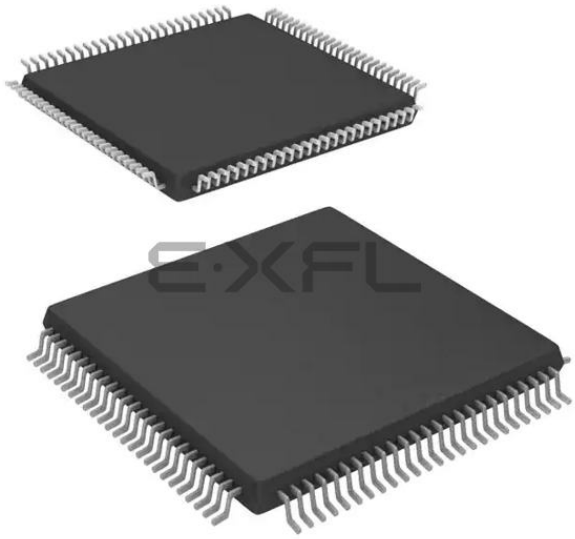

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Not For New Designs
Core Processor	8051
Core Size	8-Bit
Speed	100MHz
Connectivity	EBI/EMI, SMBus (2-Wire/I²C), SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, Temp Sensor, WDT
Number of I/O	64
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8.25K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TQFP
Supplier Device Package	100-TQFP (14x14)
Purchase URL	https://www.e-xfl.com/product-detail/silicon-labs/c8051f132-gqr

1.5. Programmable Digital I/O and Crossbar

The standard 8051 8-bit Ports (0, 1, 2, and 3) are available on the MCUs. The devices in the larger (100-pin TQFP) packaging have 4 additional ports (4, 5, 6, and 7) for a total of 64 general-purpose port I/O. The Port I/O behave like the standard 8051 with a few enhancements.

Each Port I/O pin can be configured as either a push-pull or open-drain output. Also, the "weak pullups" which are normally fixed on an 8051 can be globally disabled, providing additional power saving capabilities for low-power applications.

Perhaps the most unique enhancement is the Digital Crossbar. This is a large digital switching network that allows mapping of internal digital system resources to Port I/O pins on P0, P1, P2, and P3. (See Figure 1.11) Unlike microcontrollers with standard multiplexed digital I/O, all combinations of functions are supported.

The on-chip counter/timers, serial buses, HW interrupts, ADC Start of Conversion inputs, comparator outputs, and other digital signals in the controller can be configured to appear on the Port I/O pins specified in the Crossbar Control registers. This allows the user to select the exact mix of general purpose Port I/O and digital resources needed for the particular application.

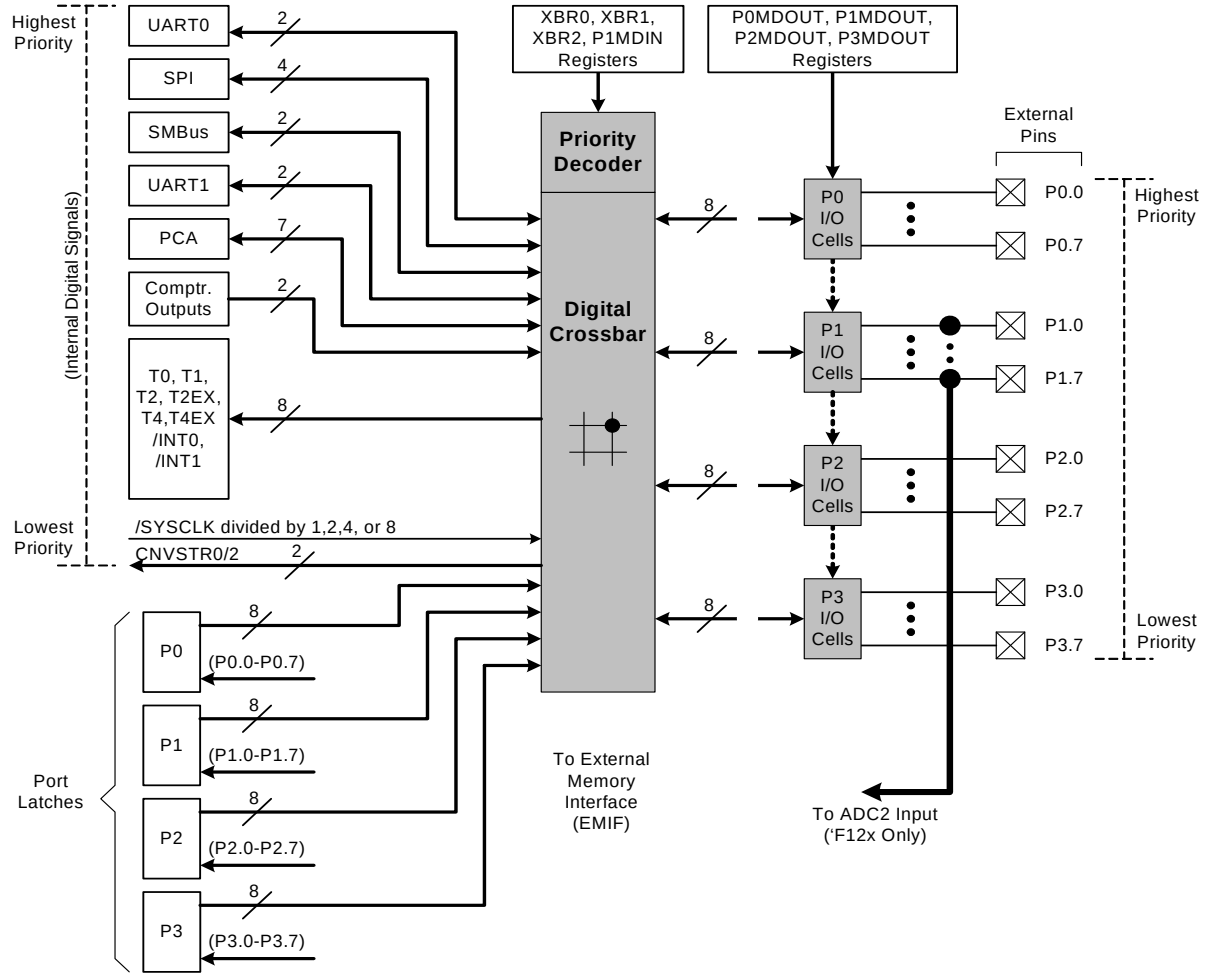

Figure 1.11. Digital Crossbar Diagram

SFR Definition 5.3. ADC0CF: ADC0 Configuration

SFR Page: 0
SFR Address: 0xBC

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
AD0SC4	AD0SC3	AD0SC2	AD0SC1	AD0SC0	AMP0GN2	AMP0GN1	AMP0GN0	11111000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

Bits7–3: AD0SC4–0: ADC0 SAR Conversion Clock Period Bits.
The SAR Conversion clock is derived from system clock by the following equation, where *AD0SC* refers to the 5-bit value held in AD0SC4-0, and CLK_{SAR0} refers to the desired ADC0 SAR clock (Note: the ADC0 SAR Conversion Clock should be less than or equal to 2.5 MHz).

$$AD0SC = \frac{SYSCLK}{2 \times CLK_{SAR0}} - 1 \qquad (AD0SC > 00000\text{b})$$

When the AD0SC bits are equal to 00000b, the SAR Conversion clock is equal to SYSCLK to facilitate faster ADC conversions at slower SYSCLK speeds.

Bits2–0: AMP0GN2–0: ADC0 Internal Amplifier Gain (PGA).
000: Gain = 1
001: Gain = 2
010: Gain = 4
011: Gain = 8
10x: Gain = 16
11x: Gain = 0.5

7.3. ADC2 Programmable Window Detector

The ADC2 Programmable Window Detector continuously compares the ADC2 output to user-programmed limits, and notifies the system when a desired condition is detected. This is especially effective in an interrupt-driven system, saving code space and CPU bandwidth while delivering faster system response times. The window detector interrupt flag (AD2WINT in register ADC2CN) can also be used in polled mode. The ADC2 Greater-Than (ADC2GT) and Less-Than (ADC2LT) registers hold the comparison values. Example comparisons for Differential and Single-ended modes are shown in Figure 7.6 and Figure 7.5, respectively. Notice that the window detector flag can be programmed to indicate when measured data is inside or outside of the user-programmed limits, depending on the contents of the ADC2LT and ADC2GT registers.

7.3.1. Window Detector In Single-Ended Mode

Figure 7.5 shows two example window comparisons for Single-ended mode, with ADC2LT = 0x20 and ADC2GT = 0x10. Notice that in Single-ended mode, the codes vary from 0 to VREF*(255/256) and are represented as 8-bit unsigned integers. In the left example, an AD2WINT interrupt will be generated if the ADC2 conversion word (ADC2) is within the range defined by ADC2GT and ADC2LT (if 0x10 < ADC2 < 0x20). In the right example, and AD2WINT interrupt will be generated if ADC2 is outside of the range defined by ADC2GT and ADC2LT (if ADC2 < 0x10 or ADC2 > 0x20).

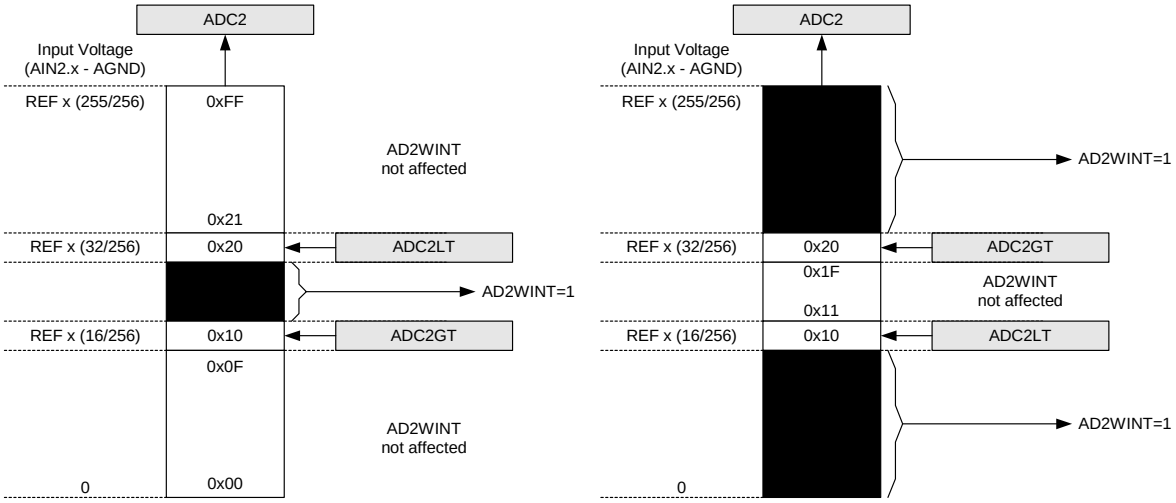

Figure 7.5. ADC2 Window Compare Examples, Single-Ended Mode

Table 7.1. ADC2 Electrical Characteristics

V_{DD} = 3.0 V, AV+ = 3.0 V, VREF2 = 2.40 V (REFBE = 0), PGA gain = 1, –40 to +85 °C unless otherwise specified.

Parameter	Conditions	Min	Typ	Max	Units
DC Accuracy					
Resolution			8		bits
Integral Nonlinearity		—	—	±1	LSB
Differential Nonlinearity	Guaranteed Monotonic	—	—	±1	LSB
Offset Error		—	0.5±0.3	—	LSB
Full Scale Error	Differential mode	—	–1±0.2	—	LSB
Offset Temperature Coefficient		—	10	—	ppm/°C
Dynamic Performance (10 kHz sine-wave input, 1 dB below Full Scale, 500 ksps					
Signal-to-Noise Plus Distortion		45	47	—	dB
Total Harmonic Distortion	Up to the 5th harmonic	—	-51	—	dB
Spurious-Free Dynamic Range		—	52	—	dB
Conversion Rate					
SAR Clock Frequency		—	—	6	MHz
Conversion Time in SAR Clocks		8	—	—	clocks
Track/Hold Acquisition Time		300	—	—	ns
Throughput Rate		—	—	500	ksps
Analog Inputs					
Input Voltage Range		0	—	VREF	V
Input Capacitance		—	5	—	pF
Power Specifications					
Power Supply Current (AV+ supplied to ADC2)	Operating Mode, 500 ksps	—	420	900	µA
Power Supply Rejection		—	±0.3	—	mV/V

NOTES:

9. Voltage Reference

The voltage reference options available on the C8051F12x and C8051F13x device families vary according to the device capabilities.

All devices include an internal voltage reference circuit, consisting of a 1.2 V, 15 ppm/°C (typical) bandgap voltage reference generator and a gain-of-two output buffer amplifier. The internal reference may be routed via the VREF pin to external system components or to the voltage reference input pins. The maximum load seen by the VREF pin must be less than 200 µA to AGND. Bypass capacitors of 0.1 µF and 4.7 µF are recommended from the VREF pin to AGND.

The Reference Control Register, REF0CN enables/disables the internal reference generator and the internal temperature sensor on all devices. The BIASE bit in REF0CN enables the on-board reference generator while the REFBE bit enables the gain-of-two buffer amplifier which drives the VREF pin. When disabled, the supply current drawn by the bandgap and buffer amplifier falls to less than 1 µA (typical) and the output of the buffer amplifier enters a high impedance state. If the internal bandgap is used as the reference voltage generator, BIASE and REFBE must both be set to logic 1. If the internal reference is not used, REFBE may be set to logic 0. Note that the BIASE bit must be set to logic 1 if any DACs or ADCs are used, regardless of whether the voltage reference is derived from the on-chip reference or supplied by an off-chip source. If no ADCs or DACs are being used, both of these bits can be set to logic 0 to conserve power.

When enabled, the temperature sensor connects to the highest order input of the ADC0 input multiplexer. The TEMPE bit within REF0CN enables and disables the temperature sensor. While disabled, the temperature sensor defaults to a high impedance state. Any ADC measurements performed on the sensor while disabled will result in undefined data.

The electrical specifications for the internal voltage reference are given in Table 9.1.

9.1. Reference Configuration on the C8051F120/2/4/6

On the C8051F120/2/4/6 devices, the REF0CN register also allows selection of the voltage reference source for ADC0 and ADC2, as shown in SFR Definition 9.1. Bits AD0VRS and AD2VRS in the REF0CN register select the ADC0 and ADC2 voltage reference sources, respectively. Three voltage reference input pins allow each ADC and the two DACs to reference an external voltage reference or the on-chip voltage reference output (with an external connection). ADC0 may also reference the DAC0 output internally, and ADC2 may reference the analog power supply voltage, via the VREF multiplexers shown in Figure 9.1.

10. Comparators

Two on-chip programmable voltage comparators are included, as shown in Figure 10.1. The inputs of each comparator are available at dedicated pins. The output of each comparator is optionally available at the package pins via the I/O crossbar. When assigned to package pins, each comparator output can be programmed to operate in open drain or push-pull modes. See **Section "18.1. Ports 0 through 3 and the Priority Crossbar Decoder" on page 238** for Crossbar and port initialization details.

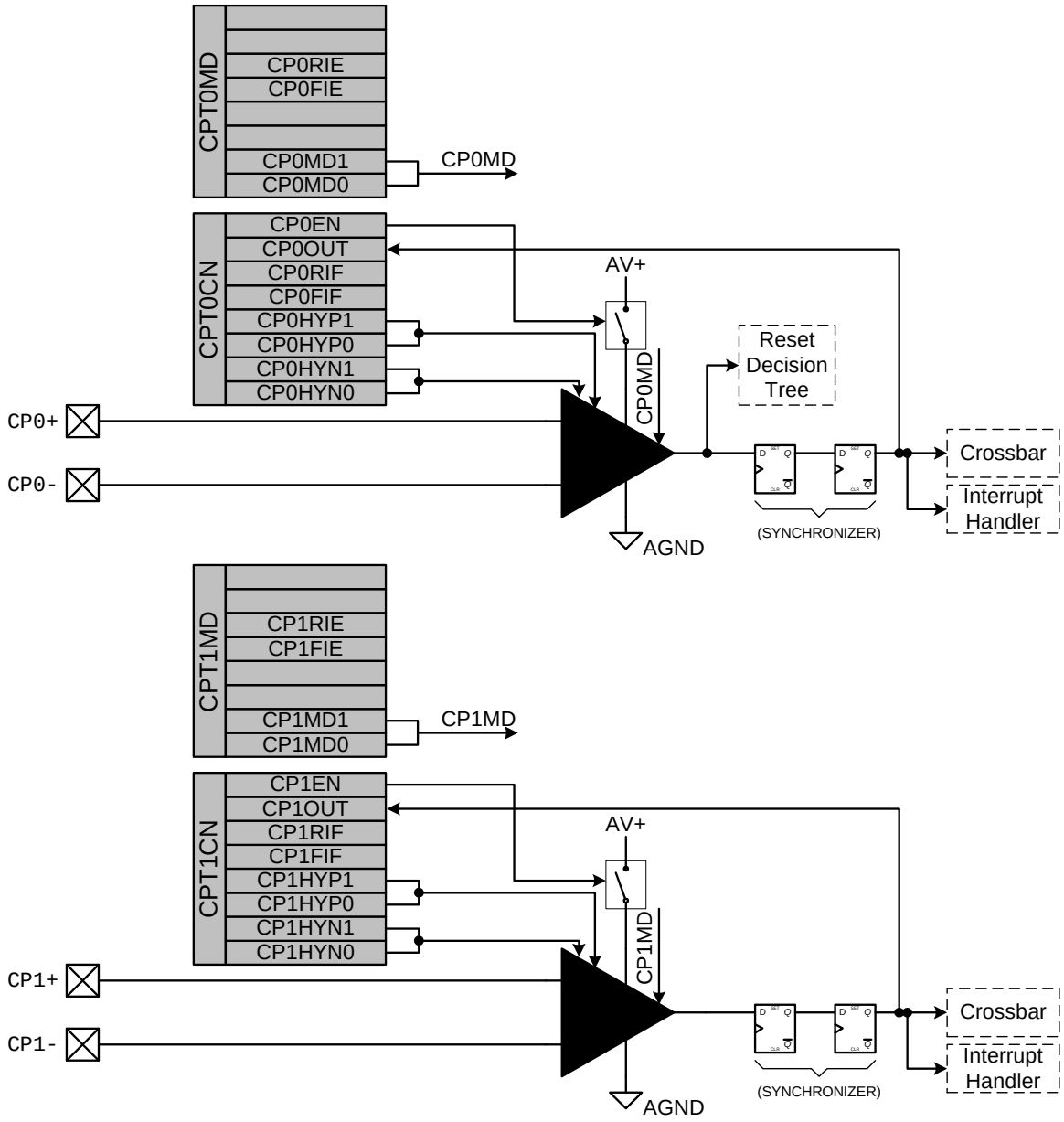

Figure 10.1. Comparator Functional Block Diagram

11.2.6.3.SFR Page Stack Example

The following is an example that shows the operation of the SFR Page Stack during interrupts.

In this example, the SFR Page Control is left in the default enabled state (i.e., SFRPGEN = 1), and the CIP-51 is executing in-line code that is writing values to Port 5 (SFR “P5”, located at address 0xD8 on SFR Page 0x0F). The device is also using the Programmable Counter Array (PCA) and the 10-bit ADC (ADC2) window comparator to monitor a voltage. The PCA is timing a critical control function in its interrupt service routine (ISR), so its interrupt is enabled and is set to *high* priority. The ADC2 is monitoring a voltage that is less important, but to minimize the software overhead its window comparator is being used with an associated ISR that is set to *low* priority. At this point, the SFR page is set to access the Port 5 SFR (SFRPAGE = 0x0F). See Figure 11.5 below.

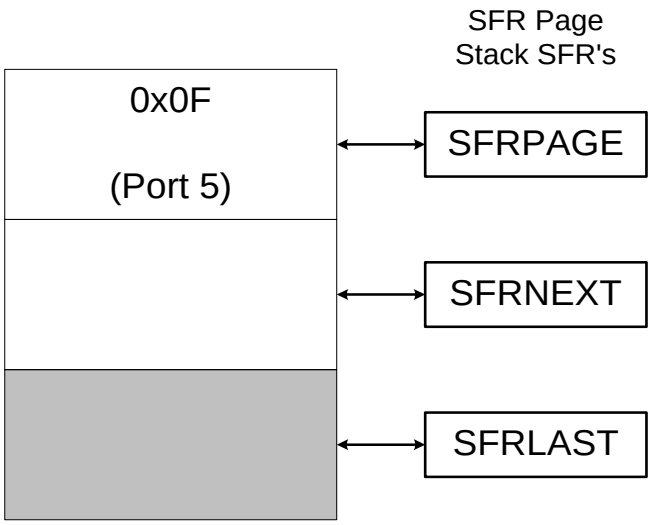

Figure 11.5. SFR Page Stack While Using SFR Page 0x0F To Access Port 5

While CIP-51 executes in-line code (writing values to Port 5 in this example), ADC2 Window Comparator Interrupt occurs. The CIP-51 vectors to the ADC2 Window Comparator ISR and pushes the current SFR Page value (SFR Page 0x0F) into SFRNEXT in the SFR Page Stack. The SFR page needed to access ADC2’s SFR’s is then automatically placed in the SFRPAGE register (SFR Page 0x02). SFRPAGE is considered the “top” of the SFR Page Stack. Software can now access the ADC2 SFR’s. Software may switch to any SFR Page by writing a new value to the SFRPAGE register at any time during the ADC2 ISR to access SFR’s that are not on SFR Page 0x02. See Figure 11.6 below.

Table 11.3. Special Function Registers (Continued)

SFRs are listed in alphabetical order. All undefined SFR locations are reserved.

Register	Address	SFR Page	Description	Page No.
REF0CN	0xD1	0	Voltage Reference Control	page 114[5], page 116[6], page 117[7]
RSTSRC	0xEF	0	Reset Source	page 182
SADDR0	0xA9	0	UART 0 Slave Address	page 298
SADEN0	0xB9	0	UART 0 Slave Address Mask	page 298
SBUF0	0x99	0	UART 0 Data Buffer	page 298
SBUF1	0x99	1	UART 1 Data Buffer	page 305
SCON0	0x98	0	UART 0 Control	page 296
SCON1	0x98	1	UART 1 Control	page 304
SFRLAST	0x86	All Pages	SFR Stack Last Page	page 143
SFRNEXT	0x85	All Pages	SFR Stack Next Page	page 143
SFRPAGE	0x84	All Pages	SFR Page Select	page 142
SFRPGCN	0x96	F	SFR Page Control	page 142
SMB0ADR	0xC3	0	SMBus Slave Address	page 269
SMB0CN	0xC0	0	SMBus Control	page 266
SMB0CR	0xCF	0	SMBus Clock Rate	page 267
SMB0DAT	0xC2	0	SMBus Data	page 268
SMB0STA	0xC1	0	SMBus Status	page 269
SP	0x81	All Pages	Stack Pointer	page 151
SPI0CFG	0x9A	0	SPI Configuration	page 280
SPI0CKR	0x9D	0	SPI Clock Rate Control	page 282
SPI0CN	0xF8	0	SPI Control	page 281
SPI0DAT	0x9B	0	SPI Data	page 282
SSTA0	0x91	0	UART 0 Status	page 297
TCON	0x88	0	Timer/Counter Control	page 313
TH0	0x8C	0	Timer/Counter 0 High Byte	page 316
TH1	0x8D	0	Timer/Counter 1 High Byte	page 316
TL0	0x8A	0	Timer/Counter 0 Low Byte	page 315
TL1	0x8B	0	Timer/Counter 1 Low Byte	page 316
TMOD	0x89	0	Timer/Counter Mode	page 314
TMR2CF	0xC9	0	Timer/Counter 2 Configuration	page 324
TMR2CN	0xC8	0	Timer/Counter 2 Control	page 324
TMR2H	0xCD	0	Timer/Counter 2 High Byte	page 324
TMR2L	0xCC	0	Timer/Counter 2 Low Byte	page 323
TMR3CF	0xC9	1	Timer 3 Configuration	page 324
TMR3CN	0xC8	1	Timer 3 Control	page 324
TMR3H	0xCD	1	Timer 3 High Byte	page 324
TMR3L	0xCC	1	Timer 3 Low Byte	page 323
TMR4CF	0xC9	2	Timer/Counter 4 Configuration	page 324
TMR4CN	0xC8	2	Timer/Counter 4 Control	page 324
TMR4H	0xCD	2	Timer/Counter 4 High Byte	page 324

12.6. Rounding and Saturation

A Rounding Engine is included, which can be used to provide a rounded result when operating on fractional numbers. MAC0 uses an unbiased rounding algorithm to round the data stored in bits 31–16 of the accumulator, as shown in Table 12.1. Rounding occurs during the third stage of the MAC0 pipeline, after any shift operation, or on a write to the LSB of the accumulator. The rounded results are stored in the rounding registers: MAC0RNDH (SFR Definition 12.12) and MAC0RNDL (SFR Definition 12.13). The accumulator registers are not affected by the rounding engine. Although rounding is primarily used for fractional data, the data in the rounding registers is updated in the same way when operating in integer mode.

Table 12.1. MAC0 Rounding (MAC0SAT = 0)

Accumulator Bits 15–0 (MAC0ACC1:MAC0ACC0)	Accumulator Bits 31–16 (MAC0ACC3:MAC0ACC2)	Rounding Direction	Rounded Results (MAC0RNDH:MAC0RNDL)
Greater Than 0x8000	Anything	Up	(MAC0ACC3:MAC0ACC2) + 1
Less Than 0x8000	Anything	Down	(MAC0ACC3:MAC0ACC2)
Equal To 0x8000	Odd (LSB = 1)	Up	(MAC0ACC3:MAC0ACC2) + 1
Equal To 0x8000	Even (LSB = 0)	Down	(MAC0ACC3:MAC0ACC2)

The rounding engine can also be used to saturate the results stored in the rounding registers. If the MAC0SAT bit is set to '1' and the rounding register overflows, the rounding registers will saturate. When a positive overflow occurs, the rounding registers will show a value of 0x7FFF when saturated. For a negative overflow, the rounding registers will show a value of 0x8000 when saturated. If the MAC0SAT bit is cleared to '0', the rounding registers will not saturate.

12.7. Usage Examples

This section details some software examples for using MAC0. **Section 12.7.1** shows a series of two MAC operations using fractional numbers. **Section 12.7.2** shows a single operation in Multiply Only mode with integer numbers. The last example, shown in **Section 12.7.3**, demonstrates how the left-shift and right-shift operations can be used to modify the accumulator. All of the examples assume that all of the flags in the MAC0STA register are initially set to '0'.

12.7.1. Multiply and Accumulate Example

The example below implements the equation:

$$(0.5 \times 0.25) + (0.5 \times -0.25) = 0.125 - 0.125 = 0.0$$

```
MOV   MAC0CF, #0Ah    ; Set to Clear Accumulator, Use fractional numbers
MOV   MAC0AH, #40h    ; Load MAC0A register with 4000 hex = 0.5 decimal
MOV   MAC0AL, #00h
MOV   MAC0BH, #20h    ; Load MAC0B register with 2000 hex = 0.25 decimal
MOV   MAC0BL, #00h    ; This line initiates the first MAC operation
MOV   MAC0BH, #E0h    ; Load MAC0B register with E000 hex = -0.25 decimal
MOV   MAC0BL, #00h    ; This line initiates the second MAC operation
NOP
NOP                   ; After this instruction, the Accumulator should be equal to 0,
                      ; and the MAC0STA register should be 0x04, indicating a zero
NOP                   ; After this instruction, the Rounding register is updated
```

NOTES:

SFR Definition 16.1. CCH0CN: Cache Control

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
CHWREN	CHRDEN	CHPFEN	CHFLSH	CHRETI	CHISR	CHMOVC	CHBLKW	11100110
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xA1
SFR Page: F

Bit 7: CHWREN: Cache Write Enable.
This bit enables the processor to write to the cache memory.
0: Cache contents are not allowed to change, except during Flash writes/erasures or cache locks.
1: Writes to cache memory are allowed.

Bit 6: CHRDEN: Cache Read Enable.
This bit enables the processor to read instructions from the cache memory.
0: All instruction data comes from Flash memory or the prefetch engine.
1: Instruction data is obtained from cache (when available).

Bit 5: CHPFEN: Cache Prefetch Enable.
This bit enables the prefetch engine.
0: Prefetch engine is disabled.
1: Prefetch engine is enabled.

Bit 4: CHFLSH: Cache Flush.
When written to a ‘1’, this bit clears the cache contents. This bit always reads ‘0’.

Bit 3: CHRETI: Cache RETI Destination Enable.
This bit enables the destination of a RETI address to be cached.
0: Destinations of RETI instructions will not be cached.
1: RETI destinations will be cached.

Bit 2: CHISR: Cache ISR Enable.
This bit allows instructions which are part of an Interrupt Service Rountine (ISR) to be cached.
0: Instructions in ISRs will not be loaded into cache memory.
1: Instructions in ISRs can be cached.

Bit 1: CHMOVC: Cache MOVC Enable.
This bit allows data requested by a MOVC instruction to be loaded into the cache memory.
0: Data requested by MOVC instructions will not be cached.
1: Data requested by MOVC instructions will be loaded into cache memory.

Bit 0: CHBLKW: Block Write Enable.
This bit allows block writes to Flash memory from software.
0: Each byte of a software Flash write is written individually.
1: Flash bytes are written in groups of four (for code space writes) or two (for scratchpad writes).

SFR Definition 17.3. EMI0TC: External Memory Timing Control

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
EAS1	EAS0	ERW3	EWR2	EWR1	EWR0	EAH1	EAH0	11111111
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xA1
SFR Page: 0

Bits7–6: EAS1–0: EMIF Address Setup Time Bits.
00: Address setup time = 0 SYSCLK cycles.
01: Address setup time = 1 SYSCLK cycle.
10: Address setup time = 2 SYSCLK cycles.
11: Address setup time = 3 SYSCLK cycles.

Bits5–2: EWR3–0: EMIF /WR and /RD Pulse-Width Control Bits.
0000: /WR and /RD pulse width = 1 SYSCLK cycle.
0001: /WR and /RD pulse width = 2 SYSCLK cycles.
0010: /WR and /RD pulse width = 3 SYSCLK cycles.
0011: /WR and /RD pulse width = 4 SYSCLK cycles.
0100: /WR and /RD pulse width = 5 SYSCLK cycles.
0101: /WR and /RD pulse width = 6 SYSCLK cycles.
0110: /WR and /RD pulse width = 7 SYSCLK cycles.
0111: /WR and /RD pulse width = 8 SYSCLK cycles.
1000: /WR and /RD pulse width = 9 SYSCLK cycles.
1001: /WR and /RD pulse width = 10 SYSCLK cycles.
1010: /WR and /RD pulse width = 11 SYSCLK cycles.
1011: /WR and /RD pulse width = 12 SYSCLK cycles.
1100: /WR and /RD pulse width = 13 SYSCLK cycles.
1101: /WR and /RD pulse width = 14 SYSCLK cycles.
1110: /WR and /RD pulse width = 15 SYSCLK cycles.
1111: /WR and /RD pulse width = 16 SYSCLK cycles.

Bits1–0: EAH1–0: EMIF Address Hold Time Bits.
00: Address hold time = 0 SYSCLK cycles.
01: Address hold time = 1 SYSCLK cycle.
10: Address hold time = 2 SYSCLK cycles.
11: Address hold time = 3 SYSCLK cycles.

Table 19.1. SMB0STA Status Codes and States

	0x08	START condition transmitted.	Load SMB0DAT with Slave Address + R/W. Clear STA.
	0x10	Repeated START condition transmitted.	Load SMB0DAT with Slave Address + R/W. Clear STA.
	0x18	Slave Address + W transmitted. ACK received.	Load SMB0DAT with data to be transmitted.
	0x20	Slave Address + W transmitted. NACK received.	Acknowledge poll to retry. Set STO + STA.
	0x28	Data byte transmitted. ACK received.	1) Load SMB0DAT with next byte, OR 2) Set STO, OR 3) Clear STO then set STA for repeated START.
	0x30	Data byte transmitted. NACK received.	1) Retry transfer OR 2) Set STO.
	0x38	Arbitration Lost.	Save current data.
	0x40	Slave Address + R transmitted. ACK received.	If only receiving one byte, clear AA (send NACK after received byte). Wait for received data.
	0x48	Slave Address + R transmitted. NACK received.	Acknowledge poll to retry. Set STO + STA.
	0x50	Data byte received. ACK transmitted.	Read SMB0DAT. Wait for next byte. If next byte is last byte, clear AA.
	0x58	Data byte received. NACK transmitted.	Set STO.

20.2. SPI0 Master Mode Operation

A SPI master device initiates all data transfers on a SPI bus. SPI0 is placed in master mode by setting the Master Enable flag (MSTEN, SPI0CN.6). Writing a byte of data to the SPI0 data register (SPI0DAT) when in master mode writes to the transmit buffer. If the SPI shift register is empty, the byte in the transmit buffer is moved to the shift register, and a data transfer begins. The SPI0 master immediately shifts out the data serially on the MOSI line while providing the serial clock on SCK. The SPIF (SPI0CN.7) flag is set to logic 1 at the end of the transfer. If interrupts are enabled, an interrupt request is generated when the SPIF flag is set. While the SPI0 master transfers data to a slave on the MOSI line, the addressed SPI slave device simultaneously transfers the contents of its shift register to the SPI master on the MISO line in a full-duplex operation. Therefore, the SPIF flag serves as both a transmit-complete and receive-data-ready flag. The data byte received from the slave is transferred MSB-first into the master's shift register. When a byte is fully shifted into the register, it is moved to the receive buffer where it can be read by the processor by reading SPI0DAT.

When configured as a master, SPI0 can operate in one of three different modes: multi-master mode, 3-wire single-master mode, and 4-wire single-master mode. The default, multi-master mode is active when NSSMD1 (SPI0CN.3) = 0 and NSSMD0 (SPI0CN.2) = 1. In this mode, NSS is an input to the device, and is used to disable the master SPI0 when another master is accessing the bus. When NSS is pulled low in this mode, MSTEN (SPI0CN.6) and SPIEN (SPI0CN.0) are set to 0 to disable the SPI master device, and a Mode Fault is generated (MODF, SPI0CN.5 = 1). Mode Fault will generate an interrupt if enabled. SPI0 must be manually re-enabled in software under these circumstances. In multi-master systems, devices will typically default to being slave devices while they are not acting as the system master device. In multi-master mode, slave devices can be addressed individually (if needed) using general-purpose I/O pins. Figure 20.2 shows a connection diagram between two master devices in multiple-master mode.

3-wire single-master mode is active when NSSMD1 (SPI0CN.3) = 0 and NSSMD0 (SPI0CN.2) = 0. In this mode, NSS is not used, and is not mapped to an external port pin through the crossbar. Any slave devices that must be addressed in this mode should be selected using general-purpose I/O pins. Figure 20.3 shows a connection diagram between a master device in 3-wire master mode and a slave device.

4-wire single-master mode is active when NSSMD1 (SPI0CN.3) = 1. In this mode, NSS is configured as an output pin, and can be used as a slave-select signal for a single SPI device. In this mode, the output value of NSS is controlled (in software) with the bit NSSMD0 (SPI0CN.2). Additional slave devices can be addressed using general-purpose I/O pins. Figure 20.4 shows a connection diagram for a master device in 4-wire master mode and two slave devices.

SFR Definition 21.2. SSTA0: UART0 Status and Clock Selection

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
FE0	RXOV0	TXCOL0	SMOD0	S0TCLK1	S0TCLK0	S0RCLK1	S0RCLK0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0x91
SFR Page: 0

Bit7: FE0: Frame Error Flag.*
This flag indicates if an invalid (low) STOP bit is detected.
0: Frame Error has not been detected
1: Frame Error has been detected.

Bit6: RXOV0: Receive Overrun Flag.*
This flag indicates new data has been latched into the receive buffer before software has read the previous byte.
0: Receive overrun has not been detected.
1: Receive Overrun has been detected.

Bit5: TXCOL0: Transmit Collision Flag.*
This flag indicates user software has written to the SBUF0 register while a transmission is in progress.
0: Transmission Collision has not been detected.
1: Transmission Collision has been detected.

Bit4: SMOD0: UART0 Baud Rate Doubler Enable.
This bit enables/disables the divide-by-two function of the UART0 baud rate logic for configurations described in the UART0 section.
0: UART0 baud rate divide-by-two enabled.
1: UART0 baud rate divide-by-two disabled.

Bits3–2: UART0 Transmit Baud Rate Clock Selection Bits

S0TCLK1	S0TCLK0	**Serial Transmit Baud Rate Clock Source**
0	0	Timer 1 generates UART0 TX Baud Rate
0	1	Timer 2 Overflow generates UART0 TX baud rate
1	0	Timer 3 Overflow generates UART0 TX baud rate
1	1	Timer 4 Overflow generates UART0 TX baud rate

Bits1–0: UART0 Receive Baud Rate Clock Selection Bits

S0RCLK1	S0RCLK0	**Serial Receive Baud Rate Clock Source**
0	0	Timer 1 generates UART0 RX Baud Rate
0	1	Timer 2 Overflow generates UART0 RX baud rate
1	0	Timer 3 Overflow generates UART0 RX baud rate
1	1	Timer 4 Overflow generates UART0 RX baud rate

***Note:** FE0, RXOV0, and TXCOL0 are flags only, and no interrupt is generated by these conditions.

Table 22.2. Timer Settings for Standard Baud Rates Using an External 25.0 MHz Oscillator

	Frequency: 25.0 MHz						
	Target Baud Rate (bps)	Baud Rate % Error	Oscilla-tor Divide Factor	Timer Clock Source	SCA1-SCA0 (pre-scale select)*	T1M*	Timer 1 Reload Value (hex)
SYSCLK from External Osc.	230400	-0.47%	108	SYSCLK	XX	1	0xCA
	115200	0.45%	218	SYSCLK	XX	1	0x93
	57600	-0.01%	434	SYSCLK	XX	1	0x27
	28800	0.45%	872	SYSCLK / 4	01	0	0x93
	14400	-0.01%	1736	SYSCLK / 4	01	0	0x27
	9600	0.15%	2608	EXTCLK / 8	11	0	0x5D
	2400	0.45%	10464	SYSCLK / 48	10	0	0x93
	1200	-0.01%	20832	SYSCLK / 48	10	0	0x27
SYSCLK from Internal Osc.	57600	-0.47%	432	EXTCLK / 8	11	0	0xE5
	28800	-0.47%	864	EXTCLK / 8	11	0	0xCA
	14400	0.45%	1744	EXTCLK / 8	11	0	0x93
	9600	0.15%	2608	EXTCLK / 8	11	0	0x5D

X = Don't care

***Note:** SCA1-SCA0 and T1M bit definitions can be found in **Section 23.1**.

Table 22.3. Timer Settings for Standard Baud Rates Using an External 22.1184 MHz Oscillator

	Frequency: 22.1184 MHz						
	Target Baud Rate (bps)	Baud Rate % Error	Oscilla-tor Divide Factor	Timer Clock Source	SCA1-SCA0 (pre-scale select)*	T1M*	Timer 1 Reload Value (hex)
SYSCLK from External Osc.	230400	0.00%	96	SYSCLK	XX	1	0xD0
	115200	0.00%	192	SYSCLK	XX	1	0xA0
	57600	0.00%	384	SYSCLK	XX	1	0x40
	28800	0.00%	768	SYSCLK / 12	00	0	0xE0
	14400	0.00%	1536	SYSCLK / 12	00	0	0xC0
	9600	0.00%	2304	SYSCLK / 12	00	0	0xA0
	2400	0.00%	9216	SYSCLK / 48	10	0	0xA0
	1200	0.00%	18432	SYSCLK / 48	10	0	0x40
SYSCLK from Internal Osc.	230400	0.00%	96	EXTCLK / 8	11	0	0xFA
	115200	0.00%	192	EXTCLK / 8	11	0	0xF4
	57600	0.00%	384	EXTCLK / 8	11	0	0xE8
	28800	0.00%	768	EXTCLK / 8	11	0	0xD0
	14400	0.00%	1536	EXTCLK / 8	11	0	0xA0
	9600	0.00%	2304	EXTCLK / 8	11	0	0x70

X = Don't care

***Note:** SCA1-SCA0 and T1M bit definitions can be found in **Section 23.1**.

Important Note About the PCA0CN Register: If the main PCA counter (PCA0H : PCA0L) overflows during the execution phase of a read-modify-write instruction (bit-wise SETB or CLR, ANL, ORL, XRL) that targets the PCA0CN register, the CF (Counter Overflow) bit will not be set. If the CF flag is used by software to keep track of counter overflows, the following steps should be taken when performing a bit-wise operation on the PCA0CN register:

Step 1. Disable global interrupts.
Step 2. Read PCA0L. This will latch the value of PCA0H.
Step 3. Read PCA0H, saving the value.
Step 4. Execute the bit-wise operation on CCFn (for example, CLR CCF0, or CCF0 = 0;).
Step 5. Read PCA0L.
Step 6. Read PCA0H, saving the value.
Step 7. If the value of PCA0H read in Step 3 is 0xFF and the value for PCA0H read in Step 6 is 0x00, then manually set the CF bit in software (for example, SETB CF, or CF = 1;).
Step 8. Re-enable interrupts.

24.3. Register Descriptions for PCA0

Following are detailed descriptions of the special function registers related to the operation of PCA0.

SFR Definition 24.1. PCA0CN: PCA Control

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
CF	CR	CCF5	CCF4	CCF3	CCF2	CCF1	CCF0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xD8
SFR Page: 0

Bit7: CF: PCA Counter/Timer Overflow Flag.
Set by hardware when the PCA0 Counter/Timer overflows from 0xFFFF to 0x0000. When the Counter/Timer Overflow (CF) interrupt is enabled, setting this bit causes the CPU to vector to the CF interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit6: CR: PCA0 Counter/Timer Run Control.
This bit enables/disables the PCA0 Counter/Timer.
0: PCA0 Counter/Timer disabled.
1: PCA0 Counter/Timer enabled.

Bit5: CCF5: PCA0 Module 5 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF interrupt is enabled, setting this bit causes the CPU to vector to the CCF interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit4: CCF4: PCA0 Module 4 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF interrupt is enabled, setting this bit causes the CPU to vector to the CCF interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit3: CCF3: PCA0 Module 3 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF interrupt is enabled, setting this bit causes the CPU to vector to the CCF interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit2: CCF2: PCA0 Module 2 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF interrupt is enabled, setting this bit causes the CPU to vector to the CCF interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit1: CCF1: PCA0 Module 1 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF interrupt is enabled, setting this bit causes the CPU to vector to the CCF interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit0: CCF0: PCA0 Module 0 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF interrupt is enabled, setting this bit causes the CPU to vector to the CCF interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.