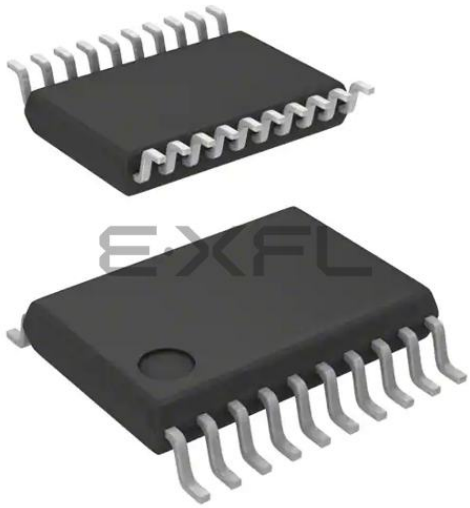
Renesas Electronics America Inc - R5F10269DSP#X0 Datasheet



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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	RL78
Core Size	16-Bit
Speed	24MHz
Connectivity	CSI, I²C, UART/USART
Peripherals	DMA, LVD, POR, PWM, WDT
Number of I/O	14
Program Memory Size	12KB (12K x 8)
Program Memory Type	FLASH
EEPROM Size	2K x 8
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 11x8/10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-LSSOP (0.173", 4.40mm Width)
Supplier Device Package	20-LSSOP
Purchase URL	https://www.e-xfl.com/product-detail/renesas-electronics-america/r5f10269dsp-x0

CHAPTER 1 OUTLINE

1.1 Differences between the R5F102 Products and the R5F103 Products

The following are differences between the R5F102 products and the R5F103 products.

- Whether the data flash memory is mounted or not
- High-speed on-chip oscillator oscillation frequency accuracy
- Number of channels in serial interface
- Whether the DMA function is mounted or not
- Whether a part of the safety functions are mounted or not

1.1.1 Data Flash

The data flash memory of 2 KB is mounted on the R5F102 products, but not on the R5F103 products.

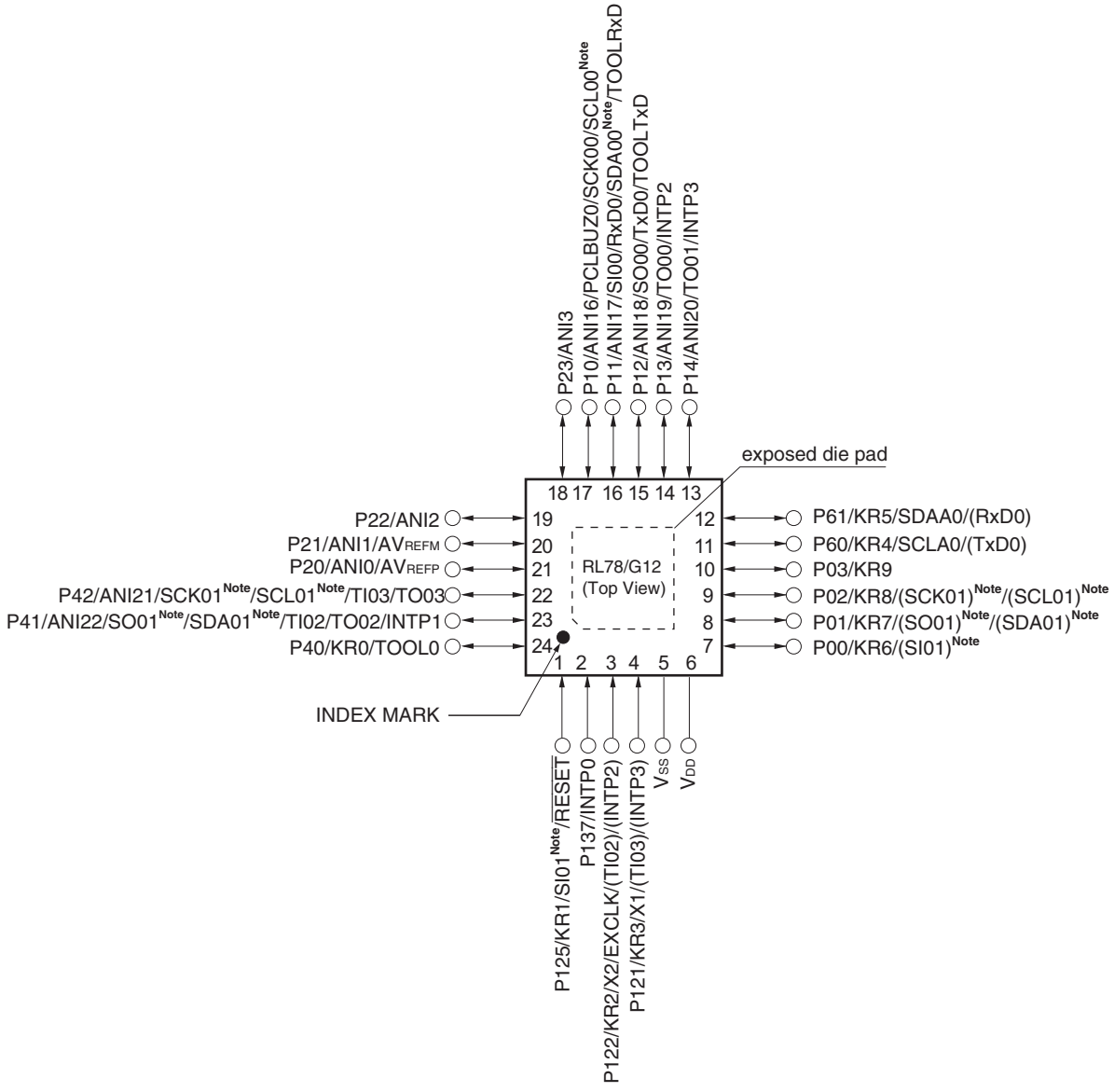
Product	Data Flash
R5F102 products R5F1026A, R5F1027A, R5F102AA, R5F10269, R5F10279, R5F102A9, R5F10268, R5F10278, R5F102A8, R5F10267, R5F10277, R5F102A7, R5F10266 Note	2KB
R5F103 products R5F1036A, R5F1037A, R5F103AA, R5F10369, R5F10379, R5F103A9, R5F10368, R5F10378 R5F103A8, R5F10367, R5F10377, R5F103A7, R5F10366	Not mounted

Note The RAM in the R5F10266 has capacity as small as 256 bytes. Depending on the customer's program specification, the stack area to execute the data flash library may not be kept and data may not be written to or erased from the data flash memory.

Caution When the flash memory is rewritten via a user program, the code flash area and RAM area are used because each library is used. When using the library, refer to RL78 Family Flash Self Programming Library Type01 User's Manual and RL78 Family Data Flash Library Type04 User's Manual.

1.4.2 24-pin products

<R> • 24-pin plastic HWQFN (4 × 4 mm, 0.5 mm pitch)



Note Provided only in the R5F102 products.

Remarks 1. For pin identification, see **1.5 Pin Identification**.

2. Functions in parentheses in the above figure can be assigned via settings in the peripheral I/O redirection register (PIOR). See **Figure 4-8 Format of Peripheral I/O Redirection Register (PIOR)**.

3. It is recommended to connect an exposed die pad to Vss.

- **Processor mode control register (PMC)**

This register sets the flash memory space for mirroring to the area from F0000H to FFFFFH.

The PMC register can be set by a 1-bit or 8-bit memory manipulation instruction.
Reset signal generation sets this register to 00H.

Figure 3-7. Format of Configuration of Processor Mode Control Register (PMC)

Address: FFFFEH After reset: 00H R/W

Symbol	7	6	5	4	3	2	1	<0>
PMC	0	0	0	0	0	0	0	MAA

MAA	Selection of flash memory space for mirroring to the area from F0000H to FFFFFH
0	00000H to 0FFFFH is mirrored to F0000H to FFFFFH
1	Setting prohibited

Cautions 1. Be sure to clear bit 0 (MAA) of this register to 0 (default value).

2. After setting the PMC register, wait for at least one instruction and access the mirror area.

3.1.3 Internal data memory space

The RL78/G12 products incorporate the following RAMs.

Table 3-5. Internal RAM Capacity

Part Number	Internal RAM
R5F10x66	256 × 8 bits (FFE00H to FFEFFH)
R5F10x67, R5F10x77, R5F10xA7	512 × 8 bits (FFD00H to FFEFFH)
R5F10x68, R5F10x78, R5F10xA8	768 × 8 bits (FFC00H to FFEFFH)
R5F10x69, R5F10x79, R5F10xA9	1024 × 8 bits (FFB00H to FFEFFH)
R5F10x6A, R5F10x7A	1536 × 8 bits (FF900H to FFEFFH)
R5F10xAA	2048 × 8 bits (FF700H to FFEFFH)

(x = 2 or 3)

The internal RAM can be used as a data area and a program area where instructions are fetched (it is prohibited to use the general-purpose register area for fetching instructions). Four general-purpose register, banks consisting of eight 8-bit registers registers per bank are assigned to the 32-byte area of FFEE0H to FFEFFH of the internal RAM area.

The internal RAM is used as a stack memory.

6.9 Simultaneous Channel Operation Function of Timer Array Unit

6.9.1 Operation as one-shot pulse output function

By using two channels as a set, a one-shot pulse having any delay pulse width can be generated from the signal input to the TI0n pin.

The delay time and pulse width can be calculated by the following expressions.

Delay time = {Set value of TDR0n (master) + 2} × Count clock period
Pulse width = {Set value of TDR0p (slave)} × Count clock period

The master channel operates in the one-count mode and counts the delays. Timer count register 0n (TCR0n) of the master channel starts operating upon start trigger detection and loads the value of timer data register 0n (TDR0n).

The TCR0n register counts down from the value of the TDR0n register it has loaded, in synchronization with the count clock. When TCR0n = 0000H, it outputs INTTM0n and stops counting until the next start trigger is detected.

The slave channel operates in the one-count mode and counts the pulse width. The TCR0p register of the slave channel starts operation using INTTM0n of the master channel as a start trigger, and loads the value of the TDR0p register. The TCR0p register counts down from the value of The TDR0p register it has loaded, in synchronization with the count value. When count value = 0000H, it outputs INTTM0p and stops counting until the next start trigger (INTTM0n of the master channel) is detected. The output level of TO0p becomes active one count clock after generation of INTTM0n from the master channel, and inactive when TCR0p = 0000H.

Instead of using the TI0n pin input, a one-shot pulse can also be output using the software operation (TS0n = 1) as a start trigger.

Caution The timing of loading of timer data register 0n (TDR0n) of the master channel is different from that of the TDR0p register of the slave channel. If the TDR0n and TDR0p registers are rewritten during operation, therefore, an illegal waveform is output. Rewrite the TDR0n register after INTTM0n is generated and the TDR0p register after INTTM0p is generated.

Remark n: Channel number (n = 0, 2, 4, 6)
p: Slave channel number (n < p ≤ 7)

Figure 6-71. Operation Procedure When PWM Function Is Used (2/2)

	Software Operation	Hardware Status
Operation start	Sets the TOE0p bit (slave) to 1 (only when operation is resumed). The TS0n (master) and TS0p (slave) bits of timer channel start register 0 (TS0) are set to 1 at the same time. →	TE0n = 1, TE0p = 1 → When the master channel starts counting, INTTM0n is generated. Triggered by this interrupt, the slave channel also starts counting.
	The TS0n and TS0p bits automatically return to 0 because they are trigger bits.	
During operation	Set values of the TMR0n and TMR0p registers, TOM0n, TOM0p, TOL0n, and TOL0p bits cannot be changed. Set values of the TDR0n and TDR0p registers can be changed after INTTM0n of the master channel is generated. The TCR0n and TCR0p registers can always be read. The TSR0n and TSR0p registers are not used.	The counter of the master channel loads the TDR0n register value to timer count register 0n (TCR0n), and counts down. When the count value reaches TCR0n = 0000H, INTTM0n output is generated. At the same time, the value of the TDR0n register is loaded to the TCR0n register, and the counter starts counting down again. At the slave channel, the value of the TDR0p register is loaded to the TCR0p register, triggered by INTTM0n of the master channel, and the counter starts counting down. The output level of TO0p becomes active one count clock after generation of the INTTM0n output from the master channel. It becomes inactive when TCR0p = 0000H, and the counting operation is stopped. After that, the above operation is repeated.
Operation stop	The TT0n (master) and TT0p (slave) bits are set to 1 at the same time. →	TE0n, TE0p = 0, and count operation stops. The TCR0n and TCR0p registers hold count value and stop. The TO0p output is not initialized but holds current status.
	The TOE0p bit of slave channel is cleared to 0 and value is set to the TO0p bit. →	The TO0p pin outputs the TO0p set level.
TAU stop	To hold the TO0p pin output level Clears the TO0p bit to 0 after the value to be held is set to the port register. →	The TO0p pin output level is held by port function.
	When holding the TO0p pin output level is not necessary Setting not required.	
	The TAU0EN bit of the PER0 register is cleared to 0. →	Power-off status All circuits are initialized and SFR of each channel is also initialized. (The TO0p bit is cleared to 0 and the TO0p pin is set to port mode.)

Operation is resumed.

Remark n: Channel number (n = 0, 2, 4, 6)
p: Slave channel number (n < p ≤ 7)

Figure 6-77. Operation Procedure When Multiple PWM Output Function Is Used (2/2)

	Software Operation	Hardware Status
Operation start	(Sets the TOE0p and TOE0q (slave) bits to 1 only when resuming operation.) The TS0n bit (master), and TS0p and TS0q (slave) bits of timer channel start register 0 (TS0) are set to 1 at the same time. The TS0n, TS0p, and TS0q bits automatically return to 0 because they are trigger bits.	→ TE0n = 1, TE0p, TE0q = 1 When the master channel starts counting, INTTM0n is generated. Triggered by this interrupt, the slave channel also starts counting.
During operation	Set values of the TMR0n, TMR0p, TMR0q registers, TOM0n, TOM0p, TOM0q, TOL0n, TOL0p, and TOL0q bits cannot be changed. Set values of the TDR0n, TDR0p, and TDR0q registers can be changed after INTTM0n of the master channel is generated. The TCR0n, TCR0p, and TCR0q registers can always be read. The TSR0n, TSR0p, and TSR0q registers are not used.	The counter of the master channel loads the TDR0n register value to timer count register 0n (TCR0n) and counts down. When the count value reaches TCR0n = 0000H, INTTM0n output is generated. At the same time, the value of the TDR0n register is loaded to the TCR0n register, and the counter starts counting down again. At the slave channel 1, the values of the TDR0p register are transferred to the TCR0p register, triggered by INTTM0n of the master channel, and the counter starts counting down. The output levels of TO0p become active one count clock after generation of the INTTM0n output from the master channel. It becomes inactive when TCR0p = 0000H, and the counting operation is stopped. At the slave channel 2, the values of the TDR0q register are transferred to TCR0q register, triggered by INTTM0n of the master channel, and the counter starts counting down. The output levels of TO0q become active one count clock after generation of the INTTM0n output from the master channel. It becomes inactive when TCR0q = 0000H, and the counting operation is stopped. After that, the above operation is repeated.
Operation stop	The TT0n bit (master), TT0p, and TT0q (slave) bits are set to 1 at the same time. The TT0n, TT0p, and TT0q bits automatically return to 0 because they are trigger bits.	→ TE0n, TE0p, TE0q = 0, and count operation stops. The TCR0n, TCR0p, and TCR0q registers hold count value and stop. The TO0p and TO0q output are not initialized but hold current status.
	The TOE0p and TOE0q bits of slave channels are cleared to 0 and value is set to the TO0p and TO0q bits.	→ The TO0p and TO0q pins output the TO0p and TO0q set levels.
TAU stop	To hold the TO0p and TO0q pin output levels Clears the TO0p and TO0q bits to 0 after the value to be held is set to the port register. When holding the TO0p and TO0q pin output levels are not necessary Setting not required	→ The TO0p and TO0q pin output levels are held by port function.
	The TAU0EN bit of the PER0 register is cleared to 0.	→ Power-off status All circuits are initialized and SFR of each channel is also initialized. (The TO0p and TO0q bits are cleared to 0 and the TO0p and TO0q pins are set to port mode.)

Operation is resumed.

Remark n: Channel number (n = 0, 2, 4)
p: Slave channel number 1, q: Slave channel number 2
n < p < q ≤ 7 (Where p and q are a consecutive integer greater than n)

10.3.1 Peripheral enable register 0 (PER0)

This register is used to enable or disable supplying the clock to the peripheral hardware. Clock supply to a hardware macro that is not used is stopped in order to reduce the power consumption and noise.

When the A/D converter is used, be sure to set bit 5 (ADCEN) of this register to 1.

The PER0 register can be set by a 1-bit or 8-bit memory manipulation instruction.

Reset signal generation clears this register to 00H.

Figure 10-2. Format of Peripheral Enable Register 0 (PER0)

Address: F00F0H After reset: 00H R/W

Symbol	<7>	6	<5>	<4>	<3>	<2>	1	<0>
PER0	TMKAEN	0	ADCEN	IICA0EN	SAU1EN[Note]	SAU0EN	0	TAU0EN

ADCEN	Control of clock supply to the A/D converter
0	Stops clock supply. • SFR used by the A/D converter cannot be written. • The A/D converter is in the reset status.
1	Enables clock supply. • SFR used by the A/D converter can be read/written.

Note 30-pin products only.

Cautions **1.** When setting the A/D converter, be sure to set the following registers first while the ADCEN bit is set to 1. If ADCEN = 0, the values of the A/D converter control registers are cleared to their initial values, and writing to them is ignored (except for port mode registers 0, 1, 2, 4, 12, and 14 (PM0, PM1, PM2, PM4, PM12, and PM14), port mode control registers 0, 1, 4, 12, and 14 (PMC0, PMC1, PMC4, PMC12, and PMC14), and A/D port configuration register (ADPC)).

- A/D converter mode register 0 (ADM0)
- A/D converter mode register 1 (ADM1)
- A/D converter mode register 2 (ADM2)
- 10-bit A/D conversion result register (ADCR)
- 8-bit A/D conversion result register (ADCRH)
- Analog input channel specification register (ADS)
- Conversion result comparison upper limit setting register (ADUL)
- Conversion result comparison lower limit setting register (ADLL)
- A/D test register (ADTES).

2. Be sure to clear the following bits to 0.

20- or 24-pin products: Bits 1, 3, and 6

30-pin products: Bits 1 and 6

10.6.11 Hardware trigger wait mode (scan mode, sequential conversion mode)

<1> In the stop status, the ADCE bit of A/D converter mode register 0 (ADM0) is set to 1, and the system enters the A/D conversion standby status.

<2> If a hardware trigger is input while in the hardware trigger standby status, A/D conversion is performed on the four analog input channels specified by scan 0 to scan 3, which are specified by the analog input channel specification register (ADS). The ADCS bit of the ADM0 register is automatically set to 1 according to the hardware trigger input. A/D conversion is performed on the analog input channels in order, starting with that specified by scan 0.

<3> A/D conversion is sequentially performed on the four analog input channels, the conversion results are stored in the A/D conversion result register (ADCR, ADCRH) each time conversion ends, and the A/D conversion end interrupt request signal (INTAD) is generated. After A/D conversion of the four channels ends, the A/D conversion of the channel following the specified channel automatically starts.

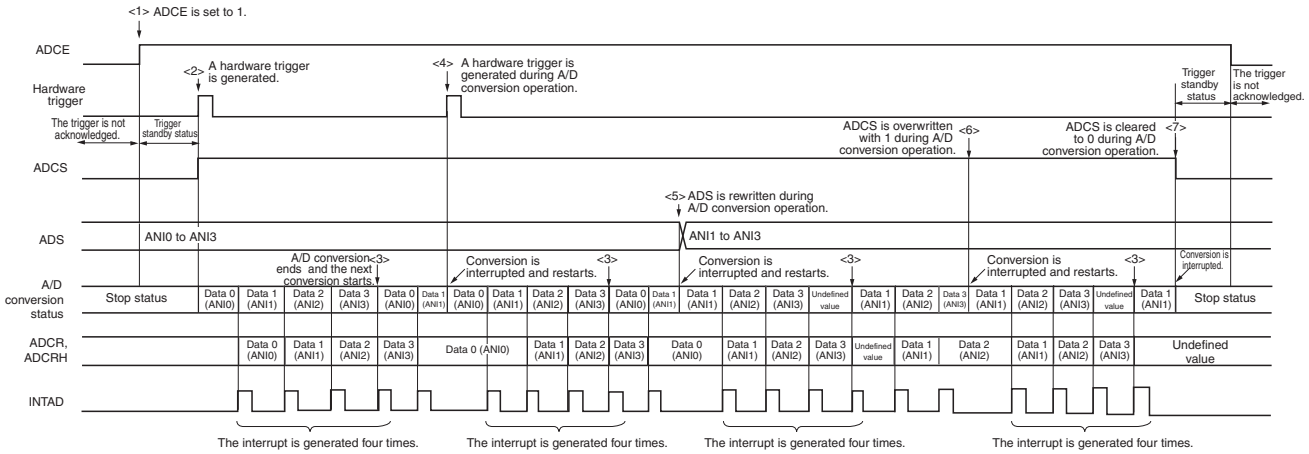
<4> If a hardware trigger is input during conversion operation, the current A/D conversion is interrupted, and conversion restarts at the first channel. The partially converted data is discarded.

<5> When the value of the ADS register is rewritten or overwritten during conversion operation, the current A/D conversion is interrupted, and A/D conversion is performed on the first channel respecified by the ADS register. The partially converted data is discarded.

<6> When ADCS is overwritten with 1 during conversion operation, the current A/D conversion is interrupted, and conversion restarts. The partially converted data is discarded.

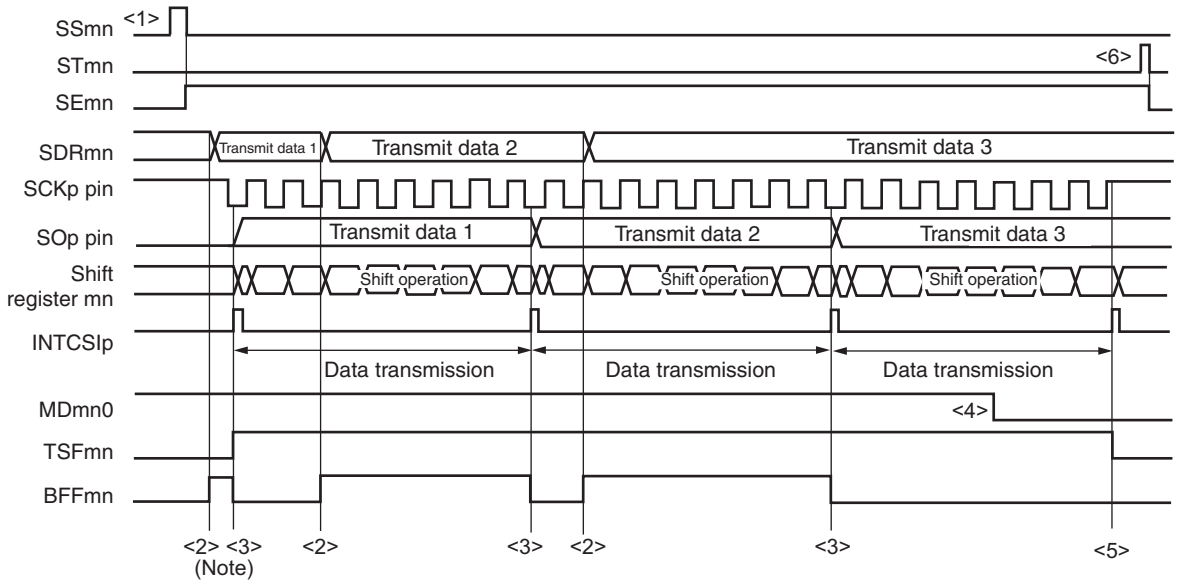
<7> When ADCS is cleared to 0 during conversion operation, the current A/D conversion is interrupted, the system enters the hardware trigger standby status, and the A/D converter enters the stop status. When ADCE = 0, inputting a hardware trigger is ignored and A/D conversion does not start.

Figure 10-27. Example of Hardware Trigger Wait Mode (Scan Mode, Sequential Conversion Mode) Operation Timing



(4) Processing flow (in continuous transmission mode)

Figure 11-55. Timing Chart of Slave Transmission (in Continuous Transmission Mode)
(Type 1: DAPmn = 0, CKPmn = 0)

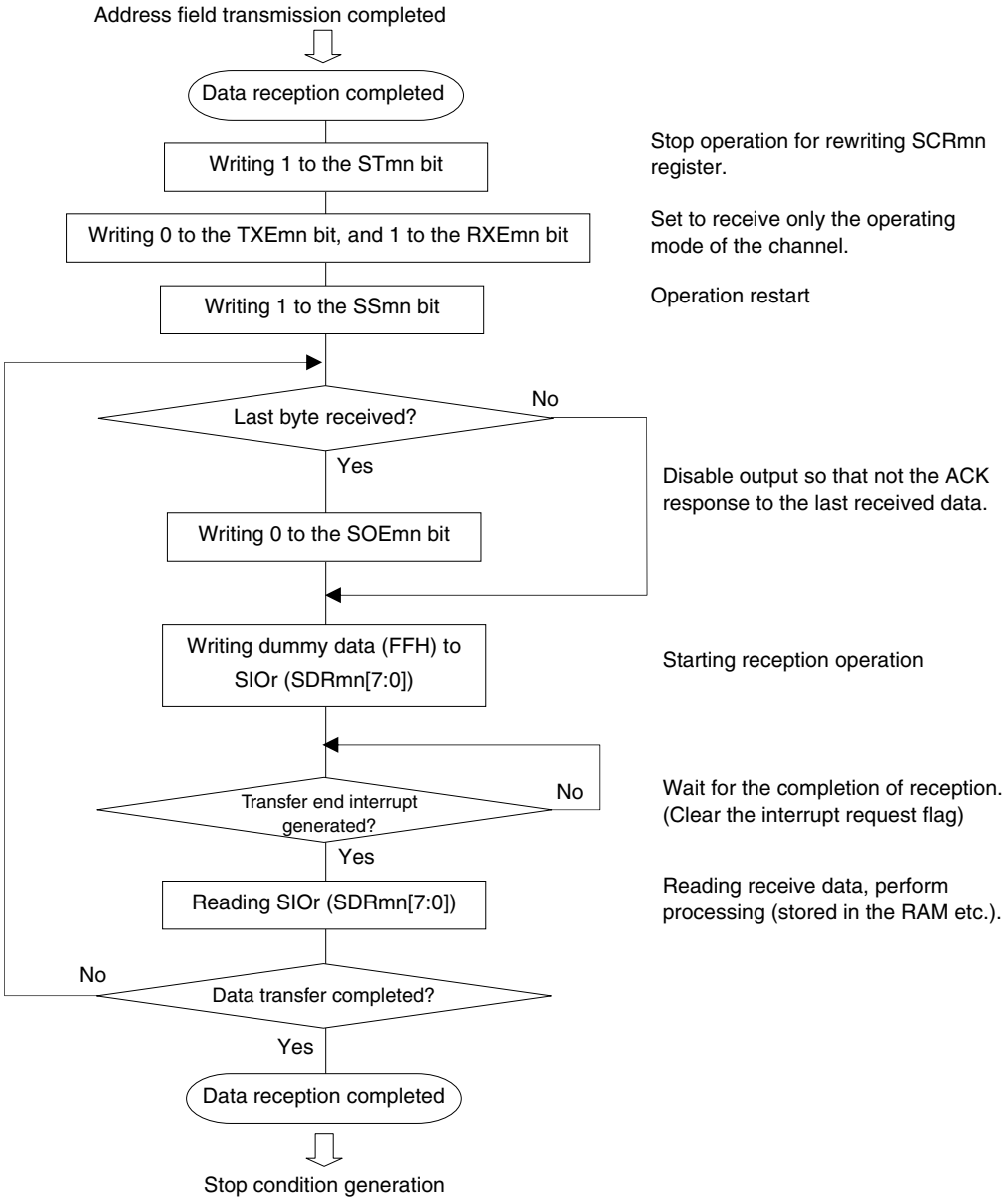


Note If transmit data is written to the SDRmn register while the BFFmn bit of serial status register mn (SSRmn) is 1 (valid data is stored in serial data register mn (SDRmn)), the transmit data is overwritten.

Caution The MDmn0 bit of serial mode register mn (SMRmn) can be rewritten even during operation. However, rewrite it before transfer of the last bit is started.

Remark m: Unit number (m = 0, 1), n: Channel number (n = 0 to 3), p: CSI number (p = 00, 01, 11, 20), mn = 00, 01, 03, 10

Figure 11-107. Flowchart of Simplified I²C Data Reception



Caution ACK is not output when the last data is received (NACK). Communication is then completed by setting "1" to the STmn bit of serial channel stop register m (STm) to stop operation and generating a stop condition.

(11) Start condition generator

This circuit generates a start condition when the STT0 bit is set to 1.

However, in the communication reservation disabled status (IICRSV0 bit = 1), when the bus is not released (IICBSY0 bit = 1), start condition requests are ignored and the STCF bit is set to 1.

(12) Stop condition generator

This circuit generates a stop condition when the SPT0 bit is set to 1.

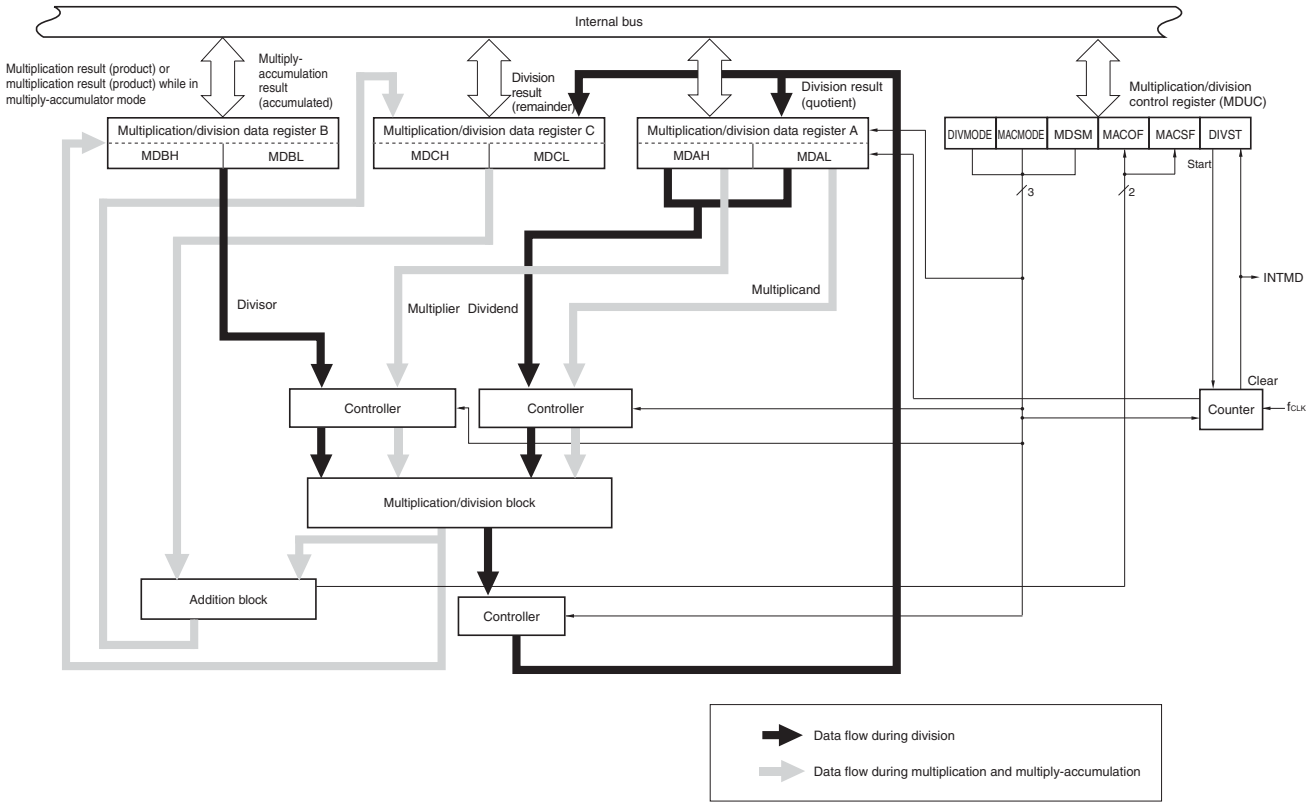
(13) Bus status detector

This circuit detects whether or not the bus is released by detecting start conditions and stop conditions.

However, as the bus status cannot be detected immediately following operation, the initial status is set by the STCEN bit.

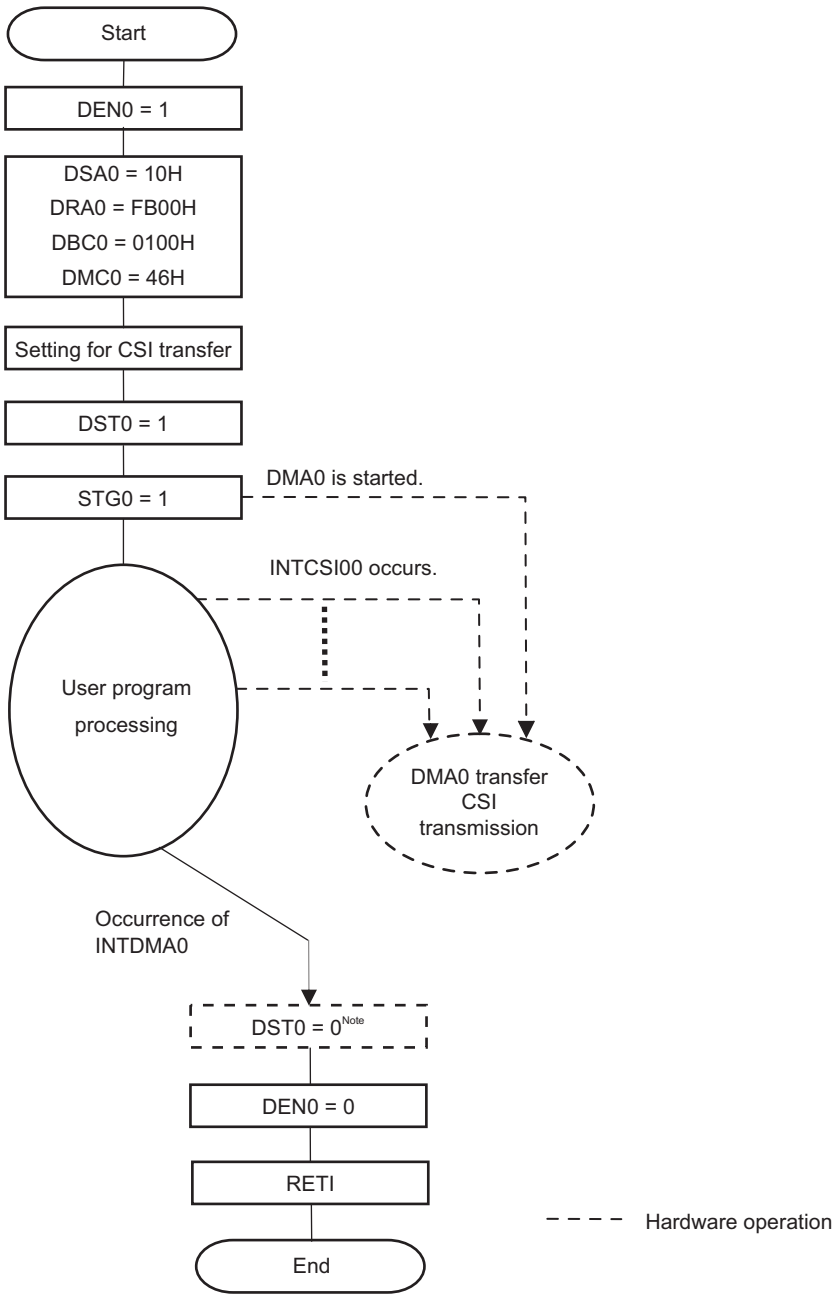
Remark STT0 bit: Bit 1 of IICA control register 00 (IICCTL00)
SPT0 bit: Bit 0 of IICA control register 00 (IICCTL00)
IICRSV0 bit: Bit 0 of IICA flag register 0 (IICF0)
IICBSY0 bit: Bit 6 of IICA flag register 0 (IICF0)
STCF0 bit: Bit 7 of IICA flag register 0 (IICF0)
STCEN0 bit: Bit 1 of IICA flag register 0 (IICF0)

Figure 13-1. Block Diagram of Multiplier and Divider/Multiply-Accumulator



Remark f_{CLK}: CPU/peripheral hardware clock frequency

Figure 14-7. Example of Setting for CSI Consecutive Transmission



Note The DST0 flag is automatically cleared to 0 when a DMA transfer is completed.
Writing the DEN0 flag is enabled only when DST0 = 0. To terminate a DMA transfer without waiting for occurrence of the interrupt of DMA0 (INTDMA0), set the DST0 bit to 0 and then the DEN0 bit to 0 (for details, refer to **14.5.5 Forced termination by software**).

The first trigger for consecutive transmission is not started by the interrupt of CSI. In this example, it start by a software trigger.

CSI transmission of the second time and onward is automatically executed.

A DMA interrupt (INTDMA0) occurs when the last transmit data has been written to the data register.

(5) DMA pending forwarding

Even if a DMA request is generated, DMA transfer is held pending immediately after the following instructions.

- CALL !addr16
- CALL $!addr20
- CALL !!addr20
- CALL rp
- CALLT [addr5]
- BRK
- MOV PSW, #byte
- MOV PSW, A
- MOV1 PSW. bit, CY
- SET1 PSW. bit
- CLR1 PSW. bit
- POP PSW
- BTCLR PSW. bit, $addr20
- EI
- DI
- Write instructions for registers IF0L, IF0H, IF1L, IF1H, IF2L, IF2H, IF3L, MK0L, MK0H, MK1L, MK1H, MK2L, MK2H, MK3L, PR00L, PR00H, PR01L, PR01H, PR02L, PR02H, PR03L, PR10L, PR10H, PR11L, PR11H, PR12L, PR12H, PR13L, and PSW each.
- Instruction for accessing the data flash memory

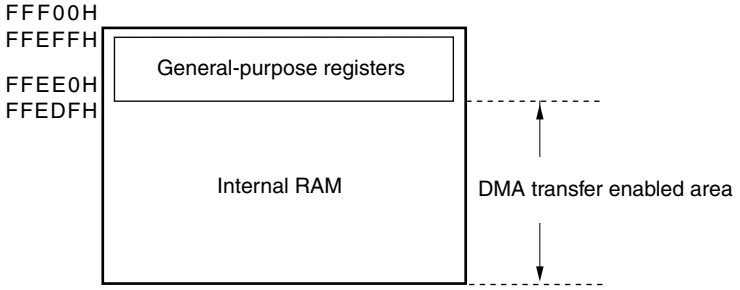
(6) Operation if address in general-purpose register area or other than those of internal RAM area is specified

The address indicated by DMA RAM address register n (DRAn) is incremented during DMA transfer. If the address is incremented to an address in the general-purpose register area or exceeds the area of the internal RAM, the following operation is performed.

- In mode of transfer from SFR to RAM
  The data of that address is lost.

- In mode of transfer from RAM to SFR
  Undefined data is transferred to SFR.

In either case, malfunctioning may occur or damage may be done to the system. Therefore, make sure that the address is within the internal RAM area other than the general-purpose register area.



CHAPTER 17 STANDBY FUNCTION

17.1 Standby Function

The standby function reduces the operating current of the system, and the following three modes are available.

(1) HALT mode

HALT instruction execution sets the HALT mode. In the HALT mode, the CPU operation clock is stopped. If the high-speed system clock oscillator or high-speed on-chip oscillator is operating before the HALT mode is set, oscillation of each clock continues. In this mode, the operating current is not decreased as much as in the STOP mode, but the HALT mode is effective for restarting operation immediately upon interrupt request generation and carrying out intermittent operations frequently.

(2) STOP mode

STOP instruction execution sets the STOP mode. In the STOP mode, the high-speed system clock oscillator and high-speed on-chip oscillator stop, stopping the whole system, thereby considerably reducing the CPU operating current.

Because this mode can be cleared by an interrupt request, it enables intermittent operations to be carried out. However, because a wait time is required to secure the oscillation stabilization time after the STOP mode is released when the X1 clock is selected, select the HALT mode if it is necessary to start processing immediately upon interrupt request generation.

(3) SNOOZE mode

In the case of CSI00 or UART0 data reception and an A/D conversion request by the timer trigger signal (the interrupt request signal (INTIT)), the STOP mode is exited, the CSI00 or UART0 data is received without operating the CPU, and A/D conversion is performed. This can only be specified when the high-speed on-chip oscillator clock is selected for the CPU/peripheral hardware clock (f_{CLK}).

In either of these two modes, all the contents of registers, flags and data memory just before the standby mode is set are held. The I/O port output latches and output buffer statuses are also held.

Cautions 1. When shifting to the STOP mode, be sure to stop the peripheral hardware operation operating with main system clock before executing STOP instruction (other than SNOOZE mode setting unit).

2. When using CSI00, UART0, or the A/D converter in the SNOOZE mode, set up serial standby control register 0 (SSC0) and A/D converter mode register 2 (ADM2) before switching to the STOP mode. For details, see 11.3 Registers Controlling Serial Array Unit and 10.3 Registers Controlling A/D Converter.

3. To reduce the current consumption of the A/D converter when the standby function is used, first clear bit 7 (ADCS) and bit 0 (ADCE) of A/D converter mode register 0 (ADM0) to 0 to stop the A/D conversion, and then execute the STOP instruction.

4. It can be selected by the option byte whether the low-speed on-chip oscillator continues oscillating or stops in the HALT or STOP mode. For details, see CHAPTER 23 OPTION BYTE.

20.3.1 Voltage detection register (LVIM)

This register is used to specify whether to enable or disable rewriting the voltage detection level register (LVIS), as well as to check the LVD output mask status.

This register can be set by a 1-bit or 8-bit memory manipulation instruction.

Reset signal generation clears this register to 00H.

Figure 20-2. Format of Voltage Detection Register (LVIM)

Address: FFFA9H After reset: Note 1 R/W Note 2

Symbol	<7>	6	5	4	3	2	<1>	<0>
LVIM	LVISEN Note 3	0	0	0	0	0	LVIOMSK	LVIF

LVISEN Note 3	Specification of whether to enable or disable rewriting the voltage detection level register (LVIS)
0	Disabling of rewriting the LVIS register (LVIOMSK = 0 (Mask of LVD output is invalid))
1	Enabling of rewriting the LVIS register (LVIOMSK = 1 (Mask of LVD output is valid))

LVIOMSK	Mask status flag of LVD output
0	Mask of LVD output is invalid
1	Mask of LVD output is valid Note 4

LVIF	Voltage detection flag
0	Supply voltage (V_{DD}) ≥ detection voltage (V_{LVD}), or when LVD is off
1	Supply voltage (V_{DD}) < detection voltage (V_{LVD})

Notes 1. The reset value changes depending on the reset source.
If the LVIS register is reset by LVD, it is not reset but holds the current value. The value of this LVISEN is reset to “0” if a reset other than by LVD is effected.

2. Bits 0 and 1 are read-only.

3. LVISEN and LVIOMSK can only be set in the interrupt & reset mode (option byte LVIMDS1, LVIMDS0 = 1, 0). Do not change the initial value in other modes.

4. LVIOMSK bit is only automatically set to “1” when the interrupt & reset mode is selected (option byte LVIMDS1, LVIMDS0 = 1, 0) and reset or interrupt by LVD is masked.
- Period during LVISEN = 1
- Waiting period from the time when LVD interrupt is generated until LVD detection voltage becomes stable
- Waiting period from the time when the value of LVILV bit changes until LVD detection voltage becomes stable

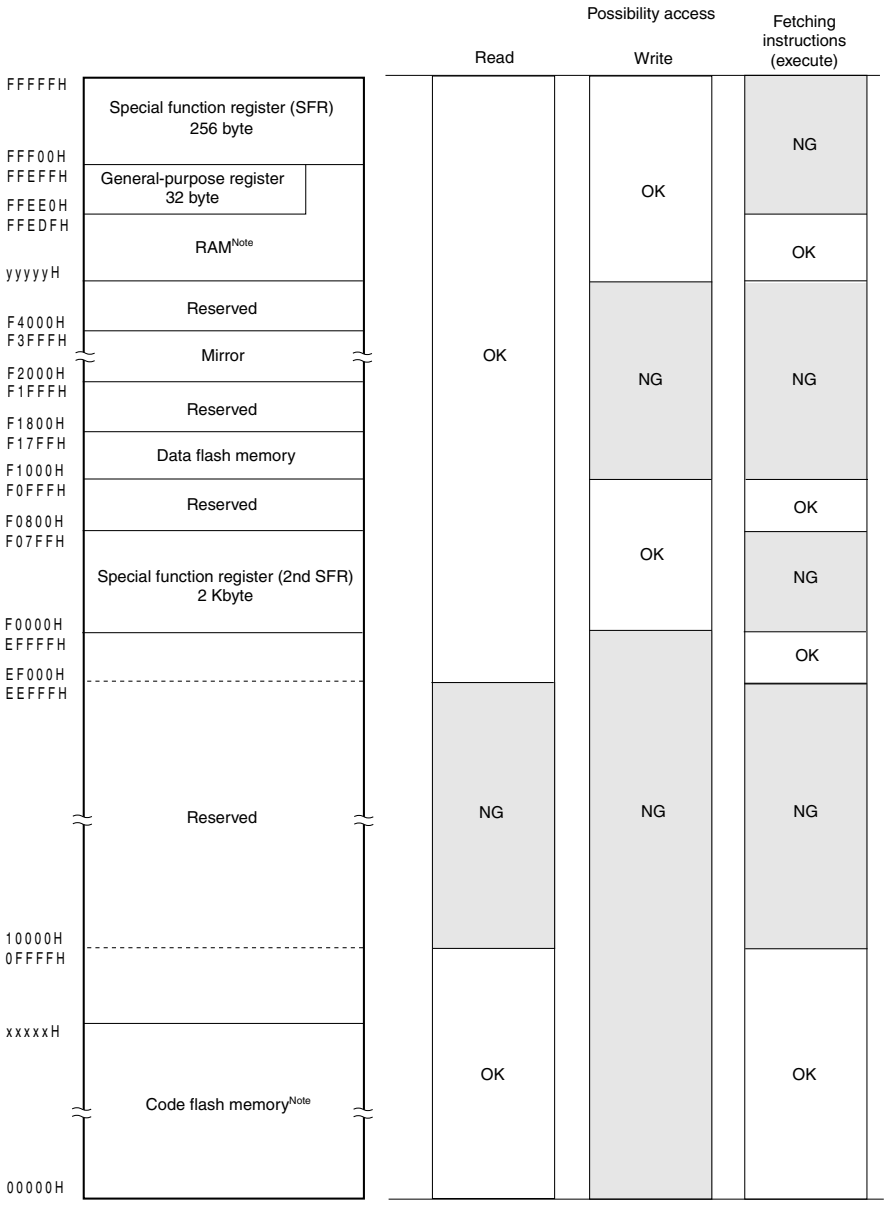
21.3.5 Invalid memory access detection function

The IEC60730 standard mandates checking that the CPU and interrupts are operating correctly.

The illegal memory access detection function triggers a reset if a memory space specified as access-prohibited is accessed.

The illegal memory access detection function applies to the areas indicated by NG in Figure 21-8.

Figure 21-8. Invalid access detection area



Note Code flash memory and RAM address of each product are as follows.

Products (x = 2, 3)	Code flash memory (00000H to xxxxxH)	RAM (yyyyyH to FFEFFH)
R5F10x66	2048 × 8 bit (00000H to 007FFH)	256 × 8 bit (FFE00H to FFEFFH)
R5F10x67, R5F10x77, R5F10xA7	4096 × 8 bit (00000H to 00FFFH)	512 × 8 bit (FFD00H to FFEFFH)
R5F10x68, R5F10x78, R5F10xA8	8192 × 8 bit (00000H to 01FFFH)	768 × 8 bit (FFC00H to FFEFFH)
R5F10x69, R5F10x79, R5F10xA9	12288 × 8 bit (00000H to 02FFFH)	1024 × 8 bit (FFB00H to FFEFFH)
R5F10x6A, R5F10x7A	16384 × 8 bit (00000H to 03FFFH)	1536 × 8 bit (FF900H to FFEFFH)
R5F10xAA		2048 × 8 bit (FF700H to FFEFFH)

24.7 Security Settings

The RL78 microcontroller supports a security function that prohibits rewriting the user program written to the internal flash memory, so that the program cannot be changed by an unauthorized person.

The operations shown below can be performed by using the Security Set command.

- Disabling block erase
  Execution of the block erase command for a specific block in the flash memory is prohibited during serial programming. However, blocks can be erased by means of self-programming.

- Disabling write
  Execution of the write command for entire blocks in the code flash memory is prohibited during serial programming. However, data can be written by means of self-programming.
  After the setting of prohibition of writing is specified, releasing the setting by the Security Release command is enabled by a reset.

- Disabling rewriting boot cluster 0
  Execution of the block erase command and write command on boot cluster 0 (00000H to 00FFFH) in the code flash memory is prohibited by this setting.

The block erase, write, and rewriting boot cluster0 commands are enabled by the default setting when the flash memory is shipped. Security can be set by serial programming and self-programming. The security settings can be used in combination.

Table 24-12 shows the relationship between the erase and write commands when the RL78 microcontroller security function is enabled.

Caution The security function of the dedicated flash programmer does not support self-programming.

Remark To prohibit writing and erasing during self-programming, use the flash shield window function (see **24.6.2** for detail).

Table 27-5. Operation List (6/17)

Instruction Group	Mnemonic	Operands	Bytes	Clocks		Clocks	Flag		
				Note 1	Note 2		Z	AC	CY
16-bit data transfer	MOVW	BC, !addr16	3	1	4	BC ← (addr16)			
		BC, ES:!addr16	4	2	5	BC ← (ES, addr16)			
		DE, !addr16	3	1	4	DE ← (addr16)			
		DE, ES:!addr16	4	2	5	DE ← (ES, addr16)			
		HL, !addr16	3	1	4	HL ← (addr16)			
		HL, ES:!addr16	4	2	5	HL ← (ES, addr16)			
		BC, saddrp	2	1	–	BC ← (saddrp)			
		DE, saddrp	2	1	–	DE ← (saddrp)			
		HL, saddrp	2	1	–	HL ← (saddrp)			
	XCHW	AX, rp Note 3	1	1	–	AX ←→ rp			
	ONEW	AX	1	1	–	AX ← 0001H			
		BC	1	1	–	BC ← 0001H			
	CLRW	AX	1	1	–	AX ← 0000H			
		BC	1	1	–	BC ← 0000H			
8-bit operation	ADD	A, #byte	2	1	–	A, CY ← A + byte	×	×	×
		saddr, #byte	3	2	–	(saddr), CY ← (saddr)+byte	×	×	×
		A, r Note 4	2	1	–	A, CY ← A + r	×	×	×
		r, A	2	1	–	r, CY ← r + A	×	×	×
		A, !addr16	3	1	4	A, CY ← A + (addr16)	×	×	×
		A, ES:!addr16	4	2	5	A, CY ← A + (ES, addr16)	×	×	×
		A, saddr	2	1	–	A, CY ← A + (saddr)	×	×	×
		A, [HL]	1	1	4	A, CY ← A+ (HL)	×	×	×
		A, ES:[HL]	2	2	5	A,CY ← A + (ES, HL)	×	×	×
		A, [HL+byte]	2	1	4	A, CY ← A + (HL+byte)	×	×	×
		A, ES:[HL+byte]	3	2	5	A,CY ← A + ((ES, HL)+byte)	×	×	×
		A, [HL+B]	2	1	4	A, CY ← A + (HL+B)	×	×	×
		A, ES:[HL+B]	3	2	5	A,CY ← A+((ES, HL)+B)	×	×	×
		A, [HL+C]	2	1	4	A, CY ← A + (HL+C)	×	×	×
		A, ES:[HL+C]	3	2	5	A,CY ← A + ((ES, HL) + C)	×	×	×

Notes 1. Number of CPU clocks (f_{CLK}) when the internal RAM area, SFR area, or extended SFR area is accessed, or when no data is accessed.

2. Number of CPU clocks (f_{CLK}) when the code flash memory is accessed, or when the data flash memory is accessed by an 8-bit instruction.

3. Except rp = AX

4. Except r = A

Remark Number of clock is when program exists in the internal ROM (flash memory) area. If fetching the instruction from the internal RAM area, the number becomes double number plus 3 clocks at a maximum.

29.3.2 Supply current characteristics

(1) 20-, 24-pin products

(T_A = –40 to +105°C, 2.4 V ≤ V_{DD} ≤ 5.5 V, V_{SS} = 0 V) **(1/2)**

Parameter	Symbol	Conditions					MIN.	TYP.	MAX.	Unit
Supply current[Note 1]	I_{DD1}	Operating mode	HS (High-speed main) mode[Note 4]	f_{IH} = 24 MHz[Note 3]	Basic operation	V_{DD} = 5.0 V		1.5		mA
						V_{DD} = 3.0 V		1.5		
					Normal operation	V_{DD} = 5.0 V		3.3	5.3	mA
						V_{DD} = 3.0 V		3.3	5.3	
				f_{IH} = 16 MHz[Note 3]		V_{DD} = 5.0 V		2.5	3.9	mA
						V_{DD} = 3.0 V		2.5	3.9	
				f_{MX} = 20 MHz[Note 2], V_{DD} = 5.0 V		Square wave input		2.8	4.7	mA
						Resonator connection		3.0	4.8	
				f_{MX} = 20 MHz[Note 2], V_{DD} = 3.0 V		Square wave input		2.8	4.7	mA
						Resonator connection		3.0	4.8	
				f_{MX} = 10 MHz[Note 2], V_{DD} = 5.0 V		Square wave input		1.8	2.8	mA
						Resonator connection		1.8	2.8	
				f_{MX} = 10 MHz[Note 2], V_{DD} = 3.0 V		Square wave input		1.8	2.8	mA
						Resonator connection		1.8	2.8	

Notes 1. Total current flowing into V_{DD}, including the input leakage current flowing when the level of the input pin is fixed to V_{DD} or V_{SS}. The values below the MAX. column include the peripheral operation current. However, not including the current flowing into the A/D converter, LVD circuit, I/O port, and on-chip pull-up/pull-down resistors and the current flowing during data flash rewrite.

2. When high-speed on-chip oscillator clock is stopped.

3. When high-speed system clock is stopped

4. Relationship between operation voltage width, operation frequency of CPU and operation mode is as follows.

HS(High speed main) mode: V_{DD} = 2.7 V to 5.5 V @1 MHz to 24 MHz
V_{DD} = 2.4 V to 5.5 V @1 MHz to 16 MHz

Remarks 1. f_{MX}: High-speed system clock frequency (X1 clock oscillation frequency or external main system clock frequency)

2. f_{IH}: high-speed on-chip oscillator clock frequency

3. Temperature condition of the TYP. value is T_A = 25°C.