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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 "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	IrDA, UART/USART
Peripherals	Brown-out Detect/Reset, LED, LVD, POR, PWM, Temp Sensor, WDT
Number of I/O	17
Program Memory Size	1KB (1K x 8)
Program Memory Type	FLASH
EEPROM Size	16 x 8
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 7x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f012ahh020sg

Warning: DO NOT USE THIS PRODUCT IN LIFE SUPPORT SYSTEMS.

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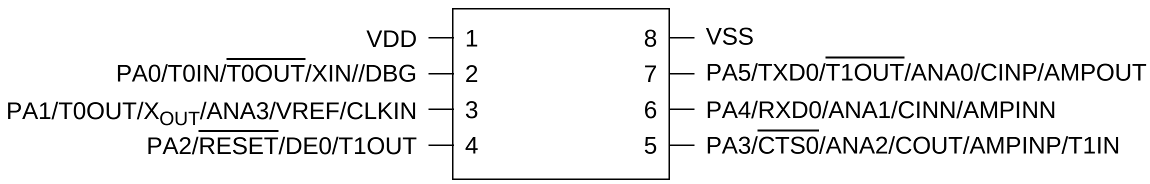

Figure 2. Z8F08xA, Z8F04xA, Z8F02xA and Z8F01xA in 8-Pin SOIC, QFN/MLF-S, or PDIP Package

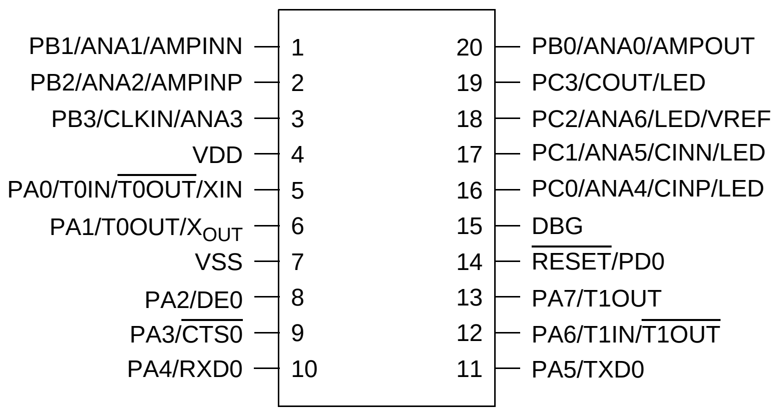

Figure 3. Z8F08xA, Z8F04xA, Z8F02xA and Z8F01xA in 20-Pin SOIC, SSOP or PDIP Package

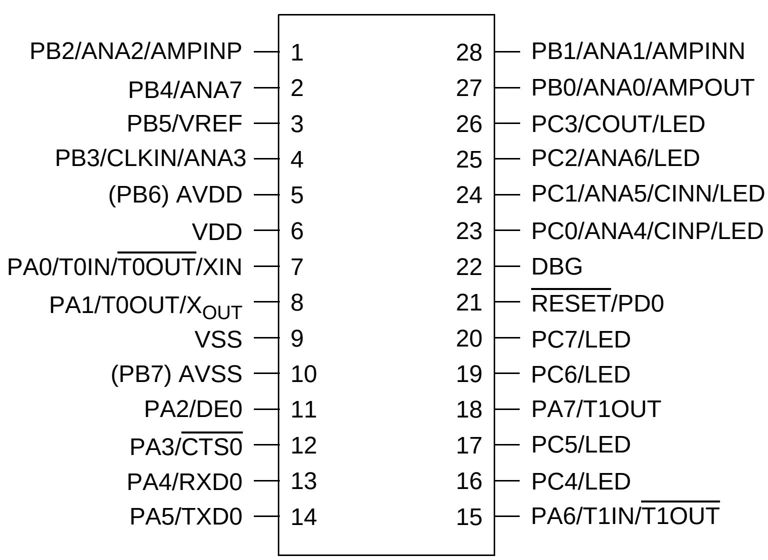

Figure 4. Z8F08xA, Z8F04xA, Z8F02xA and Z8F01xA in 28-Pin SOIC, SSOP or PDIP Package

Address Space

The eZ8 CPU can access the following three distinct address spaces:

- The Register File contains addresses for the general-purpose registers and the eZ8 CPU, peripheral and general-purpose I/O port control registers.
- The Program Memory contains addresses for all memory locations having executable code and/or data.
- The Data Memory contains addresses for all memory locations that contain data only.

These three address spaces are covered briefly in the following subsections. For more information about eZ8 CPU and its address space, refer to the eZ8 CPU Core User Manual (UM0128), which is available for download on www.zilog.com.

Register File

The Register File address space in the Z8 Encore! MCU is 4 KB (4096 bytes). The Register File is composed of two sections: control registers and general-purpose registers. When instructions are executed, registers defined as sources are read and registers defined as destinations are written. The architecture of the eZ8 CPU allows all general-purpose registers to function as accumulators, address pointers, index registers, stack areas, or scratch pad memory.

The upper 256 bytes of the 4 KB Register File address space are reserved for control of the eZ8 CPU, the on-chip peripherals and the I/O ports. These registers are located at addresses from `F00H` to `FFFH`. Some of the addresses within the 256 B control register section are reserved (unavailable). Reading from a reserved Register File address returns an undefined value. Writing to reserved Register File addresses is not recommended and can produce unpredictable results.

The on-chip RAM always begins at address `000H` in the Register File address space. The Z8 Encore! XP™ F082A Series devices contain 256 B to 1KB of on-chip RAM. Reading from Register File addresses outside the available RAM addresses (and not within the control register address space) returns an undefined value. Writing to these Register File addresses produces no effect.

Program Memory

The eZ8 CPU supports 64 KB of Program Memory address space. The Z8 Encore! XP F082A Series devices contain 1 KB to 8KB of on-chip Flash memory in the Program Memory address space, depending on the device. Reading from Program Memory

Table 16. Port Alternate Function Mapping (8-Pin Parts)

Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Select Register AFS1	Alternate Function Select Register AFS2
Port A	PA0	T0IN	Timer 0 Input	AFS1[0]: 0	AFS2[0]: 0
		Reserved		AFS1[0]: 0	AFS2[0]: 1
		Reserved		AFS1[0]: 1	AFS2[0]: 0
		$\overline{\text{T0OUT}}$	Timer 0 Output Complement	AFS1[0]: 1	AFS2[0]: 1
	PA1	T0OUT	Timer 0 Output	AFS1[1]: 0	AFS2[1]: 0
		Reserved		AFS1[1]: 0	AFS2[1]: 1
		CLKIN	External Clock Input	AFS1[1]: 1	AFS2[1]: 0
		Analog Functions[1]	ADC Analog Input/V_{REF}	AFS1[1]: 1	AFS2[1]: 1
	PA2	DE0	UART 0 Driver Enable	AFS1[2]: 0	AFS2[2]: 0
		RESET	External Reset	AFS1[2]: 0	AFS2[2]: 1
		T1OUT	Timer 1 Output	AFS1[2]: 1	AFS2[2]: 0
		Reserved		AFS1[2]: 1	AFS2[2]: 1
	PA3	$\overline{\text{CTS0}}$	$\overline{\text{UART 0 Clear to Send}}$	AFS1[3]: 0	AFS2[3]: 0
		COUT	Comparator Output	AFS1[3]: 0	AFS2[3]: 1
		T1IN	Timer 1 Input	AFS1[3]: 1	AFS2[3]: 0
		Analog Functions[2]	ADC Analog Input/LPO Input (P)	AFS1[3]: 1	AFS2[3]: 1
	PA4	RXD0	UART 0 Receive Data	AFS1[4]: 0	AFS2[4]: 0
		Reserved		AFS1[4]: 0	AFS2[4]: 1
		Reserved		AFS1[4]: 1	AFS2[4]: 0
		Analog Functions[2]	ADC/Comparator Input (N)/LPO Input (N)	AFS1[4]: 1	AFS2[4]: 1
	PA5	TXD0	UART 0 Transmit Data	AFS1[5]: 0	AFS2[5]: 0
		$\overline{\text{T1OUT}}$	Timer 1 Output Complement	AFS1[5]: 0	AFS2[5]: 1
		Reserved		AFS1[5]: 1	AFS2[5]: 0
		Analog Functions[2]	ADC/Comparator Input (P) LPO Output	AFS1[5]: 1	AFS2[5]: 1

Notes:
1. Analog functions include ADC inputs, ADC reference, comparator inputs and LPO ports.
2. The alternate function selection must be enabled; see the Port A–D Alternate Function Subregisters (PxAF) section on page 47 for details.

- Writing a 1 to the IRQE bit in the Interrupt Control Register

Interrupts are globally disabled by any of the following actions:

- Execution of a Disable Interrupt (DI) instruction
- eZ8 CPU acknowledgement of an interrupt service request from the interrupt controller
- Writing a 0 to the IRQE bit in the Interrupt Control Register
- Reset
- Execution of a Trap instruction
- Illegal Instruction Trap
- Primary Oscillator Fail Trap
- Watchdog Oscillator Fail Trap

Interrupt Vectors and Priority

The interrupt controller supports three levels of interrupt priority. Level 3 is the highest priority, Level 2 is the second highest priority and Level 1 is the lowest priority. If all of the interrupts are enabled with identical interrupt priority (all as Level 2 interrupts, for example), the interrupt priority is assigned from highest to lowest as specified in Table 34 on page 56. Level 3 interrupts are always assigned higher priority than Level 2 interrupts which, in turn, always are assigned higher priority than Level 1 interrupts. Within each interrupt priority level (Level 1, Level 2, or Level 3), priority is assigned as specified in Table 34, above. Reset, Watchdog Timer interrupt (if enabled), Primary Oscillator Fail Trap, Watchdog Oscillator Fail Trap and Illegal Instruction Trap always have highest (level 3) priority.

Interrupt Assertion

Interrupt sources assert their interrupt requests for only a single system clock period (single pulse). When the interrupt request is acknowledged by the eZ8 CPU, the corresponding bit in the Interrupt Request Register is cleared until the next interrupt occurs. Writing a 0 to the corresponding bit in the Interrupt Request Register likewise clears the interrupt request.

! **Caution:** Zilog recommends not using a coding style that clears bits in the Interrupt Request registers. All incoming interrupts received between execution of the first LDX command and the final LDX command are lost. See Example 1, which follows.

Interrupt Control Register

The Interrupt Control (IRQCTL) Register, shown in Table 49, contains the master enable bit for all interrupts.

Table 49. Interrupt Control Register (IRQCTL)

Bit	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
Field	IRQE	Reserved						
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R	R	R
Address	FCFH							

Bit	**Description**
[7] IRQE	**Interrupt Request Enable** This bit is set to 1 by executing an EI (Enable Interrupts) or IRET (Interrupt Return) instruction, or by a direct register write of a 1 to this bit. It is reset to 0 by executing a DI instruction, eZ8 CPU acknowledgement of an interrupt request, Reset or by a direct register write of a 0 to this bit. 0 = Interrupts are disabled. 1 = Interrupts are enabled.
[6:0]	**Reserved** These bits are reserved and must be programmed to 0000000.

  - Set the initial logic level (High or Low) for the Timer Output alternate function, if appropriate

2. Write to the Timer High and Low Byte registers to set the starting count value.
3. Write to the Timer Reload High and Low Byte registers to set the Compare value.
4. Enable the timer interrupt, if appropriate and set the timer interrupt priority by writing to the relevant interrupt registers.
5. If using the Timer Output function, configure the associated GPIO port pin for the Timer Output alternate function.
6. Write to the Timer Control Register to enable the timer and initiate counting.

In COMPARE Mode, the system clock always provides the timer input. The Compare time can be calculated by the following equation:

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

GATED Mode

In GATED Mode, the timer counts only when the Timer Input signal is in its active state (asserted), as determined by the `TPOL` bit in the Timer Control Register. When the Timer Input signal is asserted, counting begins. A timer interrupt is generated when the Timer Input signal is deasserted or a timer reload occurs. To determine if a Timer Input signal deassertion generated the interrupt, read the associated GPIO input value and compare to the value stored in the `TPOL` bit.

The timer counts up to the 16-bit reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. When reaching the reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to `0001H` and counting resumes (assuming the Timer Input signal remains asserted). Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) at timer reset.

Observe the following steps for configuring a timer for GATED Mode and initiating the count:

1. Write to the Timer Control Register to:
   - Disable the timer

6. Read data from the UART Receive Data Register. If operating in MULTIPROCESSOR (9-bit) Mode, further actions may be required depending on the MULTIPROCESSOR Mode bits MPMD[1:0].
7. Return to Step 4 to receive additional data.

Receiving Data using the Interrupt-Driven Method

The UART Receiver interrupt indicates the availability of new data (and error conditions). Observe the following steps to configure the UART receiver for interrupt-driven operation:

1. Write to the UART Baud Rate High and Low Byte registers to set the acceptable baud rate.
2. Enable the UART pin functions by configuring the associated GPIO port pins for alternate function operation.
3. Execute a DI instruction to disable interrupts.
4. Write to the Interrupt control registers to enable the UART Receiver interrupt and set the acceptable priority.
5. Clear the UART Receiver interrupt in the applicable Interrupt Request Register.
6. Write to the UART Control 1 Register to enable Multiprocessor (9-bit) mode functions, if appropriate.
   - Set the Multiprocessor Mode Select (`MPEN`) to Enable MULTIPROCESSOR Mode.
   - Set the Multiprocessor Mode Bits, MPMD[1:0], to select the acceptable address matching scheme.
   - Configure the UART to interrupt on received data and errors or errors only (interrupt on errors only is unlikely to be useful for Z8 Encore! devices without a DMA block)
7. Write the device address to the Address Compare Register (automatic MULTIPROCESSOR Modes only).
8. Write to the UART Control 0 Register to:
   - Set the receive enable bit (`REN`) to enable the UART for data reception
   - Enable parity, if appropriate and if multiprocessor mode is not enabled and select either even or odd parity
9. Execute an EI instruction to enable interrupts.

Table 69. UART Address Compare Register (U0ADDR)

Bit	7	6	5	4	3	2	1	0
Field	COMP_ADDR							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F45H							

Bit	Description
[7:0] COMP_ADDR	**Compare Address** This 8-bit value is compared to incoming address bytes.

UART Baud Rate High and Low Byte Registers

The UART Baud Rate High (UxBRH) and Low Byte (UxBRL) registers, shown in Tables 70 and 71, combine to create a 16-bit baud rate divisor value (BRG[15:0]) that sets the data transmission rate (baud rate) of the UART.

Table 70. UART Baud Rate High Byte Register (U0BRH)

Bit	7	6	5	4	3	2	1	0
Field	BRH							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F46H							

Bit	Description
[7:0] BRH	**UART Baud Rate High Byte**

Table 71. UART Baud Rate Low Byte Register (U0BRL)

Bit	7	6	5	4	3	2	1	0
Field	BRL							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F47H							

Bit	Description
[7:0] BRL	**UART Baud Rate Low Byte**

Bit	Description (Continued)
[2:1]	**Reserved** These bits are reserved and must be undefined.
[0] OVF	**Overflow Status** 0 = A hardware overflow did not occur in the ADC for the current sample. 1= A hardware overflow did occur in the ADC for the current sample, therefore the current sample is invalid.

Figure 22 displays a basic Flash Controller flow. The following subsections provide details about the various operations displayed in Figure 22.

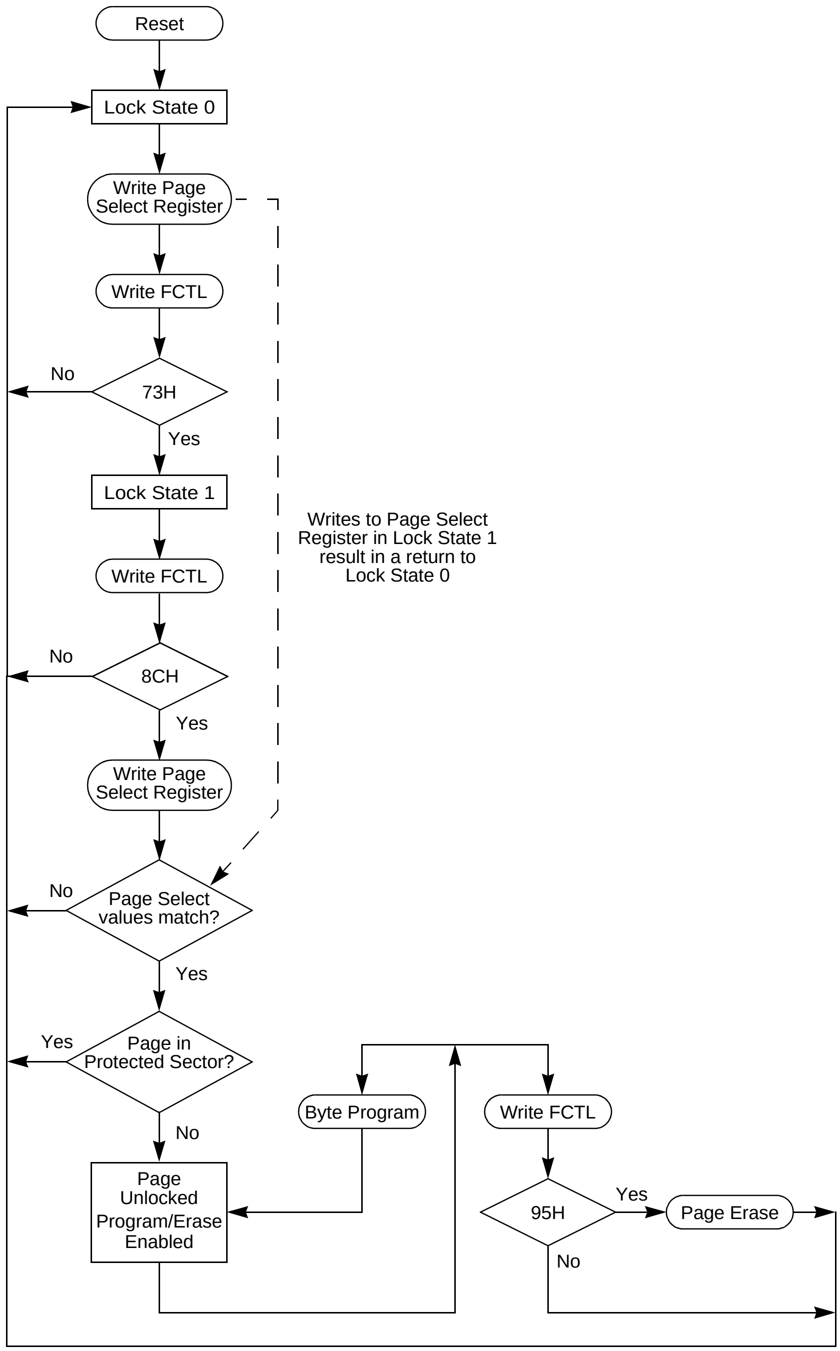

Figure 22. Flash Controller Operation Flow Chart

ter with 5EH. After the Flash Sector Protect Register is selected, it can be accessed at the Page Select Register address. When user code writes the Flash Sector Protect Register, bits can only be set to 1. Thus, sectors can be protected, but not unprotected, via register write operations. Writing a value other than 5EH to the Flash Control Register deselects the Flash Sector Protect Register and reenables access to the Page Select Register.

Observe the following procedure to setup the Flash Sector Protect Register from user code:

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

The Sector Protect Register is initialized to 0 on reset, putting each sector into an unprotected state. When a bit in the Sector Protect Register is written to 1, the corresponding sector is no longer written or erased by the CPU. External Flash programming through the OCD or via the Flash Controller Bypass mode are unaffected. After a bit of the Sector Protect Register has been set, it cannot be cleared except by powering down the device.

Byte Programming

Flash Memory is enabled for byte programming after unlocking the Flash Controller and successfully enabling either Mass Erase or Page Erase. When the Flash Controller is unlocked and Mass Erase is successfully completed, all Program Memory locations are available for byte programming. In contrast, when the Flash Controller is unlocked and Page Erase is successfully completed, only the locations of the selected page are available for byte programming. An erased Flash byte contains all 1's (FFH). The programming operation can only be used to change bits from 1 to 0. To change a Flash bit (or multiple bits) from 0 to 1 requires execution of either the Page Erase or Mass Erase commands.

Byte Programming can be accomplished using the On-Chip Debugger's Write Memory command or eZ8 CPU execution of the LDC or LDCI instructions. Refer to the eZ8 CPU Core User Manual (UM0128), available for download on www.zilog.com, for a description of the LDC and LDCI instructions. While the Flash Controller programs the Flash memory, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. To exit programming mode and lock the Flash, write any value to the Flash Control Register, except the Mass Erase or Page Erase commands.

Table 109. Debug Command Enable/Disable (Continued)

Debug Command	Command Byte	Enabled when Not in DEBUG Mode?	Disabled by Flash Read Protect Option Bit
Write Program Counter	06H	–	Disabled.
Read Program Counter	07H	–	Disabled.
Write Register	08H	–	Only writes of the Flash Memory Control registers are allowed. Additionally, only the Mass Erase command is allowed to be written to the Flash Control Register.
Read Register	09H	–	Disabled.
Write Program Memory	0AH	–	Disabled.
Read Program Memory	0BH	–	Disabled.
Write Data Memory	0CH	–	Yes.
Read Data Memory	0DH	–	–
Read Program Memory CRC	0EH	–	–
Reserved	0FH	–	–
Step Instruction	10H	–	Disabled.
Stuff Instruction	11H	–	Disabled.
Execute Instruction	12H	–	Disabled.
Reserved	13H–FFH	–	–

In the list of OCD commands that follows, data and commands sent from the host to the On-Chip Debugger are identified by `DBG ← Command/Data`. Data sent from the On-Chip Debugger back to the host is identified by `DBG → Data`.

Read OCD Revision (00H). The Read OCD Revision command determines the version of the On-Chip Debugger. If OCD commands are added, removed, or changed, this revision number changes.

```
DBG ← 00H
DBG → OCDRev[15:8] (Major revision number)
DBG → OCDRev[7:0] (Minor revision number)
```

Read OCD Status Register (02H). The Read OCD Status Register command reads the OCDSTAT Register.

```
DBG ← 02H
DBG → OCDSTAT[7:0]
```

Read Runtime Counter (03H). The Runtime Counter counts system clock cycles in between Breakpoints. The 16-bit Runtime Counter counts up from `0000H` and stops at the maximum count of `FFFFH`. The Runtime Counter is overwritten during the Write Memory,

Bit	Description (Continued)
[5] DBGACK	**Debug Acknowledge** This bit enables the debug acknowledge feature. If this bit is set to 1, the OCD sends a Debug Acknowledge character (FFH) to the host when a Breakpoint occurs. 0 = Debug Acknowledge is disabled. 1 = Debug Acknowledge is enabled.
[4:1]	**Reserved** These bits are reserved and must be programmed to 0000.
[0] RST	**Reset** Setting this bit to 1 resets the Z8F04xA family device. The device goes through a normal Power-On Reset sequence with the exception that the On-Chip Debugger is not reset. This bit is automatically cleared to 0 at the end of reset. 0 = No effect. 1 = Reset the Flash Read Protect Option Bit device.

OCD Status Register

The OCD Status Register reports status information about the current state of the debugger and the system.

Table 111. OCD Status Register (OCDSTAT)

Bit	7	6	5	4	3	2	1	0
Field	DBG	HALT	FRPENB	Reserved				
RESET	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Bit	Description
[7] DBG	**Debug Status** 0 = NORMAL Mode. 1 = DEBUG Mode.
[6] HALT	**HALT Mode** 0 = Not in HALT Mode. 1 = In HALT Mode.
[5] FRPENB	**Flash Read Protect Option Bit Enable** 0 = FRP bit enabled, that allows disabling of many OCD commands. 1 = FRP bit has no effect.
[4:0]	**Reserved** These bits are reserved and must be programmed to 00000.

Table 126. Program Control Instructions

Mnemonic	Operands	Instruction
BRK	—	On-Chip Debugger Break
BTJ	p, bit, src, DA	Bit Test and Jump
BTJNZ	bit, src, DA	Bit Test and Jump if Non-Zero
BTJZ	bit, src, DA	Bit Test and Jump if Zero
CALL	dst	Call Procedure
DJNZ	dst, src, RA	Decrement and Jump Non-Zero
IRET	—	Interrupt Return
JP	dst	Jump
JP cc	dst	Jump Conditional
JR	DA	Jump Relative
JR cc	DA	Jump Relative Conditional
RET	—	Return
TRAP	vector	Software Trap

Table 127. Rotate and Shift Instructions

Mnemonic	Operands	Instruction
BSWAP	dst	Bit Swap
RL	dst	Rotate Left
RLC	dst	Rotate Left through Carry
RR	dst	Rotate Right
RRC	dst	Rotate Right through Carry
SRA	dst	Shift Right Arithmetic
SRL	dst	Shift Right Logical
SWAP	dst	Swap Nibbles

Table 128. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode dst	Address Mode src	Opcode(s) (Hex)	Flags C	Flags Z	Flags S	Flags V	Flags D	Flags H	Fetch Cycles	Instr. Cycles
JR dst	PC ← PC + X	DA		8B	–	–	–	–	–	–	2	2
JR cc, dst	if cc is true PC ← PC + X	DA		0B-FB	–	–	–	–	–	–	2	2
LD dst, rc	dst ← src	r	IM	0C-FC	–	–	–	–	–	–	2	2
		r	X(r)	C7							3	3
		X(r)	r	D7							3	4
		r	Ir	E3							2	3
		R	R	E4							3	2
		R	IR	E5							3	4
		R	IM	E6							3	2
		IR	IM	E7							3	3
		Ir	r	F3							2	3
		IR	R	F5							3	3
LDC dst, src	dst ← src	r	Irr	C2	–	–	–	–	–	–	2	5
		Ir	Irr	C5							2	9
		Irr	r	D2							2	5
LDCI dst, src	dst ← src r ← r + 1 rr ← rr + 1	Ir	Irr	C3	–	–	–	–	–	–	2	9
		Irr	Ir	D3							2	9
LDE dst, src	dst ← src	r	Irr	82	–	–	–	–	–	–	2	5
		Irr	r	92							2	5
LDEI dst, src	dst ← src r ← r + 1 rr ← rr + 1	Ir	Irr	83	–	–	–	–	–	–	2	9
		Irr	Ir	93							2	9
LDWX dst, src	dst ← src	ER	ER	1FE8	–	–	–	–	–	–	5	4

Note: Flags Notation:
* = Value is a function of the result of the operation.
– = Unaffected.
X = Undefined.
0 = Reset to 0.
1 = Set to 1.

General Purpose I/O Port Output Timing

Figure 35 and Table 144 provide timing information for GPIO port pins.

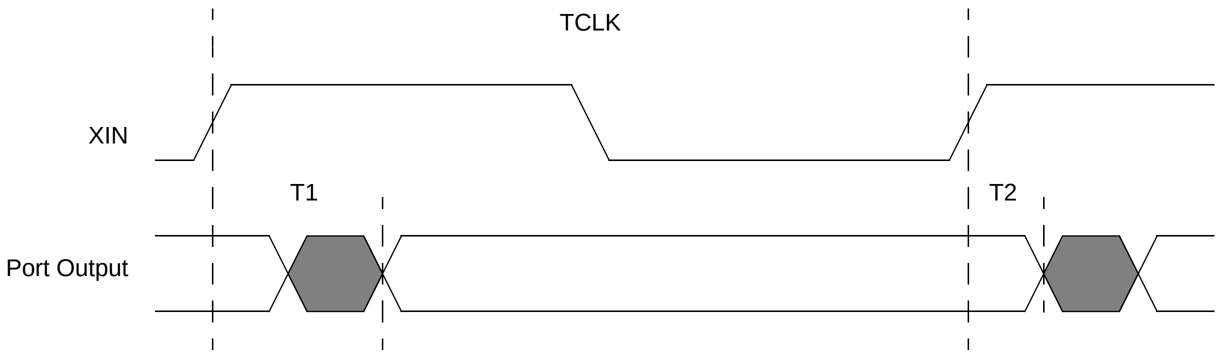

Figure 35. GPIO Port Output Timing

Table 144. GPIO Port Output Timing

		Delay (ns)	
Parameter	**Abbreviation**	**Minimum**	**Maximum**
GPIO port pins			
T_1	X_{IN} Rise to Port Output Valid Delay	–	15
T_2	X_{IN} Rise to Port Output Hold Time	2	–

M

N

O

S

T