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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	Active
Core Processor	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, LED, POR, PWM, WDT
Number of I/O	17
Program Memory Size	4KB (4K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 7x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f043ahh020eg

- Writing 1 to the IRQE bit in the Interrupt Control Register

Interrupts are globally disabled by any of the following actions:

- Execution of a DI (disable interrupt) instruction
- eZ8 CPU acknowledgement of an interrupt service request from the Interrupt Controller
- Writing a 0 to the IRQE bit in the Interrupt Control Register
- Reset
- Execution of a trap instruction
- Illegal instruction trap
- Primary oscillator fail trap
- Watchdog oscillator fail trap

Interrupt Vectors and Priority

The Interrupt Controller supports three levels of interrupt priority. Level 3 is the highest priority, level 2 is the second highest priority and level 1 is the lowest priority. If all of the interrupts are enabled with identical interrupt priority (all as level 2 interrupts, for example), the interrupt priority is assigned from highest to lowest as specified in Table 34 on page 55. Level 3 interrupts are always assigned higher priority than level 2 interrupts and level 2 interrupts are assigned higher priority than level 1 interrupts. Within each interrupt priority level (level 1, level 2 or level 3), priority is assigned as specified in Table 34. Reset, Watchdog Timer interrupts (if enabled), primary oscillator fail traps, Watchdog oscillator fail traps and illegal instruction traps always have highest (level 3) priority.

Interrupt Assertion

Interrupt sources assert their interrupt requests for only a single system clock period (single pulse). When the interrupt request is acknowledged by the eZ8 CPU, the corresponding bit in the interrupt request register is cleared. Writing 0 to the corresponding bit in the interrupt request register clears the interrupt request.

! Caution: Zilog recommends not using a coding style that clears bits in the Interrupt Request registers. All incoming interrupts received between execution of the first LDX command and the final LDX command are lost. See Example 1, which follows.

Example 1. A poor coding style that can result in lost interrupt requests:

Interrupt Request 1 Register

The Interrupt Request 1 (IRQ1) Register, shown in Table 36, stores interrupt requests for both vectored and polled interrupts. When a request is sent to the Interrupt Controller, the corresponding bit in the IRQ1 Register becomes 1. If interrupts are globally enabled (i.e., vectored interrupts), the Interrupt Controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (i.e., polled interrupts), the eZ8 CPU reads the Interrupt Request 1 Register to determine if any interrupt requests are pending.

Table 36. Interrupt Request 1 Register (IRQ1)

Bit	7	6	5	4	3	2	1	0
Field	PA7I	PA6CI	PA5I	PA4I	PA3I	PA2I	PA1I	PA0I
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FC3H							

Bit	Description
[7] PA7I	Port A7 0 = No interrupt request is pending for GPIO Port A. 1 = An interrupt request from GPIO Port A.
[6] PA6CI	Port A6 or Comparator Interrupt Request 0 = No interrupt request is pending for GPIO Port A or comparator. 1 = An interrupt request from GPIO Port A or comparator.
[5] PAxI	Port A Pin x Interrupt Request 0 = No interrupt request is pending for GPIO Port A pin x. 1 = An interrupt request from GPIO Port A pin x is awaiting service.

Note: x indicates the specific GPIO port pin number (5–0).

Additionally, if the timer output alternate function is enabled, the timer output pin changes state for one system clock cycle (from Low to High or from High to Low) upon timer reload. For the timer output to make a state change at a ONE-SHOT Time-out (rather than a single cycle pulse), first set the TPOL bit in the Timer Control Register to the start value before enabling ONE-SHOT Mode. After starting the timer, set TPOL to the opposite bit value.

Observe the following steps to configure a timer for ONE-SHOT Mode and to initiate the count.

1. Write to the Timer Control Register to:
   - Disable the timer
   - Configure the timer for ONE-SHOT Mode
   - Set the prescale value
   - Set the initial output level (High or Low) if using the timer output alternate function
2. Write to the Timer High and Low Byte registers to set the starting count value.
3. Write to the Timer Reload High and Low Byte registers to set the reload value.
4. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
5. If using the timer output function, configure the associated GPIO port pin for the timer output alternate function.
6. Write to the Timer Control Register to enable the timer and initiate counting.

In ONE-SHOT Mode, the system clock always provides the timer input. The timer period is given by the following equation:

$$\text{One-Shot Mode Time-Out Period (s)} = \frac{\text{Reload Value} - \text{Start Value} \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

CONTINUOUS Mode

In CONTINUOUS Mode, the timer counts up to the 16-bit reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. Upon reaching the reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. Additionally, if the timer output alternate function is enabled, the timer output pin changes state (from Low to High or from High to Low) at timer reload.

5. Enable the timer interrupt, if appropriate and set the timer interrupt priority by writing to the relevant interrupt registers. By default, the timer interrupt is generated for both input capture and reload events. If appropriate, configure the timer interrupt to be generated only at the input capture event or the reload event by setting TICONFIG field of the TxCTL1 Register.
6. Configure the associated GPIO port pin for the timer input alternate function.
7. Write to the Timer Control Register to enable the timer and initiate counting.

In CAPTURE Mode, the elapsed time between the timer start and the capture event is calculated using the following equation:

$$\text{Capture Elapsed Time (s)} = \frac{(\text{Capture Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

CAPTURE RESTART Mode

In CAPTURE RESTART Mode, the current timer count value is recorded when an acceptable external timer input transition occurs. The capture count value is written to the timer PWM High and Low Byte registers. The timer input is the system clock. The TPOL bit in the Timer Control Register determines whether the capture occurs on a rising edge or a falling edge of the timer input signal. When a capture event occurs, an interrupt is generated and the count value in the Timer High and Low Byte registers is reset to 0001H; counting then resumes. The INPCAP bit in the TxCTL1 Register is set to indicate that the timer interrupt is caused by an input capture event.

If no capture event occurs, the timer counts up to the 16-bit compare value that is stored in the Timer Reload High and Low Byte registers. Upon reaching the reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes. The INPCAP bit in the TxCTL1 Register is cleared to indicate that the timer interrupt is not caused by an input capture event.

Observe the following steps to configure a timer for CAPTURE RESTART Mode and to initiate the count.

1. Write to the Timer Control Register to:
   - Disable the timer
   - Configure the timer for CAPTURE RESTART Mode. Setting the mode also involves writing to TMODEHI bit in the TxCTL1 Register
   - Set the prescale value
   - Set the capture edge (rising/falling) for the timer input
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H).

Comparator Control Register Definition

The Comparator Control Register (CMPCTL) configures the comparator inputs and sets the value of the internal voltage reference. The GPIO pin always used as positive comparator input.

Table 69. Comparator Control Register (CMP0)

Bit	7	6	5	4	3	2	1	0
Field	Reserved	INNSEL	REFLVL				Reserved	
RESET	0	0	0	1	0	1	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F90H							

Bit	Description
[7]	Reserved This bit is reserved and must be programmed to 0.
[6] INNSEL	Signal Select for Negative Input 0 = internal reference disabled, GPIO pin used as negative comparator input. 1 = internal reference enabled as negative comparator input.
[5:2] REFLVL	Internal Reference Voltage Level This reference is independent of the ADC voltage reference. 0000 = 0.0V. 0001 = 0.2V. 0010 = 0.4V. 0011 = 0.6V. 0100 = 0.8V. 0101 = 1.0V (Default). 0110 = 1.2V. 0111 = 1.4V. 1000 = 1.6V. 1001 = 1.8V. 1010–1111 = Reserved.
[1:0]	Reserved These bits are reserved and must be programmed to 00.

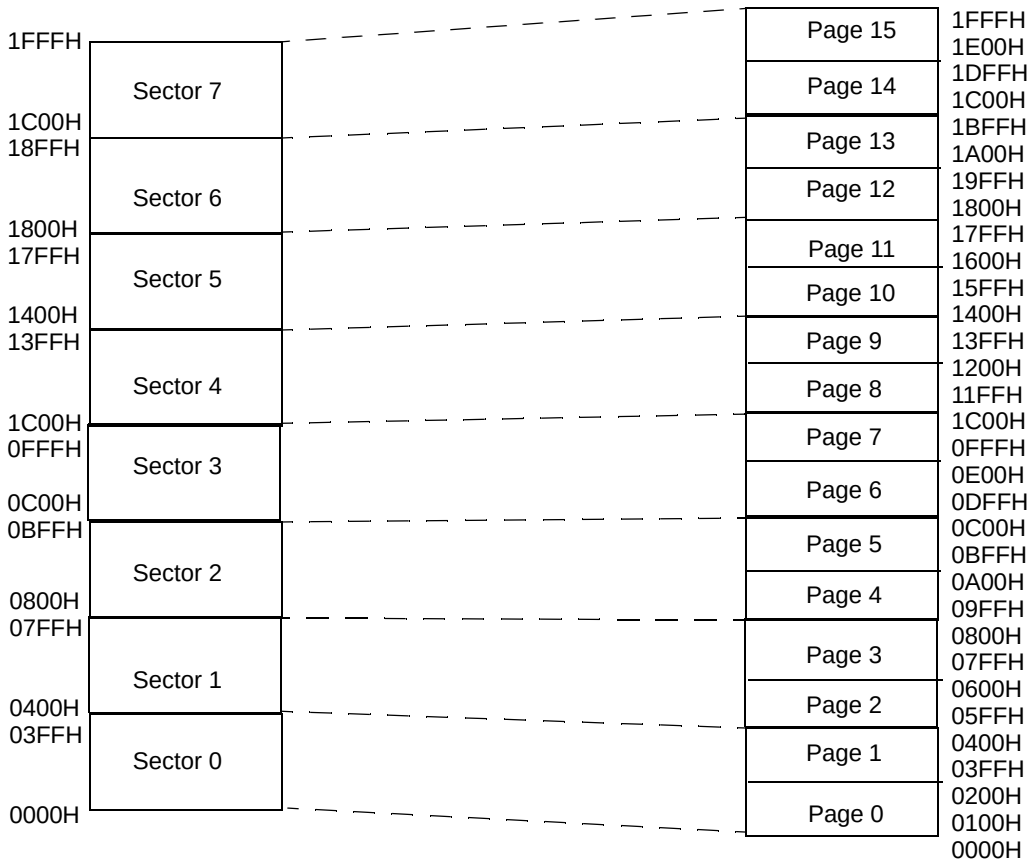

Figure 15. 8K Flash with NVDS

Data Memory Address Space

The Flash information area, including the Zilog Flash option bits, is located in the data memory address space. The eZ8 Encore! F083A Series devices are configured by the Zilog Flash option bits to prevent the user from writing to the eZ8 CPU data memory address space.

Flash Information Area

The Flash information area is physically separate from program memory and is mapped to the address range FE00H to FE7FH. Not all of these addresses are user-accessible. Factory trim values for the VBO and internal precision oscillator, and factory calibration data for the ADC, are stored here.

Flash Control Register

The Flash Controller must be unlocked using the Flash Control Register before programming or erasing Flash memory. Writing the sequence 73H, 8CH, sequentially, to the Flash Control Register unlocks the Flash Controller. When the Flash Controller is unlocked, Flash memory is enabled for mass erase or page erase by writing the appropriate enable command to the FCTL. *Page erase* applies only to the active page selected in the Flash Page Select Register. Mass erase is enabled only through the On-Chip Debugger. Writing an invalid value or an invalid sequence returns the Flash Controller to its Locked state. The write-only Flash Control Register, shown in Table 73, shares its Register File address with the read-only Flash Status Register.

Table 73. Flash Control Register (FCTL)

Bit	7	6	5	4	3	2	1	0
Field	FCMD							
RESET	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Address	FF8H							

Bit	Description
[7:0] FCMD	Flash Command 73H = First unlock command. 8CH = Second unlock command. 95H = Page erase command (must be third command in sequence to initiate page erase). 63H = Mass erase command (must be third command in sequence to initiate mass erase). 5EH = Enable Flash Sector Protect Register access.

Table 81. Trim Bit Data Register (TRMDR)

Bit	7	6	5	4	3	2	1	0
Field	TRMDR: Trim Bit Data							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FF7H							

Flash Option Bit Address Space

The first two bytes of Flash program memory at addresses 0000H and 0001H are reserved for the user-programmable Flash option bits.

Flash Program Memo ry Address 0000H

Table 82. Flash Option Bits at Program Memory Address 0000H

Bit	7	6	5	4	3	2	1	0
Field	WDT_RES	WDT_AO	OSC_SEL[1:0]		VBO_AO	FRP	Reserved	FWP
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	Program Memory 0000H							

Note: U = Unchanged by Reset; R/W = Read/Write.

Bit	Description
[7] WDT_RES	Watchdog Timer Reset 0 = Watchdog Timer time-out generates an interrupt request. Interrupts must be globally enabled for the eZ8 CPU to acknowledge the interrupt request. 1 = Watchdog Timer time-out causes a system reset. This is the default setting for unprogrammed (erased) Flash.
[6] WDT_AO	Watchdog Timer Always On 0 = On application of system power, Watchdog Timer is automatically enabled. Watchdog Timer cannot be disabled. 1 = Watchdog Timer is enabled on execution of the WDT instruction. Once enabled, the Watchdog Timer is disabled only by a reset. This is the default setting for unprogrammed (erased) Flash.

Note: The bit values used in Table 88 are set at the factory; no calibration is required.

Table 89. VBO Trim Definition

VBO_TRIM	Trigger Voltage Level
000	1.7
001	1.6
101	2.2
110	2.0
100	2.4
111	1.8

The F083A Series' on-chip Flash memory only guarantees write operations with a voltage supply over 2.7V. Write operations below 2.7V may cause unpredictable results.

Trim Bit Address 0006H

Table 90. Trim Option Bits at 0006H (TCLKFLT)

Bit	7	6	5	4	3	2	1	0
Field	DivBy4	Reserved	DlyCtl1	DlyCtl2	DlyCtl3	Reserved	FilterSel1	FilterSel0
RESET	0	1	0	0	0	1	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	Information Page Memory 0026H							

Note: U = Unchanged by Reset; R/W = Read/Write.

Bit	Description
[7] DivBy4	Output Frequency Selection 0 = Output frequency is input frequency. 1 = Output frequency is 1/4 of the input frequency.
[6]	Reserved This bit is reserved and must be programmed to 1.
[5:3] DlyCtlx	Delay Control Filtered 3-bit pulse width selection. For 3.3V operation, see Table 91.

Notes: x indicates bit values 3–1; y indicates bit values 1–0.

Nonvolatile Data Storage

Z8 Encore! F083A Series devices contain a Nonvolatile Data Storage (NVDS) element of up to 100 bytes. This type of memory can perform over 100,000 write cycles.

Operation

The NVDS is implemented by special-purpose Z8 software, which is stored in areas of program memory that are not accessible to the user. These special-purpose routines use Flash memory to store data. These routines incorporate a dynamic addressing scheme to maximize the write/erase endurance of Flash memory.

Note: Different members of the Z8 Encore! F083A Series feature multiple NVDS array sizes. For more details, see the Z8 Encore! F083A Series Family Part Selection Guide section on page 2.

NVDS Code Interface

Two routines are required to access the NVDS: a write routine and a read routine. Both of these routines are accessed with a CALL instruction to a predefined address outside of program memory that is accessible to the user code. Both the NVDS address and data are single-byte values. In order to not disturb the user code, these routines save the working register set before using it; therefore, 16 bytes of stack space are required to preserve the site. After finishing the call to these routines, the working register set of the user code is recovered.

During both read and write accesses to the NVDS, interrupt service is not disabled. Any interrupts that occur during NVDS execution must not disturb the working register and existing stack contents; otherwise, the array can become corrupted. Zilog recommends the user disable interrupts before executing NVDS operations.

Use of the NVDS requires 16 bytes of available stack space. The contents of the working register set are saved before calling NVDS read or write routines.

For correct NVDS operation, the Flash Frequency registers must be programmed based on the system clock frequency. See the Flash Operation Timing Using the Flash Frequency Registers section on page 115.

Runtime Counter

The On-Chip Debugger contains a 16-bit runtime counter. It counts system clock cycles between breakpoints. The counter starts counting when the On-Chip Debugger leaves DEBUG Mode and stops counting when it re-enters DEBUG Mode again or when it reaches the maximum count of FFFFH.

On-Chip Debugger Commands

The host communicates to the On-Chip Debugger by sending OCD commands using the DBG interface. During normal operation, only a subset of the OCD commands are available. In DEBUG Mode, all OCD commands become available unless the user code and control registers are protected by programming the Flash read protect option bit (FRP). The FRP prevents the code in memory from being read out of the Z8 Encore! F083A Series products. When this option is enabled, several of the OCD commands are disabled. Table 96 offers a summary of the On-Chip Debugger commands that operate when the device is not in DEBUG Mode (normal operation) and the commands that are disabled by programming the FRP.

Table 96. On-Chip Debugger Command Summary

Debug Command	Command Byte	Enabled when not in DEBUG Mode?	Disabled by Flash Read Protect Option Bit
Read OCD Revision	00H	Yes	–
Reserved	01H	–	–
Read OCD Status Register	02H	Yes	–
Read Runtime Counter	03H	–	–
Write OCD Control Register	04H	Yes	Cannot clear DBGMODE bit
Read OCD Control Register	05H	Yes	–
Write Program Counter	06H	–	Disabled
Read Program Counter	07H	–	Disabled
Write Register	08H	–	Only writes of the Flash Memory Control registers are allowed. Additionally, only the Mass Erase command is allowed to be written to the Flash Control register.
Read Register	09H	–	Disabled
Write Program Memory	0AH	–	Disabled
Read Program Memory	0BH	–	Disabled
Write Data Memory	0CH	–	Yes
Read Data Memory	0DH	–	–

Table 96. On-Chip Debugger Command Summary (Continued)

Debug Command	Command Byte	Enabled when not in DEBUG Mode?	Disabled by Flash Read Protect Option Bit
Read Program Memory CRC	0EH	–	–
Reserved	0FH	–	–
Step Instruction	10H	–	Disabled
Stuff Instruction	11H	–	Disabled
Execute Instruction	12H	–	Disabled
Reserved	13H–FFH	–	–

In the following list of OCD commands, data and commands sent from the host to the On-Chip Debugger are identified by DBG ← Command/Data. Data sent from the On-Chip Debugger back to the host is identified by DBG → Data.

Read OCD Revision (00H). The read OCD revision command determines the version of the On-Chip Debugger. If OCD commands are added, removed or changed, this revision number changes.

DBG ← 00H
DBG → OCDRev[15:8] (Major revision number)
DBG → OCDRev[7:0] (Minor revision number)

Read OCD Status Register (02H). The read OCD Status Register command reads the OCDSTAT register.

DBG ← 02H
DBG → OCDSTAT[7:0]

Read Runtime Counter (03H). The runtime counter counts system clock cycles in between breakpoints. The 16-bit runtime counter counts from 0000H and stops at the maximum count of FFFFH. The runtime counter is overwritten during the write memory, read memory, write register, read register, read memory CRC, step instruction, stuff instruction and execute instruction commands.

DBG ← 03H
DBG → RuntimeCounter[15:8]
DBG → RuntimeCounter[7:0]

Write OCD Control Register (04H). The write OCD Control Register command writes the data that follows to the OCDCTL register. When the Flash read protect option bit is enabled, the DBGMODE bit (OCDCTL[7]) is set to 1 only, it cannot be cleared to 0. To return the device to normal operating mode, the device must be reset.

DBG ← 04H
DBG ← OCDCTL[7:0]

Read OCD Control Register (05H). The read OCD Control Register command reads the value of the OCDCTL register.

the Watchdog Timer failure is detected. A very slow system clock results in very slow detection times.

! Caution: It is possible to disable the clock failure detection circuitry as well as all functioning clock sources. In this case, the Z8 Encore! F083A Series device ceases functioning and is recovered only by power-on-reset.

Oscillator Control Register Definitions

The following section provides the bit definitions for the Oscillator Control Register.

Oscillator Control Register

The Oscillator Control Register (OSCCTL), shown in Table 100, enables/disables the various oscillator circuits, enables/disables the failure detection/recovery circuitry and selects the primary oscillator, which becomes the system clock.

The Oscillator Control Register must be unlocked before writing. Writing the two step sequence E7H followed by 18H to the Oscillator Control Register unlocks it. The register is locked at successful completion of a single write to the OSCCTL. Figure 21 on page 156 displays the oscillator control clock switching flow. To determine the waiting times of various oscillator circuits, see Table 118 on page 188.

Table 100. Oscillator Control Register (OSCCTL)

Bit	7	6	5	4	3	2	1	0
Field	INTEN	XTLEN	WDTEN	POFEN	WDFEN	SCKSEL		
RESET	1	0	1	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F86H							

Bit	Description
[7] INTEN	Internal Precision Oscillator Enable 1 = Internal precision oscillator is enabled. 0 = Internal precision oscillator is disabled.
[6] XTLEN	Crystal Oscillator Enable This setting overrides the GPIO register control for PA0 and PA1. 1 = Crystal oscillator is enabled. 0 = Crystal oscillator is disabled.

Table 104. Notational Shorthand (Continued)

Notation	Description	Operand	Range
RA	Relative Address	X	X represents an index in the range of +127 to –128 which is an offset relative to the address of the next instruction
rr	Working Register Pair	RRp	p = 0, 2, 4, 6, 8, 10, 12 or 14
RR	Register Pair	Reg	Reg. represents an even number in the range of 00H to FEH
Vector	Vector Address	Vector	Vector represents a number in the range of 00H to FFH
X	Indexed	#Index	The register or register pair to be indexed is offset by the signed Index value (#Index) in a +127 to –128 range.

Table 105 contains additional symbols that are used throughout the instruction summary and instruction set description sections.

Table 105. Additional Symbols

Symbol	Definition
dst	Destination Operand
src	Source Operand
@	Indirect Address Prefix
SP	Stack Pointer
PC	Program Counter
FLAGS	Flags Register
RP	Register Pointer
#	Immediate Operand Prefix
B	Binary Number Suffix
%	Hexadecimal Number Prefix
H	Hexadecimal Number Suffix

Assignment of a value is indicated by an arrow, as shown in the following example.

dst ← dst + src

This example indicates that the source data is added to the destination data; the result is stored in the destination location.

Table 111. Logical Instructions

Mnemonic	Operands	Instruction
AND	dst, src	Logical AND
ANDX	dst, src	Logical AND using extended addressing
COM	dst	Complement
OR	dst, src	Logical OR
ORX	dst, src	Logical OR using extended addressing
XOR	dst, src	Logical Exclusive OR
XORX	dst, src	Logical Exclusive OR using extended addressing

Table 112. Program Control Instructions

Mnemonic	Operands	Instruction
BRK	—	On-Chip Debugger Break
BTJ	p, bit, src, DA	Bit Test and Jump
BTJNZ	bit, src, DA	Bit Test and Jump if Non-Zero
BTJZ	bit, src, DA	Bit Test and Jump if Zero
CALL	dst	Call Procedure
DJNZ	dst, src, RA	Decrement and Jump Non-Zero
IRET	—	Interrupt Return
JP	dst	Jump
JP cc	dst	Jump Conditional
JR	DA	Jump Relative
JR cc	DA	Jump Relative Conditional
RET	—	Return
TRAP	vector	Software Trap

Table 114. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode dst	Address Mode src	Op Code(s) (Hex)	Flags C	Z	S	V	D	H	Fetch Cycles	Instr. Cycles
SWAP dst	dst[7:4] ↔ dst[3:0]	R		F0	X	*	*	X	–	–	2	2
		IR		F1							2	3
TCM dst, src	(NOT dst) AND src	r	r	62	–	*	*	0	–	–	2	3
		r	Ir	63							2	4
		R	R	64							3	3
		R	IR	65							3	4
		R	IM	66							3	3
		IR	IM	67							3	4
TCMX dst, src	(NOT dst) AND src	ER	ER	68	–	*	*	0	–	–	4	3
		ER	IM	69							4	3
TM dst, src	dst AND src	r	r	72	–	*	*	0	–	–	2	3
		r	Ir	73							2	4
		R	R	74							3	3
		R	IR	75							3	4
		R	IM	76							3	3
		IR	IM	77							3	4
TMX dst, src	dst AND src	ER	ER	78	–	*	*	0	–	–	4	3
		ER	IM	79							4	3
TRAP Vector	SP ← SP – 2 @SP ← PC SP ← SP – 1 @SP ← FLAGS PC ← @Vector		Vector	F2	–	–	–	–	–	–	2	6
WDT				5F	–	–	–	–	–	–	1	2

Note: Flags Notation:
* = Value is a function of the result of the operation.
– = Unaffected.
X = Undefined.
0 = Reset to 0.
1 = Set to 1.

Bit Position	Description (Continued)
[2:0] ANAIN	Analog Input Select 000 = ANA0 input is selected for analog-to-digital conversion.
	001 = ANA1 input is selected for analog-to-digital conversion.
	010 = ANA2 input is selected for analog-to-digital conversion.
	011 = ANA3 input is selected for analog-to-digital conversion.
	100 = ANA4 input is selected for analog-to-digital conversion.
	101 = ANA5 input is selected for analog-to-digital conversion.
	110 = ANA6 input is selected for analog-to-digital conversion.
	111 = ANA7 input is selected for analog-to-digital conversion.

Hex Address: F71

This address range is reserved.

Hex Address: F72

Table 148. ADC Data High Byte Register (ADCD_H)

Bit	7	6	5	4	3	2	1	0
Field	ADCDH							
RESET	X							
R/W	R							
Address	F72H							

Bit Position	Description
[7:0]	ADC High Byte 00h–FFh = The last conversion output is held in the data registers until the next ADC conversion is completed.

Hex Address: F75

Table 151. ADC Sample Time (ADCST)

Bit	7	6	5	4	3	2	1	0
Field	Reserved		ST					
RESET	0		1	1	1	1	1	1
R/W	R/W		R/W					
Address	F75H							

Bit Position	Description
[7:6]	Reserved These bits are reserved and must be programmed to 00.
[5:0] ST	Sample Time 0h–Fh = Sample/hold time in number of system clock periods to meet 1µs minimum.

Hex Address: F76

Table 152. ADC Clock Pr escale Register (ADCCP)

Bit	7	6	5	4	3	2	1	0
Field	Reserved					DIV8	DIV4	DIV2
RESET	0					0	0	0
R/W	R/W							
Address	F76H							

Bit Position	Description
[0] DIV2	DIV2 0 = Clock is not divided 1 = System clock is divided by 2 for ADC clock
[1] DIV4	DIV4 0 = Clock is not divided 1 = System clock is divided by 4 for ADC clock
[2] DIV8	DIV8 0 = Clock is not divided 1 = System clock is divided by 8 for ADC clock
[7:3]	Reserved These bits are reserved and must be programmed to 00000.