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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, Temp Sensor, 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	A/D 4x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	8-VDFN Exposed Pad
Supplier Device Package	8-QFN (5x6)
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f082aqb020sc

Email: info@E-XFL.COM

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



General Purpose I/O Port Output Timing	236
On-Chip Debugger Timing	237
UART Timing	238
Packaging	241
Ordering Information	251
Index	261
Customer Support	271

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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
	a data ata							

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

¹Non-volatile data storage.

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



Reset Sources

Table 9 lists the possible sources of a system reset.

Operating Mode	Reset Source	Special Conditions	
NORMAL or HALT modes	Power-On Reset/Voltage Brownout	Reset delay begins after supply voltage exceeds POR level.	
	Watchdog Timer time-out when configured for Reset	None.	
	RESET pin assertion	All reset pulses less than three system clocks in width are ignored.	
	On-Chip Debugger initiated Reset (OCDCTL[0] set to 1)	System Reset, except the On-Chip Debugger is unaffected by the reset.	
STOP mode	Power-On Reset/Voltage Brownout	Reset delay begins after supply voltage exceeds POR level.	
	RESET pin assertion	All reset pulses less than the specified analo delay are ignored. See Table 131 on page 229.	
	DBG pin driven Low	None.	

Table 9. Reset Sources and Resulting Reset Type

Power-On Reset

Z8 Encore! XP F082A Series devices contain an internal Power-On Reset circuit. The POR circuit monitors the supply voltage and holds the device in the Reset state until the supply voltage reaches a safe operating level. After the supply voltage exceeds the POR voltage threshold (V_{POR}), the device is held in the Reset state until the POR Counter has timed out. If the crystal oscillator is enabled by the option bits, this timeout is longer.

After the Z8 Encore! XP F082A Series device exits the Power-On Reset state, the eZ8 CPU fetches the Reset vector. Following Power-On Reset, the POR status bit in the Reset Status (RSTSTAT) register is set to 1.

Figure 5 displays Power-On Reset operation. See Electrical Characteristics on page 221 for the POR threshold voltage (V_{POR}).



56

Table 32. Trap and Interrupt Vectors in Order of Priority Program

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



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60



To avoid re-triggerings of the Watchdog Timer interrupt after exiting the associated interrupt service routine, it is recommended that the service routine continues to read from the RSTSTAT register until the WDT bit is cleared as given in the following coding sample:

CLEARWDT: LDX r0, RSTSTAT ; read reset status register to clear wdt bit BTJNZ 5, r0, CLEARWDT ; loop until bit is cleared

Interrupt Control Register Definitions

For all interrupts other than the Watchdog Timer interrupt, the Primary Oscillator Fail Trap, and the Watchdog Oscillator Fail Trap, the interrupt control registers enable individual interrupts, set interrupt priorities, and indicate interrupt requests.

Interrupt Request 0 Register

The Interrupt Request 0 (IRQ0) register (Table 33) stores the interrupt requests for both vectored and polled interrupts. When a request is presented to the interrupt controller, the corresponding bit in the IRQ0 register becomes 1. If interrupts are globally enabled (vectored interrupts), the interrupt controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (polled interrupts), the eZ8 CPU can read the Interrupt Request 0 register to determine if any interrupt requests are pending.

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved	T1I	ТОІ	U0RXI	U0TXI	Reserved	Reserved	ADCI
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	FC0H							

Table 33. Interrupt Request 0 Register (IRQ0)

Reserved—Must be 0.

T1I—Timer 1 Interrupt Request

- 0 = No interrupt request is pending for Timer 1.
- 1 = An interrupt request from Timer 1 is awaiting service.

T0I—Timer 0 Interrupt Request

- 0 = No interrupt request is pending for Timer 0.
- 1 = An interrupt request from Timer 0 is awaiting service.



Watchdog Timer

The Watchdog Timer (WDT) protects against corrupt or unreliable software, power faults, and other system-level problems which may place the Z8 Encore! XP[®] F082A Series devices into unsuitable operating states. The features of Watchdog Timer include:

- On-chip RC oscillator.
- A selectable time-out response: reset or interrupt.
- 24-bit programmable time-out value.

Operation

The Watchdog Timer is a one-shot timer that resets or interrupts the Z8 Encore! XP F082A Series devices when the WDT reaches its terminal count. The Watchdog Timer uses a dedicated on-chip RC oscillator as its clock source. The Watchdog Timer operates in only two modes: ON and OFF. Once enabled, it always counts and must be refreshed to prevent a time-out. Perform an enable by executing the WDT instruction or by setting the WDT_AO Flash Option Bit. The WDT_AO bit forces the Watchdog Timer to operate immediately upon reset, even if a WDT instruction has not been executed.

The Watchdog Timer is a 24-bit reloadable downcounter that uses three 8-bit registers in the eZ8 CPU register space to set the reload value. The nominal WDT time-out period is described by the following equation:

WDT Time-out Period (ms) = $\frac{\text{WDT Reload Value}}{10}$

where the WDT reload value is the decimal value of the 24-bit value given by {WDTU[7:0], WDTH[7:0], WDTL[7:0]} and the typical Watchdog Timer RC oscillator frequency is 10 kHz. The Watchdog Timer cannot be refreshed after it reaches 000002H. The WDT Reload Value must not be set to values below 000004H. Table 56 provides information about approximate time-out delays for the minimum and maximum WDT reload values.

Table 56. Watchdog Timer Approximate Time-Out Delays

WDT Reload Value	WDT Reload Value	Approximate Time-Out Delay (with 10 kHz typical WDT oscillator frequency)			
(Hex)	(Decimal)	Typical	Description		
000004	4	400 µs	Minimum time-out delay		
FFFFF	16,777,215	28 minutes	Maximum time-out delay		



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	FFOH							
X = Undefined.								

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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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.

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(BRG[15:0]) that sets the data transmission rate (baud rate) of the UART. The UART data rate is calculated using the following equation:

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

When the UART is disabled, the Baud Rate Generator functions as a basic 16-bit timer with interrupt on time-out. Follow the steps below to configure the Baud Rate Generator as a timer with interrupt on time-out:

- 1. Disable the UART by clearing the REN and TEN bits in the UART Control 0 register to 0.
- 2. Load the acceptable 16-bit count value into the UART Baud Rate High and Low Byte registers.
- 3. Enable the Baud Rate Generator timer function and associated interrupt by setting the BRGCTL bit in the UART Control 1 register to 1.

When configured as a general purpose timer, the interrupt interval is calculated using the following equation:

Interrupt Interval(s) = System Clock Period (s) \times BRG[15:0]

UART Control Register Definitions

The UART control registers support the UART and the associated Infrared Encoder/ Decoders. For more information on infrared operation, see Infrared Encoder/Decoder on page 117.

UART Control 0 and Control 1 Registers

The UART Control 0 (UxCTL0) and Control 1 (UxCTL1) registers (Table 61 and Table 62) configure the properties of the UART's transmit and receive operations. The UART Control registers must not be written while the UART is enabled.

BITS	7	6	5	4	3	2	1	0
FIELD	TEN	REN	CTSE	PEN	PSEL	SBRK	STOP	LBEN
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	F42H							

Table 61. UART Control 0 Register (U0CTL0)

TEN—Transmit Enable

This bit enables or disables the transmitter. The enable is also controlled by the $\overline{\text{CTS}}$ signal



0 = No framing error occurred. 1 = A framing error occurred.

BRKD—Break Detect

This bit indicates that a break occurred. If the data bits, parity/multiprocessor bit, and Stop bit(s) are all 0s this bit is set to 1. Reading the UART Receive Data register clears this bit. 0 = No break occurred.

1 = A break occurred.

TDRE—Transmitter Data Register Empty

This bit indicates that the UART Transmit Data register is empty and ready for additional data. Writing to the UART Transmit Data register resets this bit.

0 = Do not write to the UART Transmit Data register.

1 = The UART Transmit Data register is ready to receive an additional byte to be transmitted.

TXE—Transmitter Empty

This bit indicates that the transmit shift register is empty and character transmission is finished.

0 = Data is currently transmitting.

1 = Transmission is complete.

 $CTS - \overline{CTS}$ signal

When this bit is read it returns the level of the $\overline{\text{CTS}}$ signal. This signal is active Low.

UART Status 1 Register

This register contains multiprocessor control and status bits.

Table 64. UART Status 1 Register (U0STAT1)

BITS	7	6	5	4	3	2	1	0
FIELD		Reserved						MPRX
RESET	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R	R
ADDR	F44H							

Reserved—Must be 0.

NEWFRM—Status bit denoting the start of a new frame. Reading the UART Receive Data register resets this bit to 0.

0 = The current byte is not the first data byte of a new frame.

1 = The current byte is the first data byte of a new frame.



116

3.579545 MHz System Clock							
Acceptable Rate (kHz)	BRG Divisor (Decimal)	Actual Rate (kHz)	Error (%)				
1250.0	N/A	N/A	N/A				
625.0	N/A	N/A	N/A				
250.0	1	223.72	-10.51				
115.2	2	111.9	-2.90				
57.6	4	55.9	-2.90				
38.4	6	37.3	-2.90				
19.2	12	18.6	-2.90				
9.60	23	9.73	1.32				
4.80	47	4.76	-0.83				
2.40	93	2.41	0.23				
1.20	186	1.20	0.23				
0.60	373	0.60	-0.04				
0.30	746	0.30	-0.04				
-							

Table 70. UART Baud Rates (Continued)

1.8432 MHz \$	System Clock		
Acceptable Rate (kHz)	BRG Divisor (Decimal)	Actual Rate (kHz)	Error (%)
1250.0	N/A	N/A	N/A
625.0	N/A	N/A	N/A
250.0	N/A	N/A	N/A
115.2	1	115.2	0.00
57.6	2	57.6	0.00
38.4	3	38.4	0.00
19.2	6	19.2	0.00
9.60	12	9.60	0.00
4.80	24	4.80	0.00
2.40	48	2.40	0.00
1.20	96	1.20	0.00
0.60	192	0.60	0.00
0.30	384	0.30	0.00



Compensation Steps:

1. Correct for Offset

#3

ADC MSB	ADC LSB						
-							
Offset MSB	Offset LSB						
=							
#1 MSB	#1 LSB						

2. Take absolute value of the offset corrected ADC value *if negative*—the gain correction factor is computed assuming positive numbers, with sign restoration afterward.

#2 MSB	#2 LSB
--------	--------

Also take absolute value of the gain correction word *if negative*.

AGain MSB	AGain LSB
-----------	-----------

3. Multiply by Gain Correction Word. If in DIFFERENTIAL mode, there are two gain correction values: one for positive ADC values, another for negative ADC values. Based on the sign of #2, use the appropriate Gain Correction Word.

	#2 MSB	#2 LSB
*		
	AGain MSB	AGain LSB
=		

#3

4. Round the result and discard the least significant two bytes (this is equivalent to dividing by 2^{16}).

#3

#3	#3	#3	#3			
-						
0x00	0x00	0x80	0x00			
=						
#4 MSB	#4 LSB	7				

5. Determine sign of the gain correction factor using the sign bits from Step 2. If the offset corrected ADC value AND the gain correction word have the same sign, then the factor is positive and is left unchanged. If they have differing signs, then the factor is negative and must be multiplied by -1.

#3



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				Program Me	mory 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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1 = Watchdog Timer is enabled upon execution of the WDT instruction. Once enabled, the Watchdog Timer can only be disabled by a Reset or Stop Mode Recovery. This setting is the default for unprogrammed (erased) Flash.

OSC SEL[1:0]—Oscillator Mode Selection

00 = On-chip oscillator configured for use with external RC networks (<4 MHz).

01 = Minimum power for use with very low frequency crystals (32 kHz to 1.0 MHz).

10 = Medium power for use with medium frequency crystals or ceramic resonators (0.5 MHz to 5.0 MHz).

11 = Maximum power for use with high frequency crystals (5.0 MHz to 20.0 MHz). This setting is the default for unprogrammed (erased) Flash.

VBO AO-Voltage Brownout Protection Always On

0 = Voltage Brownout Protection can be disabled in STOP mode to reduce total power consumption. For the block to be disabled, the power control register bit must also be written (see Power Control Register Definitions on page 34).

1 = Voltage Brownout Protection is always enabled including during STOP mode. This setting is the default for unprogrammed (erased) Flash.

FRP—Flash Read Protect

0 = User program code is inaccessible. Limited control features are available through the On-Chip Debugger.

1 = User program code is accessible. All On-Chip Debugger commands are enabled. This setting is the default for unprogrammed (erased) Flash.

Reserved—Must be 1.

FWP—Flash Write Protect

This Option Bit provides Flash Program Memory protection:

0 = Programming and erasure disabled for all of Flash Program Memory. Programming,

Page Erase, and Mass Erase through User Code is disabled. Mass Erase is available using the On-Chip Debugger.

1 = Programming, Page Erase, and Mass Erase are enabled for all of Flash program memory.



Info Page Address	Memory Address	Usage
5C	FE5C	Randomized Lot ID Byte 23
5D	FE5D	Randomized Lot ID Byte 22
5E	FE5E	Randomized Lot ID Byte 21
5F	FE5F	Randomized Lot ID Byte 20
61	FE61	Randomized Lot ID Byte 19
62	FE62	Randomized Lot ID Byte 18
64	FE64	Randomized Lot ID Byte 17
65	FE65	Randomized Lot ID Byte 16
67	FE67	Randomized Lot ID Byte 15
68	FE68	Randomized Lot ID Byte 14
6A	FE6A	Randomized Lot ID Byte 13
6B	FE6B	Randomized Lot ID Byte 12
6D	FE6D	Randomized Lot ID Byte 11
6E	FE6E	Randomized Lot ID Byte 10
70	FE70	Randomized Lot ID Byte 9
71	FE71	Randomized Lot ID Byte 8
73	FE73	Randomized Lot ID Byte 7
74	FE74	Randomized Lot ID Byte 6
76	FE76	Randomized Lot ID Byte 5
77	FE77	Randomized Lot ID Byte 4
79	FE79	Randomized Lot ID Byte 3
7A	FE7A	Randomized Lot ID Byte 2
7C	FE7C	Randomized Lot ID Byte 1
7D	FE7D	Randomized Lot ID Byte 0 (least significant)

Table 102. Randomized Lot ID Locations (Continued)

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resides in working register R0. The bit fields of this status byte are defined in Table 103. The contents of the status byte are undefined for write operations to illegal addresses. Also, user code must pop the address and data bytes off the stack.

The write routine uses 13 bytes of stack space in addition to the two bytes of address and data pushed by the user. Sufficient memory must be available for this stack usage.

Because of the Flash memory architecture, NVDS writes exhibit a non-uniform execution time. In general, a write takes $251 \,\mu s$ (assuming a 20 MHz system clock). Every 400 to 500 writes, however, a maintenance operation is necessary. In this rare occurrence, the write takes up to 61 ms to complete. Slower system clock speeds result in proportionally higher execution times.

NVDS byte writes to invalid addresses (those exceeding the NVDS array size) have no effect. Illegal write operations have a 2 μ s execution time.

Table 103. Write Status Byte

BITS	7	6	5	4	3	2	1	0
FIELD		Rese	erved		RCPY	PF	AWE	DWE
DEFAULT VALUE	0	0	0	0	0	0	0	0

Reserved—Must be 0.

RCPY—Recopy Subroutine Executed

A recopy subroutine was executed. These operations take significantly longer than a normal write operation.

PF—Power Failure Indicator

A power failure or system reset occurred during the most recent attempted write to the NVDS array.

AW-Address Write Error

An address byte failure occurred during the most recent attempted write to the NVDS array.

DWE—Data Write Error

A data byte failure occurred during the most recent attempted write to the NVDS array.

Byte Read

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





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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189

When selecting a new clock source, the system clock oscillator failure detection circuitry and the Watchdog Timer oscillator failure circuitry must be disabled. If SOFEN and WOFEN are not disabled prior to a clock switch-over, it is possible to generate an interrupt for a failure of either oscillator. The Failure detection circuitry can be enabled anytime after a successful write of OSCSEL in the OSCCTL register.

The internal precision oscillator is enabled by default. If the user code changes to a different oscillator, it may be appropriate to disable the IPO for power savings. Disabling the IPO does not occur automatically.

Clock Failure Detection and Recovery

System Clock Oscillator Failure

The Z8F04xA family devices can generate non-maskable interrupt-like events when the primary oscillator fails. To maintain system function in this situation, the clock failure recovery circuitry automatically forces the Watchdog Timer oscillator to drive the system clock. The Watchdog Timer oscillator must be enabled to allow the recovery. Although this oscillator runs at a much slower speed than the original system clock, the CPU continues to operate, allowing execution of a clock failure vector and software routines that either remedy the oscillator failure or issue a failure alert. This automatic switch-over is not available if the Watchdog Timer oscillator is disabled, though it is not necessary to enable the Watchdog Timer reset function (see Watchdog Timer on page 91).

The primary oscillator failure detection circuitry asserts if the system clock frequency drops below 1 kHz \pm 50%. If an external signal is selected as the system oscillator, it is possible that a very slow but non-failing clock can generate a failure condition. Under these conditions, do not enable the clock failure circuitry (SOFEN must be deasserted in the OSCCTL register).

Watchdog Timer Failure

In the event of a Watchdog Timer oscillator failure, a similar non-maskable interrupt-like event is issued. This event does not trigger an attendant clock switch-over, but alerts the CPU of the failure. After a Watchdog Timer failure, it is no longer possible to detect a primary oscillator failure. The failure detection circuitry does not function if the Watchdog Timer is used as the system clock oscillator or if the Watchdog Timer oscillator has been disabled. For either of these cases, it is necessary to disable the detection circuitry by deasserting the WDFEN bit of the OSCCTL register.

The Watchdog Timer oscillator failure detection circuit counts system clocks while looking for a Watchdog Timer clock. The logic counts 8004 system clock cycles before determining that a failure has occurred. The system clock rate determines the speed at which the Watchdog Timer failure can be detected. A very slow system clock results in very slow detection times.

zilog

9	213

Assembly	Symbolic	Addres	s Mode	Oncode(s)			Fla	ags			Fetch	Instr.
Mnemonic	Operation	dst	src	(Hex)	С	Ζ	S	V	D	Н	Cycles	Cycles
RR dst		R		E0	*	*	*	*	-	-	2	2
	► D7 D6 D5 D4 D3 D2 D1 D0 ► C	IR		E1							2	3
RRC dst		R		C0	*	*	*	*	-	-	2	2
	► D7 D6 D5 D4 D3 D2 D1 D0 ► C	IR		C1							2	3
SBC dst, src	$dst \gets dst - src - C$	r	r	32	*	*	*	*	1	*	2	3
		r	lr	33							2	4
		R	R	34							3	3
		R	IR	35							3	4
		R	IM	36							3	3
		IR	IM	37							3	4
SBCX dst, src	$dst \gets dst - src - C$	ER	ER	38	*	*	*	*	1	*	4	3
		ER	IM	39	_						4	3
SCF	$C \leftarrow 1$			DF	1	-	-	-	-	-	1	2
SRA dst	T V	R		D0	*	*	*	0	_	-	2	2
	D7 D6 D5 D4 D3 D2 D1 D0 C dst	IR		D1							2	3
SRL dst	0 - ▶ D7 D6 D5 D4 D3 D2 D1 D0 ▶ C	R		1F C0	*	*	0	*	-	-	3	2
	dst	IR		1F C1	•						3	3
SRP src	$RP \gets src$		IM	01	_	_	_	_	_	_	2	2
STOP	STOP Mode			6F	_	_	_	_	_	-	1	2
SUB dst, src	$dst \gets dst - src$	r	r	22	*	*	*	*	1	*	2	3
		r	lr	23	•						2	4
		R	R	24	•						3	3
		R	IR	25	•						3	4
		R	IM	26							3	3
		IR	IM	27	•						3	4
Flags Notation:	* = Value is a function of th – = Unaffected X = Undefined	ne result	of the o	peration.	0 = 1 =	Re Se	set t to	to (1)			

Table 124. eZ8 CPU Instruction Summary (Continued)

zilog[°]

255

Jag Mun V Tu B A Z8 Encorel XP [®] E0824	Elash Pash	W V S with 2	SOVN	d I/O Lines	interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	DART with IrDA	Comparator	Temperature Sensor	Description
	2 KB	512 B	64 B	6	14	2	4	1	1	1	PDIP 8-nin nackage
78E022A0B020SC	2 KB	512 B	64 B	6	14	2	4	1	1	1	OEN 8-nin nackage
78F022ASB020SC	2 KB	512 B	64 B	6	14	2	4	1	1	1	SOIC 8-nin nackage
78F022ASH020SC	2 KB	512 B	64 B	17	20	2	7		1	1	SOIC 20-pin package
Z8F022AHH020SC	2 KB	512 B	64 B	17	20	2	7	1	1	1	SSOP 20-pin package
Z8F022APH020SC	2 KB	512 B	64 B	17	20	2	7	1	1	1	PDIP 20-pin package
Z8F022ASJ020SC	2 KB	512 B	64 B	23	20	2	8	1	1	1	SOIC 28-pin package
Z8F022AHJ020SC	2 KB	512 B	64 B	23	20	2	8	1	1	1	SSOP 28-pin package
Z8F022APJ020SC	2 KB	512 B	64 B	23	20	2	8	1	1	1	PDIP 28-pin package
Extended Temperatur	e: -40 °	C to 10	5 °C								
Z8F022APB020EC	2 KB	512 B	64 B	6	14	2	4	1	1	1	PDIP 8-pin package
Z8F022AQB020EC	2 KB	512 B	64 B	6	14	2	4	1	1	1	QFN 8-pin package
Z8F022ASB020EC	2 KB	512 B	64 B	6	14	2	4	1	1	1	SOIC 8-pin package
Z8F022ASH020EC	2 KB	512 B	64 B	17	20	2	7	1	1	1	SOIC 20-pin package
Z8F022AHH020EC	2 KB	512 B	64 B	17	20	2	7	1	1	1	SSOP 20-pin package
Z8F022APH020EC	2 KB	512 B	64 B	17	20	2	7	1	1	1	PDIP 20-pin package
Z8F022ASJ020EC	2 KB	512 B	64 B	23	20	2	8	1	1	1	SOIC 28-pin package
Z8F022AHJ020EC	2 KB	512 B	64 B	23	20	2	8	1	1	1	SSOP 28-pin package
Z8F022APJ020EC	2 KB	512 B	64 B	23	20	2	8	1	1	1	PDIP 28-pin package
Replace C with G for Lead	d-Free F	ackaging									