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Zilog - Z8F082AHH020EG2156 Datasheet



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

Details

Product Status	Active
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	8KB (8K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K 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-SSOP (0.209", 5.30mm Width)
Supplier Device Package	· .
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f082ahh020eg2156

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CPU and Peripheral Overview

The eZ8 CPU, Zilog's latest 8-bit Central Processing Unit (CPU), meets the continuing demand for faster and more code-efficient microcontrollers. The eZ8 CPU executes a superset of the original Z8 instruction set. The features of eZ8 CPU include:

- Direct register-to-register architecture allows each register to function as an accumulator, improving execution time and decreasing the required program memory
- Software stack allows much greater depth in subroutine calls and interrupts than hardware stacks
- Compatible with existing Z8 code
- Expanded internal Register File allows access of up to 4 KB
- New instructions improve execution efficiency for code developed using higherlevel programming languages, including C
- Pipelined instruction fetch and execution
- New instructions for improved performance including BIT, BSWAP, BTJ, CPC, LDC, LDCI, LEA, MULT and SRL
- New instructions support 12-bit linear addressing of the Register File
- Up to 10 MIPS operation
- C-Compiler friendly
- 2 to 9 clock cycles per instruction

For more information about eZ8 CPU, refer to the <u>eZ8 CPU Core User Manual</u> (<u>UM0128</u>), which is available for download on <u>www.zilog.com</u>.

10-Bit Analog-to-Digital Converter

The optional analog-to-digital converter (ADC) converts an analog input signal to a 10-bit binary number. The ADC accepts inputs from eight different analog input pins in both single-ended and differential modes. The ADC also features a unity gain buffer when high input impedance is required.

Low-Power Operational Amplifier

The optional low-power operational amplifier (LPO) is a general-purpose amplifier primarily targeted for current sense applications. The LPO output may be routed internally to the ADC or externally to a pin.

Internal Precision Oscillator

The internal precision oscillator (IPO) is a trimmable clock source that requires no external components.

Temperature Sensor

The optional temperature sensor produces an analog output proportional to the device temperature. This signal can be sent to either the ADC or the analog comparator.

Analog Comparator

The analog comparator compares the signal at an input pin with either an internal programmable voltage reference or a second input pin. The comparator output can be used to drive either an output pin or to generate an interrupt.

External Crystal Oscillator

The crystal oscillator circuit provides highly accurate clock frequencies with the use of an external crystal, ceramic resonator or RC network.

Low Voltage Detector

The low voltage detector (LVD) is able to generate an interrupt when the supply voltage drops below a user-programmable level. The LVD is available on 8-pin devices only.

On-Chip Debugger

The Z8 Encore! XP F082A Series products feature an integrated on-chip debugger (OCD) accessed via a single-pin interface. The OCD provides a rich-set of debugging capabilities, such as reading and writing registers, programming Flash memory, setting breakpoints and executing code.

Universal Asynchronous Receiver/Transmitter

The full-duplex universal asynchronous receiver/transmitter (UART) is included in all Z8 Encore! XP package types. The UART supports 8- and 9-bit data modes and selectable parity. The UART also supports multi-drop address processing in hardware. The UART baud rate generator (BRG) can be configured and used as a basic 16-bit timer.

Timers

Two enhanced 16-bit reloadable timers can be used for timing/counting events or for motor control operations. These timers provide a 16-bit programmable reload counter and

• 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 <u>Table 34</u> 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 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.

Timers

These Z8 Encore! XP F082A Series products contain two 16-bit reloadable timers that can be used for timing, event counting, or generation of pulse-width modulated (PWM) signals. The timers' feature include:

- 16-bit reload counter
- Programmable prescaler with prescale values from 1 to 128
- PWM output generation
- Capture and compare capability
- External input pin for timer input, clock gating, or capture signal. External input pin signal frequency is limited to a maximum of one-fourth the system clock frequency
- Timer output pin
- Timer interrupt

In addition to the timers described in this chapter, the Baud Rate Generator of the UART (if unused) may also provide basic timing functionality. For information about using the Baud Rate Generator as an additional timer, see the <u>Universal Asynchronous Receiver/</u> <u>Transmitter</u> chapter on page 99.

Architecture

Figure 9 displays the architecture of the timers.

The timer input can be used as a selectable counting source. It shares the same pin as the complementary timer output. When selected by the GPIO Alternate Function registers, this pin functions as a timer input in all modes except for the DUAL PWM OUTPUT mode. For this mode, there is no timer input available.

Timer Control Register Definitions

This section defines the features of the following Timer Control registers.

<u>Timer 0–1 Control Registers</u>: see page 85

<u>Timer 0–1 High and Low Byte Registers</u>: see page 89

Timer Reload High and Low Byte Registers: see page 91

Timer 0-1 PWM High and Low Byte Registers: see page 92

Timer 0–1 Control Registers

The Timer Control registers are 8-bit read/write registers that control the operation of their associated counter/timers.

Time 0–1 Control Register 0

The Timer Control Register 0 (TxCTL0) and Timer Control Register 1 (TxCTL1), shown in Table 50, determine the timer operating mode. These registers each include a programmable PWM deadband delay, two bits to configure timer interrupt definition and a status bit to identify if the most recent timer interrupt is caused by an input capture event.

Bit	7	6	5	4	3	2	1	0	
Field	TMODEHI	TICO	NFIG	Reserved		PWMD		INPCAP	
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	
Address		F06H, F0EH							
Bit	Descript	ion							
[7] TMODEHI	Timer M This bit, a mode of the desc mode de	Description Timer Mode High Bit This bit, along with the TMODE field in the TxCTL1 Register, determines the operating mode of the timer. This bit is the most significant bit of the Timer mode selection value. See the description of the Timer 0–1 Control Register 1 (TxCTL1) for details about the full timer							

Table 50. Timer 0–1 Control Register 0 (TxCTL0)

Timer 0–1 PWM High and Low Byte Registers

The Timer 0–1 PWM High and Low Byte (TxPWMH and TxPWML) registers, shown in Tables 56 and 57, control Pulse-Width Modulator (PWM) operations. These registers also store the Capture values for the CAPTURE and CAPTURE/COMPARE modes.

Bit	7	6	5	4	3	2	1	0
Field	PWMH							
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	F04H, F0CH							

Table 56. Timer 0–1 PWM High Byte Register (TxPWMH)

Table 57. Timer 0–1 PWM Low Byte Register (TxPWML)

Bit	7	6	5	4	3	2	1	0
Field	PWML							
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		F05H, F0DH						

Bit Description

[7:0]	Pulse-Width Modulator High and Low Bytes
PWMH,	These two bytes, {PWMH[7:0], PWML[7:0]}, form a 16-bit value that is compared to the current
PWML	16-bit timer count. When a match occurs, the PWM output changes state. The PWM output
	value is set by the TPOL bit in the Timer Control Register (TxCTL1) Register.

The TxPWMH and TxPWML registers also store the 16-bit captured timer value when operating in CAPTURE or CAPTURE/COMPARE modes.

Bit	7	6	5	4	3	2	1	0	
Field	TXD								
RESET	Х	Х	Х	Х	Х	Х	Х	Х	
R/W	W	W	W	W	W	W	W	W	
Address	F40H								
Note: X =	Note: X = Undefined.								

Table 67. UART Transmit Data Register (U0TXD)

Bit	Description
[7:0]	Transmit Data
TXD	UART transmitter data byte to be shifted out through the TXDx pin.

UART Receive Data Register

Data bytes received through the RXDx pin are stored in the UART Receive Data (UxRXD) Register, shown in Table 68. The read-only UART Receive Data Register shares a Register File address with the Write-only UART Transmit Data Register.

Table 68.	UART	Receive	Data	Register	(U0RXD))
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Bit	7	6	5	4	3	2	1	0
Field				R	KD			
RESET	Х	Х	Х	Х	Х	Х	Х	Х
R/W	R	R	R	R	R	R	R	R
Address	s F40H							
Note: X = Undefined.								
Bit	Descriptio	n						

Dit	Description
[7:0]	Receive Data
RXD	UART receiver data byte from the RXDx pin.

UART Address Compare Register

The UART Address Compare (UxADDR) Register stores the multi-node network address of the UART (see Table 69). When the MPMD[1] bit of UART Control Register 0 is set, all incoming address bytes are compared to the value stored in the Address Compare Register. Receive interrupts and RDA assertions only occur in the event of a match.

Acceptable Rate (kHz)	BRG Divisor (Decimal)	Actual Rate (kHz)	Error (%)	Acceptable Rate (kHz)	BRG Divisor (Decimal)	Actual Rate (kHz)	Error (%)
1250.0	N/A	N/A	N/A	1250.0	N/A	N/A	N/A
625.0	N/A	N/A	N/A	625.0	N/A	N/A	N/A
250.0	1	223.72	-10.51	250.0	N/A	N/A	N/A
115.2	2	111.9	-2.90	115.2	1	115.2	0.00
57.6	4	55.9	-2.90	57.6	2	57.6	0.00
38.4	6	37.3	-2.90	38.4	3	38.4	0.00
19.2	12	18.6	-2.90	19.2	6	19.2	0.00
9.60	23	9.73	1.32	9.60	12	9.60	0.00
4.80	47	4.76	-0.83	4.80	24	4.80	0.00
2.40	93	2.41	0.23	2.40	48	2.40	0.00
1.20	186	1.20	0.23	1.20	96	1.20	0.00
0.60	373	0.60	-0.04	0.60	192	0.60	0.00
0.30	746	0.30	-0.04	0.30	384	0.30	0.00

Table 72. UART Baud Rates (Continued)

Bit	Description (Continued)
[2:1]	Reserved
	These bits are reserved and must be undefined.
[0]	Overflow Status
OVF	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.

Flash Operation Timing Using the Flash Frequency Registers

Before performing either a program or erase operation on Flash memory, you must first configure the Flash Frequency High and Low Byte registers. The Flash Frequency registers allow programming and erasing of the Flash with system clock frequencies ranging from 32kHz (32768Hz) through 20MHz.

The Flash Frequency High and Low Byte registers combine to form a 16-bit value, FFREQ, to control timing for Flash program and erase operations. The 16-bit binary Flash Frequency value must contain the system clock frequency (in kHz). This value is calculated using the following equation:

 $FFREQ[15:0] = \frac{System Clock Frequency (Hz)}{1000}$

Caution: Flash programming and erasure are not supported for system clock frequencies below 32kHz (32768Hz) or above 20MHz. The Flash Frequency High and Low Byte registers must be loaded with the correct value to ensure operation of the Z8 Encore! XP F082A Series devices.

Flash Code Protection Against External Access

The user code contained within the Flash memory can be protected against external access by the on-chip debugger. Programming the FRP Flash option bit prevents reading of the user code with the On-Chip Debugger. See the <u>Flash Option Bits</u> chapter on page 159 and the <u>On-Chip Debugger</u> chapter on page 180 for more information.

Flash Code Protection Against Accidental Program and Erasure

The Z8 Encore! XP F082A Series provides several levels of protection against accidental program and erasure of the Flash memory contents. This protection is provided by a combination of the Flash option bits, the register locking mechanism, the page select redundancy and the sector level protection control of the Flash Controller.

Flash Code Protection Using the Flash Option Bits

The FRP and FWP Flash option bits combine to provide three levels of Flash Program Memory protection, as shown in Table 79. See the <u>Flash Option Bits</u> chapter on page 159 for more information.

Flash Sector Protect Register

The Flash Sector Protect (FPROT) Register is shared with the Flash Page Select Register. When the Flash Control Register is written with 5EH, the next write to this address targets the Flash Sector Protect Register. In all other cases, it targets the Flash Page Select Register.

This register selects one of the 8 available Flash memory sectors to be protected. The reset state of each Sector Protect bit is an unprotected state. After a sector is protected by setting its corresponding register bit, it cannot be unprotected (the register bit cannot be cleared) without powering down the device.

Bit	7	6	5	4	3	2	1	0
Field	SPROT7	SPROT6	SPROT5	SPROT4	SPROT3	SPROT2	SPROT1	SPROT0
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	FF9H							

Table 83. Flash Sector Protect Register (FPROT)

Bit Description

[7:0] Sector Protection

- SPROT*n* Each bit corresponds to a 1024-byte Flash sector on devices in the 8K range, while the remaining devices correspond to a 512-byte Flash sector. To determine the appropriate Flash memory sector address range and sector number for your Z8F082A Series product, please refer to <u>Table 78</u> on page 146 and to Figure 21, which follows the table.
 - For Z8F08xA and Z8F04xA devices, all bits are used.
 - For Z8F02xA devices, the upper 4 bits are unused.
 - For Z8F01xA devices, the upper 6 bits are unused.

Flash Frequency High and Low Byte Registers

The Flash Frequency High (FFREQH) and Low Byte (FFREQL) registers combine to form a 16-bit value, FFREQ, to control timing for Flash program and erase operations. The 16-bit binary Flash Frequency value must contain the system clock frequency (in kHz) and is calculated using the following equation:

$$FFREQ[15:0] = \{FFREQH[7:0], FFREQL[7:0]\} = \frac{System Clock Frequency}{1000}$$

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.

LVD_TRIM	LVD Threshold (V) Typical	Description
00000	3.60	Maximum LVD threshold
00001	3.55	
00010	3.50	
00011	3.45	
00100	3.40	
00101	3.35	
00110	3.30	
00111	3.25	
01000	3.20	
01001	3.15	
01010	3.10	Default on Reset
01011	3.05	
01100	3.00	
01101	2.95	
01110	2.90	
01111	2.85	
10000	2.80	
10001	2.75	
10010	2.70	
10011	2.70	
to	to	
11111	1.65	Minimum LVD threshold

Table 94. LVD Trim Values

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Table 101. Watchdog Calibration Low Byte at 007FH (WDTCALL)

Bit	7	6	5	4	3	2	1	0
Field	WDTCALL							
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	Information Page Memory 007FH							
Note: U = Unchanged by Reset. R/W = Read/Write.								

Bit	Description
[7:0]	Watchdog Timer Calibration Low Byte
WDTCALL	The WDTCALH and WDTCALL bytes, when loaded into the Watchdog Timer reload regis-
	ters result in a one second time-out at room temperature and 3.3V supply voltage. To use
	the Watchdog Timer calibration, user code must load WDTU with 0x00, WDTH with WDT-
	CALH and WDTL with WDTCALL.

Serialization Data

Table 102. Serial Number at 001C - 001F (S_NUM)

Bit	7	6	5	4	3	2	1	0
Field		S_NUM						
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	Information Page Memory 001C-001F							
Note: U = Unchanged by Reset. R/W = Read/Write.								

Bit	Description
[7:0]	Serial Number Byte
S NUM	The serial number is a unique four-byte binary value. See Table 103.

Table 103. Serialization Data Locations

Info Page Address	Memory Address	Usage
1C	FE1C	Serial Number Byte 3 (most significant).
1D	FE1D	Serial Number Byte 2.
1E	FE1E	Serial Number Byte 1.
1F	FE1F	Serial Number Byte 0 (least significant).

Byte Write

To write a byte to the NVDS array, the user code must first push the address, then the data byte onto the stack. The user code issues a CALL instruction to the address of the byte-write routine (0x10B3). At the return from the sub-routine, the write status byte resides in working register R0. The bit fields of this status byte are defined in Table 106. The contents of the status byte are undefined for write operations to illegal addresses. Also, user code must pop the address and data bytes off the stack.

The write routine uses 13 bytes of stack space in addition to the two bytes of address and data pushed by the user. Sufficient memory must be available for this stack usage.

Because of the Flash memory architecture, NVDS writes exhibit a nonuniform execution time. In general, a write takes $251 \mu s$ (assuming a 20MHz system clock). Every 400 to 500 writes, however, a maintenance operation is necessary. In this rare occurrence, the write takes up to 61 ms to complete. Slower system clock speeds result in proportionally higher execution times.

NVDS byte writes to invalid addresses (those exceeding the NVDS array size) have no effect. Illegal write operations have a $2\mu s$ execution time.

Bit	7	6	5	4	3	2	1	0
Field	Reserved			RCPY	PF	AWE	DWE	
Default Value	0	0	0	0	0	0	0	0

Table 106. Write Status Byte

Bit	Description
[7:4]	Reserved These bits are reserved and must be programmed to 0000.
[3]	Recopy Subroutine Executed
RCPY	A recopy subroutine was executed. These operations take significantly longer than a normal write operation.
[2]	Power Failure Indicator
PF	A power failure or system reset occurred during the most recent attempted write to the NVDS array.
[1]	Address Write Error
AWE	An address byte failure occurred during the most recent attempted write to the NVDS array.
[0]	Data Write Error
DWE	A data byte failure occurred during the most recent attempted write to the NVDS array.

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	_	-

Table 109. Debug Command Enable/Disable (Continued)

In the list of OCD commands that follows, data and commands sent from the host to the On-Chip Debugger are identified by DBG \leftarrow Command/Data. Data sent from the On-Chip Debugger back to the host is identified by DBG \rightarrow 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 \leftarrow 00H
DBG \rightarrow OCDRev[15:8] (Major revision number)
DBG \rightarrow OCDRev[7:0] (Minor revision number)
```

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

DBG \leftarrow 02H DBG \rightarrow 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,

the Watchdog Timer failure can be detected. A very slow system clock results in very slow detection times.

Caution: It is possible to disable the clock failure detection circuitry and all functioning clock sources. In this case, the Z8 Encore! XP F082A Series device ceases functioning and can only be recovered by Power-On-Reset.

Oscillator Control Register Definitions

The Oscillator Control Register (OSCCTL) enables/disables the various oscillator circuits, enables/disables the failure detection/recovery circuitry and selects the primary oscillator, which becomes the system clock.

The Oscillator Control Register must be unlocked before writing. Unlock the Oscillator Control Register by writing the two-step sequence E7H followed by 18H. The register is locked at successful completion of a register write to the OSCCTL.

Bit	7	6	5	4	3	2	1	0
Field	INTEN	XTLEN	WDTEN	SOFEN	WDFEN		SCKSEL	
RESET	1	0	1	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address		F86H						

Table 113. Oscillator Control Register (OSCCTL)

Bit	Description
[7] INTEN	Internal Precision Oscillator Enable 1 = Internal precision oscillator is enabled. 0 = Internal precision oscillator is disabled.
[6] XTLEN	Crystal Oscillator Enable; this setting overrides the GPIO register control for PA0 and PA1 1 = Crystal oscillator is enabled. 0 = Crystal oscillator is disabled.
[5] WDTEN	Watchdog Timer Oscillator Enable 1 = Watchdog Timer oscillator is enabled. 0 = Watchdog Timer oscillator is disabled.
[4] SOFEN	System Clock Oscillator Failure Detection Enable1 = Failure detection and recovery of system clock oscillator is enabled.0 = Failure detection and recovery of system clock oscillator is disabled.

Crystal Oscillator

The products in the Z8 Encore! XP F082A Series contain an on-chip crystal oscillator for use with external crystals with 32kHz to 20MHz frequencies. In addition, the oscillator supports external RC networks with oscillation frequencies up to 4MHz or ceramic resonators with frequencies up to 8MHz. The on-chip crystal oscillator can be used to generate the primary system clock for the internal eZ8 CPU and the majority of the on-chip peripherals. Alternatively, the X_{IN} input pin can also accept a CMOS-level clock input signal (32kHz–20MHz). If an external clock generator is used, the X_{OUT} pin must be left unconnected. The Z8 Encore! XP F082A Series products do not contain an internal clock divider. The frequency of the signal on the X_{IN} input pin determines the frequency of the system clock.

Note: Although the X_{IN} pin can be used as an input for an external clock generator, the CLKIN pin is better suited for such use (see the <u>System Clock Selection</u> section on page 193).

Operating Modes

The Z8 Encore! XP F082A Series products support four oscillator modes:

- Minimum power for use with very low frequency crystals (32kHz-1MHz)
- Medium power for use with medium frequency crystals or ceramic resonators (0.5 MHz to 8 MHz)
- Maximum power for use with high frequency crystals (8MHz to 20MHz)
- On-chip oscillator configured for use with external RC networks (<4MHz)

The oscillator mode is selected via user-programmable Flash option bits. See **the** <u>Flash</u> <u>Option Bits</u> chapter on page 159 for information.

Crystal Oscillator Operation

The XTLDIS Flash option bit controls whether the crystal oscillator is enabled during reset. The crystal may later be disabled after reset if a new oscillator has been selected as the system clock. If the crystal is manually enabled after reset through the OSCCTL Register, the user code must wait at least 1000 crystal oscillator cycles for the crystal to stabilize. After this, the crystal oscillator may be selected as the system clock.

Opcode Maps

A description of the opcode map data and the abbreviations are provided in Figure 30. Figures 31 and 32 display the eZ8 CPU instructions. Table 129 lists Opcode Map abbreviations.



Figure 30. Opcode Map Cell Description

Abbreviation	Description	Abbreviation	Description
b	Bit position.	IRR	Indirect register pair.
СС	Condition code.	р	Polarity (0 or 1).
Х	8-bit signed index or displacement.	r	4-bit working register.
DA	Destination address.	R	8-bit register.
ER	Extended addressing register.	r1, R1, Ir1, Irr1, IR1, rr1, RR1, IRR1, ER1	Destination address.
IM	Immediate data value.	r2, R2, Ir2, Irr2, IR2, rr2, RR2, IRR2, ER2	Source address.
Ir	Indirect working register.	RA	Relative.
IR	Indirect register.	rr	Working register pair.
Irr	Indirect working register pair.	RR	Register pair.

Table 129. Opcode Map Abbreviations