Welcome to E-XFL.COM

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	Active
Core Processor	H8S/2000
Core Size	16-Bit
Speed	33MHz
Connectivity	I²C, IrDA, SCI, SmartCard
Peripherals	DMA, POR, PWM, WDT
Number of I/O	83
Program Memory Size	384KB (384K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	24K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 10x10b; D/A 2x8b
Oscillator Type	Internal
Operating Temperature	-20°C ~ 75°C (TA)
Mounting Type	Surface Mount
Package / Case	120-TQFP
Supplier Device Package	120-TQFP (14x14)
Purchase URL	https://www.e-xfl.com/product-detail/renesas-electronics-america/df2367vte33v

5.3.7 Software Standby Release IRQ Enable Register (SSIER)

SSIER selects the $\overline{\text{IRQ}}$ pins used to recover from the software standby state.

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	—	All 0	R/W	Reserved The write value should always be 0.
7	SSI7	0	R/W	Software Standby Release IRQ Setting These bits select the $\overline{\text{IRQn}}$ pins used to recover from the software standby state. 0: IRQn requests are not sampled in the software standby state (Initial value when n = 7 to 3) 1: When an IRQn request occurs in the software standby state, the chip recovers from the software standby state after the elapse of the oscillation settling time (Initial value when n = 2 to 0)
6	SSI6	0	R/W	
5	SSI5	0	R/W	
4	SSI4	0	R/W	
3	SSI3	0	R/W	
2	SSI2	0	R/W	
1	SSI1	0	R/W	
0	SSI0	0	R/W	

5.4 Interrupt Sources

5.4.1 External Interrupts

There are nine external interrupts: NMI and IRQ7 to IRQ0. These interrupts can be used to restore the chip from software standby mode.

NMI Interrupt: Nonmaskable interrupt request (NMI) is the highest-priority interrupt, and is always accepted by the CPU regardless of the interrupt control mode or the status of the CPU interrupt mask bits. The NMIEG bit in INTCR can be used to select whether an interrupt is requested at a rising edge or a falling edge on the NMI pin.

IRQ7 to IRQ0 Interrupts: Interrupts IRQ7 to IRQ0 are requested by an input signal at pins $\overline{\text{IRQ7}}$ to $\overline{\text{IRQ0}}$. Interrupts IRQ7 to IRQ0 have the following features:

- Using ISCRL, it is possible to select whether an interrupt is generated by a low level, falling edge, rising edge, or both edges, at pins $\overline{\text{IRQ7}}$ to $\overline{\text{IRQ0}}$.
- Enabling or disabling of interrupt requests IRQ7 to IRQ0 can be selected with IER.
- The interrupt priority level can be set with IPR.
- The status of interrupt requests IRQ7 to IRQ0 is indicated in ISR. ISR flags can be cleared to 0 by software.

6.12 Bus Controller Operation in Reset

In a reset, this LSI, including the bus controller, enters the reset state immediately, and any executing bus cycle is aborted.

6.13 Usage Notes

6.13.1 External Bus Release Function and All-Module-Clocks-Stopped Mode

In this LSI, if the ACSE bit is set to 1 in MSTPCR, and then a SLEEP instruction is executed with the setting for all peripheral module clocks to be stopped (MSTPCR = H'FFFF, EXMSTPCR = H'FFFF) or for operation of the 8-bit timer module alone (MSTPCR = H'FFFE, EXMSTPCR = H'FFFF), and a transition is made to the sleep state, the all-module-clocks-stopped mode is entered in which the clock is also stopped for the bus controller and I/O ports. In this state, the external bus release function is halted. To use the external bus release function in sleep mode, the ACSE bit in MSTPCR must be cleared to 0. Conversely, if a SLEEP instruction to place the chip in all-module-clocks-stopped mode is executed in the external bus released state, the transition to all-module-clocks-stopped mode is deferred and performed until after the bus is recovered.

6.13.2 External Bus Release Function and Software Standby

In this LSI, internal bus master operation does not stop even while the bus is released, as long as the program is running in on-chip ROM, etc., and no external access occurs. If a SLEEP instruction to place the chip in software standby mode is executed while the external bus is released, the transition to software standby mode is deferred and performed after the bus is recovered.

Also, since clock oscillation halts in software standby mode, if $\overline{\text{BREQ}}$ goes low in this mode, indicating an external bus release request, the request cannot be answered until the chip has recovered from the software standby state.

6.13.3 External Bus Release Function and CBR Refreshing

CBR refreshing cannot be executed while the external bus is released. Setting the BREQOE bit to 1 in BCR beforehand enables the $\overline{\text{BREQO}}$ signal to be output when a CBR refresh request is issued.

7.3.3 Execute Transfer Count Registers (ETCRA and ETCRB)

ETCR is a 16-bit readable/writable register that specifies the number of transfers.

The DMA has four ETCR registers: ETCR_0A in channel 0 (channel 0A), ETCR_0B in channel 0 (channel 0B), ETCR_1A in channel 1 (channel 1A), and ETCR_1B in channel 1 (channel 1B).

ETCR is not initialized by a reset or in standby mode.

Short Address Mode: The function of ETCR in sequential mode and idle mode differs from that in repeat mode.

In sequential mode and idle mode, ETCR functions as a 16-bit transfer counter. ETCR is decremented by 1 each time a transfer is performed, and when the count reaches H'00, the DTE bit in DMABCRL is cleared, and transfer ends.

In repeat mode, ETCRL functions as an 8-bit transfer counter and ETCRH functions as a transfer count holding register. ETCRL is decremented by 1 each time a transfer is performed, and when the count reaches H'00, ETCRL is loaded with the value in ETCRH. At this point, MAR is automatically restored to the value it had when the count was started. The DTE bit in DMABCRL is not cleared, and so transfers can be performed repeatedly until the DTE bit is cleared by the user.

Full Address Mode: The function of ETCR in normal mode differs from that in block transfer mode.

In normal mode, ETCRA functions as a 16-bit transfer counter. ETCRA is decremented by 1 each time a data transfer is performed, and transfer ends when the count reaches H'0000. ETCRB is not used in normal mode.

In block transfer mode, ETCRAL functions as an 8-bit block size counter and ETCRAH functions as a block size holding register. ETCRAL is decremented by 1 each time a 1-byte or 1-word transfer is performed, and when the count reaches H'00, ETCRAL is loaded with the value in ETCRAH. So by setting the block size in ETCRAH and ETCRAL, it is possible to repeatedly transfer blocks consisting of any desired number of bytes or words.

In block transfer mode, ETCRB functions as a 16-bit block transfer counter. ETCRB is decremented by 1 each time a block is transferred, and transfer ends when the count reaches H'0000.

Bit	Bit Name	Initial Value	R/W	Description
12	SAE0	0	R/W	Single Address Enable 0 Specifies whether channel 0B is to be used for transfer in dual address mode or single address mode. This bit is invalid in full address mode. 0: Dual address mode 1: Single address mode
11	DTA1B	0	R/W	Data Transfer Acknowledge 1B
10	DTA1A	0	R/W	Data Transfer Acknowledge 1A
9	DTA0B	0	R/W	Data Transfer Acknowledge 0B
8	DTA0A	0	R/W	Data Transfer Acknowledge 0A These bits enable or disable clearing when DMA transfer is performed for the internal interrupt source selected by the DTF3 to DTF0 bits in DMACR. It the DTA bit is set to 1 when DTE = 1, the internal interrupt source is cleared automatically by DMA transfer. When DTE = 1 and DTA = 1, the internal interrupt source does not issue an interrupt request to the CPU or DTC. If the DTA bit is cleared to 0 when DTE = 1, the internal interrupt source is not cleared when a transfer is performed, and can issue an interrupt request to the CPU or DTC in parallel. In this case, the interrupt source should be cleared by the CPU or DTC transfer. When DTE = 0, the internal interrupt source issues an interrupt request to the CPU or DTC regardless of the DTA bit setting.

Table 8.3 Chain Transfer Conditions

1st Transfer				2nd Transfer				
CHNE	**CHNS**	**DISEL**	**CR**	**CHNE**	**CHNS**	**DISEL**	**CR**	**DTC Transfer**
0	—	0	Not 0	—	—	—	—	Ends at 1st transfer
0	—	0	0	—	—	—	—	Ends at 1st transfer
0	—	1	—	—	—	—	—	Interrupt request to CPU
1	0	—	—	0	—	0	Not 0	Ends at 2nd transfer
				0	—	0	0	Ends at 2nd transfer
				0	—	1	—	Interrupt request to CPU
1	1	0	Not 0	—	—	—	—	Ends at 1st transfer
1	1	—	0	0	—	0	Not 0	Ends at 2nd transfer
				0	—	0	0	Ends at 2nd transfer
				0	—	1	—	Interrupt request to CPU
1	1	1	Not 0	—	—	—	—	Ends at 1st transfer
								Interrupt request to CPU

8.5.1 Normal Mode

In normal mode, one operation transfers one byte or one word of data. Table 8.4 lists the register function in normal mode. From 1 to 65,536 transfers can be specified. Once the specified number of transfers has ended, a CPU interrupt can be requested.

Table 8.4 Register Function in Normal Mode

Name	Abbreviation	Function
DTC source address register	SAR	Designates source address
DTC destination address register	DAR	Designates destination address
DTC transfer count register A	CRA	Designates transfer count
DTC transfer count register B	CRB	Not used

- P14/PO12/TIOCA1/$\overline{\text{DACK0}}$

  The pin function is switched as shown below according to the combination of the TPU channel 1 settings (by bits MD3 to MD0 in TMDR_1, bits IOA3 to IOA0 in TIOR_1, and bits CCLR1 and CCLR0 in TCR_1), bit NDER12 in NDERH, bit SAE0 in DMABCRH and bit P14DDR.

SAE0	0			1	1
TPU channel 1 settings	(1) in table below	(2) in table below			—
P14DDR	—	0	1	1	—
NDER12	—	—	0	1	—
Pin function	TIOCB1 output	P14 input	P14 output	PO12 output	$\overline{\text{DACK0}}$ output
		TIOCA1 input*1			

Note: 1. TIOCA1 input when MD3 to MD0 = B'0000, and B'01×× and IOA3 to IOA0 = B'10××.

TPU channel 1 settings	(2)	(1)	(2)	(1)	(1)	(2)
MD3 to MD0	B'0000, B'01××		B'001×	B'0010	B'0011	
IOA3 to IOA0	B'0000 B'0100 B'1×××	B'0001 to B'0011 B'0101 to B'0111	B'××00	Other than B'××00	Other than B'××00	
CCLR1, CCLR0	—	—	—	—	Other than B'01	B'01
Output function	—	Output compare output	—	PWM*2 mode 1 output	PWM mode 2 output	—

Legend:

×: Don't care

Note: 2. TIOCB1 output disabled.

9.3.6 Pin Functions

Port 3 pins also function as the pins for SCI I/Os, I^2C output, and a bus control signal output. The correspondence between the register specification and the pin functions is shown below.

- P35/SCK1/SCL0/($\overline{OE}$)

The pin function is switched as shown below according to the combination of the ICE bit in ICCRA of I^2C_0, C/$\overline{A}$ bit in SMR of SCI_1, bits CKE0 and CKE1 in SCR, bits OEE in DRAMCR, bit OES in PFCR2, and bit P35DDR.

Modes 1, 2, 4, 7 (EXPE = 1)

OEE	0						1						
OES	—						1						0
ICE	—					1	0					1	—
CKE1	0				1	—	0				1	—	—
C/$\overline{A}$	0			1	—	—	0			1	—	—	—
CKE0	0		1	—	—	—	0		1	—	—	—	—
P35DDR	0	1	—	—	—	—	0	1	—	—	—	—	—
Pin function	P35 input	P35 output*1	SCK1 output*1	SCK1 output*1	SCK1 input	SCL0 I/O*2	P35 input	P35 output*1	SCK1 output*1	SCK1 output*1	SCK1 input	SCL0 I/O*2	$\overline{OE}$ output

Mode 7 (EXPE = 0)

OEE	—					
OES	—					
ICE	0					1
CKE1	0				1	—
C/$\overline{A}$	0			1	—	—
CKE0	0		1	—	—	—
P35DDR	0	1	—	—	—	—
Pin function	P35 input	P35 output*1	SCK1 output*1	SCK1 output*1	SCK1 input	SCL0 I/O*2

Notes: 1. NMOS open-drain output when P35ODR = 1.
2. NMOS open-drain output regardless of P35ODR

- P31/TxD1

The pin function is switched as shown below according to the combination of bit TE in SCR of SCI_1 and bit P31DDR.

TE	0		1
P31DDR	0	1	—
Pin function	P31 input	P31 output*	TxD1 output*

Note: * NMOS open-drain output when P31ODR = 1.

- P30/TxD0/IrTxD

The pin function is switched as shown below according to the combination of bit TE in SCR of SCI_0 and bit P30DDR.

TE	0		1
P30DDR	0	1	—
Pin function	P30 input	P30 output*	TxD0/IrTxD output*

Note: * NMOS open-drain output when P30ODR = 1.

9.11 Port D

Port D is an 8-bit I/O port that also has other functions. The port D has the following registers.

- Port D data direction register (PDDDR)
- Port D data register (PDDR)
- Port D register (PORTD)
- Port D MOS pull-up control register (PDPCR)

9.11.1 Port D Data Direction Register (PDDDR)

The individual bits of PDDDR specify input or output for the pins of port D.

PDDDR cannot be read; if it is, an undefined value will be read.

Bit	Bit Name	Initial Value	R/W	Description
7	PD7DDR	0	W	• Modes 1, 2, 4, and 7 (when EXPE = 1) Port D is automatically designated for data input/output. • Mode 7 (when EXPE = 0) Port D is an I/O port, and its pin functions can be switched with PDDDR.
6	PD6DDR	0	W	
5	PD5DDR	0	W	
4	PD4DDR	0	W	
3	PD3DDR	0	W	
2	PD2DDR	0	W	
1	PD1DDR	0	W	
0	PD0DDR	0	W	

10.3.6 Timer Counter (TCNT)

The TCNT registers are 16-bit readable/writable counters. The TPU has six TCNT counters, one for each channel.

The TCNT counters are initialized to H'0000 by a reset, or in hardware standby mode.

The TCNT counters cannot be accessed in 8-bit units; they must always be accessed as a 16-bit unit.

10.3.7 Timer General Register (TGR)

The TGR registers are 16-bit readable/writable registers with a dual function as output compare and input capture registers. The TPU has 16 TGR registers, four each for channels 0 and 3 and two each for channels 1, 2, 4, and 5. TGRC and TGRD for channels 0 and 3 can also be designated for operation as buffer registers. The TGR registers cannot be accessed in 8-bit units; they must always be accessed as a 16-bit unit. TGR buffer register combinations are TGRA–TGRC and TGRB–TGRD.

10.3.8 Timer Start Register (TSTR)

TSTR selects operation/stoppage for channels 0 to 5. When setting the operating mode in TMDR or setting the count clock in TCR, first stop the TCNT counter.

Bit	Bit Name	Initial value	R/W	Description
7, 6	—	All 0	—	Reserved The write value should always be 0.
5	CST5	0	R/W	Counter Start 5 to 0 These bits select operation or stoppage for TCNT. If 0 is written to the CST bit during operation with the TIOC pin designated for output, the counter stops but the TIOC pin output compare output level is retained. If TIOR is written to when the CST bit is cleared to 0, the pin output level will be changed to the set initial output value. 0: TCNT_5 to TCNT_0 count operation is stopped 1: TCNT_5 to TCNT_0 performs count operation
4	CST4	0	R/W	
3	CST3	0	R/W	
2	CST2	0	R/W	
1	CST1	0	R/W	
0	CST0	0	R/W	

10.10.9 Contention between TGR Write and Input Capture

If the input capture signal is generated in the T_2 state of a TGR write cycle, the input capture operation takes precedence and the write to TGR is not performed.

Figure 10.50 shows the timing in this case.

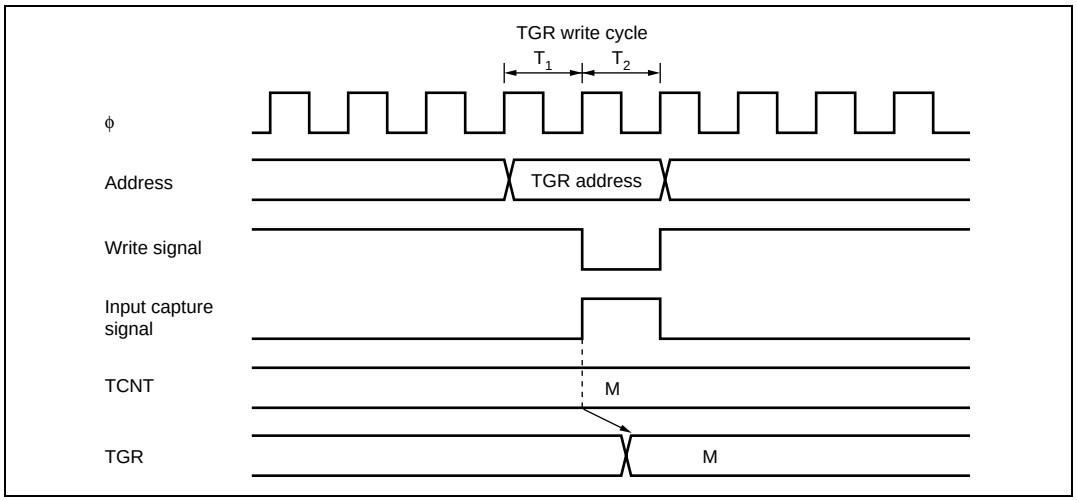

Figure 10.50 Contention between TGR Write and Input Capture

10.10.10 Contention between Buffer Register Write and Input Capture

If the input capture signal is generated in the T_2 state of a buffer register write cycle, the buffer operation takes precedence and the write to the buffer register is not performed.

Figure 10.51 shows the timing in this case.

11.4.2 Sample Setup Procedure for Normal Pulse Output

Figure 11.4 shows a sample procedure for setting up normal pulse output.

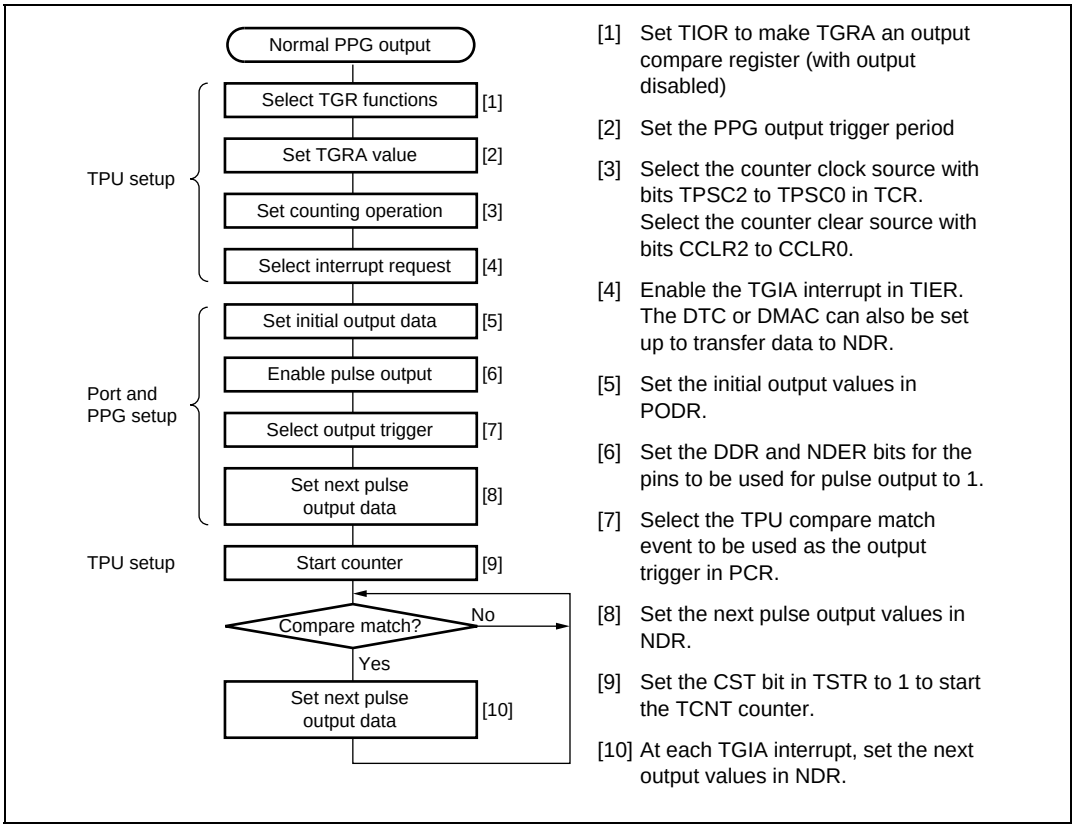

Figure 11.4 Setup Procedure for Normal Pulse Output (Example)

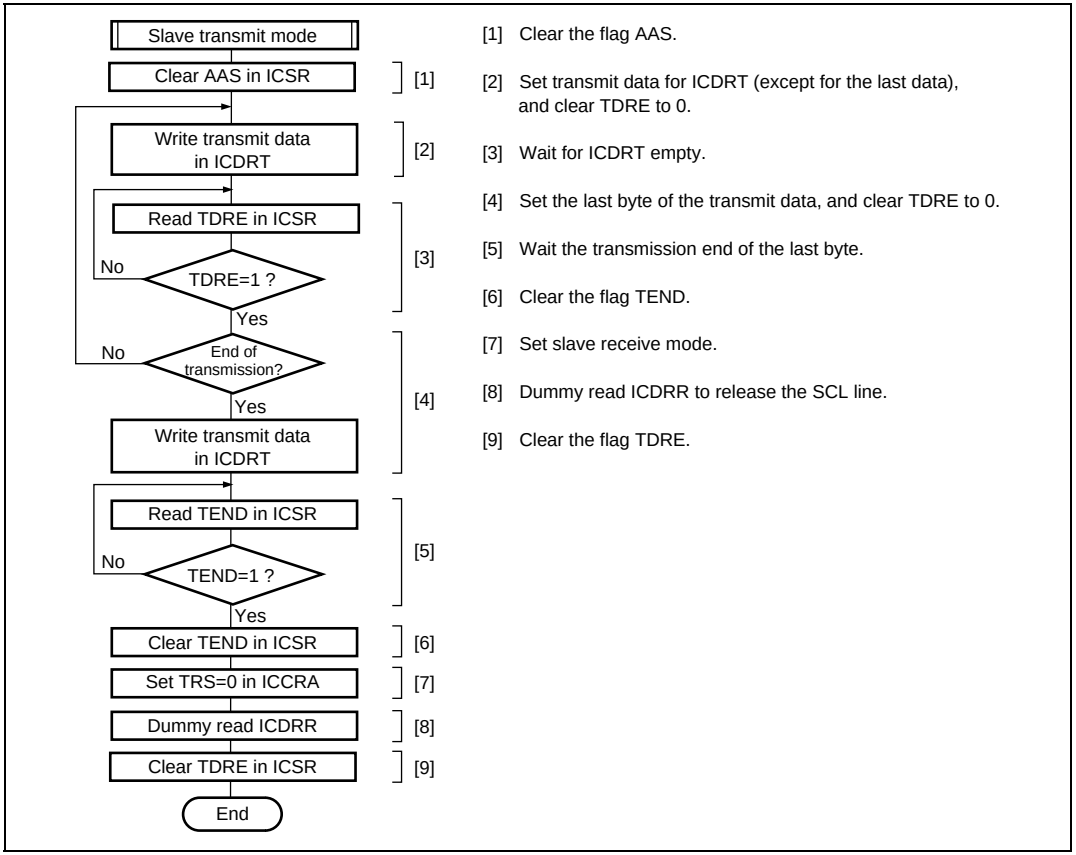

Figure 15.16 Sample Flowchart for Slave Transmit Mode

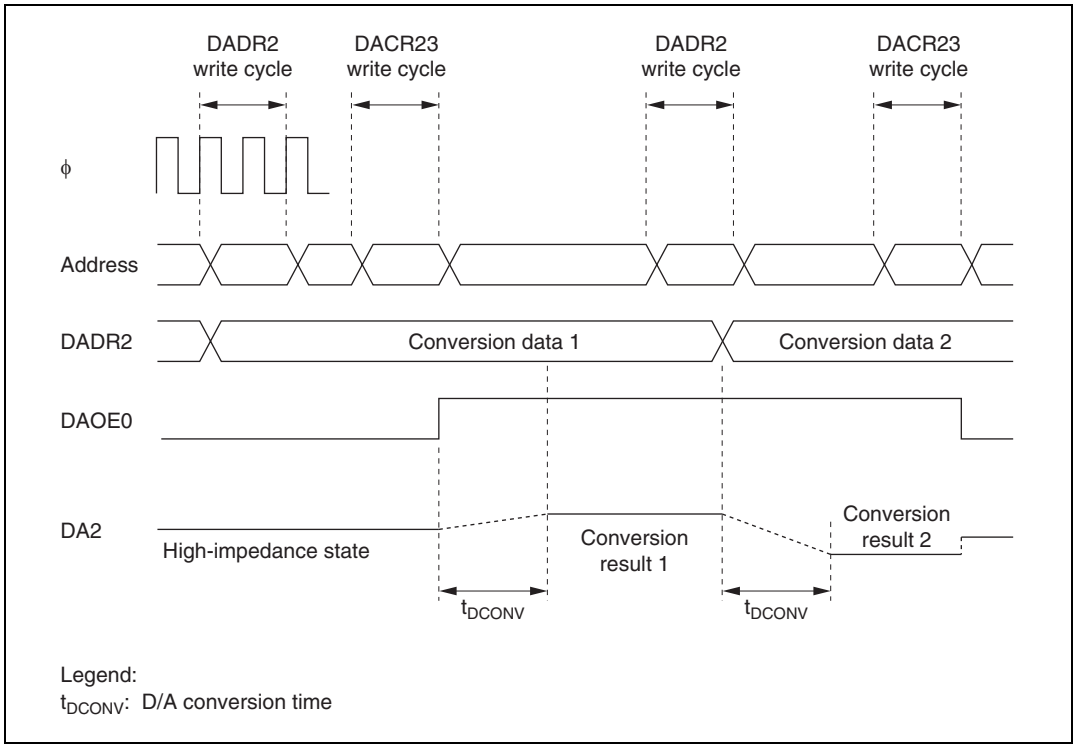

Figure 17.2 Example of D/A Converter Operation

17.5 Usage Notes

17.5.1 Setting for Module Stop Mode

It is possible to enable/disable the D/A converter operation using the module stop control register, the D/A converter does not operate by the initial value of the register. The register can be accessed by releasing the module stop mode. For details, see section 23, Power-Down Modes.

17.5.2 D/A Output Hold Function in Software Standby Mode

If D/A conversion is enabled and this LSI enters software standby mode, D/A output is held and analog power supply current remains at the same level during D/A conversion. When the analog power supply current is required to go low in software standby mode, bits DAOE2, DAOE3 and DAE should be cleared to 0, and D/A output should be disabled.

A single divided block is erased by one erasing processing. For block divisions, refer to figure 20.4. To erase two or more blocks, update the erase block number and perform the erasing processing for each block.

1. Select the on-chip program to be downloaded

   Set the EPVB bit in FECS to 1.

   Several programming/erasing programs cannot be selected at one time. If several programs are set, download is not performed and a download error is reported to the SS bit in the DPFR parameter.

   Specify the start address of a download destination by FTDAR.

   The procedures to be carried out after setting FKEY, e.g. download and initialization, are the same as those in the programming procedure. For details, refer to Programming Procedure in User Program Mode in section 20.4.2 (2) Programming Procedure in User Program Mode.

   The procedures after setting parameters for erasing programs are as follows:

2. Set the FEBS parameter necessary for erasure

   Set the erase block number of the user MAT in the flash erase block select parameter FEBS (general register ER0). If a value other than an erase block number of the user MAT is set, no block is erased even though the erasing program is executed, and an error is returned to the return value parameter FPFR.

3. Erasure

   Similar to as in programming, there is an entry point of the erasing program in the area from the start address of a download destination specified by FTDAR + 16 bytes of on-chip RAM. The subroutine is called and erasing is executed by using the following steps.

```
MOV.L   #DLTOP+16,ER2;          Set entry address to ER2
JSR     @ER2;                   Call erasing routine
NOP
```

   - The general registers other than ER0, ER1 are held in the erasing program.
   - R0L is a return value of the FPFR parameter.
   - Since the stack area is used in the erasing program, a stack area of a maximum 128 bytes must be allocated in RAM

4. The return value in the erasing program, FPFR (general register R0L) is determined.
5. Determine whether erasure of the necessary blocks has completed.

   If more than one block is to be erased, update the FEBS parameter and repeat steps 3 to 5. Blocks that have already been erased can be erased again.

The specified address should match the unit for programming of data. For example, when the programming is in 128-byte units, the lower byte of the address should be H'00 or H'80. When there are less than 128 bytes of data to be programmed, the host should fill the rest with H'FF.

Sending the 128-byte programming command with the address of H'FFFFFFFF will stop the programming operation. The boot program will interpret this as the end of the programming and wait for selection of programming or erasing.

Command	H'50	Address	SUM

- Command, H'50, (one byte): 128-byte programming
- Programming Address (four bytes): End code is H'FF, H'FF, H'FF, H'FF.
- SUM (one byte): Checksum

Response	H'06

- Response, H'06, (one byte): Response to 128-byte programming
  On completion of programming, the boot program will return ACK.

Error Response	H'D0	ERROR

- Error Response, H'D0, (one byte): Error response for 128-byte programming
- ERROR: (one byte): Error code
  H'11: Checksum error
  H'53: Programming error
  An error has occurred in programming and programming cannot be continued.

(10) Erasure

Erasure is performed with the erasure selection and block erasure command.

Firstly, erasure is selected by the erasure selection command and the boot program then erases the specified block. The command should be repeatedly executed if two or more blocks are to be erased. Sending a block-erasure command from the host with the block number H'FF will stop the erasure operating. On completion of erasing, the boot program will wait for selection of programming or erasing.

The sequences of the issuing of erasure selection commands and the erasure of data are shown in figure 20.22.

22.1.1 System Clock Control Register (SCKCR)

SCKCR controls φ clock output and selects operation when the frequency multiplication factor used by the PLL circuit is changed, and the division ratio used by the divider.

Bit	Bit Name	Initial Value	R/W	Description
7	PSTOP	0	R/W	φ Clock Output Disable Controls φ output. Normal Operation 0: φ output 1: Fixed high Sleep Mode 0: φ output 1: Fixed high Software Standby Mode 0: Fixed high 1: Fixed high Hardware Standby Mode 0: High impedance 1: High impedance All module clock stop mode 0: φ output 1: Fixed high
6	—	0	R/W	Reserved Though this bit can be read from or written to, the write value should always be 0.
5, 4	—	All 0	—	Reserved These bits are always read as 0 and cannot be modified.
3	STCS	0	R/W	Frequency Multiplication Factor Switching Mode Select Selects the operation when the PLL circuit frequency multiplication factor is changed. 0: Specified multiplication factor is valid after transition to software standby mode 1: Specified multiplication factor is valid immediately after STC1 and STC0 bits are rewritten

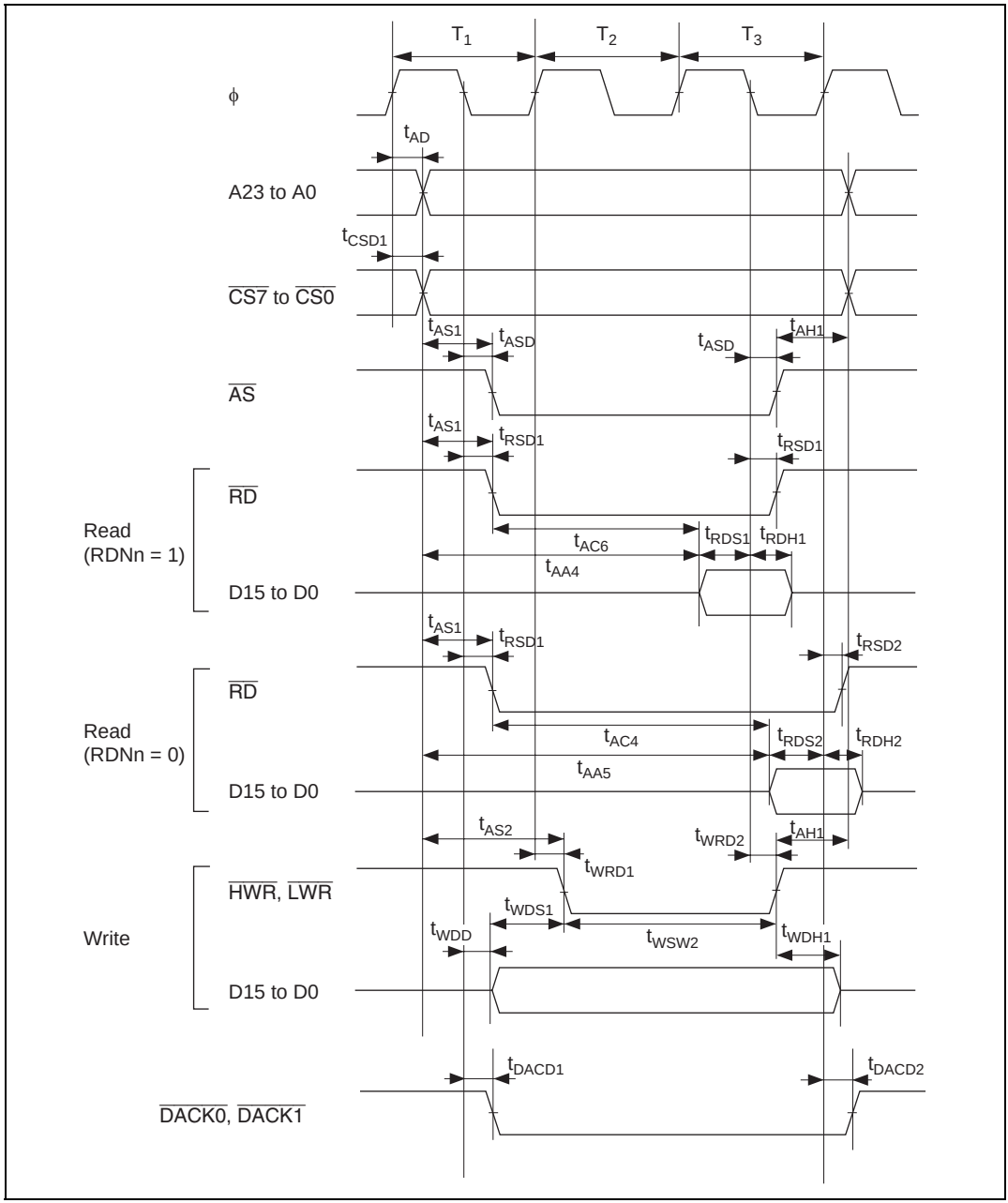

Figure 25.7 Basic Bus Timing: Three-State Access

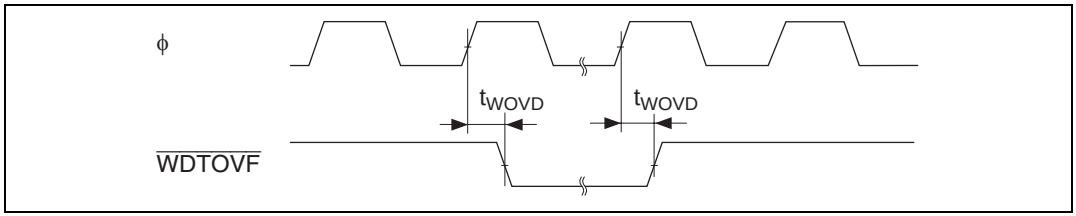

Figure 25.35 WDT Output Timing

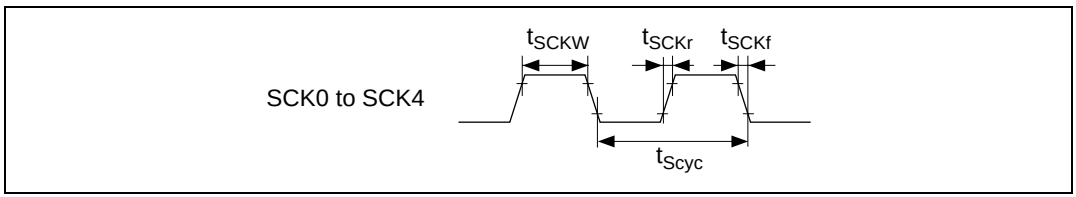

Figure 25.36 SCK Clock Input Timing

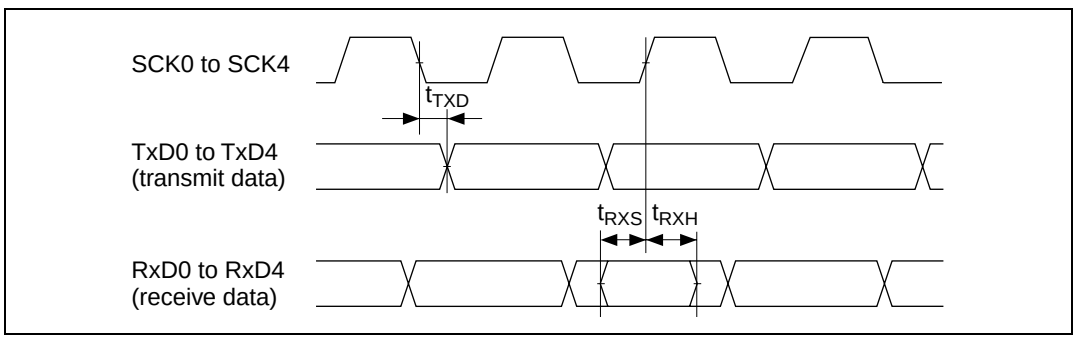

Figure 25.37 SCI Input/Output Timing: Synchronous Mode

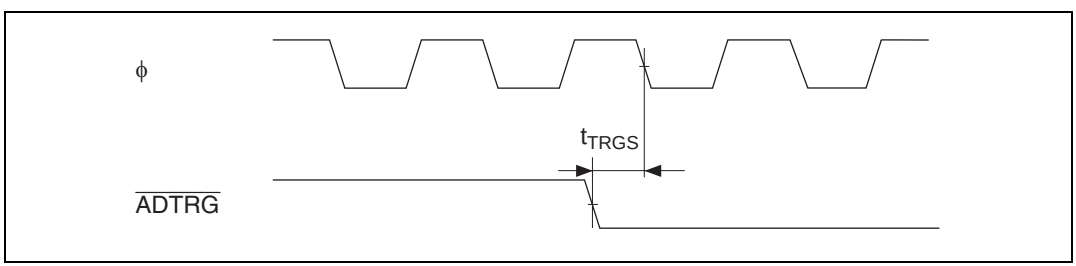

Figure 25.38 A/D Converter External Trigger Input Timing