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### What is "[Embedded - Microcontrollers](#)"?

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

### Applications of "[Embedded - Microcontrollers](#)"

#### Details

Product Status	Obsolete
Core Processor	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	IrDA, UART/USART
Peripherals	Brown-out Detect/Reset, LED, LVD, POR, PWM, Temp Sensor, WDT
Number of I/O	17
Program Memory Size	2KB (2K x 8)
Program Memory Type	FLASH
EEPROM Size	64 x 8
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 7x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SOIC (0.295", 7.50mm Width)
Supplier Device Package	-
Purchase URL	<a href="https://www.e-xfl.com/product-detail/zilog/z8f022ash020eg">https://www.e-xfl.com/product-detail/zilog/z8f022ash020eg</a>

## Block Diagram

Figure 1 displays the block diagram of the architecture of the Z8 Encore! XP F082A Series devices.

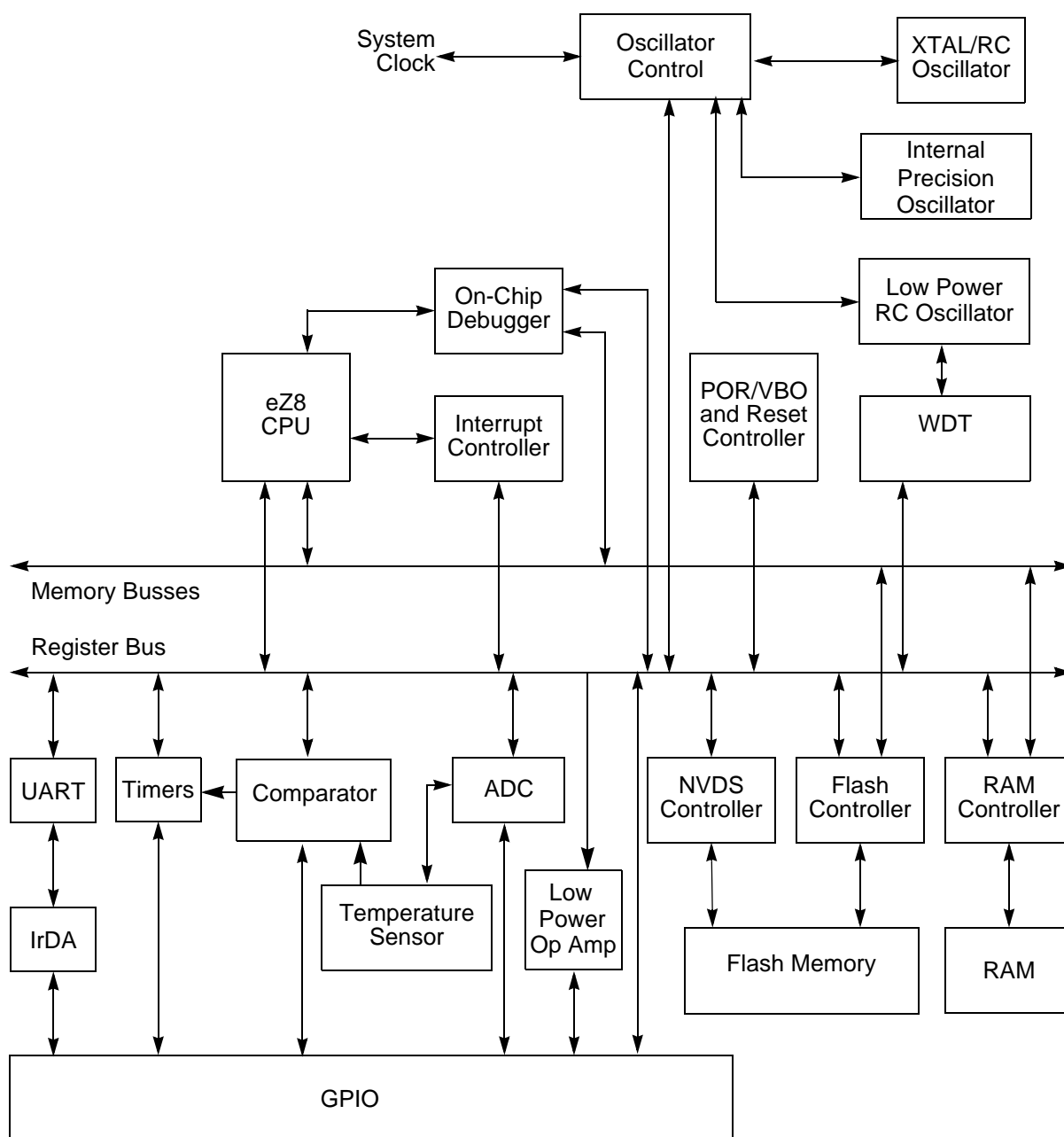


Figure 1. Z8 Encore! XP F082A Series Block Diagram

warning signal. The  $\overline{\text{RESET}}$  pin is bidirectional, that is, it functions as reset source and as a reset indicator.

Table 7. Register File Address Map (Continued)

Address (Hex)	Register Description	Mnemonic	Reset (Hex)	Page
<b>Timer 1</b>				
F08	Timer 1 High Byte	T1H	00	<a href="#">90</a>
F09	Timer 1 Low Byte	T1L	01	<a href="#">90</a>
F0A	Timer 1 Reload High Byte	T1RH	FF	<a href="#">91</a>
<b>Timer 1 (cont'd)</b>				
F0B	Timer 1 Reload Low Byte	T1RL	FF	<a href="#">91</a>
F0C	Timer 1 PWM High Byte	T1PWMH	00	<a href="#">92</a>
F0D	Timer 1 PWM Low Byte	T1PWML	00	<a href="#">92</a>
F0E	Timer 1 Control 0	T1CTL0	00	<a href="#">85</a>
F0F	Timer 1 Control 1	T1CTL1	00	<a href="#">86</a>
F10–F6F	Reserved	—	XX	
<b>UART</b>				
F40	UART Transmit/Receive Data registers	TXD, RXD	XX	<a href="#">115</a>
F41	UART Status 0 Register	U0STAT0	00	<a href="#">114</a>
F42	UART Control 0 Register	U0CTL0	00	<a href="#">110</a>
F43	UART Control 1 Register	U0CTL1	00	<a href="#">110</a>
F44	UART Status 1 Register	U0STAT1	00	<a href="#">115</a>
F45	UART Address Compare Register	U0ADDR	00	<a href="#">116</a>
F46	UART Baud Rate High Byte Register	U0BRH	FF	<a href="#">117</a>
F47	UART Baud Rate Low Byte Register	U0BRL	FF	<a href="#">117</a>
<b>Analog-to-Digital Converter (ADC)</b>				
F70	ADC Control 0	ADCCTL0	00	<a href="#">134</a>
F71	ADC Control 1	ADCCTL1	80	<a href="#">136</a>
F72	ADC Data High Byte	ADCD_H	XX	<a href="#">137</a>
F73	ADC Data Low Byte	ADCD_L	XX	<a href="#">137</a>
F74–F7F	Reserved	—	XX	
<b>Low Power Control</b>				
F80	Power Control 0	PWRCTL0	80	<a href="#">34</a>
F81	Reserved	—	XX	
<b>LED Controller</b>				
F82	LED Drive Enable	LEDEN	00	<a href="#">53</a>
F83	LED Drive Level High Byte	LEDLVLH	00	<a href="#">53</a>
F84	LED Drive Level Low Byte	LEDLVLL	00	<a href="#">54</a>

Notes:

1. XX = Undefined.
2. Refer to the [eZ8 CPU Core User Manual \(UM0128\)](#).

Table 7. Register File Address Map (Continued)

Address (Hex)	Register Description	Mnemonic	Reset (Hex)	Page
F85	Reserved	—	XX	
<b>Oscillator Control</b>				
F86	Oscillator Control	OSCCTL	A0	<u>196</u>
F87–F8F	Reserved	—	XX	
<b>Comparator 0</b>				
F90	Comparator 0 Control	CMP0	14	<u>141</u>
F91–FBF	Reserved	—	XX	
<b>Interrupt Controller</b>				
FC0	Interrupt Request 0	IRQ0	00	<u>60</u>
FC1	IRQ0 Enable High Bit	IRQ0ENH	00	<u>63</u>
FC2	IRQ0 Enable Low Bit	IRQ0ENL	00	<u>63</u>
FC3	Interrupt Request 1	IRQ1	00	<u>61</u>
FC4	IRQ1 Enable High Bit	IRQ1ENH	00	<u>65</u>
FC5	IRQ1 Enable Low Bit	IRQ1ENL	00	<u>65</u>
FC6	Interrupt Request 2	IRQ2	00	<u>62</u>
FC7	IRQ2 Enable High Bit	IRQ2ENH	00	<u>66</u>
FC8	IRQ2 Enable Low Bit	IRQ2ENL	00	<u>67</u>
FC9–FCC	Reserved	—	XX	
FCD	Interrupt Edge Select	IRQES	00	<u>68</u>
FCE	Shared Interrupt Select	IRQSS	00	<u>68</u>
FCF	Interrupt Control	IRQCTL	00	<u>69</u>
<b>GPIO Port A</b>				
FD0	Port A Address	PAADDR	00	<u>44</u>
FD1	Port A Control	PACTL	00	<u>46</u>
FD2	Port A Input Data	PAIN	XX	<u>46</u>
FD3	Port A Output Data	PAOUT	00	<u>46</u>
<b>GPIO Port B</b>				
FD4	Port B Address	PBADDR	00	<u>44</u>
FD5	Port B Control	PBCTL	00	<u>46</u>
FD6	Port B Input Data	PBIN	XX	<u>46</u>
FD7	Port B Output Data	PBOUT	00	<u>46</u>
<b>GPIO Port C</b>				
FD8	Port C Address	PCADDR	00	<u>44</u>

Notes:

1. XX = Undefined.
2. Refer to the [eZ8 CPU Core User Manual \(UM0128\)](#).

## HALT Mode

Executing the eZ8 CPU's HALT instruction places the device into HALT Mode, which powers down the CPU but leaves all other peripherals active. In HALT Mode, the operating characteristics are:

- Primary oscillator is enabled and continues to operate
- System clock is enabled and continues to operate
- eZ8 CPU is stopped
- Program counter (PC) stops incrementing
- Watchdog Timer's internal RC oscillator continues to operate
- If enabled, the Watchdog Timer continues to operate
- All other on-chip peripherals continue to operate, if enabled

The eZ8 CPU can be brought out of HALT Mode by any of the following operations:

- Interrupt
- Watchdog Timer time-out (interrupt or reset)
- Power-On Reset
- Voltage Brown-Out reset
- External  $\overline{\text{RESET}}$  pin assertion

To minimize current in HALT Mode, all GPIO pins that are configured as inputs must be driven to one of the supply rails ( $V_{CC}$  or GND).

## Peripheral-Level Power Control

In addition to the STOP and HALT modes, it is possible to disable each peripheral on each of the Z8 Encore! XP F082A Series devices. Disabling a given peripheral minimizes its power consumption.

## Power Control Register Definitions

The following sections define the Power Control registers.

### Power Control Register 0

Each bit of the following registers disables a peripheral block, either by gating its system clock input or by removing power from the block. The default state of the low-power

## LED Drive Enable Register

The LED Drive Enable Register, shown in Table 31, activates the controlled current drive. The Alternate Function Register has no control over the LED function; therefore, setting the Alternate Function Register to select the LED function is not required. LEDEN bits [7:0] correspond to Port C bits [7:0], respectively.

**Table 31. LED Drive Enable (LEDEN)**

Bit	7	6	5	4	3	2	1	0
Field	LEDEN[7:0]							
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	F82H							

Bit	Description
[7:0]	<b>LED Drive Enable</b>
LEDENx	These bits determine which Port C pins are connected to an internal current sink. 0 = Tristate the Port C pin. 1 = Enable controlled current sink on the Port C pin. <b>Note:</b> x indicates the specific GPIO port pin number (7–0).

## LED Drive Level High Register

The LED Drive Level registers contain two control bits for each Port C pin, as shown in Table 32. These two bits select between four programmable drive levels. Each pin is individually programmable.

**Table 32. LED Drive Level High Register (LEDLVLH)**

Bit	7	6	5	4	3	2	1	0
Field	LEDLVLH[7:0]							
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	F83H							

Bit	Description
[7:0]	<b>LED Level High Bit</b>
LEDLVLHx	{LEDLVLH, LEDLVLL} select one of four programmable current drive levels for each Port C pin. 00 = 3mA 01 = 7mA 10 = 13mA 11 = 20mA

Note: x indicates the specific GPIO port pin number (7–0).

## Shared Interrupt Select Register

The Shared Interrupt Select (IRQSS) Register, shown in Table 48, determines the source of the PADxS interrupts. The Shared Interrupt Select Register selects between Port A and alternate sources for the individual interrupts.

Because these shared interrupts are edge-triggered, it is possible to generate an interrupt just by switching from one shared source to another. For this reason, an interrupt must be disabled before switching between sources.

**Table 48. Shared Interrupt Select Register (IRQSS)**

Bit	7	6	5	4	3	2	1	0
Field	PA7VS	PA6CS	Reserved					
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	FCEH							

Bit	Description
[7] PA7VS	<b>PA7/LVD Selection</b> 0 = PA7 is used for the interrupt for PA7VS interrupt request. 1 = The LVD is used for the interrupt for PA7VS interrupt request.
[6] PA6CS	<b>PA6/Comparator Selection</b> 0 = PA6 is used for the interrupt for PA6CS interrupt request. 1 = The Comparator is used for the interrupt for PA6CS interrupt request.
[5:0]	<b>Reserved</b> These bits are reserved and must be programmed to 000000.



## 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	<b>Interrupt Request Enable</b> 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]	<b>Reserved</b> These bits are reserved and must be programmed to 0000000.

Bit	Description (Continued)
[6] TPOL	<p><b>Timer Input/Output Polarity</b> Operation of this bit is a function of the current operating mode of the timer.</p> <p><b>ONE-SHOT Mode</b> When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.</p> <p><b>CONTINUOUS Mode</b> When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.</p> <p><b>COUNTER Mode</b> If the timer is enabled the Timer Output signal is complemented after timer reload. 0 = Count occurs on the rising edge of the Timer Input signal. 1 = Count occurs on the falling edge of the Timer Input signal.</p> <p><b>PWM SINGLE OUTPUT Mode</b> 0 = Timer Output is forced Low (0) when the timer is disabled. When enabled, the Timer Output is forced High (1) upon PWM count match and forced Low (0) upon reload. 1 = Timer Output is forced High (1) when the timer is disabled. When enabled, the Timer Output is forced Low (0) upon PWM count match and forced High (1) upon reload.</p> <p><b>CAPTURE Mode</b> 0 = Count is captured on the rising edge of the Timer Input signal. 1 = Count is captured on the falling edge of the Timer Input signal.</p> <p><b>COMPARE Mode</b> When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.</p>

## WDT Reset in Normal Operation

If configured to generate a Reset when a time-out occurs, the Watchdog Timer forces the device into the System Reset state. The WDT status bit in the Reset Status (RSTSTAT) Register is set to 1. For more information about system reset, see the [Reset, Stop Mode Recovery and Low Voltage Detection](#) chapter on page 22.

## WDT Reset in STOP Mode

If configured to generate a Reset when a time-out occurs and the device is in STOP Mode, the Watchdog Timer initiates a Stop Mode Recovery. Both the WDT status bit and the STOP bit in the Reset Status (RSTSTAT) Register are set to 1 following WDT time-out in STOP Mode.

## Watchdog Timer Reload Unlock Sequence

Writing the unlock sequence to the Watchdog Timer (WDTCTL) Control Register address unlocks the three Watchdog Timer Reload Byte registers (WDTU, WDTL and WDTL) to allow changes to the time-out period. These write operations to the WDTCTL Register address produce no effect on the bits in the WDTCTL Register. The locking mechanism prevents spurious writes to the Reload registers. Observe the following steps to unlock the Watchdog Timer Reload Byte registers (WDTU, WDTL and WDTL) for write access.

1. Write 55H to the Watchdog Timer Control Register (WDTCTL).
2. Write AAH to the Watchdog Timer Control Register (WDTCTL).
3. Write the Watchdog Timer Reload Upper Byte Register (WDTU) with the appropriate time-out value.
4. Write the Watchdog Timer Reload High Byte Register (WDTL) with the appropriate time-out value.
5. Write the Watchdog Timer Reload Low Byte Register (WDTL) with the appropriate time-out value.

All three Watchdog Timer Reload registers must be written in the order just listed. There must be no other register writes between each of these operations. If a register write occurs, the lock state machine resets and no further writes can occur unless the sequence is restarted. The value in the Watchdog Timer Reload registers is loaded into the counter when the Watchdog Timer is first enabled and every time a WDT instruction is executed.

## Watchdog Timer Calibration

Due to its extremely low operating current, the Watchdog Timer oscillator is somewhat inaccurate. This variation can be corrected using the calibration data stored in the Flash Information Page; see Tables 100 and 101 on page 173 for details. Loading these values

## UART Status 0 Register

The UART Status 0 (UxSTAT0) and Status 1 (UxSTAT1) registers, shown in Tables 65 and 66, identify the current UART operating configuration and status.

**Table 65. UART Status 0 Register (U0STAT0)**

Bit	7	6	5	4	3	2	1	0
Field	RDA	PE	OE	FE	BRKD	TDRE	TXE	CTS
RESET	0	0	0	0	0	1	1	X
R/W	R	R	R	R	R	R	R	R
Address	F41H							

Bit	Description
[7] RDA	<b>Receive Data Available</b> This bit indicates that the UART Receive Data Register has received data. Reading the UART Receive Data Register clears this bit. 0 = The UART Receive Data Register is empty. 1 = There is a byte in the UART Receive Data Register.
[6] PE	<b>Parity Error</b> This bit indicates that a parity error has occurred. Reading the UART Receive Data Register clears this bit. 0 = No parity error has occurred. 1 = A parity error has occurred.
[5] OE	<b>Overrun Error</b> This bit indicates that an overrun error has occurred. An overrun occurs when new data is received and the UART Receive Data Register has not been read. If the RDA bit is reset to 0, reading the UART Receive Data Register clears this bit. 0 = No overrun error occurred. 1 = An overrun error occurred.
[4] FE	<b>Framing Error</b> This bit indicates that a framing error (no Stop bit following data reception) was detected. Reading the UART Receive Data Register clears this bit. 0 = No framing error occurred. 1 = A framing error occurred.
[3] BRKD	<b>Break Detect</b> This bit indicates that a break occurred. If the data bits, parity/multiprocessor bit and Stop bit(s) are all 0s this bit is set to 1. Reading the UART Receive Data Register clears this bit. 0 = No break occurred. 1 = A break occurred.

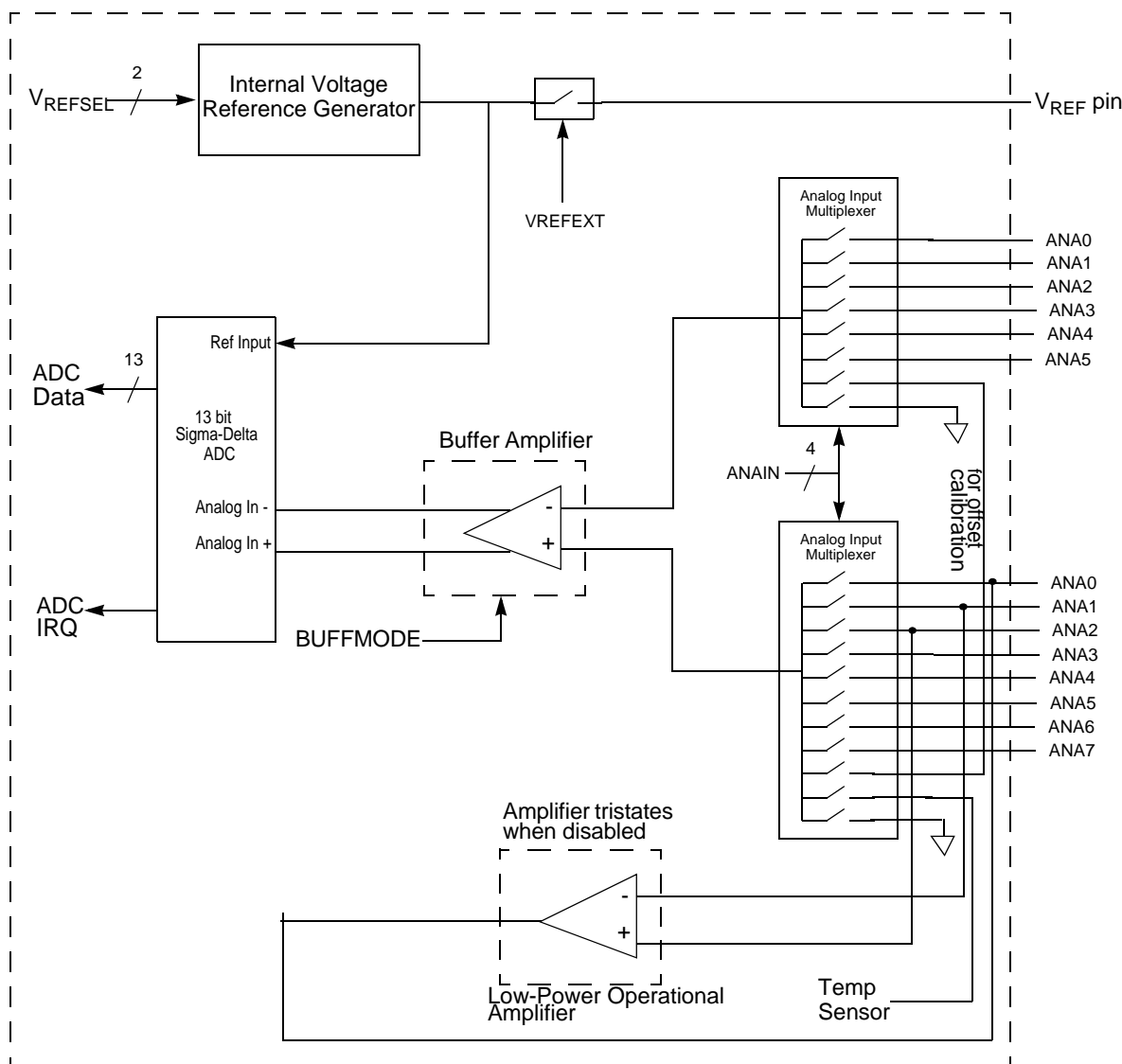


Figure 19. Analog-to-Digital Converter Block Diagram

## Operation

In both SINGLE-ENDED and DIFFERENTIAL modes, the effective output of the ADC is an 11-bit, signed, two's complement digital value. In DIFFERENTIAL Mode, the ADC can output values across the entire 11-bit range, from  $-1024$  to  $+1023$ . In SINGLE-ENDED Mode, the output generally ranges from  $0$  to  $+1023$ , but offset errors can cause small negative values.

## Flash Option Bits

Programmable Flash option bits allow user configuration of certain aspects of Z8 Encore! XP F082A Series operation. The feature configuration data is stored in Flash program memory and loaded into holding registers during Reset. The features available for control through the Flash option bits include:

- Watchdog Timer time-out response selection—interrupt or system reset
- Watchdog Timer always on (enabled at Reset)
- The ability to prevent unwanted read access to user code in Program Memory
- The ability to prevent accidental programming and erasure of all or a portion of the user code in Program Memory
- Voltage Brown-Out configuration—always enabled or disabled during STOP Mode to reduce STOP Mode power consumption
- Oscillator mode selection—for high, medium and low power crystal oscillators, or external RC oscillator
- Factory trimming information for the internal precision oscillator and low voltage detection
- Factory calibration values for ADC, temperature sensor and Watchdog Timer compensation
- Factory serialization and randomized lot identifier (optional)

## Operation

This section describes the type and configuration of the programmable Flash option bits.

### Option Bit Configuration By Reset

Each time the Flash option bits are programmed or erased, the device must be Reset for the change to take effect. During any reset operation (System Reset, Power-On Reset, or Stop Mode Recovery), the Flash option bits are automatically read from Flash program memory and written to the Option Configuration registers. The Option Configuration registers control the operation of the devices within the Z8 Encore! XP F082A Series. Option bit control is established before the device exits Reset and the eZ8 CPU begins code execution. The Option Configuration registers are not part of the Register File and are not accessible for read or write access.

Table 107. NVDS Read Time

Operation	Minimum Latency	Maximum Latency
Read (16 byte array)	875	9961
Read (64 byte array)	876	8952
Read (128 byte array)	883	7609
Write (16 byte array)	4973	5009
Write (64 byte array)	4971	5013
Write (128 byte array)	4984	5023
Illegal Read	43	43
Illegal Write	31	31

If NVDS read performance is critical to your software architecture, you can optimize your code for speed. Try the first suggestion below before attempting the second.

1. Periodically refresh all addresses that are used. The optimal use of NVDS in terms of speed is to rotate the writes evenly among all addresses planned to use, bringing all reads closer to the minimum read time. Because the minimum read time is much less than the write time, however, actual speed benefits are not always realized.
2. Use as few unique addresses as possible to optimize the impact of refreshing, plus minimize the requirement for it.

- If the PA2/ $\overline{\text{RESET}}$  pin is held Low while a 32-bit key sequence is issued to the PA0/DBG pin, the DBG feature is unlocked. After releasing PA2/ $\overline{\text{RESET}}$ , it is pulled High. At this point, the PA0/DBG pin may be used to autobaud and cause the device to enter DEBUG Mode. See the [OCD Unlock Sequence \(8-Pin Devices Only\)](#) section on page 185.

### Exiting DEBUG Mode

The device exits DEBUG Mode following any of these operations:

- Clearing the DBGMODE bit in the OCD Control Register to 0
- Power-On Reset
- Voltage Brown-Out reset
- Watchdog Timer reset
- Asserting the  $\overline{\text{RESET}}$  pin Low to initiate a Reset
- Driving the DBG pin Low while the device is in STOP Mode initiates a System Reset

### OCD Data Format

The OCD interface uses the asynchronous data format defined for RS-232. Each character transmitted and received by the OCD consists of 1 Start bit, 8 data bits (least-significant bit first) and 1 Stop bit as displayed in Figure 26.

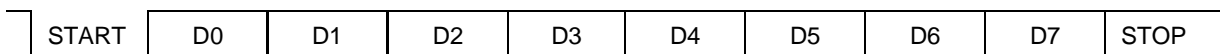


Figure 26. OCD Data Format

► **Note:** When responding to a request for data, the OCD may commence transmitting immediately after receiving the stop bit of an incoming frame. Therefore, when sending the stop bit, the host must not actively drive the DBG pin High for more than 0.5 bit times. Zilog recommends that, if possible, the host drives the DBG pin using an open drain output to avoid this issue.

### OCD Auto-Baud Detector/Generator

To run over a range of baud rates (data bits per second) with various system clock frequencies, the On-Chip Debugger contains an Auto-Baud Detector/Generator. After a reset, the OCD is idle until it receives data. The OCD requires that the first character sent from the



**Table 112. Oscillator Configuration and Selection**

<b>Clock Source</b>	<b>Characteristics</b>	<b>Required Setup</b>
Internal Precision RC Oscillator	<ul style="list-style-type: none"> <li>• 32.8kHz or 5.53MHz</li> <li>• High accuracy</li> <li>• No external components required</li> </ul>	<ul style="list-style-type: none"> <li>• Unlock and write Oscillator Control Register (OSCCTL) to enable and select oscillator at either 5.53MHz or 32.8kHz</li> </ul>
External Crystal/Resonator	<ul style="list-style-type: none"> <li>• 32kHz to 20MHz</li> <li>• Very high accuracy (dependent on crystal or resonator used)</li> <li>• Requires external components</li> </ul>	<ul style="list-style-type: none"> <li>• Configure Flash option bits for correct external oscillator mode</li> <li>• Unlock and write OSCCTL to enable crystal oscillator, wait for it to stabilize and select as system clock (if the XTLDIS option bit has been deasserted, no waiting is required)</li> </ul>
External RC Oscillator	<ul style="list-style-type: none"> <li>• 32kHz to 4MHz</li> <li>• Accuracy dependent on external components</li> </ul>	<ul style="list-style-type: none"> <li>• Configure Flash option bits for correct external oscillator mode</li> <li>• Unlock and write OSCCTL to enable crystal oscillator and select as system clock</li> </ul>
External Clock Drive	<ul style="list-style-type: none"> <li>• 0 to 20MHz</li> <li>• Accuracy dependent on external clock source</li> </ul>	<ul style="list-style-type: none"> <li>• Write GPIO registers to configure PB3 pin for external clock function</li> <li>• Unlock and write OSCCTL to select external system clock</li> <li>• Apply external clock signal to GPIO</li> </ul>
Internal Watchdog Timer Oscillator	<ul style="list-style-type: none"> <li>• 10kHz nominal</li> <li>• Low accuracy; no external components required</li> <li>• Very low power consumption</li> </ul>	<ul style="list-style-type: none"> <li>• Enable WDT if not enabled and wait until WDT Oscillator is operating</li> <li>• Unlock and write Oscillator Control Register (OSCCTL) to enable and select oscillator</li> </ul>

**! Caution:** Unintentional accesses to the Oscillator Control Register can actually stop the chip by switching to a nonfunctioning oscillator. To prevent this condition, the oscillator control block employs a register unlocking/locking scheme.

### OSC Control Register Unlocking/Locking

To write the Oscillator Control Register, unlock it by making two writes to the OSCCTL Register with the values `E7H` followed by `18H`. A third write to the OSCCTL Register changes the value of the actual register and returns the register to a locked state. Any other sequence of Oscillator Control Register writes has no effect. The values written to unlock the register must be ordered correctly, but are not necessarily consecutive. It is possible to write to or read from other registers within the unlocking/locking operation.

Table 128. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycle s	Instr. Cycle s
		dst	src		C	Z	S	V	D	H		
LDX dst, src	dst ← src	r	ER	84	–	–	–	–	–	–	3	2
		lr	ER	85							3	3
		R	IRR	86							3	4
		IR	IRR	87							3	5
		r	X(rr)	88							3	4
		X(rr)	r	89							3	4
		ER	r	94							3	2
		ER	lr	95							3	3
		IRR	R	96							3	4
		IRR	IR	97							3	5
		ER	ER	E8							4	2
		ER	IM	E9							4	2
LEA dst, X(src)	dst ← src + X	r	X(r)	98	–	–	–	–	–	–	3	3
		rr	X(rr)	99							3	5
MULT dst	dst[15:0] ← dst[15:8] * dst[7:0]	RR		F4	–	–	–	–	–	–	2	8
NOP	No operation			0F	–	–	–	–	–	–	1	2
OR dst, src	dst ← dst OR src	r	r	42	–	*	*	0	–	–	2	3
		r	lr	43							2	4
		R	R	44							3	3
		R	IR	45							3	4
		R	IM	46							3	3
		IR	IM	47							3	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.

		Lower Nibble (Hex)																
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
Upper Nibble (Hex)	0	1.1 BRK	2.2 SRP IM	2.3 ADD r1,r2	2.4 ADD r1,lr2	3.3 ADD R2,R1	3.4 ADD IR2,R1	3.3 ADD R1,IM	3.4 ADD IR1,IM	4.3 ADDX ER2,ER1	4.3 ADDX IM,ER1	2.3 DJNZ r1,X	2.2 JR cc,X	2.2 LD r1,IM	3.2 JP cc,DA	1.2 INC r1	1.2 NOP	
	1	2.2 RLC R1	2.3 RLC IR1	2.3 ADC r1,r2	2.4 ADC r1,lr2	3.3 ADC R2,R1	3.4 ADC IR2,R1	3.3 ADC R1,IM	3.4 ADC IR1,IM	4.3 ADCX ER2,ER1	4.3 ADCX IM,ER1	<div></div>						See 2nd Opcode Map
	2	2.2 INC R1	2.3 INC IR1	2.3 SUB r1,r2	2.4 SUB r1,lr2	3.3 SUB R2,R1	3.4 SUB IR2,R1	3.3 SUB R1,IM	3.4 SUB IR1,IM	4.3 SUBX ER2,ER1	4.3 SUBX IM,ER1							1
	3	2.2 DEC R1	2.3 DEC IR1	2.3 SBC r1,r2	2.4 SBC r1,lr2	3.3 SBC R2,R1	3.4 SBC IR2,R1	3.3 SBC R1,IM	3.4 SBC IR1,IM	4.3 SBCX ER2,ER1	4.3 SBCX IM,ER1							
	4	2.2 DA R1	2.3 DA IR1	2.3 OR r1,r2	2.4 OR r1,lr2	3.3 OR R2,R1	3.4 OR IR2,R1	3.3 OR R1,IM	3.4 OR IR1,IM	4.3 ORX ER2,ER1	4.3 ORX IM,ER1							
	5	2.2 POP R1	2.3 POP IR1	2.3 AND r1,r2	2.4 AND r1,lr2	3.3 AND R2,R1	3.4 AND IR2,R1	3.3 AND R1,IM	3.4 AND IR1,IM	4.3 ANDX ER2,ER1	4.3 ANDX IM,ER1							1.2 WDT
	6	2.2 COM R1	2.3 COM IR1	2.3 TCM r1,r2	2.4 TCM r1,lr2	3.3 TCM R2,R1	3.4 TCM IR2,R1	3.3 TCM R1,IM	3.4 TCM IR1,IM	4.3 TCMX ER2,ER1	4.3 TCMX IM,ER1							1.2 STOP
	7	2.2 PUSH R2	2.3 PUSH IR2	2.3 TM r1,r2	2.4 TM r1,lr2	3.3 TM R2,R1	3.4 TM IR2,R1	3.3 TM R1,IM	3.4 TM IR1,IM	4.3 TMX ER2,ER1	4.3 TMX IM,ER1							1.2 HALT
	8	2.5 DECW RR1	2.6 DECW IRR1	2.5 LDE r1,lr2	2.9 LDEI lr1,lr2	3.2 LDX r1,ER2	3.3 LDX lr1,ER2	3.4 LDX IRR2,R1	3.5 LDX IRR2,IR1	3.4 LDX r1,rr2,X	3.4 LDX rr1,r2,X							1.2 DI
	9	2.2 RL R1	2.3 RL IR1	2.5 LDE r2,lr1	2.9 LDEI lr2,lr1	3.2 LDX r2,ER1	3.3 LDX lr2,ER1	3.4 LDX R2,IRR1	3.5 LDX IR2,IRR1	3.3 LEA r1,r2,X	3.5 LEA rr1,r2,X							1.2 EI
	A	2.5 INCW RR1	2.6 INCW IRR1	2.3 CP r1,r2	2.4 CP r1,lr2	3.3 CP R2,R1	3.4 CP IR2,R1	3.3 CP R1,IM	3.4 CP IR1,IM	4.3 CPX ER2,ER1	4.3 CPX IM,ER1							1.4 RET
	B	2.2 CLR R1	2.3 CLR IR1	2.3 XOR r1,r2	2.4 XOR r1,lr2	3.3 XOR R2,R1	3.4 XOR IR2,R1	3.3 XOR R1,IM	3.4 XOR IR1,IM	4.3 XORX ER2,ER1	4.3 XORX IM,ER1							1.5 IRET
	C	2.2 RRC R1	2.3 RRC IR1	2.5 LDC r1,lr2	2.9 LDCI lr1,lr2	2.3 JP IRR1	2.9 LDC lr1,lr2		3.4 LD r1,r2,X	3.2 PUSHX ER2								1.2 RCF
	D	2.2 SRA R1	2.3 SRA IR1	2.5 LDC r2,lr1	2.9 LDCI lr2,lr1	2.6 CALL IRR1	2.2 BSWAP R1	3.3 CALL DA	3.4 LD r2,r1,X	3.2 POPX ER1								1.2 SCF
	E	2.2 RR R1	2.3 RR IR1	2.2 BIT p,b,r1	2.3 LD r1,lr2	3.2 LD R2,R1	3.3 LD IR2,R1	3.2 LD R1,IM	3.3 LD IR1,IM	4.2 LDX ER2,ER1	4.2 LDX IM,ER1							1.2 CCF
	F	2.2 SWAP R1	2.3 SWAP IR1	2.6 TRAP Vector	2.3 LD lr1,r2	2.8 MULT RR1	3.3 LD R2,IR1	3.3 BTJ p,b,r1,X	3.4 BTJ p,b,lr1,X									

Figure 31. First Opcode Map

Table 132. Power Consumption (Continued)

Symbol	Parameter	$V_{DD} = 2.7 \text{ V to } 3.6 \text{ V}$			Units	Conditions
		Typical <sup>1</sup>	Maximum Std Temp <sup>2</sup>	Maximum Ext Temp <sup>3</sup>		
$I_{DD}$ ADCRef	ADC Internal Reference Supply Current	0			$\mu\text{A}$	See Note 4.
$I_{DD}$ CMP	Comparator supply Current	150	180	190	$\mu\text{A}$	See Note 4.
$I_{DD}$ LPO	Low-Power Operational Amplifier Supply Current	3	5	5	$\mu\text{A}$	Driving a high-impedance load.
$I_{DD}$ TS	Temperature Sensor Supply Current	60			$\mu\text{A}$	See Note 4.
$I_{DD}$ BG	Band Gap Supply Current	320	480	500	$\mu\text{A}$	For 20-/28-pin devices. For 8-pin devices.

Notes:

1. Typical conditions are defined as  $V_{DD} = 3.3 \text{ V}$  and  $+30^{\circ}\text{C}$ .
2. Standard temperature is defined as  $T_A = 0^{\circ}\text{C}$  to  $+70^{\circ}\text{C}$ ; these values not tested in production for worst case behavior, but are derived from product characterization and provided for design guidance only.
3. Extended temperature is defined as  $T_A = -40^{\circ}\text{C}$  to  $+105^{\circ}\text{C}$ ; these values not tested in production for worst case behavior, but are derived from product characterization and provided for design guidance only.
4. For this block to operate, the bandgap circuit is automatically turned on and must be added to the total supply current. This bandgap current is only added once, regardless of how many peripherals are using it.

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