM[1:0] to 01b first, then set OM[2] to 1 to have the RF start to receive data from the air. After the RF receives the matched SYNCWORD code, it will output the RBCLK clock, receive data bit (payload part) and then transmit to the MCU.

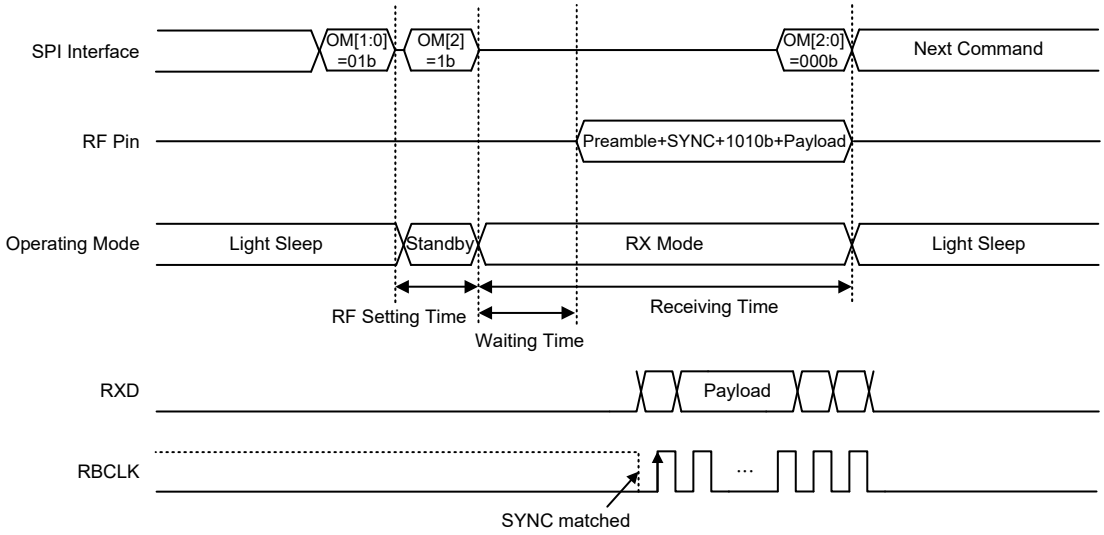
In direct mode, the transmission data length has no limit.



Direct Mode State Diagram



TX Timing in Direct Mode



RX Timing in Direct Mode

Calibration

The device has three calibration functions, VCO, RC and LIRC calibrations, allowing users to auto select proper setting to compensate the PVT (Process-Voltage-Temperature) variation effect. The control bit, ACAL_EN, is used to enable the VCO and RC calibration functions at the same time and both calibration functions will be automatically implemented after this bit is set high. When the calibrations are completed, the ACAL_EN bit is cleared to zero by hardware. The MCU can poll the ACAL_EN bit status or use the calibration complete interrupt flag CALCMPIF to check the calibration status. The device also has an independent enable bit, LIRCCAL_EN, for the LIRC calibration function, allowing to independently implementing the LIRC calibration function.

LIRC Calibration

There is an internal low frequency RC oscillator in the RF providing a clock source for the wake-up timer in the Idle mode. After calibration, the internal low frequency RC oscillator supports a precision of ±2% for the PVT variation. The calibration process chooses the curve setting of LIRC frequency to an approximation of 32768Hz. Then an extra LIRC correction process is used to tune the wake-up timer accuracy error to be less than ±1%.

The MCU need to configure LIRC_OW=0 and LIRC_EN=1 before the LIRC calibration. Then the RF will do LIRC calibration when LIRCCAL_EN is set to 1 by the MCU during the Light Sleep mode. The LIRCCAL_EN bit is reset to 0 by hardware on the completion of LIRC calibration. The LIRC calibration process would take about 4ms.

AGC & RSSI

In order to enhance the receiving dynamic range and ensure the signal SNR be no less than the demodulator minimum SNR requirement, an AGC (Auto-Gain-Control) function block is embedded. The AGC would tune the receiver gain to get valid signal level before ADC staying between the set point and -26 dBFS. The set point is in the range of -6 dBFS to -12 dBFS which is adjusted by the SAT_SEL[1:0] bit field. FS is the full-scale of ADC.

There is an integrated RSSI (Receiver Signal Strength Indicator) measurement function block in the RF. The RSSI calculation engine calculates the receiving signal strength after ADC. By combining the calculated ADC signal strength value and receiver chain total gain, the RSSI value is induced.

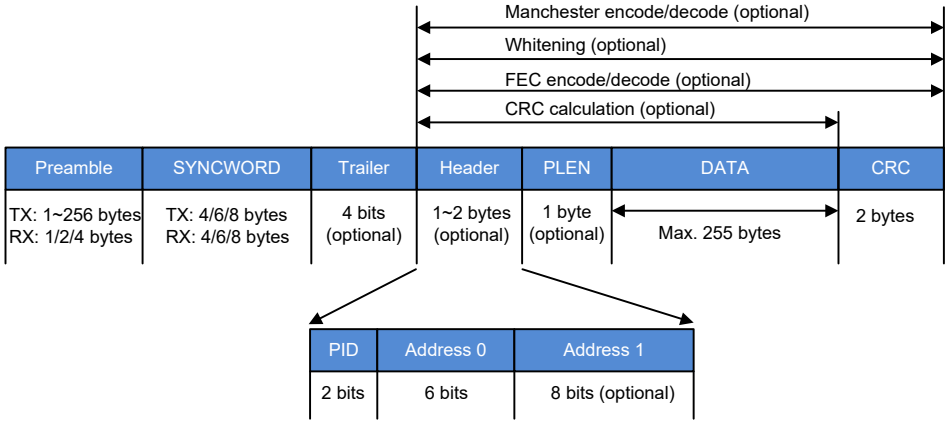
The valid RSSI reading value is from -110dBm to -10dBm. The RSSI measurement error is normally below ±6dBm. The unit of the reading value is -dBm. Two RSSI reading values are available, one is RSSI_SYNC_OK[7:0] that is a RSSI measurement value snapshot when the valid SYNCWORD is detected OK, the other reading value is RSSI_NEGDB[7:0] that is a real time RSSI calculation result. In the receiving mode, the MCU can access the RSSI_NEGDB bit field. After the receiving is completed, the MCU should poll the RSSI_SYNC_OK[7:0] field for receiving signal strength assessment.

Packet Handler

In the TX mode, the packet handler is used to move the transmitting data out of FIFO and implement channel coding according to the packet format, then sends the packet to the modulator. In the RX mode, the packet handler is used to implement channel decoding with data from the demodulator and store the payload data into FIFO.

The packet handler performs several tasks such as Preamble and SYNCWORD insertion, Forward Error Correction, CRC calculation/checking, whitening/de-whiteing and Manchester encode/decode.

Packet Format



Preamble	MSB	SYNCWORD	LSB	Trailer
0101···01	0	…	0	1010
1010···10	1	…	1	0101

Note: 1. Preamble format will follow SYNCWORD MSB to inverse.
If MSB=0, Preamble format=0101…01
If MSB=1, Preamble format=1010…10
2. Trailer format will follow SYNCWORD LSB to inverse.
If LSB=0, Trailer format=1010
If LSB=1, Trailer format=0101
3. The Trailer field contains 4 bits and is an optional field which is enabled by TRAILER_EN.

Preamble

The packet starts with a preamble with a length of 1~256 bytes set by TXPMLEN[7:0] in the TX mode. In the RX mode, preamble detection length is limited to 1, 2 or 4 bytes selected by RXPMLEN[1:0].

SYNCWORD

The SYNCWORD length which is set by SYNCLEN[1:0] can be 4, 6 or 8 bytes in the TX mode. In the RX mode, the detection length is also 4, 6 or 8 bytes. When the RX side receives a matched SYNCWORD packet, the DATA field will be stored in the FIFO.

Trailer

The trailer field length is fixed at 4 bits which is a concatenating field between SYNCWORD and the latter payload.

Header

The header (Payload Header) is optional and enabled by PLH_EN. The payload header length can be 1 or 2 bytes set by PLHLEN. When the PLHLEN bit is 0, only PID[1:0] and PLHA[5:0] (address 0) fields are used in the packet. PID[1:0] is located in bit 7~6 of the payload header field. If PLHAC_EN=0, PLHA[5:0] can be used as software flags and the actual function can be defined by users. If PLHAC_EN=1, the device will compare the local PLHA[5:0] field with the received PLHA[5:0] field. If matched, the receiving data will be moved into the RX FIFO, otherise the following incoming data will be abandoned. The PLHA[5:0] field is used to support broadcast function and PLHA[5:0]=0 is a special preserved address permitting the RF not to implement the address filtering mechanism.

When the PLHLEN bit is set to 1, the address field length is extended to 14 bits which is formed by address 0 (PLHA[5:0]) and address 1 (PLHEA[7:0]).

PLEN (Payload Length)

The PLEN field is optional and its length is fixed at 1 byte once being enabled by PLLEN_EN. When this bit is set high, the DATA field length is variable and is determined by the PLEN field in each TX/RX packet.

DATA

When in the TX mode, the TX data length is determined by the TXDLEN[7:0] field. The maximum length is 255 bytes in the extend FIFO mode. In the special case of infinite FIFO mode, the length can exceed 255 with an infinite length. If PLLEN_EN=1, the PLEN field in the TX packet is enabled and the PLEN content is equal to TXDLEN[7:0]. When in the RX mode, the RX data length is set by RXDLEN[7:0] if PLLEN_EN=0 and by PLEN field in the receiving packet if PLLEN_EN=1.

CRC

The CRC field is optional and is enabled by CRC_EN. It is recommend to always set CRC_EN to 1 for data correctness checking. There are two CRC formulas selected by setting the CRCFMT bit.

CRCFMT=0: CCITT-16-CRC $G(X) = X^{16} + X^{12} + X^5 + 1$

CRCFMT=1: IBC-16-CRC $G(X) = X^{16} + X^{15} + X^2 + 1$

Note that the CRC initial value is FFFF.

FEC

The optional data encode/decode function can be enabled by FEC_EN. Use (7,4) Hamming code to correct 1-bit error and more than 1-bit error detect for each 4-bit data. After FEC, the data length for each data will be (4+3)×2=14 bits.

- **Hamming Code Function Table**

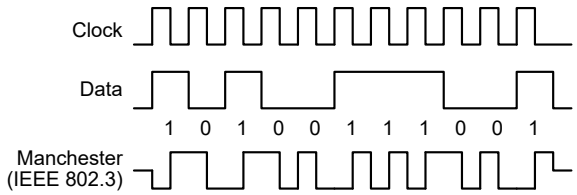
Bit	7	6	5	4	3	2	1
Transmitted Bit	D3	D2	D1	P2	D0	P1	P0
P0	Y	N	Y	N	Y	N	Y
P1	Y	Y	N	N	Y	Y	N
P2	Y	Y	Y	Y	N	N	N

Data Whitening

The optional data whitening/de-whitening function can be enabled by WHT_EN. Use PN7 code to implement XOR operation with the transmitted data. The whitening seed is set by WHTSD[6:0].

Manchester Code

The optional Manchester encode/decode function can be enabled by MCH_EN. Each bit after Manchester encoding will be extended into two bits and recovered to one bit data after decoding.



Manchester Code Example

FIFO Operation Modes

In Burst mode, data transmission to the RF transmitter is derived from FIFO and is pre-written by the MCU. There are 4 FIFO modes to support various applications. They are the Simple FIFO mode, Block FIFO mode, Extend FIFO mode and Infinite FIFO mode.

FIFO Reset

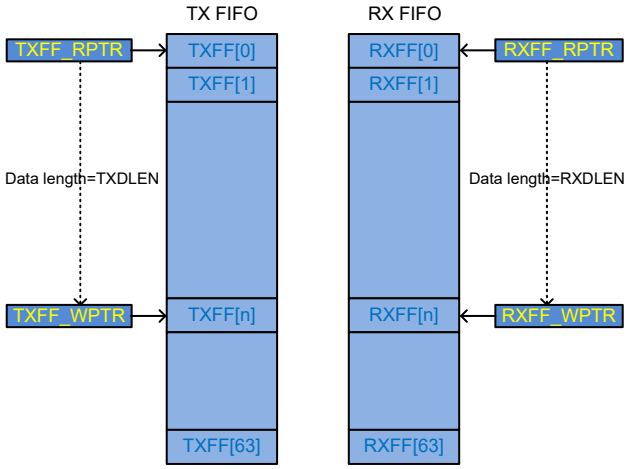
To use the FIFO in the burst mode, issue the TX FIFO address pointer reset command and RX FIFO address pointer reset command to reset the FIFO pointer and buffer first. After this, the FIFO is in the initial state same as reset.

Simple FIFO Mode

This FIFO mode is used for general applications with a TX/RX data length less then or equal to 64 bytes. The data length should not exceed 64 bytes. To use the simple FIFO mode, the MCU must write the transmitting data to FIFO by the SPI write FIFO command. The transmitting sequence is first written byte first out and the MSB in each byte first out to the transmitter. Users should determine all transmitting data packet format including the preamble, SYNCWORD and packet encoding such as FEC, CRC, whiting. After FIFO data filling out is completed, clear the TXFFSA[5:0] field and set TXDLEN[7:0]/RXDLEN[7:0] field to the desired transmitting/receiving length in bytes. Then issue the TX command to start the transmission. After the current transmitting is completed, the data will be kept in FIFO to wait for the next transmission.

Programming procedure:

1. Reset TX FIFO by the SPI reset TX FIFO command.
2. Reset RX FIFO by the SPI reset RX FIFO command.
3. TXFFSA[5:0] must be cleared to 0.
4. Fill out TX FIFO by the SPI write FIFO command.
5. Set TXDLEN[7:0]/RXDLEN[7:0] to control the TX/RX length in bytes.
6. Issue the TX command for transmitter and RX command for receiver.
7. TX/RX completion is acknowledged by the TX/RX complete IRQ.
8. Re-transmitting TX packet with the same data will auto-reset TXFF_RPTR to 0.

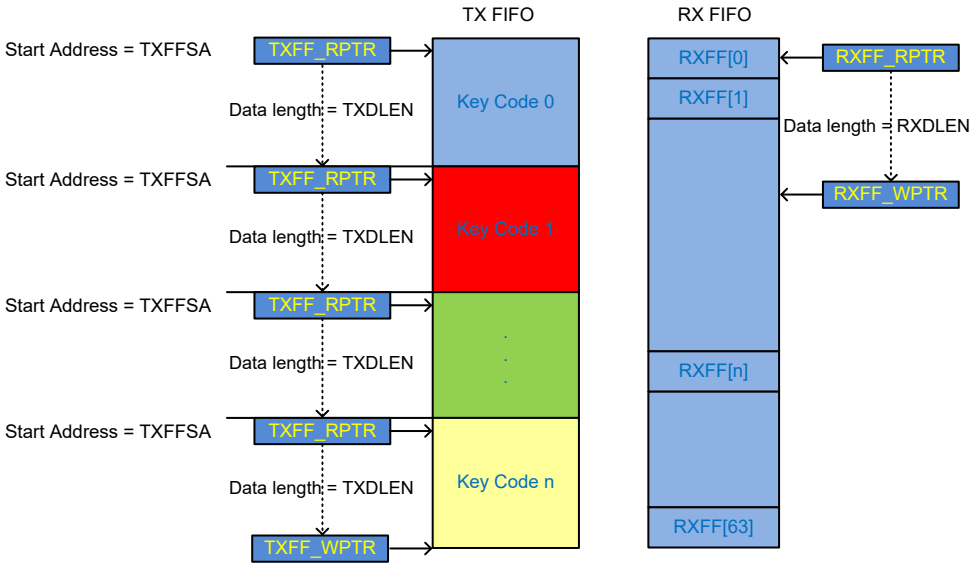


Block FIFO Mode

The Bock FIFO mode is used to support multi-key code applications. Users should write all the key codes to FIFO first. When a key is pressed, the MCU will detect the key and set TXFFSA[5:0] to the target key code start address and set TXDLEN[7:0] to indicate the key code length and issue the TX strobe command to start the transmission. The maximum FIFO length is also limited to 64 bytes.

Programming procedure:

1. TX: Write key code 0~n to TX FIFO by SPI write FIFO command.
2. TX: Set TXDLEN[7:0] for key code length.
3. TX: When a key is pressed, the MCU will set TXFFSA[5:0] to the start address of the corresponding key code.
4. RX: Set the RXDLEN[7:0] to key code length and then enter the RX mode by SPI command.
5. TX: Issue TX command for transmitter.
6. RX: Issue RX command for receiver.
7. TX/RX completion is acknowledged by the TX/RX complete IRQ.



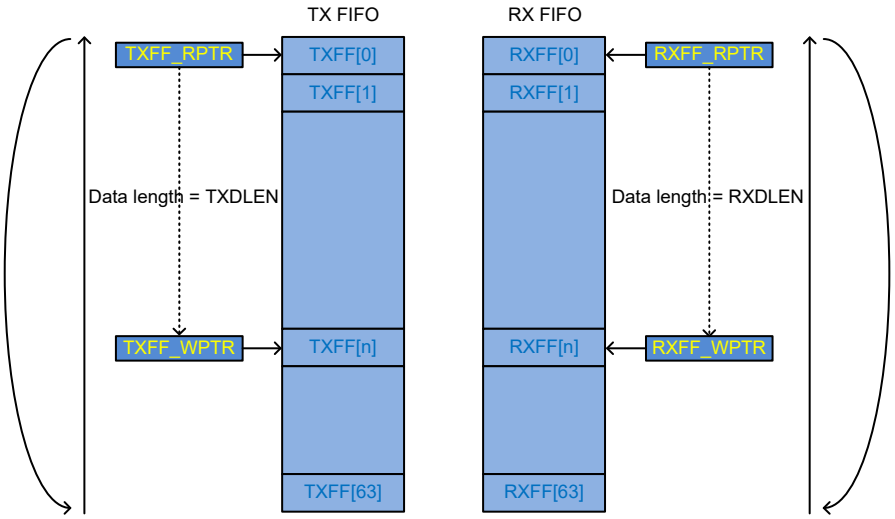
Extend FIFO Mode

The Extend FIFO mode is used for transmissions with a long payload data packet. The maximum length is 255 bytes. As the physical FIFO length is 64 bytes, to extend the available transmitting length in one packet, a handshake mechanism is needed between the MCU and the FIFO controller.

Set FFMG[1:0] to determine the FIFO data length margin and set FFMG_EN to enable the margin detect function to inform the MCU when the TX FIFO data fullness level is less than the margin. The MCU should write data to TX FIFO fast enough when receiving this reminding signal to avoid transmission being terminated by TX FIFO underflow.

Programming procedure:

1. Set FFMG_EN to enable FIFO depth low threshold detect function and set FFMG[1:0] to select the threshold, 4, 8, 16 or 32 bytes.
2. Set the FIFOLTIE bit to 1 to enable the FIFO low threshold IRQ.
3. Set GIOnS field (n=1~4) = 101b to output IRQ on GIO1~GIO4.
4. TX: If MCU detects the FIFO low threshold IRQ signal, it will move data into TX FIFO with a data length less than or equal to (64-FFMG[1:0]). Then the MCU clears the FIFO low threshold IRQ flag FIFOLTIF and repeats the same routine until all TX data are completely written to TX FIFO.
5. RX: If MCU detects the FIFO low threshold IRQ signal, it will read data from RX FIFO with a data length equal to FFMG[1:0]. Then the MCU clears the FIFO low threshold IRQ flag FIFOLTIF and repeats the same routine until receiving the RX completion IRQ to read the remaining data from RX FIFO.



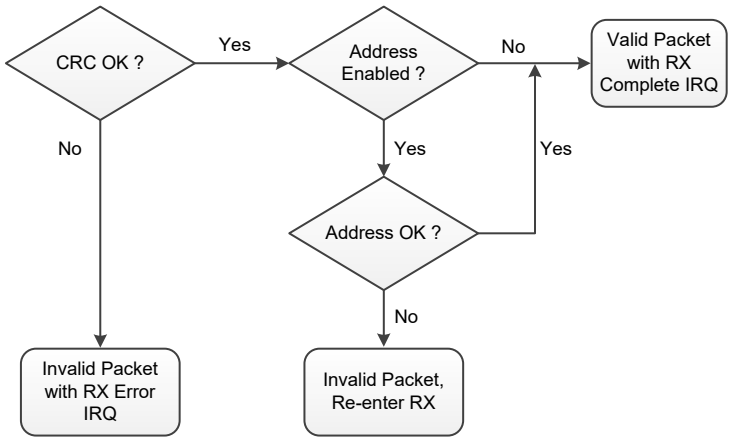
Infinite FIFO Mode

Programming procedure:

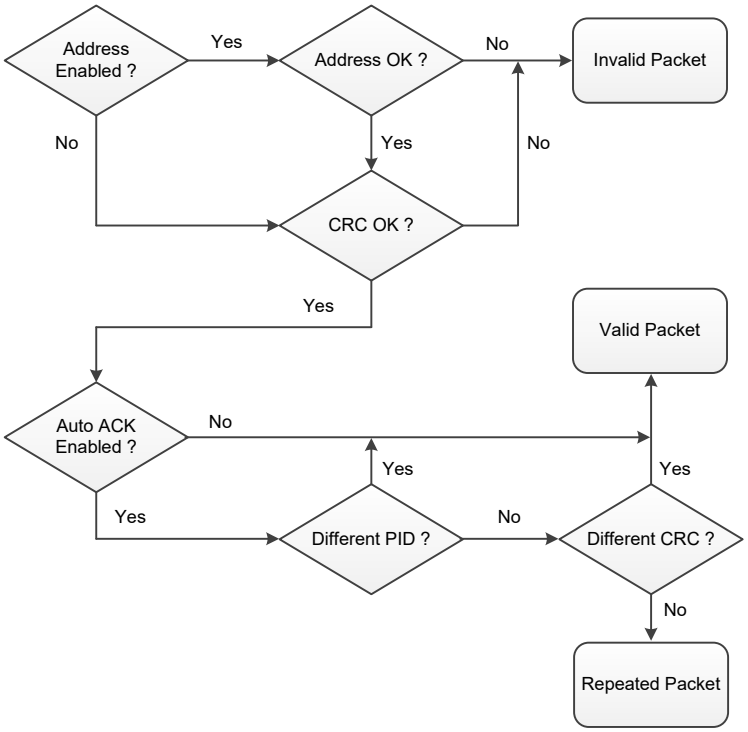
1. Set FFINF_EN to 1 to enable the Infinite FIFO mode.
2. The handshaking and IRQ function are identical with the Extend FIFO mode.
3. TX: If receiving the FIFO low threshold IRQ, the MCU continues to write TX data to TX FIFO with a data length less than or equal to (64-FFMG[1:0]). Then the MCU clears the FIFO low threshold IRQ flag and repeats the same routine until it wants to terminate the infinite FIFO mode. To terminate the infinite FIFO mode, after receiving IRQ and moving data to TX FIFO, the MCU should clear FFINF_EN to zero and set TXDLEN[7:0] to the remaining data length if the remaining transmitting length is less than 192 bytes and longer than 64 bytes. The terminating configuration should be programmed only once for one transmission. The packet will be terminated when all of the target data are transmitted completely.
4. RX: If receiving the FIFO low threshold IRQ, the MCU reads data from RX FIFO with a data length equal to FFMG[1:0]. Then the MCU clears the FIFO low threshold IRQ flag and repeats the same routine until it wants to terminate the infinite FIFO mode. To terminate the infinite FIFO mode, after receiving IRQ and reading data from RX FIFO, the MCU should clear FFINF_EN to zero and set RXDLEN[7:0] to the remaining data length if the remaining receiving length is less than 192 bytes and longer than 64 bytes. The terminating configuration should be programmed only once for one receiption. The packet will be terminated when all of the target data are received completely.

Receiving Packet Judgement

In normal RX operating mode, package reception follows the following judgement criteria.

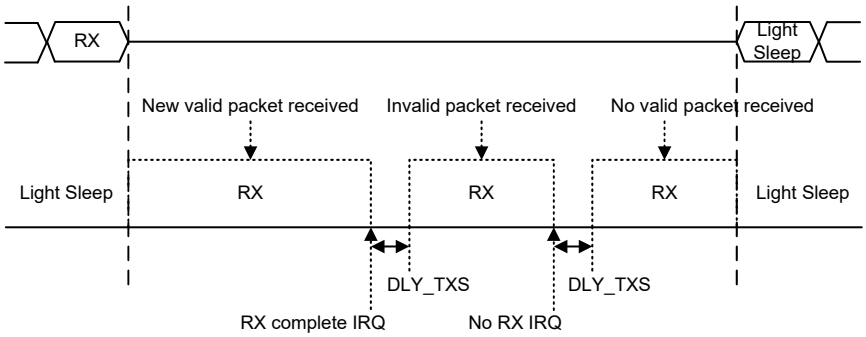


The RF adopts extra receiver packet judgment for the continuous RX mode and auto-acknowledge mode. The main purpose of these special link layer functions are used to alleviate MCU loading when handling TRX packet transaction.



Continuous RX Mode

There is a special continuous RX operating mode supported in the RF. The MCU can enable this continuous RX mode by setting the RXCON_EN bit high and start the continuous RX mode by issuing the RX strobe command to the device. If there is a valid RX packet received, the RF will issue a RX completion IRQ to the MCU. The device then repeats the RX operation after a duration defined by DLY_TXS[2:0] to keep listening for incoming packets. If an invalid packet is received, the RF would only repeat the RX operation without issuing the RX completion IRQ to the MCU. The MCU stops the continuous RX by issuing the Light Sleep strobe command to the RF. In the continuous RX mode, only simple FIFO mode can be used. In order to prevent the receiving packet data length field from being corrupted by new incoming packets before the MCU reads data from RX FIFO, users should set RXPL2F_EN=1 and PLLEN_EN=1 to have the PLEN information stored into the RX FIFO. Because of the existence of PLEN byte, the maximum packet data length becomes 63 bytes. If a new incoming packet arrives before the MCU reads RX FIFO, a FIFO overflow error will happen, in which condition the RF will issue a RX error IRQ to the MCU. At this moment, the MCU should exit the continuous RX mode and reset the RX FIFO pointer.

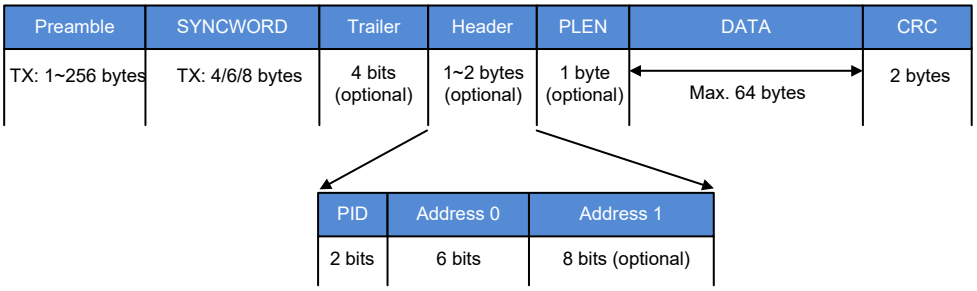


Continuous RX Mode

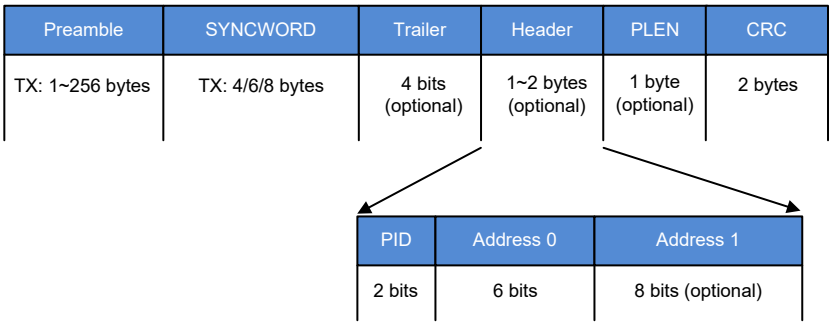
ARK Mode: Auto-Resend and Auto-Ack

The RF supports auto-resend and auto-ack mechanism by setting the ARK_EN bit high. This mechanism enables an easy two-way communication implementation however can only be operated in the simple FIFO mode.

Set ARK_EN to 1 to enable the device to enter the auto-resend and auto-ack ready mode. Then, auto-resend is triggered by the TX strobe command from the MCU and auto-ack is triggered by RX strobe command from the MCU. Packet format transmitted from the master to the slave in the auto-resend mode are illustrated below.

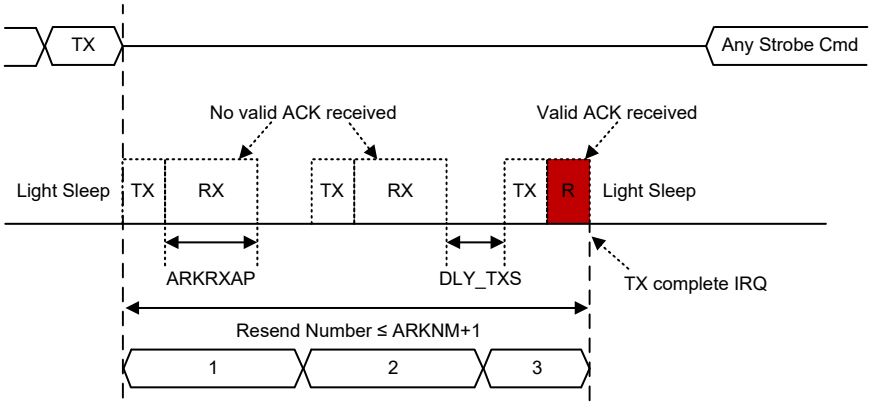


The slave side in the auto_ack mode uses the packet format as the following to be an acknowledge packet transmitted to master. Note that there is no payload data field used in the acknowledge packet.

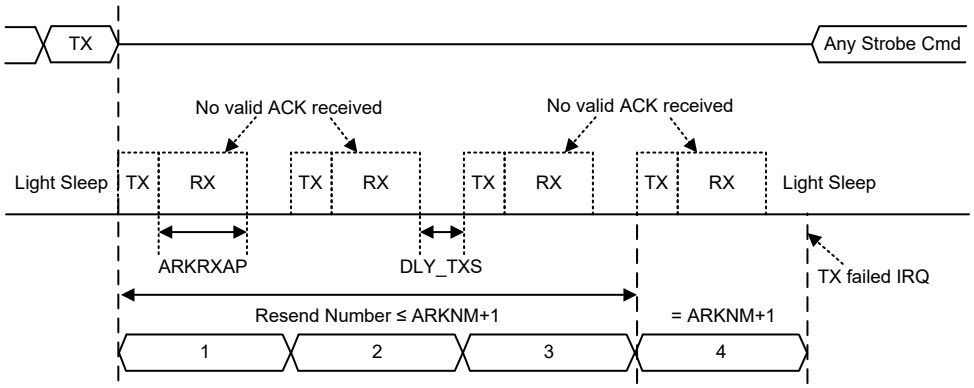


If the address field is used for the ARK mode, the auto-resend (master) side should configure the same address as the auto-ack (slave) side.

After configuring ARKNM[3:0], ARK_EN and ARKRXAP[7:0], the MCU starts the auo-resend process by issuing the TX strobe command. The RF starts to transmit data from the TX FIFO and then enters the RX mode after the TX completion. The RX period is in multiples of 250μs which is determined by ARKRXAP[7:0] plusing one. If the RF receives a valid acknowledge packet from the slave side within the RX period with CRC checked correct, it will return to the Light Sleep mode and issue a TX completion IRQ to the MCU. Otherwise, the RF will check if the resend number has reached the limit set by ARKNM[3:0], if not, it will go to the TX mode to transmit the same TX data from the TX FIFO and the resend number will be increased by one.



Auto-resend: ACK Packet Received before ARKNM Limit

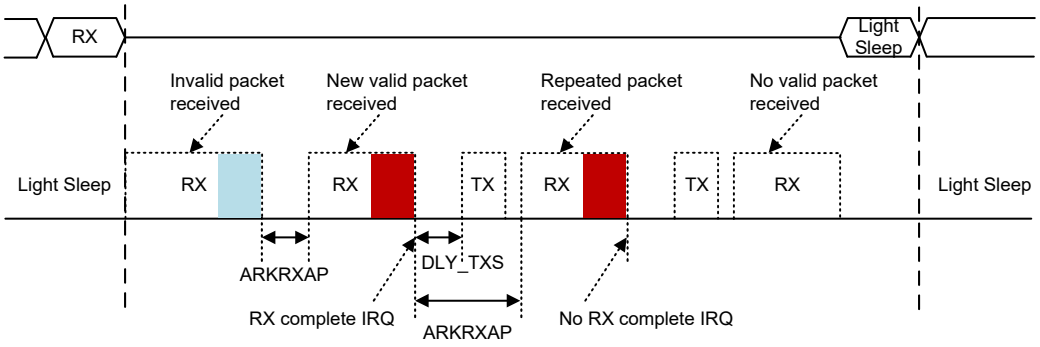


Auto-resend: No Valid Packet Received before ARKNM Limit

Regarding the auto-ack in the slave side, the MCU issues the RX strobe command to start the auto-ack process and issues the Light Sleep strobe command to stop the auto-ack process. In the auto-ack mode, an extra PID/CRC filtering function will be applied for the slave side to check the packet received. If the PID/CRC of the new incoming packet is same as the stored PID/CRC of the last packet, then the newly received packet would be treated as a repeated packet.

During the auto-ack process, if the device receives a valid packet with different PID/CRC and CRC/address checked correct, it will issue a RX completion IRQ to the MCU and auto-transmit the ACK packet to the master. If the device receives a packet with the same PID/CRC and CRC/address checked correct, it will treat this packet as the repeated packet. Then the device will not issue the RX IRQ to the MCU but still auto-transmit the ACK packet to the master. If the device receives a packet with CRC/address checked failed, no IRQ is issued and the device will automatically re-do the RX operation to continuely listening for incoming packets.

The gap period for the device to restart the next RX operation after the current RX completion is defined by ARKRXAP[7:0]. In general cases, the MCU should fetch the receiver FIFO data within this period after receiving the RX completion IRQ. Besides, the MCU needs to wait for a same duration if it wants to leave the ARK mode after receiving the RX completion IRQ.



Auto-ACK Process

ATR Mode: Auto-Transmit-Receive

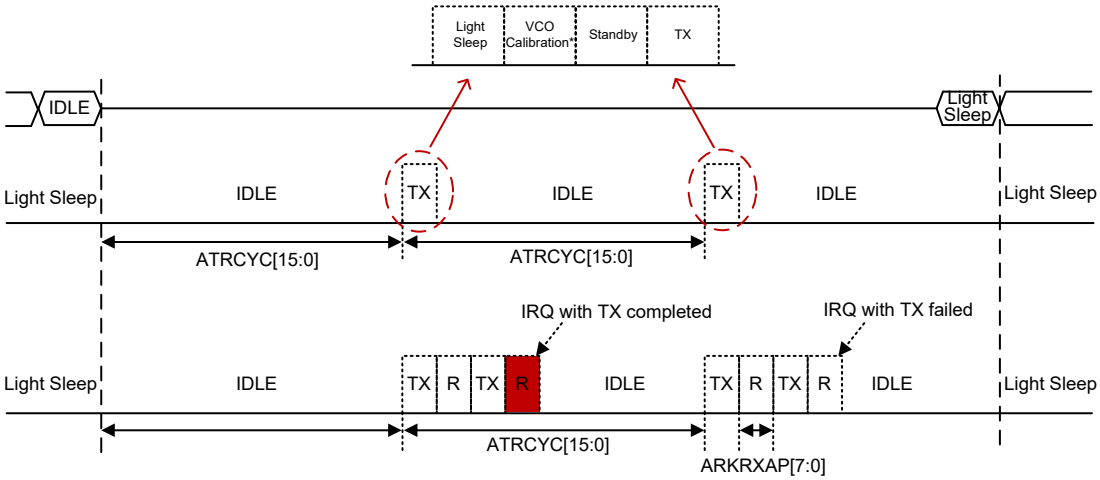
There is a special ATR operation mode in the RF to reduce the external host's loading. Two ATR functions are implemented within the device, one is WOR (Wake-On-RX) and the other is WOT (Wake-On-TX). They can only be operated with simple FIFO mode. These two operating modes need to co-work with an Idle mode timer which operates at a low frequency. The low frequency clock can be sourced from the internal LIRC or from the external ROSCi clock by setting the ATRCLKS bit in the ATR1 register. There are two operation modes for the ATRCT timer which is selected using the ATRCTM bit. Clearing the ATRCTM bit to 0 will select the single mode, where the ATRCT timer will restart upon every ATR transation when entering the Idle state. The ATRCT timer will stop and leave the ATR mode upon receiving the Light Sleep command. Setting the ATRCTM bit to 1 will select the continuous mode, where the ATRCT timer will start to operate upon receiving the Idle command and continuously run until the ATR_EN bit or the ATRCTM bit is cleared to zero.

After entering the ATR mode, only the Idle, Light Sleep, Set Register Bank and control register read/write commands can be recognized by the RF.

WOT (Wake-On-TX) Function

When the WOT function is enabled by setting the ATR_EN bit to 1 and the ATRM[1:0] bits to 00b, the device will periodically wake-up from the Idle mode and transmit TX FIFO contents without interaction with the MCU. The device starts the WOT process upon receiving the Idle strobe command from the MCU and stops the WOT process upon receiving the Light Sleep strobe command from the MCU. The ATRCYC[15:0] bits are used to set the wake-up period for the WOT function. At the moment of timer expiration, the wake-up timer will trigger the device to leave the Idle state and enter the active state to transmit data, at the same time the ATRCYC[15:0] content will be reloaded into the timer's counter. After finishing the TX operation, the device will return to the Idle mode and stay in this state until next wake-up timer expiration occurs. In the active state, the device only implements wake-up transmission once by default. Users can extend the wake-up transmitting mechanism by combining with the ARK function. The repeated transmitting number is controlled by the ARKNM[3:0] bits in the ATR7 register. The time duration between the repeated transmitting packets is inserted with one RX slot and controlled by ARKRXAP[7:0] in the ATR8 register. If the device receives ACK in the RX slot, a TX completion IRQ will be issued to inform the MCU.

Note: 1. VCO Calibration time: ~152μs@433MHz / ~96μs@868MHz
2. Both new TX and RX need to first go through "Light Sleep→VCO Cal.→Standby"



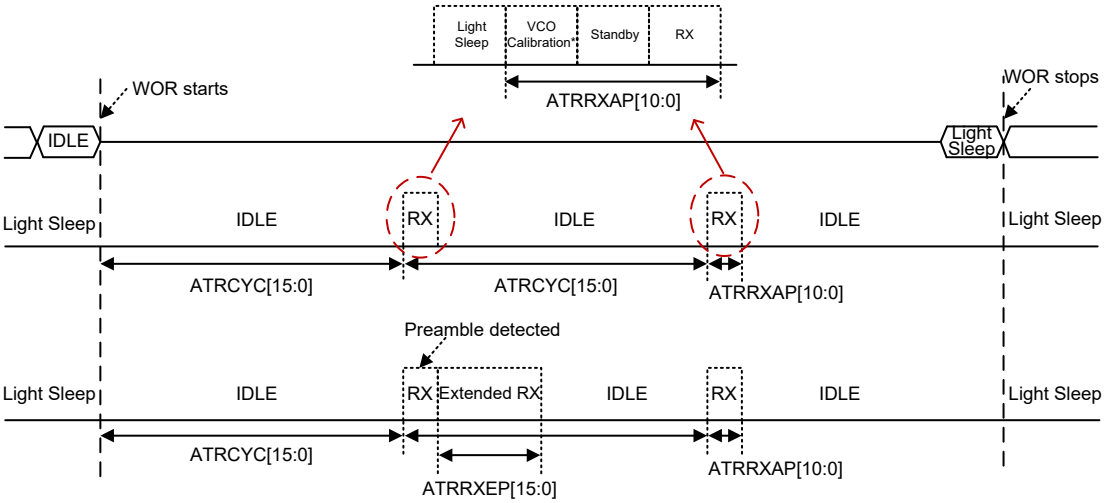
WOT Process

WOR (Wake-On-RX) Function

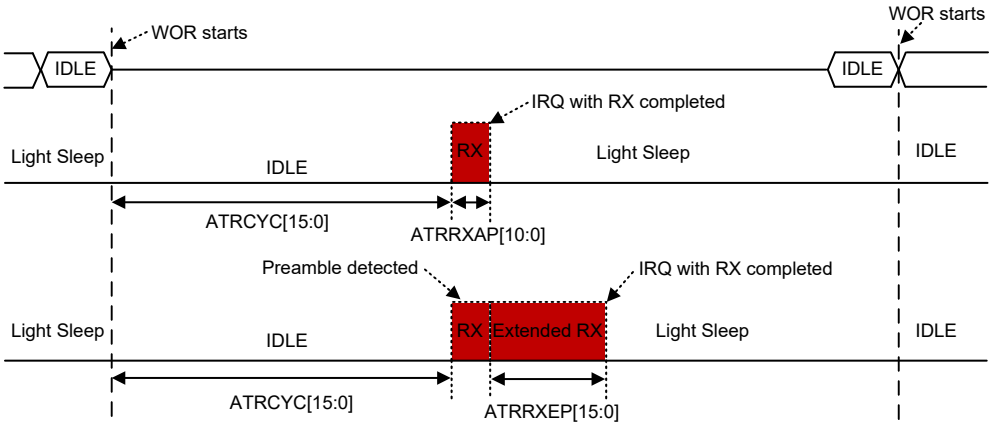
When the WOR function is enabled by setting the ATR_EN bit to 1 and the ATRM[1:0] bits to 01b, the device will periodically wake-up from the Idle mode and listen for the incoming packets without interaction with the MCU. The device starts the WOR process upon receiving the Idle strobe command from the MCU and stops the WOR process upon receiving the Ligh Sleep strobe command from the MCU. The ATRCYC[15:0] bits are used to set the wake-up period for the WOR function. At the moment of ATR timer expiration, the wake-up timer will trigger the device to leave the Idle mode and enter the active state to listen for the incoming packet, at the same time the ATRCYC[15:0] content will be reloaded into the timer's counter. The receiving active period is defined by the ATRRXAP[10:0] bits. The active period is in multiples of 250μs and starts from 250μs. If there is no incoming packet received in the RX active period, the device will return to the Idle mode and wait for the next WOR cycle.

The active period is auto-extended when the preamble is detected. The extend period is defined by ATRRXEP[15:0]. The extend period is also in multiples of 250μs and starts from 250μs. Once the SYNCWORD is received, the receiving period would be auto-extended until the whole packet is completely received. After the RX receiving is done with CRC checked correct, the RF would acknowledge the MCU with RX complete IRQ and stay at light sleep mode. MCU can read the incoming packet from the RX FIFO and then restart the next WOR session by issuing Idle strobe command. If MCU want to leave WOR mode, MCU still need to issue light sleep command to the RF.

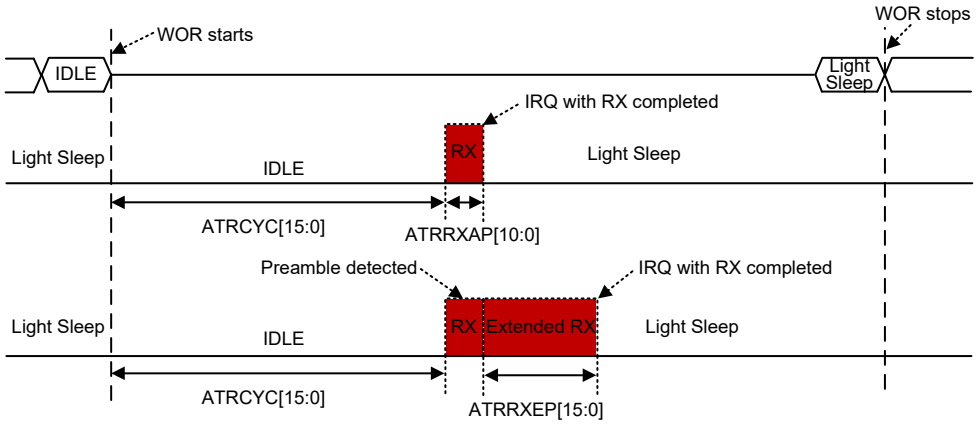
Note: 1. VCO Calibration time: ~152μs@433MHz / ~96μs@868MHz
2. Both new RX and TX need to first go through "Light Sleep→VCO Cal.→Standby"



WOR without Incoming Packet Received

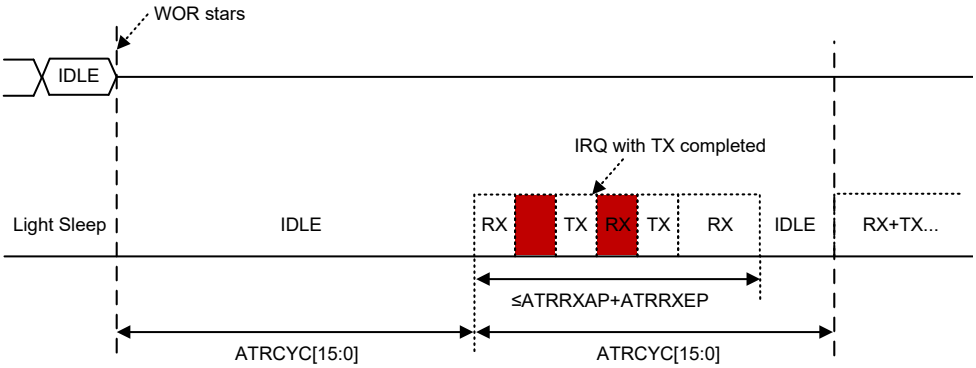


WOR with Incoming Packet Received



WOR Stops after Receiving Incoming Packet

In the WOR active period, the device only implements RX operation once by default. Users can extend the wake-up receiving mechanism by combining with the ARK function. In WOR+ARK mode, the time duration between the repeated receiving packets is inserted with one TX slot for acknowledgement. The TX duration depends on the transmitting data rate. The device stays in the RX mode for a maximum period of time defined by ATRRXAP+ATRRXEP. If a valid imcoming packet, with CRC checked OK and a different PID/CRC, is received before the timer expires, the device will issue a RX completion IRQ to the MCU and automatically enter the TX mode. If a repeated packet, with CRC checked correct and a same PID/CRC, is received, the device will only automatically enter the TX mode with no IRQ to the MCU. After the TX completion, the device will return to the RX mode again and listen for the incoming packets until the timer expires if no incoming packet is received.



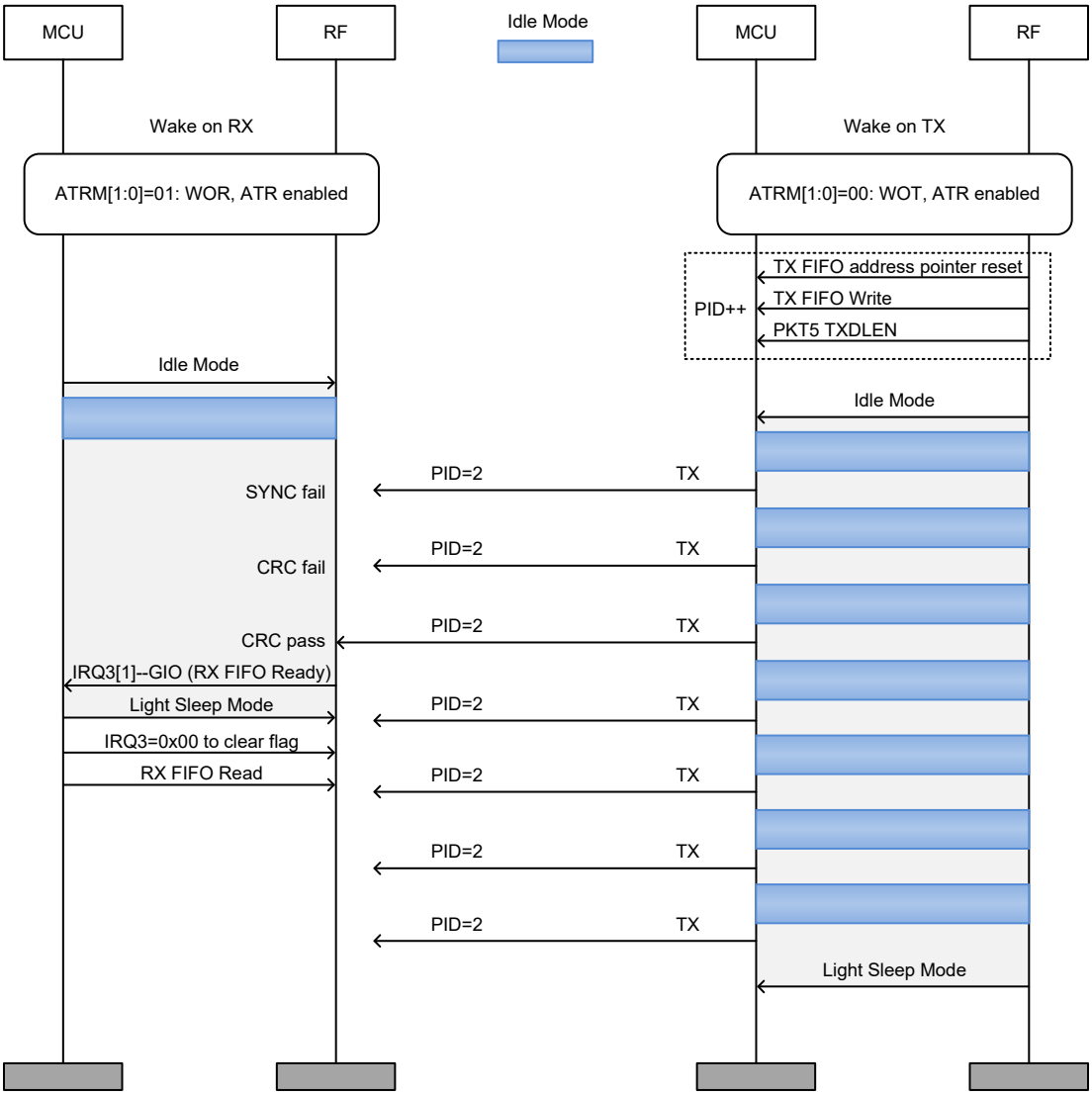
WOR+ARK Process

WTM (Wake up Timer Mode)

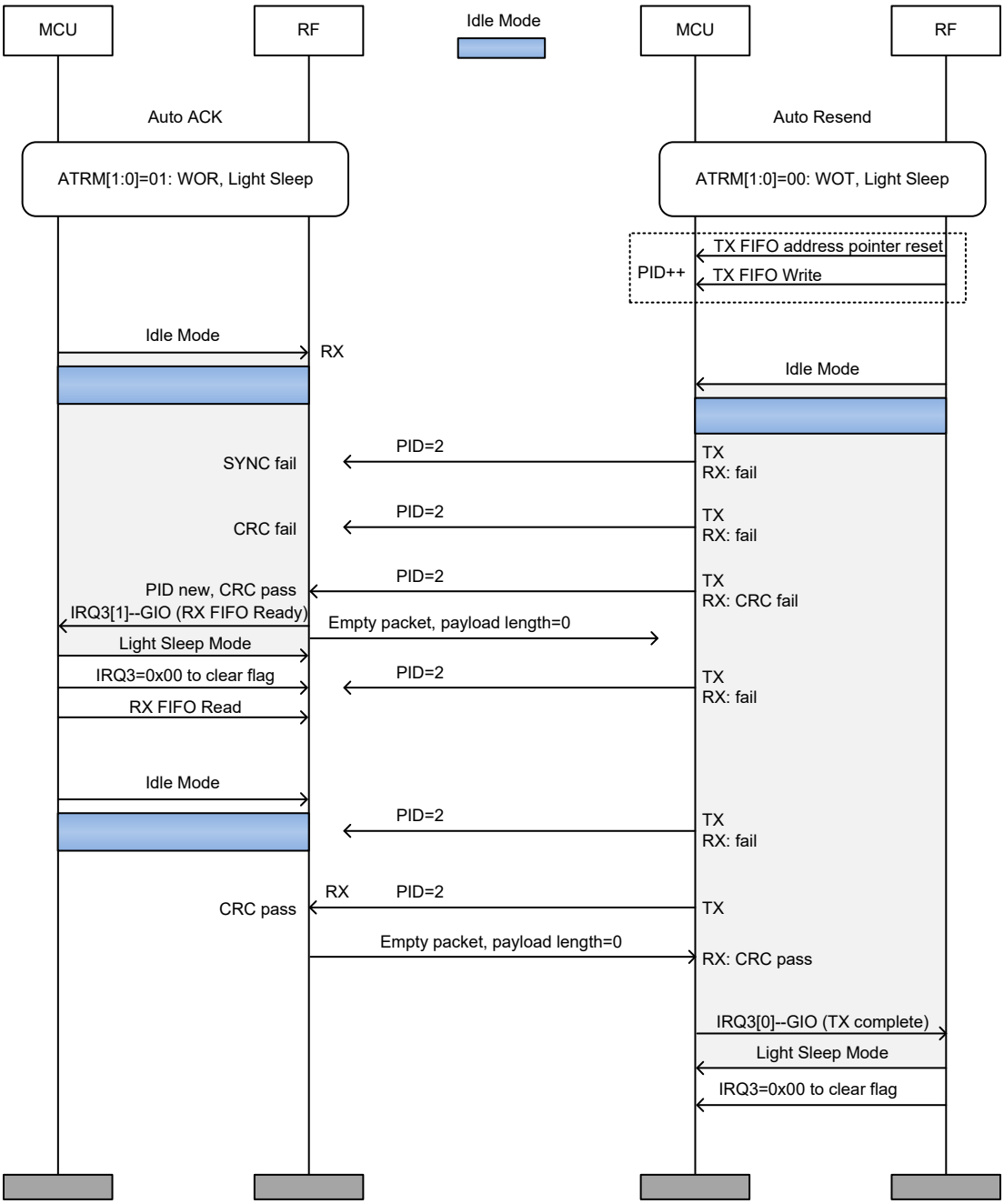
The RF can be set as a programmable timer to output a periodical waveform on GIOs. User can use this signal to wake up the CPU. Set ATR_EN=1 and ATRM=10b/11b to enable the WTM mode. The device starts the WTM mode upon receiving the Idle strobe command from the MCU and stops the WTM mode upon receiving the Light Sleep strobe command. The device will stay in the Idle mode for the whole WTM process.

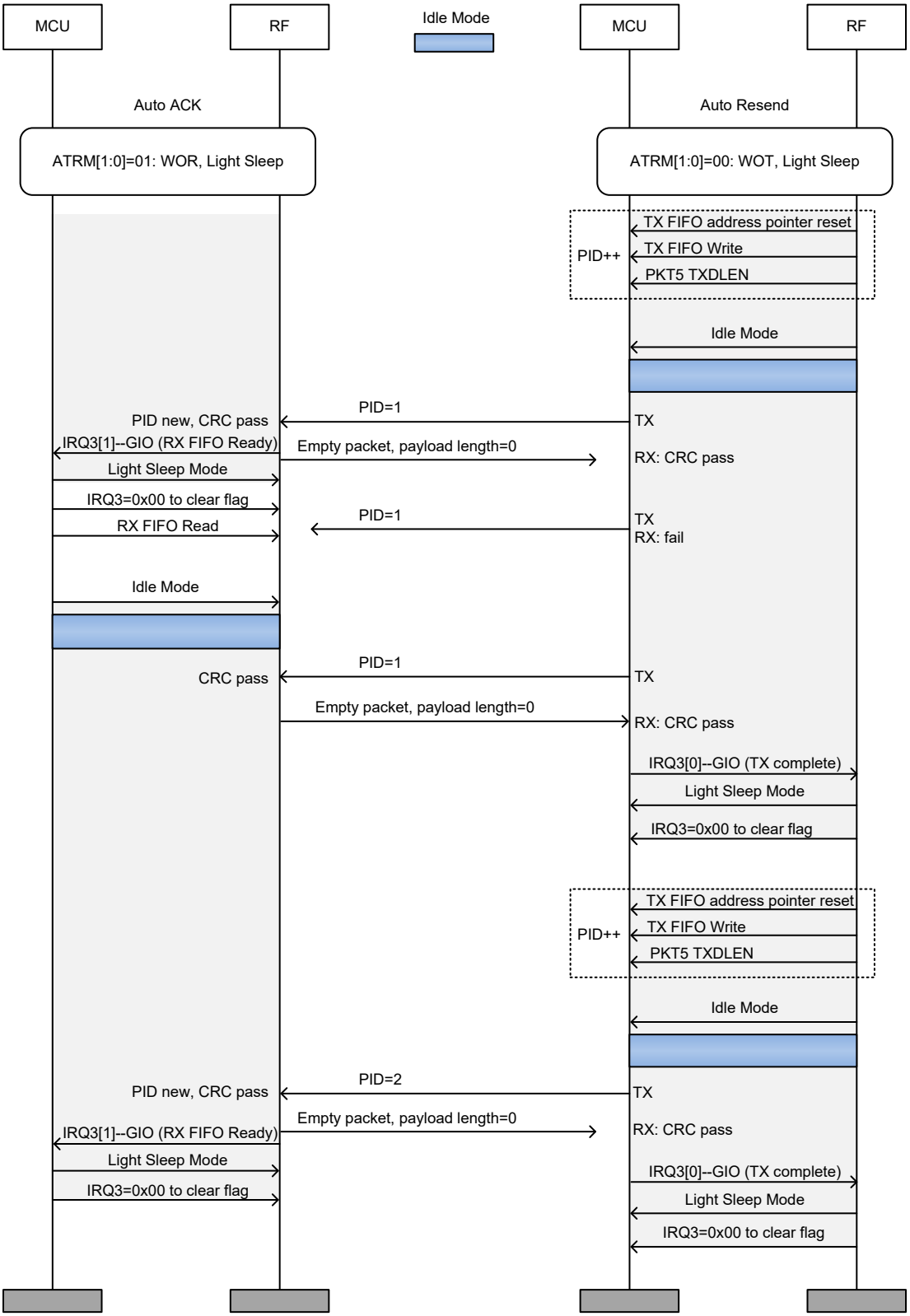
Message Flowchart Examples

ATR: WOT & WOR



ATR+ARK: WOT+Auto-Resend & WOR+Auto-Ack




MCU
RF
Idle Mode
MCU
RF
Auto ACK
ATRM[1:0]=01: WOR, Light Sleep
Auto Resend
ATRM[1:0]=00: WOT, Light Sleep
TX FIFO address pointer reset
PID++
TX FIFO Write
PKT5 TXDLEN
Idle Mode
PID=1
TX
PID new, CRC pass
IRQ3[1]--GIO (RX FIFO Ready)
Empty packet, payload length=0
RX: CRC pass
Light Sleep Mode
IRQ3=0x00 to clear flag
PID=1
TX
RX FIFO Read
RX: fail
Idle Mode
PID=1
TX
CRC pass
Empty packet, payload length=0
RX: CRC pass
IRQ3[0]--GIO (TX complete)
Light Sleep Mode
IRQ3=0x00 to clear flag
TX FIFO address pointer reset
PID++
TX FIFO Write
PKT5 TXDLEN
Idle Mode
PID=2
TX
PID new, CRC pass
Empty packet, payload length=0
IRQ3[1]--GIO (RX FIFO Ready)
RX: CRC pass
Light Sleep Mode
IRQ3[0]--GIO (TX complete)
IRQ3=0x00 to clear flag
Light Sleep Mode
IRQ3=0x00 to clear flag

Abbreviation

ADC: Analog to Digital Converter

AFC: Automatic Frequency Compensation

AGC: Automatic Gain Control

ARK: Auto-Resend and Auto-Ack

ATR: Automatic-Transmit-Receive

BER: Bit Error Rate

BPF: Band Pass Filter

CD: Carrier Detect

CFO: Carrier Frequency Offset

CP: Charge Pump

CRC: Cyclic Redundancy Check

DCOC: DC Offset Correct

DSM: Delta Sigma Modulator

FEC: Forward Error Correction

FIFO: First In First Out

GFSK: Gaussian Frequency Shift Keying

HPF: High Pass Filter

ID: Identifier

IF: Intermedia Frequency

IIR: Infinite Impulse Response

IRQ: Interrupt Request

ISM: Industrial, Scientific and Medical

LNA: Low Noise Amplifier

LO: Local Oscillator

LPF: Low Pass Filter

MCU: Mico Controller Unit

MMD: Multi-Mode Divider

OW: Overwrite

PA: Power Amplifier

PD: Power Down

PFD: Phase Frequency Detector (for PLL)

PLL: Phase Lock Loop

POR: Power On Reset

PVT: Process-Voltage-Temperature

RBCLK: RX Bit Clock

RSSI: Received Signal Strength Indicator

RX: Receiver

SNR: Signal Noise Ratio

SPI: Serial Port Interface

SX: Synthesizer

SYCK: System Clock for digital circuit

SYNC/SYNCWORD: Synchronization Word

TBCLK: TX Bit Clock

TRX: TX/RX

TX: Transmitter

VCO: Voltage Controlled Oscillator

WOR: Wake-on-RX

WOT: Wake-on-TX

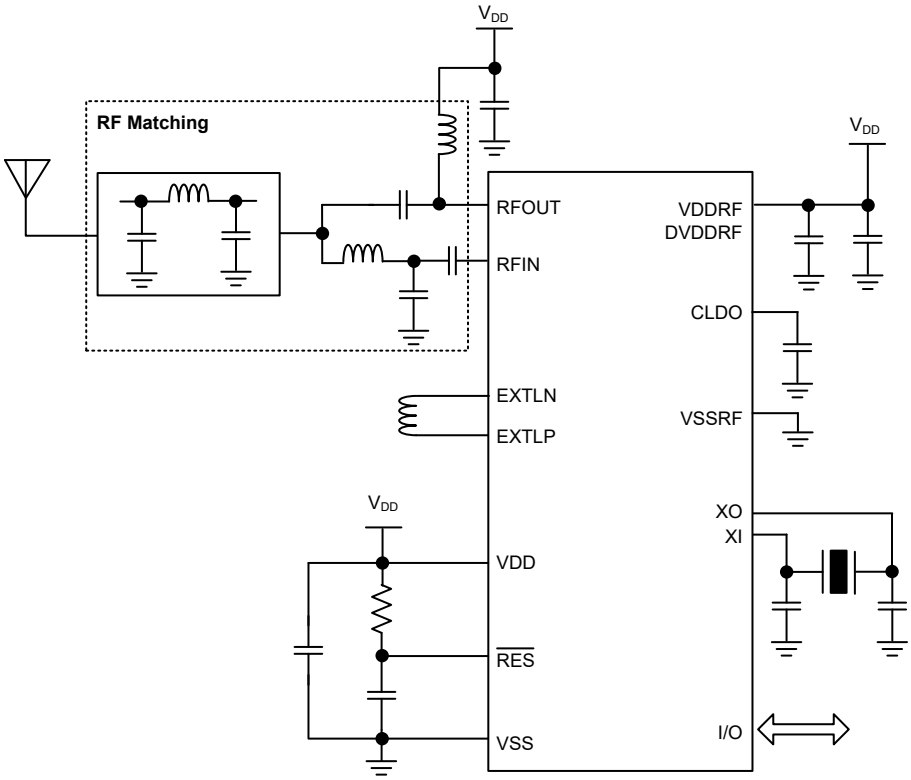
WTM: Wake-up Timer Mode

XCLK: Crystal Clock

XO/XOSC: Crystal Oscillator

XTAL: Crystal

Application Circuits



Instruction Set

Introduction

Central to the successful operation of any microcontroller is its instruction set, which is a set of program instruction codes that directs the microcontroller to perform certain operations. In the case of Holtek microcontroller, a comprehensive and flexible set of over 60 instructions is provided to enable programmers to implement their application with the minimum of programming overheads.

For easier understanding of the various instruction codes, they have been subdivided into several functional groupings.

Instruction Timing

Most instructions are implemented within one instruction cycle. The exceptions to this are branch, call, or table read instructions where two instruction cycles are required. One instruction cycle is equal to 4 system clock cycles, therefore in the case of an 8MHz system oscillator, most instructions would be implemented within 0.5μs and branch or call instructions would be implemented within 1μs. Although instructions which require one more cycle to implement are generally limited to the JMP, CALL, RET, RETI and table read instructions, it is important to realize that any other instructions which involve manipulation of the Program Counter Low register or PCL will also take one more cycle to implement. As instructions which change the contents of the PCL will imply a direct jump to that new address, one more cycle will be required. Examples of such instructions would be “CLR PCL” or “MOV PCL, A”. For the case of skip instructions, it must be noted that if the result of the comparison involves a skip operation then this will also take one more cycle, if no skip is involved then only one cycle is required.

Moving and Transferring Data

The transfer of data within the microcontroller program is one of the most frequently used operations. Making use of several kinds of MOV instructions, data can be transferred from registers to the Accumulator and vice-versa as well as being able to move specific immediate data directly into the Accumulator. One of the most important data transfer applications is to receive data from the input ports and transfer data to the output ports.

Arithmetic Operations

The ability to perform certain arithmetic operations and data manipulation is a necessary feature of most microcontroller applications. Within the Holtek microcontroller instruction set are a range of add and subtract instruction mnemonics to enable the necessary arithmetic to be carried out. Care must be taken to ensure correct handling of carry and borrow data when results exceed 255 for addition and less than 0 for subtraction. The increment and decrement instructions such as INC, INCA, DEC and DECA provide a simple means of increasing or decreasing by a value of one of the values in the destination specified.

Logical and Rotate Operation

The standard logical operations such as AND, OR, XOR and CPL all have their own instruction within the Holtek microcontroller instruction set. As with the case of most instructions involving data manipulation, data must pass through the Accumulator which may involve additional programming steps. In all logical data operations, the zero flag may be set if the result of the operation is zero. Another form of logical data manipulation comes from the rotate instructions such as RR, RL, RRC and RLC which provide a simple means of rotating one bit right or left. Different rotate instructions exist depending on program requirements. Rotate instructions are useful for serial port programming applications where data can be rotated from an internal register into the Carry bit from where it can be examined and the necessary serial bit set high or low. Another application which rotate data operations are used is to implement multiplication and division calculations.

Branches and Control Transfer

Program branching takes the form of either jumps to specified locations using the JMP instruction or to a subroutine using the CALL instruction. They differ in the sense that in the case of a subroutine call, the program must return to the instruction immediately when the subroutine has been carried out. This is done by placing a return instruction "RET" in the subroutine which will cause the program to jump back to the address right after the CALL instruction. In the case of a JMP instruction, the program simply jumps to the desired location. There is no requirement to jump back to the original jumping off point as in the case of the CALL instruction. One special and extremely useful set of branch instructions are the conditional branches. Here a decision is first made regarding the condition of a certain data memory or individual bits. Depending upon the conditions, the program will continue with the next instruction or skip over it and jump to the following instruction. These instructions are the key to decision making and branching within the program perhaps determined by the condition of certain input switches or by the condition of internal data bits.

Bit Operations

The ability to provide single bit operations on Data Memory is an extremely flexible feature of all Holtek microcontrollers. This feature is especially useful for output port bit programming where individual bits or port pins can be directly set high or low using either the "SET [m].i" or "CLR [m].i" instructions respectively. The feature removes the need for programmers to first read the 8-bit output port, manipulate the input data to ensure that other bits are not changed and then output the port with the correct new data. This read-modify-write process is taken care of automatically when these bit operation instructions are used.

Table Read Operations

Data storage is normally implemented by using registers. However, when working with large amounts of fixed data, the volume involved often makes it inconvenient to store the fixed data in the Data Memory. To overcome this problem, Holtek microcontrollers allow an area of Program Memory to be setup as a table where data can be directly stored. A set of easy to use instructions provides the means by which this fixed data can be referenced and retrieved from the Program Memory.

Other Operations

In addition to the above functional instructions, a range of other instructions also exist such as the "HALT" instruction for Power-down operations and instructions to control the operation of the Watchdog Timer for reliable program operations under extreme electric or electromagnetic environments. For their relevant operations, refer to the functional related sections.

Instruction Set Summary

The instructions related to the data memory access in the following table can be used when the desired data memory is located in Data Memory sector 0.

Table Conventions

x: Bits immediate data
m: Data Memory address
A: Accumulator
i: 0~7 number of bits
addr: Program memory address

Mnemonic	Description	Cycles	Flag Affected
Arithmetic			
ADD A,[m]	Add Data Memory to ACC	1	Z, C, AC, OV, SC
ADDM A,[m]	Add ACC to Data Memory	1Note	Z, C, AC, OV, SC
ADD A,x	Add immediate data to ACC	1	Z, C, AC, OV, SC
ADC A,[m]	Add Data Memory to ACC with Carry	1	Z, C, AC, OV, SC
ADCM A,[m]	Add ACC to Data memory with Carry	1Note	Z, C, AC, OV, SC
SUB A,x	Subtract immediate data from the ACC	1	Z, C, AC, OV, SC, CZ
SUB A,[m]	Subtract Data Memory from ACC	1	Z, C, AC, OV, SC, CZ
SUBM A,[m]	Subtract Data Memory from ACC with result in Data Memory	1Note	Z, C, AC, OV, SC, CZ
SBC A,x	Subtract immediate data from ACC with Carry	1	Z, C, AC, OV, SC, CZ
SBC A,[m]	Subtract Data Memory from ACC with Carry	1	Z, C, AC, OV, SC, CZ
SBCM A,[m]	Subtract Data Memory from ACC with Carry, result in Data Memory	1Note	Z, C, AC, OV, SC, CZ
DAA [m]	Decimal adjust ACC for Addition with result in Data Memory	1Note	C
Logic Operation			
AND A,[m]	Logical AND Data Memory to ACC	1	Z
OR A,[m]	Logical OR Data Memory to ACC	1	Z
XOR A,[m]	Logical XOR Data Memory to ACC	1	Z
ANDM A,[m]	Logical AND ACC to Data Memory	1Note	Z
ORM A,[m]	Logical OR ACC to Data Memory	1Note	Z
XORM A,[m]	Logical XOR ACC to Data Memory	1Note	Z
AND A,x	Logical AND immediate Data to ACC	1	Z
OR A,x	Logical OR immediate Data to ACC	1	Z
XOR A,x	Logical XOR immediate Data to ACC	1	Z
CPL [m]	Complement Data Memory	1Note	Z
CPLA [m]	Complement Data Memory with result in ACC	1	Z
Increment & Decrement			
INCA [m]	Increment Data Memory with result in ACC	1	Z
INC [m]	Increment Data Memory	1Note	Z
DECA [m]	Decrement Data Memory with result in ACC	1	Z
DEC [m]	Decrement Data Memory	1Note	Z
Rotate			
RRA [m]	Rotate Data Memory right with result in ACC	1	None
RR [m]	Rotate Data Memory right	1Note	None
RRCA [m]	Rotate Data Memory right through Carry with result in ACC	1	C
RRC [m]	Rotate Data Memory right through Carry	1Note	C
RLA [m]	Rotate Data Memory left with result in ACC	1	None
RL [m]	Rotate Data Memory left	1Note	None
RLCA [m]	Rotate Data Memory left through Carry with result in ACC	1	C
RLC [m]	Rotate Data Memory left through Carry	1Note	C

Mnemonic	Description	Cycles	Flag Affected
Data Move			
MOV A,[m]	Move Data Memory to ACC	1	None
MOV [m],A	Move ACC to Data Memory	1Note	None
MOV A,x	Move immediate data to ACC	1	None
Bit Operation			
CLR [m].i	Clear bit of Data Memory	1Note	None
SET [m].i	Set bit of Data Memory	1Note	None
Branch Operation			
JMP addr	Jump unconditionally	2	None
SZ [m]	Skip if Data Memory is zero	1Note	None
SZA [m]	Skip if Data Memory is zero with data movement to ACC	1Note	None
SZ [m].i	Skip if bit i of Data Memory is zero	1Note	None
SNZ [m]	Skip if Data Memory is not zero	1Note	None
SNZ [m].i	Skip if bit i of Data Memory is not zero	1Note	None
SIZ [m]	Skip if increment Data Memory is zero	1Note	None
SDZ [m]	Skip if decrement Data Memory is zero	1Note	None
SIZA [m]	Skip if increment Data Memory is zero with result in ACC	1Note	None
SDZA [m]	Skip if decrement Data Memory is zero with result in ACC	1Note	None
CALL addr	Subroutine call	2	None
RET	Return from subroutine	2	None
RET A,x	Return from subroutine and load immediate data to ACC	2	None
RETI	Return from interrupt	2	None
Table Read Operation			
TABRD [m]	Read table (specific page) to TBLH and Data Memory	2Note	None
TABRDL [m]	Read table (last page) to TBLH and Data Memory	2Note	None
ITABRD [m]	Increment table pointer TBLP first and Read table (specific page) to TBLH and Data Memory	2Note	None
ITABRDL [m]	Increment table pointer TBLP first and Read table (last page) to TBLH and Data Memory	2Note	None
Miscellaneous			
NOP	No operation	1	None
CLR [m]	Clear Data Memory	1Note	None
SET [m]	Set Data Memory	1Note	None
CLR WDT	Clear Watchdog Timer	1	TO, PDF
SWAP [m]	Swap nibbles of Data Memory	1Note	None
SWAPA [m]	Swap nibbles of Data Memory with result in ACC	1	None
HALT	Enter power down mode	1	TO, PDF

Note: 1. For skip instructions, if the result of the comparison involves a skip then two cycles are required, if no skip takes place only one cycle is required.

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

Extended Instruction Set

The extended instructions are used to support the full range address access for the data memory. When the accessed data memory is located in any data memory sector except sector 0, the extended instruction can be used to directly access the data memory instead of using the indirect addressing access. This can not only reduce the use of Flash memory space but also improve the CPU execution efficiency.

Mnemonic	Description	Cycles	Flag Affected
Arithmetic			
LADD A,[m]	Add Data Memory to ACC	2	Z, C, AC, OV, SC
LADDM A,[m]	Add ACC to Data Memory	2Note	Z, C, AC, OV, SC
LADC A,[m]	Add Data Memory to ACC with Carry	2	Z, C, AC, OV, SC
LADCM A,[m]	Add ACC to Data memory with Carry	2Note	Z, C, AC, OV, SC
LSUB A,[m]	Subtract Data Memory from ACC	2	Z, C, AC, OV, SC, CZ
LSUBM A,[m]	Subtract Data Memory from ACC with result in Data Memory	2Note	Z, C, AC, OV, SC, CZ
LSBC A,[m]	Subtract Data Memory from ACC with Carry	2	Z, C, AC, OV, SC, CZ
LSBCM A,[m]	Subtract Data Memory from ACC with Carry, result in Data Memory	2Note	Z, C, AC, OV, SC, CZ
LDAA [m]	Decimal adjust ACC for Addition with result in Data Memory	2Note	C
Logic Operation			
LAND A,[m]	Logical AND Data Memory to ACC	2	Z
LOR A,[m]	Logical OR Data Memory to ACC	2	Z
LXOR A,[m]	Logical XOR Data Memory to ACC	2	Z
LANDM A,[m]	Logical AND ACC to Data Memory	2Note	Z
LORM A,[m]	Logical OR ACC to Data Memory	2Note	Z
LXORM A,[m]	Logical XOR ACC to Data Memory	2Note	Z
LCPL [m]	Complement Data Memory	2Note	Z
LCPLA [m]	Complement Data Memory with result in ACC	2	Z
Increment & Decrement			
LINCA [m]	Increment Data Memory with result in ACC	2	Z
LINC [m]	Increment Data Memory	2Note	Z
LDECA [m]	Decrement Data Memory with result in ACC	2	Z
LDEC [m]	Decrement Data Memory	2Note	Z
Rotate			
LRRA [m]	Rotate Data Memory right with result in ACC	2	None
LRR [m]	Rotate Data Memory right	2Note	None
LRRCA [m]	Rotate Data Memory right through Carry with result in ACC	2	C
LRRC [m]	Rotate Data Memory right through Carry	2Note	C
LRLA [m]	Rotate Data Memory left with result in ACC	2	None
LRL [m]	Rotate Data Memory left	2Note	None
LRLCA [m]	Rotate Data Memory left through Carry with result in ACC	2	C
LRLC [m]	Rotate Data Memory left through Carry	2Note	C
Data Move			
LMOV A,[m]	Move Data Memory to ACC	2	None
LMOV [m],A	Move ACC to Data Memory	2Note	None
Bit Operation			
LCLR [m].i	Clear bit of Data Memory	2Note	None
LSET [m].i	Set bit of Data Memory	2Note	None

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

Note: 1. For these extended skip instructions, if the result of the comparison involves a skip then three cycles are required, if no skip takes place two cycles is required.

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

Instruction Definition

ADC A,[m] Add Data Memory to ACC with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m] + C

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

ADCM A,[m] Add ACC to Data Memory with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m] + C

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

ADD A,[m] Add Data Memory to ACC

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m]

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

ADD A,x Add immediate data to ACC

Description The contents of the Accumulator and the specified immediate data are added. The result is stored in the Accumulator.

Operation ACC ← ACC + x

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

ADDM A,[m] Add ACC to Data Memory

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m]

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

AND A,[m] Logical AND Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical AND operation. The result is stored in the Accumulator.

Operation ACC ← ACC "AND" [m]

Affected flag(s) Z

AND A,x Logical AND immediate data to ACC

Description Data in the Accumulator and the specified immediate data perform a bit wise logical AND operation. The result is stored in the Accumulator.

Operation ACC ← ACC "AND" x

Affected flag(s) Z

ANDM A,[m] Logical AND ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical AND operation. The result is stored in the Data Memory.

Operation [m] ← ACC "AND" [m]

Affected flag(s) Z

CALL addr Subroutine call

Description: Unconditionally calls a subroutine at the specified address. The Program Counter then increments by 1 to obtain the address of the next instruction which is then pushed onto the stack. The specified address is then loaded and the program continues execution from this new address. As this instruction requires an additional operation, it is a two cycle instruction.

Operation: Stack ← Program Counter + 1
Program Counter ← addr

Affected flag(s): None

CLR [m] Clear Data Memory

Description: Each bit of the specified Data Memory is cleared to 0.

Operation: [m] ← 00H

Affected flag(s): None

CLR [m].i Clear bit of Data Memory

Description: Bit i of the specified Data Memory is cleared to 0.

Operation: [m].i ← 0

Affected flag(s): None

CLR WDT Clear Watchdog Timer

Description: The TO, PDF flags and the WDT are all cleared.

Operation: WDT cleared
TO ← 0
PDF ← 0

Affected flag(s): TO, PDF

CPL [m] Complement Data Memory

Description: Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa.

Operation: [m] ← $\overline{[m]}$

Affected flag(s): Z

CPLA [m] Complement Data Memory with result in ACC

Description: Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa. The complemented result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation: ACC ← $\overline{[m]}$

Affected flag(s): Z

DAA [m] Decimal-Adjust ACC for addition with result in Data Memory

Description: Convert the contents of the Accumulator value to a BCD (Binary Coded Decimal) value resulting from the previous addition of two BCD variables. If the low nibble is greater than 9 or if AC flag is set, then a value of 6 will be added to the low nibble. Otherwise the low nibble remains unchanged. If the high nibble is greater than 9 or if the C flag is set, then a value of 6 will be added to the high nibble. Essentially, the decimal conversion is performed by adding 00H, 06H, 60H or 66H depending on the Accumulator and flag conditions. Only the C flag may be affected by this instruction which indicates that if the original BCD sum is greater than 100, it allows multiple precision decimal addition.

Operation: [m] ← ACC + 00H or
[m] ← ACC + 06H or
[m] ← ACC + 60H or
[m] ← ACC + 66H

Affected flag(s): C

DEC [m] Decrement Data Memory

Description Data in the specified Data Memory is decremented by 1.

Operation [m] ← [m] − 1

Affected flag(s) Z

DECA [m] Decrement Data Memory with result in ACC

Description Data in the specified Data Memory is decremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC ← [m] − 1

Affected flag(s) Z

HALT Enter power down mode

Description This instruction stops the program execution and turns off the system clock. The contents of the Data Memory and registers are retained. The WDT and prescaler are cleared. The power down flag PDF is set and the WDT time-out flag TO is cleared.

Operation TO ← 0
PDF ← 1

Affected flag(s) TO, PDF

INC [m] Increment Data Memory

Description Data in the specified Data Memory is incremented by 1.

Operation [m] ← [m] + 1

Affected flag(s) Z

INCA [m] Increment Data Memory with result in ACC

Description Data in the specified Data Memory is incremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC ← [m] + 1

Affected flag(s) Z

JMP addr Jump unconditionally

Description The contents of the Program Counter are replaced with the specified address. Program execution then continues from this new address. As this requires the insertion of a dummy instruction while the new address is loaded, it is a two cycle instruction.

Operation Program Counter ← addr

Affected flag(s) None

MOV A,[m] Move Data Memory to ACC

Description The contents of the specified Data Memory are copied to the Accumulator.

Operation ACC ← [m]

Affected flag(s) None

MOV A,x Move immediate data to ACC

Description The immediate data specified is loaded into the Accumulator.

Operation ACC ← x

Affected flag(s) None

MOV [m],A Move ACC to Data Memory

Description The contents of the Accumulator are copied to the specified Data Memory.

Operation [m] ← ACC

Affected flag(s) None

NOP No operation

Description No operation is performed. Execution continues with the next instruction.

Operation No operation

Affected flag(s) None

OR A,[m] Logical OR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical OR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″OR″ [m]

Affected flag(s) Z

OR A,x Logical OR immediate data to ACC

Description Data in the Accumulator and the specified immediate data perform a bitwise logical OR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″OR″ x

Affected flag(s) Z

ORM A,[m] Logical OR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical OR operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″OR″ [m]

Affected flag(s) Z

RET Return from subroutine

Description The Program Counter is restored from the stack. Program execution continues at the restored address.

Operation Program Counter ← Stack

Affected flag(s) None

RET A,x Return from subroutine and load immediate data to ACC

Description The Program Counter is restored from the stack and the Accumulator loaded with the specified immediate data. Program execution continues at the restored address.

Operation Program Counter ← Stack
ACC ← x

Affected flag(s) None

RETI Return from interrupt

Description The Program Counter is restored from the stack and the interrupts are re-enabled by setting the EMI bit. EMI is the master interrupt global enable bit. If an interrupt was pending when the RETI instruction is executed, the pending Interrupt routine will be processed before returning to the main program.

Operation Program Counter ← Stack
EMI ← 1

Affected flag(s) None

RL [m] Rotate Data Memory left

Description The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0.

Operation [m].(i+1) ← [m].i; (i=0~6)
[m].0 ← [m].7

Affected flag(s) None

RLA [m] Rotate Data Memory left with result in ACC

Description The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← [m].7

Affected flag(s) None

RLC [m] Rotate Data Memory left through Carry

Description The contents of the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into bit 0.

Operation [m].(i+1) ← [m].i; (i=0~6)
[m].0 ← C
C ← [m].7

Affected flag(s) C

RLCA [m] Rotate Data Memory left through Carry with result in ACC

Description Data in the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into the bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← C
C ← [m].7

Affected flag(s) C

RR [m] Rotate Data Memory right

Description The contents of the specified Data Memory are rotated right by 1 bit with bit 0 rotated into bit 7.

Operation [m].i ← [m].(i+1); (i=0~6)
[m].7 ← [m].0

Affected flag(s) None

RRA [m] Rotate Data Memory right with result in ACC

Description Data in the specified Data Memory is rotated right by 1 bit with bit 0
rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← [m].0

Affected flag(s) None

RRC [m] Rotate Data Memory right through Carry

Description The contents of the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7.

Operation [m].i ← [m].(i+1); (i=0~6)
[m].7 ← C
C ← [m].0

Affected flag(s) C

RRCA [m] Rotate Data Memory right through Carry with result in ACC

Description: Data in the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation:
ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← C
C ← [m].0

Affected flag(s): C

SBC A,[m] Subtract Data Memory from ACC with Carry

Description: The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation: $ACC \leftarrow ACC - [m] - \overline{C}$

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

SBC A, x Subtract immediate data from ACC with Carry

Description: The immediate data and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation: $ACC \leftarrow ACC - [m] - \overline{C}$

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

SBCM A,[m] Subtract Data Memory from ACC with Carry and result in Data Memory

Description: The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation: $[m] \leftarrow ACC - [m] - \overline{C}$

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

SDZ [m] Skip if decrement Data Memory is 0

Description: The contents of the specified Data Memory are first decremented by 1. If the result is 0 the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation:
[m] ← [m] − 1
Skip if [m]=0

Affected flag(s): None

SDZA [m] Skip if decrement Data Memory is zero with result in ACC

Description: The contents of the specified Data Memory are first decremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation:
ACC ← [m] − 1
Skip if ACC=0

Affected flag(s): None

SET [m] Set Data Memory

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

Operation [m] ← FFH

Affected flag(s) None

SET [m].i Set bit of Data Memory

Description Bit i of the specified Data Memory is set to 1.

Operation [m].i ← 1

Affected flag(s) None

SIZ [m] Skip if increment Data Memory is 0

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation [m] ← [m] + 1
Skip if [m]=0

Affected flag(s) None

SIZA [m] Skip if increment Data Memory is zero with result in ACC

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m] + 1
Skip if ACC=0

Affected flag(s) None

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

Description If bit i of the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m].i ≠ 0

Affected flag(s) None

SNZ [m] Skip if Data Memory is not 0

Description The contents of the specified Data Memory are read out and then written back to the specified Data Memory again. If the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m]≠ 0

Affected flag(s) None

SUB A,[m] Subtract Data Memory from ACC

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation ACC ← ACC − [m]

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

SUBM A,[m] Subtract Data Memory from ACC with result in Data Memory

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation [m] ← ACC − [m]

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

SUB A,x Subtract immediate data from ACC

Description The immediate data specified by the code is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation ACC ← ACC − x

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

SWAP [m] Swap nibbles of Data Memory

Description The low-order and high-order nibbles of the specified Data Memory are interchanged.

Operation [m].3~[m].0 ↔ [m].7~[m].4

Affected flag(s) None

SWAPA [m] Swap nibbles of Data Memory with result in ACC

Description The low-order and high-order nibbles of the specified Data Memory are interchanged. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC.3~ACC.0 ← [m].7~[m].4
ACC.7~ACC.4 ← [m].3~[m].0

Affected flag(s) None

SZ [m] Skip if Data Memory is 0

Description The contents of the specified Data Memory are read out and then written back to the specified Data Memory again. If the contents of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation Skip if [m]=0

Affected flag(s) None

SZA [m] Skip if Data Memory is 0 with data movement to ACC

Description The contents of the specified Data Memory are copied to the Accumulator. If the value is zero, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m]
Skip if [m]=0

Affected flag(s) None

SZ [m].i Skip if bit i of Data Memory is 0

Description If bit i of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation Skip if [m].i=0

Affected flag(s) None

TABRD [m] Read table (specific page) to TBLH and Data Memory

Description The low byte of the program code (specific page) addressed by the table pointer (TBLP and TBHP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

TABRDL [m] Read table (last page) to TBLH and Data Memory

Description The low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

ITABRD [m] Increment table pointer low byte first and read table (specific page) to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the program code (specific page) addressed by the table pointer (TBHP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

ITABRDL [m] Increment table pointer low byte first and read table (last page) to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

XOR A,[m] Logical XOR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical XOR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″XOR″ [m]

Affected flag(s) Z

XORM A,[m] Logical XOR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical XOR operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″XOR″ [m]

Affected flag(s) Z

XOR A,x Logical XOR immediate data to ACC

Description Data in the Accumulator and the specified immediate data perform a bitwise logical XOR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″XOR″ x

Affected flag(s) Z

Extended Instruction Definition

The extended instructions are used to directly access the data stored in any data memory sections.

LADC A,[m] Add Data Memory to ACC with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m] + C

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

LADCM A,[m] Add ACC to Data Memory with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m] + C

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

LADD A,[m] Add Data Memory to ACC

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m]

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

LADDM A,[m] Add ACC to Data Memory

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m]

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

LAND A,[m] Logical AND Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical AND operation. The result is stored in the Accumulator.

Operation ACC ← ACC "AND" [m]

Affected flag(s) Z

LANDM A,[m] Logical AND ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical AND operation. The result is stored in the Data Memory.

Operation [m] ← ACC "AND" [m]

Affected flag(s) Z

LCLR [m] Clear Data Memory

Description Each bit of the specified Data Memory is cleared to 0.

Operation [m] ← 00H

Affected flag(s) None

LCLR [m].i Clear bit of Data Memory

Description Bit i of the specified Data Memory is cleared to 0.

Operation [m].i ← 0

Affected flag(s) None

LCPL [m] Complement Data Memory

Description Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa.

Operation $[m] \leftarrow \overline{[m]}$

Affected flag(s) Z

LCPLA [m] Complement Data Memory with result in ACC

Description Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa. The complemented result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation $ACC \leftarrow \overline{[m]}$

Affected flag(s) Z

LDAA [m] Decimal-Adjust ACC for addition with result in Data Memory

Description Convert the contents of the Accumulator value to a BCD (Binary Coded Decimal) value resulting from the previous addition of two BCD variables. If the low nibble is greater than 9 or if AC flag is set, then a value of 6 will be added to the low nibble. Otherwise the low nibble remains unchanged. If the high nibble is greater than 9 or if the C flag is set, then a value of 6 will be added to the high nibble. Essentially, the decimal conversion is performed by adding 00H, 06H, 60H or 66H depending on the Accumulator and flag conditions. Only the C flag may be affected by this instruction which indicates that if the original BCD sum is greater than 100, it allows multiple precision decimal addition.

Operation $[m] \leftarrow ACC + 00H$ or
$[m] \leftarrow ACC + 06H$ or
$[m] \leftarrow ACC + 60H$ or
$[m] \leftarrow ACC + 66H$

Affected flag(s) C

LDEC [m] Decrement Data Memory

Description Data in the specified Data Memory is decremented by 1.

Operation $[m] \leftarrow [m] - 1$

Affected flag(s) Z

LDECA [m] Decrement Data Memory with result in ACC

Description Data in the specified Data Memory is decremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation $ACC \leftarrow [m] - 1$

Affected flag(s) Z

LINC [m] Increment Data Memory

Description Data in the specified Data Memory is incremented by 1.

Operation $[m] \leftarrow [m] + 1$

Affected flag(s) Z

LINCA [m] Increment Data Memory with result in ACC

Description Data in the specified Data Memory is incremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation $ACC \leftarrow [m] + 1$

Affected flag(s) Z

LMOV A,[m] Move Data Memory to ACC

Description The contents of the specified Data Memory are copied to the Accumulator.

Operation ACC ← [m]

Affected flag(s) None

LMOV [m],A Move ACC to Data Memory

Description The contents of the Accumulator are copied to the specified Data Memory.

Operation [m] ← ACC

Affected flag(s) None

LOR A,[m] Logical OR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical OR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″OR″ [m]

Affected flag(s) Z

LORM A,[m] Logical OR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical OR operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″OR″ [m]

Affected flag(s) Z

LRL [m] Rotate Data Memory left

Description The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0.

Operation [m].(i+1) ← [m].i; (i=0~6)
[m].0 ← [m].7

Affected flag(s) None

LRLA [m] Rotate Data Memory left with result in ACC

Description The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← [m].7

Affected flag(s) None

LRLC [m] Rotate Data Memory left through Carry

Description The contents of the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into bit 0.

Operation [m].(i+1) ← [m].i; (i=0~6)
[m].0 ← C
C ← [m].7

Affected flag(s) C

LRLCA [m] Rotate Data Memory left through Carry with result in ACC

Description Data in the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into the bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← C
C ← [m].7

Affected flag(s) C

LRR [m] Rotate Data Memory right

Description The contents of the specified Data Memory are rotated right by 1 bit with bit 0 rotated into bit 7.

Operation [m].i ← [m].(i+1); (i=0~6)
[m].7 ← [m].0

Affected flag(s) None

LRRA [m] Rotate Data Memory right with result in ACC

Description Data in the specified Data Memory is rotated right by 1 bit with bit 0 rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← [m].0

Affected flag(s) None

LRRC [m] Rotate Data Memory right through Carry

Description The contents of the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7.

Operation [m].i ← [m].(i+1); (i=0~6)
[m].7 ← C
C ← [m].0

Affected flag(s) C

LRRCA [m] Rotate Data Memory right through Carry with result in ACC

Description Data in the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← C
C ← [m].0

Affected flag(s) C

LSBC A,[m] Subtract Data Memory from ACC with Carry

Description The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation $ACC \leftarrow ACC - [m] - \overline{C}$

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

LSBCM A,[m] Subtract Data Memory from ACC with Carry and result in Data Memory

Description The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation $[m] \leftarrow ACC - [m] - \overline{C}$

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

LSDZ [m] Skip if decrement Data Memory is 0

Description The contents of the specified Data Memory are first decremented by 1. If the result is 0 the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation [m] ← [m] − 1
Skip if [m]=0

Affected flag(s) None

LSDZA [m] Skip if decrement Data Memory is zero with result in ACC

Description The contents of the specified Data Memory are first decremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation ACC ← [m] − 1
Skip if ACC=0

Affected flag(s) None

LSET [m] Set Data Memory

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

Operation [m] ← FFH

Affected flag(s) None

LSET [m].i Set bit of Data Memory

Description Bit i of the specified Data Memory is set to 1.

Operation [m].i ← 1

Affected flag(s) None

LSIZ [m] Skip if increment Data Memory is 0

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation [m] ← [m] + 1
Skip if [m]=0

Affected flag(s) None

LSIZA [m] Skip if increment Data Memory is zero with result in ACC

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m] + 1
Skip if ACC=0

Affected flag(s) None

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

Description If bit i of the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m].i ≠ 0

Affected flag(s) None

LSNZ [m] Skip if Data Memory is not 0

Description The contents of the specified Data Memory are read out and then written to the specified Data Memory again. If the content of the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m] ≠ 0

Affected flag(s) None

LSUB A,[m] Subtract Data Memory from ACC

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation ACC ← ACC − [m]

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

LSUBM A,[m] Subtract Data Memory from ACC with result in Data Memory

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation [m] ← ACC − [m]

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

LSWAP [m] Swap nibbles of Data Memory

Description The low-order and high-order nibbles of the specified Data Memory are interchanged.

Operation [m].3~[m].0 ↔ [m].7~[m].4

Affected flag(s) None

LSWAPA [m] Swap nibbles of Data Memory with result in ACC

Description The low-order and high-order nibbles of the specified Data Memory are interchanged. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC.3~ACC.0 ← [m].7~[m].4
ACC.7~ACC.4 ← [m].3~[m].0

Affected flag(s) None

LSZ [m] Skip if Data Memory is 0

Description The contents of the specified Data Memory are read out and then written to the specified Data Memory again. If the contents of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation Skip if [m]=0

Affected flag(s) None

LSZA [m] Skip if Data Memory is 0 with data movement to ACC

Description The contents of the specified Data Memory are copied to the Accumulator. If the value is zero, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m]
Skip if [m]=0

Affected flag(s) None

LSZ [m].i Skip if bit i of Data Memory is 0

Description If bit i of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a three cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation Skip if [m].i=0

Affected flag(s) None

LTABRD [m] Read table (specific page) to TBLH and Data Memory

Description The low byte of the program code (specific page) addressed by the table pointer (TBHP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LTABRDL [m] Read table (last page) to TBLH and Data Memory

Description The low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LITABRD [m] Increment table pointer low byte first and read table (specific page) to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the program code (specific page) addressed by the table pointer (TBHP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LITABRDL [m] Increment table pointer low byte first and read table (last page) to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LXOR A,[m] Logical XOR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical XOR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″XOR″ [m]

Affected flag(s) Z

LXORM A,[m] Logical XOR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical XOR operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″XOR″ [m]

Affected flag(s) Z

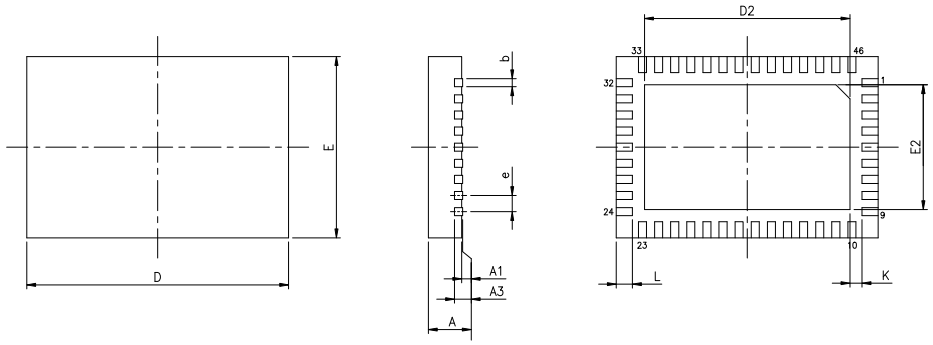
Package Information

Note that the package information provided here is for consultation purposes only. As this information may be updated at regular intervals users are reminded to consult the Holtek website for the latest version of the Package/Carton Information.

Additional supplementary information with regard to packaging is listed below. Click on the relevant section to be transferred to the relevant website page.

- Package Information (include Outline Dimensions, Product Tape and Reel Specifications)
- The Operation Instruction of Packing Materials
- Carton information

SAW Type 46-pin QFN (6.5mm×4.5mm×0.75mm) Outline Dimensions



Symbol	Dimensions in inch		
	Min.	Nom.	Max.
A	0.028	0.030	0.031
A1	0.000	0.001	0.002
A3	—	0.008 BSC	—
b	0.006	0.008	0.010
D	—	0.256 BSC	—
E	—	0.177 BSC	—
e	—	0.016 BSC	—
D2	0.199	0.201	0.203
E2	0.120	0.122	0.124
L	0.014	0.016	0.018
K	0.008	—	—

Symbol	Dimensions in mm		
	Min.	Nom.	Max.
A	0.70	0.75	0.80
A1	0.00	0.02	0.05
A3	—	0.203 BSC	—
b	0.15	0.20	0.25
D	—	6.50 BSC	—
E	—	4.50 BSC	—
e	—	0.40 BSC	—
D2	5.05	5.10	5.15
E2	3.05	3.10	3.15
L	0.35	0.40	0.45
K	0.20	—	—

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