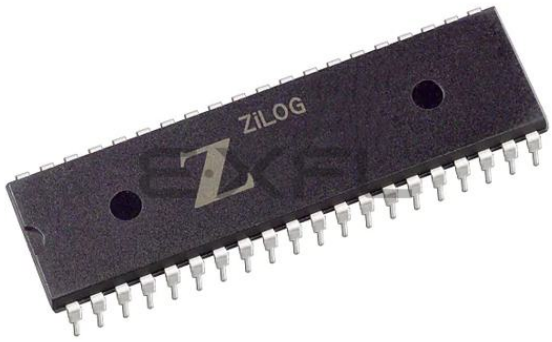

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, IrDA, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	29
Program Memory Size	32KB (32K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP (0.620", 15.75mm)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f3221pm020sg

Introduction

Zilog's Z8 Encore! XP MCU family of products are a line of Zilog® microcontroller products based upon the 8-bit eZ8 CPU. The Z8 Encore! XP® 64K Series Flash Microcontrollers, hereafter referred to collectively as the Z8 Encore! XP or the 64K Series adds Flash memory to Zilog's extensive line of 8-bit microcontrollers. The Flash in-circuit programming capability allows for faster development time and program changes in the field. The new eZ8™ CPU is upward compatible with existing Z8® instructions. The rich-peripheral set of the Z8 Encore! XP makes it suitable for a variety of applications including motor control, security systems, home appliances, personal electronic devices, and sensors.

Features

The features of Z8 Encore! XP 64K Series Flash Microcontrollers include:

- 20 MHz eZ8 CPU
- Up to 64 KB Flash with in-circuit programming capability
- Up to 4 KB register RAM
- 12-channel, 10-bit Analog-to-Digital Converter (ADC)
- Two full-duplex 9-bit UARTs with bus transceiver Driver Enable control
- Inter-integrated circuit (I^2C)
- Serial Peripheral Interface (SPI)
- Two Infrared Data Association (IrDA)-compliant infrared encoder/decoders
- Up to four 16-bit timers with capture, compare, and PWM capability
- Watchdog Timer (WDT) with internal RC oscillator
- Three-channel DMA
- Up to 60 input/output (I/O) pins
- 24 interrupts with configurable priority
- On-Chip Debugger
- Voltage Brownout (VBO) Protection
- Power-On Reset (POR)
- Operating voltage of 3.0 V to 3.6 V with 5 V-tolerant inputs
- 0 °C to +70 °C, –40 °C to +105 °C, and –40 °C to +125 °C operating temperature ranges

Table 3. Signal Descriptions (Continued)

Signal Mnemonic	I/O	Description
XIN	I	External Crystal Input. This is the input pin to the crystal oscillator. A crystal can be connected between it and the **XOUT** pin to form the oscillator. This signal is usable with external RC networks and an external clock driver.
XOUT	O	External Crystal Output. This pin is the output of the crystal oscillator. A crystal can be connected between it and the XIN pin to form the oscillator. When the system clock is referred to in this manual, it refers to the frequency of the signal at this pin. This pin must be left unconnected when not using a crystal.
RCOUT	O	RC Oscillator Output. This signal is the output of the RC oscillator. It is multiplexed with a general-purpose I/O pin. This signal must be left unconnected when not using a crystal.
On-Chip Debugger		
DBG	I/O	Debug. This pin is the control and data input and output to and from the On-Chip Debugger. This pin is open-drain. **Caution:** *For operation of the On-Chip Debugger, all power pins (V_{DD} and AV_{DD}) must be supplied with power and all ground pins (V_{SS} and AV_{SS}) must be properly grounded.* *The DBG pin is open-drain and must have an external pull-up resistor to ensure proper operation.*
Reset		
$\overline{\text{RESET}}$	I	RESET. Generates a Reset when asserted (driven Low).
Power Supply		
VDD	I	Power Supply.
AVDD	I	Analog Power Supply.
VSS	I	Ground.
AVSS	I	Analog Ground.

Pin Characteristics

Table 4 on page 17 provides detailed information on the characteristics for each pin available on the 64K Series products and the data is sorted alphabetically by the pin symbol mnemonic.

Control Register Summary

Timer 0 High Byte
T0H (F00H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 0 current count value [15:8]

Timer 0 Low Byte
T0L (F01H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 0 current count value [7:0]

Timer 0 Reload High Byte
T0RH (F02H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 0 reload value [15:8]

Timer 0 Reload Low Byte
T0RL (HF03 - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 0 reload value [7:0]

Timer 0 PWM High Byte
T0PWMH (F04H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 0 PWM value [15:8]

Timer 0 Control 0
T0CTL0 (F06H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Reserved

Cascade Timer
0 = Timer 0 Input signal is GPIO pin
1 = Timer 0 Input signal is Timer 3 out

Reserved

Timer 0 Control 1
T0CTL1 (F07H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer Mode
000 = One-Shot mode
001 = CONTINUOUS mode
010 = COUNTER mode
011 = PWM mode
100 = CAPTURE mode
101 = COMPARE mode
110 = GATED mode
111 = Capture/COMPARE mode

Prescale Value
000 = Divide by 1
001 = Divide by 2
010 = Divide by 4
011 = Divide by 8
100 = Divide by 16
101 = Divide by 32
110 = Divide by 64
111 = Divide by 128

Timer Input/Output Polarity
Operation of this bit is a function of the current operating mode of the timer

Timer Enable
0 = Timer is disabled
1 = Timer is enabled

Timer 1 High Byte
T1H (F08H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 1 current count value [15:8]

Timer 1 Low Byte
T1L (F09H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 1 current count value [7:0]

Timer 1 Reload High Byte
T1RH (F0AH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 1 reload value [15:8]

Timer 1 Reload Low Byte
T1RL (F0BH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Timer 1 reload value [7:0]

UART0 Transmit Data
U0TXD (F40H - Write Only)

D7	D6	D5	D4	D3	D2	D1	D0

UART0 transmitter data byte [7:0]

UART0 Receive Data
U0RXD (F40H - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

UART0 receiver data byte [7:0]

UART0 Status 0
U0STAT0 (F41H - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

$\overline{\text{CTS}}$ signal
Returns the level of the $\overline{\text{CTS}}$ signal

Transmitter Empty
0 = Data is currently transmitting
1 = Transmission is complete

Transmitter Data Register Empty
0 = Transmit Data Register is full
1 = Transmit Data register is empty

Break Detect
0 = No break occurred
1 = A break occurred

Framing Error
0 = No framing error occurred
1 = A framing occurred

Overrun Error
0 = No overrun error occurred
1 = An overrun error occurred

Parity Error
0 = No parity error occurred
1 = A parity error occurred

Receive Data Available
0 = Receive Data Register is empty
1 = A byte is available in the Receive Data Register

UART0 Control 0
U0CTL0 (F42H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Loop Back Enable
0 = Normal operation
1 = Transmit data is looped back to the receiver

Stop Bit Select
0 = Transmitter sends 1 Stop bit
1 = Transmitter sends 2 Stop bits

Send Break
0 = No break is sent
1 = Output of the transmitter is zero

Parity Select
0 = Even parity
1 = Odd parity

Parity Enable
0 = Parity is disabled
1 = Parity is enabled

$\overline{\text{CTS}}$ Enable
0 = CTS signal has no effect on the transmitter
1 = UART recognizes $\overline{\text{CTS}}$ signal as a transmit enable control signal

Receive Enable
0 = Receiver disabled
1 = Receiver enabled

Transmit Enable
0 = Transmitter disabled
1 = Transmitter enabled

Interrupt Port Select
IRQPS (FCEH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port A or D Port Pin Select [7:0]
0 = Port A pin is the interrupt source
1 = Port D pin is the interrupt source

Interrupt Control
IRQCTL (FCFH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Reserved

Interrupt Request Enable
0 = Interrupts are disabled
1 = Interrupts are enabled

Port A Address
PAADDR (FD0H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Address[7:0]
Selects Port Sub-Registers:
00H = No function
01H = Data direction
02H = Alternate function
03H = Output control (open-drain)
04H = High drive enable
05H = Stop Mode Recovery enable
06H-FFH = No function

Port A Control
PACTL (FD1H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Control[7:0]
Provides Access to Port Sub-Registers

Port A Input Data
PAIN (FD2H - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Input Data [7:0]

Port A Output Data
PAOUT (FD3H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port A Output Data [7:0]

Port B Address
PBADDR (FD4H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port B Address[7:0]
Selects Port Sub-Registers:
00H = No function
01H = Data direction
02H = Alternate function
03H = Output control (open-drain)
04H = High drive enable
05H = Stop Mode Recovery enable
06H-FFH = No function

Port B Control
PBCTL (FD5H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port B Control[7:0]
Provides Access to Port Sub-Registers

Port B Input Data
PBIN (FD6H - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

Port B Input Data [7:0]

Port B Output Data
PBOUT (FD7H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port B Output Data [7:0]

Port C Address
PCADDR (FD8H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Port C Address[7:0]
Selects Port Sub-Registers:
00H = No function
01H = Data direction
02H = Alternate function
03H = Output control (open-drain)
04H = High drive enable
05H = Stop Mode Recovery enable
06H-FFH = No function

Watchdog Timer Control
WDTCTL (FF0H - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

- D0: SM Configuration Indicator
- D1: Reserved
- D2: EXT
  0 = Reset not generated by $\overline{\text{RESET}}$ pin
  1 = Reset generated by $\overline{\text{RESET}}$ pin
- D3: WDT
  0 = WDT timeout has not occurred
  1 = WDT timeout occurred
- D4: STOP
  0 = SMR has not occurred
  1 = SMR has occurred
- D5: POR
  0 = POR has not occurred
  1 = POR has occurred

Watchdog Timer Reload Upper Byte
WDTU (FF1H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D7: WDT reload value [23:16]

Watchdog Timer Reload Middle Byte
WDTH (FF2 H- Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D7: WDT reload value [15:8]

Watchdog Timer Reload Low Byte
WDTL (FF3H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D7: WDT reload value [7:0]

Flash Control
FCTL (FF8H - Write Only)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D7: Flash Command
  73H = First unlock command
  8CH = Second unlock command
  95H = Page erase command
  63H = Mass erase command
  5EH = Flash Sector Protect reg select

Flash Status
FSTAT (FF8H - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D3: Flash Controller Status
  00_0000 = Flash controller locked
  00_0001 = First unlock received
  00_0010 = Second unlock received
  00_0011 = Flash controller unlocked
  00_0100 = Flash Sector Protect register selected
  00_1xxx = Programming in progress
  01_0xxx = Page erase in progress
  10_0xxx = Mass erase in progress
- D4–D6: Reserved

Page Select
FPS (FF9H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D6: Page Select [6:0]
  Identifies the Flash memory page for Page Erase operation.
- D7: Information Area Enable
  0 = Information Area access is disabled
  1 = Information Area access is enabled

Flash Sector Protect
FPROT (FF9H - Read/Write to 1's)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D7: Flash Sector Protect [7:0]
  0 = Sector can be programmed or erased from user code
  1 = Sector is protected and cannot be programmed or erased from user code

Flash Frequency High Byte
FFREQH (FFAH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D7: Flash Frequency value [15:8]

Flash Frequency Low Byte
FFREQL (FFBH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0–D7: Flash Frequency value [7:0]

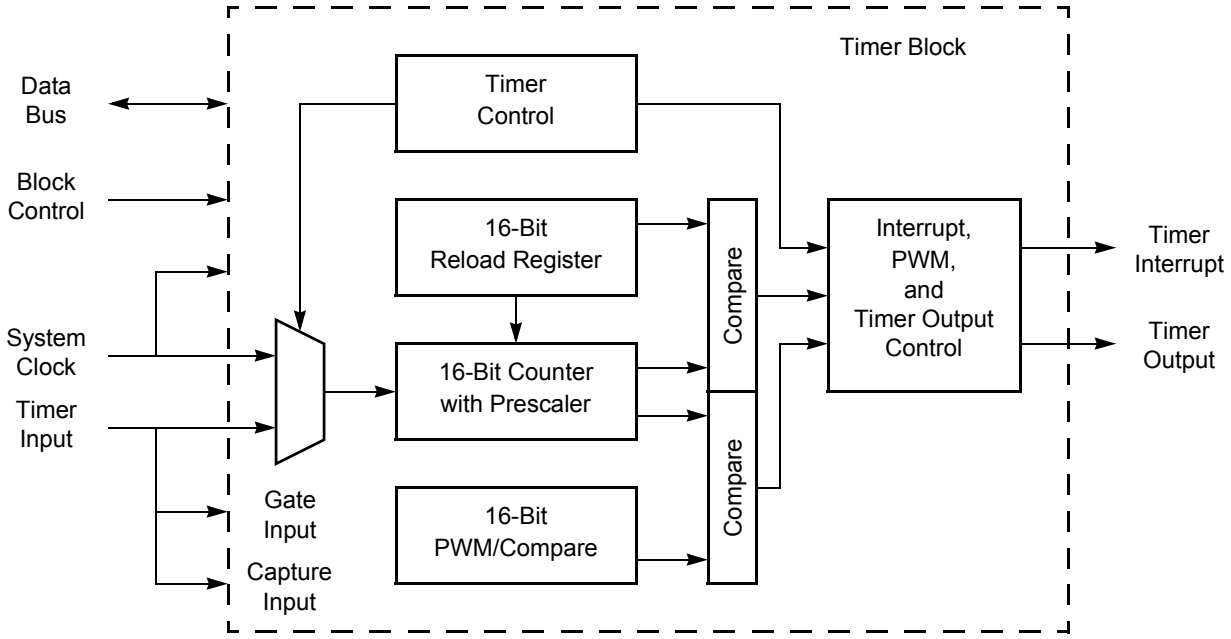


Figure 12. Timer Block Diagram

Operation

The timers are 16-bit up-counters. Minimum time-out delay is set by loading the value 0001H into the Timer Reload High and Low Byte registers and setting the prescale value to 1. Maximum time-out delay is set by loading the value 0000H into the Timer Reload High and Low Byte registers and setting the prescale value to 128. If the Timer reaches FFFFH, the timer rolls over to 0000H and continues counting.

Timer Operating Modes

The timers can be configured to operate in the following modes:

ONE-SHOT Mode

In ONE-SHOT mode, the timer counts up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. Upon reaching the Reload value, the timer generates an interrupt and the count value in the Timer High and Low Byte registers is reset to 0001H. Then, the timer is automatically disabled and stops counting.

Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state for one system clock cycle (from Low to High or from High to Low) upon timer Reload. If it is desired to have the Timer Output make a permanent state change upon

Table 39. Timer 0-3 High Byte Register (TxH)

BITS	7	6	5	4	3	2	1	0
FIELD	TH							
RESET	0							
R/W	R/W							
ADDR	F00H, F08H, F10H, F18H							

Table 40. Timer 0-3 Low Byte Register (TxL)

BITS	7	6	5	4	3	2	1	0
FIELD	TL							
RESET	0							1
R/W	R/W							
ADDR	F01H, F09H, F11H, F19H							

TH and TL—Timer High and Low Bytes
These 2 bytes, {TMRH[7:0], TMRL[7:0]}, contain the current 16-bit timer count value.

Timer Reload High and Low Byte Registers

The Timer 0-3 Reload High and Low Byte (TxRH and TxRL) registers (see Table 41and Table 42 on page 92) store a 16-bit reload value, {TRH[7:0], TRL[7:0]}. Values written to the Timer Reload High Byte register are stored in a temporary holding register. When a write to the Timer Reload Low Byte register occurs, the temporary holding register value is written to the Timer High Byte register. This operation allows simultaneous updates of the 16-bit Timer Reload value.

In COMPARE mode, the Timer Reload High and Low Byte registers store the 16-bit Compare value.

Table 41. Timer 0-3 Reload High Byte Register (TxRH)

BITS	7	6	5	4	3	2	1	0
FIELD	TRH							
RESET	1							
R/W	R/W							
ADDR	F02H, F0AH, F12H, F1AH							

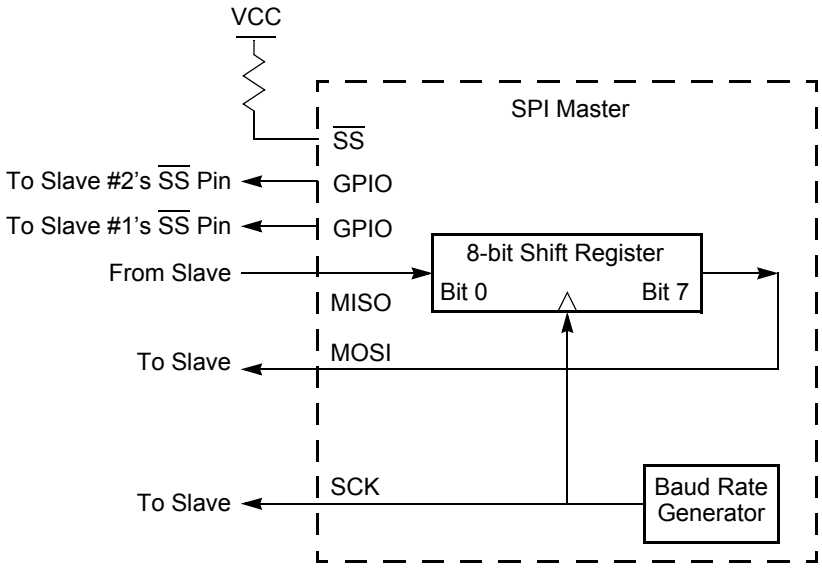


Figure 23. SPI Configured as a Master in a Single Master, Multiple Slave System

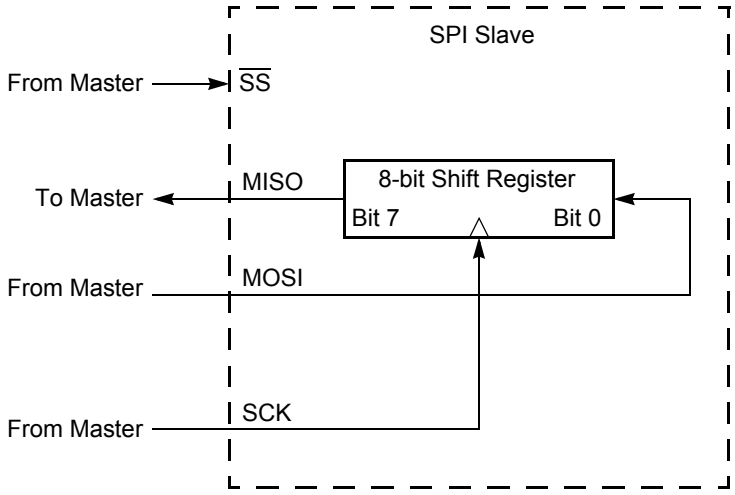


Figure 24. SPI Configured as a Slave

Operation

The SPI is a full-duplex, synchronous, character-oriented channel that supports a four-wire interface (serial clock, transmit, receive and Slave select). The SPI block consists of a transmit/receive shift register, a Baud Rate (clock) Generator and a control unit.

Table 70. I²C Data Register (I2CDATA)

BITS	7	6	5	4	3	2	1	0
FIELD	DATA							
RESET	0							
R/W	R/W							
ADDR	F50H							

I²C Status Register

The Read-only I²C Status register (Table 71) indicates the status of the I²C Controller.

Table 71. I²C Status Register (I2CSTAT)

BITS	7	6	5	4	3	2	1	0
FIELD	TDRE	RDRF	ACK	10B	RD	TAS	DSS	NCKI
RESET	1	0						
R/W	R							
ADDR	F51H							

TDRE—Transmit Data Register Empty
When the I²C Controller is enabled, this bit is 1 when the I²C Data register is empty. When this bit is set, an interrupt is generated if the TXI bit is set, except when the I²C Controller is shifting in data during the reception of a byte or when shifting an address and the RD bit is set. This bit is cleared by writing to the I2CDATA register.

RDRF—Receive Data Register Full
This bit is set = 1 when the I²C Controller is enabled and the I²C Controller has received a byte of data. When asserted, this bit causes the I²C Controller to generate an interrupt. This bit is cleared by reading the I²C Data register (unless the read is performed using execution of the On-Chip Debugger's Read Register command).

ACK—Acknowledge
This bit indicates the status of the Acknowledge for the last byte transmitted or received. When set, this bit indicates that an Acknowledge occurred for the last byte transmitted or received. This bit is cleared when IEN = 0 or when a Not Acknowledge occurred for the last byte transmitted or received. It is not reset at the beginning of each transaction and is not reset when this register is read.

0101 = ADC Analog Inputs 0-5 updated.
0110 = ADC Analog Inputs 0-6 updated.
0111 = ADC Analog Inputs 0-7 updated.
1000 = ADC Analog Inputs 0-8 updated.
1001 = ADC Analog Inputs 0-9 updated.
1010 = ADC Analog Inputs 0-10 updated.
1011 = ADC Analog Inputs 0-11 updated.
1100-1111 = Reserved.

DMA Status Register

The DMA Status register (Table 85 on page 173) indicates the DMA channel that generated the interrupt and the ADC Analog Input that is currently undergoing conversion. Reads from this register reset the Interrupt Request Indicator bits (IRQA, IRQ1, and IRQ0) to 0. Therefore, software interrupt service routines that read this register must process all three interrupt sources from the DMA.

Table 85. DMA_ADC Status Register (DMAA_STAT)

BITS	7	6	5	4	3	2	1	0
FIELD	CADC[3:0]				Reserved	IRQA	IRQ1	IRQ0
RESET	0							
R/W	R							
ADDR	FBFH							

CADC[3:0]—Current ADC Analog Input
This field identifies the Analog Input that the ADC is currently converting.

Reserved
This bit is reserved and must be 0.

IRQA—DMA_ADC Interrupt Request Indicator
This bit is automatically reset to 0 each time a read from this register occurs.
0 = DMA_ADC is not the source of the interrupt from the DMA Controller.
1 = DMA_ADC completed transfer of data from the last ADC Analog Input and generated an interrupt.

IRQ1—DMA1 Interrupt Request Indicator
This bit is automatically reset to 0 each time a read from this register occurs.
0 = DMA1 is not the source of the interrupt from the DMA Controller.
1 = DMA1 completed transfer of data to/from the End Address and generated an interrupt.

IRQ0—DMA0 Interrupt Request Indicator
This bit is automatically reset to 0 each time a read from this register occurs.

3. Write the first unlock command 73H to the Flash Control register.
4. Write the second unlock command 8CH to the Flash Control register.
5. Re-write the page written in step 2 to the Page Select register.

Flash Sector Protection

The Flash Sector Protect register can be configured to prevent sectors from being programmed or erased. Once a sector is protected, it cannot be unprotected by user code. The Flash Sector Protect register is cleared after reset and any previously written protection values is lost. User code must write this register in their initialization routine if they want to enable sector protection.

The Flash Sector Protect register shares its Register File address with the Page Select register. The Flash Sector Protect register is accessed by writing the Flash Control register with 5EH. Once the Flash Sector Protect register is selected, it can be accessed at the Page Select Register address. When user code writes the Flash Sector Protect register, bits can only be set to 1. Thus, sectors can be protected, but not unprotected, via register write operations. Writing a value other than 5EH to the Flash Control register de-selects the Flash Sector Protect register and re-enables access to the Page Select register.

Follow the steps below to setup the Flash Sector Protect register from user code:

1. Write 00H to the Flash Control register to reset the Flash Controller.
2. Write 5EH to the Flash Control register to select the Flash Sector Protect register.
3. Read and/or write the Flash Sector Protect register which is now at Register File address FF9H.
4. Write 00H to the Flash Control register to return the Flash Controller to its reset state.

Flash Write Protection Option Bit

The Flash Write Protect option bit can be enabled to block all program and erase operations from user code. For more information, see Option Bits on page 195.

Byte Programming

When the Flash Controller is unlocked, writes to Flash Memory from user code will program a byte into the Flash if the address is located in the unlocked page. An erased Flash byte contains all ones (FFH). The programming operation can only be used to change bits from one to zero. To change a Flash bit (or multiple bits) from zero to one requires a Page Erase or Mass Erase operation.

Byte Programming can be accomplished using the eZ8 CPU's LDC or LDCI instructions. For a description of the LDC and LDCI instructions, refer to *eZ8™ CPU Core User Manual (UM0128)*.

Table 96. Flash Frequency High Byte Register (FFREQH)

BITS	7	6	5	4	3	2	1	0
FIELD	FFREQH							
RESET	0							
R/W	R/W							
ADDR	FFAH							

Table 97. Flash Frequency Low Byte Register (FFREQL)

BITS	7	6	5	4	3	2	1	0
FIELD	FFREQL							
RESET	0							
R/W	R/W							
ADDR	FFBH							

FFREQH and FFREQL—Flash Frequency High and Low Bytes
These 2 bytes, {FFREQH[7:0], FFREQL[7:0]}, contain the 16-bit Flash Frequency value.

Operation

OCD Interface

The On-Chip Debugger uses the DBG pin for communication with an external host. This one-pin interface is a bi-directional open-drain interface that transmits and receives data. Data transmission is half-duplex, in that transmit and receive cannot occur simultaneously. The serial data on the DBG pin is sent using the standard asynchronous data format defined in RS-232. This pin can interface the 64K Series products to the serial port of a host PC using minimal external hardware.Two different methods for connecting the DBG pin to an RS-232 interface are depicted in Figure 37 and Figure 38 on page 201.

Caution: *For operation of the On-Chip Debugger, **all** power pins (V_{DD} and AV_{DD}) must be supplied with power, and **all** ground pins (V_{SS} and AV_{SS}) must be properly grounded.*
The DBG pin is open-drain and must always be connected to V_{DD} through an external pull-up resistor to ensure proper operation.

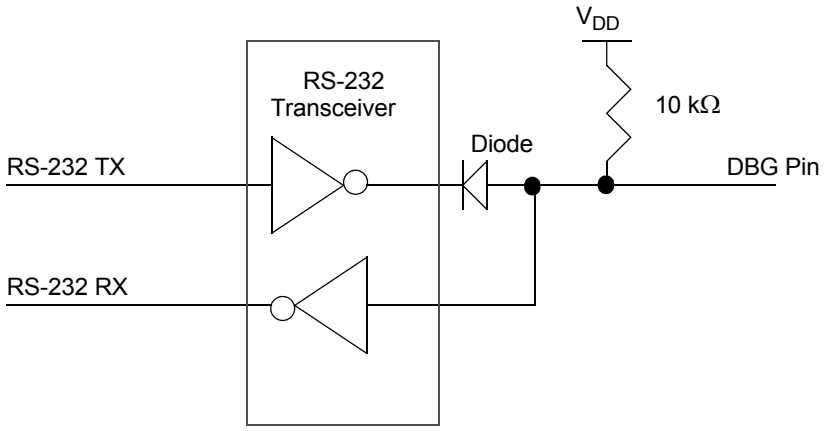


Figure 37. Interfacing the On-Chip Debugger's DBG Pin with an RS-232 Interface (1)

Figure 45 displays the typical current consumption in HALT mode while operating at 25 ºC versus the system clock frequency. All GPIO pins are configured as outputs and driven High.

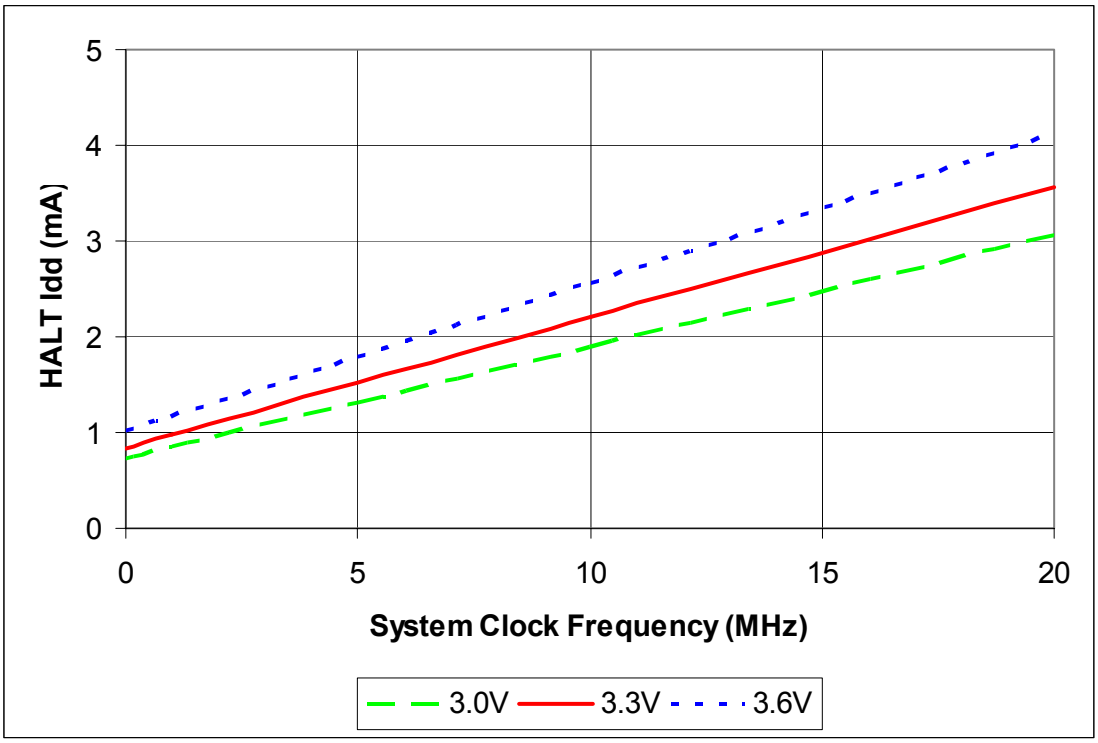


Figure 45. Typical HALT Mode Idd Versus System Clock Frequency

Figure 48 displays the maximum current consumption in STOP mode with the VBO disabled and Watchdog Timer enabled versus the power supply voltage. All GPIO pins are configured as outputs and driven High. Disabling the Watchdog Timer and its internal RC oscillator in STOP mode will provide some additional reduction in STOP mode current consumption. This small current reduction would be indistinquishable on the scale of Figure 48.

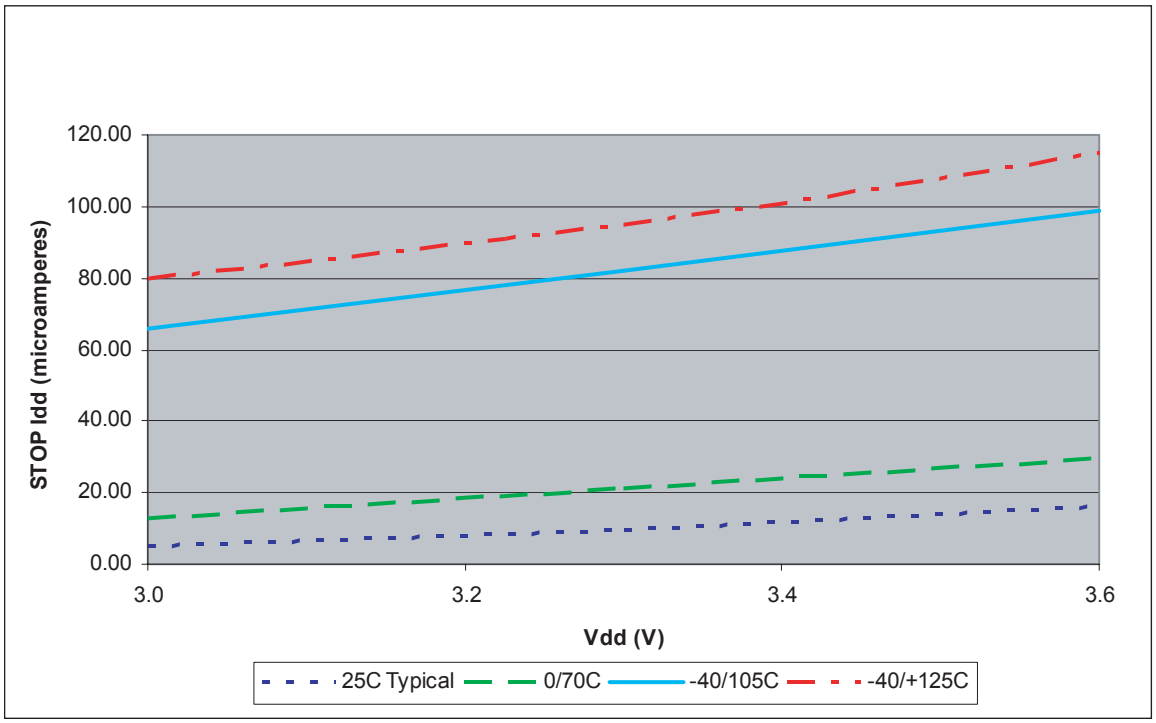
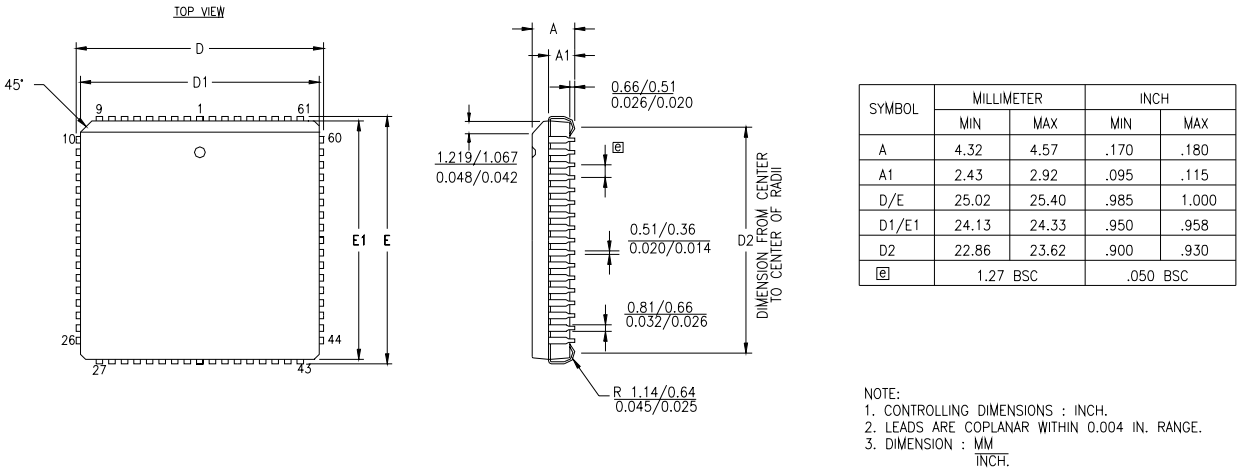


Figure 48. Maximum STOP Mode Idd with VBO Disabled versus Power Supply Voltage

Table 133. 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
AND dst, src	dst ← dst AND src	r	r	52	-	*	*	0	-	-	2	3
		r	Ir	53							2	4
		R	R	54							3	3
		R	IR	55							3	4
		R	IM	56							3	3
		IR	IM	57							3	4
ANDX dst, src	dst ← dst AND src	ER	ER	58	-	*	*	0	-	-	4	3
		ER	IM	59							4	3
ATM	Block all interrupt and DMA requests during execution of the next 3 instructions			2F	-	-	-	-	-	-	1	2
BCLR bit, dst	dst[bit] ← 0	r		E2	-	*	*	0	-	-	2	2
BIT p, bit, dst	dst[bit] ← p	r		E2	-	*	*	0	-	-	2	2
BRK	Debugger Break			00	-	-	-	-	-	-	1	1
BSET bit, dst	dst[bit] ← 1	r		E2	-	*	*	0	-	-	2	2
BSWAP dst	dst[7:0] ← dst[0:7]	R		D5	X	*	*	0	-	-	2	2
BTJ p, bit, src, dst	if src[bit] = p PC ← PC + X		r	F6	-	-	-	-	-	-	3	3
			Ir	F7							3	4
BTJNZ bit, src, dst	if src[bit] = 1 PC ← PC + X		r	F6	-	-	-	-	-	-	3	3
			Ir	F7							3	4
BTJZ bit, src, dst	if src[bit] = 0 PC ← PC + X		r	F6	-	-	-	-	-	-	3	3
			Ir	F7							3	4
CALL dst	SP ← SP -2 @SP ← PC PC ← dst	IRR		D4	-	-	-	-	-	-	2	6
		DA		D6							3	3
CCF	C ← ~C			EF	*	-	-	-	-	-	1	2
CLR dst	dst ← 00H	R		B0	-	-	-	-	-	-	2	2
		IR		B1							2	3

Figure 66 displays the 68-pin Plastic Lead Chip Carrier (PLCC) package available for the Z8X1622, Z8X2422, Z8X3222, Z8X4822, and Z8X6422 devices.



SYMBOL	MILLIMETER		INCH	
	MIN	MAX	MIN	MAX
A	4.32	4.57	.170	.180
A1	2.43	2.92	.095	.115
D/E	25.02	25.40	.985	1.000
D1/E1	24.13	24.33	.950	.958
D2	22.86	23.62	.900	.930
e	1.27 BSC		.050 BSC	

Figure 66. 68-Lead Plastic Lead Chip Carrier Package (PLCC)

V

W

X

Z