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"[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	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	20-VQFN Exposed Pad
Supplier Device Package	20-QFN (5x5)
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f043aqh020sg

Table of Contents

Revision History	iii
List of Figures	x
List of Tables	xii
Overview	1
Features	1
Part Selection Guide	2
Block Diagram	3
CPU and Peripheral Overview	4
General Purpose Input/Output	4
Flash Controller	4
Nonvolatile Data Storage	5
Internal Precision Oscillator	5
External Crystal Oscillator	5
10-Bit Analog-to-Digital Converter	5
Analog Comparator	5
Timers	5
Interrupt Controller	5
Reset Controller	6
On-Chip Debugger	6
Acronyms and Expansions	6
Pin Description	7
Available Packages	7
Pin Configurations	7
Signal Descriptions	11
Pin Characteristics	13
Address Space	14
Register File	14
Program Memory	15
Data Memory	15
Flash Information Area	15
Register Map	17
Reset and Stop Mode Recovery	21
Reset Types	21
Reset Sources	23
Power-On Reset	23

Table 89.	VBO Trim Definition	132
Table 90.	Trim Option Bits at 0006H (TCLKFLT)	132
Table 91.	ClkFlt Delay Control Definition	133
Table 92.	Write Status Byte	135
Table 93.	Read Status Byte	136
Table 94.	NVDS Read Time	137
Table 95.	OCD Baud-Rate Limits	142
Table 96.	On-Chip Debugger Command Summary	144
Table 97.	OCD Control Register (OCDCTL)	149
Table 98.	OCD Status Register (OCDSTAT)	150
Table 99.	Oscillator Configuration and Selection	152
Table 100.	Oscillator Control Register (OSCCTL)	154
Table 101.	Recommended Crystal Oscillator Specifications	158
Table 102.	Assembly Language Syntax Example 1	163
Table 103.	Assembly Language Syntax Example 2	164
Table 104.	Notational Shorthand	164
Table 105.	Additional Symbols	165
Table 106.	Arithmetic Instructions	166
Table 107.	Bit Manipulation Instructions	167
Table 108.	Block Transfer Instructions	167
Table 109.	CPU Control Instructions	168
Table 110.	Load Instructions	168
Table 111.	Logical Instructions	169
Table 112.	Program Control Instructions	169
Table 113.	Rotate and Shift Instructions	170
Table 114.	eZ8 CPU Instruction Summary	171
Table 115.	Op Code Map Abbreviations	181
Table 116.	Absolute Maximum Ratings	184
Table 117.	DC Characteristics	185
Table 118.	AC Characteristics	188

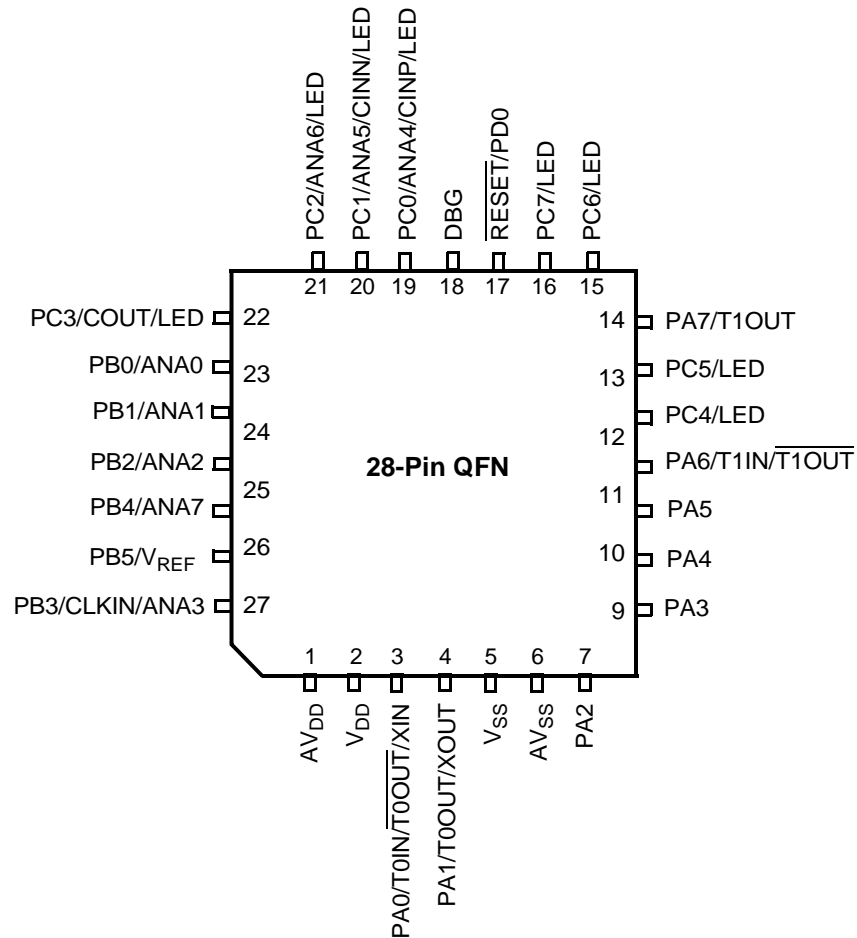


Figure 5. Z8F083A Series in 28-Pin QFN Package

Low-Power Modes

The Z8 Encore! F083A Series products contain power saving features. The highest level of power reduction is provided by the STOP Mode. The next level of power reduction is provided by the HALT Mode.

Further power savings are implemented by disabling the individual peripheral blocks while in NORMAL Mode.

! Caution: The user must not enable the pull-up register bits for unused GPIO pins, because these ports output by default to V_{SS} . Unused GPIO pins include those missing on 20-pin packages and ADC-enabled 28-pin packages.

STOP Mode

Executing the eZ8 CPU's STOP instruction places the device into STOP Mode. In STOP Mode, the operating characteristics are:

- Primary crystal oscillator and internal precision oscillator are stopped; XIN and XOUT (if previously enabled) are disabled and PA0/PA1 revert to the states programmed by the GPIO registers
- System clock is stopped
- eZ8 CPU is stopped
- Program counter (PC) stops incrementing
- WDT's internal RC oscillator continues to operate if enabled by the Oscillator Control Register
- If enabled, the WDT logic continues to operate
- If enabled for operation in STOP Mode by the associated Flash option bit, the VBO protection circuit continues to operate
- All other on-chip peripherals are idle

To minimize the current in STOP Mode, all GPIO pins that are configured as digital inputs must be driven to V_{DD} when the pull-up register bit is enabled or to one of power rail (V_{DD} or GND) when the pull-up register bit is disabled. The device is brought out of STOP Mode using Stop Mode Recovery. For more information about Stop Mode Recovery, see the [Reset and Stop Mode Recovery](#) chapter on page 21.

Port A–D Output Control Subregisters

The Port A–D output control subregister is accessed through the Port A–D Control Register by writing 03H to the Port A–D Address Register. See Table 23. Setting the bits in the Port A–D output control subregisters to 1, configures the specified port pins for open-drain operation. These subregisters affect the pins directly and, as a result, alternate functions are also affected.

Table 23. Port A–D Output Control Subregisters (PxOC)

Bit	7	6	5	4	3	2	1	0
Field	POC7	POC6	POC5	POC4	POC3	POC2	POC1	POC0
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	If 03H in Port A–D Address Register, accessible through the Port A–D Control Register							

Bit	Description
[7:0]	Port Output Control
POCx	These bits function independently of the alternate function bit and always disable the drains, if set to 1. 0 = The drains are enabled for any output mode (unless overridden by the alternate function). 1 = The drain of the associated pin is disabled (OPEN-DRAIN mode).

Note: x indicates the specific GPIO port pin number (7–0).

Interrupt Control Register

The Interrupt Control (IRQCTL) Register, shown in Table 49, contains the master enable bit for all interrupts.

Table 49. Interrupt Control Register (IRQCTL)

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

Bit	Description
[7] IRQE	Interrupt Request Enable This bit is set to 1 by executing an EI (enable interrupts) or IRET (interrupt return) instruction or by a direct register write of 1 to this bit. It is reset to 0 by executing a DI instruction, eZ8 CPU acknowledgement of an interrupt request, reset or by a direct register write of a 0 to this bit. 0 = Interrupts are disabled. 1 = Interrupts are enabled.
[6:0]	Reserved These bits are reserved and must be programmed to 0000000.

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{Reload Value} - \text{PWM Value}}{\text{Reload Value}} \times 100$$

If TPOL bit is set to 1, the ratio of the PWM output high time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{PWM Value}}{\text{Reload Value}} \times 100$$

CAPTURE Mode

In CAPTURE Mode, the current timer count value is recorded when the appropriate 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 if a capture event 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 timer continues counting. The INPCAP bit in the TxCTL1 Register is set to indicate the timer interrupt because of an input capture event.

The timer continues counting up to the 16-bit reload value stored in the Timer Reload High and Low Byte registers. Upon reaching the reload value, the timer generates an interrupt and continues counting. The INPCAP bit in the TxCTL1 Register clears, indicating that the timer interrupt has not occurred because of an input capture event.

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

1. Write to the Timer Control Register to:
 - Disable the timer
 - Configure the timer for CAPTURE Mode
 - Set the prescale value
 - Set the capture edge (rising or falling) for the timer input
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H).
3. Write to the Timer Reload High and Low Byte registers to set the reload value.
4. Clear the timer PWM High and Low Byte registers to 0000H. Clearing these registers allows user software to determine if interrupts were generated either by a capture event or by a reload. If the PWM High and Low Byte registers still contain 0000H after the interrupt, the interrupt were generated by a reload.

Bit	Description (Continued)
[6] TPOL	<p>Timer Input/Output Polarity Operation of this bit is a function of the current operating mode of the timer.</p> <p>ONE-SHOT Mode When the timer is disabled, the timer output signal is set to the value of this bit. When the timer is enabled, the timer output signal is complemented on timer reload.</p> <p>CONTINUOUS Mode When the timer is disabled, the timer output signal is set to the value of this bit. When the timer is enabled and reloaded, the timer output signal is complemented.</p> <p>COUNTER Mode If the timer is disabled, the timer output signal is set to the value of this bit. If the timer is enabled the timer output signal is complemented after timer reload. 0 = Count occurs on the rising edge of the timer input signal. 1 = Count occurs on the falling edge of the timer input signal.</p> <p>PWM SINGLE OUTPUT Mode 0 = Timer output is forced low (0), when the timer is disabled. The timer output is forced high (1), when the timer is enabled and the PWM count matches and the timer output is forced low (0), when the timer is enabled and reloaded. 1 = Timer output is forced high (1), when the timer is disabled. The timer output is forced low(0), when the timer is enabled and the PWM count matches and forced high (1) when the timer is enabled and reloaded.</p> <p>CAPTURE Mode 0 = Count is captured on the rising edge of the timer input signal. 1 = Count is captured on the falling edge of the timer input signal.</p> <p>COMPARE Mode When the timer is disabled, the timer output signal is set to the value of this bit. When the timer is enabled and reloaded, the timer output signal is complemented.</p> <p>GATED Mode 0 = Timer counts when the timer input signal is high (1) and interrupts are generated on the falling edge of the timer input. 1 = Timer counts when the timer input signal is low (0) and interrupts are generated on the rising edge of the timer input.</p> <p>CAPTURE/COMPARE Mode 0 = Counting is started on the first rising edge of the timer input signal. The current count is captured on subsequent rising edges of the timer input signal. 1 = Counting is started on the first falling edge of the timer input signal. The current count is captured on subsequent falling edges of the timer input signal.</p>

Table 62. Watchdog Timer Reload Low Byte Register (WDTL)

Bit	7	6	5	4	3	2	1	0
Field	WDTL							
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	FF3H							
Note: *A read returns the current WDT count value; a write sets the appropriate reload value.								

Bit	Description
[7:0]	WDT Reload Low Byte
WDTL	LSB, bits[7:0] of the 24-bit WDT reload value.

**Bit
Position Description (Continued)**

[2:0]	Analog Input Select
ANAIN	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.

ADC Data High Byte Register

The ADC Data High Byte Register, shown in Table 64, contains the upper eight bits of the ADC output. Access to the ADC Data High Byte Register is read-only. Reading the ADC Data High Byte Register latches data in the ADC Low Bits Register.

Table 64. 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	Value (H)	Description
[7:0]	00h–FFh	ADC high byte The last conversion output is held in the data registers until the next ADC conversion is completed.

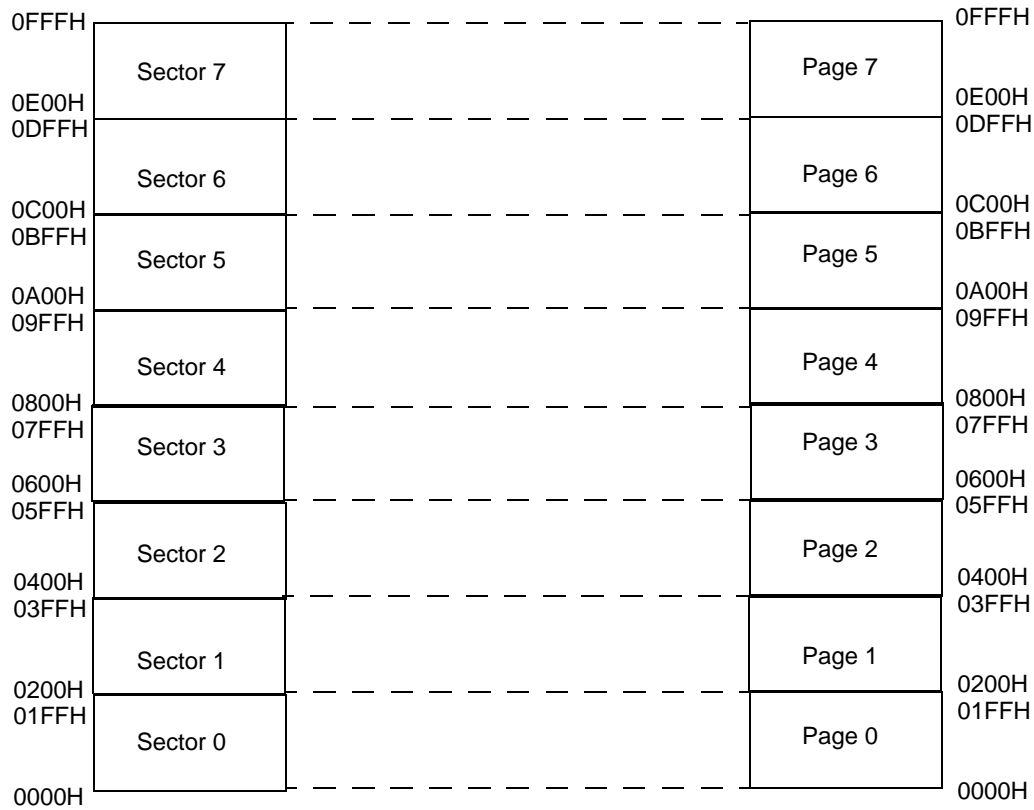


Figure 14. 4K Flash with NVDS

Bit	Description
[7:3] ADCREF_TRIM	ADC Reference Voltage Trim Byte Contains trimming bits for the ADC reference voltage.
[2:0]	Reserved These bits are reserved and must be programmed to 111.

► **Note:** The bit values indicated in Table 85 are set at the factory; no calibration is required.

Trim Bit Address 0001H

Table 86. Trim Option Bits at 0001H (TADC_COMP)

Bit	7	6	5	4	3	2	1	0
Field	Reserved							
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	Information Page Memory 0021H							

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

Bit	Description
[7:0]	Reserved These bits are reserved. Altering this register can result in incorrect device operation

► **Note:** The bit values used in Table 86 are set at the factory; no calibration is required.

Bit	Description (Continued)
[2]	Reserved This bit is reserved and must be programmed to 1.
[1:0]	Filter Selection FilterSely 2-bit Clock Filter Mode selection. 00 = No filter. 01 = Filter low level noise on high level signal. 10 = Filter high level noise on low level signal. 11 = Filter both.
Notes: x indicates bit values 3–1; y indicates bit values 1–0.	

► **Note:** The bit values used in Table 90 are set at the factory; no calibration is required.

Table 91. ClkFlt Delay Control Definition

DlyCtl3, DlyCtl2, DlyCtl1	Low-Noise Pulse on High Signal (ns)	High-Noise Pulse on Low Signal (ns)
000	5	5
001	7	7
010	9	9
011	11	11
100	13	13
101	17	17
110	20	20
111	25	25
Note: The variation is about 30%.		

Operation

The following section describes the operation of the On-Chip Debugging function.

OCD Interface

The On-Chip Debugger uses the DBG pin for communication with an external host. This one-pin interface is a bidirectional open-drain interface that transmits and receives data. Data transmission is half-duplex, which means transmission and data retrieval cannot occur simultaneously. The serial data on the DBG pin is sent using the standard asynchronous data format defined in RS-232. This pin creates an interface between the Z8 Encore! F083A Series products and the serial port of a host PC using minimal external hardware. Two different methods for connecting the DBG pin to an RS-232 interface are displayed in Figures 18 and 19. The recommended method is the buffered implementation depicted in Figure 19. The DBG pin must always be connected to V_{DD} through an external pull-up resistor.

! Caution: For operation of the On-Chip Debugger, all power pins (V_{DD} and AV_{DD}) must be supplied with power and all ground pins (V_{SS} and AV_{SS}) must be properly grounded. The DBG pin is open-drain and must always be connected to V_{DD} through an external pull-up resistor to ensure proper operation.

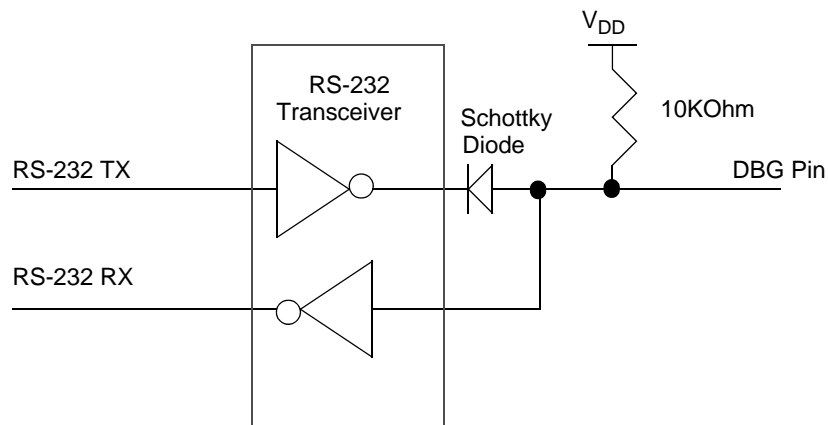


Figure 18. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface, # 1 of 2

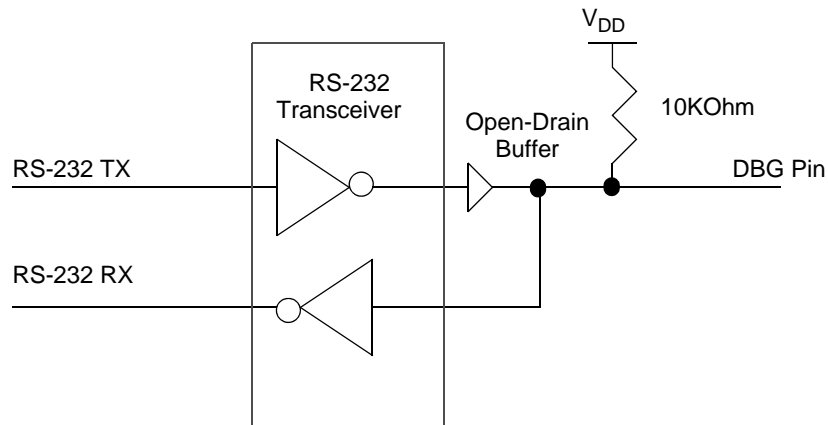


Figure 19. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface, #2 of 2

DEBUG Mode

F083A Series devices, when in DEBUG Mode, feature the following operating characteristics:

- The eZ8 CPU fetch unit stops, idling the eZ8 CPU, unless directed by the OCD to execute specific instructions
- The system clock operates, unless the device is in STOP Mode
- All enabled on-chip peripherals operate, unless the device is in STOP Mode
- Automatically exits HALT Mode
- Constantly refreshes the Watchdog Timer, if enabled

Entering DEBUG Mode

- The device enters DEBUG Mode after the eZ8 CPU executes a Breakpoint (BRK) instruction
- If the DBG pin is held Low during the most recent system reset clock cycle, the device enters DEBUG Mode upon exiting system reset

Exiting DEBUG Mode

The device exits DEBUG Mode upon any of the following operations:

- Clearing the DBGMODE bit in the OCD Control Register to 0
- Power-On Reset
- Voltage Brown-Out reset

If the OCD receives a serial break (nine or more continuous bits low), the autobaud detector/generator resets. Reconfigure the autobaud detector/generator by sending 80H.

OCD Serial Errors

The On-Chip Debugger detects any of the following error conditions on the DBG pin:

- Serial break (a minimum of nine continuous bits Low)
- Framing error (received Stop bit is Low)
- Transmit collision (simultaneous transmission by OCD and host detected by the OCD)

When the OCD detects one of these errors, it aborts any command currently in progress, transmits a four character long serial break back to the host and resets the autobaud detector/generator. A framing error or transmit collision may be caused by the host sending a serial break to the OCD. As a result of the open-drain nature of the interface, returning a serial break back to the host only extends the length of the serial break if the host releases the serial break early.

The host transmits a serial break on the DBG pin when first connecting to the Z8 Encore! F083A Series devices or when recovering from an error. A serial break from the host resets the autobaud generator/detector, but does not reset the OCD Control Register. A serial break leaves the device in DEBUG Mode, if that is the current mode. The OCD is held in reset until the end of the serial break when the DBG pin returns high. Because of the open-drain nature of the DBG pin, the host sends a serial break to the OCD even if the OCD is transmitting a character.

Breakpoints

Execution breakpoints are generated using the BRK instruction (Opcode 00H). When the eZ8 CPU decodes a BRK instruction, it signals the On-Chip Debugger. If breakpoints are enabled, the OCD enters DEBUG Mode and idles the eZ8 CPU. If breakpoints are not enabled, the OCD ignores the BRK signal and the BRK instruction operates as an NOP instruction.

Breakpoints in Flash Memory

The BRK instruction is Opcode 00H, which corresponds to the fully programmed state of a byte in Flash memory. To implement a breakpoint, write 00H to the required break address overwriting the current instruction. To remove a breakpoint, the corresponding page of Flash memory must be erased and reprogrammed with the original data.

Hex Address: FC5

Table 164. IRQ1 Enable Low Bit Register (IRQ1ENL)

Bit	7	6	5	4	3	2	1	0
Field	PA7ENL	PA6CENL	PA5ENL	PA4ENL	PA3ENL	PA2ENL	PA1ENL	PA0ENL
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	FC5H							

Hex Address: FC6

Table 165. Interrupt Request 2 Register (IRQ2)

Bit	7	6	5	4	3	2	1	0
Field	Reserved				PC3I	PC2I	PC1I	PC0I
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	FC6H							

Hex Address: FC7

Table 166. IRQ2 Enable High Bit Register (IRQ2ENH)

Bit	7	6	5	4	3	2	1	0
Field	Reserved				C3ENH	C2ENH	C1ENH	C0ENH
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	FC7H							

Hex Address: FC8

Table 167. IRQ2 Enable Low Bit Register (IRQ2ENL)

Bit	7	6	5	4	3	2	1	0
Field	Reserved				C3ENL	C2ENL	C1ENL	C0ENL
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	FC8H							

Hex Addresses: FC9–FCC

This address range is reserved.

Hex Address: FCD

Table 168. Interrupt Edge Select Register (IRQES)

Bit	7	6	5	4	3	2	1	0
Field	IES7	IES6	IES5	IES4	IES3	IES2	IES1	IES0
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	FCDH							

Hex Address: FCE

Table 169. Shared Interrupt Select Register (IRQSS)

Bit	7	6	5	4	3	2	1	0
Field	Reserved	PA6CS	Reserved					
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	FCEH							

Hex Address: FCF

Table 170. Interrupt Control Register (IRQCTL)

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

G

- gated mode 89
- general-purpose I/O 33
- GPIO 4, 33
 - alternate functions 34
 - architecture 33
 - control register definitions 39
 - input data sample timing 194
 - interrupts 39
 - port A-C pull-up enable sub-registers 46, 47, 48
 - port A-H address registers 40
 - port A-H alternate function sub-registers 42
 - port A-H control registers 41
 - port A-H data direction sub-registers 41
 - port A-H high drive enable sub-registers 44
 - port A-H input data registers 49
 - port A-H output control sub-registers 43
 - port A-H output data registers 50, 51
 - port A-H stop mode recovery sub-registers 45
 - port availability by device 33
 - port input timing 194
 - port output timing 195

H

- H 165
- HALT 168
- halt mode 31, 168
- hexadecimal number prefix/suffix 165

I

- I2C 4
- IM 164
- immediate data 164
- immediate operand prefix 165
- INC 166
- increment 166
- increment word 166
- INCW 166
- indexed 165
- indirect address prefix 165
- indirect register 164

- indirect register pair 164
- indirect working register 164
- indirect working register pair 164
- instruction set, ez8 CPU 162

instructions

- ADC 166
- ADCX 166
- ADD 166
- ADDX 166
- AND 169
- ANDX 169
- arithmetic 166
- BCLR 167
- BIT 167
- bit manipulation 167
- block transfer 167
- BRK 169
- BSET 167
- BSWAP 167, 170
- BTJ 169
- BTJNZ 166, 169
- BTJZ 169
- CALL 169
- CCF 167, 168
- CLR 168
- COM 169
- CP 166
- CPC 166
- CPCX 166
- CPU control 168
- CPX 166
- DA 166
- DEC 166
- DECW 166
- DI 168
- DJNZ 169
- EI 168
- HALT 168
- INC 166
- INCW 166
- IRET 169
- JP 169
- LD 168
- LDC 168

- ADC channel 1 102
- ADC data high byte 103
- ADC data low bit 104, 105, 106, 107, 211
- reset
 - and stop mode characteristics 22
 - and stop mode recovery 21
 - carry flag 167
 - sources 23
- RET 169
- return 169
- RL 170
- RLC 170
- rotate and shift instructions 170
- rotate left 170
- rotate left through carry 170
- rotate right 170
- rotate right through carry 170
- RP 165
- RR 165, 170
- rr 165
- RRC 170

S

- SBC 167
- SCF 167, 168
- second opcode map after 1FH 183
- set carry flag 167, 168
- set register pointer 168
- shift right arithmetic 170
- shift right logical 170
- signal descriptions 11
- software trap 169
- source operand 165
- SP 165
- SRA 170
- src 165
- SRL 170
- SRP 168
- stack pointer 165
- STOP 168
- stop mode 30, 168
- stop mode recovery
 - sources 26

- using a GPIO port pin transition 27, 28
- using watch-dog timer time-out 27
- SUB 167
- subtract 167
- subtract - extended addressing 167
- subtract with carry 167
- subtract with carry - extended addressing 167
- SUBX 167
- SWAP 170
- swap nibbles 170
- symbols, additional 165

T

- Table 134. Power Consumption Reference Table 196
- TCM 167
- TCMX 167
- test complement under mask 167
- test complement under mask - extended addressing 167
- test under mask 167
- test under mask - extended addressing 167
- timing diagram, voltage measurement 100
- timer signals 11
- timers 69
 - architecture 69
 - block diagram 70
 - capture mode 78, 79, 89, 90
 - capture/compare mode 82, 89
 - compare mode 80, 89
 - continuous mode 71, 89
 - counter mode 72, 73
 - counter modes 89
 - gated mode 81, 89
 - one-shot mode 70, 89
 - operating mode 70
 - PWM mode 75, 76, 89, 90
 - reading the timer count values 83
 - reload high and low byte registers 84
 - timer control register definitions 83
 - timer output signal operation 83
- timers 0-3
 - control registers 87, 88