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Details

Product Status	Obsolete
Core Processor	ST6
Core Size	8-Bit
Speed	8MHz
Connectivity	SPI
Peripherals	LED, LVD, POR, WDT
Number of I/O	21
Program Memory Size	3.8KB (3.8K x 8)
Program Memory Type	OTP
EEPROM Size	128 x 8
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 6V
Data Converters	A/D 13x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°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/stmicroelectronics/st62t65cb6

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MEMORY MAP (Cont'd)**1.3.3 Data Space**

Data Space accommodates all the data necessary for processing the user program. This space comprises the RAM resource, the processor core and peripheral registers, as well as read-only data such as constants and look-up tables in OTP/EPROM.

1.3.3.1 Data ROM

All read-only data is physically stored in program memory, which also accommodates the Program Space. The program memory consequently contains the program code to be executed, as well as the constants and look-up tables required by the application.

The Data Space locations in which the different constants and look-up tables are addressed by the processor core may be thought of as a 64-byte window through which it is possible to access the read-only data stored in OTP/EPROM.

1.3.3.2 Data RAM/EEPROM

In ST62T55C, ST62T65C and ST62E65C devices, the data space includes 60 bytes of RAM, the accumulator (A), the indirect registers (X), (Y), the short direct registers (V), (W), the I/O port registers, the peripheral data and control registers, the interrupt option register and the Data ROM Window register (DRW register).

Additional RAM and EEPROM pages can also be addressed using banks of 64 bytes located between addresses 00h and 3Fh.

1.3.4 Stack Space

Stack space consists of six 12-bit registers which are used to stack subroutine and interrupt return addresses, as well as the current program counter contents.

Table 1. Additional RAM/EEPROM Banks

Device	RAM	EEPROM
ST62T55C	1 x 64 bytes	-
ST62T65C/E65C	1 x 64 bytes	2 x 64 bytes

Table 2. ST62T55C, ST62T65C and ST62E65C Data Memory Space

RAM and EEPROM	000h
	03Fh
	040h
DATA ROM WINDOW AREA	
	07Fh
X REGISTER	080h
Y REGISTER	081h
V REGISTER	082h
W REGISTER	083h
	084h
DATA RAM 60 BYTES	0BFh
PORT A DATA REGISTER	0C0h
PORT B DATA REGISTER	0C1h
PORT C DATA REGISTER	0C2h
RESERVED	0C3h
PORT A DIRECTION REGISTER	0C4h
PORT B DIRECTION REGISTER	0C5h
PORT C DIRECTION REGISTER	0C6h
RESERVED	0C7h
INTERRUPT OPTION REGISTER	0C8h*
DATA ROM WINDOW REGISTER	0C9h*
RESERVED	0CAh
	0CBh
PORT A OPTION REGISTER	0CCh
PORT B OPTION REGISTER	0CDh
PORT C OPTION REGISTER	0CEh
RESERVED	0CFh
A/D DATA REGISTER	0D0h
A/D CONTROL REGISTER	0D1h
TIMER PRESCALER REGISTER	0D2h
TIMER COUNTER REGISTER	0D3h
TIMER STATUS CONTROL REGISTER	0D4h
AR TIMER MODE CONTROL REGISTER	0D5h
AR TIMER STATUS/CONTROL REGISTER1	0D6h
AR TIMER STATUS/CONTROL REGISTER2	0D7h
WATCHDOG REGISTER	0D8h
AR TIMER RELOAD/CAPTURE REGISTER	0D9h
AR TIMER COMPARE REGISTER	0DAh
AR TIMER LOAD REGISTER	0DBh
OSCILLATOR CONTROL REGISTER	0DCh*
MISCELLANEOUS	0DDh
RESERVED	0DEh
	0DFh
SPI DATA REGISTER	0E0h
SPI DIVIDER REGISTER	0E1h
SPI MODE REGISTER	0E2h
RESERVED	0E3h
	0E7h
DATA RAM/EEPROM REGISTER	0E8h*
RESERVED	0E9h
EEPROM CONTROL REGISTER	0EAh
RESERVED	0EBh
	0FEh
ACCUMULATOR	0FFh

* WRITE ONLY REGISTER

MEMORY MAP (Cont'd)

1.3.5 Data Window Register (DWR)

The Data read-only memory window is located from address 0040h to address 007Fh in Data space. It allows direct reading of 64 consecutive bytes located anywhere in program memory, between address 0000h and 0FFFh (top memory address depends on the specific device). All the program memory can therefore be used to store either instructions or read-only data. Indeed, the window can be moved in steps of 64 bytes along the program memory by writing the appropriate code in the Data Window Register (DWR).

The DWR can be addressed like any RAM location in the Data Space, it is however a write-only register and therefore cannot be accessed using single-bit operations. This register is used to position the 64-byte read-only data window (from address 40h to address 7Fh of the Data space) in program memory in 64-byte steps. The effective address of the byte to be read as data in program memory is obtained by concatenating the 6 least significant bits of the register address given in the instruction (as least significant bits) and the content of the DWR register (as most significant bits), as illustrated in Figure 5 below. For instance, when addressing location 0040h of the Data Space, with 0 loaded in the DWR register, the physical location addressed in program memory is 00h. The DWR register is not cleared on reset, therefore it must be written to prior to the first access to the Data read-only memory window area.

Data Window Register (DWR)

Address: 0C9h — Write Only

7						0	
-	-	DWR5	DWR4	DWR3	DWR2	DWR1	DWR0

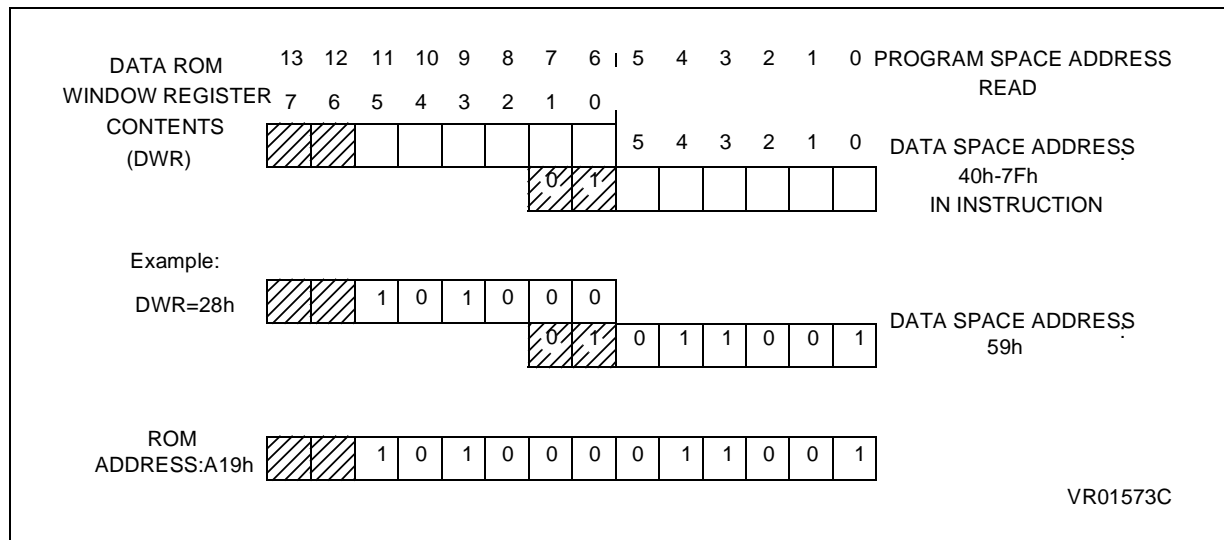
Bits 6, 7 = Not used.

Bit 5-0 = **DWR5-DWR0**: *Data read-only memory Window Register Bits*. These are the Data read-only memory Window bits that correspond to the upper bits of the data read-only memory space.

Caution: *This register is undefined on reset. Neither read nor single bit instructions may be used to address this register.*

Note: Care is required when handling the DWR register as it is write only. For this reason, the DWR contents should not be changed while executing an interrupt service routine, as the service routine cannot save and then restore the register's previous contents. If it is impossible to avoid writing to the DWR during the interrupt service routine, an image of the register must be saved in a RAM location, and each time the program writes to the DWR, it must also write to the image register. The image register must be written first so that, if an interrupt occurs between the two instructions, the DWR is not affected.

Figure 5 Data read-only memory Window Memory Addressing



PROGRAMMING MODES (Cont'd)**1.4.2 EPROM Erasing**

The EPROM of the windowed package of the MCUs may be erased by exposure to Ultra Violet light. The erasure characteristic of the MCUs is such that erasure begins when the memory is exposed to light with a wave lengths shorter than approximately 4000Å. It should be noted that sun-lights and some types of fluorescent lamps have wavelengths in the range 3000-4000Å.

It is thus recommended that the window of the MCUs packages be covered by an opaque label to

prevent unintentional erasure problems when testing the application in such an environment.

The recommended erasure procedure of the MCUs EPROM is the exposure to short wave ultraviolet light which have a wave-length 2537Å. The integrated dose (i.e. U.V. intensity x exposure time) for erasure should be a minimum of 15W-sec/cm². The erasure time with this dosage is approximately 15 to 20 minutes using an ultraviolet lamp with 12000μW/cm² power rating. The ST62E65C should be placed within 2.5cm (1Inch) of the lamp tubes during erasure.

CLOCK SYSTEM (Cont'd)

Figure 9. OSG Filtering Principle

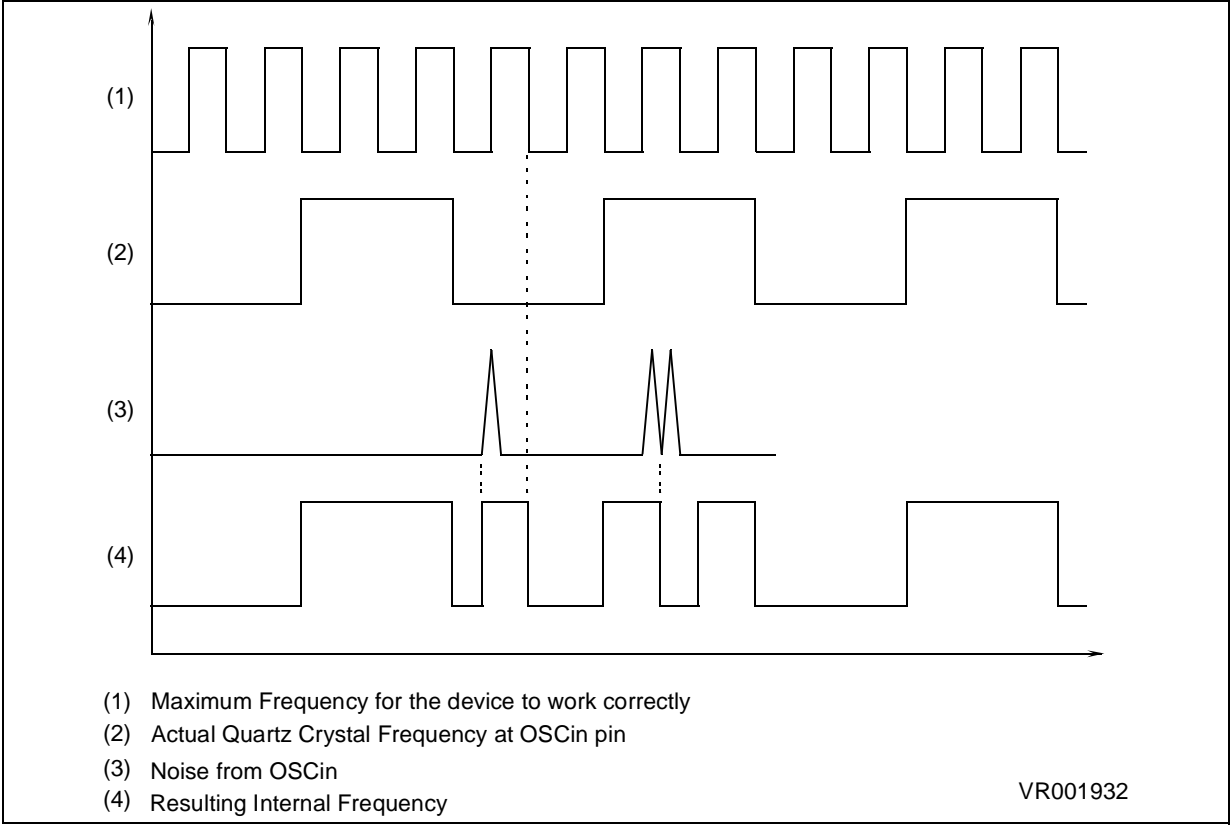
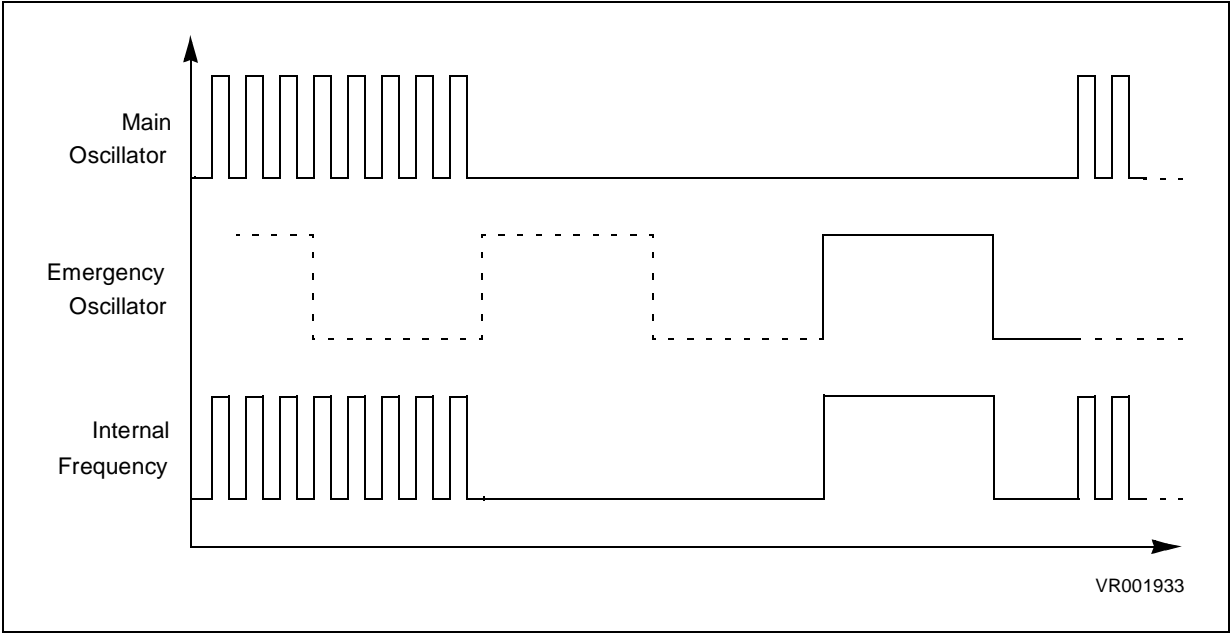


Figure 10. OSG Emergency Oscillator Principle



3.2 RESETS

The MCU can be reset in four ways:

- by the external Reset input being pulled low;
- by Power-on Reset;
- by the digital Watchdog peripheral timing out.
- by Low Voltage Detection (LVD)

3.2.1 RESET Input

The $\overline{\text{RESET}}$ pin may be connected to a device of the application board in order to reset the MCU if required. The $\overline{\text{RESET}}$ pin may be pulled low in RUN, WAIT or STOP mode. This input can be used to reset the MCU internal state and ensure a correct start-up procedure. The pin is active low and features a Schmitt trigger input. The internal Reset signal is generated by adding a delay to the external signal. Therefore even short pulses on the $\overline{\text{RESET}}$ pin are acceptable, provided V_{DD} has completed its rising phase and that the oscillator is running correctly (normal RUN or WAIT modes). The MCU is kept in the Reset state as long as the $\overline{\text{RESET}}$ pin is held low.

If $\overline{\text{RESET}}$ activation occurs in the RUN or WAIT modes, processing of the user program is stopped (RUN mode only), the Inputs and Outputs are configured as inputs with pull-up resistors and the main Oscillator is restarted. When the level on the $\overline{\text{RESET}}$ pin then goes high, the initialization sequence is executed following expiry of the internal delay period.

If $\overline{\text{RESET}}$ pin activation occurs in the STOP mode, the oscillator starts up and all Inputs and Outputs are configured as inputs with pull-up resistors. When the level of the $\overline{\text{RESET}}$ pin then goes high, the initialization sequence is executed following expiry of the internal delay period.

3.2.2 Power-on Reset

The function of the POR circuit consists in waking up the MCU by detecting around 2V a dynamic (rising edge) variation of the V_{DD} Supply. At the beginning of this sequence, the MCU is configured in the Reset state: all I/O ports are configured as inputs with pull-up resistors and no instruction is executed. When the power supply voltage rises to a sufficient level, the oscillator starts to operate, whereupon an internal delay is initiated, in order to allow the oscillator to fully stabilize before executing the first instruction. The initialization sequence

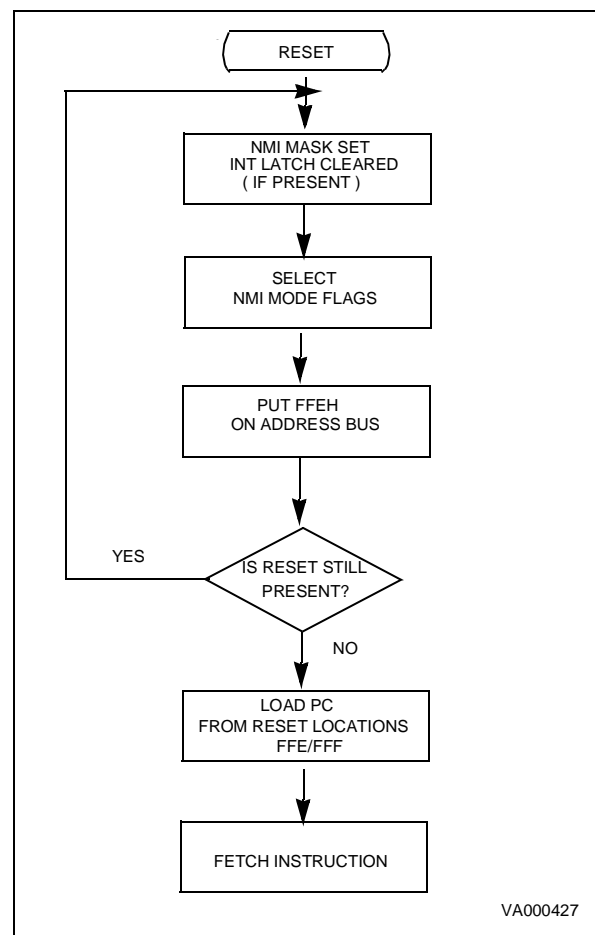
is executed immediately following the internal delay.

To ensure correct start-up, the user should take care that the V_{DD} Supply is stabilized at a sufficient level for the chosen frequency (see recommended operation) before the reset signal is released. In addition, supply rising must start from 0V.

As a consequence, the POR does not allow to supervise static, slowly rising, or falling, or noisy (presenting oscillation) V_{DD} supplies.

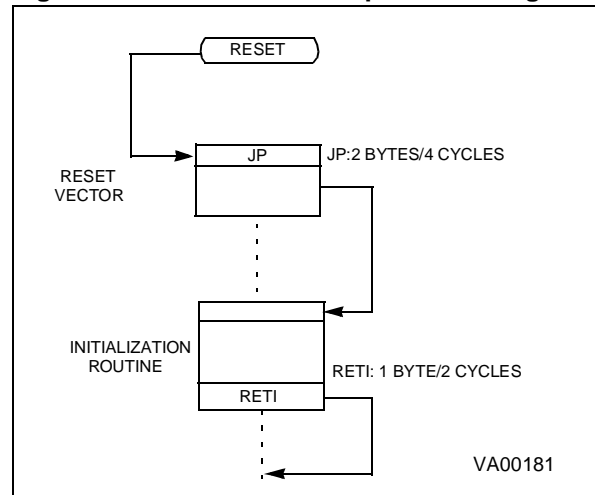
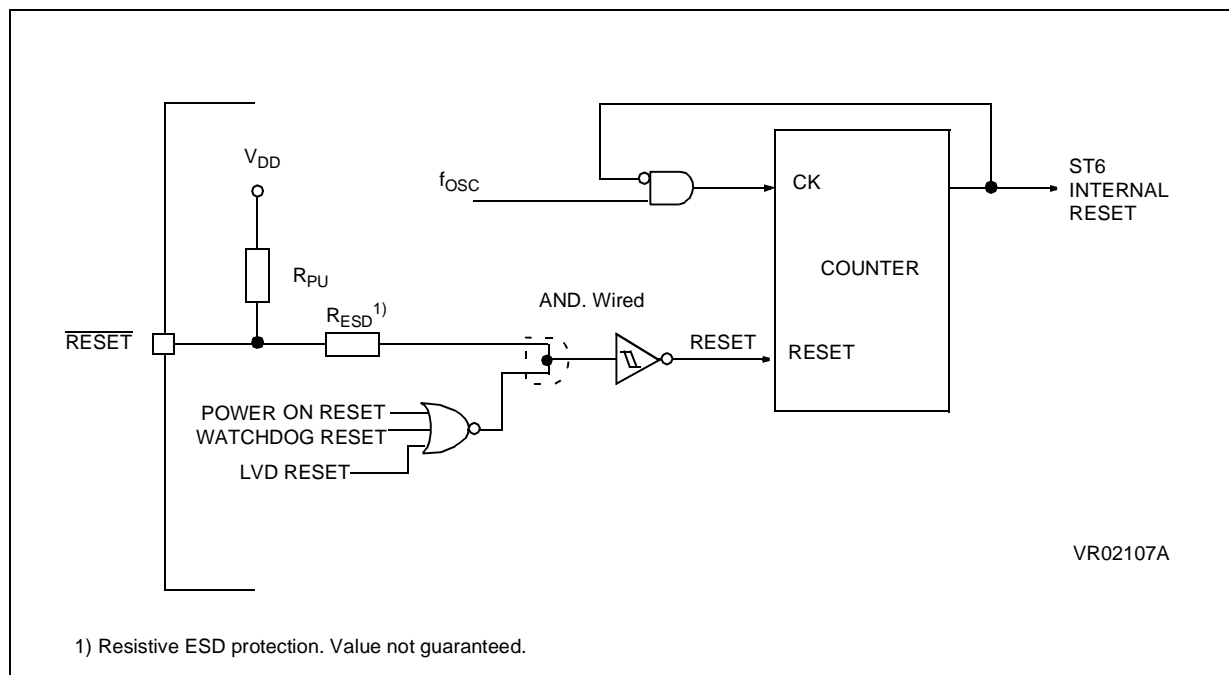
An external RC network connected to the $\overline{\text{RESET}}$ pin, or the LVD reset can be used instead to get the best performances.

Figure 13. Reset and Interrupt Processing



RESETS (Cont'd)**3.2.6 MCU Initialization Sequence**

When a reset occurs the stack is reset, the PC is loaded with the address of the Reset Vector (located in program ROM starting at address 0FFEh). A jump to the beginning of the user program must be coded at this address. Following a Reset, the Interrupt flag is automatically set, so that the CPU is in Non Maskable Interrupt mode; this prevents the initialisation routine from being interrupted. The initialisation routine should therefore be terminated by a RETI instruction, in order to revert to normal mode and enable interrupts. If no pending interrupt is present at the end of the initialisation routine, the MCU will continue by processing the instruction immediately following the RETI instruction. If, however, a pending interrupt is present, it will be serviced.

Figure 15. Reset and Interrupt Processing**Figure 16. Reset Block Diagram**

3.3 DIGITAL WATCHDOG

The digital Watchdog consists of a reloadable downcounter timer which can be used to provide controlled recovery from software upsets.

The Watchdog circuit generates a Reset when the downcounter reaches zero. User software can prevent this reset by reloading the counter, and should therefore be written so that the counter is regularly reloaded while the user program runs correctly. In the event of a software mishap (usually caused by externally generated interference), the user program will no longer behave in its usual fashion and the timer register will thus not be reloaded periodically. Consequently the timer will decrement down to 00h and reset the MCU. In order to maximise the effectiveness of the Watchdog function, user software must be written with this concept in mind.

Watchdog behaviour is governed by two options, known as "WATCHDOG ACTIVATION" (i.e. HARDWARE or SOFTWARE) and "EXTERNAL STOP MODE CONTROL" (see Table 6).

In the SOFTWARE option, the Watchdog is disabled until bit C of the DWDR register has been set.

When the Watchdog is disabled, low power Stop mode is available. Once activated, the Watchdog cannot be disabled, except by resetting the MCU.

In the HARDWARE option, the Watchdog is permanently enabled. Since the oscillator will run continuously, low power mode is not available. The STOP instruction is interpreted as a WAIT instruction, and the Watchdog continues to countdown.

However, when the EXTERNAL STOP MODE CONTROL option has been selected low power consumption may be achieved in Stop Mode.

Execution of the STOP instruction is then governed by a secondary function associated with the NMI pin. If a STOP instruction is encountered when the NMI pin is low, it is interpreted as WAIT, as described above. If, however, the STOP instruction is encountered when the NMI pin is high, the Watchdog counter is frozen and the CPU enters STOP mode.

When the MCU exits STOP mode (i.e. when an interrupt is generated), the Watchdog resumes its activity.

Table 6. Recommended Option Choices

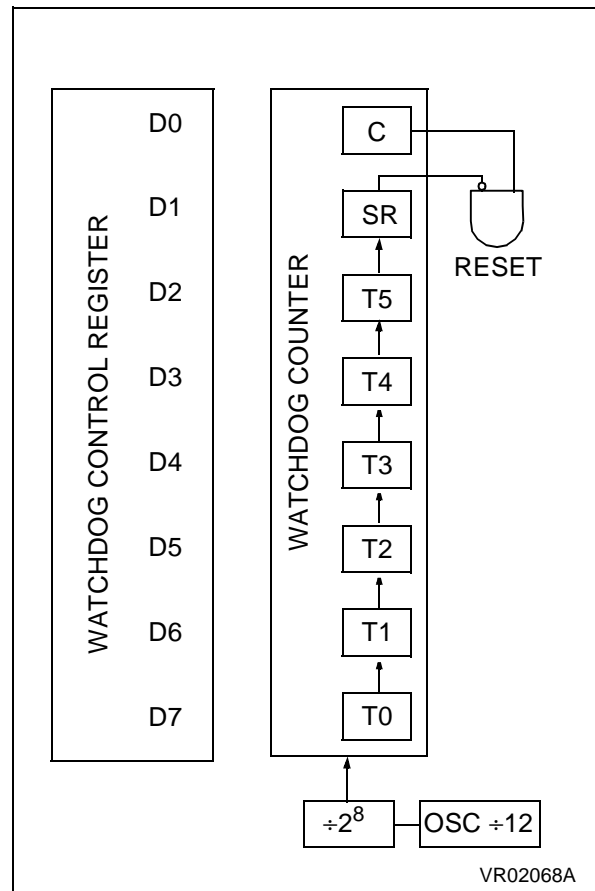
Functions Required	Recommended Options
Stop Mode & Watchdog	"EXTERNAL STOP MODE" & "HARDWARE WATCHDOG"
Stop Mode	"SOFTWARE WATCHDOG"
Watchdog	"HARDWARE WATCHDOG"

DIGITAL WATCHDOG (Cont'd)

The Watchdog is associated with a Data space register (Digital WatchDog Register, DWDR, location 0D8h) which is described in greater detail in Section 3.3.1 Digital Watchdog Register (DWDR). This register is set to 0FEh on Reset: bit C is cleared to "0", which disables the Watchdog; the timer downcounter bits, T0 to T5, and the SR bit are all set to "1", thus selecting the longest Watchdog timer period. This time period can be set to the user's requirements by setting the appropriate value for bits T0 to T5 in the DWDR register. The SR bit must be set to "1", since it is this bit which generates the Reset signal when it changes to "0"; clearing this bit would generate an immediate Reset.

It should be noted that the order of the bits in the DWDR register is inverted with respect to the associated bits in the down counter: bit 7 of the DWDR register corresponds, in fact, to T0 and bit 2 to T5. The user should bear in mind the fact that these bits are inverted and shifted with respect to the physical counter bits when writing to this register. The relationship between the DWDR register bits and the physical implementation of the Watchdog timer downcounter is illustrated in Figure 17.

Only the 6 most significant bits may be used to define the time period, since it is bit 6 which triggers the Reset when it changes to "0". This offers the user a choice of 64 timed periods ranging from 3,072 to 196,608 clock cycles (with an oscillator frequency of 8MHz, this is equivalent to timer periods ranging from 384µs to 24.576ms).

Figure 17. Watchdog Counter Control

4 ON-CHIP PERIPHERALS

4.1 I/O PORTS

The MCU features Input/Output lines which may be individually programmed as any of the following input or output configurations:

- Input without pull-up or interrupt
- Input with pull-up and interrupt
- Input with pull-up, but without interrupt
- Analog input
- Push-pull output
- Open drain output

The lines are organised as byte-wise Ports.

Each port is associated with 3 registers in Data space. Each bit of these registers is associated with a particular line (for instance, bits 0 of Port A Data, Direction and Option registers are associated with the PA0 line of Port A).

The DATA registers (DRx), are used to read the voltage level values of the lines which have been configured as inputs, or to write the logic value of the signal to be output on the lines configured as outputs. The port data registers can be read to get the effective logic levels of the pins, but they can

be also written by user software, in conjunction with the related option registers, to select the different input mode options.

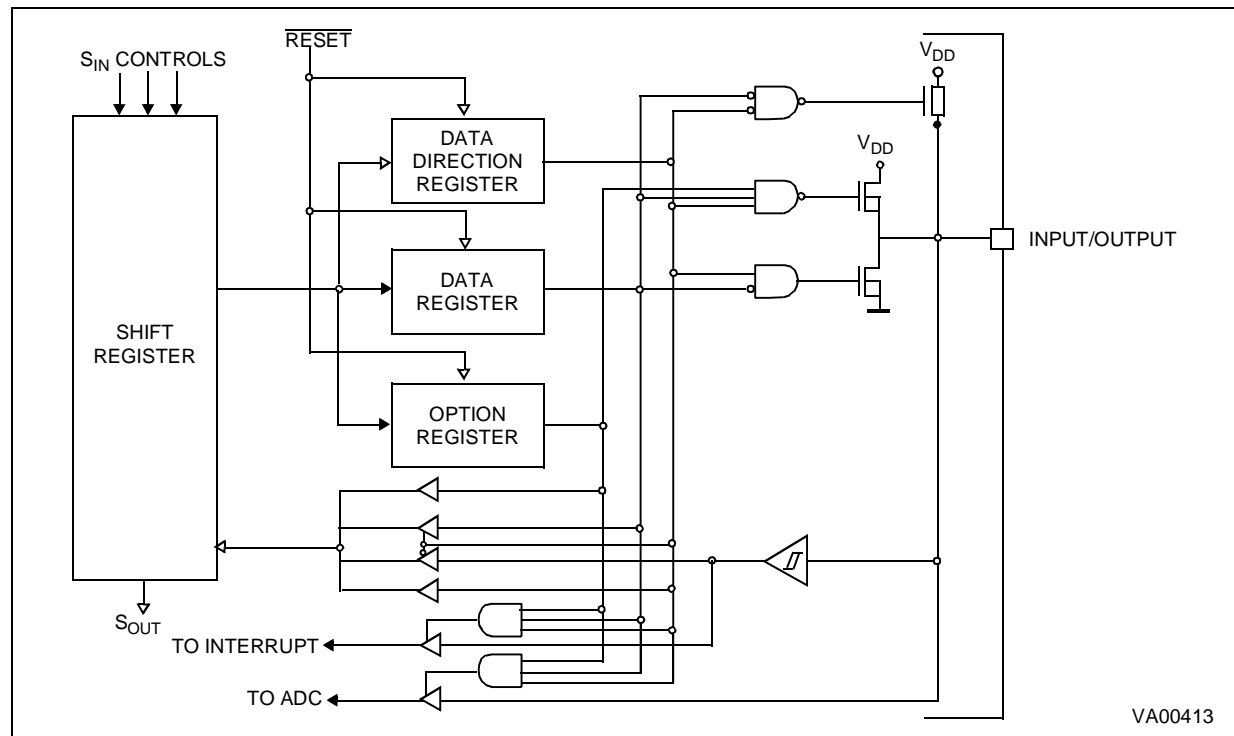
Single-bit operations on I/O registers are possible but care is necessary because reading in input mode is done from I/O pins while writing will directly affect the Port data register causing an undesired change of the input configuration.

The Data Direction registers (DDRx) allow the data direction (input or output) of each pin to be set.

The Option registers (ORx) are used to select the different port options available both in input and in output mode.

All I/O registers can be read or written to just as any other RAM location in Data space, so no extra RAM cells are needed for port data storage and manipulation. During MCU initialization, all I/O registers are cleared and the input mode with pull-ups and no interrupt generation is selected for all the pins, thus avoiding pin conflicts.

Figure 22. I/O Port Block Diagram



I/O PORTS (Cont'd)**4.1.1 Operating Modes**

Each pin may be individually programmed as input or output with various configurations.

This is achieved by writing the relevant bit in the Data (DR), Data Direction (DDR) and Option registers (OR). Table 1 illustrates the various port configurations which can be selected by user software.

4.1.1.1 Input Options

Pull-up, High Impedance Option. All input lines can be individually programmed with or without an internal pull-up by programming the OR and DR registers accordingly. If the pull-up option is not selected, the input pin will be in the high-impedance state.

4.1.1.2 Interrupt Options

All input lines can be individually connected by software to the interrupt system by programming the OR and DR registers accordingly. The interrupt trigger modes (falling edge, rising edge and low level) can be configured by software as described in the Interrupt Chapter for each port.

4.1.1.3 Analog Input Options

Some pins can be configured as analog inputs by programming the OR and DR registers accordingly. These analog inputs are connected to the on-chip 8-bit Analog to Digital Converter. *ONLY ONE* pin should be programmed as an analog input at any time, since by selecting more than one input simultaneously their pins will be effectively shorted.

Table 10. I/O Port Option Selection

DDR	OR	DR	Mode	Option
0	0	0	Input	With pull-up, no interrupt
0	0	1	Input	No pull-up, no interrupt
0	1	0	Input	With pull-up and with interrupt
0	1	1	Input	Analog input (when available)
1	0	X	Output	Open-drain output (20mA sink when available)
1	1	X	Output	Push-pull output (20mA sink when available)

Note: X = Don't care

AUTO-RELOAD TIMER (Cont'd)

It should be noted that the reload values will also affect the value and the resolution of the duty cycle of PWM output signal. To obtain a signal on ARTIMout, the contents of the ARCP register must be greater than the contents of the ARRC register.

The maximum available resolution for the ARTIMout duty cycle is:

$$\text{Resolution} = 1/[255-(ARRC)]$$

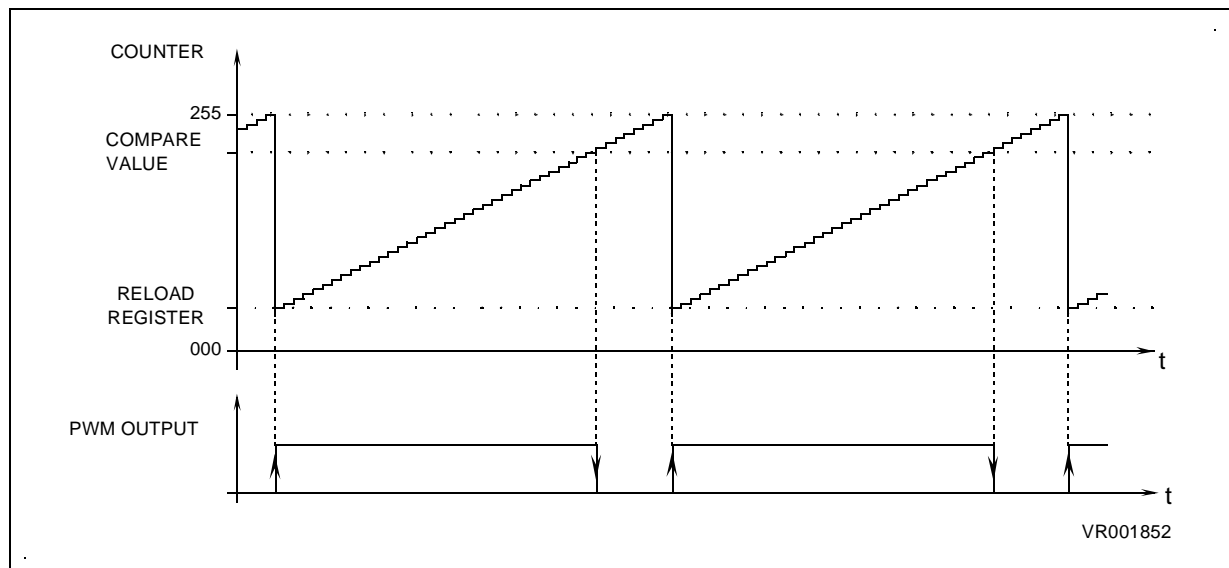
Where ARRC is the content of the Reload/Capture register. The compare value loaded in the Compare Register, ARCP, must be in the range from (ARRC) to 255.

The ARTC counter is initialized by writing to the ARRC register and by then setting the TCLD (Timer Load) and the TEN (Timer Clock Enable) bits in the Mode Control register, ARMC.

Enabling and selection of the clock source is controlled by the CC0, CC1, SL0 and SL1 bits in the Status Control Register, ARSC1. The prescaler division ratio is selected by the PS0, PS1 and PS2 bits in the ARSC1 register.

In Auto-reload Mode, any of the three available clock sources can be selected: Internal Clock, Internal Clock divided by 3 or the clock signal present on the ARTIMin pin.

Figure 28. Auto-reload Timer PWM Function



INSTRUCTION SET (Cont'd)

Conditional Branch. The branch instructions achieve a branch in the program when the selected condition is met.

Bit Manipulation Instructions. These instructions can handle any bit in data space memory. One group either sets or clears. The other group (see Conditional Branch) performs the bit test branch operations.

Control Instructions. The control instructions control the MCU operations during program execution.

Jump and Call. These two instructions are used to perform long (12-bit) jumps or subroutines call inside the whole program space.

Table 20. Conditional Branch Instructions

Instruction	Branch If	Bytes	Cycles	Flags	
				Z	C
JRC e	C = 1	1	2	*	*
JRNC e	C = 0	1	2	*	*
JRZ e	Z = 1	1	2	*	*
JRNZ e	Z = 0	1	2	*	*
JRR b, rr, ee	Bit = 0	3	5	*	Δ
JRS b, rr, ee	Bit = 1	3	5	*	Δ

Notes:

b. 3-bit address

e. 5 bit signed displacement in the range -15 to +16<F128M>

ee. 8 bit signed displacement in the range -126 to +129

rr. Data space register

Δ. Affected. The tested bit is shifted into carry.

*. Not Affected

Table 21. Bit Manipulation Instructions

Instruction	Addressing Mode	Bytes	Cycles	Flags	
				Z	C
SET b,rr	Bit Direct	2	4	*	*
RES b,rr	Bit Direct	2	4	*	*

Notes:

b. 3-bit address;

rr. Data space register;

*. Not<M> Affected

Table 22. Control Instructions

Instruction	Addressing Mode	Bytes	Cycles	Flags	
				Z	C
NOP	Inherent	1	2	*	*
RET	Inherent	1	2	*	*
RETI	Inherent	1	2	Δ	Δ
STOP (1)	Inherent	1	2	*	*
WAIT	Inherent	1	2	*	*

Notes:

1. This instruction is deactivated<N>and a WAIT is automatically executed instead of a STOP if the watchdog function is selected.

Δ. Affected

*. Not Affected

Table 23. Jump & Call Instructions

Instruction	Addressing Mode	Bytes	Cycles	Flags	
				Z	C
CALL abc	Extended	2	4	*	*
JP abc	Extended	2	4	*	*

Notes:

abc. 12-bit address;

*. Not Affected

Opcode Map Summary. The following table contains an opcode map for the instructions used by the ST6

LOW HI	0 0000	1 0001	2 0010	3 0011	4 0100	5 0101	6 0110	7 0111	LOW HI
0 0000	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b0,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 LD a,(x) 1 ind	0 0000
1 0001	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b0,rr,ee 3 bt	2 JRZ e 1 pcr	4 INC x 1 sd	2 JRC e 1 prc	4 LDI a,nn 2 imm	1 0001
2 0010	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b4,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 CP a,(x) 1 ind	2 0010
3 0011	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b4,rr,ee 3 bt	2 JRZ e 1 pcr	4 LD a,x 1 sd	2 JRC e 1 prc	4 CPI a,nn 2 imm	3 0011
4 0100	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b2,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 ADD a,(x) 1 ind	4 0100
5 0101	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b2,rr,ee 3 bt	2 JRZ e 1 pcr	4 INC y 1 sd	2 JRC e 1 prc	4 ADDI a,nn 2 imm	5 0101
6 0110	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b6,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 INC (x) 1 ind	6 0110
7 0111	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b6,rr,ee 3 bt	2 JRZ e 1 pcr	4 LD a,y 1 sd	2 JRC e 1 prc	#	7 0111
8 1000	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b1,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 LD (x),a 1 ind	8 1000
9 1001	2 RNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b1,rr,ee 3 bt	2 JRZ e 1 pcr	4 INC v 1 sd	2 JRC e 1 prc	#	9 1001
A 1010	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b5,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 AND a,(x) 1 ind	A 1010
B 1011	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b5,rr,ee 3 bt	2 JRZ e 1 pcr	4 LD a,v 1 sd	2 JRC e 1 prc	4 ANDI a,nn 2 imm	B 1011
C 1100	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b3,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 SUB a,(x) 1 ind	C 1100
D 1101	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b3,rr,ee 3 bt	2 JRZ e 1 pcr	4 INC w 1 sd	2 JRC e 1 prc	4 SUBI a,nn 2 imm	D 1101
E 1110	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRR b7,rr,ee 3 bt	2 JRZ e 1 pcr	#	2 JRC e 1 prc	4 DEC (x) 1 ind	E 1110
F 1111	2 JRNZ e 1 pcr	4 CALL abc 2 ext	2 JRNZ e 1 pcr	5 JRS b7,rr,ee 3 bt	2 JRZ e 1 pcr	4 LD a,w 1 sd	2 JRC e 1 prc	#	F 1111

Abbreviations for Addressing Modes: Legend:

dir	Direct	#	Indicates Illegal Instructions
sd	Short Direct	e	5 Bit Displacement
imm	Immediate	b	3 Bit Address
inh	Inherent	rr	1byte dataspace address
ext	Extended	nn	1 byte immediate data
b.d	Bit Direct	abc	12 bit address
bt	Bit Test	ee	8 bit Displacement
pcr	Program Counter Relative		
ind	Indirect		

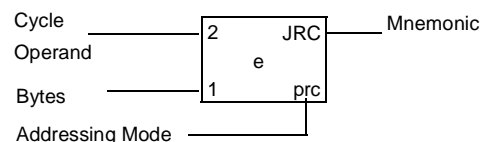


Figure 42. Idd WAIT versus V_{DD} at 8 Mhz for OTP devices

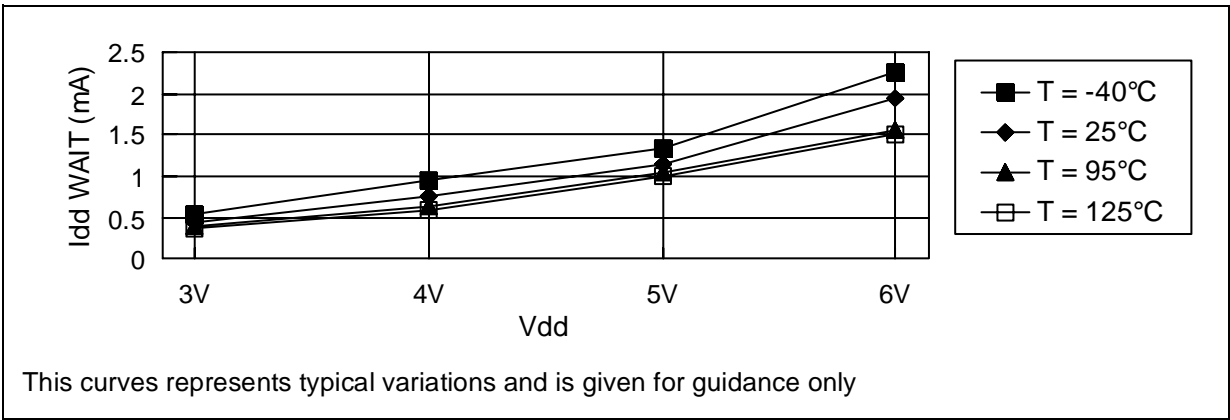


Figure 43. Idd STOP versus V_{DD} for OTP devices

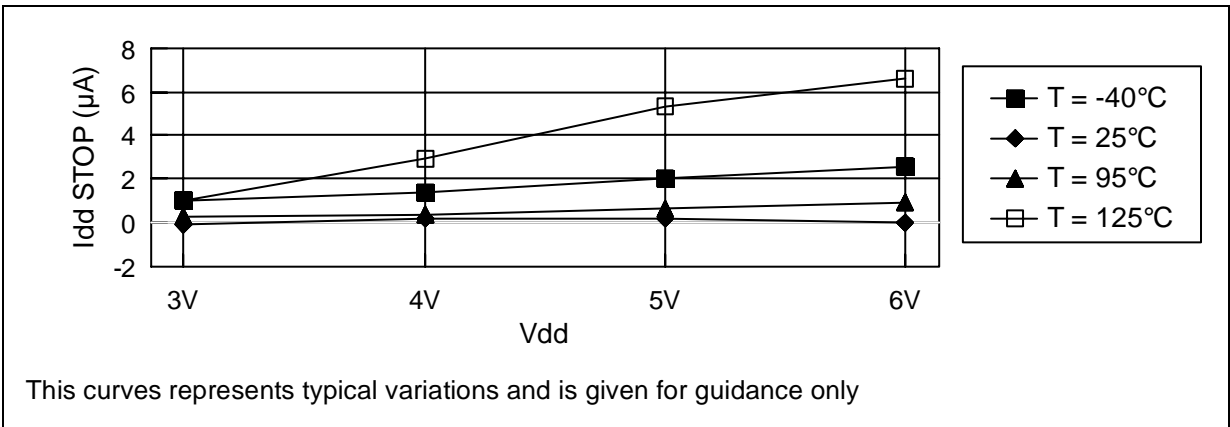
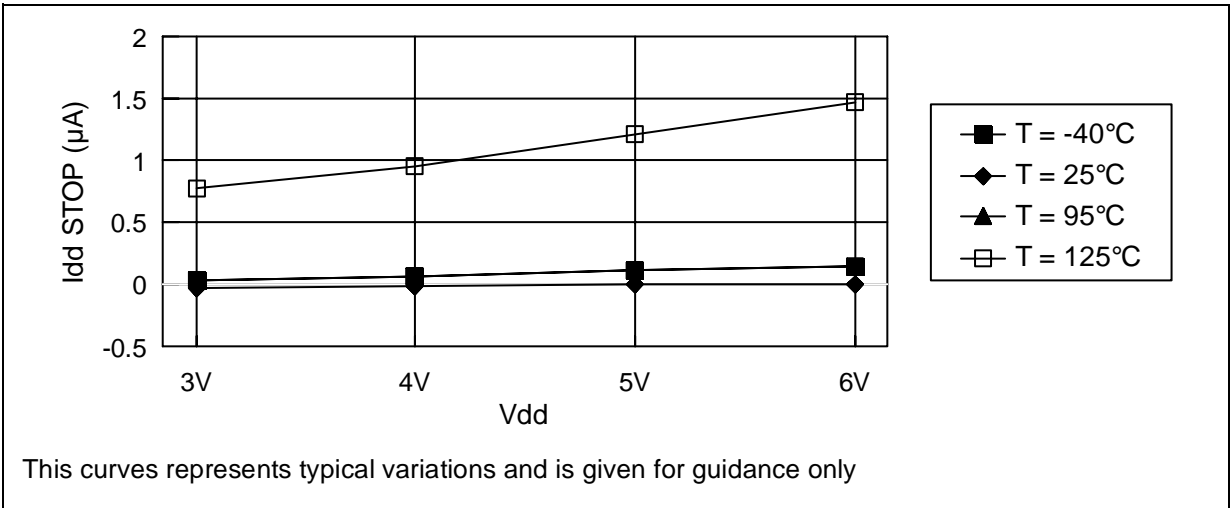


Figure 44. Idd STOP versus V_{DD} for ROM devices



Notes:

ST6255C/65B/P55C/P65C MICROCONTROLLER OPTION LIST

Customer:
 Address:
 Contact:
 Phone:
 Reference:

STMicroelectronics references:

Device: ☐ ST6255C (4 KB) ☐ ST6265B (4 KB)
☐ ST62P55C (4 KB) ☐ ST62P65C (4 KB)

Package: ☐ Dual in Line Plastic
☐ Small Outline Plastic with conditioning
☐ Shrink Small Outline Plastic with conditioning

Conditioning option: ☐ Standard (Tube) ☐ Tape & Reel

Temperature Range: ☐ 0°C to + 70°C ☐ - 40°C to + 85°C
☐ - 40°C to + 125°C

Marking: ☐ Standard marking
☐ Special marking (ROM only):
 PDIP28 (10 char. max):
 PSOP28 (8 char. max):
 SSOP28 (11 char. max):
 Authorized characters are letters, digits, '.', '-', '/' and spaces only.

Oscillator Safeguard*: ☐ Enabled ☐ Disabled

Oscillator Selection: ☐ Quartz crystal / Ceramic resonator
☐ RC network

Reset Delay ☐ 32768 cycle delay ☐ 2048 cycle delay

Watchdog Selection: ☐ Software Activation ☐ Hardware Activation

PB1:PB0 pull-up at RESET*: ☐ Enabled ☐ Disabled

PB3:PB2 pull-up at RESET*: ☐ Enabled ☐ Disabled

External STOP Mode Control: ☐ Enabled ☐ Disabled

Readout Protection: FASTROM: ☐ Enabled ☐ Disabled

ROM: ☐ Enabled:
☐ Fuse is blown by STMicroelectronics
☐ Fuse can be blown by the customer
☐ Disabled

Low Voltage Detector*: ☐ Enabled ☐ Disabled

NMI pull-up*: ☐ Enabled ☐ Disabled

ADC Synchro*: ☐ Enabled ☐ Disabled

*except on ST6265B

Comments:

Oscillator Frequency in the application:
 Supply Operating Range in the application:
 Notes:
 Date:
 Signature: