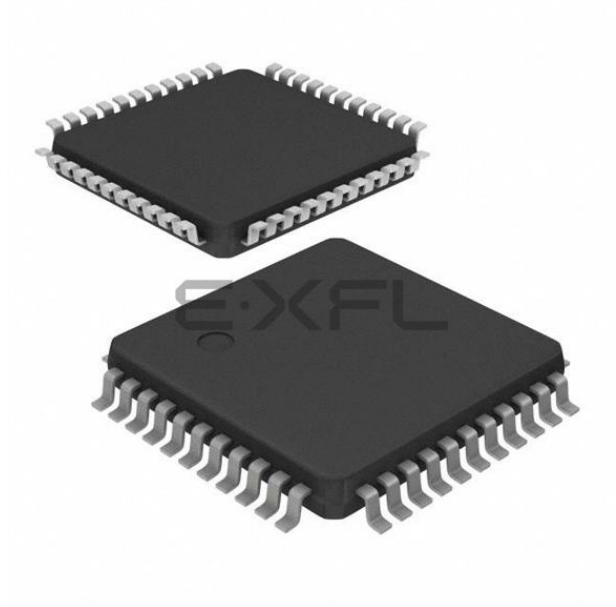

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	8051
Core Size	8-Bit
Speed	33MHz
Connectivity	I²C, UART/USART
Peripherals	POR, PWM, WDT
Number of I/O	32
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	4.75V ~ 5.25V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-LQFP
Supplier Device Package	44-LQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/nxp-semiconductors/p89c664hfbd-00-557

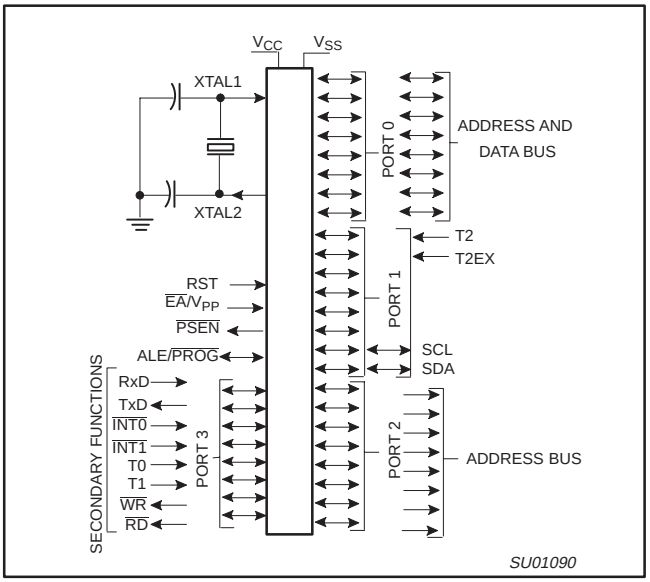
SELECTION TABLE

Type	Memory				Timers				Serial Interfaces				ADC bits/ch.	I/O Pins	Interrupts (External)	Program Security	Default Clock Rate	Optional Clock Rate	Reset active low/high?	Max. Freq. at 6-clk / 12-clk (MHz)	Freq. Range at 3V (MHz)	Freq. Range at 5V (MHz)
	RAM	ROM	OTP	Flash	# of Timers	PWM	PCA	WD	UART	I²C	CAN	SPI										
P89C668	8K	–	–	64K	4	√	√	√	√	√	–	–	–	32	8(2)/4	√	6-clk	12-clk	H	20/33	–	0-20/33
P89C664	2K	–	–	64K	4	√	√	√	√	√	–	–	–	32	8(2)/4	√	6-clk	12-clk	H	20/33	–	0-20/33
P89C662	1K	–	–	32K	4	√	√	√	√	√	–	–	–	32	8(2)/4	√	6-clk	12-clk	H	20/33	–	0-20/33
P89C660	512B	–	–	16K	4	√	√	√	√	√	–	–	–	32	8(2)/4	√	6-clk	12-clk	H	20/33	–	0-20/33

ORDERING INFORMATION

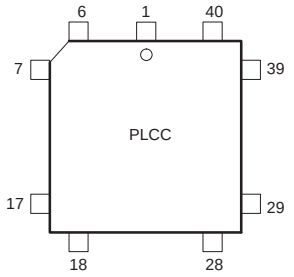
DEVICE	MEMORY		TEMPERATURE RANGE (°C) AND PACKAGE	VOLTAGE RANGE	FREQUENCY (MHz)		DWG #
	FLASH	RAM			6 CLOCK MODE	12 CLOCK MODE	
P89C660HBA	16 KB	512 B	0 to +70, PLCC	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C660HFA	16 KB	512 B	–40 to +85, PLCC	4.75–5.25 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C660HBBD	16 KB	512 B	0 to +70, LQFP	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT389-1
P89C662HBA	32 KB	1 KB	0 to +70, PLCC	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C662HFA	32 KB	1 KB	–40 to +85, PLCC	4.75–5.25 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C662HBBD	32 KB	1 KB	0 to +70, LQFP	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT389-1
P89C662HFBD	32 KB	1 KB	–40 to +85, LQFP	4.75–5.25 V	0 to 20 MHz	0 to 33 MHz	SOT389-1
P89C664HBA	64 KB	2 KB	0 to +70, PLCC	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C664HFA	64 KB	2 KB	–40 to +85, PLCC	4.75–5.25 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C664HBBD	64 KB	2 KB	0 to +70, LQFP	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT389-1
P89C664HFBD	64 KB	2 KB	–40 to +85, LQFP	4.75–5.25 V	0 to 20 MHz	0 to 33 MHz	SOT389-1
P89C668HBA	64 KB	8 KB	0 to +70, PLCC	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C668HFA	64 KB	8 KB	–40 to +85, PLCC	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT187-2
P89C668HBBD	64 KB	8 KB	0 to +70, LQFP	4.5–5.5 V	0 to 20 MHz	0 to 33 MHz	SOT389-1

LOGIC SYMBOL



PINNING

Plastic Leaded Chip Carrier

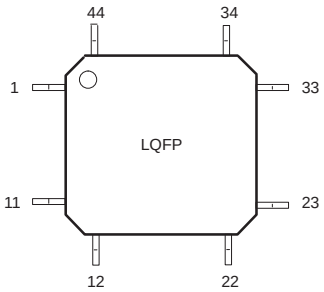


Pin	Function	Pin	Function	Pin	Function
1	NIC*	16	P3.4/T0/CEX3	31	P2.7/A15
2	P1.0/T2	17	P3.5/T1/CEX4	32	$\overline{PSEN}$
3	P1.1/T2EX	18	P3.6/$\overline{WR}$	33	ALE
4	P1.2/ECI	19	P3.7/$\overline{RD}$	34	NIC*
5	P1.3/CEX0	20	XTAL2	35	$\overline{EA}$/V_{PP}
6	P1.4/CEX1	21	XTAL1	36	P0.7/AD7
7	P1.5/CEX2	22	V_{SS}	37	P0.6/AD6
8	P1.6/SCL	23	NIC*	38	P0.5/AD5
9	P1.7/SDA	24	P2.0/A8	39	P0.4/AD4
10	RST	25	P2.1/A9	40	P0.3/AD3
11	P3.0/RxD	26	P2.2/A10	41	P0.2/AD2
12	NIC*	27	P2.3/A11	42	P0.1/AD1
13	P3.1/TxD	28	P2.4/A12	43	P0.0/AD0
14	P3.2/$\overline{INT0}$	29	P2.5/A13	44	V_{CC}
15	P3.3/$\overline{INT1}$	30	P2.6/A14		

* NO INTERNAL CONNECTION

SU01091

Low Quad Flat Pack



Pin	Function	Pin	Function	Pin	Function
1	P1.5/CEX2	16	V_{SS}	31	P0.6/AD6
2	P1.6/SCL	17	NIC*	32	P0.5/AD5
3	P1.7/SDA	18	P2.0/A8	33	P0.4/AD4
4	RST	19	P2.1/A9	34	P0.3/AD3
5	P3.0/RxD	20	P2.2/A10	35	P0.2/AD2
6	NIC*	21	P2.3/A11	36	P0.1/AD1
7	P3.1/TxD	22	P2.4/A12	37	P0.0/AD0
8	P3.2/$\overline{INT0}$	23	P2.5/A13	38	V_{CC}
9	P3.3/$\overline{INT1}$	24	P2.6/A14	39	NIC*
10	P3.4/T0/CEX3	25	P2.7/A15	40	P1.0/T2
11	P3.5/T1/CEX4	26	$\overline{PSEN}$	41	P1.1/T2EX
12	P3.6/$\overline{WR}$	27	ALE	42	P1.2/ECI
13	P3.7/$\overline{RD}$	28	NIC*	43	P1.3/CEX0
14	XTAL2	29	$\overline{EA}$/V_{PP}	44	P1.4/CEX1
15	XTAL1	30	P0.7/AD7		

* NO INTERNAL CONNECTION

SU01401

I²C SERIAL COMMUNICATION — SIO1

The I²C serial port is identical to the I²C serial port on the 8XC554, 8XC654, and 8XC652 devices.

Note that the P89C660/662/664/668 I²C pins are alternate functions to port pins P1.6 and P1.7. Because of this, P1.6 and P1.7 on these parts do not have a pull-up structure as found on the 80C51. Therefore P1.6 and P1.7 have open drain outputs on the P89C660/662/664/668.

The I²C bus uses two wires (SDA and SCL) to transfer information between devices connected to the bus. The main features of the bus are:

– Bidirectional data transfer between masters and slaves
– Multimaster bus (no central master)
– Arbitration between simultaneously transmitting masters without corruption of serial data on the bus
– Serial clock synchronization allows devices with different bit rates to communicate via one serial bus
– Serial clock synchronization can be used as a handshake mechanism to suspend and resume serial transfer
– The I²C bus may be used for test and diagnostic purposes

The output latches of P1.6 and P1.7 must be set to logic 1 in order to enable SIO1.

The P89C66x on-chip I²C logic provides a serial interface that meets the I²C bus specification and supports all transfer modes (other than the low-speed mode) from and to the I²C bus. The SIO1 logic handles bytes transfer autonomously. It also keeps track of serial transfers, and a status register (S1STA) reflects the status of SIO1 and the I²C bus.

The CPU interfaces to the I²C logic via the following four special function registers: S1CON (SIO1 control register), S1STA (SIO1 status register), S1DAT (SIO1 data register), and S1ADR (SIO1 slave address register). The SIO1 logic interfaces to the external I²C bus via two port 1 pins: P1.6/SCL (serial clock line) and P1.7/SDA (serial data line).

A typical I²C bus configuration is shown in Figure 1. Figure 2 shows how a data transfer is accomplished on the bus. Depending on the state of the direction bit (R/W), two types of data transfers are possible on the I²C bus:

1. Data transfer from a master transmitter to a slave receiver. The first byte transmitted by the master is the slave address. Next follows a number of data bytes. The slave returns an acknowledge bit after each received byte.
2. Data transfer from a slave transmitter to a master receiver. The first byte (the slave address) is transmitted by the master. The slave then returns an acknowledge bit. Next follows the data bytes transmitted by the slave to the master. The master returns an acknowledge bit after all received bytes other than the last byte. At the end of the last received byte, a “not acknowledge” is returned.

The master device generates all of the serial clock pulses and the START and STOP conditions. A transfer is ended with a STOP condition or with a repeated START condition. Since a repeated START condition is also the beginning of the next serial transfer, the I²C bus will not be released.

Modes of Operation

The on-chip SIO1 logic may operate in the following four modes:

1. Master Transmitter mode:

   Serial data output through P1.7/SDA while P1.6/SCL outputs the serial clock. The first transmitted byte contains the slave address of the receiving device (7 bits) and the data direction bit. In this mode the data direction bit (R/$\overline{W}$) will be logic 0, and we say that a “W” is transmitted. Thus the first byte transmitted is SLA+W. Serial data is transmitted 8 bits at a time. After each byte is transmitted, an acknowledge bit is received. START and STOP conditions are output to indicate the beginning and the end of a serial transfer.

2. Master Receiver Mode:

   The first transmitted byte contains the slave address of the transmitting device (7 bits) and the data direction bit. In this mode the data direction bit (R/$\overline{W}$) will be logic 1, and we say that an “R” is transmitted. Thus the first byte transmitted is SLA+R. Serial data is received via P1.7/SDA while P1.6/SCL outputs the serial clock. Serial data is received 8 bits at a time. After each byte is received, an acknowledge bit is transmitted. START and STOP conditions are output to indicate the beginning and end of a serial transfer.

3. Slave Receiver mode:

   Serial data and the serial clock are received through P1.7/SDA and P1.6/SCL. After each byte is received, an acknowledge bit is transmitted. START and STOP conditions are recognized as the beginning and end of a serial transfer. Address recognition is performed by hardware after reception of the slave address and direction bit.

4. Slave Transmitter mode:

   The first byte is received and handled as in the Slave Receiver mode. However, in this mode, the direction bit will indicate that the transfer direction is reversed. Serial data is transmitted via P1.7/SDA while the serial clock is input through P1.6/SCL. START and STOP conditions are recognized as the beginning and end of a serial transfer.

In a given application, SIO1 may operate as a master and as a slave. In the Slave mode, the SIO1 hardware looks for its own slave address and the general call address. If one of these addresses is detected, an interrupt is requested. When the microcontroller wishes to become the bus master, the hardware waits until the bus is free before the Master mode is entered so that a possible slave action is not interrupted. If bus arbitration is lost in the Master mode, SIO1 switches to the Slave mode immediately and can detect its own slave address in the same serial transfer.

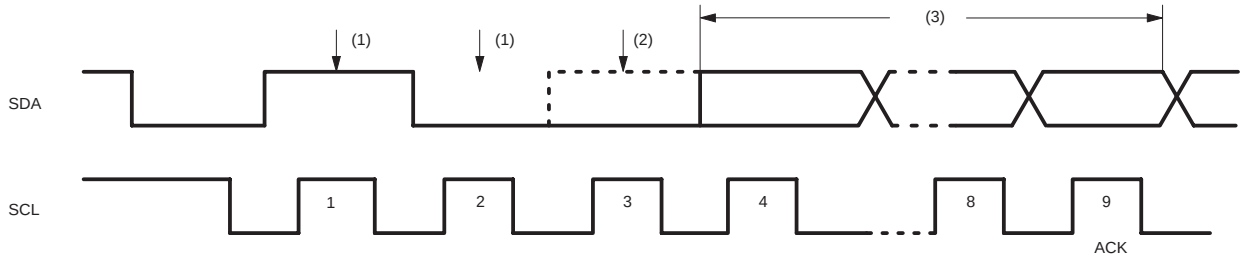
Arbitration and Synchronization Logic

In the Master Transmitter mode, the arbitration logic checks that every transmitted logic 1 actually appears as a logic 1 on the I^2C bus. If another device on the bus overrules a logic 1 and pulls the SDA line low, arbitration is lost, and SIO1 immediately changes from master transmitter to slave receiver. SIO1 will continue to output clock pulses (on SCL) until transmission of the current serial byte is complete.

Arbitration may also be lost in the Master Receiver mode. Loss of arbitration in this mode can only occur while SIO1 is returning a “not acknowledge: (logic 1) to the bus. Arbitration is lost when another device on the bus pulls this signal LOW. Since this can occur only at the end of a serial byte, SIO1 generates no further clock pulses. Figure 4 shows the arbitration procedure.

The synchronization logic will synchronize the serial clock generator with the clock pulses on the SCL line from another device. If two or more master devices generate clock pulses, the “mark” duration is determined by the device that generates the shortest “marks,” and the “space” duration is determined by the device that generates the longest “spaces.” Figure 5 shows the synchronization procedure.

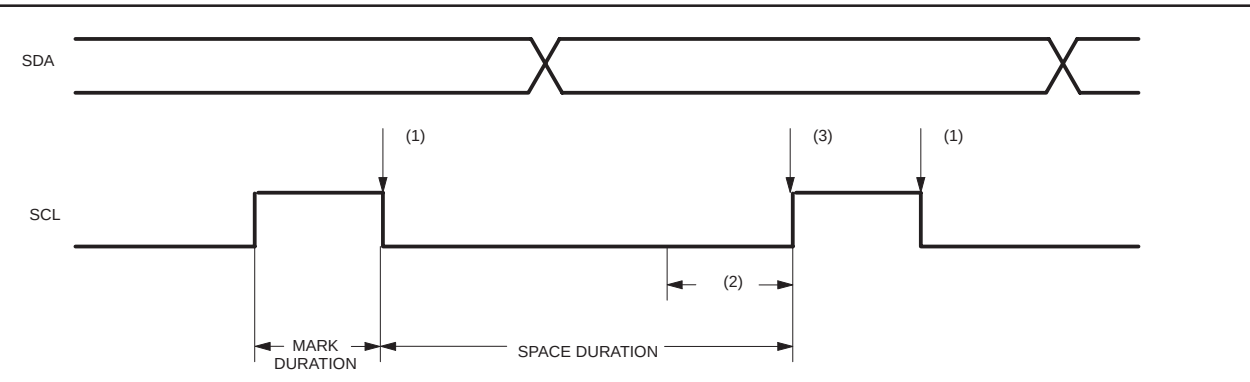
A slave may stretch the space duration to slow down the bus master. The space duration may also be stretched for handshaking purposes. This can be done after each bit or after a complete byte transfer. SIO1 will stretch the SCL space duration after a byte has been transmitted or received and the acknowledge bit has been transferred. The serial interrupt flag (SI) is set, and the stretching continues until the serial interrupt flag is cleared.



1. Another device transmits identical serial data.
2. Another device overrules a logic 1 (dotted line) transmitted by SIO1 (master) by pulling the SDA line low. Arbitration is lost, and SIO1 enters the slave receiver mode.
3. SIO1 is in the slave receiver mode but still generates clock pulses until the current byte has been transmitted. SIO1 will not generate clock pulses for the next byte. Data on SDA originates from the new master once it has won arbitration.

SU00967

Figure 4. Arbitration Procedure



1. Another service pulls the SCL line low before the SIO1 “mark” duration is complete. The serial clock generator is immediately reset and commences with the “space” duration by pulling SCL low.
2. Another device still pulls the SCL line low after SIO1 releases SCL. The serial clock generator is forced into the wait state until the SCL line is released.
3. The SCL line is released, and the serial clock generator commences with the mark duration.

SU00968

Figure 5. Serial Clock Synchronization

If the STA and STO bits are both set, the a STOP condition is transmitted to the I^2C bus if SIO1 is in a Master mode (in a Slave mode, SIO1 generates an internal STOP condition which is not transmitted). SIO1 then transmits a START condition.

STO = “0”: When the STO bit is reset, no STOP condition will be generated.

The Serial Interrupt Flag, SI: SI = “1”: When the SI flag is set, then, if the EA and ES1 (interrupt enable register) bits are also set, a serial interrupt is requested. SI is set by hardware when one of 25 of the 26 possible SIO1 states is entered. The only state that does not cause SI to be set is state F8H, which indicates that no relevant state information is available.

While SI is set, the low period of the serial clock on the SCL line is stretched, and the serial transfer is suspended. A high level on the SCL line is unaffected by the serial interrupt flag. SI must be reset by software.

SI = “0”: When the SI flag is reset, no serial interrupt is requested, and there is no stretching of the serial clock on the SCL line.

The Assert Acknowledge Flag, AA: AA = “1”: If the AA flag is set, an acknowledge (low level to SDA) will be returned during the acknowledge clock pulse on the SCL line when:
– The “own slave address” has been received
– The general call address has been received while the general call bit (GC) in S1ADR is set
– A data byte has been received while SIO1 is in the Master Receiver mode
– A data byte has been received while SIO1 is in the addressed Slave Receiver mode

AA = “0”: if the AA flag is reset, a not acknowledge (high level to SDA) will be returned during the acknowledge clock pulse on SCL when:
– A data has been received while SIO1 is in the Master Receiver mode
– A data byte has been received while SIO1 is in the addressed Slave Receiver mode

When SIO1 is in the addressed Slave Transmitter mode, state C8H will be entered after the last serial is transmitted (see Figure 11).

When SI is cleared, SIO1 leaves state C8H, enters the not addressed Slave Receiver mode, and the SDA line remains at a high level. In state C8H, the AA flag can be set again for future address recognition.

When SIO1 is in the not addressed Slave mode, its own slave address and the general call address are ignored. Consequently, no acknowledge is returned, and a serial interrupt is not requested. Thus, SIO1 can be temporarily released from the I^2C bus while the bus status is monitored. While SIO1 is released from the bus, START and STOP conditions are detected, and serial data is shifted in. Address recognition can be resumed at any time by setting the AA flag. If the AA flag is set when the part’s own Slave address or the general call address has been partly received, the address will be recognized at the end of the byte transmission.

The Clock Rate Bits CR0, CR1, and CR2: These three bits determine the serial clock frequency when SIO1 is in a Master mode. The various serial rates are shown in Table 3.

A 12.5 kHz bit rate may be used by devices that interface to the I^2C bus via standard I/O port lines which are software driven and slow. 100 kHz is usually the maximum bit rate and can be derived from a 16 MHz, 12 MHz, or a 6 MHz oscillator. A variable bit rate (0.5 kHz to 62.5 kHz) may also be used if Timer 1 is not required for any other purpose while SIO1 is in a Master mode.

The frequencies shown in Table 3 are unimportant when SIO1 is in a Slave mode. In the Slave modes, SIO1 will automatically synchronize with any clock frequency up to 100 kHz.

The Status Register, S1STA

S1STA is an 8-bit read-only special function register. The three least significant bits are always zero. The five most significant bits contain the status code. There are 26 possible status codes. When S1STA contains F8H, no relevant state information is available and no serial interrupt is requested. All other S1STA values correspond to defined SIO1 states. When each of these states is entered, a serial interrupt is requested (SI = “1”). A valid status code is present in S1STA one machine cycle after SI is set by hardware and is still present one machine cycle after SI has been reset by software.

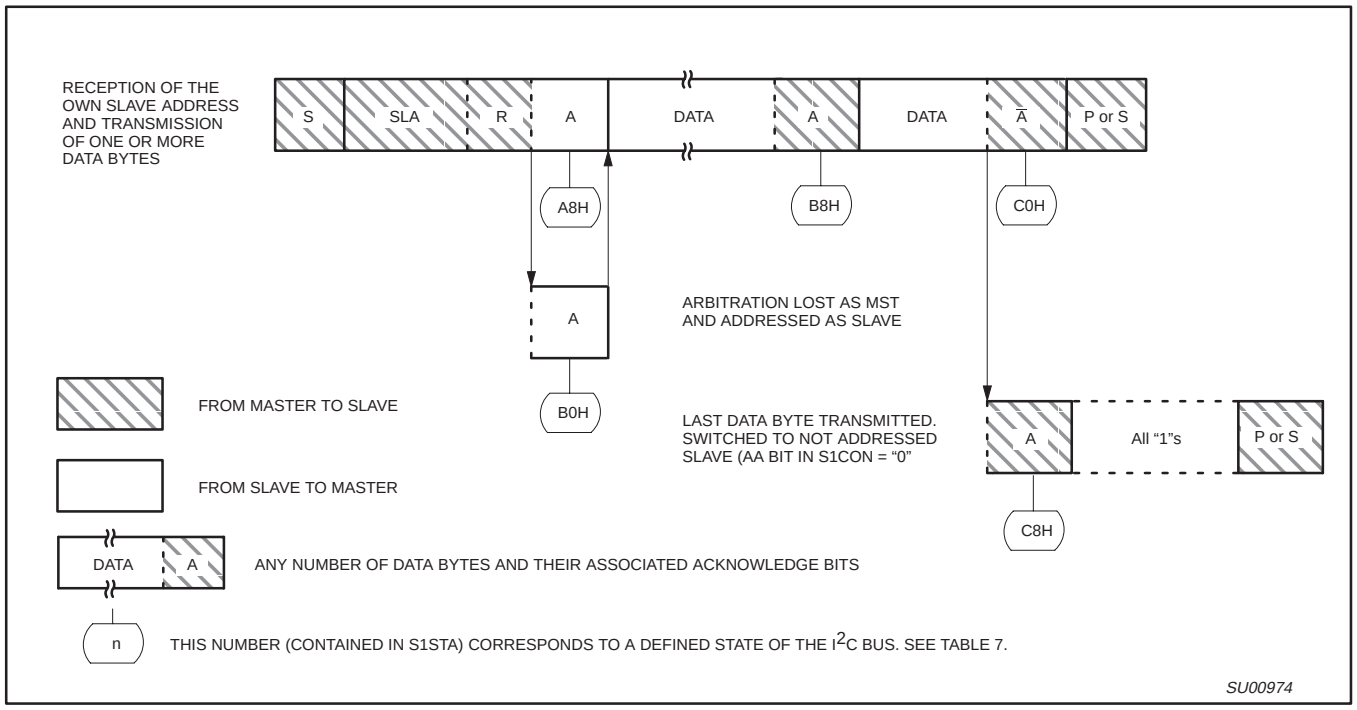


Figure 11. Format and States of the Slave Transmitter mode

Table 6. Slave Receiver mode

STATUS CODE (S1STA)	STATUS OF THE I^2C BUS AND SIO1 HARDWARE	APPLICATION SOFTWARE RESPONSE					NEXT ACTION TAKEN BY SIO1 HARDWARE
		TO/FROM S1DAT	TO S1CON				
			STA	STO	SI	AA	
60H	Own SLA+W has been received; ACK has been returned	No S1DAT action or	X	0	0	0	Data byte will be received and NOT ACK will be returned
		no S1DAT action	X	0	0	1	Data byte will be received and ACK will be returned
68H	Arbitration lost in SLA+R/$\overline{W}$ as master; Own SLA+W has been received, ACK returned	No S1DAT action or	X	0	0	0	Data byte will be received and NOT ACK will be returned
		no S1DAT action	X	0	0	1	Data byte will be received and ACK will be returned
70H	General call address (00H) has been received; ACK has been returned	No S1DAT action or	X	0	0	0	Data byte will be received and NOT ACK will be returned
		no S1DAT action	X	0	0	1	Data byte will be received and ACK will be returned
78H	Arbitration lost in SLA+R/$\overline{W}$ as master; General call address has been received, ACK has been returned	No S1DAT action or	X	0	0	0	Data byte will be received and NOT ACK will be returned
		no S1DAT action	X	0	0	1	Data byte will be received and ACK will be returned
80H	Previously addressed with own SLV address; DATA has been received; ACK has been returned	Read data byte or	X	0	0	0	Data byte will be received and NOT ACK will be returned
		read data byte	X	0	0	1	Data byte will be received and ACK will be returned
88H	Previously addressed with own SLA; DATA byte has been received; NOT ACK has been returned	Read data byte or	0	0	0	0	Switched to not addressed SLV mode; no recognition of own SLA or General call address
		read data byte or	0	0	0	1	Switched to not addressed SLV mode; Own SLA will be recognized; General call address will be recognized if S1ADR.0 = logic 1
		read data byte or	1	0	0	0	Switched to not addressed SLV mode; no recognition of own SLA or General call address. A START condition will be transmitted when the bus becomes free
		read data byte	1	0	0	1	Switched to not addressed SLV mode; Own SLA will be recognized; General call address will be recognized if S1ADR.0 = logic 1. A START condition will be transmitted when the bus becomes free.
90H	Previously addressed with General Call; DATA byte has been received; ACK has been returned	Read data byte or	X	0	0	0	Data byte will be received and NOT ACK will be returned
		read data byte	X	0	0	1	Data byte will be received and ACK will be returned
98H	Previously addressed with General Call; DATA byte has been received; NOT ACK has been returned	Read data byte or	0	0	0	0	Switched to not addressed SLV mode; no recognition of own SLA or General call address
		read data byte or	0	0	0	1	Switched to not addressed SLV mode; Own SLA will be recognized; General call address will be recognized if S1ADR.0 = logic 1
		read data byte or	1	0	0	0	Switched to not addressed SLV mode; no recognition of own SLA or General call address. A START condition will be transmitted when the bus becomes free
		read data byte	1	0	0	1	Switched to not addressed SLV mode; Own SLA will be recognized; General call address will be recognized if S1ADR.0 = logic 1. A START condition will be transmitted when the bus becomes free.

Table 8. Miscellaneous States

STATUS CODE (S1STA)	STATUS OF THE I^2C BUS AND SIO1 HARDWARE	APPLICATION SOFTWARE RESPONSE					NEXT ACTION TAKEN BY SIO1 HARDWARE
		TO/FROM S1DAT	TO S1CON				
			STA	STO	SI	AA	
F8H	No relevant state information available; SI = 0	No S1DAT action	No S1CON action				Wait or proceed current transfer
00H	Bus error during MST or selected Slave modes, due to an illegal START or STOP condition. State 00H can also occur when interference causes SIO1 to enter an undefined state.	No S1DAT action	0	1	0	X	Only the internal hardware is affected in the MST or addressed SLV modes. In all cases, the bus is released and SIO1 is switched to the not addressed SLV mode. STO is reset.

Slave Transmitter mode
In the Slave Transmitter mode, a number of data bytes are transmitted to a master receiver (see Figure 11). Data transfer is initialized as in the Slave Receiver mode. When S1ADR and S1CON have been initialized, SIO1 waits until it is addressed by its own slave address followed by the data direction bit which must be "1" (R) for SIO1 to operate in the Slave Transmitter mode. After its own slave address and the R bit have been received, the serial interrupt flag (SI) is set and a valid status code can be read from S1STA. This status code is used to vector to an interrupt service routine, and the appropriate action to be taken for each of these status codes is detailed in Table 7. The Slave Transmitter mode may also be entered if arbitration is lost while SIO1 is in the Master mode (see state B0H).

If the AA bit is reset during a transfer, SIO1 will transmit the last byte of the transfer and enter state C0H or C8H. SIO1 is switched to the "not addressed" Slave mode and will ignore the master receiver if it continues the transfer. Thus the master receiver receives all 1s as serial data. While AA is reset, SIO1 does not respond to its own slave address or a general call address. However, the I^2C bus is still monitored, and address recognition may be resumed at any time by setting AA. This means that the AA bit may be used to temporarily isolate SIO1 from the I^2C bus.

Miscellaneous States

There are two S1STA codes that do not correspond to a defined SIO1 hardware state (see Table 8). These are discussed below.

S1STA = F8H
This status code indicates that no relevant information is available because the serial interrupt flag, SI, is not yet set. This occurs between other states and when SIO1 is not involved in a serial transfer.

S1STA = 00H
This status code indicates that a bus error has occurred during an SIO1 serial transfer. A bus error is caused when a START or STOP condition occurs at an illegal position in the format frame. Examples of such illegal positions are during the serial transfer of an address byte, a data byte, or an acknowledge bit. A bus error may also be caused when external interference disturbs the internal SIO1 signals. When a bus error occurs, SI is set. To recover from a bus error, the STO flag must be set and SI must be cleared. This causes SIO1 to enter the "not addressed" Slave mode (a defined state) and to clear the STO flag (no other bits in S1CON are affected). The SDA and SCL lines are released (a STOP condition is not transmitted).

Some Special Cases

The SIO1 hardware has facilities to handle the following special cases that may occur during a serial transfer.

Simultaneous Repeated START Conditions from Two Masters
A repeated START condition may be generated in the Master Transmitter or Master Receiver modes. A special case occurs if another master simultaneously generates a repeated START condition (see Figure 12). Until this occurs, arbitration is not lost by either master since they were both transmitting the same data.

If the SIO1 hardware detects a repeated START condition on the I^2C bus before generating a repeated START condition itself, it will release the bus, and no interrupt request is generated. If another master frees the bus by generating a STOP condition, SIO1 will transmit a normal START condition (state 08H), and a retry of the total serial data transfer can commence.

Data Transfer After Loss of Arbitration
Arbitration may be lost in the Master Transmitter and Master Receiver modes (see Figure 4). Loss of arbitration is indicated by the following states in S1STA: 38H, 68H, 78H, and B0H (see Figures 8 and 9).

If the STA flag in S1CON is set by the routines which service these states, then, if the bus is free again, a START condition (state 08H) is transmitted without intervention by the CPU, and a retry of the total serial transfer can commence.

Forced Access to the I^2C Bus
In some applications, it may be possible for an uncontrolled source to cause a bus hang-up. In such situations, the problem may be caused by interference, temporary interruption of the bus or a temporary short-circuit between SDA and SCL.

If an uncontrolled source generates a superfluous START or masks a STOP condition, then the I^2C bus stays busy indefinitely. If the STA flag is set and bus access is not obtained within a reasonable amount of time, then a forced access to the I^2C bus is possible. This is achieved by setting the STO flag while the STA flag is still set. No STOP condition is transmitted. The SIO1 hardware behaves as if a STOP condition was received and is able to transmit a START condition. The ST0 flag is cleared by hardware (see Figure 13).

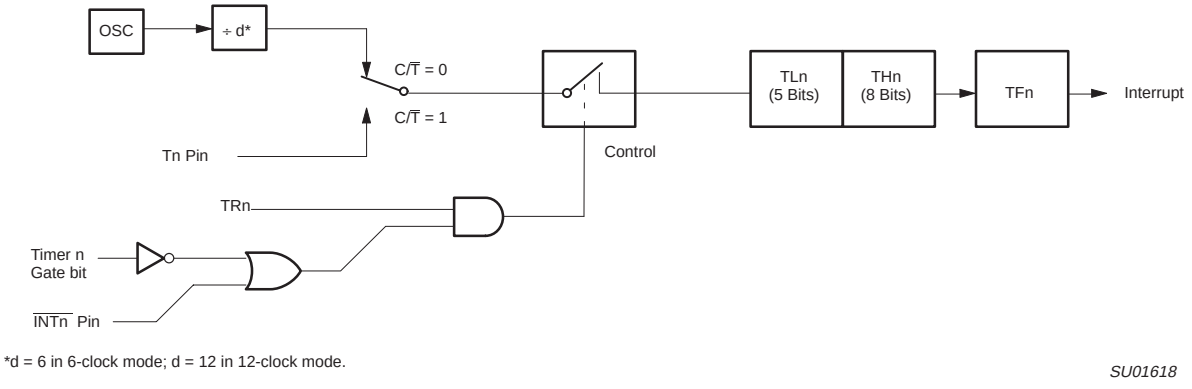


Figure 16. Timer/Counter 0/1 Mode 0: 13-Bit Timer/Counter

TCON Address = 88H Reset Value = 00H

Bit Addressable

7	6	5	4	3	2	1	0
TF1	TR1	TF0	TR0	IE1	IT1	IE0	IT0

BIT	SYMBOL	FUNCTION
TCON.7	TF1	Timer 1 overflow flag. Set by hardware on Timer/Counter overflow. Cleared by hardware when processor vectors to interrupt routine, or clearing the bit in software.
TCON.6	TR1	Timer 1 Run control bit. Set/cleared by software to turn Timer/Counter on/off.
TCON.5	TF0	Timer 0 overflow flag. Set by hardware on Timer/Counter overflow. Cleared by hardware when processor vectors to interrupt routine, or by clearing the bit in software.
TCON.4	TR0	Timer 0 Run control bit. Set/cleared by software to turn Timer/Counter on/off.
TCON.3	IE1	Interrupt 1 Edge flag. Set by hardware when external interrupt edge detected. Cleared when interrupt processed.
TCON.2	IT1	Interrupt 1 type control bit. Set/cleared by software to specify falling edge/low level triggered external interrupts.
TCON.1	IE0	Interrupt 0 Edge flag. Set by hardware when external interrupt edge detected. Cleared when interrupt processed.
TCON.0	IT0	Interrupt 0 Type control bit. Set/cleared by software to specify falling edge/low level triggered external interrupts.

SU01516

Figure 17. Timer/Counter 0/1 Control (TCON) Register

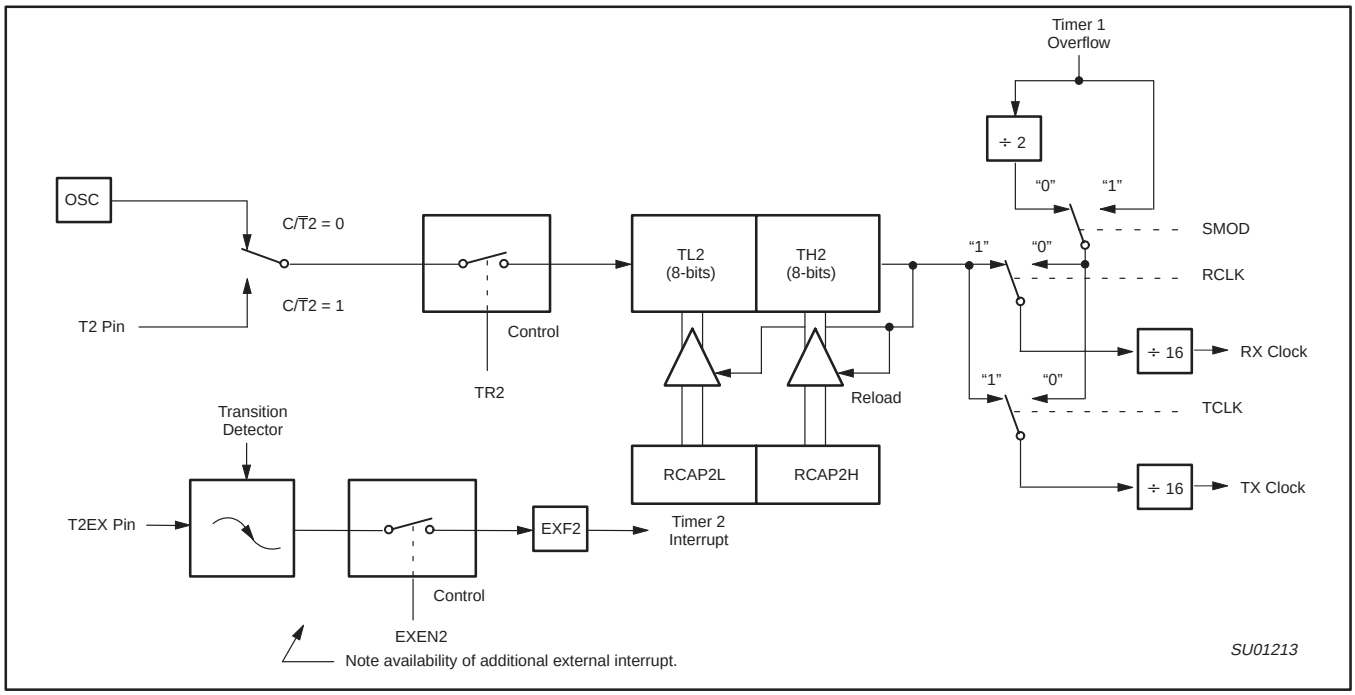


Figure 25. Timer 2 in Baud Rate Generator Mode

Table 10. Timer 2 Commonly Used Generated Baud Rates

Baud Rate		Osc Freq	Timer 2	
12 clock mode	6 clock mode		RCAP2H	RCAP2L
375 k	750 k	12 MHz	FF	FF
9.6 k	19.2 k	12 MHz	FF	D9
2.8 k	5.6 k	12 MHz	FF	B2
2.4 k	4.8 k	12 MHz	FF	64
1.2 k	2.4 k	12 MHz	FE	C8
300	600	12 MHz	FB	1E
110	220	12 MHz	F2	AF
300	600	6 MHz	FD	8F
110	220	6 MHz	F9	57

Baud Rate Generator Mode

Bits TCLK and/or RCLK in T2CON (see Figure 20) allow the serial port transmit and receive baud rates to be derived from either Timer 1 or Timer 2. When TCLK = 0, Timer 1 is used as the serial port transmit baud rate generator. When TCLK = 1, Timer 2 is used as the serial port transmit baud rate generator. RCLK has the same effect for the serial port receive baud rate. With these two bits, the serial port can have different receive and transmit baud rates – one generated by Timer 1, the other by Timer 2.

Table 10 shows commonly used baud rates and how they can be obtained from Timer 2.

Figure 25 shows Timer 2 in baud rate generation mode. The baud rate generation mode is similar to the auto-reload mode, in that a rollover in TH2 causes the Timer 2 registers to be reloaded with the 16-bit value in registers RCAP2H and RCAP2L, which are preset by software.

The baud rates in modes 1 and 3 are determined by Timer 2's overflow rate given below:

$$\text{Modes 1 and 3 Baud Rates} = \frac{\text{Timer 2 Overflow Rate}}{16}$$

The timer can be configured for either "timer" or "counter" operation. In many applications, it is configured for "timer" operation (C/$\overline{T}$2 = 0). Timer operation is different for Timer 2 when it is being used as a baud rate generator.

Usually, as a timer, it would increment every machine cycle (i.e., $^1/_6$ the oscillator frequency in 6 clock mode, $^1/_{12}$ the oscillator frequency in 12 clock mode). As a baud rate generator, it increments at the oscillator frequency in 6 clock mode (f_{OSC}/2 in 12 clock mode). Thus the baud rate formula is as follows:

$$\text{Modes 1 and 3 Baud Rates} = \frac{\text{Oscillator Frequency}}{[\,n^* \times [65536 - (\text{RCAP2H, RCAP2L})]]}$$

* n = 16 in 6 clock mode
32 in 12 clock mode

Where: (RCAP2H, RCAP2L) = The content of RCAP2H and RCAP2L taken as a 16-bit unsigned integer.

The Timer 2 as a baud rate generator mode shown in Figure 25, is valid only if RCLK and/or TCLK = 1 in T2CON register. Note that a rollover in TH2 does not set TF2, and will not generate an interrupt. Thus, Timer 2 interrupt does not have to be disabled when Timer 2 is in the baud rate generator mode. Also if the EXEN2 (T2 external enable flag) is set, a 1-to-0 transition in T2EX (Timer/counter 2 trigger input) will set EXF2 (T2 external flag) but will not cause a reload from (RCAP2H, RCAP2L) to (TH2,TL2). Therefore when Timer 2 is in use as a baud rate generator, T2EX can be used as an additional external interrupt, if needed.

SCON Address = 98H Reset Value = 00H

Bit Addressable

7	6	5	4	3	2	1	0
SM0	SM1	SM2	REN	TB8	RB8	TI	RI

Where SM0, SM1 specify the serial port mode, as follows:

SM0	SM1	Mode	Description	Baud Rate
0	0	0	shift register	$f_{OSC}/12$ (12-clock mode) or $f_{OSC}/6$ (6-clock mode)
0	1	1	8-bit UART	variable
1	0	2	9-bit UART	$f_{OSC}/64$ or $f_{OSC}/32$ (12-clock mode) or $f_{OSC}/32$ or $f_{OSC}/16$ (6-clock mode)
1	1	3	9-bit UART	variable

SM2 Enables the multiprocessor communication feature in Modes 2 and 3. In Mode 2 or 3, if SM2 is set to 1, then RI will not be activated if the received 9th data bit (RB8) is 0. In Mode 1, if SM2=1 then RI will not be activated if a valid stop bit was not received. In Mode 0, SM2 should be 0.

REN Enables serial reception. Set by software to enable reception. Clear by software to disable reception.

TB8 The 9th data bit that will be transmitted in Modes 2 and 3. Set or clear by software as desired.

RB8 In Modes 2 and 3, is the 9th data bit that was received. In Mode 1, it SM2=0, RB8 is the stop bit that was received. In Mode 0, RB8 is not used.

TI Transmit interrupt flag. Set by hardware at the end of the 8th bit time in Mode 0, or at the beginning of the stop bit in the other modes, in any serial transmission. Must be cleared by software.

RI Receive interrupt flag. Set by hardware at the end of the 8th bit time in Mode 0, or halfway through the stop bit time in the other modes, in any serial reception (except see SM2). Must be cleared by software.

SU01626

Figure 26. Serial Port Control (SCON) Register

Baud Rate			f_{OSC}	SMOD	Timer 1		
Mode	12-clock mode	6-clock mode			C/$\overline{T}$	Mode	Reload Value
Mode 0 Max	1.67 MHz	3.34 MHz	20 MHz	X	X	X	X
Mode 2 Max	625 k	1250 k	20 MHz	1	X	X	X
Mode 1, 3 Max	104.2 k	208.4 k	20 MHz	1	0	2	FFH
Mode 1, 3	19.2 k	38.4 k	11.059 MHz	1	0	2	FDH
	9.6 k	19.2 k	11.059 MHz	0	0	2	FDH
	4.8 k	9.6 k	11.059 MHz	0	0	2	FAH
	2.4 k	4.8 k	11.059 MHz	0	0	2	F4H
	1.2 k	2.4 k	11.059 MHz	0	0	2	E8H
	137.5	275	11.986 MHz	0	0	2	1DH
	110	220	6 MHz	0	0	2	72H
	110	220	12 MHz	0	0	1	FEEBH

Figure 27. Timer 1 Generated Commonly Used Baud Rates

More About Mode 0

Serial data enters and exits through RxD. TxD outputs the shift clock. Eight data bits are transmitted/received (LSB first). The baud rate is fixed at 1/12 the oscillator frequency (12-clock mode) or 1/6 the oscillator frequency (6-clock mode).

Figure 28 shows a simplified functional diagram of the serial port in Mode 0, and associated timing.

Transmission is initiated by any instruction that uses SBUF as a destination register. The “write to SBUF” signal at S6P2 also loads a 1 into the 9th position of the transmit shift register and tells the TX Control block to commence a transmission. The internal timing is such that one full machine cycle will elapse between “write to SBUF” and activation of SEND.

SEND enables the output of the shift register to the alternate output function line of P3.0 and also enable SHIFT CLOCK to the alternate output function line of P3.1. SHIFT CLOCK is low during S3, S4, and S5 of every machine cycle, and high during S6, S1, and S2. At S6P2 of every machine cycle in which SEND is active, the contents of the transmit shift are shifted to the right one position.

As data bits shift out to the right, zeros come in from the left. When the MSB of the data byte is at the output position of the shift register, then the 1 that was initially loaded into the 9th position, is just to the left of the MSB, and all positions to the left of that contain zeros. This condition flags the TX Control block to do one last shift and then deactivate SEND and set T1. Both of these actions occur at S1P1 of the 10th machine cycle after “write to SBUF.”

Reception is initiated by the condition REN = 1 and R1 = 0. At S6P2 of the next machine cycle, the RX Control unit writes the bits 11111110 to the receive shift register, and activates RECEIVE in the next clock phase.

RECEIVE enable SHIFT CLOCK to the alternate output function line of P3.1. SHIFT CLOCK makes transitions at S3P1 and S6P1 of every machine cycle. At S6P2 of every machine cycle in which RECEIVE is active, the contents of the receive shift register are

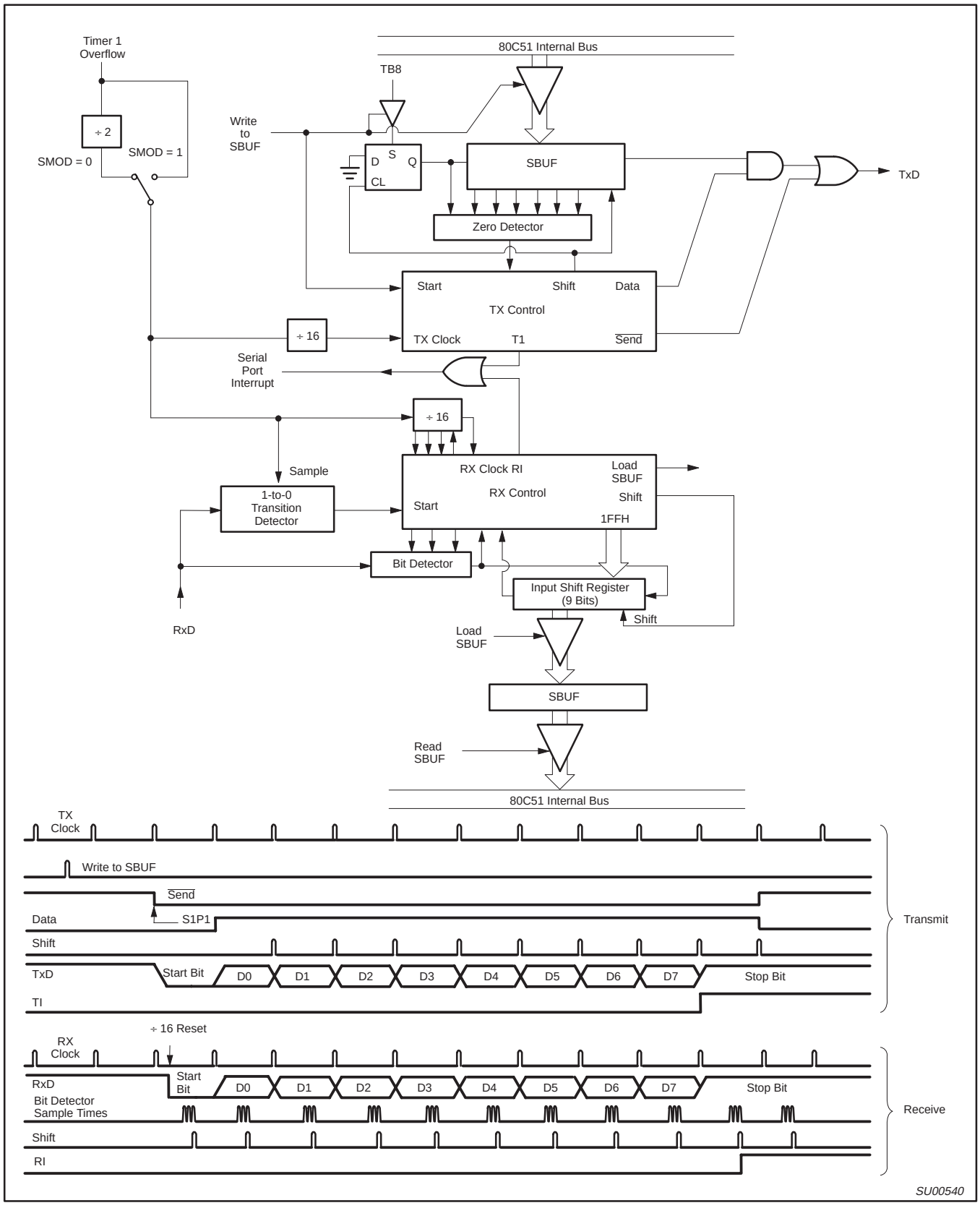


Figure 29. Serial Port Mode 1

S0CON Address = 98H Reset Value = 0000 0000B

Bit Addressable

	SM0/FE	SM1	SM2	REN	TB8	RB8	TI	RI
Bit:	7	6	5	4	3	2	1	0

(SMOD0 = 0/1)*

Symbol	Function
FE	Framing Error bit. This bit is set by the receiver when an invalid stop bit is detected. The FE bit is not cleared by valid frames but should be cleared by software. The SMOD0 bit must be set to enable access to the FE bit.
SM0	Serial Port Mode Bit 0, (SMOD0 must = 0 to access bit SM0)
SM1	Serial Port Mode Bit 1

SM0	SM1	Mode	Description	Baud Rate**
0	0	0	shift register	f_{OSC}/6 (6 clock mode) or f_{OSC}/12 (12 clock mode)
0	1	1	8-bit UART	variable
1	0	2	9-bit UART	f_{OSC}/32 or f_{OSC}/16 (6 clock mode) or f_{OSC}/64 or f_{OSC}/32 (12 clock mode)
1	1	3	9-bit UART	variable

SM2	Enables the Automatic Address Recognition feature in Modes 2 or 3. If SM2 = 1 then RI will not be set unless the received 9th data bit (RB8) is 1, indicating an address, and the received byte is a Given or Broadcast Address. In Mode 1, if SM2 = 1 then RI will not be activated unless a valid stop bit was received, and the received byte is a Given or Broadcast Address. In Mode 0, SM2 should be 0.
REN	Enables serial reception. Set by software to enable reception. Clear by software to disable reception.
TB8	The 9th data bit that will be transmitted in Modes 2 and 3. Set or clear by software as desired.
RB8	In modes 2 and 3, the 9th data bit that was received. In Mode 1, if SM2 = 0, RB8 is the stop bit that was received. In Mode 0, RB8 is not used.
TI	Transmit interrupt flag. Set by hardware at the end of the 8th bit time in Mode 0, or at the beginning of the stop bit in the other modes, in any serial transmission. Must be cleared by software.
RI	Receive interrupt flag. Set by hardware at the end of the 8th bit time in Mode 0, or halfway through the stop bit time in the other modes, in any serial reception (except see SM2). Must be cleared by software.

NOTE:
*SMOD0 is located at PCON6.
**f_{OSC} = oscillator frequency

SU01451

Figure 32. S0CON: Serial Port Control Register

Interrupt Priority Structure

The P89C660/662/664/668 has an 8 source four-level interrupt structure (see Table 13).

There are 4 SFRs associated with the four-level interrupt. They are the IE, IP, IEN1, and IPH (see Figures 35, 36, 37, and 38). The IPH (Interrupt Priority High) register makes the four-level interrupt structure possible. The IPH is located at SFR address B7H. The structure of the IPH register and a description of its bits is shown in Figure 37.

The function of the IPH SFR, when combined with the IP SFR, determines the priority of each interrupt. The priority of each interrupt is determined as shown in the following table:

PRIORITY BITS		INTERRUPT PRIORITY LEVEL
IPH.x	IP.x	
0	0	Level 0 (lowest priority)
0	1	Level 1
1	0	Level 2
1	1	Level 3 (highest priority)

The priority scheme for servicing the interrupts is the same as that for the 80C51, except that there are four interrupt levels rather than two (as on the 80C51). An interrupt will be serviced as long as an interrupt of equal or higher priority is not already being serviced. If an interrupt of equal or higher level priority is being serviced, the new interrupt will wait until it is finished before being serviced. If a lower priority level interrupt is being serviced, it will be stopped and the new interrupt serviced. When the new interrupt is finished, the lower priority level interrupt that was stopped will be completed.

Table 13. Interrupt Table

SOURCE	POLLING PRIORITY	REQUEST BITS	HARDWARE CLEAR?	VECTOR ADDRESS
X0	1	IE0	N (L)[1] Y (T)[2]	03H
SI01 (I^2C)	2	—	N	2BH
T0	3	TP0	Y	0BH
X1	4	IE1	N (L) Y (T)	13H
T1	5	TF1	Y	1BH
SP	6	RI, TI	N	23H
T2	7	TF2, EXF2	N	3BH
PCA	8	CF, CCFn n = 0–4	N	33H

NOTES:
1. L = Level activated
2. T = Transition activated

	7	6	5	4	3	2	1	0
IEN0 (0A8H)	EA	EC	ES1	ES0	ET1	EX1	ET0	EX0

Enable Bit = 1 enables the interrupt.
Enable Bit = 0 disables it.

BIT	SYMBOL	FUNCTION
IEN0.7	EA	Global disable bit. If EA = 0, all interrupts are disabled. If EA = 1, each interrupt can be individually enabled or disabled by setting or clearing its enable bit.
IEN0.6	EC	PCA interrupt enable bit
IEN0.5	ES1	I^2C interrupt enable bit.
IEN0.4	ES0	Serial Port interrupt enable bit.
IEN0.3	ET1	Timer 1 interrupt enable bit.
IEN0.2	EX1	External interrupt 1 enable bit.
IEN0.1	ET0	Timer 0 interrupt enable bit.
IEN0.0	EX0	External interrupt 0 enable bit.

SU01454

Figure 35. IE Registers

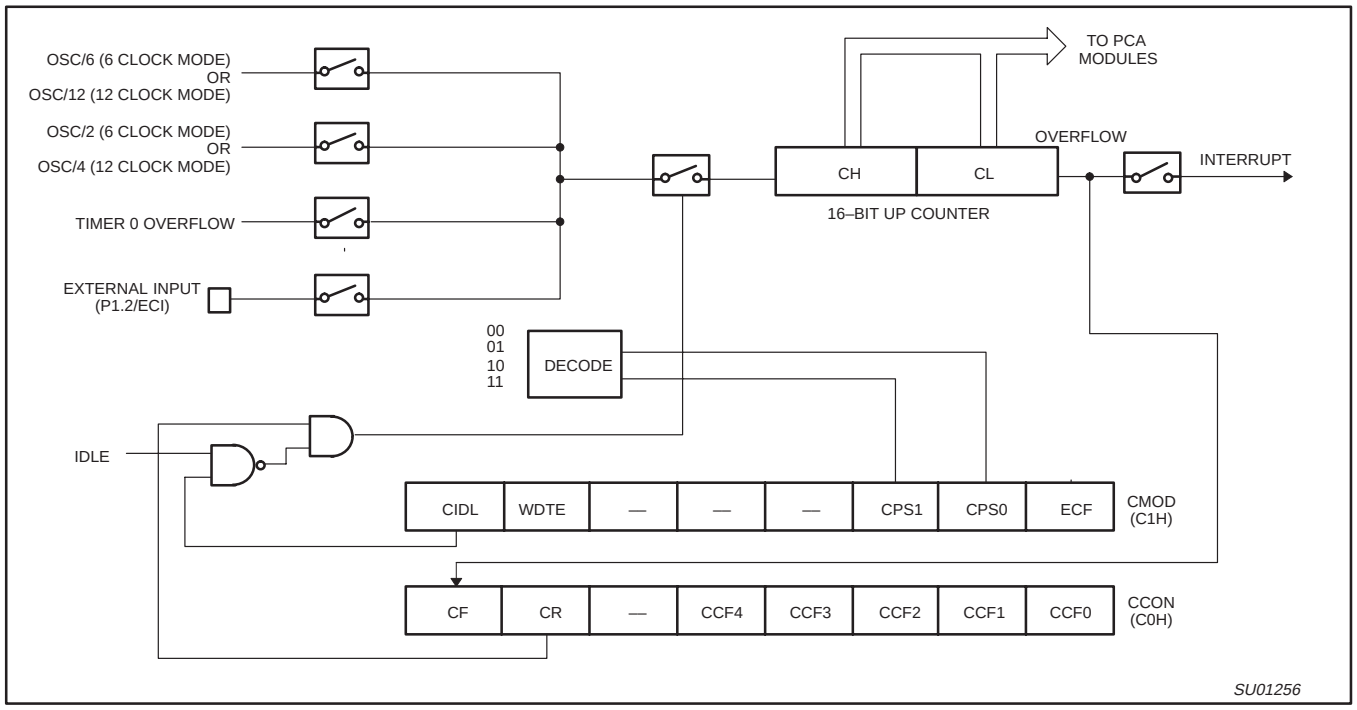


Figure 41. PCA Timer/Counter

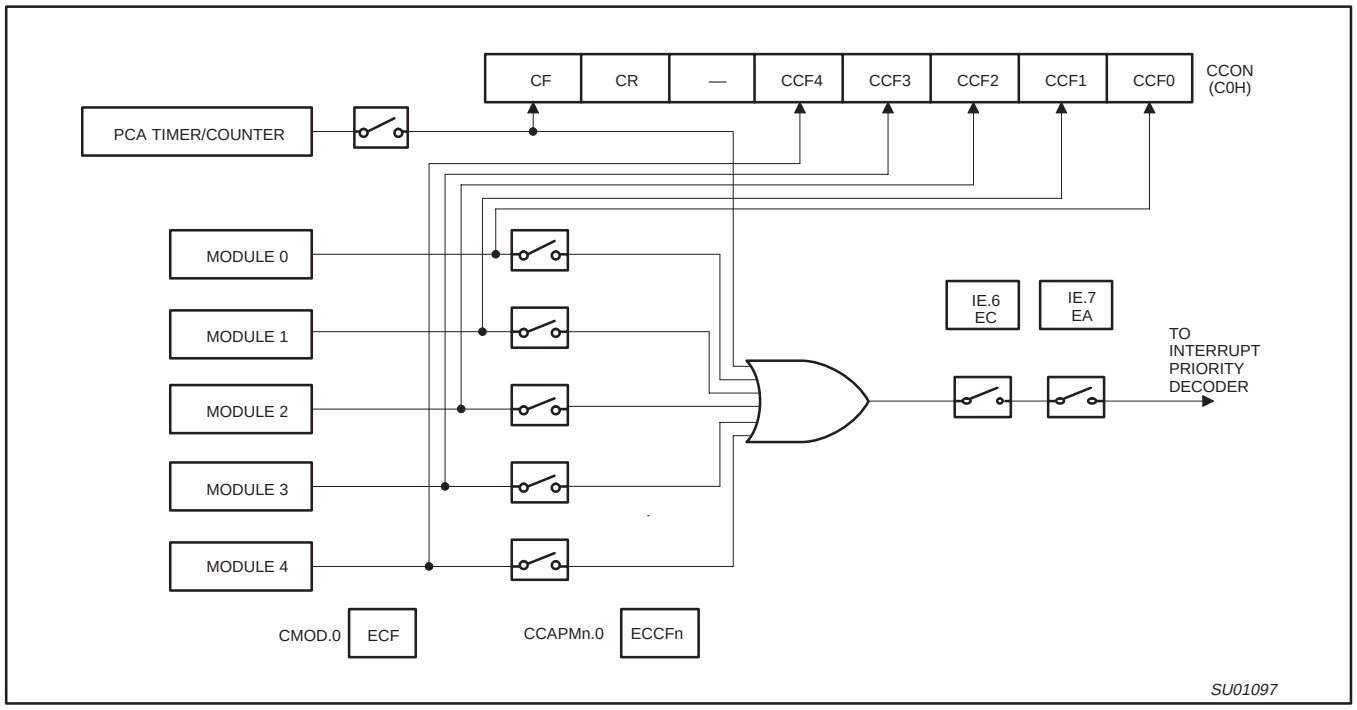


Figure 42. PCA Interrupt System

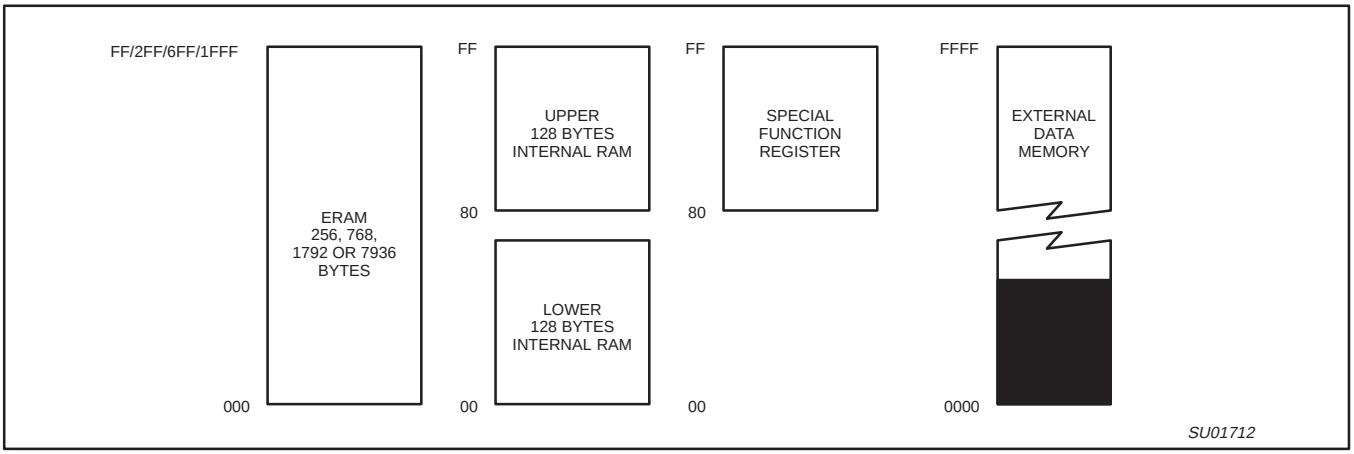


Figure 54. Internal and External Data Memory Address Space with EXTRAM = 0

Hardware WatchDog Timer (One-Time Enabled with Reset-Out for P89C660/662/664/668)

The WDT is intended as a recovery method in situations where the CPU may be subjected to software upset. The WDT consists of a 14-bit counter and the WatchDog Timer reset (WDTRST) SFR. The WDT is disabled at reset. To enable the WDT, user must write 01EH and 0E1H in sequence to the WDTRST (SFR location 0A6H). When WDT is enabled, it will increment every machine cycle while the oscillator is running and there is no way to disable the WDT except through reset (either hardware reset or WDT overflow reset). When WDT overflows, it will drive an output reset HIGH pulse at the RST pin.

Using the WDT

To enable the WDT, user must write 01EH and 0E1H in sequence to the WDTRST (SFR location 0A6H). When WDT is enabled, the user needs to service it by writing 01EH and 0E1H to WDTRST to avoid WDT overflow. The 14-bit counter overflows when it reaches 16383 (3FFFH) and this will reset the device. When WDT is enabled, it will increment every machine cycle while the oscillator is running. This means the user must reset the WDT at least every 16383 machine cycles. To reset the WDT, the user must write 01EH and 0E1H to WDTRST. WDTRST is a write only register. The WDT counter cannot be read or written. When the WDT overflows, it will generate an output RESET pulse at the RST pin. The RESET pulse duration is $98 \times T_{OSC}$ (6 clock mode; 196 in 12 clock mode), where $T_{OSC} = 1/f_{OSC}$. To make the best use of the WDT, it should be serviced in those sections of code that will periodically be executed within the time required to prevent a WDT reset.

Security

The security feature protects against software piracy and prevents the contents of the Flash from being read. The Security Lock bits are located in Flash. The P89C660/662/664/668 has 3 programmable security lock bits that will provide different levels of protection for the on-chip code and data (see Table 16).

Table 16.

SECURITY LOCK BITS[1]				PROTECTION DESCRIPTION
Level	LB1	LB2	LB3	
1	0	0	0	MOVC instructions executed from external program memory are disabled from fetching code bytes from internal memory.
2	1	0	0	Same as level 1, plus block erase is disabled. Erase or programming of the status byte or boot vector is disabled.
3	1	1	0	Same as level 2, plus verify of code memory is disabled.
4	1	1	1	Same as level 3, plus external execution is disabled.

NOTE:
1. Security bits are independent of each other. Full-chip erase may be performed regardless of the state of the security bits.
2. Any other combination of lockbits is undefined.
3. Setting LBx doesn't prevent programming of unprogrammed bits.

EXPLANATION OF THE AC SYMBOLS

Each timing symbol has five characters. The first character is always 't' (= time). The other characters, depending on their positions, indicate the name of a signal or the logical status of that signal. The designations are:

A – Address
C – Clock
D – Input data
H – Logic level high
I – Instruction (program memory contents)
L – Logic level low, or ALE
P – $\overline{\text{PSEN}}$
Q – Output data
R – $\overline{\text{RD}}$ signal
t – Time
V – Valid
W – $\overline{\text{WR}}$ signal
X – No longer a valid logic level
Z – Float

Examples: t_{AVLL} = Time for address valid to ALE low.
t_{LLPL} = Time for ALE low to $\overline{\text{PSEN}}$ low.

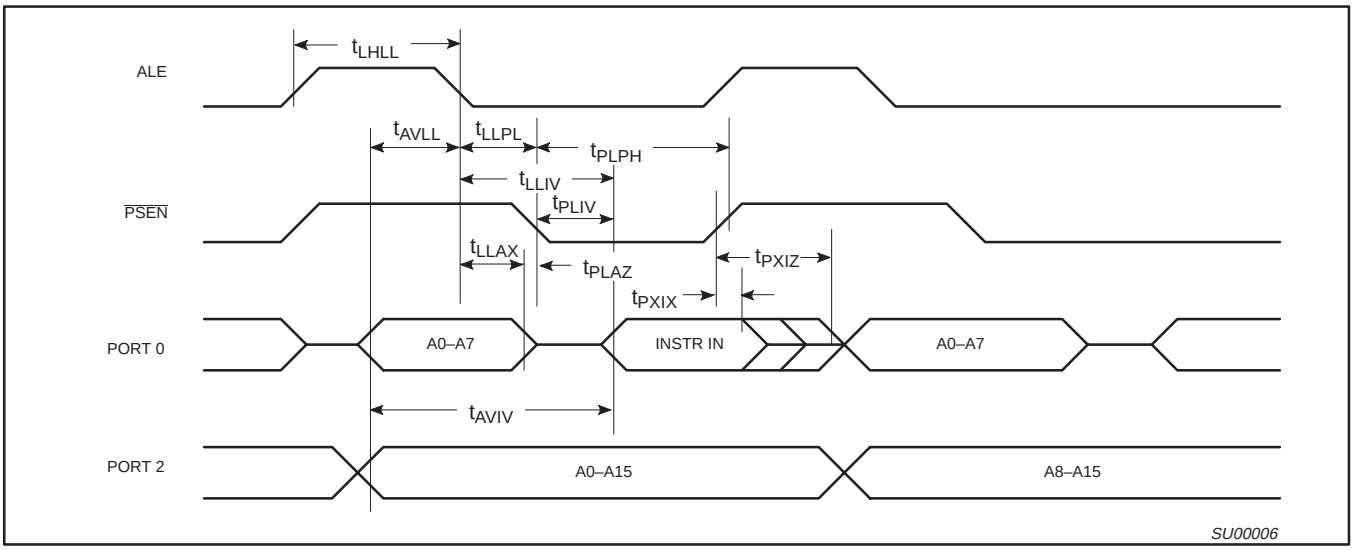


Figure 57. External Program Memory Read Cycle

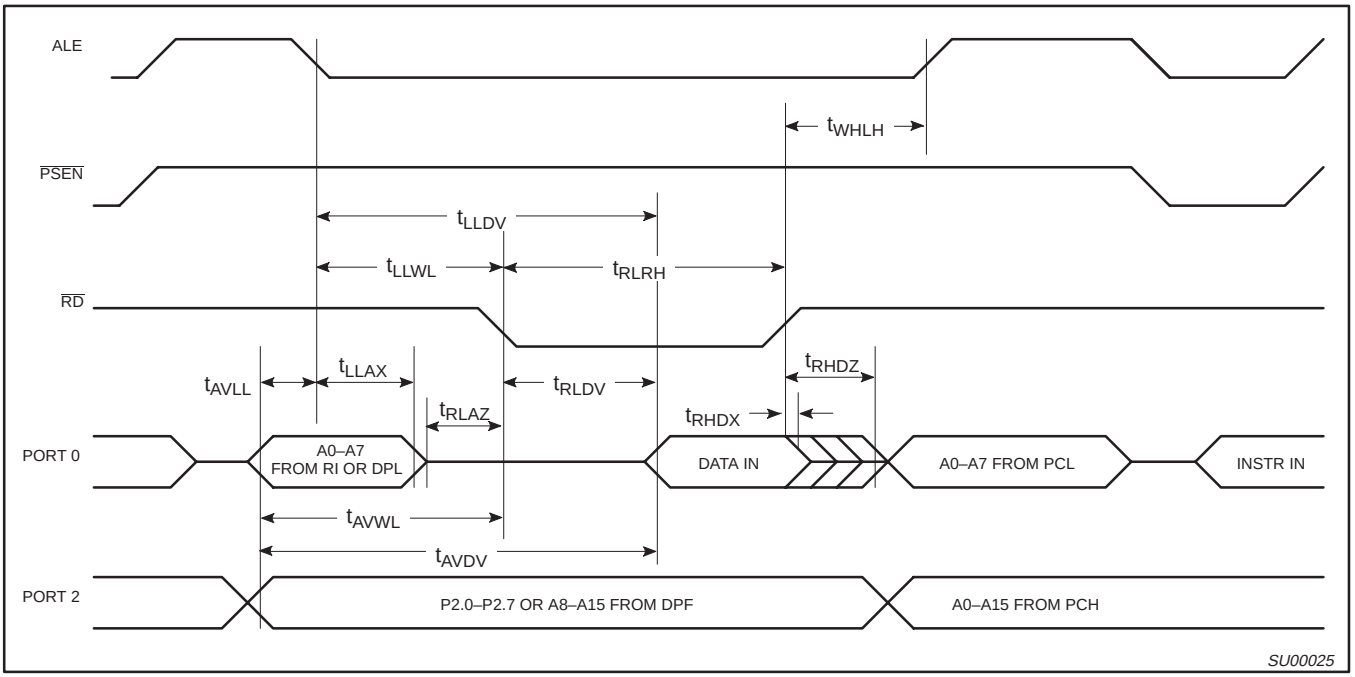


Figure 58. External Data Memory Read Cycle

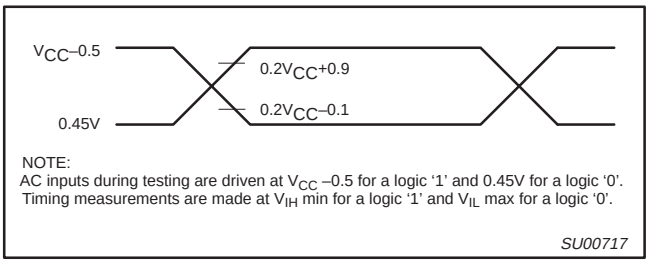


Figure 62. AC Testing Input/Output

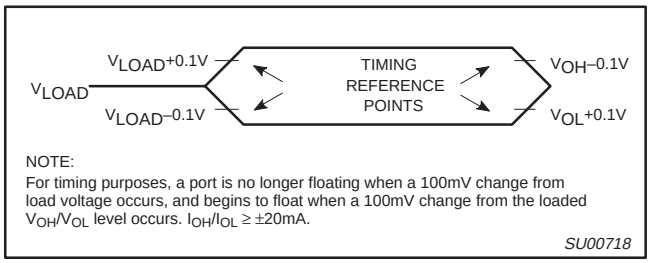


Figure 63. Float Waveform

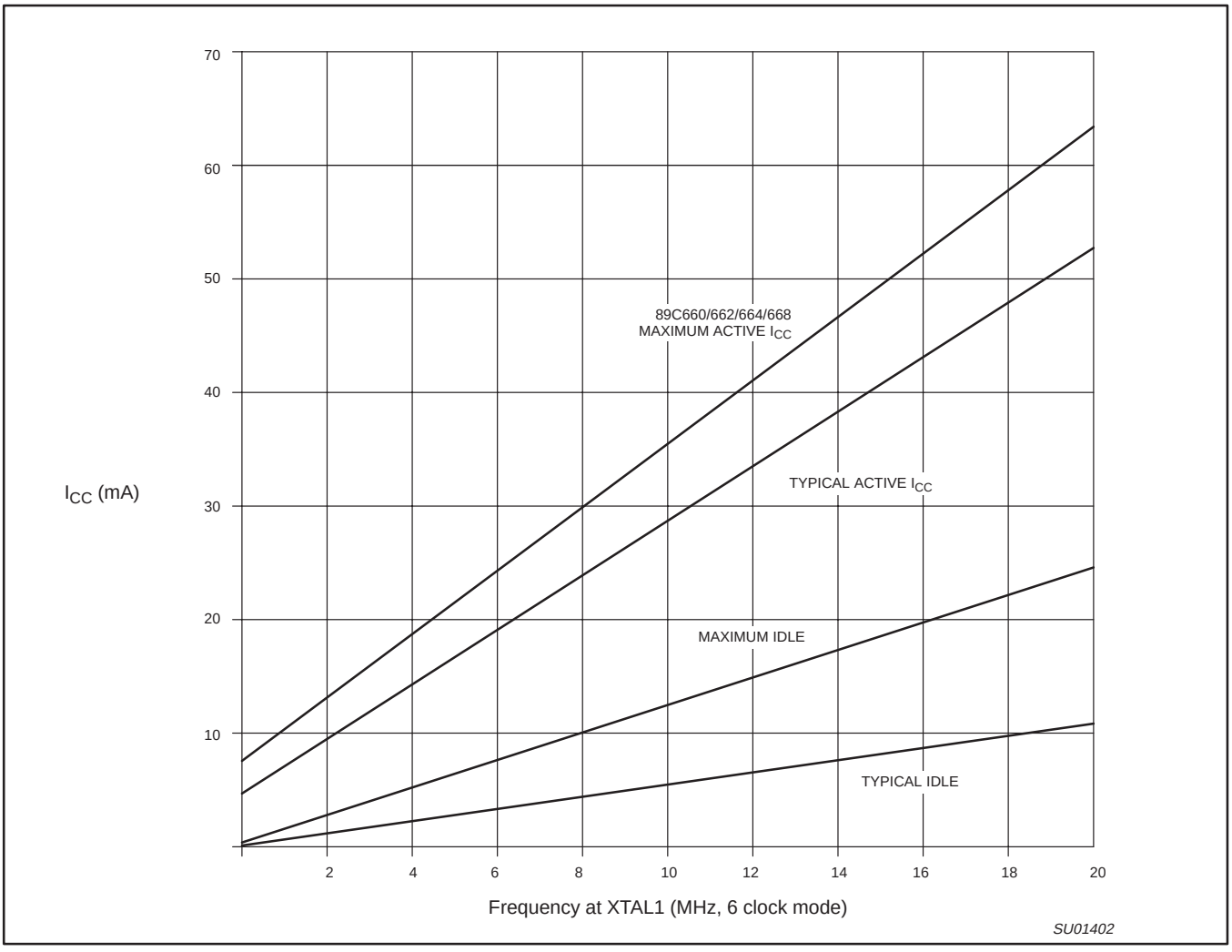


Figure 64. I_{CC} vs. FREQ
Valid only within frequency specifications of the device under test

REVISION HISTORY

Rev	Date	Description
_4	20021028	**Product data (9397 750 10403); replaces P89C660/P89C662/P89C664 of 2001 Jul 19 (9397 750 08584) and P89C668 of 2001 Jul 27 (9397 750 08651)** Engineering Change Notice 853–2392 29118 (date: 20021028) Modifications: ● Integrated 89C668 in 89C66x datasheet ● Added more description on I^2C, Timer 0 and Timer 1, and Enhanced UART ● P2.6 must be high to activate the boot loader by hardware (ISP section).