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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, WDT
Number of I/O	6
Program Memory Size	1KB (1K x 8)
Program Memory Type	FLASH
EEPROM Size	16 x 8
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	8-SOIC (0.154", 3.90mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f011asb020ec

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Table 1. Z8 Encore! XP[®] F082A Series Family Part Selection Guide

Part Number	Flash (KB)	RAM (B)	NVDS ¹ (B)	I/O	Comparator	Advanced Analog ²	ADC Inputs	Packages
Z8F082A	8	1024	0	6–23	Yes	Yes	4–8	8-, 20- and 28-pin
Z8F081A	8	1024	0	6–25	Yes	No	0	8-, 20- and 28-pin
Z8F042A	4	1024	128	6–23	Yes	Yes	4–8	8-, 20- and 28-pin
Z8F041A	4	1024	128	6–25	Yes	No	0	8-, 20- and 28-pin
Z8F022A	2	512	64	6–23	Yes	Yes	4–8	8-, 20- and 28-pin
Z8F021A	2	512	64	6–25	Yes	No	0	8-, 20- and 28-pin
Z8F012A	1	256	16	6–23	Yes	Yes	4–8	8-, 20- and 28-pin
Z8F011A	1	256	16	6–25	Yes	No	0	8-, 20- and 28-pin

¹Non-volatile data storage.

²Advanced Analog includes ADC, temperature sensor, and low-power operational amplifier.

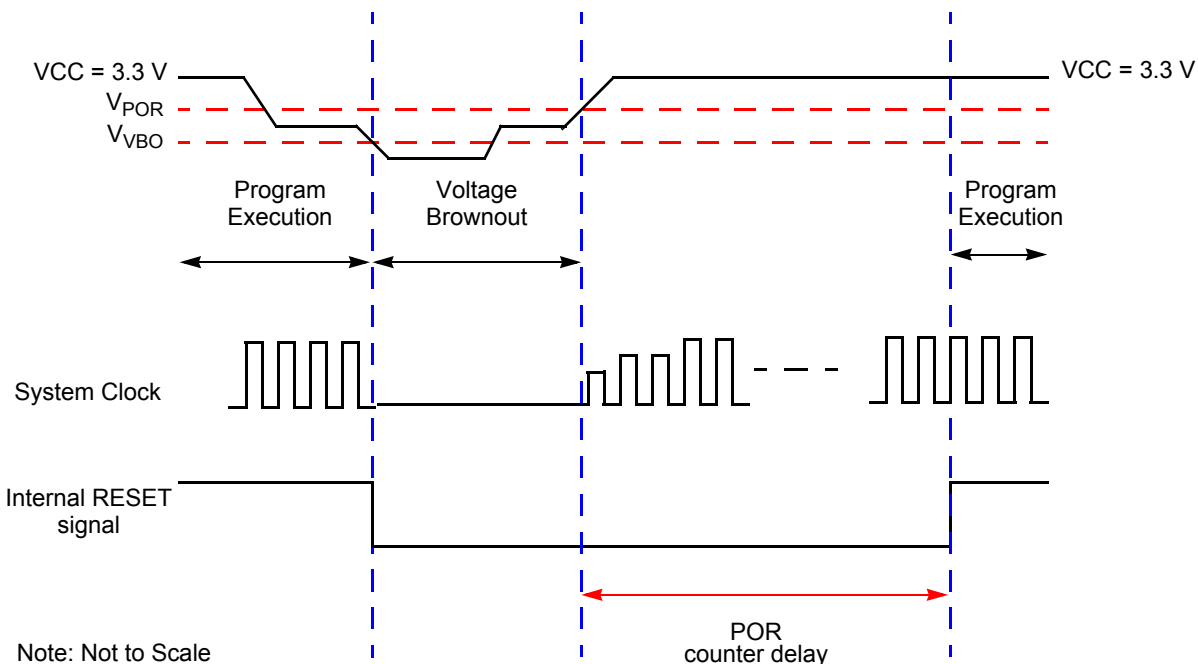


Figure 6. Voltage Brownout Reset Operation

The POR level is greater than the VBO level by the specified hysteresis value. This ensures that the device undergoes a Power-On Reset after recovering from a VBO condition.

Watchdog Timer Reset

If the device is in NORMAL or HALT mode, the Watchdog Timer can initiate a System Reset at time-out if the WDT_RES Flash Option Bit is programmed to 1. This is the unprogrammed state of the WDT_RES Flash Option Bit. If the bit is programmed to 0, it configures the Watchdog Timer to cause an interrupt, not a System Reset, at time-out.

The WDT bit in the Reset Status (RSTSTAT) register is set to signify that the reset was initiated by the Watchdog Timer.

External Reset Input

The RESET pin has a Schmitt-Triggered input and an internal pull-up resistor. Once the RESET pin is asserted for a minimum of four system clock cycles, the device progresses through the System Reset sequence. Because of the possible asynchronicity of the system clock and reset signals, the required reset duration may be as short as three clock periods

function). (Push-pull output)

1 = The source current for the associated pin is disabled (open-drain mode).

Port A–D High Drive Enable Sub-Registers

The Port A–D High Drive Enable sub-register (Table 22) is accessed through the Port A–D Control register by writing 04H to the Port A–D Address register. Setting the bits in the Port A–D High Drive Enable sub-registers to 1 configures the specified port pins for high current output drive operation. The Port A–D High Drive Enable sub-register affects the pins directly and, as a result, alternate functions are also affected.

Table 22. Port A–D High Drive Enable Sub-Registers (PxHDE)

BITS	7	6	5	4	3	2	1	0
FIELD	PHDE7	PHDE6	PHDE5	PHDE4	PHDE3	PHDE2	PHDE1	PHDE0
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
ADDR	If 04H in Port A–D Address Register, accessible through the Port A–D Control Register							

PHDE[7:0]—Port High Drive Enabled

0 = The Port pin is configured for standard output current drive.

1 = The Port pin is configured for high output current drive.

Port A–D Stop Mode Recovery Source Enable Sub-Registers

The Port A–D Stop Mode Recovery Source Enable sub-register (Table 23) is accessed through the Port A–D Control register by writing 05H to the Port A–D Address register. Setting the bits in the Port A–D Stop Mode Recovery Source Enable sub-registers to 1 configures the specified Port pins as a Stop Mode Recovery source. During STOP mode, any logic transition on a Port pin enabled as a Stop Mode Recovery source initiates Stop Mode Recovery.

Table 23. Port A–D Stop Mode Recovery Source Enable Sub-Registers (PxSMRE)

BITS	7	6	5	4	3	2	1	0
FIELD	PSMRE7	PSMRE6	PSMRE5	PSMRE4	PSMRE3	PSMRE2	PSMRE1	PSMRE0
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
ADDR	If 05H in Port A–D Address Register, accessible through the Port A–D Control Register							

PSMRE[7:0]—Port Stop Mode Recovery Source Enabled

0 = The Port pin is not configured as a Stop Mode Recovery source. Transitions on this pin

Reserved—Must be 0.

C3ENL—Port C3 Interrupt Request Enable Low Bit

C2ENL—Port C2 Interrupt Request Enable Low Bit

C1ENL—Port C1 Interrupt Request Enable Low Bit

C0ENL—Port C0 Interrupt Request Enable Low Bit

Interrupt Edge Select Register

The Interrupt Edge Select (IRQES) register ([Table 45](#)) determines whether an interrupt is generated for the rising edge or falling edge on the selected GPIO Port A input pin.

Table 45. Interrupt Edge Select Register (IRQES)

BITS	7	6	5	4	3	2	1	0
FIELD	IES7	IES6	IES5	IES4	IES3	IES2	IES1	IES0
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
ADDR	FCDH							

IES_x—Interrupt Edge Select *x*

0 = An interrupt request is generated on the falling edge of the PA_x input.

1 = An interrupt request is generated on the rising edge of the PA_x input.

where *x* indicates the specific GPIO Port pin number (0 through 7).

Shared Interrupt Select Register

The Shared Interrupt Select (IRQSS) register ([Table 46](#)) determines the source of the PAD_xS 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.

PWM DUAL OUTPUT Mode

In PWM DUAL OUTPUT mode, the timer outputs a Pulse-Width Modulated (PWM) output signal pair (basic PWM signal and its complement) through two GPIO Port pins. The timer input is the system clock. The timer first counts up to the 16-bit PWM match value stored in the Timer PWM High and Low Byte registers. When the timer count value matches the PWM value, the Timer Output toggles. The timer continues counting until it reaches the Reload value stored in the Timer Reload High and Low Byte registers. Upon reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes.

If the TPOL bit in the Timer Control register is set to 1, the Timer Output signal begins as a High (1) and transitions to a Low (0) when the timer value matches the PWM value. The Timer Output signal returns to a High (1) after the timer reaches the Reload value and is reset to 0001H.

If the TPOL bit in the Timer Control register is set to 0, the Timer Output signal begins as a Low (0) and transitions to a High (1) when the timer value matches the PWM value. The Timer Output signal returns to a Low (0) after the timer reaches the Reload value and is reset to 0001H.

The timer also generates a second PWM output signal Timer Output Complement. The Timer Output Complement is the complement of the Timer Output PWM signal. A programmable deadband delay can be configured to time delay (0 to 128 system clock cycles) PWM output transitions on these two pins from a low to a high (inactive to active). This ensures a time gap between the deassertion of one PWM output to the assertion of its complement.

Follow the steps below for configuring a timer for PWM DUAL OUTPUT mode and initiating the PWM operation:

1. Write to the Timer Control register to:
 - Disable the timer.
 - Configure the timer for PWM DUAL OUTPUT mode by writing the TMODE bits in the TxCTL1 register and the TMODEHI bit in TxCTL0 register.
 - Set the prescale value.
 - Set the initial logic level (High or Low) and PWM High/Low transition for the Timer Output alternate function.
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H). This only affects the first pass in PWM mode. After the first timer reset in PWM mode, counting always begins at the reset value of 0001H.
3. Write to the PWM High and Low Byte registers to set the PWM value.
4. Write to the PWM Control register to set the PWM dead band delay value. The deadband delay must be less than the duration of the positive phase of the PWM signal (as defined by the PWM high and low byte registers). It must also be less than the

duration of the negative phase of the PWM signal (as defined by the difference between the PWM registers and the Timer Reload registers).

5. Write to the Timer Reload High and Low Byte registers to set the Reload value (PWM period). The Reload value must be greater than the PWM value.
6. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
7. Configure the associated GPIO port pin for the Timer Output and Timer Output Complement alternate functions. The Timer Output Complement function is shared with the Timer Input function for both timers. Setting the timer mode to Dual PWM automatically switches the function from Timer In to Timer Out Complement.
8. Write to the Timer Control register to enable the timer and initiate counting.

The PWM period is represented by the following equation:

$$\text{PWM Period (s)} = \frac{\text{Reload Value} \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

If an initial starting value other than 0001H is loaded into the Timer High and Low Byte registers, the ONE-SHOT mode equation determines the first PWM time-out period.

If TPOL is set to 0, the ratio of the PWM output High time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{Reload Value} - \text{PWM Value}}{\text{Reload Value}} \times 100$$

If TPOL is set to 1, the ratio of the PWM output High time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{PWM Value}}{\text{Reload Value}} \times 100$$

CAPTURE Mode

In CAPTURE mode, the current timer count value is recorded when the appropriate external Timer Input transition occurs. The Capture count value is written to the Timer PWM High and Low Byte Registers. The timer input is the system clock. The TPOL bit in the Timer Control register determines if the Capture occurs on a rising edge or a falling edge of the Timer Input signal. When the Capture event occurs, an interrupt is generated and the timer continues counting. The INPCAP bit in TxCTL0 register is set to indicate the timer interrupt is because of an input capture event.

The timer continues counting up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. Upon reaching the Reload value, the timer generates an interrupt and continues counting. The INPCAP bit in TxCTL0 register clears indicating the timer interrupt is not because of an input capture event.

110 = 64 cycles delay

111 = 128 cycles delay

INPCAP—Input Capture Event

This bit indicates if the most recent timer interrupt is caused by a Timer Input Capture Event.

0 = Previous timer interrupt is not a result of Timer Input Capture Event

1 = Previous timer interrupt is a result of Timer Input Capture Event

Timer 0–1 Control Register 1

The Timer 0–1 Control (TxCTL1) registers enable/disable the timers, set the prescaler value, and determine the timer operating mode (Table 49).

Table 49. Timer 0–1 Control Register 1 (TxCTL1)

BITS	7	6	5	4	3	2	1	0
FIELD	TEN	TPOL	PRES			TMODE		
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
ADDR	F07H, F0FH							

TEN—Timer Enable

0 = Timer is disabled.

1 = Timer enabled to count.

TPOL—Timer Input/Output Polarity

Operation of this bit is a function of the current operating mode of the timer.

ONE-SHOT mode

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.

CONTINUOUS mode

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.

COUNTER mode

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.

Watchdog Timer Refresh

When first enabled, the Watchdog Timer is loaded with the value in the Watchdog Timer Reload registers. The Watchdog Timer counts down to 000000H unless a WDT instruction is executed by the eZ8 CPU. Execution of the WDT instruction causes the downcounter to be reloaded with the WDT Reload value stored in the Watchdog Timer Reload registers. Counting resumes following the reload operation.

When the Z8 Encore! XP[®] F082A Series devices are operating in DEBUG mode (using the on-chip debugger), the Watchdog Timer is continuously refreshed to prevent any Watchdog Timer time-outs.

Watchdog Timer Time-Out Response

The Watchdog Timer times out when the counter reaches 000000H. A time-out of the Watchdog Timer generates either an interrupt or a system reset. The WDT_RES Flash Option Bit determines the time-out response of the Watchdog Timer. For information on programming the WDT_RES Flash Option Bit, see [Flash Option Bits](#) on page 153.

WDT Interrupt in Normal Operation

If configured to generate an interrupt when a time-out occurs, the Watchdog Timer issues an interrupt request to the interrupt controller and sets the WDT status bit in the Reset Status (RSTSTAT) register (see [Reset Status Register](#) on page 30). If interrupts are enabled, the eZ8 CPU responds to the interrupt request by fetching the Watchdog Timer interrupt vector and executing code from the vector address. After time-out and interrupt generation, the Watchdog Timer counter rolls over to its maximum value of FFFFFH and continues counting. The Watchdog Timer counter is not automatically returned to its Reload Value.

The Reset Status (RSTSTAT) register must be read before clearing the WDT interrupt. This read clears the WDT timeout Flag and prevents further WDT interrupts from immediately occurring.

WDT Interrupt in STOP Mode

If configured to generate an interrupt when a time-out occurs and the Z8 Encore! XP F082A Series devices are in STOP mode, the Watchdog Timer automatically initiates a Stop Mode Recovery and generates an interrupt request. Both the WDT status bit and the STOP bit in the Reset Status (RSTSTAT) register are set to 1 following a WDT time-out in STOP mode. For more information on Stop Mode Recovery, see [Reset, Stop Mode Recovery, and Low Voltage Detection](#) on page 23.

If interrupts are enabled, following completion of the Stop Mode Recovery the eZ8 CPU responds to the interrupt request by fetching the Watchdog Timer interrupt vector and executing code from the vector address.

The UART is now configured for interrupt-driven data transmission. Because the UART Transmit Data register is empty, an interrupt is generated immediately. When the UART Transmit interrupt is detected, the associated interrupt service routine (ISR) performs the following:

1. Write the UART Control 1 register to select the multiprocessor bit for the byte to be transmitted:
2. Set the Multiprocessor Bit Transmitter (MPBT) if sending an address byte, clear it if sending a data byte.
3. Write the data byte to the UART Transmit Data register. The transmitter automatically transfers the data to the Transmit Shift register and transmits the data.
4. Clear the UART Transmit interrupt bit in the applicable Interrupt Request register.
5. Execute the IRET instruction to return from the interrupt-service routine and wait for the Transmit Data register to again become empty.

Receiving Data using the Polled Method

Follow the steps below to configure the UART for polled data reception:

1. Write to the UART Baud Rate High and Low Byte registers to set an acceptable baud rate for the incoming data stream.
2. Enable the UART pin functions by configuring the associated GPIO Port pins for alternate function operation.
3. Write to the UART Control 1 register to enable MULTIPROCESSOR mode functions, if appropriate.
4. Write to the UART Control 0 register to:
 - Set the receive enable bit (REN) to enable the UART for data reception
 - Enable parity, if appropriate and if Multiprocessor mode is not enabled, and select either even or odd parity.
5. Check the RDA bit in the UART Status 0 register to determine if the Receive Data register contains a valid data byte (indicated by a 1). If RDA is set to 1 to indicate available data, continue to [Step 5](#). If the Receive Data register is empty (indicated by a 0), continue to monitor the RDA bit awaiting reception of the valid data.
6. Read data from the UART Receive Data register. If operating in MULTIPROCESSOR (9-bit) mode, further actions may be required depending on the MULTIPROCESSOR mode bits MPMD[1:0].
7. Return to [Step 4](#) to receive additional data.

Receiving Data using the Interrupt-Driven Method

The UART Receiver interrupt indicates the availability of new data (as well as error conditions). Follow the steps below to configure the UART receiver for interrupt-driven operation:

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

The UART is now configured for interrupt-driven data reception. When the UART Receiver interrupt is detected, the associated interrupt service routine (ISR) performs the following:

1. Checks the UART Status 0 register to determine the source of the interrupt - error, break, or received data.
2. Reads the data from the UART Receive Data register if the interrupt was because of data available. If operating in MULTIPROCESSOR (9-bit) mode, further actions may be required depending on the MULTIPROCESSOR mode bits MPMD[1:0].

The UART data rate is calculated using the following equation:

$$\text{UART Baud Rate (bits/s)} = \frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Baud Rate Divisor Value}}$$

For a given UART data rate, calculate the integer baud rate divisor value using the following equation:

$$\text{UART Baud Rate Divisor Value (BRG)} = \text{Round}\left(\frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Data Rate (bits/s)}}\right)$$

The baud rate error relative to the acceptable baud rate is calculated using the following equation:

$$\text{UART Baud Rate Error (\%)} = 100 \times \left(\frac{\text{Actual Data Rate} - \text{Desired Data Rate}}{\text{Desired Data Rate}} \right)$$

For reliable communication, the UART baud rate error must never exceed 5 percent.

Table 70 provides information on the data rate errors for popular baud rates and commonly used crystal oscillator frequencies.

Table 70. UART Baud Rates

10.0 MHz System Clock				5.5296 MHz System Clock			
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	1	625.0	0.00	625.0	N/A	N/A	N/A
250.0	3	208.33	-16.67	250.0	1	345.6	38.24
115.2	5	125.0	8.51	115.2	3	115.2	0.00
57.6	11	56.8	-1.36	57.6	6	57.6	0.00
38.4	16	39.1	1.73	38.4	9	38.4	0.00
19.2	33	18.9	0.16	19.2	18	19.2	0.00
9.60	65	9.62	0.16	9.60	36	9.60	0.00
4.80	130	4.81	0.16	4.80	72	4.80	0.00
2.40	260	2.40	-0.03	2.40	144	2.40	0.00
1.20	521	1.20	-0.03	1.20	288	1.20	0.00
0.60	1042	0.60	-0.03	0.60	576	0.60	0.00
0.30	2083	0.30	0.2	0.30	1152	0.30	0.00

Analog-to-Digital Converter

The analog-to-digital converter (ADC) converts an analog input signal to its digital representation. The features of this sigma-delta ADC include:

- 11-bit resolution in DIFFERENTIAL mode.
- 10-bit resolution in SINGLE-ENDED mode.
- Eight single-ended analog input sources are multiplexed with general-purpose I/O ports.
- 9th analog input obtained from temperature sensor peripheral.
- 11 pairs of differential inputs also multiplexed with general-purpose I/O ports.
- Low-power operational amplifier (LPO).
- Interrupt on conversion complete.
- Bandgap generated internal voltage reference with two selectable levels.
- Manual in-circuit calibration is possible employing user code (offset calibration).
- Factory calibrated for in-circuit error compensation.

Architecture

Figure 19 displays the major functional blocks of the ADC. An analog multiplexer network selects the ADC input from the available analog pins, ANA0 through ANA7.

The input stage of the ADC allows both differential gain and buffering. The following input options are available:

- Unbuffered input (SINGLE-ENDED and DIFFERENTIAL modes).
- Buffered input with unity gain (SINGLE-ENDED and DIFFERENTIAL modes).
- LPO output with full pin access to the feedback path.

- If the internal voltage reference must be output to a pin, set the REFEXT bit to 1. The internal voltage reference must be enabled in this case.
 - Write the REFSELL bit of the pair {REFSELH, REFSELL} to select the internal voltage reference level or to disable the internal reference. The REFSELH bit is contained in the [ADC Control/Status Register 1](#).
 - Set CEN to 1 to start the conversion.
4. CEN remains 1 while the conversion is in progress. A single-shot conversion requires 5129 system clock cycles to complete. If a single-shot conversion is requested from an ADC powered-down state, the ADC uses 40 additional clock cycles to power up before beginning the 5129 cycle conversion.
 5. When the conversion is complete, the ADC control logic performs the following operations:
 - 13-bit two's-complement result written to {ADCD_H[7:0], ADCD_L[7:3]}.
 - Sends an interrupt request to the Interrupt Controller denoting conversion complete.
 - CEN resets to 0 to indicate the conversion is complete.
 6. If the ADC remains idle for 160 consecutive system clock cycles, it is automatically powered-down.

Continuous Conversion

When configured for continuous conversion, the ADC continuously performs an analog-to-digital conversion on the selected analog input. Each new data value over-writes the previous value stored in the ADC Data registers. An interrupt is generated after each conversion.



Caution: *In CONTINUOUS mode, ADC updates are limited by the input signal bandwidth of the ADC and the latency of the ADC and its digital filter. Step changes at the input are not immediately detected at the next output from the ADC. The response of the ADC (in all modes) is limited by the input signal bandwidth and the latency.*

Follow the steps below for setting up the ADC and initiating continuous conversion:

1. Enable the desired analog input by configuring the general-purpose I/O pins for alternate function. This action disables the digital input and output driver.
2. Write the [ADC Control/Status Register 1](#) to configure the ADC.
 - Write to BUFMODE[2:0] to select SINGLE-ENDED or DIFFERENTIAL mode, as well as unbuffered or buffered mode.
 - Write the REFSELH bit of the pair {REFSELH, REFSELL} to select the internal voltage reference level or to disable the internal reference. The REFSELL bit is contained in the [ADC Control Register 0](#).

Option Bit Types

User Option Bits

The user option bits are contained in the first two bytes of program memory. User access to these bits has been provided because these locations contain application-specific device configurations. The information contained here is lost when page 0 of the program memory is erased.

Trim Option Bits

The trim option bits are contained in the information page of the Flash memory. These bits are factory programmed values required to optimize the operation of onboard analog circuitry and cannot be permanently altered. Program Memory may be erased without endangering these values. It is possible to alter working values of these bits by accessing the Trim Bit Address and Data Registers, but these working values are lost after a power loss or any other reset event.

There are 32 bytes of trim data. To modify one of these values the user code must first write a value between 00H and 1FH into the Trim Bit Address Register. The next write to the Trim Bit Data register changes the working value of the target trim data byte.

Reading the trim data requires the user code to write a value between 00H and 1FH into the Trim Bit Address Register. The next read from the Trim Bit Data register returns the working value of the target trim data byte.

► **Note:** *The trim address range is from information address 20-3F only. The remainder of the information page is not accessible through the trim bit address and data registers.*

Calibration Option Bits

The calibration option bits are also contained in the information page. These bits are factory programmed values intended for use in software correcting the device's analog performance. To read these values, the user code must employ the LDC instruction to access the information area of the address space as defined in [See Flash Information Area](#) on page 17.

Serialization Bits

As an optional feature, Zilog[®] is able to provide factory-programmed serialization. For serialized products, the individual devices are programmed with unique serial numbers. These serial numbers are binary values, four bytes in length. The numbers increase in size with each device, but gaps in the serial sequence may exist.

These serial numbers are stored in the Flash information page (see [Reading the Flash Information Page](#) on page 155 and [Serialization Data](#) on page 165 for more details) and are unaffected by mass erasure of the device's Flash memory.

Non-Volatile Data Storage

The Z8 Encore! XP[®] F082A Series devices contain a non-volatile data storage (NVDS) element of up to 128 bytes. This memory can perform over 100,000 write cycles.

Operation

The NVDS is implemented by special purpose Zilog[®] software stored in areas of program memory, which are not user-accessible. These special-purpose routines use the Flash memory to store the data. The routines incorporate a dynamic addressing scheme to maximize the write/erase endurance of the Flash.

► **Note:** *Different members of the Z8 Encore! XP F082A Series feature multiple NVDS array sizes. See [Z8 Encore! XP[®] F082A Series Family Part Selection Guide](#) on page 3 for details. Also the members containing 8 KB of Flash memory do not include the NVDS feature.*

NVDS Code Interface

Two routines are required to access the NVDS: a write routine and a read routine. Both of these routines are accessed with a CALL instruction to a pre-defined address outside of the user-accessible program memory. Both the NVDS address and data are single-byte values. Because these routines disturb the working register set, user code must ensure that any required working register values are preserved by pushing them onto the stack or by changing the working register pointer just prior to NVDS execution.

During both read and write accesses to the NVDS, interrupt service is NOT disabled. Any interrupts that occur during the NVDS execution must take care not to disturb the working register and existing stack contents or else the array may become corrupted. Disabling interrupts before executing NVDS operations is recommended.

Use of the NVDS requires 15 bytes of available stack space. Also, the contents of the working register set are overwritten.

For correct NVDS operation, the Flash Frequency Registers must be programmed based on the system clock frequency (see [Flash Operation Timing Using the Flash Frequency Registers](#) on page 145).

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

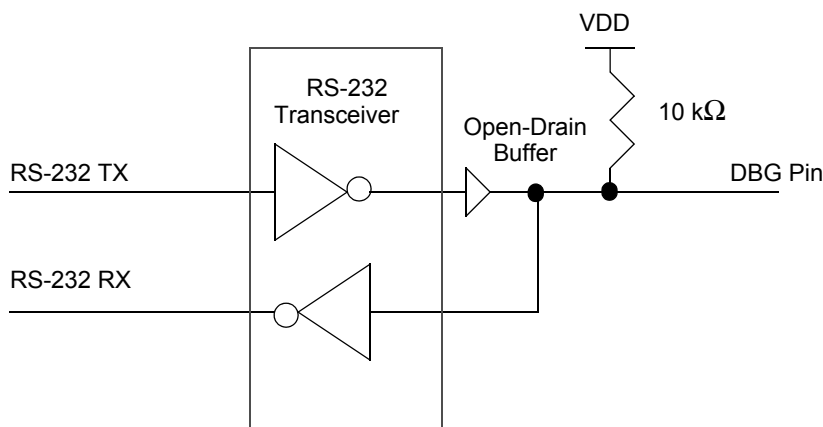


Figure 25. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface (2)

DEBUG Mode

The operating characteristics of the devices in DEBUG mode are:

- The eZ8 CPU fetch unit stops, idling the eZ8 CPU, unless directed by the OCD to execute specific instructions.
- The system clock operates unless in STOP mode.
- All enabled on-chip peripherals operate unless in STOP mode.
- Automatically exits HALT mode.
- Constantly refreshes the Watchdog Timer, if enabled.

Entering DEBUG Mode

The operating characteristics of the devices entering DEBUG mode are:

- The device enters DEBUG mode after the eZ8 CPU executes a BRK (Breakpoint) instruction.
- If the DBG pin is held Low during the final clock cycle of system reset, the part enters DEBUG mode immediately (20-/28-pin products only).

► **Note:** *Holding the DBG pin Low for an additional 5000 (minimum) clock cycles after reset (making sure to account for any specified frequency error if using an internal oscillator) prevents a false interpretation of an Autobaud sequence (see [OCD Auto-Baud Detector/Generator](#) on page 176).*

- **Read Register (09H)**—The Read Register command reads data from the Register File. Data can be read 1–256 bytes at a time (256 bytes can be read by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, this command returns FFH for all the data values.

```
DBG ← 09H
DBG ← {4'h0, Register Address[11:8]}
DBG ← Register Address[7:0]
DBG ← Size[7:0]
DBG → 1-256 data bytes
```

- **Write Program Memory (0AH)**—The Write Program Memory command writes data to Program Memory. This command is equivalent to the LDC and LDCI instructions. Data can be written 1–65536 bytes at a time (65536 bytes can be written by setting size to 0). The on-chip Flash Controller must be written to and unlocked for the programming operation to occur. If the Flash Controller is not unlocked, the data is discarded. If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, the data is discarded.

```
DBG ← 0AH
DBG ← Program Memory Address[15:8]
DBG ← Program Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG ← 1-65536 data bytes
```

- **Read Program Memory (0BH)**—The Read Program Memory command reads data from Program Memory. This command is equivalent to the LDC and LDCI instructions. Data can be read 1–65536 bytes at a time (65536 bytes can be read by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, this command returns FFH for the data.

```
DBG ← 0BH
DBG ← Program Memory Address[15:8]
DBG ← Program Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG → 1-65536 data bytes
```

- **Write Data Memory (0CH)**—The Write Data Memory command writes data to Data Memory. This command is equivalent to the LDE and LDEI instructions. Data can be written 1–65536 bytes at a time (65536 bytes can be written by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, the data is discarded.

```
DBG ← 0CH
DBG ← Data Memory Address[15:8]
DBG ← Data Memory Address[7:0]
```

Figure 40 displays the 8-pin Small Outline Integrated Circuit package (SOIC) available for the Z8 Encore! XP® F082A Series devices.

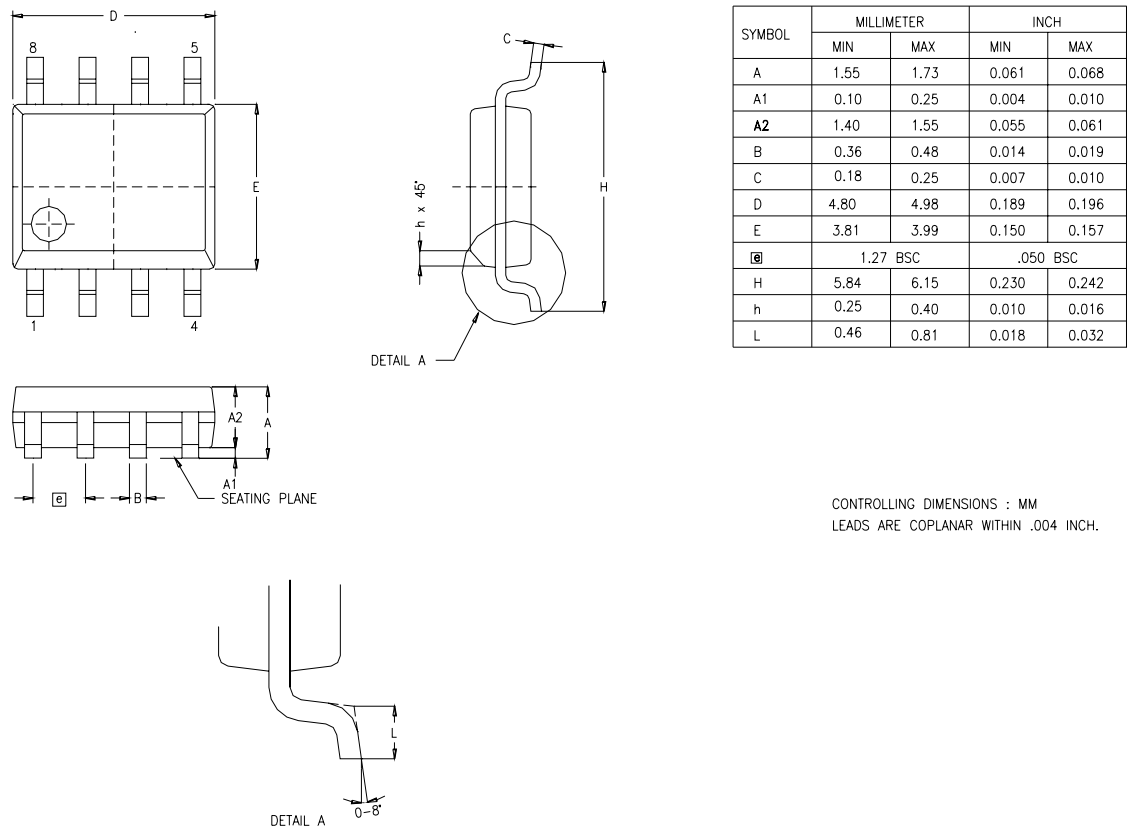


Figure 40. 8-Pin Small Outline Integrated Circuit Package (SOIC)