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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	23
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 8x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.209", 5.30mm Width)
Supplier Device Package	28-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f082ahj020sg

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

Table 3. Pin Characteristics (20- and 28-pin Devices)

Symbol Mnemonic	Direction	Reset Direction	Active Low or Active High	Tristate Output	Internal Pull-up or Pull-down	Schmitt-Trigger Input	Open Drain Output	5 V Tolerance
AVDD	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
AVSS	N/A	N/A	N/A	N/A	N/A	N/A	N/A	NA
DBG	I/O	I	N/A	Yes	Yes	Yes	Yes	No
PA[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PA[7:2] unless pull-ups enabled
PB[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PB[7:6] unless pull-ups enabled
PC[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PC[7:3] unless pull-ups enabled
RESET/ PD0	I/O	I/O (defaults to RESET)	Low (in Reset mode)	Yes (PD0 only)	Programmable for PD0; always on for RESET	Yes	Programmable for PD0; always on for RESET	Yes, unless pull-ups enabled
VDD	N/A	N/A	N/A	N/A			N/A	N/A
VSS	N/A	N/A	N/A	N/A			N/A	N/A

Note: PB6 and PB7 are available only in those devices without ADC.

Bit	Description (Continued)
[4] U0RXI	**UART 0 Receiver Interrupt Request** 0 = No interrupt request is pending for the UART 0 receiver. 1 = An interrupt request from the UART 0 receiver is awaiting service.
[3] U0TXI	**UART 0 Transmitter Interrupt Request** 0 = No interrupt request is pending for the UART 0 transmitter. 1 = An interrupt request from the UART 0 transmitter is awaiting service.
[2:1]	**Reserved** These bits are reserved and must be programmed to 00.
[0] ADCI	**ADC Interrupt Request** 0 = No interrupt request is pending for the analog-to-digital Converter. 1 = An interrupt request from the Analog-to-Digital Converter is awaiting service.

Interrupt Request 1 Register

The Interrupt Request 1 (IRQ1) Register, shown in Table 36, stores interrupt requests for both vectored and polled interrupts. When a request is presented to the interrupt controller, the corresponding bit in the IRQ1 Register becomes 1. If interrupts are globally enabled (vectored interrupts), the interrupt controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (polled interrupts), the eZ8 CPU can read the Interrupt Request 1 Register to determine if any interrupt requests are pending.

Table 36. Interrupt Request 1 Register (IRQ1)

Bit	7	6	5	4	3	2	1	0
Field	PA7VI	PA6CI	PA5I	PA4I	PA3I	PA2I	PA1I	PA0I
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	FC3H							

Bit	Description
[7] PA7VI	**Port A Pin 7 or LVD Interrupt Request** 0 = No interrupt request is pending for GPIO Port A or LVD. 1 = An interrupt request from GPIO Port A or LVD.
[6] PA6CI	**Port A Pin 6 or Comparator Interrupt Request** 0 = No interrupt request is pending for GPIO Port A or Comparator. 1 = An interrupt request from GPIO Port A or Comparator.
[5:0] PA5I	**Port A Pin *x* Interrupt Request** 0 = No interrupt request is pending for GPIO Port A pin *x*. 1 = An interrupt request from GPIO Port A pin *x* is awaiting service.

Note: x indicates the specific GPIO port pin number (0–5).

Interrupt Request 2 Register

The Interrupt Request 2 (IRQ2) Register, shown in Table 37, stores interrupt requests for both vectored and polled interrupts. When a request is presented to the interrupt controller, the corresponding bit in the IRQ2 Register becomes 1. If interrupts are globally enabled (vectored interrupts), the interrupt controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (polled interrupts), the eZ8 CPU can read the Interrupt Request 2 Register to determine if any interrupt requests are pending.

Table 37. Interrupt Request 2 Register (IRQ2)

Bit	7	6	5	4	3	2	1	0
Field	Reserved				PC3I	PC2I	PC1I	PC0I
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	FC6H							

Bit	Description
[7:4]	**Reserved** These bits are reserved and must be programmed to 0000.
[3:0] PCxI	**Port C Pin *x* Interrupt Request** 0 = No interrupt request is pending for GPIO Port C pin *x*. 1 = An interrupt request from GPIO Port C pin *x* is awaiting service.

Note: x indicates the specific GPIO Port C pin number (0–3).

IRQ0 Enable High and Low Bit Registers

Table 38 describes the priority control for IRQ0. The IRQ0 Enable High and Low Bit registers, shown in Tables 39 and 40, form a priority-encoded enabling for interrupts in the Interrupt Request 0 Register.

Table 38. IRQ0 Enable and Priority Encoding

IRQ0ENH[*x*]	IRQ0ENL[*x*]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Medium
1	1	Level 3	High

Note: x indicates register bits 0–7.

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	**PA7/LVD Selection** 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	**PA6/Comparator Selection** 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]	**Reserved** These bits are reserved and must be programmed to 000000.

Universal Asynchronous Receiver/ Transmitter

The universal asynchronous receiver/transmitter (UART) is a full-duplex communication channel capable of handling asynchronous data transfers. The UART uses a single 8-bit data mode with selectable parity. Features of the UART include:

- 8-bit asynchronous data transfer
- Selectable even- and odd-parity generation and checking
- Option of one or two STOP bits
- Separate transmit and receive interrupts
- Framing, parity, overrun and break detection
- Separate transmit and receive enables
- 16-bit baud rate generator (BRG)
- Selectable MULTIPROCESSOR (9-bit) Mode with three configurable interrupt schemes
- Baud rate generator (BRG) can be configured and used as a basic 16-bit timer
- Driver enable (DE) output for external bus transceivers

Architecture

The UART consists of three primary functional blocks: transmitter, receiver and baud rate generator. The UART's transmitter and receiver function independently, but employ the same baud rate and data format. Figure 10 displays the UART architecture.

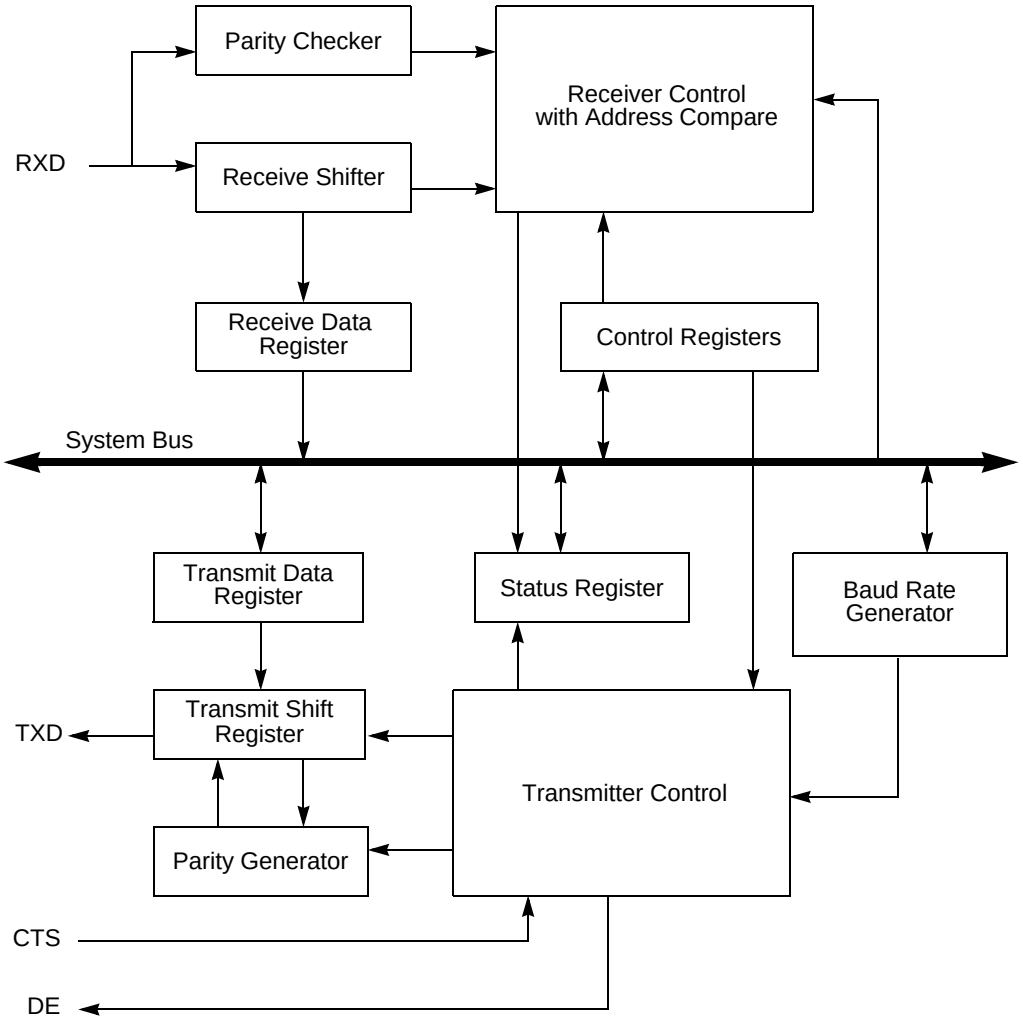

Figure 10. UART Block Diagram

Operation

The UART always transmits and receives data in an 8-bit data format, least-significant bit first. An even or odd parity bit can be added to the data stream. Each character begins with an active Low start bit and ends with either 1 or 2 active High stop bits. Figures 11 and 12 display the asynchronous data format employed by the UART without parity and with parity, respectively.

Table 64. UART Control 1 Register (U0CTL1)

Bit	7	6	5	4	3	2	1	0
Field	MPMD[1]	MPEN	MPMD[0]	MPBT	DEPOL	BRGCTL	RDAIRQ	IREN
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	F43H							

Bit	Description
[7,5] MPMD[1,0]	**MULTIPROCESSOR Mode** If MULTIPROCESSOR (9-bit) Mode is enabled: 00 = The UART generates an interrupt request on all received bytes (data and address). 01 = The UART generates an interrupt request only on received address bytes. 10 = The UART generates an interrupt request when a received address byte matches the value stored in the Address Compare Register and on all successive data bytes until an address mismatch occurs. 11 = The UART generates an interrupt request on all received data bytes for which the most recent address byte matched the value in the Address Compare Register.
[6] MPEN	**MULTIPROCESSOR (9-bit) Enable** This bit is used to enable MULTIPROCESSOR (9-bit) Mode. 0 = Disable MULTIPROCESSOR (9-bit) Mode. 1 = Enable MULTIPROCESSOR (9-bit) Mode.
[4] MPBT	**Multiprocessor Bit Transmit** This bit is applicable only when MULTIPROCESSOR (9-bit) Mode is enabled. The 9th bit is used by the receiving device to determine if the data byte contains address or data information. 0 = Send a 0 in the multiprocessor bit location of the data stream (data byte). 1 = Send a 1 in the multiprocessor bit location of the data stream (address byte).
[3] DEPOL	**Driver Enable Polarity** 0 = DE signal is Active High. 1 = DE signal is Active Low.

Table 74. ADC Control/Status Register 1 (ADCCTL1)

Bit	7	6	5	4	3	2	1	0
Field	REFSELH	Reserved				BUFMODE[2:0]		
RESET	1	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	F71H							

Bit	Description
[7] REFSELH	**Voltage Reference Level Select High Bit** In conjunction with the Low bit (REFSELL) in ADC Control Register 0, this determines the level of the internal voltage reference; the following details the effects of {REFSELH, REFSELL}; this reference is independent of the Comparator reference. 00= Internal Reference Disabled, reference comes from external pin. 01= Internal Reference set to 1.0V. 10= Internal Reference set to 2.0V (default). 11= Reserved.
[6:3]	**Reserved** These bits are reserved and must be programmed to 0000.
[2:0] BUFMODE[2:0]	**Input Buffer Mode Select** 000 = Single-ended, unbuffered input. 001 = Single-ended, buffered input with unity gain. 010 = Reserved. 011 = Reserved. 100 = Differential, unbuffered input. 101 = Differential, buffered input with unity gain. 110 = Reserved. 111 = Reserved.

ADC Data High Byte Register

The ADC Data High Byte (ADCD_H) Register contains the upper eight bits of the ADC output. The output is an 13-bit two’s complement value. During a single-shot conversion, this value is invalid. Access to the ADC Data High Byte Register is read-only. Reading the ADC Data High Byte Register latches data in the ADC Low Bits Register.

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.

Comparator

The Z8 Encore! XP F082A Series devices feature a general purpose comparator that compares two analog input signals. These analog signals may be external stimulus from a pin (CINP and/or CINN) or internally generated signals. Both a programmable voltage reference and the temperature sensor output voltage are available internally. The output is available as an interrupt source or can be routed to an external pin.

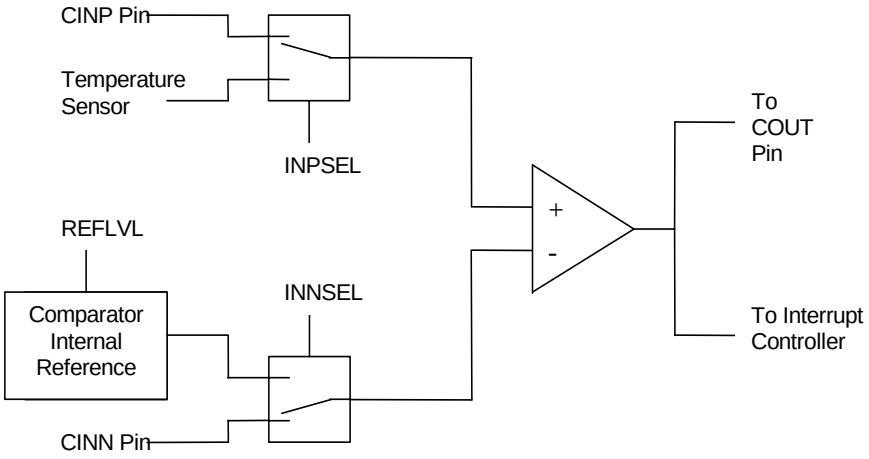

Figure 20. Comparator Block Diagram

Operation

When the positive comparator input exceeds the negative input by more than the specified hysteresis, the output is a logic High. When the negative input exceeds the positive by more than the hysteresis, the output is a logic Low. Otherwise, the comparator output retains its present value. See Table 141 on page 238 for details.

The comparator may be powered down to reduce supply current. See the Power Control Register 0 section on page 33 for details.

! Caution: Because of the propagation delay of the comparator, Zilog does not recommend enabling or reconfiguring the comparator without first disabling the interrupts and waiting for the comparator output to settle. Doing so can result in spurious interrupts.

Table 79. Flash Code Protection Using the Flash Option Bits

FWP	Flash Code Protection Description
0	Programming and erasing disabled for all of Flash Program Memory. In user code programming, Page Erase and Mass Erase are all disabled. Mass Erase is available through the On-Chip Debugger.
1	Programming, Page Erase and Mass Erase are enabled for all of Flash Program Memory.

Flash Code Protection Using the Flash Controller

At Reset, the Flash Controller locks to prevent accidental program or erasure of the Flash memory. To program or erase the Flash memory, first write the Page Select Register with the target page. Unlock the Flash Controller by making two consecutive writes to the Flash Control Register with the values 73H and 8CH, sequentially. The Page Select Register must be rewritten with the target page. If the two Page Select writes do not match, the controller reverts to a locked state. If the two writes match, the selected page becomes active. See Figure 22 on page 148 for details.

After unlocking a specific page, you can enable either Page Program or Erase. Writing the value 95H causes a Page Erase only if the active page resides in a sector that is not protected. Any other value written to the Flash Control Register locks the Flash Controller. Mass Erase is not allowed in the user code but only in through the Debug Port.

After unlocking a specific page, you can also write to any byte on that page. After a byte is written, the page remains unlocked, allowing for subsequent writes to other bytes on the same page. Further writes to the Flash Control Register cause the active page to revert to a locked state.

Sector-Based Flash Protection

The final protection mechanism is implemented on a per-sector basis. The Flash memories of Z8 Encore! XP devices are divided into maximum number of 8 sectors. A sector is 1/8 of the total Flash memory size unless this value is smaller than the page size – in which case, the sector and page sizes are equal. On Z8 Encore! F082A Series devices, the sector size is varied according to the Flash memory configuration shown in Table 78 on page 146.

The Flash Sector Protect Register can be configured to prevent sectors from being programmed or erased. After a sector is protected, it cannot be unprotected by user code. The Flash Sector Protect Register is cleared after reset, and any previously-written protection values are lost. User code must write this register in their initialization routine if they prefer to enable sector protection.

The Flash Sector Protect Register shares its Register File address with the Page Select Register. The Flash Sector Protect Register is accessed by writing the Flash Control Regis-

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.

Debugger. Writing an invalid value or an invalid sequence returns the Flash Controller to its locked state. The Write-only Flash Control Register shares its Register File address with the read-only Flash Status Register.

These serial numbers are stored in the Flash information page and are unaffected by mass erasure of the device's Flash memory. See the Reading the Flash Information Page section below and the Serialization Data section on page 173 for more details.

Randomized Lot Identification Bits

As an optional feature, Zilog is able to provide a factory-programmed random lot identifier. With this feature, all devices in a given production lot are programmed with the same random number. This random number is uniquely regenerated for each successive production lot and is not likely to be repeated.

The randomized lot identifier is a 32 byte binary value, stored in the Flash information page and is unaffected by mass erasure of the device's Flash memory. See Reading the Flash Information Page, below, and the Randomized Lot Identifier section on page 174 for more details.

Reading the Flash Information Page

The following code example shows how to read data from the Flash information area.

```
; get value at info address 60 (FE60h)
ldx FPS, #%80 ; enable access to flash info page
ld R0, #%FE
ld R1, #%60
ldc R2, @RR0 ; R2 now contains the calibration value
```

Flash Option Bit Control Register Definitions

This section briefly describes the features of the Trim Bit Address and Data registers.

Trim Bit Address Register

The Trim Bit Address (TRMADR) Register contains the target address for an access to the trim option bits (Table 86).

Table 86. Trim Bit Address Register (TRMADR)

Bit	7	6	5	4	3	2	1	0
Field	TRMADR: Trim Bit Address (00H to 1FH)							
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	FF6H							

Byte Read

To read a byte from the NVDS array, user code must first push the address onto the stack. User code issues a `CALL` instruction to the address of the byte-read routine (`0x1000`). At the return from the sub-routine, the read byte resides in working register R0 and the read status byte resides in working register R1. The contents of the status byte are undefined for read operations to illegal addresses. Also, the user code must pop the address byte off the stack.

The read routine uses 9 bytes of stack space in addition to the one byte of address pushed by the user. Sufficient memory must be available for this stack usage.

Because of the Flash memory architecture, NVDS reads exhibit a nonuniform execution time. A read operation takes between 44 µs and 489 µs (assuming a 20 MHz system clock). Slower system clock speeds result in proportionally higher execution times.

NVDS byte reads from invalid addresses (those exceeding the NVDS array size) return 0xff. Illegal read operations have a 2 µs execution time.

The status byte returned by the NVDS read routine is zero for successful read, as determined by a CRC check. If the status byte is nonzero, there was a corrupted value in the NVDS array at the location being read. In this case, the value returned in R0 is the byte most recently written to the array that does not have a CRC error.

Power Failure Protection

The NVDS routines employ error checking mechanisms to ensure a power failure endangers only the most recently written byte. Bytes previously written to the array are not perturbed.

A system reset (such as a pin reset or Watchdog Timer reset) that occurs during a write operation also perturbs the byte currently being written. All other bytes in the array are unperturbed.

Optimizing NVDS Memory Usage for Execution Speed

NVDS read time can vary drastically. This discrepancy is a trade-off for minimizing the frequency of writes that require post-write page erases, as indicated in Table 107. The NVDS read time of address N is a function of the number of writes to addresses other than N since the most recent write to address N, plus the number of writes since the most recent page erase. Neglecting effects caused by page erases and results caused by the initial condition in which the NVDS is blank, a rule of thumb is that every write since the most recent page erase causes read times of unwritten addresses to increase by 1 µs up to a maximum of (511-NVDS_SIZE) µs.

Read Memory, Write Register, Read Register, Read Memory CRC, Step Instruction, Stuff Instruction and Execute Instruction commands.

```
DBG ← 03H
DBG ⟶ RuntimeCounter[15:8]
DBG ⟶ RuntimeCounter[7:0]
```

Write OCD Control Register (04H). The Write OCD Control Register command writes the data that follows to the OCDCTL Register. When the Flash Read Protect Option Bit is enabled, the DBGMODE bit (OCDCTL[7]) can only be set to 1, it cannot be cleared to 0 and the only method of returning the device to normal operating mode is to reset the device.

```
DBG ← 04H
DBG ← OCDCTL[7:0]
```

Read OCD Control Register (05H). The Read OCD Control Register command reads the value of the OCDCTL Register.

```
DBG ← 05H
DBG ⟶ OCDCTL[7:0]
```

Write Program Counter (06H). The Write Program Counter command writes the data that follows to the eZ8 CPU's Program Counter (PC). If the device is not in DEBUG Mode or if the Flash Read Protect Option bit is enabled, the Program Counter (PC) values are discarded.

```
DBG ← 06H
DBG ← ProgramCounter[15:8]
DBG ← ProgramCounter[7:0]
```

Read Program Counter (07H). The Read Program Counter command reads the value in the eZ8 CPU's Program Counter (PC). If the device is not in DEBUG Mode or if the Flash Read Protect Option bit is enabled, this command returns FFFFH.

```
DBG ← 07H
DBG ⟶ ProgramCounter[15:8]
DBG ⟶ ProgramCounter[7:0]
```

Write Register (08H). The Write Register command writes data to the Register File. Data can be written 1–256 bytes at a time (256 bytes can be written by setting size to 0). If the device is not in DEBUG Mode, the address and data values are discarded. If the Flash Read Protect Option bit is enabled, only writes to the Flash Control registers are allowed and all other register write data values are discarded.

```
DBG ← 08H
DBG ← {4'h0,Register Address[11:8]}
DBG ← Register Address[7:0]
DBG ← Size[7:0]
DBG ← 1-256 data bytes
```

Table 129. Opcode Map Abbreviations

Abbreviation	Description	Abbreviation	Description
b	Bit position.	IRR	Indirect register pair.
cc	Condition code.	p	Polarity (0 or 1).
X	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.

Figure 38 and Table 147 provide timing information for UART pins for the case where CTS is not used for flow control. DE asserts after the Transmit Data Register has been written. DE remains asserted for multiple characters as long as the Transmit Data Register is written with the next character before the current character has completed.

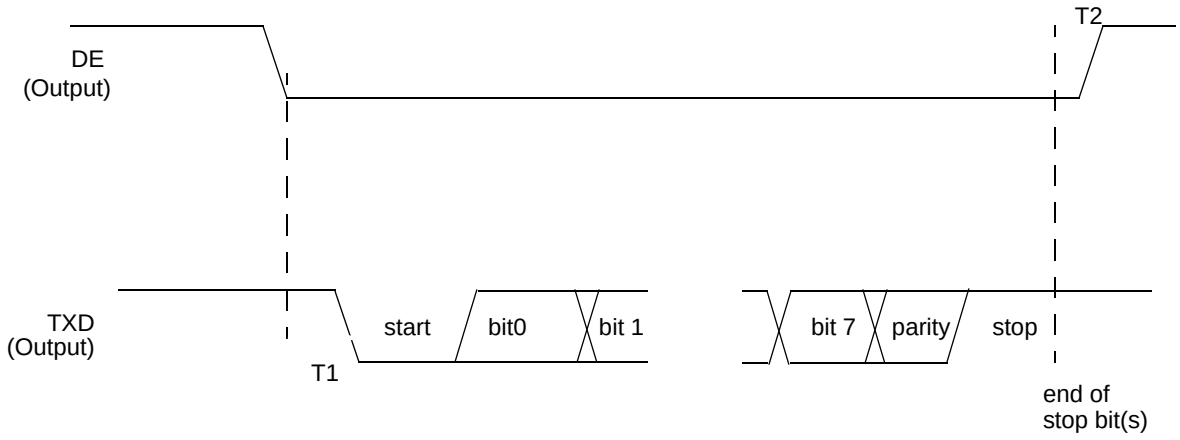

Figure 38. UART Timing Without CTS

Table 147. UART Timing Without CTS

		Delay (ns)	
Parameter	**Abbreviation**	**Minimum**	**Maximum**
UART			
T_1	DE assertion to TXD falling edge (start bit) delay	1 * X_{IN} period	1 bit time
T_2	End of Stop Bit(s) to DE deassertion delay (Tx Data Register is empty)	± 5	

S

T