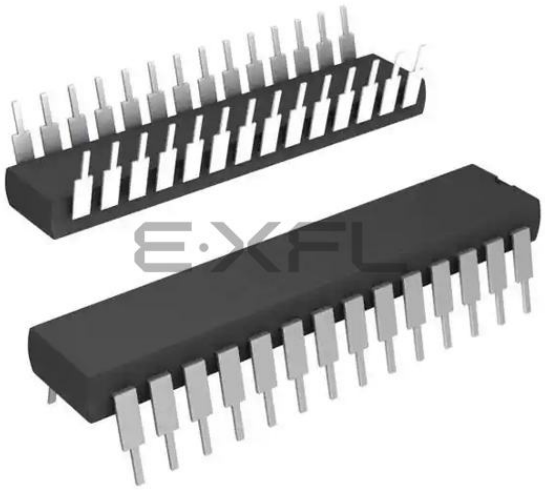

Welcome to E-XFL.COM

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	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	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	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Through Hole
Package / Case	28-DIP (0.600", 15.24mm)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f012apj020ec

Table of Contents

CPU and Peripheral Overview

eZ8 CPU Features

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 higher-level 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 on eZ8 CPU, refer to *eZ8 CPU Core User Manual (UM0128)* available for download at www.zilog.com.

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.

The pin configurations listed are preliminary and subject to change based on manufacturing limitations.

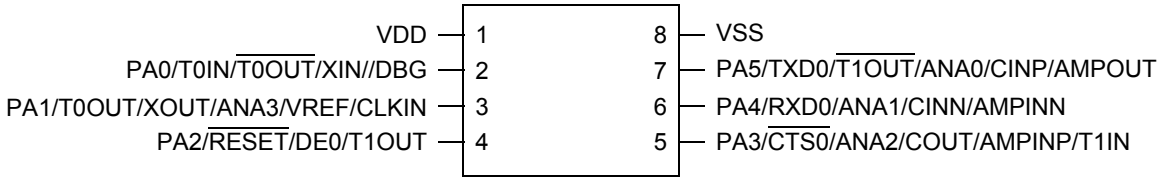

Figure 2. Z8F08xA, Z8F04xA, Z8F02xA, and Z8F01xA in 8-Pin SOIC, QFN/MLF-S, or PDIP Package

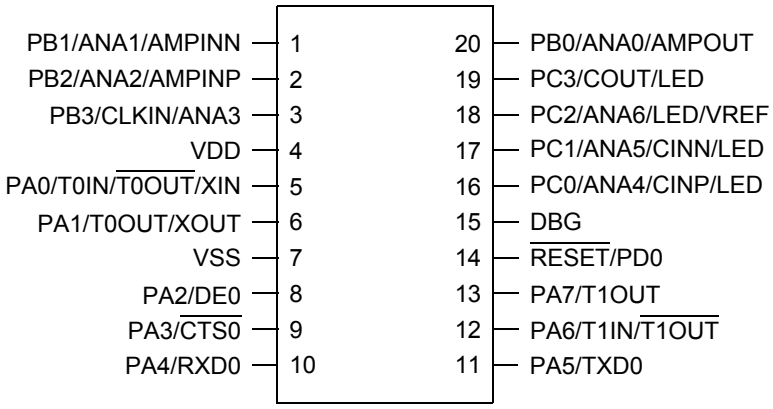

Figure 3. Z8F08xA, Z8F04xA, Z8F02xA, and Z8F01xA in 20-Pin SOIC, SSOP or PDIP Package

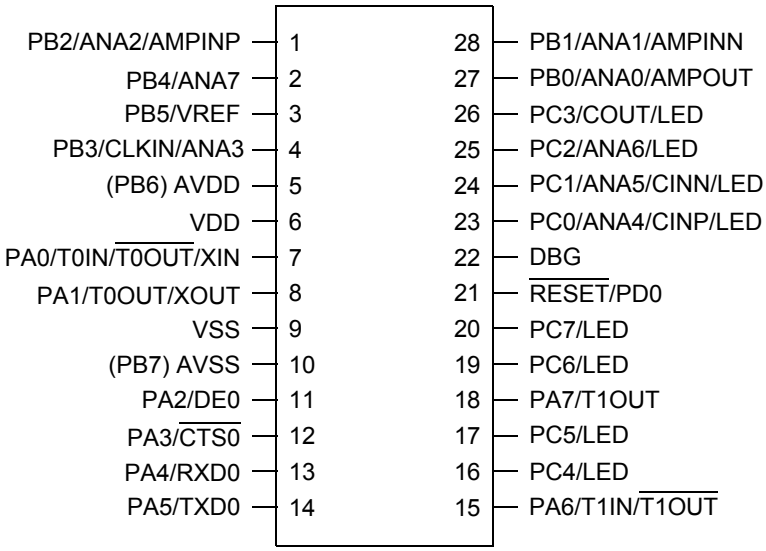

Figure 4. Z8F08xA, Z8F04xA, Z8F02xA, and Z8F01xA in 28-Pin SOIC, SSOP or PDIP Package

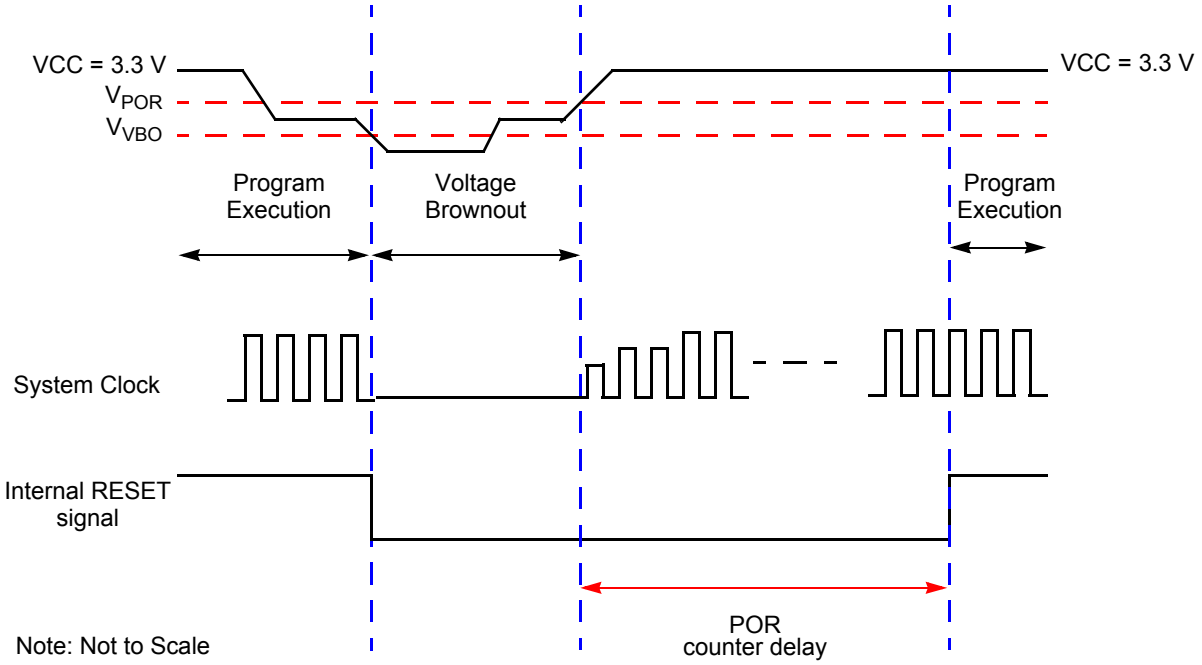

Figure 6. Voltage Brownout Reset Operation

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 $\overline{\text{RESET}}$ pin has a Schmitt-Triggered input and an internal pull-up resistor. Once the $\overline{\text{RESET}}$ 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

initiate Stop Mode Recovery without being written to the Port Input Data register or without initiating an interrupt (if enabled for that pin).

Stop Mode Recovery Using the External $\overline{\text{RESET}}$ Pin

When the Z8 Encore! XP F082A Series device is in STOP mode and the external $\overline{\text{RESET}}$ pin is driven Low, a system reset occurs. Because of a glitch filter operating on the $\overline{\text{RESET}}$ pin, the Low pulse must be greater than the minimum width specified, or it is ignored. See Electrical Characteristics on page 221 for details.

Low Voltage Detection

In addition to the Voltage Brownout (VBO) Reset described above, it is also possible to generate an interrupt when the supply voltage drops below a user-selected value. For details about configuring the Low Voltage Detection (LVD) and the threshold levels available, see Trim Bit Address 0003H on page 159. The LVD function is available on the 8-pin product versions only.

When the supply voltage drops below the LVD threshold, the LVD bit of the Reset Status (RSTSTAT) register is set to one. This bit remains one until the low-voltage condition goes away. Reading or writing this bit does not clear it. The LVD circuit can also generate an interrupt when so enabled, see Interrupt Vectors and Priority on page 58. The LVD bit is NOT latched, so enabling the interrupt is the only way to guarantee detection of a transient low voltage event.

The LVD functionality depends on circuitry shared with the VBO block; therefore, disabling the VBO also disables the LVD.

Reset Register Definitions

The following sections define the Reset registers.

Reset Status Register

The Reset Status (RSTSTAT) register is a read-only register that indicates the source of the most recent Reset event, indicates a Stop Mode Recovery event, and indicates a Watchdog Timer time-out. Reading this register resets the upper four bits to 0.

This register shares its address with the Watchdog Timer control register, which is write-only (see Table 11 on page 31).

Low-Power Modes

The Z8 Encore! XP F082A Series products contain power-saving features. The highest level of power reduction is provided by the STOP mode, in which nearly all device functions are powered down. The next lower level of power reduction is provided by the HALT mode, in which the CPU is powered down.

Further power savings can be implemented by disabling individual peripheral blocks while in Active mode (defined as being in neither STOP nor HALT mode).

STOP Mode

Executing the eZ8 CPU's STOP instruction places the device into STOP mode, powering down all peripherals except the Voltage Brownout detector, the Low-power Operational Amplifier and the Watchdog Timer. These three blocks may also be disabled for additional power savings. Specifically, the operating characteristics are:

- Primary crystal oscillator and internal precision oscillator are stopped; XIN and XOUT (if previously enabled) are disabled, and PA0/PA1 revert to the states programmed by the GPIO registers.
- System clock is stopped.
- eZ8 CPU is stopped.
- Program counter (PC) stops incrementing.
- Watchdog Timer's internal RC oscillator continues to operate if enabled by the Oscillator Control register.
- If enabled, the Watchdog Timer logic continues to operate.
- If enabled for operation in STOP mode by the associated Flash Option Bit, the Voltage Brownout protection circuit continues to operate.
- Low-power operational amplifier continues to operate if enabled by the Power Control register to do so.
- All other on-chip peripherals are idle.

To minimize current in STOP mode, all GPIO pins that are configured as digital inputs must be driven to one of the supply rails (V_{CC} or GND). Additionally, any GPIOs configured as outputs must also be driven to one of the supply rails. The device can be brought out of STOP mode using Stop Mode Recovery. For more information on Stop Mode Recovery, see Reset, Stop Mode Recovery, and Low Voltage Detection on page 23.

Table 32. Trap and Interrupt Vectors in Order of Priority

Priority	Program Memory Vector Address	Interrupt or Trap Source
Highest	0002H	Reset (not an interrupt)
	0004H	Watchdog Timer (see Watchdog Timer on page 91)
	003AH	Primary Oscillator Fail Trap (not an interrupt)
	003CH	Watchdog Oscillator Fail Trap (not an interrupt)
	0006H	Illegal Instruction Trap (not an interrupt)
	0008H	Reserved
	000AH	Timer 1
	000CH	Timer 0
	000EH	UART 0 receiver
	0010H	UART 0 transmitter
	0012H	Reserved
	0014H	Reserved
	0016H	ADC
	0018H	Port A Pin 7, selectable rising or falling input edge or LVD (see Reset, Stop Mode Recovery, and Low Voltage Detection on page 23)
	001AH	Port A Pin 6, selectable rising or falling input edge or Comparator Output
	001CH	Port A Pin 5, selectable rising or falling input edge
	001EH	Port A Pin 4, selectable rising or falling input edge
	0020H	Port A Pin 3, selectable rising or falling input edge
	0022H	Port A Pin 2, selectable rising or falling input edge
	0024H	Port A Pin 1, selectable rising or falling input edge
	0026H	Port A Pin 0, selectable rising or falling input edge
	0028H	Reserved
	002AH	Reserved
	002CH	Reserved
	002EH	Reserved
	0030H	Port C Pin 3, both input edges
	0032H	Port C Pin 2, both input edges

send. This action provides 7 bit periods of latency to load the Transmit Data register before the Transmit shift register completes shifting the current character. Writing to the UART Transmit Data register clears the TDRE bit to 0.

Receiver Interrupts

The receiver generates an interrupt when any of the following occurs:

- A data byte is received and is available in the UART Receive Data register. This interrupt can be disabled independently of the other receiver interrupt sources. The received data interrupt occurs after the receive character has been received and placed in the Receive Data register. To avoid an overrun error, software must respond to this received data available condition before the next character is completely received.

Note: *In MULTIPROCESSOR mode (MPEN = 1), the receive data interrupts are dependent on the multiprocessor configuration and the most recent address byte.*

- A break is received.
- An overrun is detected.
- A data framing error is detected.

UART Overrun Errors

When an overrun error condition occurs the UART prevents overwriting of the valid data currently in the Receive Data register. The Break Detect and Overrun status bits are not displayed until after the valid data has been read.

After the valid data has been read, the UART Status 0 register is updated to indicate the overrun condition (and Break Detect, if applicable). The RDA bit is set to 1 to indicate that the Receive Data register contains a data byte. However, because the overrun error occurred, this byte may not contain valid data and must be ignored. The BRKD bit indicates if the overrun was caused by a break condition on the line. After reading the status byte indicating an overrun error, the Receive Data register must be read again to clear the error bits is the UART Status 0 register. Updates to the Receive Data register occur only when the next data word is received.

UART Data and Error Handling Procedure

Figure 15 displays the recommended procedure for use in UART receiver interrupt service routines.

UART Address Compare Register

The UART Address Compare (UxADDR) register stores the multi-node network address of the UART (see Table 67). 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.

Table 67. UART Address Compare Register (U0ADDR)

BITS	7	6	5	4	3	2	1	0
FIELD	COMP_ADDR							
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	F45H							

COMP_ADDR—Compare Address
This 8-bit value is compared to incoming address bytes.

UART Baud Rate High and Low Byte Registers

The UART Baud Rate High (UxBRH) and Low Byte (UxBRL) registers (Table 68 and Table 69) combine to create a 16-bit baud rate divisor value (BRG[15:0]) that sets the data transmission rate (baud rate) of the UART.

Table 68. UART Baud Rate High Byte Register (U0BRH)

BITS	7	6	5	4	3	2	1	0
FIELD	BRH							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F46H							

Table 69. UART Baud Rate Low Byte Register (U0BRL)

BITS	7	6	5	4	3	2	1	0
FIELD	BRL							
RESET	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F47H							

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 non-uniform 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 non-zero, 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

The NVDS read time varies drastically, this discrepancy being a trade-off for minimizing the frequency of writes that require post-write page erases (see Table 104). 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, as well as 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.

Table 104. NVDS Read Time

Operation	Minimum Latency	Maximum Latency
Read (16 byte array)	875	9961
Read (64 byte array)	876	8952

DBGACK—Debug Acknowledge
This bit enables the debug acknowledge feature. If this bit is set to 1, the OCD sends a Debug Acknowledge character (FFH) to the host when a Breakpoint occurs.
0 = Debug Acknowledge is disabled.
1 = Debug Acknowledge is enabled.

Reserved—Must be 0.

RST—Reset
Setting this bit to 1 resets the Z8F04xA family device. The device goes through a normal Power-On Reset sequence with the exception that the On-Chip Debugger is not reset. This bit is automatically cleared to 0 at the end of reset.
0 = No effect.
1 = Reset the Flash Read Protect Option Bit device.

OCD Status Register

The OCD Status register reports status information about the current state of the debugger and the system.

Table 107. OCD Status Register (OCDSTAT)

BITS	7	6	5	4	3	2	1	0
FIELD	DBG	HALT	FRPENB	Reserved				
RESET	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

DBG—Debug Status
0 = NORMAL mode
1 = DEBUG mode

HALT—HALT Mode
0 = Not in HALT mode
1 = In HALT mode

FRPENB—Flash Read Protect Option Bit Enable
0 = FRP bit enabled, that allows disabling of many OCD commands
1 = FRP bit has no effect

Reserved—Must be 0

eZ8 CPU Instruction Set

Assembly Language Programming Introduction

The eZ8 CPU assembly language provides a means for writing an application program without concern for actual memory addresses or machine instruction formats. A program written in assembly language is called a source program. Assembly language allows the use of symbolic addresses to identify memory locations. It also allows mnemonic codes (opcodes and operands) to represent the instructions themselves. The opcodes identify the instruction while the operands represent memory locations, registers, or immediate data values.

Each assembly language program consists of a series of symbolic commands called statements. Each statement can contain labels, operations, operands and comments.

Labels can be assigned to a particular instruction step in a source program. The label identifies that step in the program as an entry point for use by other instructions.

The assembly language also includes assembler directives that supplement the machine instruction. The assembler directives, or pseudo-ops, are not translated into a machine instruction. Rather, the pseudo-ops are interpreted as directives that control or assist the assembly process.

The source program is processed (assembled) by the assembler to obtain a machine language program called the object code. The object code is executed by the eZ8 CPU. An example segment of an assembly language program is detailed in the following example.

Assembly Language Source Program Example

```
JP START          ; Everything after the semicolon is a comment.
START:            ; A label called 'START'. The first instruction (JP START) in this
                  ; example causes program execution to jump to the point within the
                  ; program where the START label occurs.
LD R4, R7         ; A Load (LD) instruction with two operands. The first operand,
                  ; Working Register R4, is the destination. The second operand,
                  ; Working Register R7, is the source. The contents of R7 is
                  ; written into R4.
LD 234H, #%01     ; Another Load (LD) instruction with two operands.
                  ; The first operand, Extended Mode Register Address 234H,
                  ; identifies the destination. The second operand, Immediate Data
                  ; value 01H, is the source. The value 01H is written into the
                  ; Register at address 234H.
```

Assembly Language Syntax

For proper instruction execution, eZ8 CPU assembly language syntax requires that the operands be written as ‘destination, source’. After assembly, the object code usually has the operands in the order ‘source, destination’, but ordering is opcode-dependent. The following instruction examples illustrate the format of some basic assembly instructions and the resulting object code produced by the assembler. This binary format must be followed if manual program coding is preferred or if you intend to implement your own assembler.

Example 1: If the contents of Registers 43H and 08H are added and the result is stored in 43H, the assembly syntax and resulting object code is:

Table 112. Assembly Language Syntax Example 1

Assembly Language Code	ADD	43H,	08H	(ADD dst, src)
Object Code	04	08	43	(OPC src, dst)

Example 2: In general, when an instruction format requires an 8-bit register address, that address can specify any register location in the range 0–255 or, using Escaped Mode Addressing, a Working Register R0–R15. If the contents of Register 43H and Working Register R8 are added and the result is stored in 43H, the assembly syntax and resulting object code is:

Table 113. Assembly Language Syntax Example 2

Assembly Language Code	ADD	43H,	R8	(ADD dst, src)
Object Code	04	E8	43	(OPC src, dst)

See the device-specific Product Specification to determine the exact register file range available. The register file size varies, depending on the device type.

eZ8 CPU Instruction Notation

In the eZ8 CPU Instruction Summary and Description sections, the operands, condition codes, status flags, and address modes are represented by a notational shorthand that is described in Table 114.

Table 124. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode dst	Address Mode src	Opcode(s) (Hex)	Flags C	Z	S	V	D	H	Fetch Cycles	Instr. Cycles
LDC dst, src	dst ← src	r	Irr	C2	–	–	–	–	–	–	2	5
		Ir	Irr	C5							2	9
		Irr	r	D2							2	5
LDCI dst, src	dst ← src r ← r + 1 rr ← rr + 1	Ir	Irr	C3	–	–	–	–	–	–	2	9
		Irr	Ir	D3							2	9
LDE dst, src	dst ← src	r	Irr	82	–	–	–	–	–	–	2	5
		Irr	r	92							2	5
LDEI dst, src	dst ← src r ← r + 1 rr ← rr + 1	Ir	Irr	83	–	–	–	–	–	–	2	9
		Irr	Ir	93							2	9
LDWX dst, src	dst ← src	ER	ER	1FE8	–	–	–	–	–	–	5	4
LDX dst, src	dst ← src	r	ER	84	–	–	–	–	–	–	3	2
		Ir	ER	85							3	3
		R	IRR	86							3	4
		IR	IRR	87							3	5
		r	X(rr)	88							3	4
		X(rr)	r	89							3	4
		ER	r	94							3	2
		ER	Ir	95							3	3
		IRR	R	96							3	4
		IRR	IR	97							3	5
		ER	ER	E8							4	2
		ER	IM	E9							4	2
LEA dst, X(src)	dst ← src + X	r	X(r)	98	–	–	–	–	–	–	3	3
		rr	X(rr)	99							3	5
MULT dst	dst[15:0] ← dst[15:8] * dst[7:0]	RR		F4	–	–	–	–	–	–	2	8
NOP	No operation			0F	–	–	–	–	–	–	1	2
Flags Notation:	* = Value is a function of the result of the operation. – = Unaffected X = Undefined				0 = Reset to 0 1 = Set to 1							

Upper Nibble (Hex) \ Lower Nibble (Hex)	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	1.1 **BRK**	2.2 **SRP** IM	2.3 **ADD** r1,r2	2.4 **ADD** r1,Ir2	3.3 **ADD** R2,R1	3.4 **ADD** IR2,R1	3.3 **ADD** R1,IM	3.4 **ADD** IR1,IM	4.3 **ADDX** ER2,ER1	4.3 **ADDX** IM,ER1	2.3 **DJNZ** r1,X	2.2 **JR** cc,X	2.2 **LD** r1,IM	3.2 **JP** cc,DA	1.2 **INC** r1	1.2 **NOP**
1	2.2 **RLC** R1	2.3 **RLC** IR1	2.3 **ADC** r1,r2	2.4 **ADC** r1,Ir2	3.3 **ADC** R2,R1	3.4 **ADC** IR2,R1	3.3 **ADC** R1,IM	3.4 **ADC** IR1,IM	4.3 **ADCX** ER2,ER1	4.3 **ADCX** IM,ER1						See 2nd Opcode Map
2	2.2 **INC** R1	2.3 **INC** IR1	2.3 **SUB** r1,r2	2.4 **SUB** r1,Ir2	3.3 **SUB** R2,R1	3.4 **SUB** IR2,R1	3.3 **SUB** R1,IM	3.4 **SUB** IR1,IM	4.3 **SUBX** ER2,ER1	4.3 **SUBX** IM,ER1						1, 2 ATM
3	2.2 **DEC** R1	2.3 **DEC** IR1	2.3 **SBC** r1,r2	2.4 **SBC** r1,Ir2	3.3 **SBC** R2,R1	3.4 **SBC** IR2,R1	3.3 **SBC** R1,IM	3.4 **SBC** IR1,IM	4.3 **SBCX** ER2,ER1	4.3 **SBCX** IM,ER1						
4	2.2 **DA** R1	2.3 **DA** IR1	2.3 **OR** r1,r2	2.4 **OR** r1,Ir2	3.3 **OR** R2,R1	3.4 **OR** IR2,R1	3.3 **OR** R1,IM	3.4 **OR** IR1,IM	4.3 **ORX** ER2,ER1	4.3 **ORX** IM,ER1						
5	2.2 **POP** R1	2.3 **POP** IR1	2.3 **AND** r1,r2	2.4 **AND** r1,Ir2	3.3 **AND** R2,R1	3.4 **AND** IR2,R1	3.3 **AND** R1,IM	3.4 **AND** IR1,IM	4.3 **ANDX** ER2,ER1	4.3 **ANDX** IM,ER1						1.2 **WDT**
6	2.2 **COM** R1	2.3 **COM** IR1	2.3 **TCM** r1,r2	2.4 **TCM** r1,Ir2	3.3 **TCM** R2,R1	3.4 **TCM** IR2,R1	3.3 **TCM** R1,IM	3.4 **TCM** IR1,IM	4.3 **TCMX** ER2,ER1	4.3 **TCMX** IM,ER1						1.2 **STOP**
7	2.2 **PUSH** R2	2.3 **PUSH** IR2	2.3 **TM** r1,r2	2.4 **TM** r1,Ir2	3.3 **TM** R2,R1	3.4 **TM** IR2,R1	3.3 **TM** R1,IM	3.4 **TM** IR1,IM	4.3 **TMX** ER2,ER1	4.3 **TMX** IM,ER1						1.2 **HALT**
8	2.5 **DECW** RR1	2.6 **DECW** IRR1	2.5 **LDE** r1,Irr2	2.9 **LDEI** Ir1,Irr2	3.2 **LDX** r1,ER2	3.3 **LDX** Ir1,ER2	3.4 **LDX** IRR2,R1	3.5 **LDX** IRR2,IR1	3.4 **LDX** r1,rr2,X	3.4 **LDX** rr1,r2,X						1.2 **DI**
9	2.2 **RL** R1	2.3 **RL** IR1	2.5 **LDE** r2,Irr1	2.9 **LDEI** Ir2,Irr1	3.2 **LDX** r2,ER1	3.3 **LDX** Ir2,ER1	3.4 **LDX** R2,IRR1	3.5 **LDX** IR2,IRR1	3.3 **LEA** r1,r2,X	3.5 **LEA** rr1,rr2,X						1.2 **EI**
A	2.5 **INCW** RR1	2.6 **INCW** IRR1	2.3 **CP** r1,r2	2.4 **CP** r1,Ir2	3.3 **CP** R2,R1	3.4 **CP** IR2,R1	3.3 **CP** R1,IM	3.4 **CP** IR1,IM	4.3 **CPX** ER2,ER1	4.3 **CPX** IM,ER1						1.4 **RET**
B	2.2 **CLR** R1	2.3 **CLR** IR1	2.3 **XOR** r1,r2	2.4 **XOR** r1,Ir2	3.3 **XOR** R2,R1	3.4 **XOR** IR2,R1	3.3 **XOR** R1,IM	3.4 **XOR** IR1,IM	4.3 **XORX** ER2,ER1	4.3 **XORX** IM,ER1						1.5 **IRET**
C	2.2 **RRC** R1	2.3 **RRC** IR1	2.5 **LDC** r1,Irr2	2.9 **LDCI** Ir1,Irr2	2.3 **JP** IRR1	2.9 **LDC** Ir1,Irr2		3.4 **LD** r1,r2,X	3.2 **PUSHX** ER2							1.2 **RCF**
D	2.2 **SRA** R1	2.3 **SRA** IR1	2.5 **LDC** r2,Irr1	2.9 **LDCI** Ir2,Irr1	2.6 **CALL** IRR1	2.2 **BSWAP** R1	3.3 **CALL** DA	3.4 **LD** r2,r1,X	3.2 **POPX** ER1							1.2 **SCF**
E	2.2 **RR** R1	2.3 **RR** IR1	2.2 **BIT** p,b,r1	2.3 **LD** r1,Ir2	3.2 **LD** R2,R1	3.3 **LD** IR2,R1	3.2 **LD** R1,IM	3.3 **LD** IR1,IM	4.2 **LDX** ER2,ER1	4.2 **LDX** IM,ER1						1.2 **CCF**
F	2.2 **SWAP** R1	2.3 **SWAP** IR1	2.6 **TRAP** Vector	2.3 **LD** Ir1,r2	2.8 **MULT** RR1	3.3 **LD** R2,IR1	3.3 **BTJ** p,b,r1,X	3.4 **BTJ** p,b,Ir1,X								

Figure 31. First Opcode Map

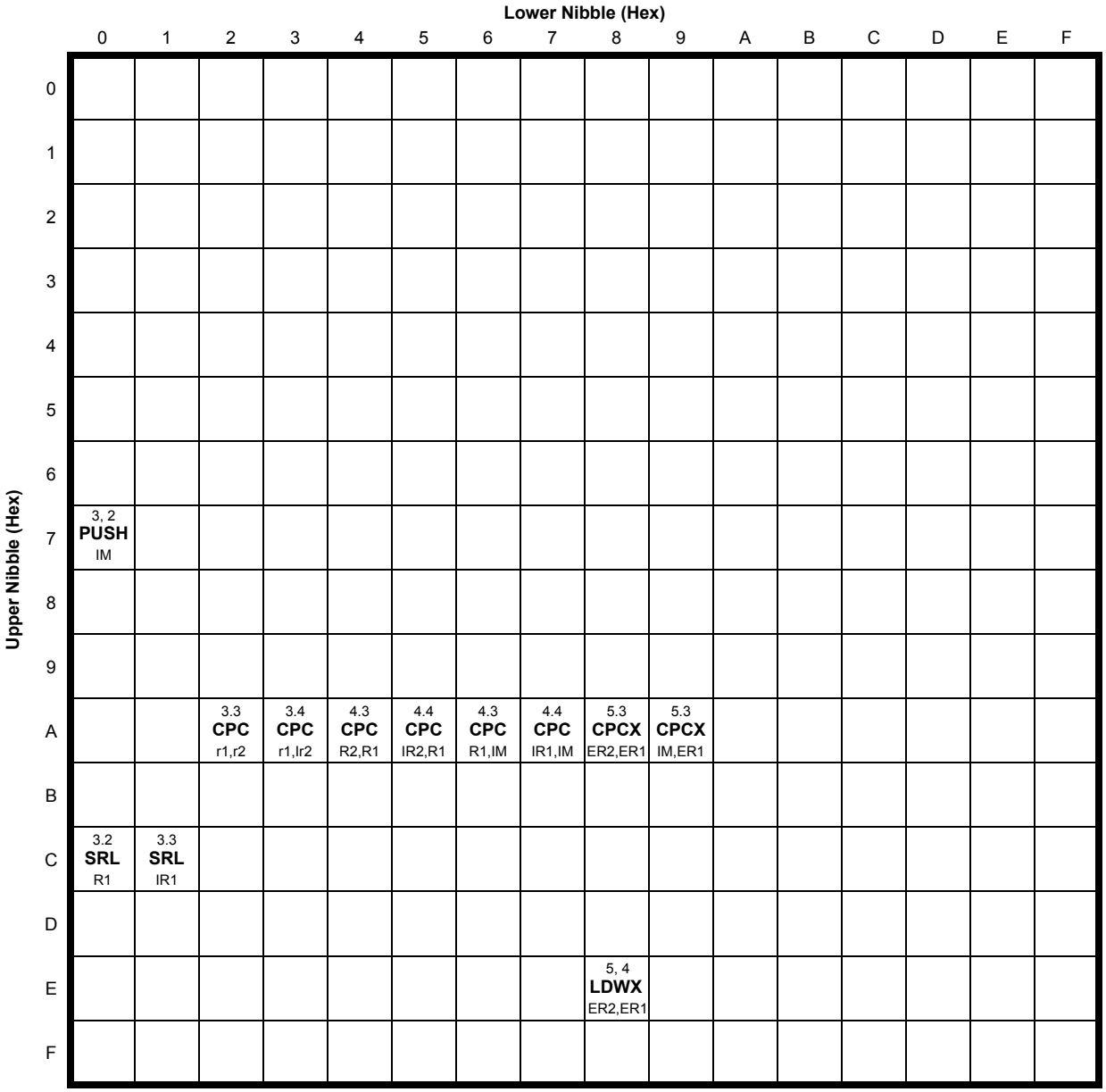

Figure 32. Second Opcode Map after 1FH

Table 132. Flash Memory Electrical Characteristics and Timing

	V_{DD} = 2.7 V to 3.6 V T_A = -40 °C to +105 °C (unless otherwise stated)				
Parameter	**Minimum**	**Typical**	**Maximum**	**Units**	**Notes**
Flash Byte Read Time	100	–	–	ns	
Flash Byte Program Time	20	–	40	µs	
Flash Page Erase Time	10	–	–	ms	
Flash Mass Erase Time	200	–	–	ms	
Writes to Single Address Before Next Erase	–	–	2		
Flash Row Program Time	–	–	8	ms	Cumulative program time for single row cannot exceed limit before next erase. This parameter is only an issue when bypassing the Flash Controller.
Data Retention	100	–	–	years	25 °C
Endurance	10,000	–	–	cycles	Program/erase cycles

Table 133. Watchdog Timer Electrical Characteristics and Timing

		V_{DD} = 2.7 V to 3.6 V T_A = -40 °C to +105 °C (unless otherwise stated)				
Symbol	**Parameter**	**Minimum**	**Typical**	**Maximum**	**Units**	**Conditions**
F_{WDT}	WDT Oscillator Frequency		10		kHz	
F_{WDT}	WDT Oscillator Error			±50	%	
T_{WDTCAL}	WDT Calibrated Timeout	0.98	1	1.02	s	V_{DD} = 3.3 V; T_A = 30 °C
		0.70	1	1.30	s	V_{DD} = 2.7 V to 3.6 V T_A = 0 °C to 70 °C
		0.50	1	1.50	s	V_{DD} = 2.7 V to 3.6 V T_A = -40 °C to +105 °C

Part Number	Flash	RAM	NVDS	I/O Lines	Interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	UART with IrDA	Comparator	Temperature Sensor	Description
Z8 Encore! XP® F082A Series with 8 KB Flash											
Standard Temperature: 0 °C to 70 °C											
Z8F081APB020SC	8 KB	1 KB	0	6	13	2	0	1	1	0	PDIP 8-pin package
Z8F081AQB020SC	8 KB	1 KB	0	6	13	2	0	1	1	0	QFN 8-pin package
Z8F081ASB020SC	8 KB	1 KB	0	6	13	2	0	1	1	0	SOIC 8-pin package
Z8F081ASH020SC	8 KB	1 KB	0	17	19	2	0	1	1	0	SOIC 20-pin package
Z8F081AHH020SC	8 KB	1 KB	0	17	19	2	0	1	1	0	SSOP 20-pin package
Z8F081APH020SC	8 KB	1 KB	0	17	19	2	0	1	1	0	PDIP 20-pin package
Z8F081ASJ020SC	8 KB	1 KB	0	25	19	2	0	1	1	0	SOIC 28-pin package
Z8F081AHJ020SC	8 KB	1 KB	0	25	19	2	0	1	1	0	SSOP 28-pin package
Z8F081APJ020SC	8 KB	1 KB	0	25	19	2	0	1	1	0	PDIP 28-pin package
Extended Temperature: -40 °C to 105 °C											
Z8F081APB020EC	8 KB	1 KB	0	6	13	2	0	1	1	0	PDIP 8-pin package
Z8F081AQB020EC	8 KB	1 KB	0	6	13	2	0	1	1	0	QFN 8-pin package
Z8F081ASB020EC	8 KB	1 KB	0	6	13	2	0	1	1	0	SOIC 8-pin package
Z8F081ASH020EC	8 KB	1 KB	0	17	19	2	0	1	1	0	SOIC 20-pin package
Z8F081AHH020EC	8 KB	1 KB	0	17	19	2	0	1	1	0	SSOP 20-pin package
Z8F081APH020EC	8 KB	1 KB	0	17	19	2	0	1	1	0	PDIP 20-pin package
Z8F081ASJ020EC	8 KB	1 KB	0	25	19	2	0	1	1	0	SOIC 28-pin package
Z8F081AHJ020EC	8 KB	1 KB	0	25	19	2	0	1	1	0	SSOP 28-pin package
Z8F081APJ020EC	8 KB	1 KB	0	25	19	2	0	1	1	0	PDIP 28-pin package
Replace C with G for Lead-Free Packaging											

Part Number	Flash	RAM	NVDS	I/O Lines	Interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	UART with IrDA	Comparator	Temperature Sensor	Description
Z8 Encore! XP® F082A Series with 2 KB Flash											
Standard Temperature: 0 °C to 70 °C											
Z8F021APB020SC	2 KB	512 B	64 B	6	13	2	0	1	1	0	PDIP 8-pin package
Z8F021AQB020SC	2 KB	512 B	64 B	6	13	2	0	1	1	0	QFN 8-pin package
Z8F021ASB020SC	2 KB	512 B	64 B	6	13	2	0	1	1	0	SOIC 8-pin package
Z8F021ASH020SC	2 KB	512 B	64 B	17	19	2	0	1	1	0	SOIC 20-pin package
Z8F021AHH020SC	2 KB	512 B	64 B	17	19	2	0	1	1	0	SSOP 20-pin package
Z8F021APH020SC	2 KB	512 B	64 B	17	19	2	0	1	1	0	PDIP 20-pin package
Z8F021ASJ020SC	2 KB	512 B	64 B	25	19	2	0	1	1	0	SOIC 28-pin package
Z8F021AHJ020SC	2 KB	512 B	64 B	25	19	2	0	1	1	0	SSOP 28-pin package
Z8F021APJ020SC	2 KB	512 B	64 B	25	19	2	0	1	1	0	PDIP 28-pin package
Extended Temperature: -40 °C to 105 °C											
Z8F021APB020EC	2 KB	512 B	64 B	6	13	2	0	1	1	0	PDIP 8-pin package
Z8F021AQB020EC	2 KB	512 B	64 B	6	13	2	0	1	1	0	QFN 8-pin package
Z8F021ASB020EC	2 KB	512 B	64 B	6	13	2	0	1	1	0	SOIC 8-pin package
Z8F021ASH020EC	2 KB	512 B	64 B	17	19	2	0	1	1	0	SOIC 20-pin package
Z8F021AHH020EC	2 KB	512 B	64 B	17	19	2	0	1	1	0	SSOP 20-pin package
Z8F021APH020EC	2 KB	512 B	64 B	17	19	2	0	1	1	0	PDIP 20-pin package
Z8F021ASJ020EC	2 KB	512 B	64 B	25	19	2	0	1	1	0	SOIC 28-pin package
Z8F021AHJ020EC	2 KB	512 B	64 B	25	19	2	0	1	1	0	SSOP 28-pin package
Z8F021APJ020EC	2 KB	512 B	64 B	25	19	2	0	1	1	0	PDIP 28-pin package
Replace C with G for Lead-Free Packaging											