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Zilog - ZGP323LSH4832C00TR Datasheet



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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "<u>Embedded -</u> <u>Microcontrollers</u>"

Details

Product Status	Obsolete
Core Processor	Z8
Core Size	8-Bit
Speed	8MHz
Connectivity	-
Peripherals	HLVD, POR, WDT
Number of I/O	32
Program Memory Size	32KB (32K x 8)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	237 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	48-BSSOP (0.295", 7.50mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/zgp323lsh4832c00tr

Email: info@E-XFL.COM

Address: Room A, 16/F, Full Win Commercial Centre, 573 Nathan Road, Mongkok, Hong Kong



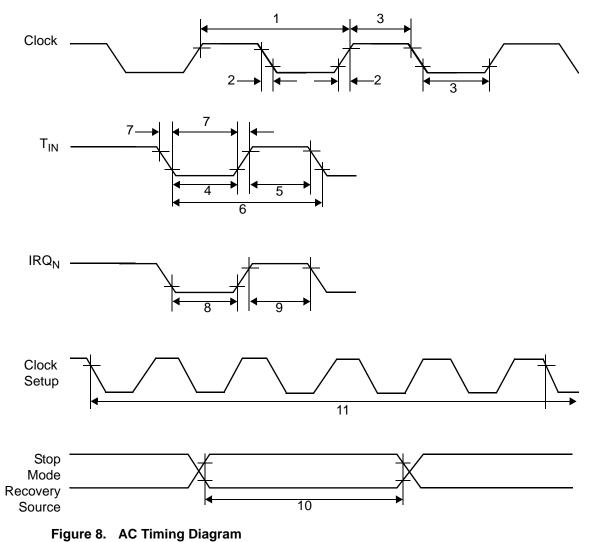
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AC Characteristics

Figure 8 and Table 10 describe the Alternating Current (AC) characteristics.







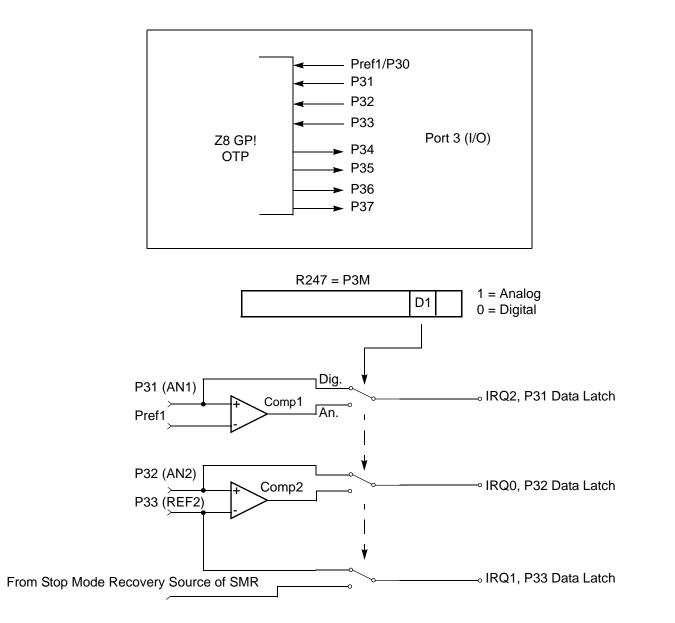


Figure 12. Port 3 Configuration

Two on-board comparators process analog signals on P31 and P32, with reference to the voltage on Pref1 and P33. The analog function is enabled by programming the Port 3 Mode Register (bit 1). P31 and P32 are programmable as rising, falling, or both edge triggered interrupts (IRQ register bits 6 and 7). Pref1 and P33 are the comparator reference voltage inputs. Access to the Counter Timer edgedetection circuit is through P31 or P20 (see "T8 and T16 Common Functions—





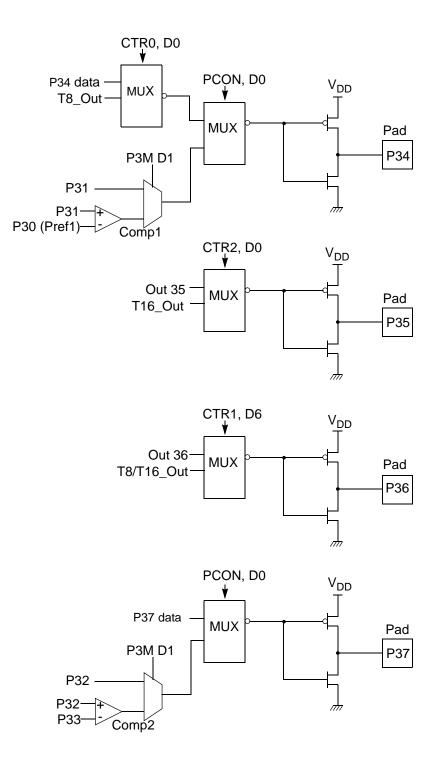


Figure 13. Port 3 Counter/Timer Output Configuration

T8/T16_Logic/Edge _Detect

In TRANSMIT Mode, this field defines how the outputs of T8 and T16 are combined (AND, OR, NOR, NAND).

In DEMODULATION Mode, this field defines which edge should be detected by the edge detector.

Transmit_Submode/Glitch Filter

In Transmit Mode, this field defines whether T8 and T16 are in the PING-PONG mode or in independent normal operation mode. Setting this field to "NORMAL OPERATION Mode" terminates the "PING-PONG Mode" operation. When set to 10, T16 is immediately forced to a 0; a setting of 11 forces T16 to output a 1.

In DEMODULATION Mode, this field defines the width of the glitch that must be filtered out.

Initial_T8_Out/Rising_Edge

In TRANSMIT Mode, if 0, the output of T8 is set to 0 when it starts to count. If 1, the output of T8 is set to 1 when it starts to count. When the counter is not enabled and this bit is set to 1 or 0, T8_OUT is set to the opposite state of this bit. This ensures that when the clock is enabled, a transition occurs to the initial state set by CTR1, D1.

In DEMODULATION Mode, this bit is set to 1 when a rising edge is detected in the input signal. In order to reset the mode, a 1 should be written to this location.

Initial_T16 Out/Falling _Edge

In TRANSMIT Mode, if it is 0, the output of T16 is set to 0 when it starts to count. If it is 1, the output of T16 is set to 1 when it starts to count. This bit is effective only in Normal or PING-PONG Mode (CTR1, D3; D2). When the counter is not enabled and this bit is set, T16_OUT is set to the opposite state of this bit. This ensures that when the clock is enabled, a transition occurs to the initial state set by CTR1, D0.

In DEMODULATION Mode, this bit is set to 1 when a falling edge is detected in the input signal. In order to reset it, a 1 should be written to this location.

Note: Modifying CTR1 (D1 or D0) while the counters are enabled causes unpredictable output from T8/16_OUT.

CTR2 Counter/Timer 16 Control Register—CTR2(D)02H

Table 14 lists and briefly describes the fields for this register.

In Demodulation Mode, when set to 0, T16 captures and reloads on detection of all the edges. When set to 1, T16 captures and detects on the first edge but ignores the subsequent edges. For details, see the description of T16 Demodulation Mode on page 45.

Time_Out

This bit is set when T16 times out (terminal count reached). To reset the bit, write a 1 to this location.

T16_Clock

This bit defines the frequency of the input signal to Counter/Timer16.

Capture_INT_Mask

This bit is set to allow an interrupt when data is captured into LO16 and HI16.

Counter_INT_Mask

Set this bit to allow an interrupt when T16 times out.

P35_Out

This bit defines whether P35 is used as a normal output pin or T16 output.

CTR3 T8/T16 Control Register—CTR3(D)03H

Table 15 lists and briefly describes the fields for this register. This register allows the T_8 and T_{16} counters to be synchronized.

Table 15. CTR3	(D)03H:	T8/T16	Control	Register
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Field	Bit Position		Value	Description
T ₁₆ Enable	7	R	0*	Counter Disabled
		R	1	Counter Enabled
		W	0	Stop Counter
		W	1	Enable Counter
T ₈ Enable	-6	R	0*	Counter Disabled
-		R	1	Counter Enabled
		W	0	Stop Counter
		W	1	Enable Counter
Sync Mode	5	R/W	0**	Disable Sync Mode
			1	Enable Sync Mode



If D6 of CTR2 Is 1

T16 ignores the subsequent edges in the input signal and continues counting down. A timeout of T8 causes T16 to capture its current value and generate an interrupt if enabled (CTR2, D2). In this case, T16 does not reload and continues counting. If the D6 bit of CTR2 is toggled (by writing a 0 then a 1 to it), T16 captures and reloads on the next edge (rising, falling, or both depending on CTR1, D5; D4), continuing to ignore subsequent edges.

This T16 mode generally measures mark time, the length of an active carrier signal burst.

If T16 reaches 0, T16 continues counting from FFFFh. Meanwhile, a status bit (CTR2 D5) is set, and an interrupt timeout can be generated if enabled (CTR2 D1).

Ping-Pong Mode

This operation mode is only valid in TRANSMIT Mode. T8 and T16 must be programmed in Single-Pass mode (CTR0, D6; CTR2, D6), and Ping-Pong mode must be programmed in CTR1, D3; D2. The user can begin the operation by enabling either T8 or T16 (CTR0, D7 or CTR2, D7). For example, if T8 is enabled, T8_OUT is set to this initial value (CTR1, D1). According to T8_OUT's level, TC8H or TC8L is loaded into T8. After the terminal count is reached, T8 is disabled, and T16 is enabled. T16_OUT then switches to its initial value (CTR1, D0), data from TC16H and TC16L is loaded, and T16 starts to count. After T16 reaches the terminal count, it stops, T8 is enabled again, repeating the entire cycle. Interrupts can be allowed when T8 or T16 reaches terminal control (CTR0, D1; CTR2, D1). To stop the ping-pong operation, write 00 to bits D3 and D2 of CTR1. See Figure 28.

Note: Enabling ping-pong operation while the counter/timers are running might cause intermittent counter/timer function. Disable the counter/timers and reset the status flags before instituting this operation.



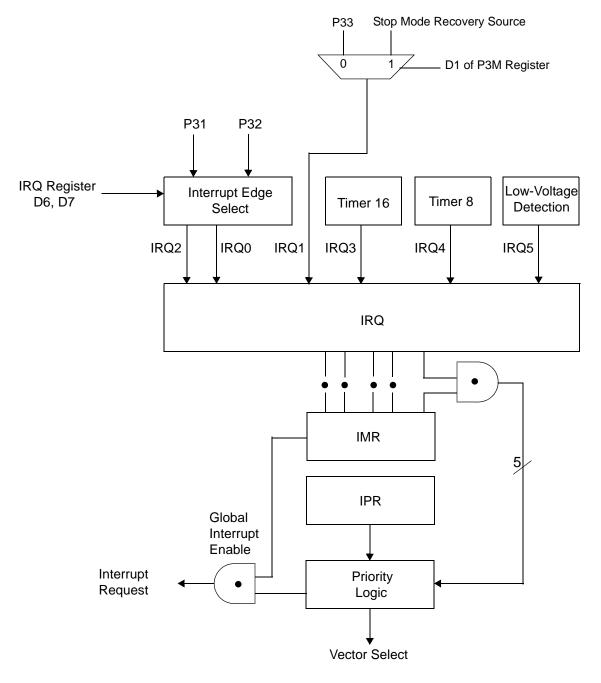


Figure 30. Interrupt Block Diagram



Port 0 Output Mode (D2)

Bit 2 controls the output mode of port 0. A 1 in this location sets the output to push-pull, and a 0 sets the output to open-drain.

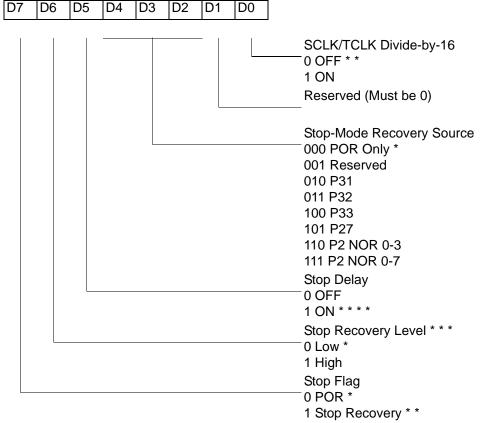
Stop-Mode Recovery Register (SMR)

This register selects the clock divide value and determines the mode of Stop Mode Recovery (Figure 33). All bits are write only except bit 7, which is read only. Bit 7 is a flag bit that is hardware set on the condition of Stop recovery and reset by a power-on cycle. Bit 6 controls whether a low level or a high level at the XOR-gate input (Figure 35 on page 57) is required from the recovery source. Bit 5 controls the reset delay after recovery. Bits D2, D3, and D4 of the SMR register specify the source of the Stop Mode Recovery signal. Bits D0 determines if SCLK/TCLK are divided by 16 or not. The SMR is located in Bank F of the Expanded Register Group at address <code>0BH</code>.





SMR(0F)0BH



* Default after Power On Reset or Watch-Dog Reset

- * * Set after STOP Mode Recovery
- * * * At the XOR gate input

* * * * Default setting after reset. Must be 1 if using a crystal or resonator clock source.

Figure 33. STOP Mode Recovery Register

SCLK/TCLK Divide-by-16 Select (D0)

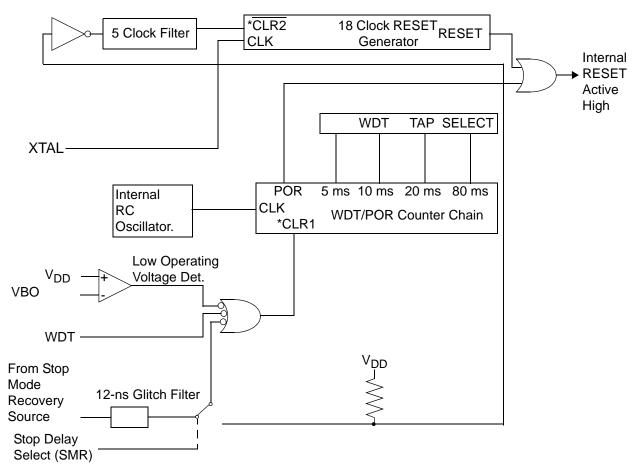
D0 of the SMR controls a divide-by-16 prescaler of SCLK/TCLK (Figure 34). This control selectively reduces device power consumption during normal processor execution (SCLK control) and/or Halt Mode (where TCLK sources interrupt logic). After Stop Mode Recovery, this bit is set to a 0.

Table 20. Watch-Dog Timer Time Select

D1	D0	Timeout of Internal RC-Oscillator
0	0	5ms min.
0	1	10ms min.
1	0	20ms min.
1	1	80ms min.

WDTMR During Halt (D2)

This bit determines whether or not the WDT is active during HALT Mode. A 1 indicates active during HALT. The default is 1. See Figure 38.



* CLR1 and CLR2 enable the WDT/POR and 18 Clock Reset timers respectively upon a Low-to-High input translation.

Figure 38. Resets and WDT



WDTMR(0F)0FH



* Default setting after reset

Figure 47. Watch-Dog Timer Register ((0F) 0FH: Write Only)

Standard Control Registers

R246 P2M(F6H)

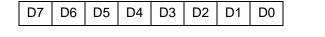


* Default setting after reset

Figure 48. Port 2 Mode Register (F6H: Write Only)



R250 IRQ(FAH)



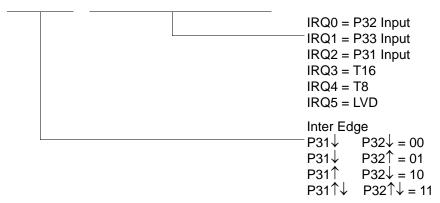
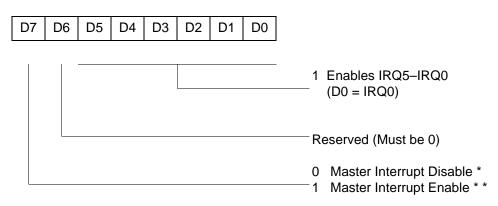


Figure 52. Interrupt Request Register (FAH: Read/Write)

R251 IMR(FBH)



* Default setting after reset

* * Only by using EI, DI instruction; DI is required before changing the IMR register

Figure 53. Interrupt Mask Register (FBH: Read/Write)



R252 Flags(FCH)

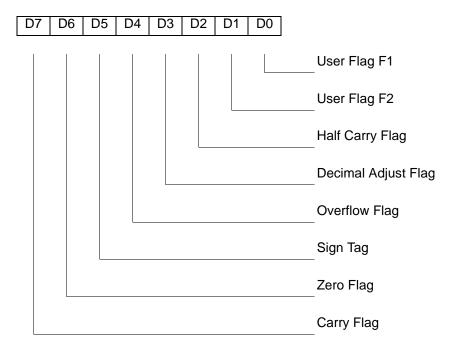
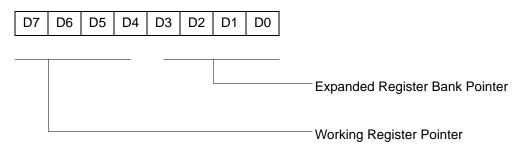


Figure 54. Flag Register (FCH: Read/Write)

R253 RP(FDH)



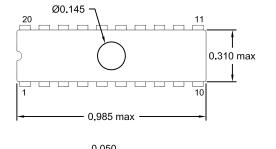
Default setting after reset = 0000 0000

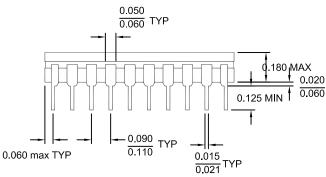
Figure 55. Register Pointer (FDH: Read/Write)



Package Information

Package information for all versions of Z8 GPTM OTP MCU Family are depicted in Figures 58 through Figure 68.





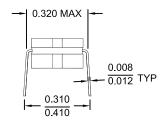


Figure 58. 20-Pin CDIP Package





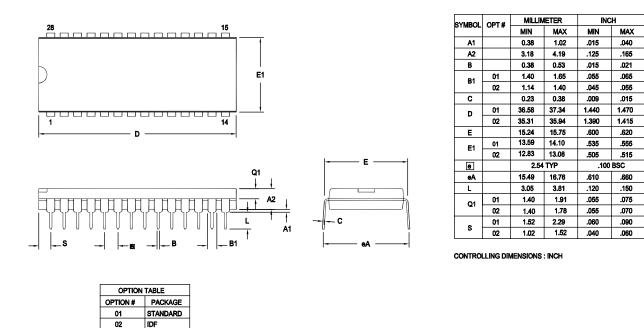




Figure 62. 28-Pin CDIP Package

Z8 GP[™] OTP MCU Family Product Specification





Note: ZILOG supplies both options for production. Component layout PCB design should cover bigger option 01.

Figure 64. 28-Pin PDIP Package Diagram

Z i L 0 G 92

4KB Standard Temperature: 0° to +70°C

Part Number	Description	Part Number	Description
ZGP323LSH4804C	48-pin SSOP 4K OTP	ZGP323LSS2804C	28-pin SOIC 4K OTP
ZGP323LSP4004C	40-pin PDIP 4K OTP	ZGP323LSH2004C	20-pin SSOP 4K OTP
ZGP323LSH2804C	28-pin SSOP 4K OTP	ZGP323LSP2004C	20-pin PDIP 4K OTP
ZGP323LSP2804C	28-pin PDIP 4K OTP	ZGP323LSS2004C	20-pin SOIC 4K OTP

4KB Extended Temperature: -40° to +105°C

Part Number	Description	Part Number	Description
ZGP323LEH4804C	48-pin SSOP 4K OTP	ZGP323LES2804C	28-pin SOIC 4K OTP
ZGP323LEP4004C	40-pin PDIP 4K OTP	ZGP323LEH2004C	20-pin SSOP 4K OTP
ZGP323LEH2804C	28-pin SSOP 4K OTP	ZGP323LEP2004C	20-pin PDIP 4K OTP
ZGP323LEP2804C	28-pin PDIP 4K OTP	ZGP323LES2004C	20-pin SOIC 4K OTP

4KB Automotive Temperature: -40° to +125°C

	•		
Part Number	Description	Part Number	Description
ZGP323LAH4804C	48-pin SSOP 4K OTP	ZGP323LAS2804C	28-pin SOIC 4K OTP
ZGP323LAP4004C	40-pin PDIP 4K OTP	ZGP323LAH2004C	20-pin SSOP 4K OTP
ZGP323LAH2804C	28-pin SSOP 4K OTP	ZGP323LAP2004C	20-pin PDIP 4K OTP
ZGP323LAP2804C	28-pin PDIP 4K OTP	ZGP323LAS2004C	20-pin SOIC 4K OTP

Note: Replace C with G for Lead-Free Packaging

Additional Components

Part Number	Description	Part Number	Description
ZGP323ICE01ZEM	Emulator/programmer	ZGP32300100ZPR	Programming System

For fast results, contact your local ZiLOG sales office for assistance in ordering the part desired.

Codes

ZG = ZiLOG General Purpose Family

P = OTP

- 323 = Family Designation
- L = Voltage Range

2V to 3.6V

T = Temperature Range:

S = 0 to 70 degrees C (Standard)

- E = -40 to +105 degrees C (Extended)
- A = -40 to +125 degrees C (Automotive)
- P = Package Type:
 - K = Windowed Cerdip
 - P = PDIP
 - H = SSOP
 - S = SOIC
- ## = Number of Pins
- CC = Memory Size
- M = Packaging Options
 - C = Non Lead-Free
 - G = Lead-Free
 - E = CDIP



Example

