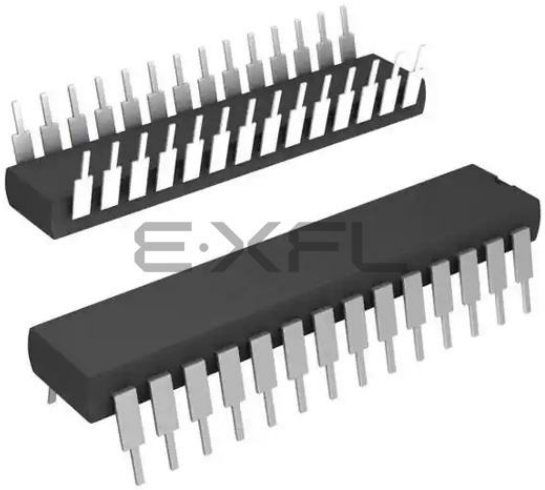

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What is "Embedded - Microcontrollers"?

"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	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, IrDA, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	19
Program Memory Size	4KB (4K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Through Hole
Package / Case	28-DIP (0.600", 15.24mm)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0412pj020ec

Braces

The curly braces { }, indicate a single register or bus created by concatenating some combination of smaller registers, buses, or individual bits.

- **Example:** The 12-bit register address {0H, RP[7:4], R1[3:0]} is composed of a 4-bit hexadecimal value (0H) and two 4-bit register values taken from the Register Pointer (RP) and Working Register R1. 0H is the most significant nibble (4-bit value) of the 12-bit register, and R1[3:0] is the least significant nibble of the 12-bit register.

Parentheses

The parentheses ( ), indicate an indirect register address lookup.

- **Example:** (R1) is the memory location referenced by the address contained in the Working Register R1.

Parentheses/Bracket Combinations

The parentheses ( ), indicate an indirect register address lookup and the square brackets, [ ], indicate a register or bus.

- **Example:** Assume PC[15:0] contains the value 1234h. (PC [15:0]) then refers to the contents of the memory location at address 1234h.

Use of the Words *Set*, *Reset* and *Clear*

The word *set* implies that a register bit or a condition contains a logical 1. The words re*set* or *clear* imply that a register bit or a condition contains a logical 0. When either of these terms is followed by a number, the word *logical* cannot be included; however, it is implied.

Notation for Bits and Similar Registers

A field of bits within a register is designated as: Register[*n*:*n*].

- **Example:** ADDR[15:0] refers to bits 15 through bit 0 of the Address.

Use of the Terms *LSB*, *MSB*, *lsb*, and *msb*

In this document, the terms *LSB* and *MSB,* when appearing in upper case, mean *least significant byte* and *most significant byte,* respectively. The lowercase forms, *lsb* and *msb*, mean *least significant bit* and *most significant bit*, respectively.

Use of Initial Uppercase Letters

Initial uppercase letters designate settings and conditions in general text.

- **Example 1**: The receiver forces the SCL line to Low.
- **Example 2:** The Master generates a STOP condition to abort the transfer.

- 2.7 V to 3.6 V operating voltage with 5 V-tolerant inputs
- 20-pin and 28-pin packages
- 0 °C to +70 °C standard temperature and -40 °C to +105 °C extended temperature operating ranges

Part Selection Guide

Table 1 identifies the basic features and package styles available for each device within the Z8 Encore! XP® F0822 Series product line.

Table 1. Z8 Encore! XP® F0822 Series Part Selection Guide

Part Number	Flash (KB)	RAM (KB)	I/O	16-bit Timers with PWM	ADC Inputs	UARTs with IrDA	I^2C	SPI	Package Pin Counts	
									20	28
Z8F0822	8	1	19	2	5	1	1	1		X
Z8F0821	8	1	11	2	2	1	1		X	
Z8F0812	8	1	19	2	0	1	1	1		X
Z8F0811	8	1	11	2	0	1	1		X	
Z8F0422	4	1	19	2	5	1	1	1		X
Z8F0421	4	1	11	2	2	1	1		X	
Z8F0412	4	1	19	2	0	1	1	1		X
Z8F0411	4	1	11	2	0	1	1		X	

Block Diagram

Figure 1 displays the block diagram of the architecture of Z8 Encore! XP® F0822 Series devices.

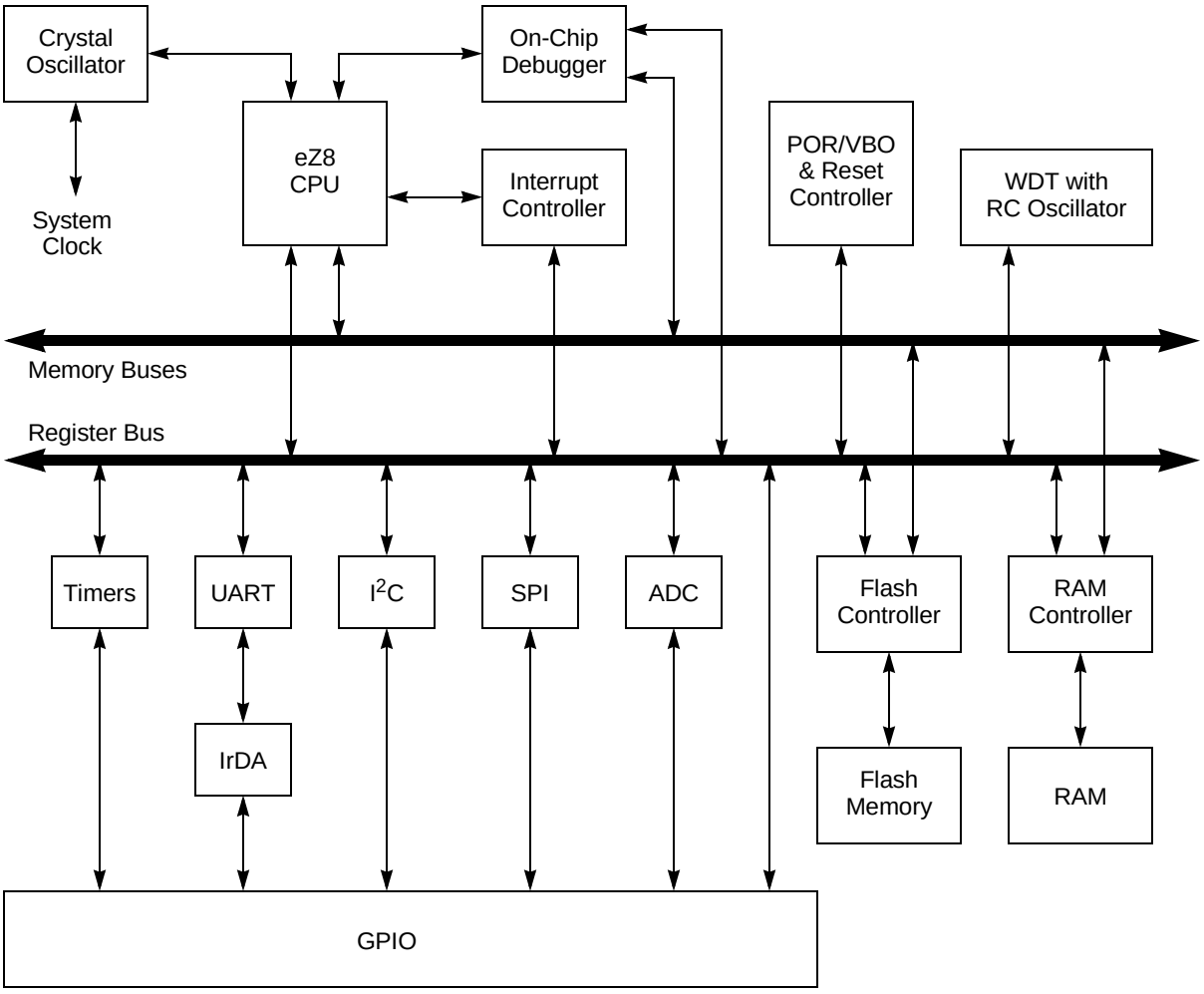


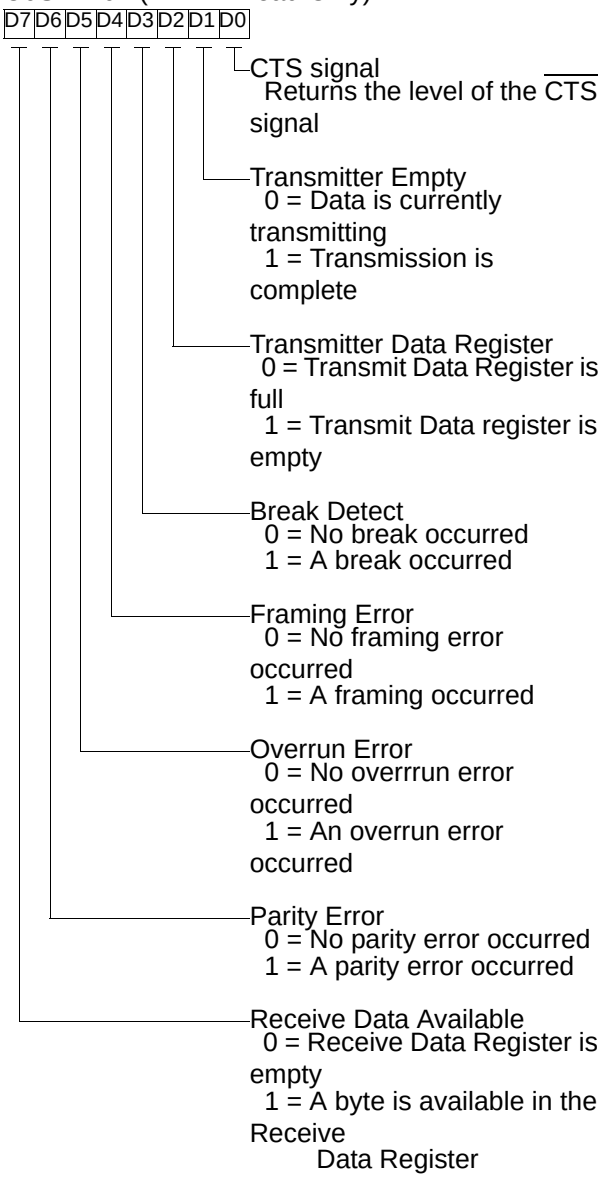
Figure 1. Z8 Encore! XP® F0822 Series Block Diagram

CPU and Peripheral Overview

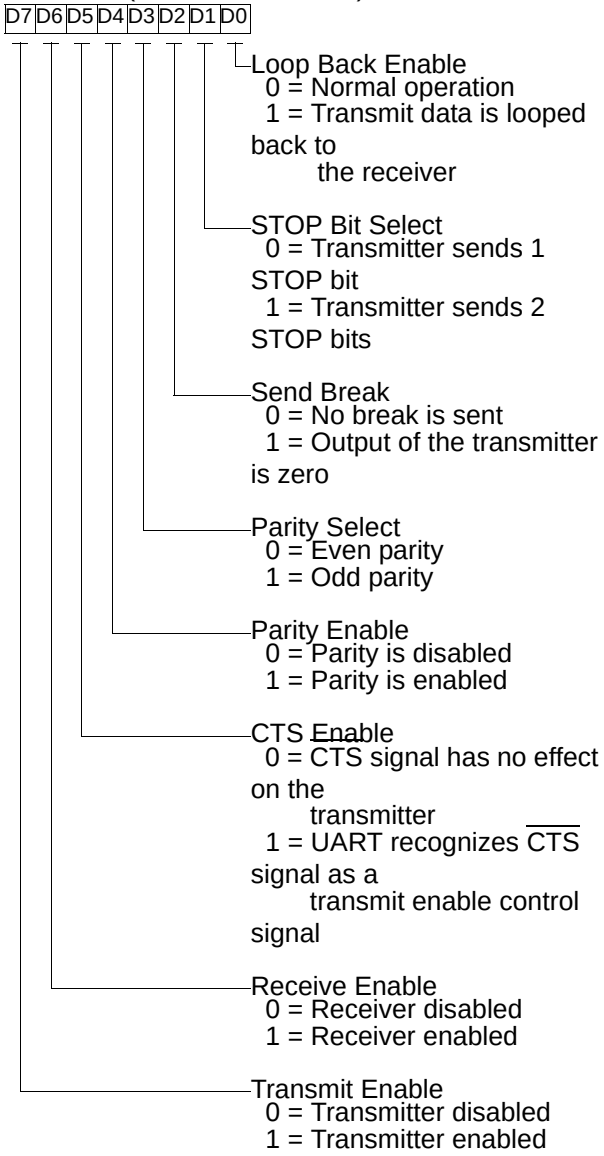
eZ8 CPU Features

Zilog's latest eZ8 8-bit CPU, meets the continuing demand for faster and more code-efficient microcontrollers. The eZ8 CPU executes a superset of the original Z8® instruction set.

UART0 Status 0
U0STAT0 (F41H - Read Only)



UART0 Control 0
U0CTL0 (F42H - Read/Write)



Port A Address
PAADDR (FD0H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Address[7:0]
Selects Port Sub-Registers:
00H = No function
01H = Data direction
02H = Alternate function
03H = Output control (open-drain)
04H = High drive enable
05H = STOP mode recovery enable
06H = Pull-up enable
07H-FFH = No function

Port A Control
PACTL (FD1H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Control[7:0]
Provides Access to Port Sub-Registers

Port A Input Data
PAIN (FD2H - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Input Data [7:0]

Port A Output Data
PAOUT (FD3H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Output Data [7:0]

4. If required, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
5. Configure the associated GPIO port pin for the Timer Input alternate function.
6. If using the Timer Output function, configure the associated GPIO port pin for the Timer Output alternate function.
7. Write to the Timer Control Register to enable the timer.

In COUNTER mode, the number of Timer Input transitions since the timer start is given by the following equation:

COUNTER Mode Timer Input Transitions = Current Count Value – Start Value

PWM Mode

In PWM mode, the timer outputs a Pulse-Width Modulator output signal through a GPIO port pin. The timer input is the system clock. The timer first counts up to the 16-bit PWM match value stored in the Timer PWM High and Low Byte Registers. When the timer count value matches the PWM value, the Timer Output toggles. The timer continues counting until it reaches the Reload value 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.

If the TPOL bit in the Timer Control Register is set to 1, the Timer Output signal begins as a High (1) and then transitions to a Low (0) when the timer value matches the PWM value. The Timer Output signal returns to a High (1) after the timer reaches the Reload value and is reset to 0001H.

If the TPOL bit in the Timer Control Register is set to 0, the Timer Output signal begins as a Low (0) and then transitions to a High (1) when the timer value matches the PWM value. The Timer Output signal returns to a Low (0) after the timer reaches the Reload value and is reset to 0001H.

Follow the steps below for configuring a timer for PWM mode and initiating the PWM operation:

1. Write to the Timer Control Register to:
   – Disable the timer
   – Configure the timer for PWM mode.
   – Set the prescale value.
   – Set the initial logic level (High or Low) and PWM High/Low transition for the Timer Output alternate function.
2. Write to the Timer High and Low Byte Registers to set the starting count value (typically 0001H). This only affects the first pass in PWM mode. After the first timer reset in PWM mode, counting always begins at the reset value of 0001H.

- 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. This allows user software to determine if interrupts were generated by either a capture event or a reload. If the PWM High and Low Byte Registers still contains 0000H after the interrupt, then the interrupt was generated by a Reload.
5. If required, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
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 from timer start to Capture event is calculated using the following equation:

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

COMPARE Mode

In COMPARE mode, the timer counts up to the 16-bit maximum Compare value stored in the Timer Reload High and Low Byte Registers. The timer input is the system clock. Upon reaching the Compare value, the timer generates an interrupt and counting continues (the timer value is not reset to 0001H). Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) upon Compare.

If the Timer reaches FFFFH, the timer rolls over to 0000H and continue counting.

Follow the steps below for configuring a timer for COMPARE mode and initiating the count:

1. Write to the Timer Control Register to:
   - Disable the timer
   - Configure the timer for COMPARE mode
   - Set the prescale value
   - Set the initial logic level (High or Low) for the Timer Output alternate function, if required
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 Compare value

Watchdog Timer Refresh

When first enabled, the WDT is loaded with the value in the WDT Reload registers. The WDT then counts down to 000000H unless a WDT instruction is executed by the eZ8 CPU. Execution of the WDT instruction causes the downcounter to be reloaded with the WDT Reload value stored in the WDT Reload registers. Counting resumes following the reload operation.

When Z8 Encore! XP® F0822 Series device is operating in DEBUG Mode (using the OCD), the WDT is continuously refreshed to prevent spurious WDT time-outs.

Watchdog Timer Time-Out Response

The WDT times out when the counter reaches 000000H. A WDT time-out generates either an Interrupt or a Reset. The WDT_RES Option Bit determines the time-out response of the WDT. For information regarding programming of the WDT_RES Option Bit, see Option Bits on page 163.

WDT Interrupt in Normal Operation

If configured to generate an interrupt when a time-out occurs, the WDT issues an interrupt request to the interrupt controller and sets the WDT Status Bit in the WDT Control Register. If interrupts are enabled, the eZ8 CPU responds to the interrupt request by fetching the WDT interrupt vector and executing the code from the vector address. After time-out and interrupt generation, the WDT counter rolls over to its maximum value of FFFFFH and continues counting. The WDT counter is not automatically returned to its Reload Value.

WDT Reset in STOP Mode

If enabled in STOP mode and configured to generate a Reset when a time-out occurs and the device is in STOP mode, the WDT initiates a Stop Mode Recovery. Both the WDT status bit and the STOP bit in the WDT Control Register is set to 1 following the WDT time-out in STOP mode. For more information, see Reset and Stop Mode Recovery on page 39. Default operation is for the WDT and its RC oscillator to be enabled during STOP mode.

To minimize power consumption in STOP mode, the WDT and its RC oscillator is disabled in STOP mode. The following sequence configures the WDT to be disabled when the Z8F082x family device enters STOP mode following execution of a STOP instruction:

1. Write 55H to the Watchdog Timer Control Register (WDTCTL).
2. Write AAH to the Watchdog Timer Control Register (WDTCTL).
3. Write 81H to the Watchdog Timer Control Register (WDTCTL) to configure the WDT and its oscillator to be disabled during STOP mode. Alternatively, write 00H to the WDTCTL as the third step in this sequence to reconfigure the WDT and its oscillator to be enabled during STOP mode. This sequence only affects WDT operation in STOP mode.

Enable signal asserts at least one UART bit period and no greater than two UART bit periods before the Start bit is transmitted. This format allows a setup time to enable the transceiver. The Driver Enable signal deasserts one system clock period after the last STOP bit is transmitted. This one system clock delay allows both time for data to clear the transceiver before disabling it, as well as the ability to determine if another character follows the current character. In the event of back to back characters (new data must be written to the Transmit Data Register before the previous character is completely transmitted) the DE signal is not deasserted between characters. The DEPOL bit in the UART Control Register 1 sets the polarity of the Driver Enable signal.

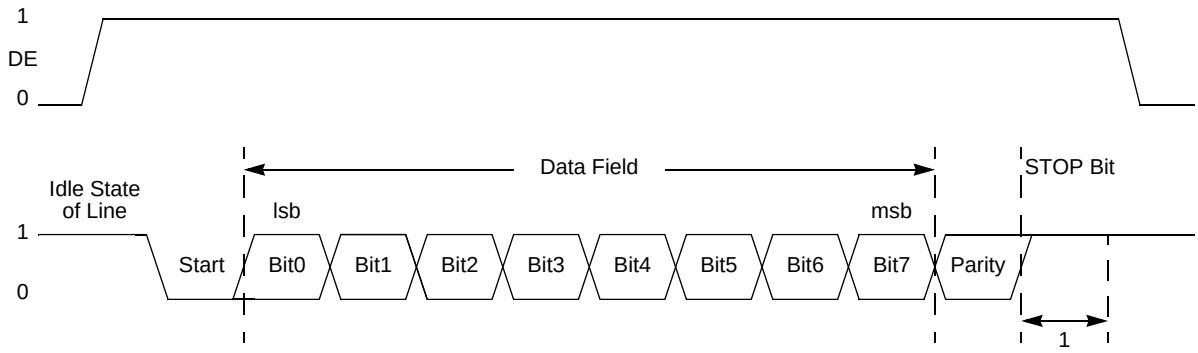


Figure 15. UART Driver Enable Signal Timing (with 1 STOP Bit and Parity)

The Driver Enable to Start bit setup time is calculated as follows:

$$\left(\frac{1}{\text{Baud Rate (Hz)}}\right) \leq \text{DE to Start Bit Setup Time (s)} \leq \left(\frac{2}{\text{Baud Rate (Hz)}}\right)$$

UART Interrupts

The UART features separate interrupts for the transmitter and the receiver. In addition, when the UART primary functionality is disabled, the BRG also functions as a basic timer with interrupt capability.

Transmitter Interrupts

The transmitter generates a single interrupt when the Transmit Data Register Empty bit (TDRE) is set to 1. This indicates that the transmitter is ready to accept new data for transmission. The TDRE interrupt occurs after the Transmit shift register has shifted the first bit of data out. At this point, the Transmit Data Register can be written with the next character to send. This provides 7 bit periods of latency to load the Transmit Data Register before the Transmit shift register completes shifting the current character. Writing to the UART Transmit Data Register clears the TDRE bit to 0.

Serial Peripheral Interface

The Serial Peripheral Interface (SPI) is a synchronous interface allowing several SPI-type devices to be interconnected. SPI-compatible devices include EEPROMs, Analog-to-Digital Converters, and ISDN devices. Features of the SPI include:

- Full-duplex, synchronous, and character-oriented communication
- Four-wire interface
- Data transfers rates up to a maximum of one-half the system clock frequency
- Error detection
- Dedicated Baud Rate Generator

The SPI is not available in 20-pin package devices.

Architecture

The SPI is be configured as either a Master (in single or multi-master systems) or a Slave as displayed in Figure 20 through Figure 22.

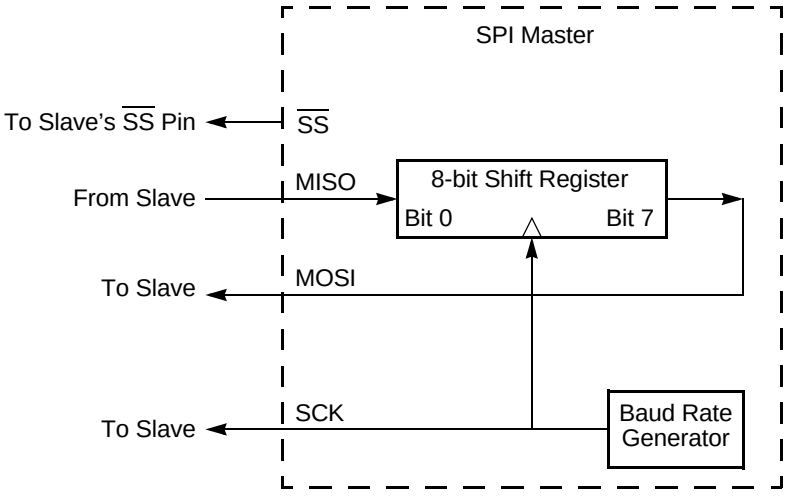


Figure 20. SPI Configured as a Master in a Single Master, Single Slave System

necessary for $\overline{SS}$ to deassert between characters to generate the interrupt. The SPI in SLAVE mode also generates an interrupt if the $\overline{SS}$ signal deasserts prior to transfer of all the bits in a character (see description of Slave Abort Error). Writing a 1 to the IRQ bit in the SPI Status Register clears the pending SPI interrupt request. The IRQ bit must be cleared to 0 by the ISR to generate future interrupts. To start the transfer process, an SPI interrupt can be forced by software writing a 1 to the STR bit in the SPICTL Register.

If the SPI is disabled, an SPI interrupt can be generated by a BRG time-out. This timer function must be enabled by setting the BIRQ bit in the SPICTL Register. This BRG time-out does not set the IRQ bit in the SPISTAT Register, just the SPI interrupt bit in the interrupt controller.

SPI Baud Rate Generator

In SPI MASTER mode, the BRG creates a lower frequency serial clock (SCK) for data transmission synchronization between the Master and the external Slave. The input to the BRG is the system clock. The SPI Baud Rate High and Low Byte Registers combine to form a 16-bit reload value, BRG[15:0], for the SPI Baud Rate Generator. The SPI baud rate is calculated using the following equation:

$$\text{SPI Baud Rate (bits/s)} = \frac{\text{System Clock Frequency (Hz)}}{2 \times \text{BRG[15:0]}}$$

Minimum baud rate is obtained by setting BRG[15:0] to 0000H for a clock divisor value of (2 X 65536 = 131072).

When the SPI is disabled, BRG functions as a basic 16-bit timer with interrupt on time-out. Follow the steps below to configure BRG as a timer with interrupt on time-out:

1. Disable the SPI by clearing the SPIEN bit in the SPI Control Register to 0.
2. Load the desired 16-bit count value into the SPI Baud Rate High and Low Byte registers.
3. Enable BRG timer function and associated interrupt by setting the BIRQ bit in the SPI Control Register to 1.

When configured as a general-purpose timer, the interrupt interval is calculated using the following equation:

$$\text{Interrupt Interval (s)} = \text{System Clock Period (s)} \times \text{BRG[15:0]} \ ]$$

1 = $\overline{SS}$ pin driven High (1).
This bit has no effect if SSIO = 0 or SPI configured as a Slave

SPI Diagnostic State Register

The SPI Diagnostic State Register provides observability of internal state. This is a read only register used for SPI diagnostics.

Table 67. SPI Diagnostic State Register (SPIDST)

BITS	7	6	5	4	3	2	1	0
FIELD	SCKEN	TCKEN	SPISTATE					
RESET	0							
R/W	R							
ADDR	F64H							

SCKEN–Shift Clock Enable
0 = The internal Shift Clock Enable signal is deasserted
1 = The internal Shift Clock Enable signal is asserted (shift register is updates on next system clock)

TCKEN–Transmit Clock Enable
0 = The internal Transmit Clock Enable signal is deasserted.
1 = The internal Transmit Clock Enable signal is asserted. When this is asserted the serial data out is updated on the next system clock (MOSI or MISO).

SPISTATE–SPI State Machine
Defines the current state of the internal SPI State Machine.

SPI Baud Rate High and Low Byte Registers

The SPI Baud Rate High and Low Byte Registers combine to form a 16-bit reload value, BRG[15:0], for the SPI Baud Rate Generator. When configured as a general purpose timer, the interrupt interval is calculated using the following equation:

Interrupt Interval (s) = System Clock Period (s) × BRG[15:0]

Table 68. SPI Baud Rate High Byte Register (SPIBRH)

BITS	7	6	5	4	3	2	1	0
FIELD	BRH							
RESET	1							
R/W	R/W							
ADDR	F66H							

BRH = SPI Baud Rate High Byte
Most significant byte, BRG[15:8], of the SPI Baud Rate Generator's reload value.

Table 69. SPI Baud Rate Low Byte Register (SPIBRL)

BITS	7	6	5	4	3	2	1	0
FIELD	BRL							
RESET	1							
R/W	R/W							
ADDR	F67H							

BRL = SPI Baud Rate Low Byte
Least significant byte, BRG[7:0], of the SPI Baud Rate Generator's reload value.

Flash Memory

The products in Z8 Encore! XP® F0822 Series feature either 8 KB (8192) or 4 KB (4096) bytes of Flash memory with Read/Write/Erase capability. The Flash memory is programmed and erased in-circuit by either user code or through the OCD.

The Flash memory array is arranged in 512-byte per page. The 512-byte page is the minimum Flash block size that can be erased. The Flash memory is divided into eight sectors which is protected from programming and erase operations on a per sector basis.

Table 80 describes the Flash memory configuration for each device in the Z8F082x family. Table 81 lists the sector address ranges. Figure 33 on page 154 displays the Flash memory arrangement.

Table 80. Flash Memory Configurations

Part Number	Flash Size	Number of Pages	Flash Memory Addresses	Sector Size	Number of Sectors	Pages per Sector
Z8F08xx	8 KB (8192)	16	0000H - 1FFFH	1 KB (1024)	8	2
Z8F04xx	4 KB (4096)	8	0000H - 0FFFH	0.5 KB (512)	8	1

Table 81. Flash Memory Sector Addresses

	Flash Sector Address Ranges	
Sector Number	Z8F04xx	Z8F08xx
0	0000H-01FFH	0000H-03FFH
1	0200H-03FFH	0400H-07FFH
2	0400H-05FFH	0800H-0BFFH
3	0600H-07FFH	0C00H-0FFFH
4	0800H-09FFH	1000H-13FFH
5	0A00H-0BFFH	1400H-17FFH
6	0C00H-0DFFH	1800H-1BFFH
7	0E00H-0FFFH	1C00H-1FFFH

Follow the steps below to setup the Flash Sector Protect Register from user code:

1. Write 00H to the Flash Control Register to reset the Flash Controller.
2. Write 5EH to the Flash Control Register to select the Flash Sector Protect Register.
3. Read and/or write the Flash Sector Protect Register which is now at Register File address FF9H.
4. Write 00H to the Flash Control Register to return the Flash Controller to its reset state.

Flash Write Protection Option Bit

The Flash Write Protect option bit can block all program and erase operations from user code. For more information, see Option Bits on page 163.

Byte Programming

When the Flash Controller is unlocked, writes to Flash Memory from user code programs a byte into the Flash if the address is located in the unlocked page. An erased Flash byte contains all 1s (FFH). The programming operation is used to change bits from 1 to 0. To change a Flash bit (or multiple bits) from zero to one requires a Page Erase or Mass Erase operation.

Byte Programming is accomplished using the eZ8 CPU's LDC or LDCI instructions. Refer to *eZ8 CPU Core User Manual (UM0128)* for a description of the LDC and LDCI instructions.

While the Flash Controller programs the Flash memory, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. Interrupts that occur when a Programming operation is in progress are serviced once the Programming operation is complete. To exit Programming mode and lock the Flash Controller, write 00H to the Flash Control Register.

User code cannot program Flash Memory on a page that is located in a protected sector. When user code writes memory locations, only addresses located in the unlocked page are programmed. Memory writes outside of the unlocked page are ignored.

! Caution: *Each memory location must not be programmed more than twice before an erase occurs.*

Follow the steps below to program the Flash from user code:

1. Write 00H to the Flash Control Register to reset the Flash Controller.
2. Write the page of memory to be programmed to the Page Select Register.
3. Write the first unlock command 73H to the Flash Control Register.
4. Write the second unlock command 8CH to the Flash Control Register.

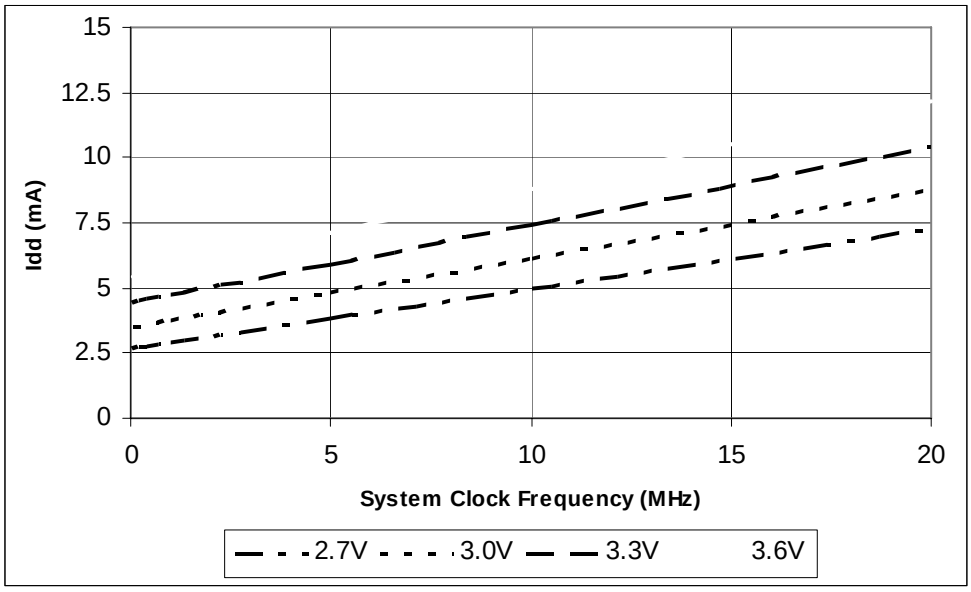


Figure 41. Typical Active Mode I_{DD} Versus System Clock Frequency

Figure 42 displays the maximum active mode current consumption across the full operating temperature range of the device and versus the system clock frequency. All GPIO pins are configured as outputs and driven High.

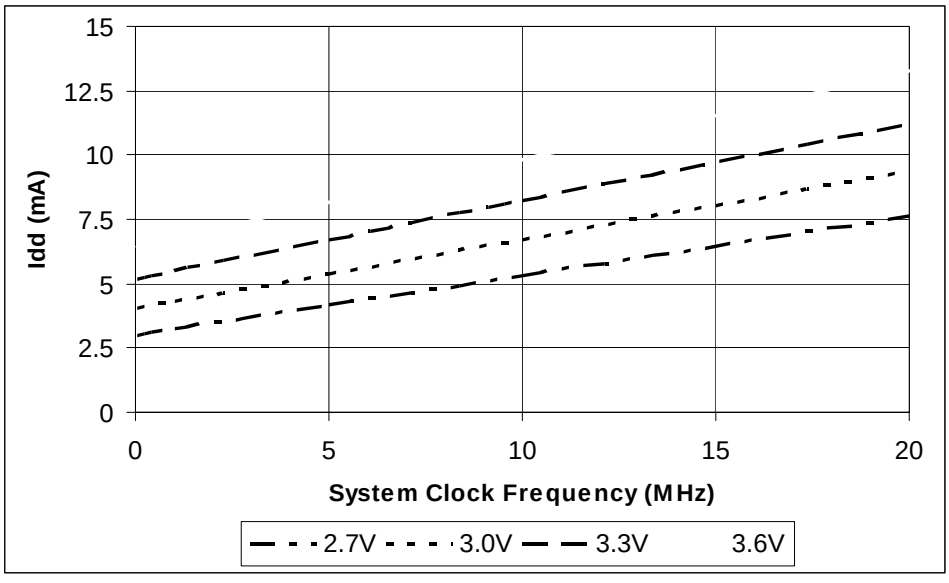


Figure 42. Maximum Active Mode I_{DD} Versus System Clock Frequency

Assembly Language Syntax

For proper instruction execution, eZ8 CPU assembly language syntax requires that the operands be written as ‘destination, source’. After assembly, the object code usually has the operands in the order ’source, destination’, but ordering is opcode-dependent. The following instruction examples illustrate the format of some basic assembly instructions and the resulting object code produced by the assembler. This binary format must be followed by users that prefer manual program coding or intend to implement their own assembler.

Example 1: If the contents of Registers 43H and 08H are added and the result is stored in 43H, the assembly syntax and resulting object code is:

Table 113. Assembly Language Syntax Example 1

Assembly Language Code	ADD	43H	08H	(ADD dst, src)
Object Code	04	08	43	(OPC src, dst)

Example 2: In general, when an instruction format requires an 8-bit register address, that address can specify any register location in the range 0–255 or, using Escaped Mode Addressing, a Working Register R0–R15. If the contents of Register 43H and Working Register R8 are added and the result is stored in 43H, the assembly syntax and resulting object code is:

Table 114. Assembly Language Syntax Example 2

Assembly Language Code	ADD	43H,	R8	(ADD dst, src)
Object Code	04	E8	43	(OPC src, dst)

See the device-specific Product Specification to determine the exact register file range available. The register file size varies, depending on the device type.

eZ8 CPU Instruction Notation

In the eZ8 CPU Instruction Summary and Description sections, the operands, condition codes, status flags, and address modes are represented by a notational shorthand that is described in Table 115 on page 211.

Part Number	Flash	RAM	I/O Lines	Interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	I^2C	SPI	UARTs with IrDA	Description
Z8F04xx with 4 KB Flash										
Standard Temperature: 0 °C to 70 °C										
Z8F0411HH020SC	4 KB	1 KB	11	16	2	0	1	0	1	SSOP 20-pin package
Z8F0411PH020SC	4 KB	1 KB	11	16	2	0	1	0	1	PDIP 20-pin package
Z8F0412SJ020SC	4 KB	1 KB	19	19	2	0	1	1	1	SOIC 28-pin package
Z8F0412PJ020SC	4 KB	1 KB	19	19	2	0	1	1	1	PDIP 28-pin package
Extended Temperature: -40 °C to 105 °C										
Z8F0411HH020EC	4 KB	1 KB	11	16	2	0	1	0	1	SSOP 20-pin package
Z8F0411PH020EC	4 KB	1 KB	11	16	2	0	1	0	1	PDIP 20-pin package
Z8F0412SJ020EC	4 KB	1 KB	19	19	2	0	1	1	1	SOIC 28-pin package
Z8F0412PJ020EC	4 KB	1 KB	19	19	2	0	1	1	1	PDIP 28-pin package
Z8F08200100KITG										Development Kit (20- and 28-pin)
ZUSBSC00100ZACG										USB Smart Cable Accessory Kit
ZUSBOPTSC01ZACG										Opto-Isolated USB Smart Cable Accessory Kit

Note: Replace C with G for lead-free packaging.

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