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Details

Product Status	Active
Core Processor	S08
Core Size	8-Bit
Speed	40MHz
Connectivity	I ² C, LINbus, SCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	17
Program Memory Size	8KB (8K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SOIC (0.295", 7.50mm Width)
Supplier Device Package	20-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/nxp-semiconductors/mc9s08sh8cwjr



MC9S08SH8 Datasheet Addendum

This addendum describes corrections or updates to the *MC9S08SH8 Datasheet*, file named as MC9S08SH8. Please check our website at <http://www.freescale.com/>, for the latest updates.

The current version available of the *MC9S08SH8 Datasheet* is Revision 3.0.

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Ordering Information and Mechanical Drawings

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Table 4-2. Direct-Page Register Summary (Sheet 1 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x0000	PTAD	0	0	PTAD5	PTAD4	PTAD3	PTAD2	PTAD1	PTAD0
0x0001	PTADD	0	0	PTADD5	PTADD4	PTADD3	PTADD2	PTADD1	PTADD0
0x0002	PTBD	PTBD7	PTBD6	PTBD5	PTBD4	PTBD3	PTBD2	PTBD1	PTBD0
0x0003	PTBDD	PTBDD7	PTBDD6	PTBDD5	PTBDD4	PTBDD3	PTBDD2	PTBDD1	PTBDD0
0x0004	PTCD	0	0	0	0	PTCD3	PTCD2	PTCD1	PTCD0
0x0005	PTCDD	0	0	0	0	PTCDD3	PTCDD2	PTCDD1	PTCDD0
0x0006– 0x000D	Reserved	—	—	—	—	—	—	—	—
0x000E	ACMPSC	ACME	ACBGS	ACF	ACIE	ACO	ACOE	ACMOD1	ACMOD0
0x000F	Reserved	—	—	—	—	—	—	—	—
0x0010	ADSC1	COCO	AIEN	ADCO	ADCH				
0x0011	ADSC2	ADACT	ADTRG	ACFE	ACFGT	—	—	—	—
0x0012	ADRH	0	0	0	0	0	0	ADR9	ADR8
0x0013	ADRL	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0
0x0014	ADCVH	0	0	0	0	0	0	ADCV9	ADCV8
0x0015	ADCVL	ADCV7	ADCV6	ADCV5	ADCV4	ADCV3	ADCV2	ADCV1	ADCV0
0x0016	ADCFG	ADLPC	ADIV		ADLSMP	MODE		ADICLK	
0x0017	APCTL1	ADPC7	ADPC6	ADPC5	ADPC4	ADPC3	ADPC2	ADPC1	ADPC0
0x0018	APCTL2	0	0	0	0	ADPC11	ADPC10	ADPC9	ADPC8
0x0019	Reserved	—	—	—	—	—	—	—	—
0x001A	IRQSC	0	IRQPDD	IRQEDG	IRQPE	IRQF	IRQACK	IRQIE	IRQMOD
0x001B	Reserved	—	—	—	—	—	—	—	—
0x001C	MTIMSC	TOF	TOIE	TRST	TSTP	0	0	0	0
0x001D	MTIMCLK	0	0	CLKS		PS			
0x001E	MTIMCNT	CNT							
0x001F	MTIMMOD	MOD							
0x0020	TPM1SC	TOF	TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
0x0021	TPM1CNTH	Bit 15	14	13	12	11	10	9	Bit 8
0x0022	TPM1CNTL	Bit 7	6	5	4	3	2	1	Bit 0
0x0023	TPM1MODH	Bit 15	14	13	12	11	10	9	Bit 8
0x0024	TPM1MODL	Bit 7	6	5	4	3	2	1	Bit 0
0x0025	TPM1C0SC	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	0	0
0x0026	TPM1C0VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0027	TPM1C0VL	Bit 7	6	5	4	3	2	1	Bit 0
0x0028	TPM1C1SC	CH1F	CH1IE	MS1B	MS1A	ELS1B	ELS1A	0	0
0x0029	TPM1C1VH	Bit 15	14	13	12	11	10	9	Bit 8
0x002A	TPM1C1VL	Bit 7	6	5	4	3	2	1	Bit 0
0x002B– 0x0037	Reserved	—	—	—	—	—	—	—	—



6.4 Pin Interrupts

Port A[3:0] and port B[3:0] pins can be configured as external interrupt inputs and as an external means of waking the MCU from stop3 or wait low-power modes.

The block diagram for the pin interrupts is shown [Figure 6-2](#).

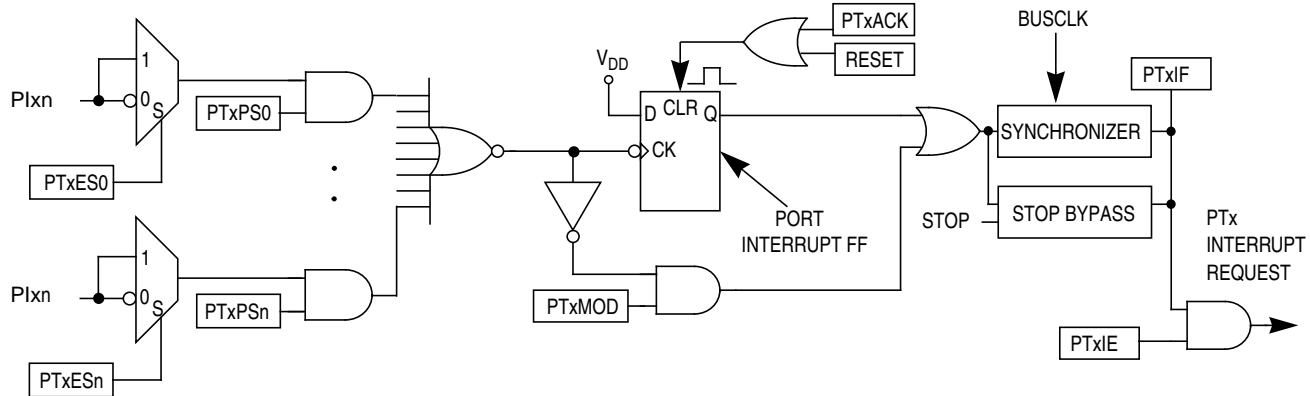


Figure 6-2. Pin Interrupt Block Diagram

Writing to the PTxPSn bits in the port interrupt pin enable register (PTxPS) independently enables or disables each port pin interrupt. Each port can be configured as edge sensitive or edge and level sensitive based on the PTxMOD bit in the port interrupt status and control register (PTxSC). Edge sensitivity can be software programmed to be either falling or rising; the level can be either low or high. The polarity of the edge or edge and level sensitivity is selected using the PTxESn bits in the port interrupt edge select register (PTxES).

Synchronous logic is used to detect edges. Prior to detecting an edge, enabled pin interrupt inputs must be at the deasserted logic level. A falling edge is detected when an enabled port input signal is seen as a logic 1 (the deasserted level) during one bus cycle and then a logic 0 (the asserted level) during the next cycle. A rising edge is detected when the input signal is seen as a logic 0 during one bus cycle and then a logic 1 during the next cycle.

6.4.1 Edge Only Sensitivity

A valid edge on an enabled pin interrupt will set PTxIF in PTxSC. If PTxIE in PTxSC is set, an interrupt request will be presented to the CPU. Clearing of PTxIF is accomplished by writing a 1 to PTxACK in PTxSC.

6.4.2 Edge and Level Sensitivity

A valid edge or level on an enabled pin interrupt will set PTxIF in PTxSC. If PTxIE in PTxSC is set, an interrupt request will be presented to the CPU. Clearing of PTxIF is accomplished by writing a 1 to PTxACK in PTxSC provided all enabled pin interrupt inputs are at their deasserted levels. PTxIF will remain set if any enabled pin interrupt is asserted while attempting to clear by writing a 1 to PTxACK.

6.6.3.3 Port C Pull Enable Register (PTCPE)

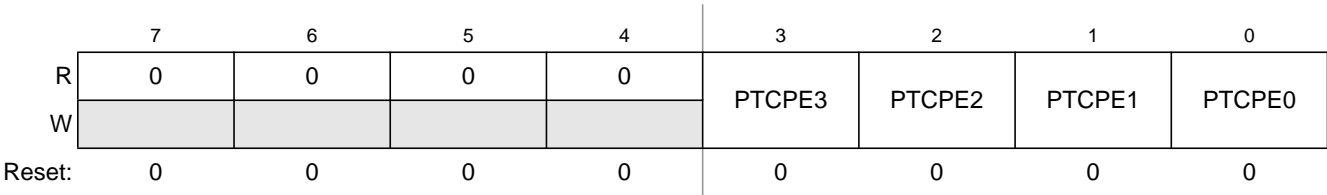


Figure 6-21. Internal Pull Enable for Port C Register (PTCPE)

Table 6-20. PTCPE Register Field Descriptions

Field	Description
3:0 PTCPE[3:0]	Internal Pull Enable for Port C Bits — Each of these control bits determines if the internal pull-up device is enabled for the associated PTC pin. For port C pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up device disabled for port C bit n. 1 Internal pull-up device enabled for port C bit n.

6.6.3.4 Port C Slew Rate Enable Register (PTCSE)

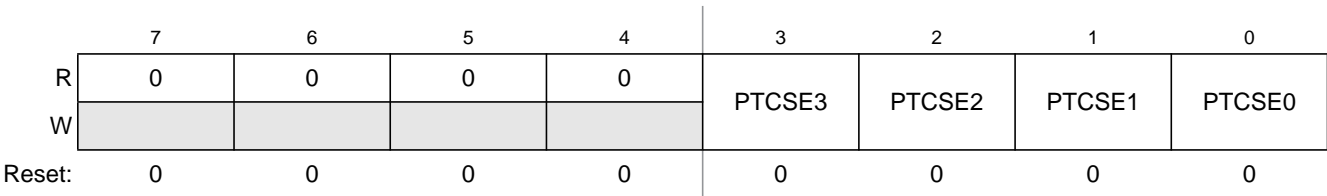


Figure 6-22. Slew Rate Enable for Port C Register (PTCSE)

Table 6-21. PTCSE Register Field Descriptions

Field	Description
3:0 PTCSE[3:0]	Output Slew Rate Enable for Port C Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTC pin. For port C pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port C bit n. 1 Output slew rate control enabled for port C bit n.

interrupt service routine, this would allow nesting of interrupts (which is not recommended because it leads to programs that are difficult to debug and maintain).

For compatibility with the earlier M68HC05 MCUs, the high-order half of the H:X index register pair (H) is not saved on the stack as part of the interrupt sequence. The user must use a PSHH instruction at the beginning of the service routine to save H and then use a PULH instruction just before the RTI that ends the interrupt service routine. It is not necessary to save H if you are certain that the interrupt service routine does not use any instructions or auto-increment addressing modes that might change the value of H.

The software interrupt (SWI) instruction is like a hardware interrupt except that it is not masked by the global I bit in the CCR and it is associated with an instruction opcode within the program so it is not asynchronous to program execution.

7.4.3 Wait Mode Operation

The WAIT instruction enables interrupts by clearing the I bit in the CCR. It then halts the clocks to the CPU to reduce overall power consumption while the CPU is waiting for the interrupt or reset event that will wake the CPU from wait mode. When an interrupt or reset event occurs, the CPU clocks will resume and the interrupt or reset event will be processed normally.

If a serial BACKGROUND command is issued to the MCU through the background debug interface while the CPU is in wait mode, CPU clocks will resume and the CPU will enter active background mode where other serial background commands can be processed. This ensures that a host development system can still gain access to a target MCU even if it is in wait mode.

7.4.4 Stop Mode Operation

Usually, all system clocks, including the crystal oscillator (when used), are halted during stop mode to minimize power consumption. In such systems, external circuitry is needed to control the time spent in stop mode and to issue a signal to wake up the target MCU when it is time to resume processing. Unlike the earlier M68HC05 and M68HC08 MCUs, the HCS08 can be configured to keep a minimum set of clocks running in stop mode. This optionally allows an internal periodic signal to wake the target MCU from stop mode.

When a host debug system is connected to the background debug pin (BKGD) and the ENBDM control bit has been set by a serial command through the background interface (or because the MCU was reset into active background mode), the oscillator is forced to remain active when the MCU enters stop mode. In this case, if a serial BACKGROUND command is issued to the MCU through the background debug interface while the CPU is in stop mode, CPU clocks will resume and the CPU will enter active background mode where other serial background commands can be processed. This ensures that a host development system can still gain access to a target MCU even if it is in stop mode.

Recovery from stop mode depends on the particular HCS08 and whether the oscillator was stopped in stop mode. Refer to the [Modes of Operation](#) chapter for more details.

Table 7-2. Instruction Set Summary (Sheet 6 of 9)

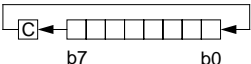
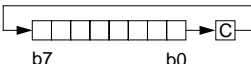
Source Form	Operation	Address Mode	Object Code	Cycles	Cyc-by-Cyc Details	Affect on CCR	
						V 1 1 H	I N Z C
MOV <i>opr8a,opr8a</i> MOV <i>opr8a,X+</i> MOV <i>#opr8i,opr8a</i> MOV <i>,X+,opr8a</i>	Move $(M)_{\text{destination}} \leftarrow (M)_{\text{source}}$ In IX+/DIR and DIR/IX+ Modes, $H:X \leftarrow (H:X) + \$0001$	DIR/DIR DIR/IX+ IMM/DIR IX+/DIR	4E dd dd 5E dd 6E ii dd 7E dd	5 5 4 5	rwppp rwwpp pwpp rwwpp	0 1 1 -	- \uparrow \downarrow -
MUL	Unsigned multiply $X:A \leftarrow (X) \times (A)$	INH	42	5	fffffp	- 1 1 0	- - - 0
NEG <i>opr8a</i> NEGA NEGX NEG <i>opr8,X</i> NEG <i>,X</i> NEG <i>opr8,SP</i>	Negate $M \leftarrow -(M) = \$00 - (M)$ (Two's Complement) $A \leftarrow -(A) = \$00 - (A)$ $X \leftarrow -(X) = \$00 - (X)$ $M \leftarrow -(M) = \$00 - (M)$ $M \leftarrow -(M) = \$00 - (M)$ $M \leftarrow -(M) = \$00 - (M)$	DIR INH INH IX1 IX SP1	30 dd 40 50 60 ff 70 9E 60 ff	5 1 1 5 4 6	rwwpp p p rwwpp rwwp prwwpp	\uparrow 1 1 -	- \uparrow \downarrow \uparrow \downarrow
NOP	No Operation — Uses 1 Bus Cycle	INH	9D	1	p	- 1 1 -	- - - -
NSA	Nibble Swap Accumulator $A \leftarrow (A[3:0]:A[7:4])$	INH	62	1	p	- 1 1 -	- - - -
ORA <i>#opr8i</i> ORA <i>opr8a</i> ORA <i>opr16a</i> ORA <i>opr8,X</i> ORA <i>opr8,X</i> ORA <i>,X</i> ORA <i>opr8,SP</i> ORA <i>opr8,SP</i>	Inclusive OR Accumulator and Memory $A \leftarrow (A) (M)$	IMM DIR EXT IX2 IX1 IX SP2 SP1	AA ii BA dd CA hh ll DA ee ff EA ff FA 9E DA ee ff 9E EA ff	2 3 4 4 3 3 5 4	pp rpp prpp prpp rpp rwp pprpp prpp	0 1 1 -	- \uparrow \downarrow -
PSHA	Push Accumulator onto Stack $\text{Push } (A); SP \leftarrow (SP) - \0001	INH	87	2	sp	- 1 1 -	- - - -
PSHH	Push H (Index Register High) onto Stack $\text{Push } (H); SP \leftarrow (SP) - \0001	INH	8B	2	sp	- 1 1 -	- - - -
PSHX	Push X (Index Register Low) onto Stack $\text{Push } (X); SP \leftarrow (SP) - \0001	INH	89	2	sp	- 1 1 -	- - - -
PULA	Pull Accumulator from Stack $SP \leftarrow (SP + \$0001); \text{Pull } (A)$	INH	86	3	ufp	- 1 1 -	- - - -
PULH	Pull H (Index Register High) from Stack $SP \leftarrow (SP + \$0001); \text{Pull } (H)$	INH	8A	3	ufp	- 1 1 -	- - - -
PULX	Pull X (Index Register Low) from Stack $SP \leftarrow (SP + \$0001); \text{Pull } (X)$	INH	88	3	ufp	- 1 1 -	- - - -
ROL <i>opr8a</i> ROLA ROLX ROL <i>opr8,X</i> ROL <i>,X</i> ROL <i>opr8,SP</i>	Rotate Left through Carry 	DIR INH INH IX1 IX SP1	39 dd 49 59 69 ff 79 9E 69 ff	5 1 1 5 4 6	rwwpp p p rwwpp rwwp prwwpp	\uparrow 1 1 -	- \uparrow \downarrow \uparrow \downarrow
ROR <i>opr8a</i> RORA RORX ROR <i>opr8,X</i> ROR <i>,X</i> ROR <i>opr8,SP</i>	Rotate Right through Carry 	DIR INH INH IX1 IX SP1	36 dd 46 56 66 ff 76 9E 66 ff	5 1 1 5 4 6	rwwpp p p rwwpp rwwp prwwpp	\uparrow 1 1 -	- \uparrow \downarrow \uparrow \downarrow

Table 7-2. Instruction Set Summary (Sheet 8 of 9)

Source Form	Operation	Address Mode	Object Code	Cycles	Cyc-by-Cyc Details	Affect on CCR	
						V 1 1 H	I N Z C
SUB #opr8i SUB opr8a SUB opr16a SUB oprx16,X SUB oprx8,X SUB ,X SUB oprx16,SP SUB oprx8,SP	Subtract $A \leftarrow (A) - (M)$	IMM DIR EXT IX2 IX1 IX SP2 SP1	A0 ii B0 dd C0 hh ll D0 ee ff E0 ff F0 9E D0 ee ff 9E E0 ff	2 3 4 4 3 3 5 4	pp rpp prpp prpp rpp rfp pprpp prpp	$\uparrow 1 1 -$	$- \uparrow \uparrow \uparrow$
SWI	Software Interrupt $PC \leftarrow (PC) + \$0001$ Push (PCL); $SP \leftarrow (SP) - \$0001$ Push (PCH); $SP \leftarrow (SP) - \$0001$ Push (X); $SP \leftarrow (SP) - \$0001$ Push (A); $SP \leftarrow (SP) - \$0001$ Push (CCR); $SP \leftarrow (SP) - \$0001$ $I \leftarrow 1$; PCH \leftarrow Interrupt Vector High Byte PCL \leftarrow Interrupt Vector Low Byte	INH	83	11	sssssvvfppp	$- 1 1 -$	$1 - - -$
TAP	Transfer Accumulator to CCR $CCR \leftarrow (A)$	INH	84	1	p	$\uparrow 1 1 \uparrow$	$\uparrow \uparrow \uparrow \uparrow$
TAX	Transfer Accumulator to X (Index Register Low) $X \leftarrow (A)$	INH	97	1	p	$- 1 1 -$	$- - - -$
TPA	Transfer CCR to Accumulator $A \leftarrow (CCR)$	INH	85	1	p	$- 1 1 -$	$- - - -$
TST opr8a TSTA TSTX TST oprx8,X TST ,X TST oprx8,SP	Test for Negative or Zero (M) – \$00 (A) – \$00 (X) – \$00 (M) – \$00 (M) – \$00 (M) – \$00	DIR INH INH IX1 IX SP1	3D dd 4D 5D 6D ff 7D 9E 6D ff	4 1 1 4 3 5	rfpp p p rfpp rfp prfpp	$0 1 1 -$	$- \uparrow \uparrow -$
TSX	Transfer SP to Index Reg. $H:X \leftarrow (SP) + \$0001$	INH	95	2	fp	$- 1 1 -$	$- - - -$
TXA	Transfer X (Index Reg. Low) to Accumulator $A \leftarrow (X)$	INH	9F	1	p	$- 1 1 -$	$- - - -$

Table 9-9. APCTL1 Register Field Descriptions (continued)

Field	Description
1 ADPC1	ADC Pin Control 1 — ADPC1 is used to control the pin associated with channel AD1. 0 AD1 pin I/O control enabled 1 AD1 pin I/O control disabled
0 ADPC0	ADC Pin Control 0 — ADPC0 is used to control the pin associated with channel AD0. 0 AD0 pin I/O control enabled 1 AD0 pin I/O control disabled

9.3.9 Pin Control 2 Register (APCTL2)

APCTL2 is used to control channels 8–15 of the ADC module.

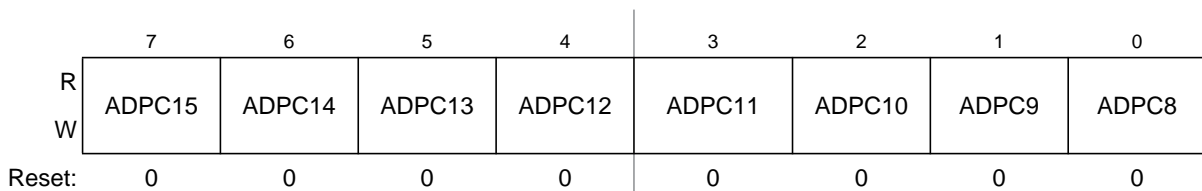


Figure 9-12. Pin Control 2 Register (APCTL2)

Table 9-10. APCTL2 Register Field Descriptions

Field	Description
7 ADPC15	ADC Pin Control 15 — ADPC15 is used to control the pin associated with channel AD15. 0 AD15 pin I/O control enabled 1 AD15 pin I/O control disabled
6 ADPC14	ADC Pin Control 14 — ADPC14 is used to control the pin associated with channel AD14. 0 AD14 pin I/O control enabled 1 AD14 pin I/O control disabled
5 ADPC13	ADC Pin Control 13 — ADPC13 is used to control the pin associated with channel AD13. 0 AD13 pin I/O control enabled 1 AD13 pin I/O control disabled
4 ADPC12	ADC Pin Control 12 — ADPC12 is used to control the pin associated with channel AD12. 0 AD12 pin I/O control enabled 1 AD12 pin I/O control disabled
3 ADPC11	ADC Pin Control 11 — ADPC11 is used to control the pin associated with channel AD11. 0 AD11 pin I/O control enabled 1 AD11 pin I/O control disabled
2 ADPC10	ADC Pin Control 10 — ADPC10 is used to control the pin associated with channel AD10. 0 AD10 pin I/O control enabled 1 AD10 pin I/O control disabled

Chapter 10

Internal Clock Source (S08ICSV2)

10.1 Introduction

The internal clock source (ICS) module provides clock source choices for the MCU. The module contains a frequency-locked loop (FLL) as a clock source that is controllable by either an internal or an external reference clock. The module can provide this FLL clock or either of the internal or external reference clocks as a source for the MCU system clock. There are also signals provided to control a low power oscillator (XOSC) module to allow the use of an external crystal/resonator as the external reference clock.

Whichever clock source is chosen, it is passed through a reduced bus divider (BDIV) which allows a lower final output clock frequency to be derived.

The bus frequency will be one-half of the ICSOUT frequency.

10.1.1 Module Configuratio

When the internal reference is enabled in stop mode (IREFSTEN = 1), the voltage regulator must also be enabled in stop mode by setting the LVDE and LVDSE bits in the SPMSC1 register.

Figure 10-1 shows the MC9S08SH8 block diagram with the ICS highlighted.

the transition from master to slave mode does not generate a stop condition. Meanwhile, a status bit is set by hardware to indicate loss of arbitration.

11.4.1.7 Clock Synchronization

Because wire-AND logic is performed on the SCL line, a high-to-low transition on the SCL line affects all the devices connected on the bus. The devices start counting their low period and after a device's clock has gone low, it holds the SCL line low until the clock high state is reached. However, the change of low to high in this device clock may not change the state of the SCL line if another device clock is still within its low period. Therefore, synchronized clock SCL is held low by the device with the longest low period. Devices with shorter low periods enter a high wait state during this time (see [Figure 11-10](#)). When all devices concerned have counted off their low period, the synchronized clock SCL line is released and pulled high. There is then no difference between the device clocks and the state of the SCL line and all the devices start counting their high periods. The first device to complete its high period pulls the SCL line low again.

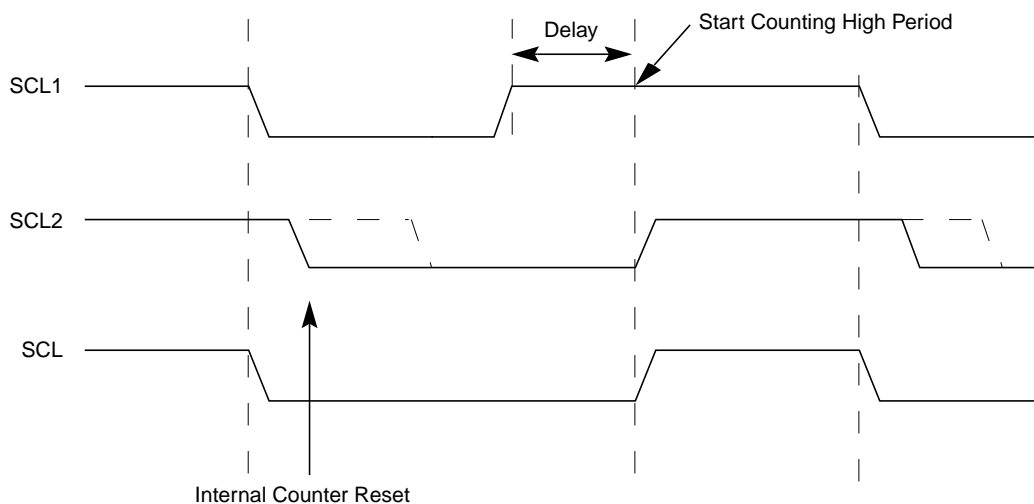


Figure 11-10. IIC Clock Synchronization

11.4.1.8 Handshaking

The clock synchronization mechanism can be used as a handshake in data transfer. Slave devices may hold the SCL low after completion of one byte transfer (9 bits). In such a case, it halts the bus clock and forces the master clock into wait states until the slave releases the SCL line.

11.4.1.9 Clock Stretching

The clock synchronization mechanism can be used by slaves to slow down the bit rate of a transfer. After the master has driven SCL low the slave can drive SCL low for the required period and then release it. If the slave SCL low period is greater than the master SCL low period then the resulting SCL bus signal low period is stretched.

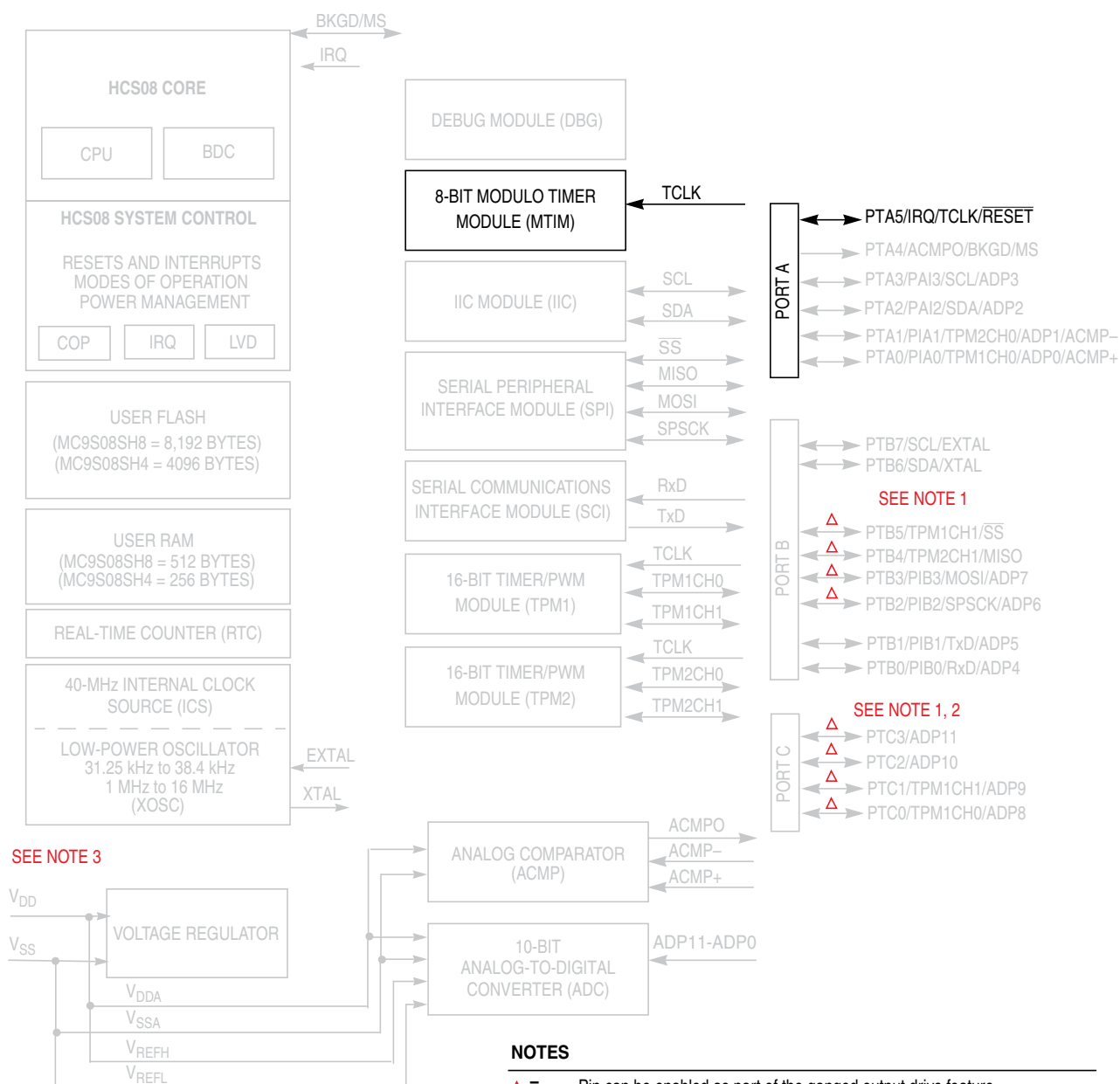


Figure 12-1. MC9S08SH8 Block Diagram Highlighting the MTIM Module

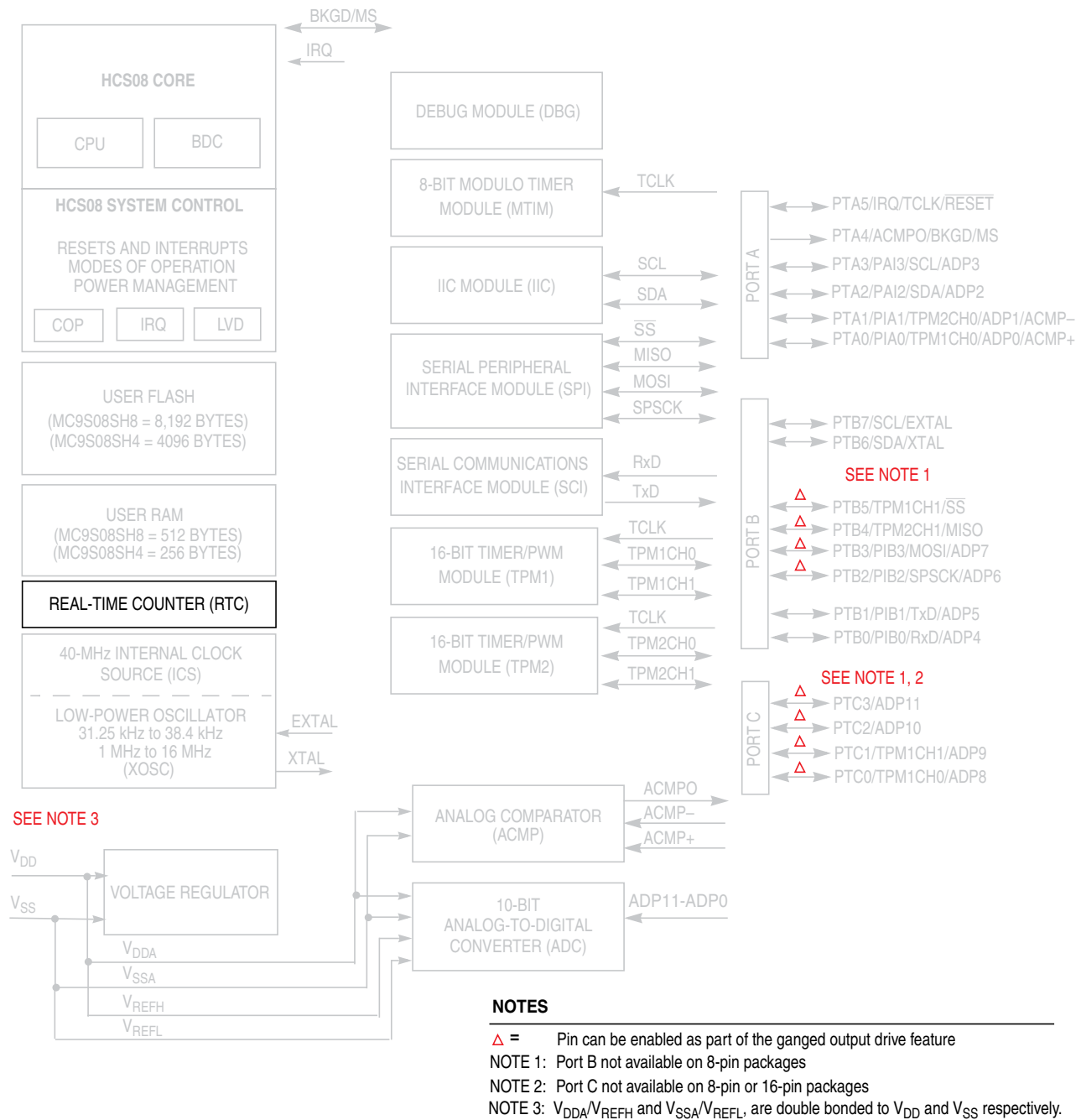


Figure 13-1. MC9S08SH8 Block Diagram Highlighting the RTC Module

Table 14-4. SCIxC2 Field Descriptions (continued)

Field	Description
3 TE	Transmitter Enable 0 Transmitter off. 1 Transmitter on. TE must be 1 in order to use the SCI transmitter. When TE = 1, the SCI forces the TxD pin to act as an output for the SCI system. When the SCI is configured for single-wire operation (LOOPS = RSRC = 1), TXDIR controls the direction of traffic on the single SCI communication line (TxD pin). TE also can be used to queue an idle character by writing TE = 0 then TE = 1 while a transmission is in progress. Refer to Section 14.3.2.1, “Send Break and Queued Idle” for more details. When TE is written to 0, the transmitter keeps control of the port TxD pin until any data, queued idle, or queued break character finishes transmitting before allowing the pin to revert to a general-purpose I/O pin.
2 RE	Receiver Enable — When the SCI receiver is off, the RxD pin reverts to being a general-purpose port I/O pin. If LOOPS = 1 the RxD pin reverts to being a general-purpose I/O pin even if RE = 1. 0 Receiver off. 1 Receiver on.
1 RWU	Receiver Wakeup Control — This bit can be written to 1 to place the SCI receiver in a standby state where it waits for automatic hardware detection of a selected wakeup condition. The wakeup condition is either an idle line between messages (WAKE = 0, idle-line wakeup), or a logic 1 in the most significant data bit in a character (WAKE = 1, address-mark wakeup). Application software sets RWU and (normally) a selected hardware condition automatically clears RWU. Refer to Section 14.3.3.2, “Receiver Wakeup Operation” for more details. 0 Normal SCI receiver operation. 1 SCI receiver in standby waiting for wakeup condition.
0 SBK	Send Break — Writing a 1 and then a 0 to SBK queues a break character in the transmit data stream. Additional break characters of 10 or 11 (13 or 14 if BRK13 = 1) bit times of logic 0 are queued as long as SBK = 1. Depending on the timing of the set and clear of SBK relative to the information currently being transmitted, a second break character may be queued before software clears SBK. Refer to Section 14.3.2.1, “Send Break and Queued Idle” for more details. 0 Normal transmitter operation. 1 Queue break character(s) to be sent.

14.2.4 SCI Status Register 1 (SClXS1)

This register has eight read-only status flags. Writes have no effect. Special software sequences (which do not involve writing to this register) are used to clear these status flags.

	7	6	5	4	3	2	1	0
R	TDRE	TC	RDRF	IDLE	OR	NF	FE	PF
W								
Reset	1	1	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 14-8. SCI Status Register 1 (SClXS1)

flag is set. If RDRF was already set indicating the receive data register (buffer) was already full, the overrun (OR) status flag is set and the new data is lost. Because the SCI receiver is double-buffered, the program has one full character time after RDRF is set before the data in the receive data buffer must be read to avoid a receiver overrun.

When a program detects that the receive data register is full ($RDRF = 1$), it gets the data from the receive data register by reading SCIxD. The RDRF flag is cleared automatically by a 2-step sequence which is normally satisfied in the course of the user's program that handles receive data. Refer to [Section 14.3.4, "Interrupts and Status Flags"](#) for more details about flag clearing.

14.3.3.1 Data Sampling Technique

The SCI receiver uses a $16\times$ baud rate clock for sampling. The receiver starts by taking logic level samples at 16 times the baud rate to search for a falling edge on the RxD serial data input pin. A falling edge is defined as a logic 0 sample after three consecutive logic 1 samples. The $16\times$ baud rate clock is used to divide the bit time into 16 segments labeled RT1 through RT16. When a falling edge is located, three more samples are taken at RT3, RT5, and RT7 to make sure this was a real start bit and not merely noise. If at least two of these three samples are 0, the receiver assumes it is synchronized to a receive character.

The receiver then samples each bit time, including the start and stop bits, at RT8, RT9, and RT10 to determine the logic level for that bit. The logic level is interpreted to be that of the majority of the samples taken during the bit time. In the case of the start bit, the bit is assumed to be 0 if at least two of the samples at RT3, RT5, and RT7 are 0 even if one or all of the samples taken at RT8, RT9, and RT10 are 1s. If any sample in any bit time (including the start and stop bits) in a character frame fails to agree with the logic level for that bit, the noise flag (NF) will be set when the received character is transferred to the receive data buffer.

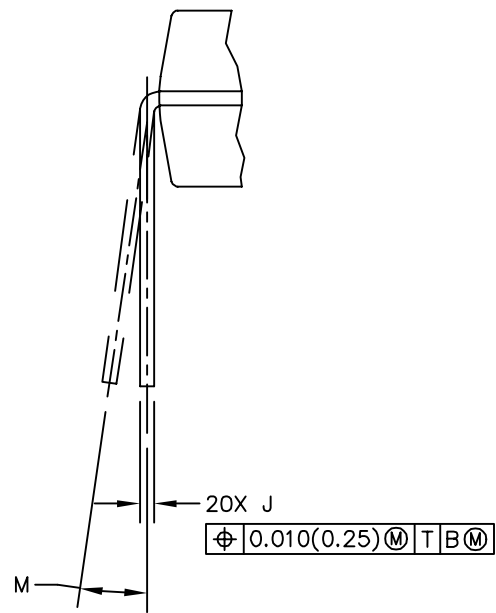
The falling edge detection logic continuously looks for falling edges, and if an edge is detected, the sample clock is resynchronized to bit times. This improves the reliability of the receiver in the presence of noise or mismatched baud rates. It does not improve worst case analysis because some characters do not have any extra falling edges anywhere in the character frame.

In the case of a framing error, provided the received character was not a break character, the sampling logic that searches for a falling edge is filled with three logic 1 samples so that a new start bit can be detected almost immediately.

In the case of a framing error, the receiver is inhibited from receiving any new characters until the framing error flag is cleared. The receive shift register continues to function, but a complete character cannot transfer to the receive data buffer if FE is still set.

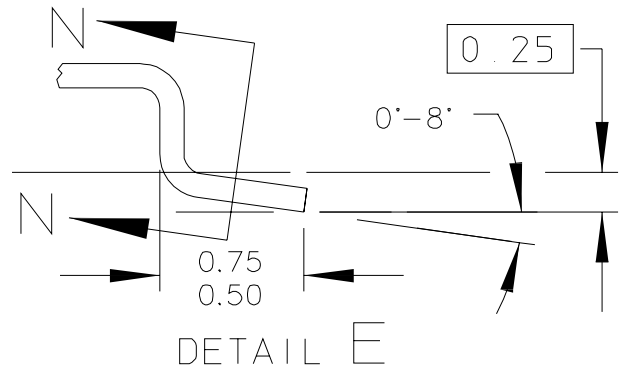
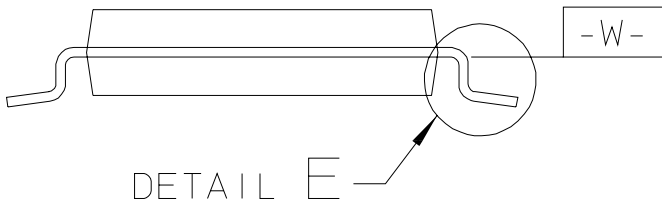
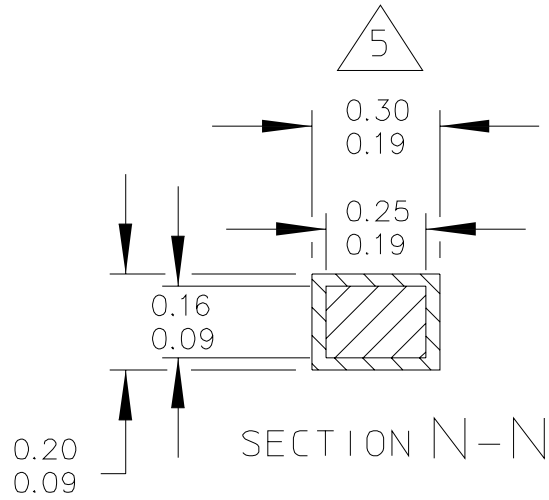
14.3.3.2 Receiver Wakeup Operation

Receiver wakeup is a hardware mechanism that allows an SCI receiver to ignore the characters in a message that is intended for a different SCI receiver. In such a system, all receivers evaluate the first character(s) of each message, and as soon as they determine the message is intended for a different receiver, they write logic 1 to the receiver wake up (RWU) control bit in SCIxC2. When RWU bit is set, the status flags associated with the receiver (with the exception of the idle bit, IDLE, when RWUID bit is set) are inhibited from setting, thus eliminating the software overhead for handling the unimportant



VIEW D

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