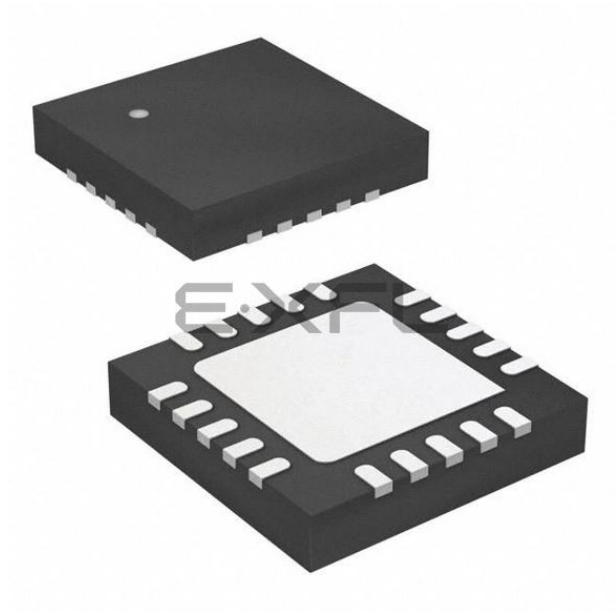

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What is "Embedded - Microcontrollers"?

"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	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

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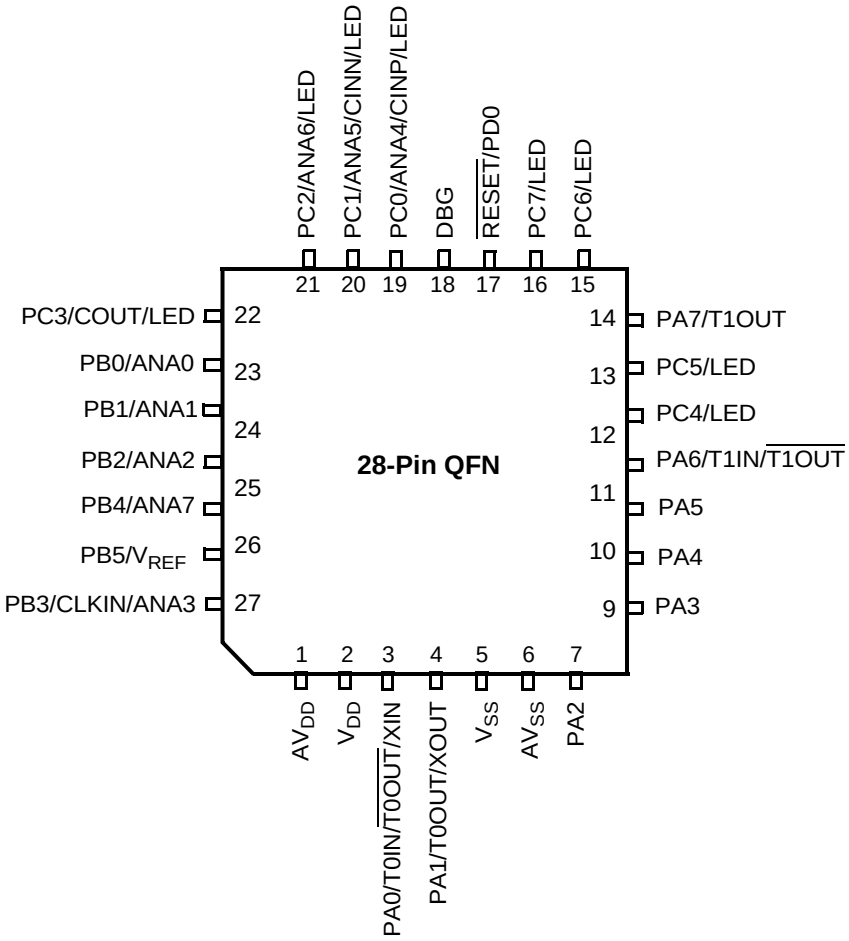

Figure 5. Z8F083A Series in 28-Pin QFN Package

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] POCx	**Port Output Control** 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	**Timer Input/Output Polarity** Operation of this bit is a function of the current operating mode of the timer. **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. **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. **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. **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. **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. **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. **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. **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.

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

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.

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.

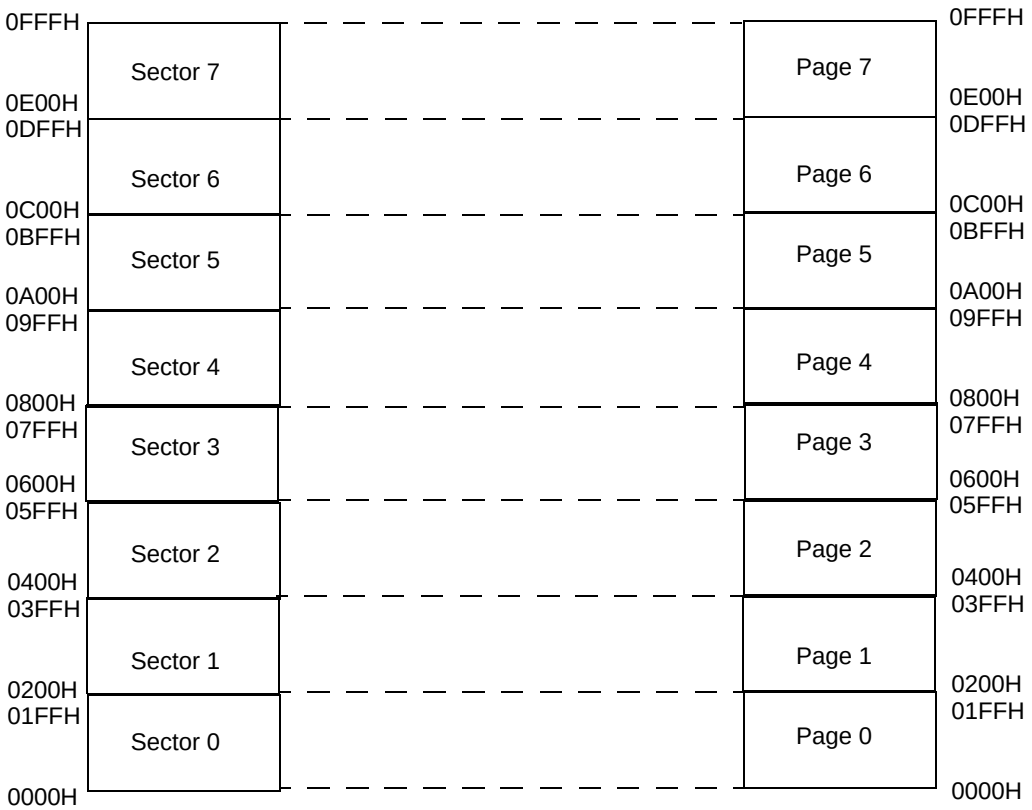

Figure 14. 4K Flash with NVDS

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] FilterSel*y*	**Filter Selection** 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.

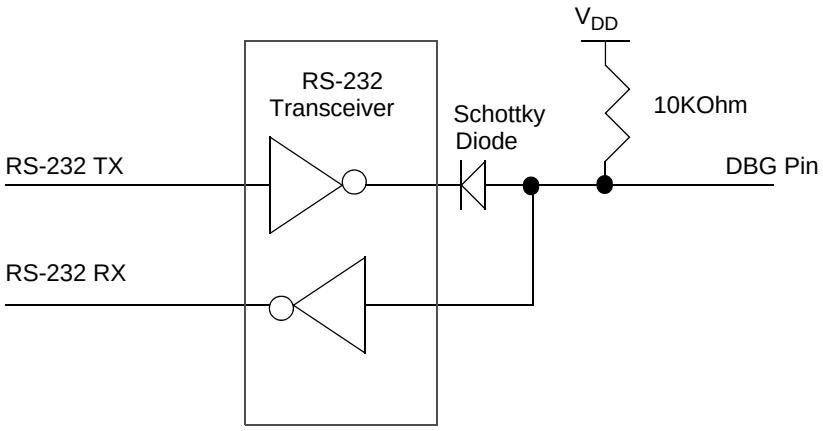

Figure 18. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface, # 1 of 2

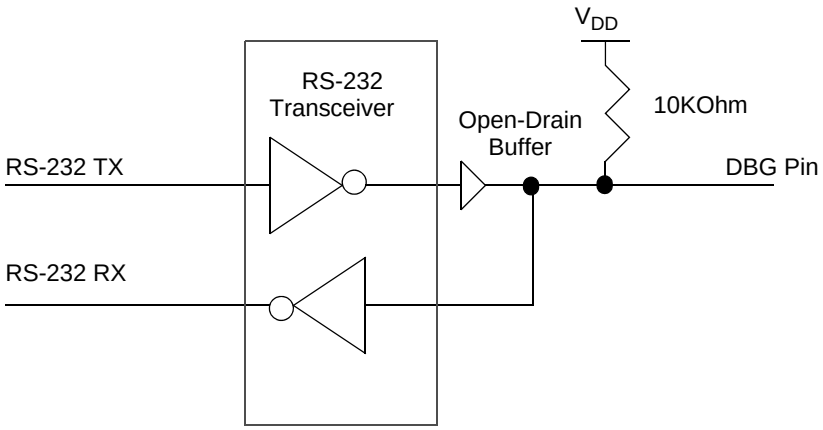

Figure 19. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface, #2 of 2

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							

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