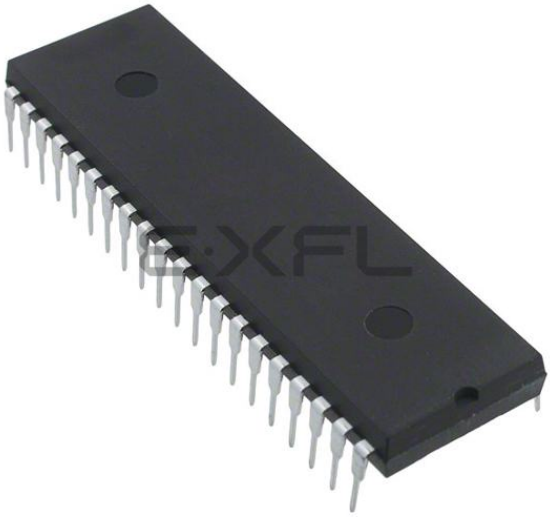

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	AVR
Core Size	8-Bit
Speed	4MHz
Connectivity	SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	32
Program Memory Size	8KB (4K x 16)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C
Mounting Type	Through Hole
Package / Case	40-DIP (0.600", 15.24mm)
Supplier Device Package	40-PDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/at90s8515-4pc

current if the pull-up resistors are activated. The Port D pins are tri-stated when a reset condition becomes active, even if the clock is not active.

Port D also serves the functions of various special features of the AT90S8515 as listed on page 73.

$\overline{\text{RESET}}$ Reset input. A low level on this pin for more than 50 ns will generate a reset, even if the clock is not running. Shorter pulses are not guaranteed to generate a reset.

XTAL1 Input to the inverting oscillator amplifier and input to the internal clock operating circuit.

XTAL2 Output from the inverting oscillator amplifier.

ICP ICP is the input pin for the Timer/Counter1 Input Capture function.

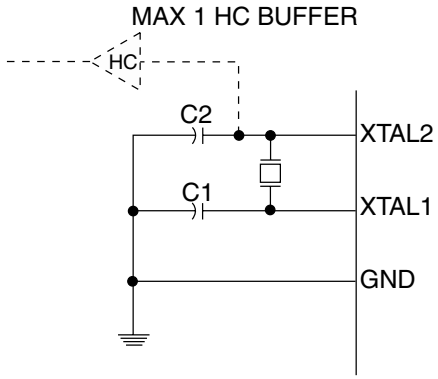
OC1B OC1B is the output pin for the Timer/Counter1 Output CompareB function.

ALE ALE is the Address Latch Enable used when the External Memory is enabled. The ALE strobe is used to latch the low-order address (8 bits) into an address latch during the first access cycle, and the AD0 - 7 pins are used for data during the second access cycle.

Crystal Oscillator

XTAL1 and XTAL2 are input and output, respectively, of an inverting amplifier that can be configured for use as an on-chip oscillator, as shown in Figure 2. Either a quartz crystal or a ceramic resonator may be used. To drive the device from an external clock source, XTAL2 should be left unconnected while XTAL1 is driven as shown in Figure 3.

Figure 2. Oscillator Connections



Note: When using the MCU oscillator as a clock for an external device, an HC buffer should be connected as indicated in the figure.

Figure 3. External Clock Drive Configuration

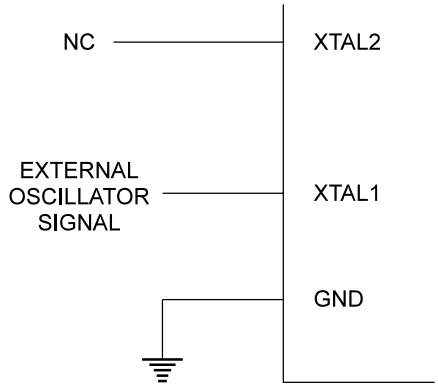
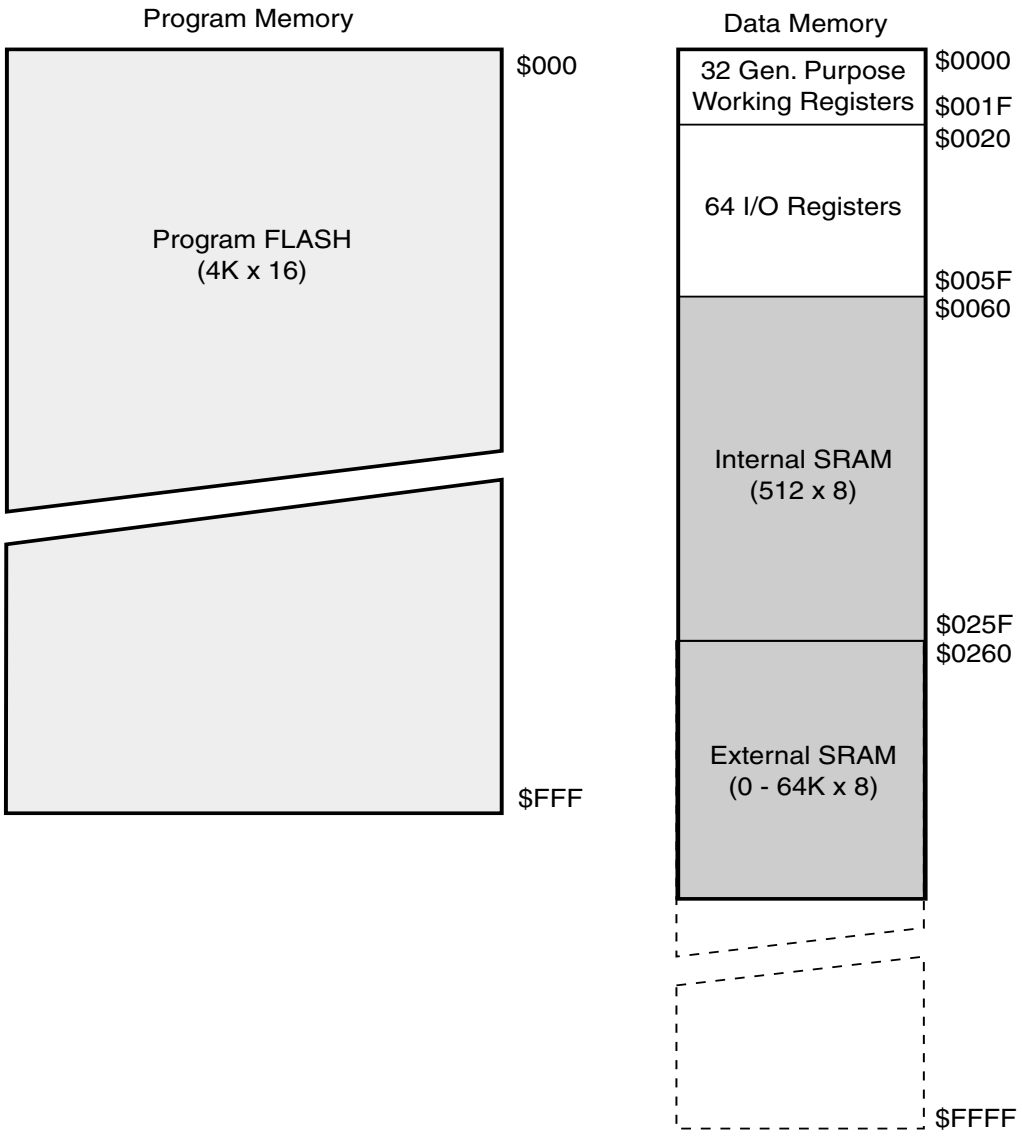
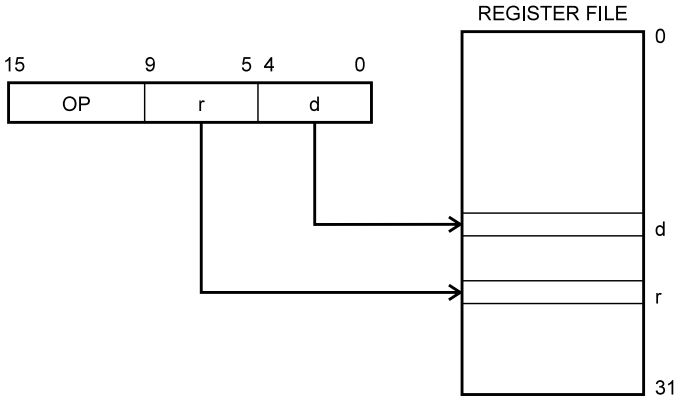


Figure 5. Memory Maps



Register Direct, Two Registers Rd and Rr

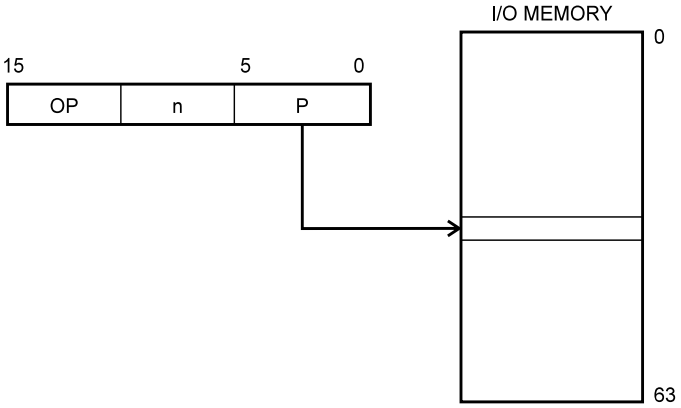
Figure 10. Direct Register Addressing, Two Registers



Operands are contained in register r (Rr) and d (Rd). The result is stored in register d (Rd).

I/O Direct

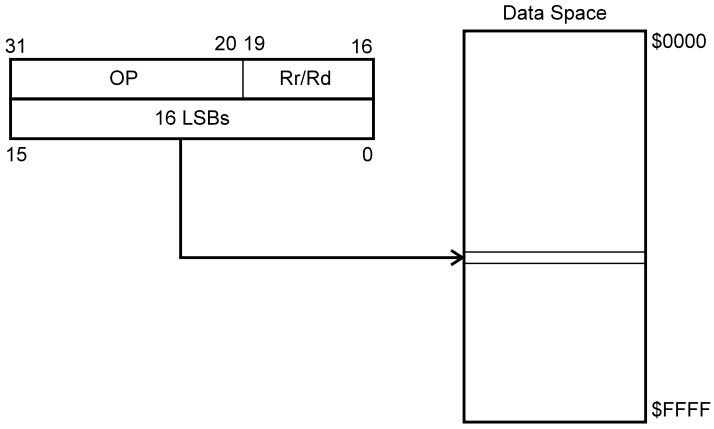
Figure 11. I/O Direct Addressing



Operand address is contained in six bits of the instruction word. n is the destination or source register address.

Data Direct

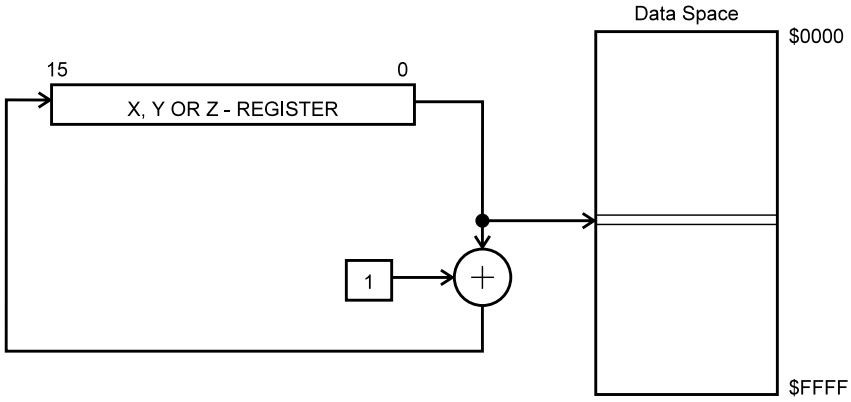
Figure 12. Direct Data Addressing



The X-, Y-, or the Z-register is decremented before the operation. Operand address is the decremented contents of the X-, Y-, or the Z-register.

Data Indirect with Post-increment

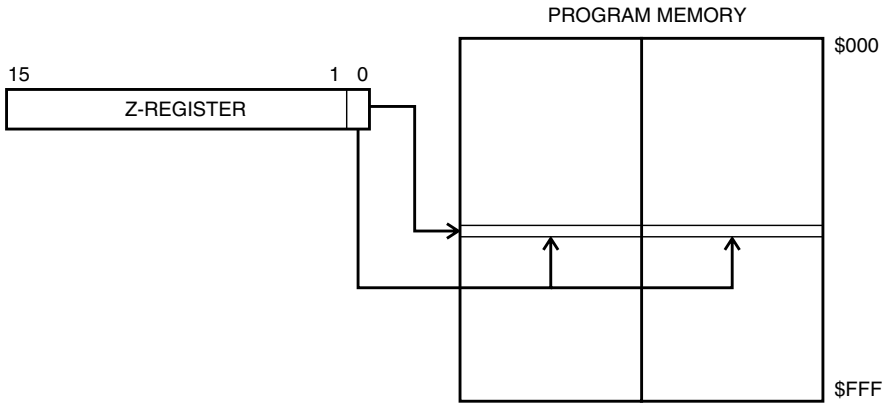
Figure 16. Data Indirect Addressing with Post-increment



The X-, Y-, or the Z-register is incremented after the operation. Operand address is the content of the X-, Y-, or the Z-register prior to incrementing.

Constant Addressing Using the LPM Instruction

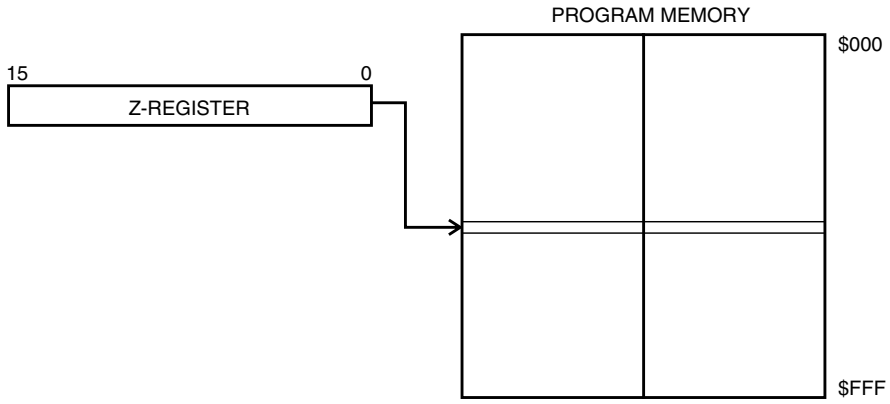
Figure 17. Code Memory Constant Addressing



Constant byte address is specified by the Z-register contents. The 15 MSBs select word address (0 - 4K), the LSB selects low byte if cleared (LSB = 0) or high byte if set (LSB = 1).

Indirect Program Addressing, IJMP and ICALL

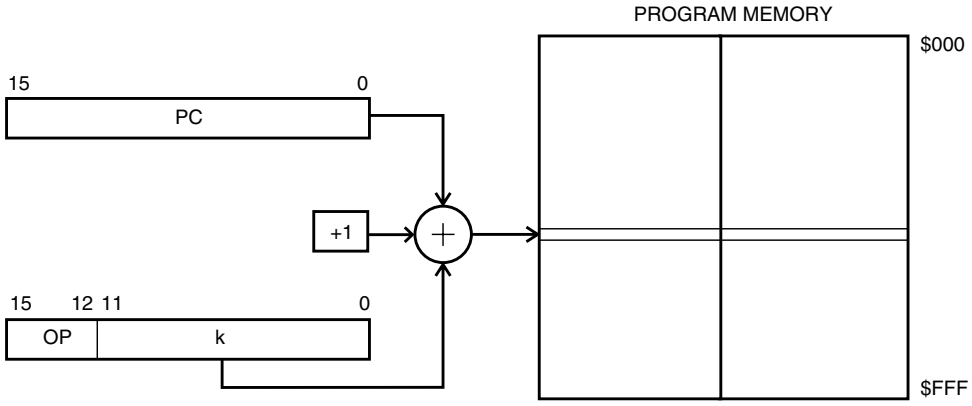
Figure 18. Indirect Program Memory Addressing



Program execution continues at address contained by the Z-register (i.e., the PC is loaded with the contents of the Z-register).

Relative Program Addressing, RJMP and RCALL

Figure 19. Relative Program Memory Addressing



Program execution continues at address PC + k + 1. The relative address k is -2048 to 2047.

EEPROM Data Memory

The AT90S8515 contains 512 bytes of data EEPROM memory. It is organized as a separate data space, in which single bytes can be read and written. The EEPROM has an endurance of at least 100,000 write/erase cycles. The access between the EEPROM and the CPU is described on page 44, specifying the EEPROM address registers, the EEPROM data register and the EEPROM control register.

For the SPI data downloading, see page 86 for a detailed description.

Memory Access Times and Instruction Execution Timing

This section describes the general access timing concepts for instruction execution and internal memory access.

The AVR CPU is driven by the System Clock Ø, directly generated from the external clock crystal for the chip. No internal clock division is used.

Figure 20 shows the parallel instruction fetches and instruction executions enabled by the Harvard architecture and the fast-access register file concept. This is the basic pipelining concept to obtain up to 1 MIPS per MHz with the corresponding unique results for functions per cost, functions per clocks and functions per power unit.

interrupt. Some of the interrupt flags can also be cleared by writing a logical “1” to the flag bit position(s) to be cleared.

If an interrupt condition occurs when the corresponding interrupt enable bit is cleared (zero), the interrupt flag will be set and remembered until the interrupt is enabled or the flag is cleared by software.

If one or more interrupt conditions occur when the global interrupt enable bit is cleared (zero), the corresponding interrupt flag(s) will be set and remembered until the global interrupt enable bit is set (one) and will be executed by order of priority.

Note that external level interrupt does not have a flag and will only be remembered for as long as the interrupt condition is active.

General Interrupt Mask Register – GIMSK

Bit	7	6	5	4	3	2	1	0	
$3B ($5B)	INT1	INT0	–	–	–	–	–	–	GIMSK
Read/Write	R/W	R/W	R	R	R	R	R	R	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7 – INT1: External Interrupt Request 1 Enable**

When the INT1 bit is set (one) and the I-bit in the Status Register (SREG) is set (one), the external pin interrupt is enabled. The Interrupt Sense Control1 bits 1/0 (ISC11 and ISC10) in the MCU general Control Register (MCUCR) define whether the external interrupt is activated on rising or falling edge of the INT1 pin or is level-sensed. Activity on the pin will cause an interrupt request even if INT1 is configured as an output. The corresponding interrupt of External Interrupt Request 1 is executed from program memory address $002. See also “External Interrupts”.

- **Bit 6 – INT0: External Interrupt Request 0 Enable**

When the INT0 bit is set (one) and the I-bit in the Status Register (SREG) is set (one), the external pin interrupt is enabled. The Interrupt Sense Control0 bits 1/0 (ISC01 and ISC00) in the MCU general Control Register (MCUCR) define whether the external interrupt is activated on rising or falling edge of the INT0 pin or is level-sensed. Activity on the pin will cause an interrupt request even if INT0 is configured as an output. The corresponding interrupt of External Interrupt Request 0 is executed from program memory address $001. See also “External Interrupts”.

- **Bits 5..0 – Res: Reserved Bits**

These bits are reserved bits in the AT90S8515 and always read as zero.

General Interrupt Flag Register – GIFR

Bit	7	6	5	4	3	2	1	0	
$3A ($5A)	INTF1	INTF0	–	–	–	–	–	–	GIFR
Read/Write	R/W	R/W	R	R	R	R	R	R	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7 – INTF1: External Interrupt Flag1**

When an edge on the INT1 pin triggers an interrupt request, the corresponding interrupt flag, INTF1 becomes set (one). If the I-bit in SREG and the corresponding interrupt enable bit, INT1 in GIMSK is set (one), the MCU will jump to the interrupt vector. The flag is cleared when the interrupt routine is executed. Alternatively, the flag can be cleared by writing a logical “1” to it. This flag is always cleared when INT1 is configured as level interrupt.

- **Bit 6 – INTF0: External Interrupt Flag0**

When an edge on the INT0 pin triggers an interrupt request, the corresponding interrupt flag, INTF0, becomes set (one). If the I-bit in SREG and the corresponding interrupt enable bit, INT0 in GIMSK are set (one), the MCU will jump to the interrupt vector. The flag is cleared when the interrupt routine is executed. Alternatively, the flag is cleared by writing a logical "1" to it. This flag is always cleared when INT0 is configured as level interrupt.

- **Bits 5..0 – Res: Reserved Bits**

These bits are reserved bits in the AT90S8515 and always read as zero.

Timer/Counter Interrupt Mask Register – TIMSK

Bit	7	6	5	4	3	2	1	0	
$39 ($59)	TOIE1	OCIE1A	OCIE1B	–	TICIE1	–	TOIE0	–	TIMSK
Read/Write	R/W	R/W	R/W	R	R/W	R	R/W	R	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7 – TOIE1: Timer/Counter1 Overflow Interrupt Enable**

When the TOIE1 bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter1 Overflow interrupt is enabled. The corresponding interrupt (at vector $006) is executed if an overflow in Timer/Counter1 occurs, i.e., when the TOV1 bit is set in the Timer/Counter Interrupt Flag Register (TIFR).

- **Bit 6 – OCE1A: Timer/Counter1 Output CompareA Match Interrupt Enable**

When the OCIE1A bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter1 CompareA Match interrupt is enabled. The corresponding interrupt (at vector $004) is executed if a CompareA match in Timer/Counter1 occurs, i.e., when the OCF1A bit is set in the Timer/Counter Interrupt Flag Register (TIFR).

- **Bit 5 – OCIE1B: Timer/Counter1 Output CompareB Match Interrupt Enable**

When the OCIE1B bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter1 CompareB Match interrupt is enabled. The corresponding interrupt (at vector $005) is executed if a CompareB match in Timer/Counter1 occurs, i.e., when the OCF1B bit is set in the Timer/Counter Interrupt Flag Register (TIFR).

- **Bit 4 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S8515 and always reads zero.

- **Bit 3 – TICIE1: Timer/Counter1 Input Capture Interrupt Enable**

When the TICIE1 bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter1 Input Capture Event interrupt is enabled. The corresponding interrupt (at vector $003) is executed if a capture-triggering event occurs on pin 31, ICP, i.e., when the ICF1 bit is set in the Timer/Counter Interrupt Flag Register (TIFR).

- **Bit 2 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S8515 and always reads zero.

- **Bit 1 – TOIE0: Timer/Counter0 Overflow Interrupt Enable**

When the TOIE0 bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter0 Overflow interrupt is enabled. The corresponding interrupt (at vector $007) is executed if an overflow in Timer/Counter0 occurs, i.e., when the TOV0 bit is set in the Timer/Counter Interrupt Flag Register (TIFR).

- **Bit 0 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S8515 and always reads zero.

- **Bit 5 – SE: Sleep Enable**

The SE bit must be set (one) to make the MCU enter the Sleep Mode when the SLEEP instruction is executed. To avoid the MCU entering the Sleep Mode, unless it is the programmer's purpose, it is recommended to set the Sleep Enable (SE) bit just before the execution of the SLEEP instruction.

- **Bit 4 – SM: Sleep Mode**

This bit selects between the two available sleep modes. When SM is cleared (zero), Idle Mode is selected as Sleep Mode. When SM is set (one), Power-down mode is selected as Sleep Mode. For details, refer to the section "Sleep Modes".

- **Bits 3, 2 – ISC11, ISC10: Interrupt Sense Control 1, Bit 1 and Bit 0**

The External Interrupt 1 is activated by the external pin INT1 if the SREG I-flag and the corresponding interrupt mask in the GIMSK are set. The level and edges on the external INT1 pin that activate the interrupt are defined in Table 5.

Table 5. Interrupt 1 Sense Control

ISC11	ISC10	Description
0	0	The low level of INT1 generates an interrupt request.
0	1	Reserved
1	0	The falling edge of INT1 generates an interrupt request.
1	1	The rising edge of INT1 generates an interrupt request.

- **Bits 1, 0 – ISC01, ISC00: Interrupt Sense Control 0, Bit 1 and Bit 0**

The External Interrupt 0 is activated by the external pin INT0 if the SREG I-flag and the corresponding interrupt mask are set. The level and edges on the external INT0 pin that activate the interrupt are defined in Table 6.

Table 6. Interrupt 0 Sense Control

ISC01	ISC00	Description
0	0	The low level of INT0 generates an interrupt request.
0	1	Reserved
1	0	The falling edge of INT0 generates an interrupt request.
1	1	The rising edge of INT0 generates an interrupt request.

The value on the INTn pin is sampled before detecting edges. If edge interrupt is selected, pulses with a duration longer than one CPU clock period will generate an interrupt. Shorter pulses are not guaranteed to generate an interrupt. If low-level interrupt is selected, the low level must be held until the completion of the currently executing instruction to generate an interrupt. If enabled, a level-triggered interrupt will generate an interrupt request as long as the pin is held low.

The TEMP register is also used when accessing TCNT1, OCR1A and OCR1B. If the main program and interrupt routines perform access to registers using TEMP, interrupts must be disabled during access from the main program (and from interrupt routines if interrupts are allowed from within interrupt routines).

Timer/Counter1 in PWM Mode

When the PWM mode is selected, Timer/Counter1, the Output Compare Register1A (OCR1A) and the Output Compare Register1B (OCR1B) form a dual 8-, 9- or 10-bit, free-running, glitch-free and phase-correct PWM with outputs on the PD5(OC1A) and OC1B pins. Timer/Counter1 acts as an up/down counter, counting up from $0000 to TOP (see Table 11), where it turns and counts down again to zero before the cycle is repeated. When the counter value matches the contents of the 10 least significant bits of OCR1A or OCR1B, the PD5(OC1A)/OC1B pins are set or cleared according to the settings of the COM1A1/COM1A0 or COM1B1/COM1B0 bits in the Timer/Counter1 Control Register (TCCR1A). Refer to Table 12 for details.

Table 11. Timer TOP Values and PWM Frequency

PWM Resolution	Timer TOP Value	Frequency
8-bit	$00FF (255)	$f_{TCK1}/510$
9-bit	$01FF (511)	$f_{TCK1}/1022$
10-bit	$03FF(1023)	$f_{TCK1}/2046$

Table 12. Compare1 Mode Select in PWM Mode

COM1X1	COM1X0	Effect on OCX1
0	0	Not connected
0	1	Not connected
1	0	Cleared on compare match, up-counting. Set on compare match, down-counting (non-inverted PWM).
1	1	Cleared on compare match, down-counting. Set on compare match, up-counting (inverted PWM).

Note: X = A or B

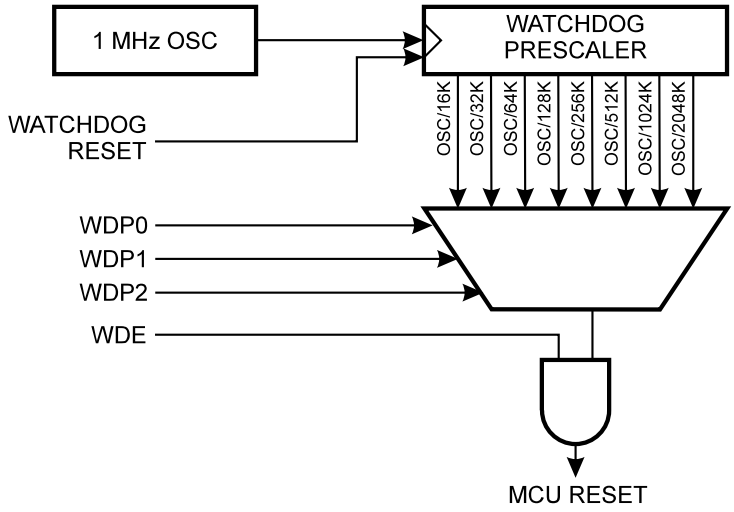
Note that in the PWM mode, the 10 least significant OCR1A/OCR1B bits, when written, are transferred to a temporary location. They are latched when Timer/Counter1 reaches the value TOP. This prevents the occurrence of odd-length PWM pulses (glitches) in the event of an unsynchronized OCR1A/OCR1B write. See Figure 32 for an example.

Watchdog Timer

The Watchdog Timer is clocked from a separate On-chip oscillator that runs at 1 MHz. This is the typical value at V_{CC} = 5V. See characterization data for typical values at other V_{CC} levels. By controlling the Watchdog Timer prescaler, the Watchdog reset interval can be adjusted (see Table 14 for a detailed description). The WDR (Watchdog Reset) instruction resets the Watchdog Timer. Eight different clock cycle periods can be selected to determine the reset period. If the reset period expires without another Watchdog reset, the AT90S8515 resets and executes from the reset vector. For timing details on the Watchdog reset, refer to page 25.

To prevent unintentional disabling of the Watchdog, a special turn-off sequence must be followed when the Watchdog is disabled. Refer to the description of the Watchdog Timer Control Register for details.

Figure 33. Watchdog Timer



Watchdog Timer Control Register – WDTCR

Bit	7	6	5	4	3	2	1	0	
$21 ($41)	–	–	–	WDTOE	WDE	WDP2	WDP1	WDP0	WDTCR
Read/Write	R	R	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bits 7..5 – Res: Reserved Bits**

These bits are reserved bits in the AT90S8515 and will always read as zero.

- **Bit 4 – WDTOE: Watchdog Turn-off Enable**

This bit must be set (one) when the WDE bit is cleared. Otherwise, the Watchdog will not be disabled. Once set, hardware will clear this bit to zero after four clock cycles. Refer to the description of the WDE bit for a Watchdog disable procedure.

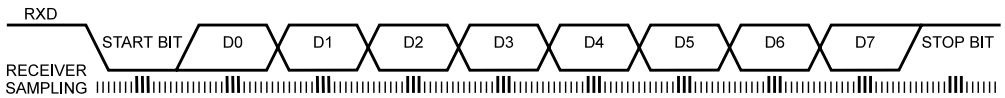
- **Bit 3 – WDE: Watchdog Enable**

When the WDE is set (one) the Watchdog Timer is enabled, and if the WDE is cleared (zero) the Watchdog Timer function is disabled. WDE can only be cleared if the WDTOE bit is set (one). To disable an enabled Watchdog Timer, the following procedure must be followed:

The receiver front-end logic samples the signal on the RXD pin at a frequency 16 times the baud rate. While the line is idle, one single sample of logical “0” will be interpreted as the falling edge of a start bit and the start bit detection sequence is initiated. Let sample 1 denote the first zero-sample. Following the 1-to-0 transition, the receiver samples the RXD pin at samples 8, 9 and 10. If two or more of these three samples are found to be logical “1”s, the start bit is rejected as a noise spike and the receiver starts looking for the next 1-to-0 transition.

If, however, a valid start bit is detected, sampling of the data bits following the start bit is performed. These bits are also sampled at samples 8, 9 and 10. The logical value found in at least two of the three samples is taken as the bit value. All bits are shifted into the Transmitter Shift register as they are sampled. Sampling of an incoming character is shown in Figure 40.

Figure 40. Sampling Received Data



When the stop bit enters the receiver, the majority of the three samples must be “1” to accept the stop bit. If two or more samples are logical “0”s, the Framing Error (FE) flag in the UART Status Register (USR) is set. Before reading the UDR register, the user should always check the FE bit to detect framing errors.

Whether or not a valid stop bit is detected at the end of a character reception cycle, the data is transferred to UDR and the RXC flag in USR is set. UDR is in fact two physically separate registers, one for transmitted data and one for received data. When UDR is read, the Receive Data register is accessed, and when UDR is written, the Transmit Data register is accessed. If 9-bit data word is selected (the CHR9 bit in the UART Control Register, UCR is set), the RXB8 bit in UCR is loaded with bit 9 in the Transmit Shift register when data is transferred to UDR.

If, after having received a character, the UDR register has not been read since the last receive, the OverRun (OR) flag in USR is set. This means that the last data byte shifted into the shift register could not be transferred to UDR and has been lost. The OR bit is buffered and is updated when the valid data byte in UDR is read. Thus, the user should always check the OR bit after reading the UDR register in order to detect any overruns if the baud rate is high or CPU load is high.

When the RXEN bit in the UCR register is cleared (zero), the receiver is disabled. This means that the PD0 pin can be used as a general I/O pin. When RXEN is set, the UART Receiver will be connected to PD0, which is forced to be an input pin regardless of the setting of the DDD0 bit in DDRD. When PD0 is forced to input by the UART, the PORTD0 bit can still be used to control the pull-up resistor on the pin.

When the CHR9 bit in the UCR register is set, transmitted and received characters are 9 bits long, plus start and stop bits. The ninth data bit to be transmitted is the TXB8 bit in UCR register. This bit must be set to the wanted value before a transmission is initiated by writing to the UDR register. The ninth data bit received is the RXB8 bit in the UCR register.

Figure 49. Port B Schematic Diagram (Pin PB5)

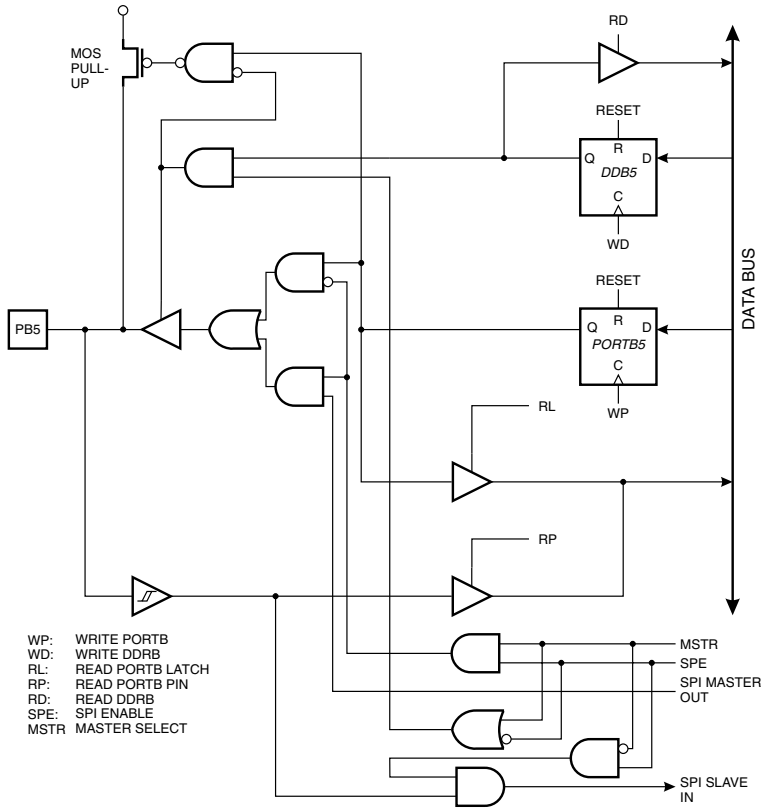
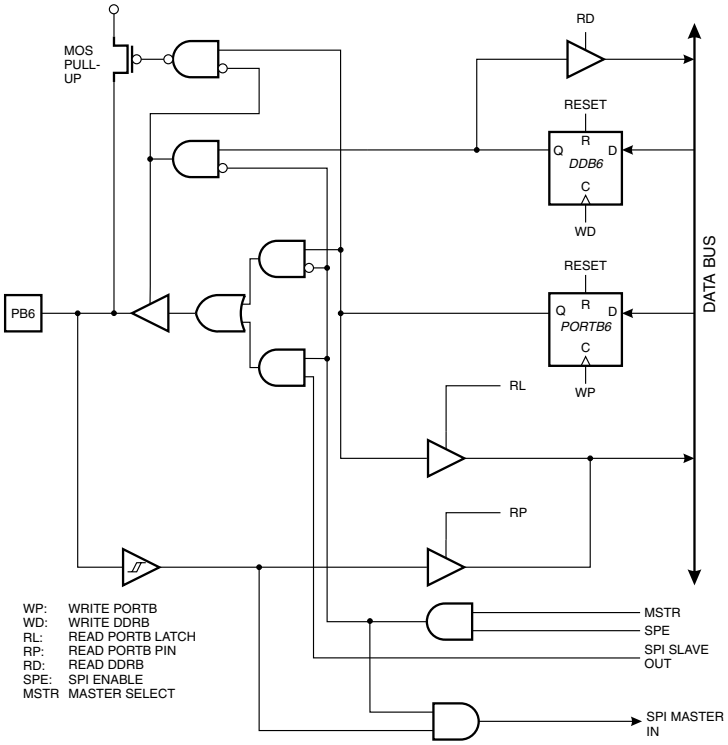


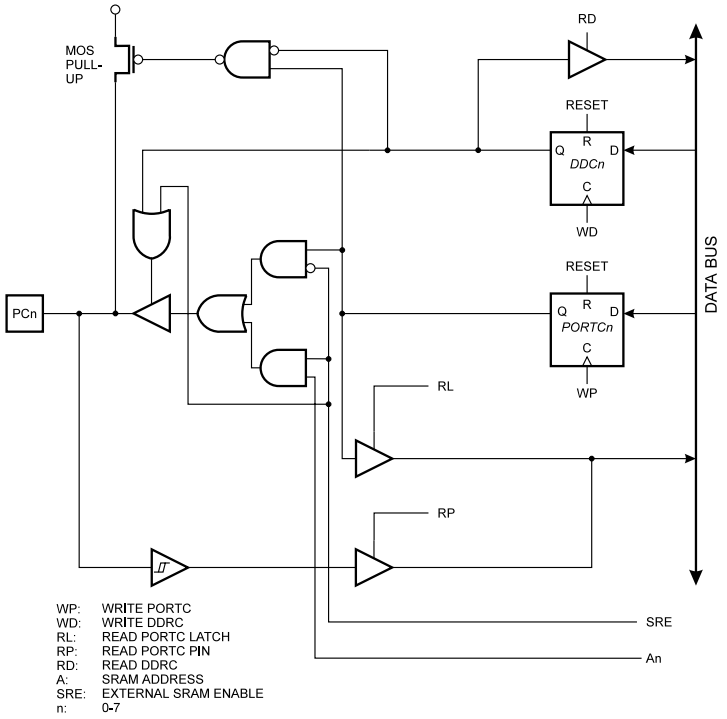
Figure 50. Port B Schematic Diagram (Pin PB6)



Port C Schematics

Note that all port pins are synchronized. The synchronization latch is, however, not shown in the figure.

Figure 52. Port C Schematic Diagram (Pins PC0 - PC7)



Port D

Port D is an 8-bit bi-directional I/O port with internal pull-up resistors.

Three I/O memory address locations are allocated for the Port D, one each for the Data Register – PORTD, $12($32), Data Direction Register – DDRD, $11($31) and the Port D Input Pins – PIND, $10($30). The Port D Input Pins address is read-only, while the Data Register and the Data Direction Register are read/write.

The Port D output buffers can sink 20 mA. As inputs, Port D pins that are externally pulled low will source current if the pull-up resistors are activated.

Some Port D pins have alternate functions as shown in Table 23.

Table 23. Port D Pin Alternate Functions

Port Pin	Alternate Function
PD0	RXD (UART Input Line)
PD1	TXD (UART Output Line)
PD2	INT0 (External interrupt 0 Input)
PD3	INT1 (External interrupt 1 Input)
PD5	OC1A (Timer/Counter1 Output CompareA Match Output)
PD6	$\overline{WR}$ (Write Strobe to External Memory)
PD7	$\overline{RD}$ (Read Strobe to External Memory)

When the pins are used for the alternate function, the DDRD and PORTD registers have to be set according to the alternate function description.

Memory Programming

Program and Data Memory Lock Bits

The AT90S8515 MCU provides two Lock bits that can be left unprogrammed (“1”) or can be programmed (“0”) to obtain the additional features listed in Table 25. The Lock bits can only be erased with the Chip Erase command.

Table 25. Lock Bit Protection Modes

Memory Lock Bits			
Mode	**LB1**	**LB2**	**Protection Type**
1	1	1	No memory lock features enabled.
2	0	1	Further programming of the Flash and EEPROM is disabled.(1)
3	0	0	Same as mode 2, and verify is also disabled.

Note: 1. In Parallel Mode, further programming of the Fuse bits is also disabled. Program the Fuse bits before programming the Lock bits.

Fuse Bits

The AT90S8515 has two Fuse bits, SPIEN and FSTRT.

- When the SPIEN Fuse is programmed (“0”), Serial Program and Data Downloading is enabled. Default value is programmed (“0”).
- When the FSTRT Fuse is programmed (“0”), the short start-up time is selected. Default value is unprogrammed (“1”). Parts with this bit pre-programmed (“0”) can be delivered on demand.

The Fuse bits are not accessible in Serial Programming Mode. The status of the Fuse bits is not affected by Chip Erase.

Signature Bytes

All Atmel microcontrollers have a three-byte signature code that identifies the device. This code can be read in both Serial and Parallel mode. The three bytes reside in a separate address space.

For the AT90S8515(1) they are:

1. $000: $1E (indicates manufactured by Atmel)
2. $001: $93 (indicates 8 KB Flash memory)
3. $002: $01 (indicates AT90S8515 device when signature byte $001 is $93)

Note: 1. When both Lock bits are programmed (lock mode 3), the signature bytes cannot be read in Serial Mode. Reading the signature bytes will return: $00, $01 and $02.

Programming the Flash and EEPROM

Atmel’s AT90S8515 offers 8K bytes of In-System Reprogrammable Flash program memory and 512 bytes of EEPROM data memory.

The AT90S8515 is shipped with the On-chip Flash program and EEPROM data memory arrays in the erased state (i.e., contents = $FF) and ready to be programmed. This device supports a high-voltage (12V) Parallel Programming Mode and a low-voltage Serial Programming Mode. The +12V is used for programming enable only, and no current of significance is drawn by this pin. The Serial Programming Mode provides a convenient way to download program and data into the AT90S8515 inside the user’s system.

The program and data memory arrays on the AT90S8515 are programmed byte-by-byte in either programming mode. For the EEPROM, an auto-erase cycle is provided within

the self-timed write operation in the serial programming mode. During programming, the supply voltage must be in accordance with Table 26.

Table 26. Supply Voltage during Programming

Part	Serial Programming	Parallel Programming
AT90S8515	2.7 - 6.0V	4.5 - 5.5V

Parallel Programming

This section describes how to parallel program and verify Flash program memory, EEPROM data memory, Lock bits and Fuse bits in the AT90S8515.

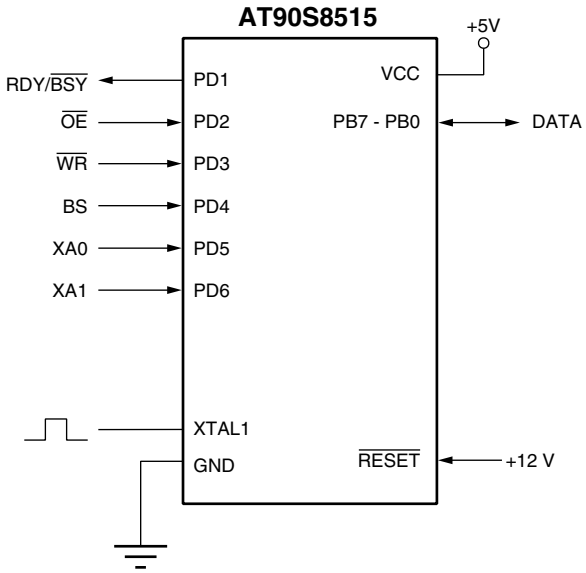
Signal Names

In this section, some pins of the AT908515 are referenced by signal names describing their function during parallel programming. See Figure 60 and Table 27. Pins not described in Table 27 are referenced by pin names.

The XA1/XA0 pins determine the action executed when the XTAL1 pin is given a positive pulse. The bit coding are shown in Table 28.

When pulsing $\overline{WR}$ or $\overline{OE}$, the command loaded determines the action executed. The command is a byte where the different bits are assigned functions as shown in Table 29.

Figure 60. Parallel Programming



Chip Erase

The Chip Erase command will erase the Flash and EEPROM memories and the Lock bits. The Lock bits are not reset until the Flash and EEPROM have been completely erased. The Fuse bits are not changed. Chip Erase must be performed before the Flash or EEPROM is reprogrammed.

Load Command “Chip Erase”

1. Set XA1, XA0 to “10”. This enables command loading.
2. Set BS to “0”.
3. Set DATA to “1000 0000”. This is the command for Chip Erase.
4. Give XTAL1 a positive pulse. This loads the command.
5. Give $\overline{WR}$ a t_{WLWH_CE}-wide negative pulse to execute Chip Erase. See Table 30 on page 85 for t_{WLWH_CE} value. Chip Erase does not generate any activity on the RDY/$\overline{BSY}$ pin.

Programming the Flash

A: Load Command “Write Flash”

1. Set XA1, XA0 to “10”. This enables command loading.
2. Set BS to “0”.
3. Set DATA to “0001 0000”. This is the command for Write Flash.
4. Give XTAL1 a positive pulse. This loads the command.

B: Load Address High Byte

1. Set XA1, XA0 to “00”. This enables address loading.
2. Set BS to “1”. This selects high byte.
3. Set DATA = Address high byte ($00 - $0F).
4. Give XTAL1 a positive pulse. This loads the address high byte.

C: Load Address Low Byte

1. Set XA1, XA0 to “00”. This enables address loading.
2. Set BS to “0”. This selects low byte.
3. Set DATA = Address low byte ($00 - $FF).
4. Give XTAL1 a positive pulse. This loads the address low byte.

D: Load Data Low Byte

1. Set XA1, XA0 to “01”. This enables data loading.
2. Set DATA = Data low byte ($00 - $FF).
3. Give XTAL1 a positive pulse. This loads the data low byte.

E: Write Data Low Byte

1. Set BS to “0”. This selects low data.
2. Give $\overline{WR}$ a negative pulse. This starts programming of the data byte. RDY/$\overline{BSY}$ goes low.
3. Wait until RDY/$\overline{BSY}$ goes high to program the next byte.

(See Figure 61 for signal waveforms.)

F: Load Data High Byte

1. Set XA1, XA0 to “01”. This enables data loading.
2. Set DATA = Data high byte ($00 - $FF).
3. Give XTAL1 a positive pulse. This loads the data high byte.

G: Write Data High Byte

Table 39. External Data Memory Characteristics, 2.7V - 4.0V, No Wait State

			4 MHz Oscillator		Variable Oscillator		
	Symbol	Parameter	Min	Max	Min	Max	Unit
0	$1/t_{CLCL}$	Oscillator Frequency			0.0	4.0	MHz
1	t_{LHLL}	ALE Pulse Width	70.0		0.5 t_{CLCL} - 55.0(1)		ns
2	t_{AVLL}	Address Valid A to ALE Low	60.0		0.5 t_{CLCL} - 65.0(1)		ns
3a	t_{LLAX_ST}	Address Hold after ALE Low, ST/STD/STS Instructions	130.0		0.5 t_{CLCL} + 5.0(2)		ns
3b	t_{LLAX_LD}	Address Hold after ALE Low, LD/LDD/LDS Instructions	15.0		15.0		ns
4	t_{AVLLC}	Address Valid C to ALE Low	60.0		0.5 t_{CLCL} - 65.0(1)		ns
5	t_{AVRL}	Address Valid to RD Low	200.0		1.0 t_{CLCL} - 50.0		ns
6	t_{AVWL}	Address Valid to WR Low	325.0		1.5 t_{CLCL} - 50.0(1)		ns
7	t_{LLWL}	ALE Low to WR Low	230.0	270.0	1.0 t_{CLCL} - 20.0	1.0 t_{CLCL} + 20.0	ns
8	t_{LLRL}	ALE Low to RD Low	105.0	145.0	0.5 t_{CLCL} - 20.0(2)	0.5 t_{CLCL} + 20.0(2)	ns
9	t_{DVRH}	Data Setup to RD High	95.0		95.0		ns
10	t_{RLDV}	Read Low to Data Valid		170.0		1.0 t_{CLCL} - 80.0	ns
11	t_{RHDX}	Data Hold after RD High	0.0		0.0		ns
12	t_{RLRH}	RD Pulse Width	230.0		1.0 t_{CLCL} - 20.0		ns
13	t_{DVWL}	Data Setup to WR Low	70.0		0.5 t_{CLCL} - 55.0(1)		ns
14	t_{WHDX}	Data Hold after WR High	0.0		0.0		ns
15	t_{DVWH}	Data Valid to WR High	210.0		1.0 t_{CLCL} - 40.0		ns
16	t_{WLWH}	WR Pulse Width	105.0		0.5 t_{CLCL} - 20.0(2)		ns

Table 40. External Data Memory Characteristics, 2.7V - 4.0V, One Cycle Wait State

			4 MHz Oscillator		Variable Oscillator		
	Symbol	Parameter	Min	Max	Min	Max	Unit
0	$1/t_{CLCL}$	Oscillator Frequency			0.0	4.0	MHz
10	t_{RLDV}	Read Low to Data Valid		420.00		2.0 t_{CLCL} - 80.0	ns
12	t_{RLRH}	RD Pulse Width	480.0		2.0 t_{CLCL} - 20.0		ns
15	t_{DVWH}	Data Valid to WR High	460.0		2.0 t_{CLCL} - 40.0		ns
16	t_{WLWH}	WR Pulse Width	355.0		1.5 t_{CLCL} - 20.0(2)		ns

Notes: 1. This assumes 50% clock duty cycle. The half-period is actually the high time of the external clock, XTAL1.
2. This assumes 50% clock duty cycle. The half-period is actually the low time of the external clock, XTAL1.

Figure 70. Active Supply Current vs. V_{CC}

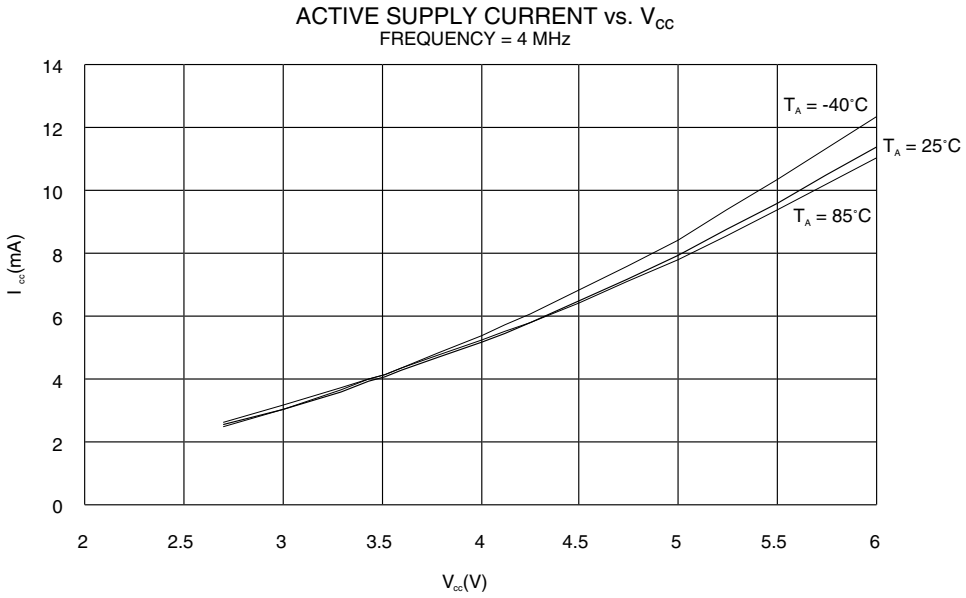


Figure 71. Idle Supply Current vs. Frequency

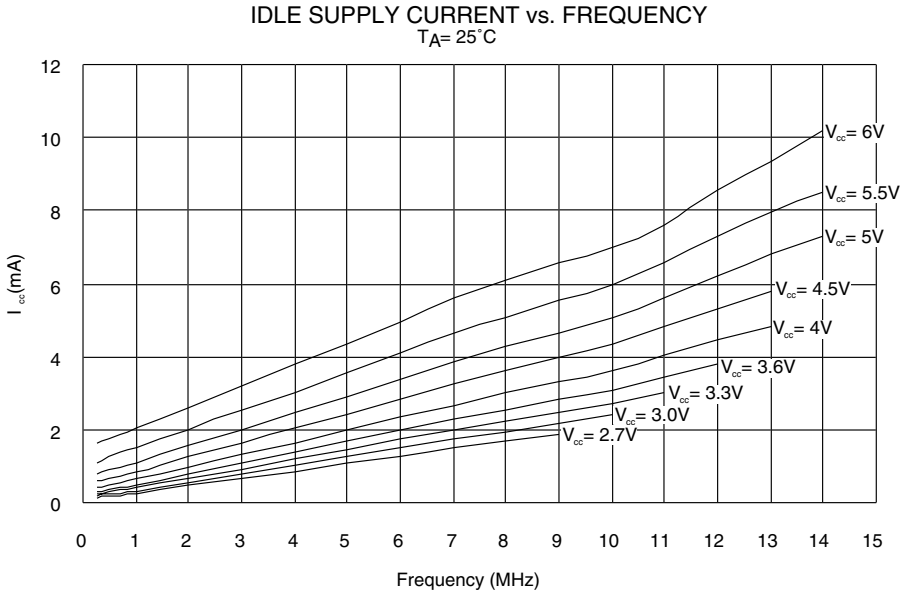


Figure 72. Idle Supply Current vs. V_{CC}

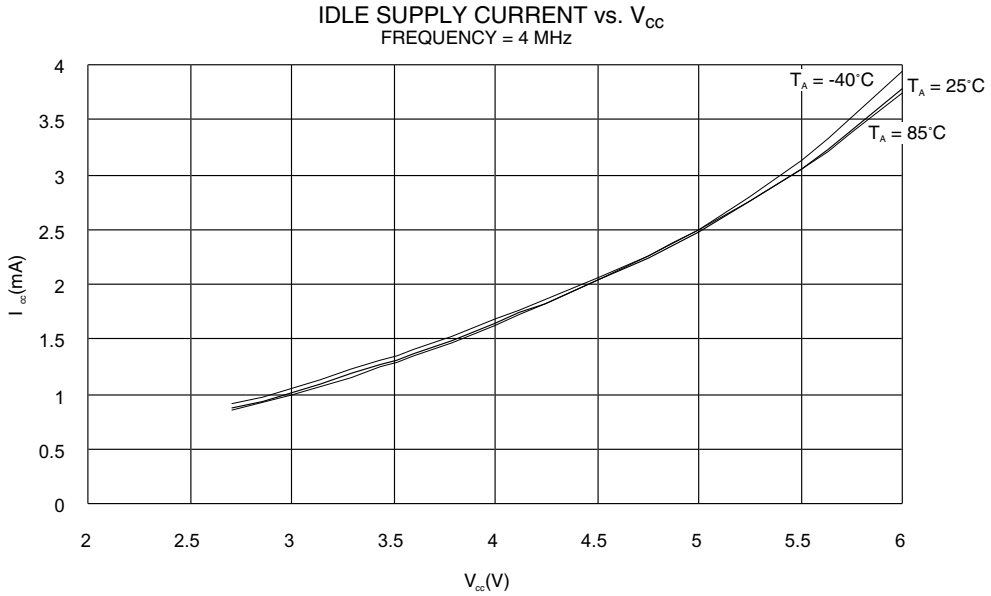


Figure 73. Power-down Supply Current vs. V_{CC}