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

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	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	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Through Hole
Package / Case	8-DIP (0.300", 7.62mm)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f081apb020ec

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Address: Room A, 16/F, Full Win Commercial Centre, 573 Nathan Road, Mongkok, Hong Kong



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Address Space

The eZ8 CPU can access the following three distinct address spaces:

- 1. The Register File contains addresses for the general-purpose registers and the eZ8 CPU, peripheral, and general-purpose I/O port control registers.
- 2. The Program Memory contains addresses for all memory locations having executable code and/or data.
- 3. The Data Memory contains addresses for all memory locations that contain data only.

These three address spaces are covered briefly in the following subsections. For more information on eZ8 CPU and its address space, refer to eZ8 CPU Core User Manual (UM0128) available for download at www.zilog.com.

Register File

The Register File address space in the Z8 Encore![®] MCU is 4 KB (4096 bytes). The Register File is composed of two sections: control registers and general-purpose registers. When instructions are executed, registers defined as sources are read, and registers defined as destinations are written. The architecture of the eZ8 CPU allows all general-purpose registers to function as accumulators, address pointers, index registers, stack areas, or scratch pad memory.

The upper 256 bytes of the 4 KB Register File address space are reserved for control of the eZ8 CPU, the on-chip peripherals, and the I/O ports. These registers are located at addresses from F00H to FFFH. Some of the addresses within the 256 B control register section are reserved (unavailable). Reading from a reserved Register File address returns an undefined value. Writing to reserved Register File addresses is not recommended and can produce unpredictable results.

The on-chip RAM always begins at address 000H in the Register File address space. The Z8 Encore! XP[®] F082A Series devices contain 256 B to 1 KB of on-chip RAM. Reading from Register File addresses outside the available RAM addresses (and not within the control register address space) returns an undefined value. Writing to these Register File addresses produces no effect.

Program Memory

The eZ8 CPU supports 64 KB of Program Memory address space. The Z8 Encore! XP F082A Series devices contain 1 KB to 8 KB of on-chip Flash memory in the Program Memory address space, depending on the device. Reading from Program Memory

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and as long as four. A reset pulse three clock cycles in duration might trigger a reset; a pulse four cycles in duration always triggers a reset.

While the $\overline{\text{RESET}}$ input pin is asserted Low, the Z8 Encore! XP[®] F082A Series devices remain in the Reset state. If the $\overline{\text{RESET}}$ pin is held Low beyond the System Reset timeout, the device exits the Reset state on the system clock rising edge following $\overline{\text{RESET}}$ pin deassertion. Following a System Reset initiated by the external $\overline{\text{RESET}}$ pin, the EXT status bit in the Reset Status (RSTSTAT) register is set to 1.

External Reset Indicator

During System Reset or when enabled by the GPIO logic (see Port A–D Control Registers on page 46), the RESET pin functions as an open-drain (active Low) reset mode indicator in addition to the input functionality. This reset output feature allows a Z8 Encore! XP F082A Series device to reset other components to which it is connected, even if that reset is caused by internal sources such as POR, VBO or WDT events.

After an internal reset event occurs, the internal circuitry begins driving the RESET pin Low. The RESET pin is held Low by the internal circuitry until the appropriate delay listed in Table 8 has elapsed.

On-Chip Debugger Initiated Reset

A Power-On Reset can be initiated using the On-Chip Debugger by setting the RST bit in the OCD Control register. The On-Chip Debugger block is not reset but the rest of the chip goes through a normal system reset. The RST bit automatically clears during the system reset. Following the system reset the POR bit in the Reset Status (RSTSTAT) register is set.

Stop Mode Recovery

STOP mode is entered by execution of a STOP instruction by the eZ8 CPU. See Low-Power Modes on page 33 for detailed STOP mode information. During Stop Mode Recovery (SMR), the CPU is held in reset for 66 IPO cycles if the crystal oscillator is disabled or 5000 cycles if it is enabled. The SMR delay (see Table 131 on page 229) T_{SMR} , also includes the time required to start up the IPO.

Stop Mode Recovery does not affect on-chip registers other than the Watchdog Timer Control register (WDTCTL) and the Oscillator Control register (OSCCTL). After any Stop Mode Recovery, the IPO is enabled and selected as the system clock. If another system clock source is required, the Stop Mode Recovery code must reconfigure the oscillator control block such that the correct system clock source is enabled and selected.

The eZ8 CPU fetches the Reset vector at Program Memory addresses 0002H and 0003H and loads that value into the Program Counter. Program execution begins at the Reset

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Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Select Register AFS1	Alternate Function Select Register AFS2
Port A	PA0	TOIN	Timer 0 Input	AFS1[0]: 0	AFS2[0]: 0
		Reserved		AFS1[0]: 0	AFS2[0]: 1
		Reserved		AFS1[0]: 1	AFS2[0]: 0
		TOOUT	Timer 0 Output Complement	AFS1[0]: 1	AFS2[0]: 1
	PA1	TOOUT	Timer 0 Output	AFS1[1]: 0	AFS2[1]: 0
		Reserved		AFS1[1]: 0	AFS2[1]: 1
		CLKIN	External Clock Input	AFS1[1]: 1	AFS2[1]: 0
		Analog Functions*	ADC Analog Input/VREF	AFS1[1]: 1	AFS2[1]: 1
	PA2	DE0	UART 0 Driver Enable	AFS1[2]: 0	AFS2[2]: 0
		RESET	External Reset	AFS1[2]: 0	AFS2[2]: 1
		T1OUT	Timer 1 Output	AFS1[2]: 1	AFS2[2]: 0
		Reserved		AFS1[2]: 1	AFS2[2]: 1
	PA3	CTS0	UART 0 Clear to Send	AFS1[3]: 0	AFS2[3]: 0
		COUT	Comparator Output	AFS1[3]: 0	AFS2[3]: 1
		T1IN	Timer 1 Input	AFS1[3]: 1	AFS2[3]: 0
		Analog Functions*	ADC Analog Input/LPO Input (P)	AFS1[3]: 1	AFS2[3]: 1
	PA4	RXD0	UART 0 Receive Data	AFS1[4]: 0	AFS2[4]: 0
		Reserved		AFS1[4]: 0	AFS2[4]: 1
		Reserved		AFS1[4]: 1	AFS2[4]: 0
		Analog Functions*	ADC/Comparator Input (N)/LPO Input (N)	AFS1[4]: 1	AFS2[4]: 1
	PA5	TXD0	UART 0 Transmit Data	AFS1[5]: 0	AFS2[5]: 0
		T1OUT	Timer 1 Output Complement	AFS1[5]: 0	AFS2[5]: 1
		Reserved		AFS1[5]: 1	AFS2[5]: 0
		Analog Functions*	ADC/Comparator Input (P) LPO Output	AFS1[5]: 1	AFS2[5]: 1

Table 15. Port Alternate Function Mapping (8-Pin Parts)

*Analog Functions include ADC inputs, ADC reference, comparator inputs and LPO ports.

Note: Also, alternate function selection as described in Port A–D Alternate Function Sub-Registers on page 47 must be enabled.

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Set 1 Sub-Registers on page 50, GPIO Alternate Functions on page 38, and Port A–D Alternate Function Set 2 Sub-Registers on page 51. See GPIO Alternate Functions on page 38 to determine the alternate function associated with each port pin.

Caution:

Do not enable alternate functions for GPIO port pins for which there is no associated alternate function. Failure to follow this guideline can result in unpredictable operation.

Table 20. F	Port A–D	Alternate	Function	Sub-Regis	ters (Px	AF)

BITS	7	6	5	4	3	2	1	0		
FIELD	AF7	AF6	AF5	AF4	AF3	AF2	AF1	AF0		
RESET	00H (Ports A–C); 01H (Port D); 04H (Port A of 8-pin device)									
R/W		R/W								
ADDR	lf 02H i	n Port A–D /	Address Reg	gister, acces	sible throug	n the Port A-	–D Control F	≀egister		

AF[7:0]—Port Alternate Function enabled

0 = The port pin is in normal mode and the DDx bit in the Port A–D Data Direction sub-register determines the direction of the pin.

1 = The alternate function selected through Alternate Function Set sub-registers is enabled. Port pin operation is controlled by the alternate function.

Port A–D Output Control Sub-Registers

The Port A–D Output Control sub-register (Table 21) is accessed through the Port A–D Control register by writing 03H to the Port A–D Address register. Setting the bits in the Port A–D Output Control sub-registers to 1 configures the specified port pins for opendrain operation. These sub-registers affect the pins directly and, as a result, alternate functions are also affected.

Table 21. Port A–D Output Control Sub-Registers (PxOC)

BITS	7	6	5	4	3	2	1	0		
FIELD	POC7	POC6	POC5	POC4	POC3	POC2	POC1	POC0		
RESET		00H (Ports A-C); 01H (Port D)								
R/W	R/W	R/W R/W R/W R/W R/W R/W R/W								
ADDR	lf 03H i	n Port A–D /	Address Reg	gister, acces	sible throug	n the Port A-	-D Control F	Register		

POC[7:0]—Port Output Control

These bits function independently of the alternate function bit and always disable the drains if set to 1.

0 = The source current is enabled for any output mode (unless overridden by the alternate

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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:

PWM Period (s) = Reload Value xPrescale 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:

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:

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.



- 4. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers.By default, the timer interrupt are generated for both input capture and reload events. If appropriate, configure the timer interrupt to be generated only at the input capture event or the reload event by setting TICONFIG field of the TxCTL0 register.
- 5. Configure the associated GPIO port pin for the Timer Input alternate function.
- 6. Write to the Timer Control register to enable the timer.
- 7. Counting begins on the first appropriate transition of the Timer Input signal. No interrupt is generated by this first edge.

In CAPTURE/COMPARE mode, the elapsed time from timer start to Capture event can be calculated using the following equation:

Capture Elapsed Time (s) = $\frac{(Capture Value - Start Value) \times Prescale}{System Clock Frequency (Hz)}$

Reading the Timer Count Values

The current count value in the timers can be read while counting (enabled). This capability has no effect on timer operation. When the timer is enabled and the Timer High Byte register is read, the contents of the Timer Low Byte register are placed in a holding register. A subsequent read from the Timer Low Byte register returns the value in the holding register. This operation allows accurate reads of the full 16-bit timer count value while enabled. When the timers are not enabled, a read from the Timer Low Byte register returns the actual value in the counter.

Timer Pin Signal Operation

Timer Output is a GPIO Port pin alternate function. The Timer Output is toggled every time the counter is reloaded.

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



Watchdog Timer Reload Registers results in a one-second timeout at room temperature and 3.3 V supply voltage.

Timeouts other than one second may be obtained by scaling the calibration values up or down as required.

Note: *The Watchdog Timer accuracy still degrades as temperature and supply voltage vary. See* Table 133 on page 230 *for* details.

Watchdog Timer Control Register Definitions

Watchdog Timer Control Register

The Watchdog Timer Control (WDTCTL) register is a write-only control register. Writing the 55H, AAH unlock sequence to the WDTCTL register address unlocks the three Watchdog Timer Reload Byte registers (WDTU, WDTH, and WDTL) to allow changes to the time-out period. These write operations to the WDTCTL register address produce no effect on the bits in the WDTCTL register. The locking mechanism prevents spurious writes to the Reload registers.

This register address is shared with the read-only Reset Status register.

BITS	7	6	5	4	3	2	1	0	
FIELD	WDTUNLK								
RESET	Х	Х	Х	Х	Х	Х	Х	Х	
R/W	W	W	W	W	W	W	W	W	
ADDR	FF0H								
X = Undef	ined.								

Table 57. Watchdog Timer Control Register (WDTCTL)

WDTUNLK—Watchdog Timer Unlock

The software must write the correct unlocking sequence to this register before it is allowed to modify the contents of the Watchdog Timer reload registers.

Watchdog Timer Reload Upper, High and Low Byte Registers

The Watchdog Timer Reload Upper, High and Low Byte (WDTU, WDTH, WDTL) registers (Table 58 through Table 60) form the 24-bit reload value that is loaded into the Watchdog Timer when a WDT instruction executes. The 24-bit reload value is {WDTU[7:0], WDTH[7:0]}. Writing to these registers sets the appropriate Reload Value. Reading from these registers returns the current Watchdog Timer count value.

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- 3. Clears the UART Receiver interrupt in the applicable Interrupt Request register.
- 4. Executes the IRET instruction to return from the interrupt-service routine and await more data.

Clear To Send (CTS) Operation

The CTS pin, if enabled by the CTSE bit of the UART Control 0 register, performs flow control on the outgoing transmit datastream. The Clear To Send ($\overline{\text{CTS}}$) input pin is sampled one system clock before beginning any new character transmission. To delay transmission of the next data character, an external receiver must deassert $\overline{\text{CTS}}$ at least one system clock cycle before a new data transmission begins. For multiple character transmissions, this action is typically performed during Stop Bit transmission. If $\overline{\text{CTS}}$ deasserts in the middle of a character transmission, the current character is sent completely.

MULTIPROCESSOR (9-bit) Mode

The UART has a MULTIPROCESSOR (9-bit) mode that uses an extra (9th) bit for selective communication when a number of processors share a common UART bus. In MULTI-PROCESSOR mode (also referred to as 9-bit mode), the multiprocessor bit (MP) is transmitted immediately following the 8-bits of data and immediately preceding the Stop bit(s) as displayed in Figure 13. The character format is:



Figure 13. UART Asynchronous MULTIPROCESSOR Mode Data Format

In MULTIPROCESSOR (9-bit) mode, the Parity bit location (9th bit) becomes the Multiprocessor control bit. The UART Control 1 and Status 1 registers provide MULTI-PROCESSOR (9-bit) mode control and status information. If an automatic address matching scheme is enabled, the UART Address Compare register holds the network address of the device.

MULTIPROCESSOR (9-bit) Mode Receive Interrupts

When MULTIPROCESSOR mode is enabled, the UART only processes frames addressed to it. The determination of whether a frame of data is addressed to the UART can be made in hardware, software or some combination of the two, depending on the multiprocessor

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configuration bits. In general, the address compare feature reduces the load on the CPU, because it does not require access to the UART when it receives data directed to other devices on the multi-node network. The following three MULTIPROCESSOR modes are available in hardware:

- 1. Interrupt on all address bytes.
- 2. Interrupt on matched address bytes and correctly framed data bytes.
- 3. Interrupt only on correctly framed data bytes.

These modes are selected with MPMD [1:0] in the UART Control 1 Register. For all multiprocessor modes, bit MPEN of the UART Control 1 Register must be set to 1.

The first scheme is enabled by writing 01b to MPMD[1:0]. In this mode, all incoming address bytes cause an interrupt, while data bytes never cause an interrupt. The interrupt service routine must manually check the address byte that caused triggered the interrupt. If it matches the UART address, the software clears MPMD[0]. Each new incoming byte interrupts the CPU. The software is responsible for determining the end of the frame. It checks for the end-of-frame by reading the MPRX bit of the UART Status 1 Register for each incoming byte. If MPRX=1, a new frame has begun. If the address of this new frame is different from the UART's address, MPMD[0] must be set to 1 causing the UART interrupts to go inactive until the next address byte. If the new frame's address matches the UART's, the data in the new frame is processed as well.

The second scheme requires the following: set MPMD[1:0] to 10B and write the UART's address into the UART Address Compare Register. This mode introduces additional hardware control, interrupting only on frames that match the UART's address. When an incoming address byte does not match the UART's address, it is ignored. All successive data bytes in this frame are also ignored. When a matching address byte occurs, an interrupt is issued and further interrupts now occur on each successive data byte. When the first data byte in the frame is read, the NEWFRM bit of the UART Status 1 Register is asserted. All successive data bytes have NEWFRM=0. When the next address byte occurs, the hardware compares it to the UART's address. If there is a match, the interrupts continues and the NEWFRM bit is set for the first byte of the new frame. If there is no match, the UART ignores all incoming bytes until the next address match.

The third scheme is enabled by setting MPMD[1:0] to 11b and by writing the UART's address into the UART Address Compare Register. This mode is identical to the second scheme, except that there are no interrupts on address bytes. The first data byte of each frame remains accompanied by a NEWFRM assertion.

External Driver Enable

The UART provides a Driver Enable (DE) signal for off-chip bus transceivers. This feature reduces the software overhead associated with using a GPIO pin to control the transceiver when communicating on a multi-transceiver bus, such as RS-485.



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.

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.

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).

DEPOL—Driver Enable Polarity

0 = DE signal is Active High.

1 = DE signal is Active Low.

BRGCTL—Baud Rate Control

This bit causes an alternate UART behavior depending on the value of the REN bit in the UART Control 0 Register.

When the UART receiver is **not** enabled (REN=0), this bit determines whether the Baud Rate Generator issues interrupts.

0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value 1 = The Baud Rate Generator generates a receive interrupt when it counts down to 0. Reads from the Baud Rate High and Low Byte registers return the current BRG count value.

When the UART receiver is enabled (REN=1), this bit allows reads from the Baud Rate Registers to return the BRG count value instead of the Reload Value.

0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value. 1 = Reads from the Baud Rate High and Low Byte registers return the current BRG count value. Unlike the Timers, there is no mechanism to latch the Low Byte when the High Byte is read.

RDAIRQ—Receive Data Interrupt Enable

0 = Received data and receiver errors generates an interrupt request to the Interrupt Controller.



1001 = 1.8 V 1010–1111 = Reserved

For 8-pin devices:

000000 = 0.00 V000001 = 0.05 V000010 = 0.10 V 000011 = 0.15 V 000100 = 0.20 V000101 = 0.25 V000110 = 0.30 V 000111 = 0.35 V 001000 = 0.40 V 001001 = 0.45 V 001010 = 0.50 V 001011 = 0.55 V 001100 = 0.60 V 001101 = 0.65 V 001110 = 0.70 V001111 = 0.75 V 010000 = 0.80 V010001 = 0.85 V010010 = 0.90 V 010011 = 0.95 V 010100 = 1.00 V (Default) 010101 = 1.05 V 010110 = 1.10 V 010111 = 1.15 V 011000 = 1.20 V 011001 = 1.25 V 011010 = 1.30 V 011011 = 1.35 V 011100 = 1.40 V 011101 = 1.45 V 011110 = 1.50 V 011111 = 1.55 V 100000 = 1.60 V100001 = 1.65 V100010 = 1.70 V 100011 = 1.75 V



Trim Bit Data Register

The Trim Bid Data (TRMDR) register contains the read or write data for access to the trim option bits (Table 85).

Table 85. Trim Bit Data Register (TRMDR)

BITS	7	6	5	4	3	2	1	0	
FIELD		TRMDR - Trim Bit Data							
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				FF	7H				

Flash Option Bit Address Space

The first two bytes of Flash program memory at addresses 0000H and 0001H are reserved for the user-programmable Flash option bits.

Flash Program Memory Address 0000H

 Table 86. Flash Option Bits at Program Memory Address 0000H

BITS	7	6	5	4	3	2	1	0		
FIELD	WDT_RES	WDT_AO	OSC_SEL[1:0]		VBO_AO	FRP	Reserved	FWP		
RESET	U	U	U	U	U	U	U	U		
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W		
ADDR	R Program Memory 0000H									
Note: U =	Unchanged by	y Reset. R/W	= Read/Write	e.						

WDT_RES—Watchdog Timer Reset

0 = Watchdog Timer time-out generates an interrupt request. Interrupts must be globally enabled for the eZ8 CPU to acknowledge the interrupt request.

1 = Watchdog Timer time-out causes a system reset. This setting is the default for unprogrammed (erased) Flash.

WDT_AO—Watchdog Timer Always On

0 = Watchdog Timer is automatically enabled upon application of system power. Watchdog Timer can not be disabled.

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Info Page Address	Memory Address	Compensation Usage	ADC Mode	Reference Type
34	FE34	Negative Gain High Byte	Differential Unbuffered	External 2.0 V
35	FE35	Negative Gain Low Byte	Differential Unbuffered	External 2.0 V
78	FE78	Offset	Differential 1x Buffered	Internal 2.0 V
18	FE18	Positive Gain High Byte	Differential 1x Buffered	Internal 2.0 V
19	FE19	Positive Gain Low Byte	Differential 1x Buffered	Internal 2.0 V
36	FE36	Negative Gain High Byte	Differential 1x Buffered	Internal 2.0 V
37	FE37	Negative Gain Low Byte	Differential 1x Buffered	Internal 2.0 V
7B	FE7B	Offset	Differential 1x Buffered	External 2.0 V
1A	FE1A	Positive Gain High Byte	Differential 1x Buffered	External 2.0 V
1B	FE1B	Positive Gain Low Byte	Differential 1x Buffered	External 2.0 V
38	FE38	Negative Gain High Byte	Differential 1x Buffered	External 2.0 V
39	FE39	Negative Gain Low Byte	Differential 1x Buffered	External 2.0 V

Table 94. ADC Calibration Data Location (Continued)





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).

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 If the PA2/RESET pin is held Low while a 32-bit key sequence is issued to the PA0/ DBG pin, the DBG feature is unlocked. After releasing PA2/RESET, it is pulled High. At this point, the PA0/DBG pin may be used to autobaud and cause the device to enter DEBUG mode. See OCD Unlock Sequence (8-Pin Devices Only) on page 178.

Exiting DEBUG Mode

The device exits DEBUG mode following any of these operations:

- Clearing the DBGMODE bit in the OCD Control Register to 0
- Power-On Reset
- Voltage Brownout reset
- Watchdog Timer reset
- Asserting the RESET pin Low to initiate a Reset
- Driving the DBG pin Low while the device is in STOP mode initiates a System Reset

OCD Data Format

The OCD interface uses the asynchronous data format defined for RS-232. Each character transmitted and received by the OCD consists of 1 Start bit, 8 data bits (least-significant bit first), and 1 Stop bit as displayed in Figure 26.

START	D0	D1	D2	D3	D4	D5	D6	D7	STOP
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Figure 26. OCD Data Format

Note: When responding to a request for data, the OCD may commence transmitting immediately after receiving the stop bit of an incoming frame. Therefore, when sending the stop bit, the host must not actively drive the DBG pin High for more than 0.5 bit times. It is recommended that, if possible, the host drives the DBG pin using an open drain output to avoid this issue.

OCD Auto-Baud Detector/Generator

To run over a range of baud rates (data bits per second) with various system clock frequencies, the On-Chip Debugger contains an Auto-Baud Detector/Generator. After a reset, the OCD is idle until it receives data. The OCD requires that the first character sent from the host is the character 80H. The character 80H has eight continuous bits Low (one Start bit plus 7 data bits), framed between High bits. The Auto-Baud Detector measures this period and sets the OCD Baud Rate Generator accordingly.



Packaging

Figure 39 displays the 8-pin Plastic Dual Inline Package (PDIP) available for Z8 Encore! $XP^{\textcircled{R}}$ F082A Series devices.



Figure 39. 8-Pin Plastic Dual Inline Package (PDIP)

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Figure 43 displays the 20-pin Small Outline Integrated Circuit Package (SOIC) available for the Z8 Encore! XP F082A Series devices.

Figure 43. 20-Pin Small Outline Integrated Circuit Package (SOIC)



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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												