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### What is "[Embedded - Microcontrollers](#)"?

"[Embedded - Microcontrollers](#)" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

### Applications of "[Embedded - Microcontrollers](#)"

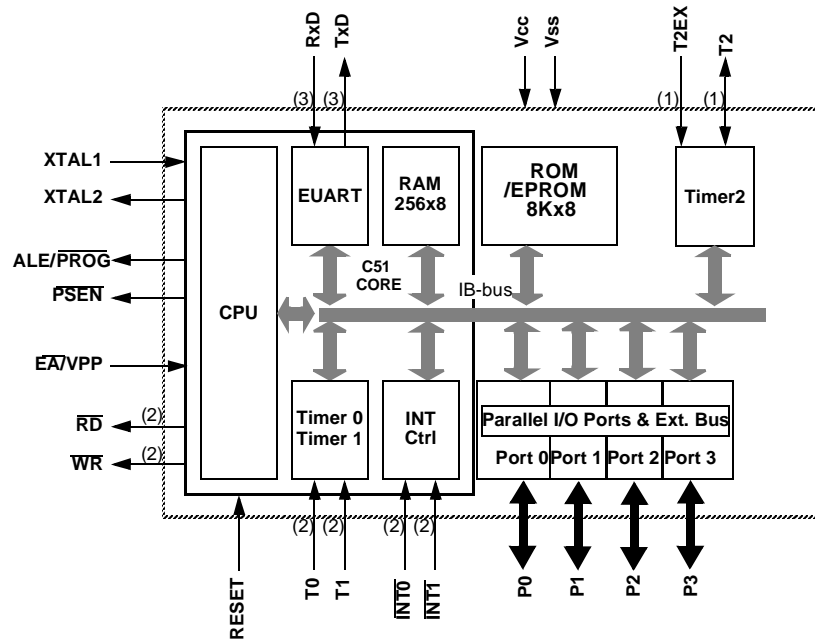
#### Details

Product Status	Obsolete
Core Processor	80C51
Core Size	8-Bit
Speed	40/20MHz
Connectivity	UART/USART
Peripherals	POR
Number of I/O	32
Program Memory Size	8KB (8K x 8)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP (0.600", 15.24mm)
Supplier Device Package	40-PDIL
Purchase URL	<a href="https://www.e-xfl.com/product-detail/microchip-technology/ts87c52x2-mia">https://www.e-xfl.com/product-detail/microchip-technology/ts87c52x2-mia</a>

**Table 1. Memory Size**

	ROM (bytes)	EPROM (bytes)	TOTAL RAM (bytes)
TS80C32X2	0	0	256
TS80C52X2	8k	0	256
TS87C52X2	0	8k	256

## Block Diagram



- Notes: 1. Alternate function of Port 1  
2. Alternate function of Port 3

## **SFR Mapping**

The Special Function Registers (SFRs) of the TS80C52X2 fall into the following categories:

- C51 core registers: ACC, B, DPH, DPL, PSW, SP, AUXR1
- I/O port registers: P0, P1, P2, P3
- Timer registers: T2CON, T2MOD, TCON, TH0, TH1, TH2, TMOD, TL0, TL1, TL2, RCAP2L, RCAP2H
- Serial I/O port registers: SADDR, SADEN, SBUF, SCON
- Power and clock control registers: PCON
- Interrupt system registers: IE, IP, IPH
- Others: AUXR, CKCON

Mnemonic	Pin Number			Type	Name and Function
	DIL	LCC	VQFP 1.4		
V <sub>SS</sub>	20	22	16	I	<b>Ground:</b> 0V reference
V <sub>SS1</sub>		1	39	I	Optional Ground: <b>Contact the Sales Office for ground connection.</b>
V <sub>CC</sub>	40	44	38	I	<b>Power Supply:</b> This is the power supply voltage for normal, idle and power-down operation
P0.0-P0.7	39-32	43-36	37-30	I/O	<p><b>Port 0:</b> Port 0 is an open-drain, bidirectional I/O port. Port 0 pins that have 1s written to them float and can be used as high impedance inputs. Port 0 pins must be polarized to V<sub>CC</sub> or V<sub>SS</sub> in order to prevent any parasitic current consumption. Port 0 is also the multiplexed low-order address and data bus during access to external program and data memory. In this application, it uses strong internal pull-up when emitting 1s. Port 0 also inputs the code bytes during EPROM programming. External pull-ups are required during program verification during which P0 outputs the code bytes.</p>
P1.0-P1.7	1-8	2-9	40-44 1-3	I/O	
					<p>Port 1: Port 1 is an 8-bit bidirectional I/O port with internal pull-ups. Port 1 pins that have 1s written to them are pulled high by the internal pull-ups and can be used as inputs. As inputs, Port 1 pins that are externally pulled low will source current because of the internal pull-ups. Port 1 also receives the low-order address byte during memory programming and verification.</p> <p>Alternate functions for Port 1 include:</p>
	1	2	40	I/O	<b>T2 (P1.0):</b> Timer/Counter 2 external count input/Clockout
	2	3	41	I	<b>T2EX (P1.1):</b> Timer/Counter 2 Reload/Capture/Direction Control
P2.0-P2.7	21-28	24-31	18-25	I/O	<p><b>Port 2:</b> Port 2 is an 8-bit bidirectional I/O port with internal pull-ups. Port 2 pins that have 1s written to them are pulled high by the internal pull-ups and can be used as inputs. As inputs, Port 2 pins that are externally pulled low will source current because of the internal pull-ups. Port 2 emits the high-order address byte during fetches from external program memory and during accesses to external data memory that use 16-bit addresses (MOVX atDPTR). In this application, it uses strong internal pull-ups emitting 1s. During accesses to external data memory that use 8-bit addresses (MOVX atRi), port 2 emits the contents of the P2 SFR. Some Port 2 pins receive the high order address bits during EPROM programming and verification: P2.0 to P2.4</p>
P3.0-P3.7	10-17	11, 13-19	5, 7-13	I/O	
					<p>Port 3: Port 3 is an 8-bit bidirectional I/O port with internal pull-ups. Port 3 pins that have 1s written to them are pulled high by the internal pull-ups and can be used as inputs. As inputs, Port 3 pins that are externally pulled low will source current because of the internal pull-ups. Port 3 also serves the special features of the 80C51 family, as listed below.</p>
	10	11	5	I	<b>RXD (P3.0):</b> Serial input port
	11	13	7	O	<b>TXD (P3.1):</b> Serial output port
	12	14	8	I	<b>INT0 (P3.2):</b> External interrupt 0

Mnemonic	Pin Number			Type	Name and Function
	DIL	LCC	VQFP 1.4		
	13	15	9	I	<b>INT1 (P3.3):</b> External interrupt 1
	14	16	10	I	<b>T0 (P3.4):</b> Timer 0 external input
	15	17	11	I	<b>T1 (P3.5):</b> Timer 1 external input
	16	18	12	O	<b>WR (P3.6):</b> External data memory write strobe
	17	19	13	O	<b>RD (P3.7):</b> External data memory read strobe
Reset	9	10	4	I	<b>Reset:</b> A high on this pin for two machine cycles while the oscillator is running, resets the device. An internal diffused resistor to $V_{SS}$ permits a power-on reset using only an external capacitor to $V_{CC}$ .
ALE/PROG	30	33	27	O (I)	<b>Address Latch Enable/Program Pulse:</b> Output pulse for latching the low byte of the address during an access to external memory. In normal operation, ALE is emitted at a constant rate of 1/6 (1/3 in X2 mode) the oscillator frequency, and can be used for external timing or clocking. Note that one ALE pulse is skipped during each access to external data memory. This pin is also the program pulse input ( $\overline{PROG}$ ) during EPROM programming. ALE can be disabled by setting SFR's AUXR.0 bit. With this bit set, ALE will be inactive during internal fetches.
PSEN	29	32	26	O	<b>Program Store Enable:</b> The read strobe to external program memory. When executing code from the external program memory, $\overline{PSEN}$ is activated twice each machine cycle, except that two $\overline{PSEN}$ activations are skipped during each access to external data memory. $\overline{PSEN}$ is not activated during fetches from internal program memory.
$\overline{EA}/V_{PP}$	31	35	29	I	<b>External Access Enable/Programming Supply Voltage:</b> $\overline{EA}$ must be externally held low to enable the device to fetch code from external program memory locations 0000H and 3FFFH (RB) or 7FFFH (RC), or FFFFH (RD). If $\overline{EA}$ is held high, the device executes from internal program memory unless the program counter contains an address greater than 3FFFH (RB) or 7FFFH (RC). $\overline{EA}$ must be held low for ROMless devices. This pin also receives the 12.75V programming supply voltage ( $V_{PP}$ ) during EPROM programming. If security level 1 is programmed, $\overline{EA}$ will be internally latched on Reset.
XTAL1	19	21	15	I	<b>Crystal 1:</b> Input to the inverting oscillator amplifier and input to the internal clock generator circuits.
XTAL2	18	20	14	O	<b>Crystal 2:</b> Output from the inverting oscillator amplifier

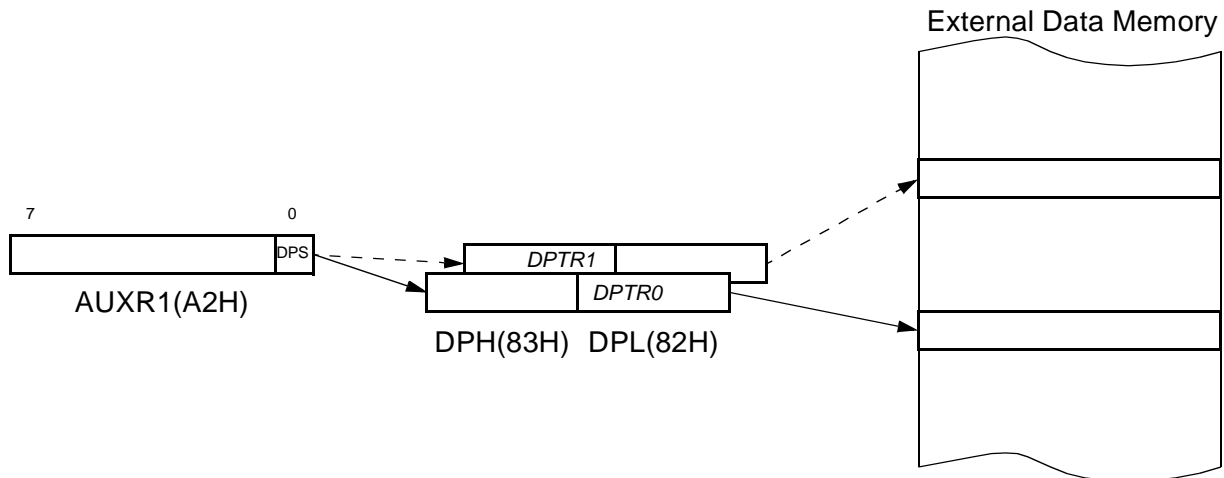
## Dual Data Pointer Register (Ddptr)

The additional data pointer can be used to speed up code execution and reduce code size in a number of ways.

The dual DPTR structure is a way by which the chip will specify the address of an external data memory location. There are two 16-bit DPTR registers that address the external memory, and a single bit called

DPS = AUXR1/bit0 (See Table 5.) that allows the program code to switch between them (Refer to Figure 3).

**Figure 3.** Use of Dual Pointer



**Table 4.** AUXR1: Auxiliary Register 1

7	6	5	4	3	2	1	0
-	-	-	-	GF3	0	-	DPS

Bit Number	Bit Mnemonic	Description
7	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
6	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
5	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
4	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
3	GF3	This bit is a general purpose user flag
2	0	<b>Reserved</b> Always stuck at 0
1	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
0	DPS	<b>Data Pointer Selection</b> Clear to select DPTR0. Set to select DPTR1.

Reset Value = XXXX XXX0

Not bit addressable

## Timer 2

The timer 2 in the TS80C52X2 is compatible with the timer 2 in the 80C52.

It is a 16-bit timer/counter: the count is maintained by two eight-bit timer registers, TH2 and TL2, connected in cascade. It is controlled by T2CON register (See Table 5) and T2MOD register (See Table 6). Timer 2 operation is similar to Timer 0 and Timer 1. C/T2 selects  $F_{OSC}/12$  (timer operation) or external pin T2 (counter operation) as the timer clock input. Setting TR2 allows TL2 to be incremented by the selected input.

Timer 2 has 3 operating modes: capture, autoreload and Baud Rate Generator. These modes are selected by the combination of RCLK, TCLK and CP/RL2 (T2CON), as described in the Atmel 8-bit Microcontroller Hardware description.

Refer to the Atmel 8-bit Microcontroller Hardware description for the description of Capture and Baud Rate Generator Modes.

In TS80C52X2 Timer 2 includes the following enhancements:

- Auto-reload mode with up or down counter
- Programmable clock-output

### Auto-reload Mode

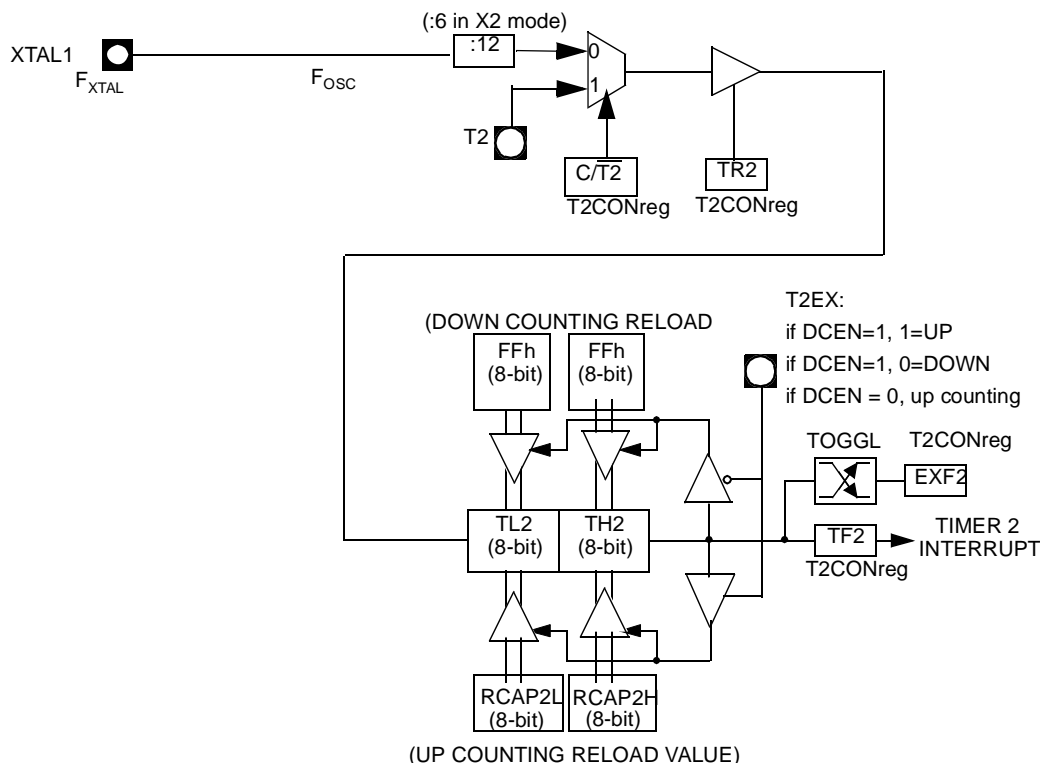
The Auto-reload mode configures timer 2 as a 16-bit timer or event counter with automatic reload. If DCEN bit in T2MOD is cleared, timer 2 behaves as in 80C52 (refer to the Atmel 8-bit Microcontroller Hardware description). If DCEN bit is set, timer 2 acts as an Up/down timer/counter as shown in Figure 4. In this mode the T2EX pin controls the direction of count.

When T2EX is high, timer 2 counts up. Timer overflow occurs at FFFFh which sets the TF2 flag and generates an interrupt request. The overflow also causes the 16-bit value in RCAP2H and RCAP2L registers to be loaded into the timer registers TH2 and TL2.

When T2EX is low, timer 2 counts down. Timer underflow occurs when the count in the timer registers TH2 and TL2 equals the value stored in RCAP2H and RCAP2L registers. The underflow sets TF2 flag and reloads FFFFh into the timer registers.

The EXF2 bit toggles when timer 2 overflows or underflows according to the the direction of the count. EXF2 does not generate any interrupt. This bit can be used to provide 17-bit resolution.

**Figure 4. Auto-reload Mode Up/Down Counter (DCEN = 1)**



## Programmable Clock-output

In the clock-out mode, timer 2 operates as a 50%-duty-cycle, programmable clock generator (See Figure 5) . The input clock increments TL2 at frequency  $F_{OSC}/2$ . The timer repeatedly counts to overflow from a loaded value. At overflow, the contents of RCAP2H and RCAP2L registers are loaded into TH2 and TL2. In this mode, timer 2 overflows do not generate interrupts. The formula gives the clock-out frequency as a function of the system oscillator frequency and the value in the RCAP2H and RCAP2L registers :

$$Clock-OutFrequency = \frac{F_{osc}}{4 \times (65536 - RCAP2H/RCAP2L)}$$

For a 16 MHz system clock, timer 2 has a programmable frequency range of 61 Hz ( $F_{OSC}/2^{16}$ ) to 4 MHz ( $F_{OSC}/4$ ). The generated clock signal is brought out to T2 pin (P1.0).

Timer 2 is programmed for the clock-out mode as follows:

- Set T2OE bit in T2MOD register.
- Clear  $\overline{C/T2}$  bit in T2CON register.
- Determine the 16-bit reload value from the formula and enter it in RCAP2H/RCAP2L registers.
- Enter a 16-bit initial value in timer registers TH2/TL2. It can be the same as the reload value or a different one depending on the application.
- To start the timer, set TR2 run control bit in T2CON register.

It is possible to use timer 2 as a baud rate generator and a clock generator simultaneously. For this configuration, the baud rates and clock frequencies are not independent since both functions use the values in the RCAP2H and RCAP2L registers.



**Table 5. T2CON Register**  
T2CON - Timer 2 Control Register (C8h)

7	6	5	4	3	2	1	0
TF2	EXF2	RCLK	TCLK	EXEN2	TR2	C/T2#	CP/RL2#
Bit Number	Bit Mnemonic	Description					
7	TF2	<b>Timer 2 overflow Flag</b> Must be cleared by software. Set by hardware on timer 2 overflow, if RCLK = 0 and TCLK = 0.					
6	EXF2	<b>Timer 2 External Flag</b> Set when a capture or a reload is caused by a negative transition on T2EX pin if EXEN2=1. When set, causes the CPU to vector to timer 2 interrupt routine when timer 2 interrupt is enabled. Must be cleared by software. EXF2 doesn't cause an interrupt in Up/down counter mode (DCEN = 1)					
5	RCLK	<b>Receive Clock bit</b> Clear to use timer 1 overflow as receive clock for serial port in mode 1 or 3. Set to use timer 2 overflow as receive clock for serial port in mode 1 or 3.					
4	TCLK	<b>Transmit Clock bit</b> Clear to use timer 1 overflow as transmit clock for serial port in mode 1 or 3. Set to use timer 2 overflow as transmit clock for serial port in mode 1 or 3.					
3	EXEN2	<b>Timer 2 External Enable bit</b> Clear to ignore events on T2EX pin for timer 2 operation. Set to cause a capture or reload when a negative transition on T2EX pin is detected, if timer 2 is not used to clock the serial port.					
2	TR2	<b>Timer 2 Run control bit</b> Clear to turn off timer 2. Set to turn on timer 2.					
1	C/T2#	<b>Timer/Counter 2 select bit</b> Clear for timer operation (input from internal clock system: $F_{OSC}$ ). Set for counter operation (input from T2 input pin, falling edge trigger). Must be 0 for clock out mode.					
0	CP/RL2#	<b>Timer 2 Capture/Reload bit</b> If RCLK=1 or TCLK=1, CP/RL2# is ignored and timer is forced to Auto-reload on timer 2 overflow. Clear to Auto-reload on timer 2 overflows or negative transitions on T2EX pin if EXEN2=1. Set to capture on negative transitions on T2EX pin if EXEN2=1.					

Reset Value = 0000 0000b

Bit addressable

1111 0000b).

For slave A, bit 1 is a 1; for slaves B and C, bit 1 is a don't care bit. To communicate with slaves B and C, but not slave A, the master must send an address with bits 0 and 1 both set (e.g. 1111 0011b).

To communicate with slaves A, B and C, the master must send an address with bit 0 set, bit 1 clear, and bit 2 clear (e.g. 1111 0001b).

## Broadcast Address

A broadcast address is formed from the logical OR of the SADDR and SADEN registers with zeros defined as don't-care bits, e.g.:

```
SADDR 0101 0110b
SADEN 1111 1100b
Broadcast =SADDR OR SADEN1111 111Xb
```

The use of don't-care bits provides flexibility in defining the broadcast address, however in most applications, a broadcast address is FFh. The following is an example of using broadcast addresses:

```
Slave A:SADDR1111 0001b
      SADEN1111 1010b
Broadcast1111 1X11b,
```

```
Slave B:SADDR1111 0011b
      SADEN1111 1001b
Broadcast1111 1X11b,
```

```
Slave C:SADDR=1111 0010b
      SADEN1111 1101b
Broadcast1111 1111b
```

For slaves A and B, bit 2 is a don't care bit; for slave C, bit 2 is set. To communicate with all of the slaves, the master must send an address FFh. To communicate with slaves A and B, but not slave C, the master can send an address FBh.

## Reset Addresses

On reset, the SADDR and SADEN registers are initialized to 00h, i.e. the given and broadcast addresses are XXXX XXXXb (all don't-care bits). This ensures that the serial port will reply to any address, and so, that it is backwards compatible with the 80C51 microcontrollers that do not support automatic address recognition.

**Table 7. SADEN Register**  
SADEN - Slave Address Mask Register (B9h)

7	6	5	4	3	2	1	0

Reset Value = 0000 0000b

Not bit addressable

**Table 8. SADDR Register**  
SADDR - Slave Address Register (A9h)

7	6	5	4	3	2	1	0

Reset Value = 0000 0000b

Not bit addressable



**Table 9. SCON Register**  
SCON - Serial Control Register (98h)

7	6	5	4	3	2	1	0																									
FE/SM0	SM1	SM2	REN	TB8	RB8	TI	RI																									
Bit Number	Bit Mnemonic	Description																														
7	FE	<b>Framing Error bit (SMOD0=1)</b> Clear to reset the error state, not cleared by a valid stop bit. Set by hardware when an invalid stop bit is detected. SMOD0 must be set to enable access to the FE bit																														
	SM0	<b>Serial port Mode bit 0</b> Refer to SM1 for serial port mode selection. SMOD0 must be cleared to enable access to the SM0 bit																														
6	SM1	<b>Serial port Mode bit 1</b> <table><tr><th>SM0</th><th>SM1</th><th>Mode</th><th>Description</th><th>Baud Rate</th></tr><tr><td>0</td><td>0</td><td>0</td><td>Shift Register</td><td><math>F_{XTAL}/12</math> (/6 in X2 mode)</td></tr><tr><td>0</td><td>1</td><td>1</td><td>8-bit UART</td><td>Variable</td></tr><tr><td>1</td><td>0</td><td>2</td><td>9-bit UART</td><td><math>F_{XTAL}/64</math> or <math>F_{XTAL}/32</math> (/32, /16 in X2 mode)</td></tr><tr><td>1</td><td>1</td><td>3</td><td>9-bit UART</td><td>Variable</td></tr></table>						SM0	SM1	Mode	Description	Baud Rate	0	0	0	Shift Register	$F_{XTAL}/12$ (/6 in X2 mode)	0	1	1	8-bit UART	Variable	1	0	2	9-bit UART	$F_{XTAL}/64$ or $F_{XTAL}/32$ (/32, /16 in X2 mode)	1	1	3	9-bit UART	Variable
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5	SM2	<b>Serial port Mode 2 bit / Multiprocessor Communication Enable bit</b> Clear to disable multiprocessor communication feature. Set to enable multiprocessor communication feature in mode 2 and 3, and eventually mode 1. This bit should be cleared in mode 0.																														
4	REN	<b>Reception Enable bit</b> Clear to disable serial reception. Set to enable serial reception.																														
3	TB8	Transmitter Bit 8 / Ninth bit to transmit in modes 2 and 3. Clear to transmit a logic 0 in the 9th bit. Set to transmit a logic 1 in the 9th bit.																														
2	RB8	<b>Receiver Bit 8 / Ninth bit received in modes 2 and 3</b> Cleared by hardware if 9th bit received is a logic 0. Set by hardware if 9th bit received is a logic 1. In mode 1, if SM2 = 0, RB8 is the received stop bit. In mode 0 RB8 is not used.																														
1	TI	<b>Transmit Interrupt flag</b> Clear to acknowledge interrupt. Set by hardware at the end of the 8th bit time in mode 0 or at the beginning of the stop bit in the other modes.																														
0	RI	<b>Receive Interrupt flag</b> Clear to acknowledge interrupt. Set by hardware at the end of the 8th bit time in mode 0, see Figure 7. and Figure 8. in the other modes.																														

Reset Value = 0000 0000b

Bit addressable

**Table 14.** IPH Register  
IPH - Interrupt Priority High Register (B7h)

7	6	5	4	3	2	1	0
-	-	PT2H	PSH	PT1H	PX1H	PT0H	PX0H

Bit Number	Bit Mnemonic	Description															
7	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.															
6	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.															
5	PT2H	<b>Timer 2 overflow interrupt Priority High bit</b> <table> <tr> <th>PT2H</th><th>PT2</th><th>Priority Level</th></tr> <tr> <td>0</td><td>0</td><td>Lowest</td></tr> <tr> <td>0</td><td>1</td><td></td></tr> <tr> <td>1</td><td>0</td><td></td></tr> <tr> <td>1</td><td>1</td><td>Highest</td></tr> </table>	PT2H	PT2	Priority Level	0	0	Lowest	0	1		1	0		1	1	Highest
PT2H	PT2	Priority Level															
0	0	Lowest															
0	1																
1	0																
1	1	Highest															
4	PSH	<b>Serial port Priority High bit</b> <table> <tr> <th>PSH</th><th>PS</th><th>Priority Level</th></tr> <tr> <td>0</td><td>0</td><td>Lowest</td></tr> <tr> <td>0</td><td>1</td><td></td></tr> <tr> <td>1</td><td>0</td><td></td></tr> <tr> <td>1</td><td>1</td><td>Highest</td></tr> </table>	PSH	PS	Priority Level	0	0	Lowest	0	1		1	0		1	1	Highest
PSH	PS	Priority Level															
0	0	Lowest															
0	1																
1	0																
1	1	Highest															
3	PT1H	<b>Timer 1 overflow interrupt Priority High bit</b> <table> <tr> <th>PT1H</th><th>PT1</th><th>Priority Level</th></tr> <tr> <td>0</td><td>0</td><td>Lowest</td></tr> <tr> <td>0</td><td>1</td><td></td></tr> <tr> <td>1</td><td>0</td><td></td></tr> <tr> <td>1</td><td>1</td><td>Highest</td></tr> </table>	PT1H	PT1	Priority Level	0	0	Lowest	0	1		1	0		1	1	Highest
PT1H	PT1	Priority Level															
0	0	Lowest															
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1	0																
1	1	Highest															
2	PX1H	<b>External interrupt 1 Priority High bit</b> <table> <tr> <th>PX1H</th><th>PX1</th><th>Priority Level</th></tr> <tr> <td>0</td><td>0</td><td>Lowest</td></tr> <tr> <td>0</td><td>1</td><td></td></tr> <tr> <td>1</td><td>0</td><td></td></tr> <tr> <td>1</td><td>1</td><td>Highest</td></tr> </table>	PX1H	PX1	Priority Level	0	0	Lowest	0	1		1	0		1	1	Highest
PX1H	PX1	Priority Level															
0	0	Lowest															
0	1																
1	0																
1	1	Highest															
1	PT0H	<b>Timer 0 overflow interrupt Priority High bit</b> <table> <tr> <th>PT0H</th><th>PT0</th><th>Priority Level</th></tr> <tr> <td>0</td><td>0</td><td>Lowest</td></tr> <tr> <td>0</td><td>1</td><td></td></tr> <tr> <td>1</td><td>0</td><td></td></tr> <tr> <td>1</td><td>1</td><td>Highest</td></tr> </table>	PT0H	PT0	Priority Level	0	0	Lowest	0	1		1	0		1	1	Highest
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PX0H	PX0	Priority Level															
0	0	Lowest															
0	1																
1	0																
1	1	Highest															

Reset Value = XX00 0000b  
Not bit addressable

## Reduced EMI Mode

The ALE signal is used to demultiplex address and data buses on port 0 when used with external program or data memory. Nevertheless, during internal code execution, ALE signal is still generated. In order to reduce EMI, ALE signal can be disabled by setting AO bit.

The AO bit is located in AUXR register at bit location 0. As soon as AO is set, ALE is no longer output but remains active during MOVX and MOVC instructions and external fetches. During ALE disabling, ALE pin is weakly pulled high.

**Table 18.** AUXR Register  
AUXR - Auxiliary Register (8Eh)

7	6	5	4	3	2	1	0
-	-	-	-	-	-	-	AO

Bit Number	Bit Mnemonic	Description
7	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
6	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
5	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
4	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
3	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
2	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
1	-	<b>Reserved</b> The value read from this bit is indeterminate. Do not set this bit.
0	AO	<b>ALE Output bit</b> Clear to restore ALE operation during internal fetches. Set to disable ALE operation during internal fetches.

Reset Value = XXXX XXX0b  
Not bit addressable

## EPROM Structure

The TS87C52X2 is divided in two different arrays:

- the code array: 8 Kbytes
- the encryption array: 64 bytes

In addition a third non programmable array is implemented:

- the signature array: 4 bytes

## EPROM Lock System

The program Lock system, when programmed, protects the on-chip program against software piracy.

### Encryption Array

Within the EPROM array are 64 bytes of encryption array that are initially unprogrammed (all FF's). Every time a byte is addressed during program verify, 6 address lines are used to select a byte of the encryption array. This byte is then exclusive-NOR'ed (XNOR) with the code byte, creating an encrypted verify byte. The algorithm, with the encryption array in the unprogrammed state, will return the code in its original, unmodified form.

When using the encryption array, one important factor needs to be considered. If a byte has the value FFh, verifying the byte will produce the encryption byte value. If a large block (>64 bytes) of code is left unprogrammed, a verification routine will display the content of the encryption array. For this reason all the unused code bytes should be programmed with random values. This will ensure program protection.

### Program Lock Bits

The three lock bits, when programmed according to Table 1., will provide different level of protection for the on-chip code and data.

Program Lock Bits				Protection Description
Security level	LB1	LB2	LB3	
1	U	U	U	No program lock features enabled. Code verify will still be encrypted by the encryption array if programmed. MOVC instruction executed from external program memory returns non encrypted data.
2	P	U	U	MOVC instruction executed from external program memory are disabled from fetching code bytes from internal memory, EA is sampled and latched on reset, and further programming of the EPROM is disabled.
3	U	P	U	Same as 2, also verify is disabled.
4	U	U	P	Same as 3, also external execution is disabled.

U: unprogrammed

P: programmed

**WARNING:** Security level 2 and 3 should only be programmed after EPROM and Core verification.

### Signature Bytes

The TS80/87C52X2 contains 4 factory programmed signatures bytes. To read these bytes, perform the process described in section 9.

## EPROM Programming

### Set-up modes

In order to program and verify the EPROM or to read the signature bytes, the TS87C52X2 is placed in specific set-up modes (See Figure 11.).

Control and program signals must be held at the levels indicated in Table 35.

#### Definition of terms








**Address Lines:** P1.0-P1.7, P2.0-P2.4 respectively for A0-A12

**Data Lines:** P0.0-P0.7 for D0-D7

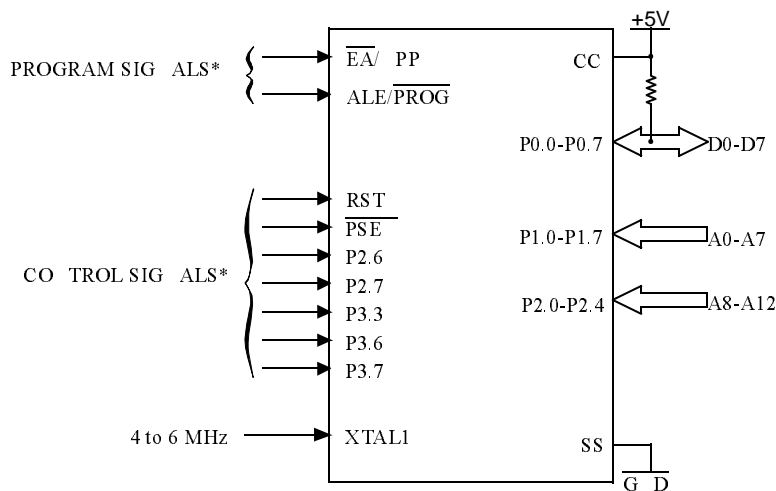
**Control Signals:** RST,  $\overline{\text{PSEN}}$ , P2.6, P2.7, P3.3, P3.6, P3.7.

**Program Signals:** ALE/ $\overline{\text{PROG}}$ ,  $\overline{\text{EA}}$ /VPP.

**Table 20.** EPROM Set-up Modes

Mode	RST	PSEN	ALE/ PROG	$\overline{\text{EA}}$ / VPP	P2.6	P2.7	P3.3	P3.6	P3.7
Program Code data	1	0		12.75V	0	1	1	1	1
Verify Code data	1	0	1	1	0		0	1	1
Program Encryption Array Address 0-3Fh	1	0		12.75V	0	1	1	0	1
Read Signature Bytes	1	0	1	1	0		0	0	0
Program Lock bit 1	1	0		12.75V	1	1	1	1	1
Program Lock bit 2	1	0		12.75V	1	1	1	0	0
Program Lock bit 3	1	0		12.75V	1	0	1	1	0

**Figure 11.** Set-Up Modes Configuration



\* See Table 31. for proper value on these inputs

**Table 22.** DC Parameters in Standard Voltage (Continued)

Symbol	Parameter	Min	Typ	Max	Unit	Test Conditions
$V_{OH}$	Output High Voltage, ports 1, 2, 3	$V_{CC} - 0.3$ $V_{CC} - 0.7$ $V_{CC} - 1.5$			V V V	$I_{OH} = -10 \mu A$ $I_{OH} = -30 \mu A$ $I_{OH} = -60 \mu A$ $V_{CC} = 5V \pm 10\%$
$V_{OH1}$	Output High Voltage, port 0	$V_{CC} - 0.3$ $V_{CC} - 0.7$ $V_{CC} - 1.5$			V V V	$I_{OH} = -200 \mu A$ $I_{OH} = -3.2 mA$ $I_{OH} = -7.0 mA$ $V_{CC} = 5V \pm 10\%$
$V_{OH2}$	Output High Voltage, ALE, $\overline{PSEN}$	$V_{CC} - 0.3$ $V_{CC} - 0.7$ $V_{CC} - 1.5$			V V V	$I_{OH} = -100 \mu A$ $I_{OH} = -1.6 mA$ $I_{OH} = -3.5 mA$ $V_{CC} = 5V \pm 10\%$
$R_{RST}$	RST Pulldown Resistor	50	90 <sup>(5)</sup>	200	k $\Omega$	
$I_{IL}$	Logical 0 Input Current ports 1, 2 and 3			-50	$\mu A$	$V_{in} = 0.45V$
$I_{LI}$	Input Leakage Current			$\pm 10$	$\mu A$	$0.45V < V_{in} < V_{CC}$
$I_{TL}$	Logical 1 to 0 Transition Current, ports 1, 2, 3			-650	$\mu A$	$V_{in} = 2.0 V$
$C_{IO}$	Capacitance of I/O Buffer			10	pF	$F_c = 1 MHz$ $T_A = 25^\circ C$
$I_{PD}$	Power Down Current		20 <sup>(5)</sup>	50	$\mu A$	$2.0 V < V_{CC} < 5.5V^{(3)}$
$I_{CC}$ under RESET	Power Supply Current Maximum values, X1 mode: <sup>(7)</sup>			1 + 0.4 Freq (MHz) at 12MHz 5.8 at 16MHz 7.4	mA	$V_{CC} = 5.5V^{(1)}$
$I_{CC}$ operating	Power Supply Current Maximum values, X1 mode: <sup>(7)</sup>			3 + 0.6 Freq (MHz) at 12MHz 10.2 at 16MHz 12.6	mA	$V_{CC} = 5.5V^{(8)}$
$I_{CC}$ idle	Power Supply Current Maximum values, X1 mode: <sup>(7)</sup>			0.25+0.3 Freq (MHz) at 12MHz 3.9 at 16MHz 5.1	mA	$V_{CC} = 5.5V^{(2)}$



**Table 30.** AC Parameters for a Fix Clock

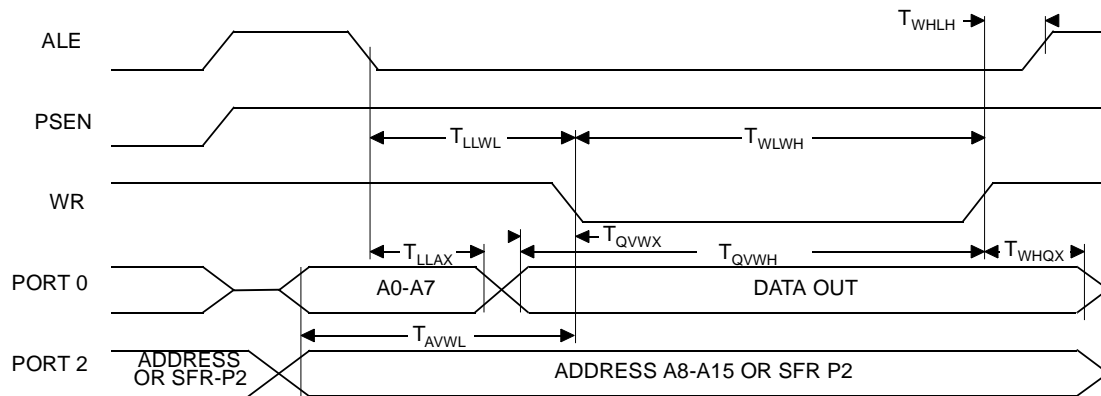
Speed	-M 40 MHz		-V X2 mode 30 MHz 60 MHz equiv.		-V standard mode 40 MHz		-L X2 mode 20 MHz 40 MHz equiv.		-L standard mode 30 MHz		Units
Symbol	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
$T_{RLRH}$	130		85		135		125		175		ns
$T_{WLWH}$	130		85		135		125		175		ns
$T_{RLDV}$		100		60		102		95		137	ns
$T_{RHDV}$	0		0		0		0		0		ns
$T_{RHDZ}$		30		18		35		25		42	ns
$T_{LLDV}$		160		98		165		155		222	ns
$T_{AVDV}$		165		100		175		160		235	ns
$T_{LLWL}$	50	100	30	70	55	95	45	105	70	130	ns
$T_{AVWL}$	75		47		80		70		103		ns
$T_{QVWX}$	10		7		15		5		13		ns
$T_{QVWH}$	160		107		165		155		213		ns
$T_{WHQX}$	15		9		17		10		18		ns
$T_{RLAZ}$		0		0		0		0		0	ns
$T_{WHLH}$	10	40	7	27	15	35	5	45	13	53	ns

**Table 31.** AC Parameters for a Variable Clock: Derating Formula

Symbol	Type	Standard Clock	X2 Clock	-M	-V	-L	Units
$T_{RLRH}$	Min	6 T - x	3 T - x	20	15	25	ns
$T_{WLWH}$	Min	6 T - x	3 T - x	20	15	25	ns
$T_{RLDV}$	Max	5 T - x	2.5 T - x	25	23	30	ns
$T_{RHDx}$	Min	x	x	0	0	0	ns
$T_{RHDZ}$	Max	2 T - x	T - x	20	15	25	ns
$T_{LLDV}$	Max	8 T - x	4T - x	40	35	45	ns
$T_{AVDV}$	Max	9 T - x	4.5 T - x	60	50	65	ns
$T_{LLWL}$	Min	3 T - x	1.5 T - x	25	20	30	ns
$T_{LLWL}$	Max	3 T + x	1.5 T + x	25	20	30	ns
$T_{AVWL}$	Min	4 T - x	2 T - x	25	20	30	ns
$T_{QVWX}$	Min	T - x	0.5 T - x	15	10	20	ns
$T_{QVWH}$	Min	7 T - x	3.5 T - x	15	10	20	ns
$T_{WHQX}$	Min	T - x	0.5 T - x	10	8	15	ns
$T_{RLAZ}$	Max	x	x	0	0	0	ns
$T_{WHLH}$	Min	T - x	0.5 T - x	15	10	20	ns
$T_{WHLH}$	Max	T + x	0.5 T + x	15	10	20	ns

## External Data Memory Write Cycle

**Figure 19.** External Data Memory Write Cycle





## Ordering Information

**Table 37.** Possible Ordering Entries

Part Number <sup>(3)</sup>	Memory Size	Supply Voltage	Temperature Range	Max Frequency	Package	Packing
<b>TS80C32X2-MCA</b>	ROMLess	5V $\pm$ 10%	Commercial	40 MHz <sup>(1)</sup>	PDIL40	Stick
<b>TS80C32X2-MCB</b>	ROMLess	5V $\pm$ 10%	Commercial	40 MHz <sup>(1)</sup>	PLCC44	Stick
<b>TS80C32X2-MCC</b>	ROMLess	5V $\pm$ 10%	Commercial	40 MHz <sup>(1)</sup>	PQFP44	Tray
<b>TS80C32X2-MCE</b>	ROMLess	5V $\pm$ 10%	Commercial	40 MHz <sup>(1)</sup>	VQFP44	Tray
<b>TS80C32X2-LCA</b>	ROMLess	2.7 to 5.5V	Commercial	30 MHz <sup>(1)</sup>	PDIL40	Stick
<b>TS80C32X2-LCB</b>	ROMLess	2.7 to 5.5V	Commercial	30 MHz <sup>(1)</sup>	PLCC44	Stick
<b>TS80C32X2-LCC</b>	ROMLess	2.7 to 5.5V	Commercial	30 MHz <sup>(1)</sup>	PQFP44	Tray
<b>TS80C32X2-LCE</b>	ROMLess	2.7 to 5.5V	Commercial	30 MHz <sup>(1)</sup>	VQFP44	Tray
<b>TS80C32X2-VCA</b>	ROMLess	5V $\pm$ 10%	Commercial	60 MHz <sup>(3)</sup>	PDIL40	Stick
<b>TS80C32X2-VCB</b>	ROMLess	5V $\pm$ 10%	Commercial	60 MHz <sup>(3)</sup>	PLCC44	Stick
<b>TS80C32X2-VCC</b>	ROMLess	5V $\pm$ 10%	Commercial	60 MHz <sup>(3)</sup>	PQFP44	Tray
<b>TS80C32X2-VCE</b>	ROMLess	5V $\pm$ 10%	Commercial	60 MHz <sup>(3)</sup>	VQFP44	Tray
<b>TS80C32X2-MIA</b>	ROMLess	5V $\pm$ 10%	Industrial	40 MHz <sup>(1)</sup>	PDIL40	Stick
<b>TS80C32X2-MIB</b>	ROMLess	5V $\pm$ 10%	Industrial	40 MHz <sup>(1)</sup>	PLCC44	Stick
<b>TS80C32X2-MIC</b>	ROMLess	5V $\pm$ 10%	Industrial	40 MHz <sup>(1)</sup>	PQFP44	Tray
<b>TS80C32X2-MIE</b>	ROMLess	5V $\pm$ 10%	Industrial	40 MHz <sup>(1)</sup>	VQFP44	Tray
<b>TS80C32X2-LIA</b>	ROMLess	2.7 to 5.5V	Industrial	30 MHz <sup>(1)</sup>	PDIL40	Stick
<b>TS80C32X2-LIB</b>	ROMLess	2.7 to 5.5V	Industrial	30 MHz <sup>(1)</sup>	PLCC44	Stick
<b>TS80C32X2-LIC</b>	ROMLess	2.7 to 5.5V	Industrial	30 MHz <sup>(1)</sup>	PQFP44	Tray
<b>TS80C32X2-LIE</b>	ROMLess	2.7 to 5.5V	Industrial	30 MHz <sup>(1)</sup>	VQFP44	Tray
<b>TS80C32X2-VIA</b>	ROMLess	5V $\pm$ 10%	Industrial	60 MHz <sup>(3)</sup>	PDIL40	Stick
<b>TS80C32X2-VIB</b>	ROMLess	5V $\pm$ 10%	Industrial	60 MHz <sup>(3)</sup>	PLCC44	Stick
<b>TS80C32X2-VIC</b>	ROMLess	5V $\pm$ 10%	Industrial	60 MHz <sup>(3)</sup>	PQFP44	Tray
<b>TS80C32X2-VIE</b>	ROMLess	5V $\pm$ 10%	Industrial	60 MHz <sup>(3)</sup>	VQFP44	Tray
<b>AT80C32X2-3CSUM</b>	ROMLess	5V $\pm$ 10%	Industrial & Green	40 MHz <sup>(1)</sup>	PDIL40	Stick
<b>AT80C32X2-SLSUM</b>	ROMLess	5V $\pm$ 10%	Industrial & Green	40 MHz <sup>(1)</sup>	PLCC44	Stick
<b>AT80C32X2-RLTUM</b>	ROMLess	5V $\pm$ 10%	Industrial & Green	40 MHz <sup>(1)</sup>	VQFP44	Tray
<b>AT80C32X2-RLTUM</b>	ROMLess	5V $\pm$ 10%	Industrial & Green	40 MHz <sup>(1)</sup>	VQFP44	Tape & Reel
<b>AT80C32X2-3CSUL</b>	ROMLess	2.7 to 5.5V	Industrial & Green	30 MHz <sup>(1)</sup>	PDIL40	Stick
<b>AT80C32X2-SLSUL</b>	ROMLess	2.7 to 5.5V	Industrial & Green	30 MHz <sup>(1)</sup>	PLCC44	Stick



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