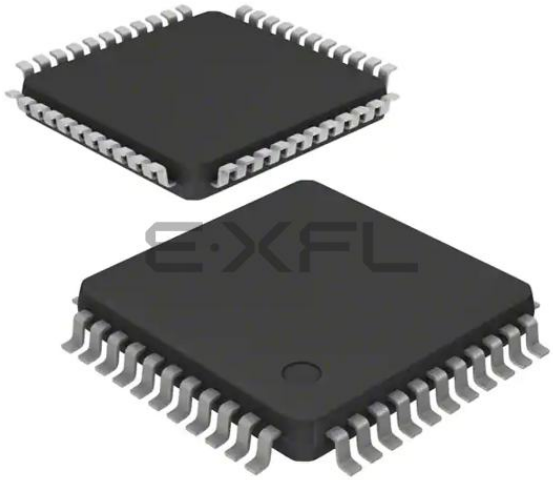

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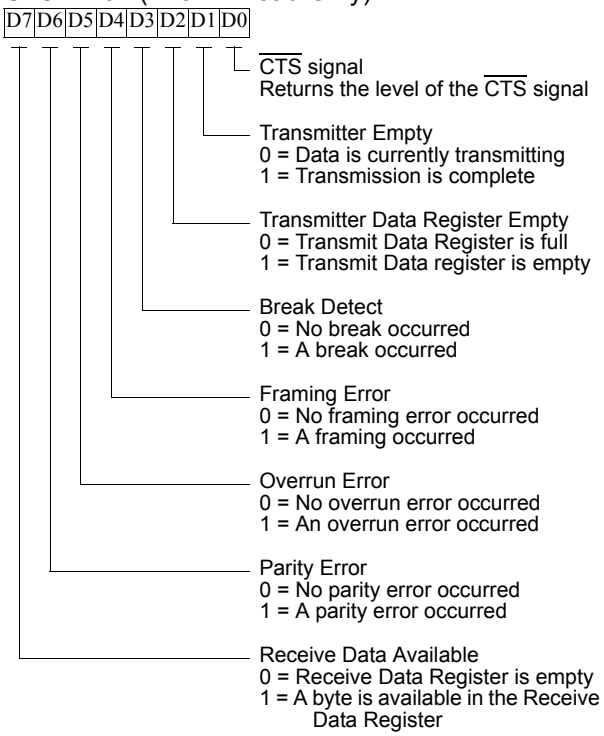
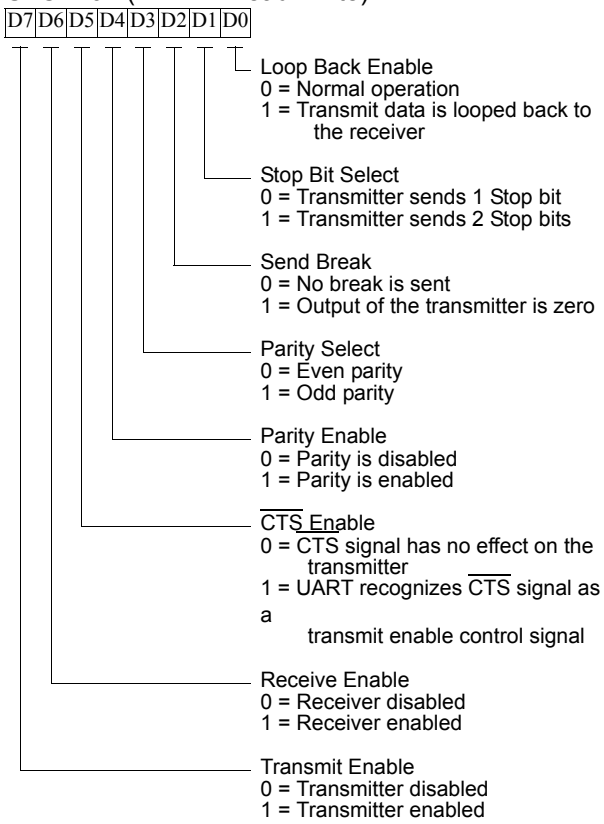
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
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	31
Program Memory Size	48KB (48K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	4K 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	Surface Mount
Package / Case	44-LQFP
Supplier Device Package	44-LQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f4821an020sc

UART1 Status 0
U1STAT0 (F49H - Read Only)



UART1 Control 0
U1CTL0 (F4AH - Read/Write)



DMA_ADC Control
DMAACTL (FBEH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0: ADC Analog Input Number
  0000 = Analog input 0 updated
  0001 = Analog input 0-1 updated
  0010 = Analog input 0-2 updated
  0011 = Analog input 0-3 updated
  0100 = Analog input 0-4 updated
  0101 = Analog input 0-5 updated
  0100 = Analog input 0-6 updated
  0101 = Analog input 0-7 updated
  1000 = Analog input 0-8 updated
  1001 = Analog input 0-9 updated
  1010 = Analog input 0-10 updated
  1011 = Analog inputs 0-11 updated
  11xx = Reserved
- D4: Reserved
- D3: Interrupt request enable
  0 = DMA_ADC does not generate interrupt requests
  1 = DMA_ADC generates interrupt requests after last analog input
- D7: DMA_ADC Enable
  0 = DMA_ADC is disabled
  1 = DMA_ADC is enabled

DMA Status
DMAA_STAT (FBFH - Read Only)

D7	D6	D5	D4	D3	D2	D1	D0

- D0: DMA0 Interrupt Request Indicator
  0 = DMA0 is not the source of the IRQ
  1 = DMA0 is the source of the IRQ
- D1: DMA1 Interrupt Request Indicator
  0 = DMA1 is not the source of the IRQ
  1 = DMA1 is the source of the IRQ
- D2: DMA_ADC Interrupt Request
  0 = DMA_ADC is not the source of the IRQ
  1 = DMA_ADC is the source of the IRQ
- D3: Reserved
- D7: Current ADC analog input
  Identifies the analog input the ADC is currently converting

Interrupt Request 0
IRQ0 (FC0H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0: ADC Interrupt Request
- D1: SPI Interrupt Request
- D2: I2C Interrupt Request
- D3: UART 0 Transmitter Interrupt
- D4: UART 0 Receiver Interrupt Request
- D5: Timer 0 Interrupt Request
- D6: Timer 1 Interrupt Request
- D7: Timer 2 Interrupt Request

For all of the above peripherals:
0 = Peripheral IRQ is not pending
1 = Peripheral IRQ is awaiting service

IRQ0 Enable High Bit
IRQ0ENH (FC1H - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

- D0: ADC IRQ Enable Hit Bit
- D1: SPI IRQ Enable High Bit
- D2: I2C IRQ Enable High Bit
- D3: UART 0 Transmitter IRQ Enable
- D4: UART 0 Receiver IRQ Enable High
- D5: Timer 0 IRQ Enable High Bit
- D6: Timer 1 IRQ Enable High Bit
- D7: Timer 2 IRQ Enable High Bit

Table 8. Reset and Stop Mode Recovery Characteristics and Latency

	Reset Characteristics and Latency		
Reset Type	**Control Registers**	**eZ8™ CPU**	**Reset Latency (Delay)**
System reset	Reset (as applicable)	Reset	66 WDT Oscillator cycles + 16 System Clock cycles
Stop Mode Recovery	Unaffected, except WDT_CTL register	Reset	66 WDT Oscillator cycles + 16 System Clock cycles

System Reset

During a system reset, the 64K Series devices are held in Reset for 66 cycles of the Watchdog Timer oscillator followed by 16 cycles of the system clock. At the beginning of Reset, all GPIO pins are configured as inputs.

During Reset, the eZ8 CPU and on-chip peripherals are idle; however, the on-chip crystal oscillator and Watchdog Timer oscillator continue to run. The system clock begins operating following the Watchdog Timer oscillator cycle count. The eZ8 CPU and on-chip peripherals remain idle through the 16 cycles of the system clock.

Upon Reset, control registers within the Register File that have a defined Reset value are loaded with their reset values. Other control registers (including the Stack Pointer, Register Pointer, and Flags) and general-purpose RAM are undefined following Reset. 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 vector address.

Reset Sources

Table 9 lists the reset sources as a function of the operating mode. The text following provides more detailed information on the individual Reset sources. A Power-On Reset/Voltage Brownout event always takes priority over all other possible reset sources to ensure a full system reset occurs.

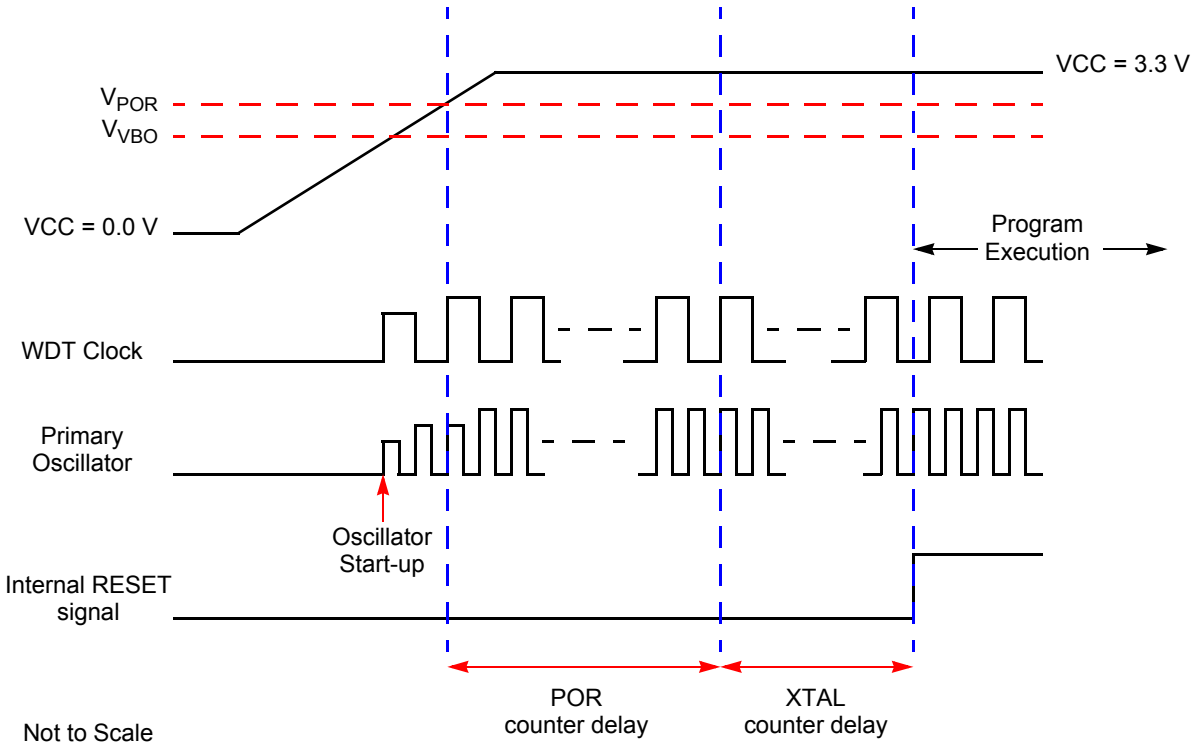


Figure 8. Power-On Reset Operation

Voltage Brownout Reset

The devices in the 64K Series provide low Voltage Brownout protection. The VBO circuit senses when the supply voltage drops to an unsafe level (below the VBO threshold voltage) and forces the device into the Reset state. While the supply voltage remains below the Power-On Reset voltage threshold (V_{POR}), the VBO block holds the device in the Reset state.

After the supply voltage again exceeds the Power-On Reset voltage threshold, the devices progress through a full system reset sequence, as described in the Power-On Reset section. Following Power-On Reset, the POR status bit in the Watchdog Timer Control (WDTCTL) register is set to 1. Figure 9 displays Voltage Brownout operation. For the VBO and POR threshold voltages (V_{VBO} and V_{POR}), see Electrical Characteristics on page 215.

The Voltage Brownout circuit can be either enabled or disabled during STOP mode. Operation during STOP mode is set by the VBO_A0 Option Bit. For information on configuring VBO_A0, see Option Bits page 195.

AF[7:0]—Port Alternate Function enabled
0 = The port pin is in NORMAL mode and the DDx bit in the Port A–H Data Direction sub-register determines the direction of the pin.
1 = The alternate function is selected. Port pin operation is controlled by the alternate function.

Port A–H Output Control Sub-Registers

The Port A–H Output Control sub-register (Table 18) is accessed through the Port A–H Control register by writing 03H to the Port A–H Address register. Setting the bits in the Port A–H Output Control sub-registers to 1 configures the specified port pins for open-drain operation. These sub-registers affect the pins directly and, as a result, alternate functions are also affected.

Table 18. Port A–H Output Control Sub-Registers

BITS	7	6	5	4	3	2	1	0
FIELD	POC7	POC6	POC5	POC4	POC3	POC2	POC1	POC0
RESET	0							
R/W	R/W							
ADDR	If 03H in Port A–H Address Register, accessible through Port A–H Control Register							

POC[7:0]—Port Output Control
These bits function independently of the alternate function bit and disables the drains if set to 1.
0 = The drains are enabled for any output mode.
1 = The drain of the associated pin is disabled (open-drain mode).

Port A–H High Drive Enable Sub-Registers

The Port A–H High Drive Enable sub-register (Table 19) is accessed through the Port A–H Control register by writing 04H to the Port A–H Address register. Setting the bits in the Port A–H High Drive Enable sub-registers to 1 configures the specified port pins for high current output drive operation. The Port A–H High Drive Enable sub-register affects the pins directly and, as a result, alternate functions are also affected.

Architecture

Figure 11 displays a block diagram of the interrupt controller.

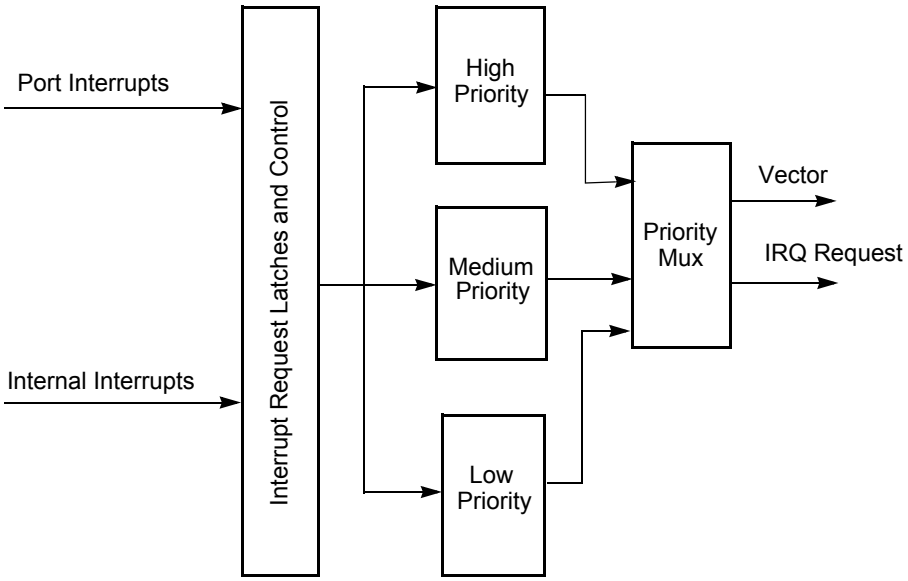


Figure 11. Interrupt Controller Block Diagram

Operation

Master Interrupt Enable

The master interrupt enable bit (IRQE) in the Interrupt Control register globally enables and disables interrupts.

Interrupts are globally enabled by any of the following actions:

- Executing an Enable Interrupt (EI) instruction.
- Executing an Return from Interrupt (IRET) instruction.
- Writing a 1 to the IRQE bit in the Interrupt Control register.

Interrupts are globally disabled by any of the following actions:

- Execution of a Disable Interrupt (DI) instruction.
- eZ8 CPU acknowledgement of an interrupt service request from the interrupt controller.
- Writing a 0 to the IRQE bit in the Interrupt Control register.
- Reset.

- Executing a Trap instruction.
- Illegal Instruction trap.

Interrupt Vectors and Priority

The interrupt controller supports three levels of interrupt priority. Level 3 is the highest priority, Level 2 is the second highest priority, and Level 1 is the lowest priority. If all of the interrupts were enabled with identical interrupt priority (all as Level 2 interrupts, for example), then interrupt priority would be assigned from highest to lowest as specified in Table 23 on page 68. Level 3 interrupts always have higher priority than Level 2 interrupts which, in turn, always have higher priority than Level 1 interrupts. Within each interrupt priority level (Level 1, Level 2, or Level 3), priority is assigned as specified in Table 23 on page 68. Reset, Watchdog Timer interrupt (if enabled), and Illegal Instruction Trap always have highest priority.

Interrupt Assertion

Interrupt sources assert their interrupt requests for only a single system clock period (single pulse). When the interrupt request is acknowledged by the eZ8 CPU, the corresponding bit in the Interrupt Request register is cleared until the next interrupt occurs. Writing a 0 to the corresponding bit in the Interrupt Request register likewise clears the interrupt request.

Caution: *The following style of coding to clear bits in the Interrupt Request registers is NOT recommended. All incoming interrupts that are received between execution of the first LDX command and the last LDX command are lost.*

Poor coding style that can result in lost interrupt requests:

```
LDX r0, IRQ0
AND r0, MASK
LDX IRQ0, r0
```

To avoid missing interrupts, the following style of coding to clear bits in the Interrupt Request 0 register is recommended:

Good coding style that avoids lost interrupt requests:

```
ANDX IRQ0, MASK
```

Software Interrupt Assertion

Program code can generate interrupts directly. Writing a 1 to the desired bit in the Interrupt Request register triggers an interrupt (assuming that interrupt is enabled). When the interrupt request is acknowledged by the eZ8 CPU, the bit in the Interrupt Request register is automatically cleared to 0.

where *x* indicates the specific GPIO Port C pin number (0 through 3).

IRQ0 Enable High and Low Bit Registers

The IRQ0 Enable High and Low Bit registers (see Table 28 and Table 29 on page 75) form a priority encoded enabling for interrupts in the Interrupt Request 0 register. Priority is generated by setting bits in each register. Table 27 describes the priority control for IRQ0.

Table 27. IRQ0 Enable and Priority Encoding

IRQ0ENH[*x*]	IRQ0ENL[*x*]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Nominal
1	1	Level 3	High

Note: where *x* indicates the register bits from 0 through 7.

Table 28. IRQ0 Enable High Bit Register (IRQ0ENH)

BITS	7	6	5	4	3	2	1	0
FIELD	T2ENH	T1ENH	T0ENH	U0RENH	U0TENH	I2CENH	SPIENH	ADCENH
RESET	0							
R/W	R/W							
ADDR	FC1H							

T2ENH—Timer 2 Interrupt Request Enable High Bit
T1ENH—Timer 1 Interrupt Request Enable High Bit
T0ENH—Timer 0 Interrupt Request Enable High Bit
U0RENH—UART 0 Receive Interrupt Request Enable High Bit
U0TENH—UART 0 Transmit Interrupt Request Enable High Bit
I2CENH—I^2C Interrupt Request Enable High Bit
SPIENH—SPI Interrupt Request Enable High Bit
ADCENH—ADC Interrupt Request Enable High Bit

13. The I2C Controller shifts the data out of using the SDA signal. After the first bit is sent, the Transmit interrupt is asserted.
14. If more bytes remain to be sent, return to step 9.
15. Software responds by setting the STOP bit of the I2C Control register (or START bit to initiate a new transaction). In the STOP case, software clears the TXI bit of the I2C Control register at the same time.
16. The I2C Controller completes transmission of the data on the SDA signal.
17. The slave may either Acknowledge or Not Acknowledge the last byte. Because either the STOP or START bit is already set, the NCKI interrupt does not occur.
18. The I2C Controller sends the STOP (or RESTART) condition to the I2C bus. The STOP or START bit is cleared.

Address Only Transaction with a 10-bit Address

In the situation where software wants to determine if a slave with a 10-bit address is responding without sending or receiving data, a transaction can be done which only consists of an address phase. Figure 30 displays this 'address only' transaction to determine if a slave with 10-bit address will acknowledge. As an example, this transaction can be used after a 'write' has been done to a EEPROM to determine when the EEPROM completes its internal write operation and is once again responding to I2C transactions. If the slave does not Acknowledge the transaction can be repeated until the slave is able to Acknowledge.

S	Slave Address 1st 7 bits	W = 0	A/$\overline{A}$	Slave Address 2nd Byte	A/$\overline{A}$	P

Figure 30. 10-Bit Address Only Transaction Format

Follow the steps below for an address only transaction to a 10-bit addressed slave:

1. Software asserts the IEN bit in the I2C Control register.
2. Software asserts the TXI bit of the I2C Control register to enable Transmit interrupts.
3. The I2C interrupt asserts, because the I2C Data register is empty (TDRE = 1)
4. Software responds to the TDRE interrupt by writing the first slave address byte. The least-significant bit must be 0 for the write operation.
5. Software asserts the START bit of the I2C Control register.
6. The I2C Controller sends the START condition to the I2C slave.

DMA_ADC Address Register

The DMA_ADC Address register (Table 83) points to a block of the Register File to store ADC conversion values as displayed in Table 82. This register contains the seven most-significant bits of the 12-bit Register File addresses. The five least-significant bits are calculated from the ADC Analog Input number (5-bit base address is equal to twice the ADC Analog Input number). The 10-bit ADC conversion data is stored as two bytes with the most significant byte of the ADC data stored at the even numbered Register File address.

Table 82 provides an example of the Register File addresses if the DMA_ADC Address register contains the value 72H.

Table 82. DMA_ADC Register File Address Example

ADC Analog Input	Register File Address (Hex)[1]
0	720H-721H
1	722H-723H
2	724H-725H
3	726H-727H
4	728H-729H
5	72AH-72BH
6	72CH-72DH
7	72EH-72FH
8	730H-731H
9	732H-733H
10	734H-735H
11	736H-737H

[1]DMAA_ADDR set to 72H.

Table 83. DMA_ADC Address Register (DMAA_ADDR)

BITS	7	6	5	4	3	2	1	0
FIELD	DMAA_ADDR							Reserved
RESET	X							
R/W	R/W							
ADDR	FBDH							

DMAA_ADDR—DMA_ADC Address
These bits specify the seven most-significant bits of the 12-bit Register File addresses used for storing the ADC output data. The ADC Analog Input Number defines the five least-significant bits of the Register File address. Full 12-bit address is {DMAA_ADDR[7:1], 4-bit ADC Analog Input Number, 0}.

Reserved
This bit is reserved and must be 0.

DMA_ADC Control Register

The DMA_ADC Control register (Table 84 on page 172) enables and sets options (DMA enable and interrupt enable) for ADC operation.

Table 84. DMA_ADC Control Register (DMAACTL)

BITS	7	6	5	4	3	2	1	0
FIELD	DAEN	IRQEN	Reserved		ADC_IN			
RESET	0							
R/W	R/W							
ADDR	FBEH							

DAEN—DMA_ADC Enable
0 = DMA_ADC is disabled and the ADC Analog Input Number (ADC_IN) is reset to 0.
1 = DMA_ADC is enabled.

IRQEN—Interrupt Enable
0 = DMA_ADC does not generate any interrupts.
1 = DMA_ADC generates an interrupt after transferring data from the last ADC Analog Input specified by the ADC_IN field.

Reserved
These bits are reserved and must be 0.

ADC_IN—ADC Analog Input Number
These bits set the number of ADC Analog Inputs to be used in the continuous update (data conversion followed by DMA data transfer). The conversion always begins with ADC Analog Input 0 and then progresses sequentially through the other selected ADC Analog Inputs.
0000 = ADC Analog Input 0 updated.
0001 = ADC Analog Inputs 0-1 updated.
0010 = ADC Analog Inputs 0-2 updated.
0011 = ADC Analog Inputs 0-3 updated.
0100 = ADC Analog Inputs 0-4 updated.

Reserved
These bits are reserved and must be 0.

FSTAT—Flash Controller Status
00_0000 = Flash Controller locked
00_0001 = First unlock command received
00_0010 = Second unlock command received
00_0011 = Flash Controller unlocked
00_0100 = Flash Sector Protect register selected
00_1xxx = Program operation in progress
01_0xxx = Page erase operation in progress
10_0xxx = Mass erase operation in progress

Page Select Register

The Page Select (FPS) register (Table 94) selects one of the 128 available Flash memory pages to be erased or programmed. Each Flash Page contains 512 bytes of Flash memory. During a Page Erase operation, all Flash memory locations with the 7 most significant bits of the address given by the PAGE field are erased to FFH.

The Page Select register shares its Register File address with the Flash Sector Protect Register. The Page Select register cannot be accessed when the Flash Sector Protect register is enabled.

Table 94. Page Select Register (FPS)

BITS	7	6	5	4	3	2	1	0
FIELD	INFO_EN	PAGE						
RESET	0							
R/W	R/W							
ADDR	FF9H							

INFO_EN—Information Area Enable
0 = Information Area is not selected.
1 = Information Area is selected. The Information area is mapped into the Flash Memory address space at addresses FE00H through FFFFH.

PAGE—Page Select
This 7-bit field selects the Flash memory page for Programming and Page Erase operations. Flash Memory Address[15:9] = PAGE[6:0].

Flash Sector Protect Register

The Flash Sector Protect register (Table 95) protects Flash memory sectors from being programmed or erased from user code. The Flash Sector Protect register shares its Register File address with the Page Select register. The Flash Sector protect register can be accessed only after writing the Flash Control register with 5EH.

User code can only write bits in this register to 1 (bits cannot be cleared to 0 by user code).

Table 95. Flash Sector Protect Register (FPROT)

BITS	7	6	5	4	3	2	1	0
FIELD	SECT7	SECT6	SECT5	SECT4	SECT3	SECT2	SECT1	SECT0
RESET	0							
R/W	R/W1							
ADDR	FF9H							

Note: R/W1 = Register is accessible for Read operations. Register can be written to 1 only (via user code).

SECT*n*—Sector Protect
0 = Sector *n* can be programmed or erased from user code.
1 = Sector *n* is protected and cannot be programmed or erased from user code.

* User code can only write bits from 0 to 1.

Flash Frequency High and Low Byte Registers

The Flash Frequency High and Low Byte registers (Table 96 and Table 97) combine to form a 16-bit value, FFREQ, to control timing for Flash program and erase operations. The 16-bit Flash Frequency registers must be written with the system clock frequency in kHz for Program and Erase operations. Calculate the Flash Frequency value using the following equation:

$$FFREQ[15:0] = \{FFREQH[7:0],FFREQL[7:0]\} = \frac{\text{System Clock Frequency}}{1000}$$

Caution: *Flash programming and erasure is not supported for system clock frequencies below 20 kHz, above 20 MHz, or outside of the valid operating frequency range for the device. The Flash Frequency High and Low Byte registers must be loaded with the correct value to insure proper program and erase times.*

OCD Serial Errors

The On-Chip Debugger can detect any of the following error conditions on the DBG pin:

- Serial Break (a minimum of nine continuous bits Low).
- Framing Error (received Stop bit is Low).
- Transmit Collision (OCD and host simultaneous transmission detected by the OCD).

When the OCD detects one of these errors, it aborts any command currently in progress, transmits a Serial Break 4096 system clock cycles long back to the host, and resets the Auto-Baud Detector/Generator. A Framing Error or Transmit Collision may be caused by the host sending a Serial Break to the OCD. Because of the open-drain nature of the interface, returning a Serial Break break back to the host only extends the length of the Serial Break if the host releases the Serial Break early.

The host transmits a Serial Break on the DBG pin when first connecting to the 64K Series devices or when recovering from an error. A Serial Break from the host resets the Auto-Baud Generator/Detector but does not reset the OCD Control register. A Serial Break leaves the device in DEBUG mode if that is the current mode. The OCD is held in Reset until the end of the Serial Break when the DBG pin returns High. Because of the open-drain nature of the DBG pin, the host can send a Serial Break to the OCD even if the OCD is transmitting a character.

Breakpoints

Execution Breakpoints are generated using the BRK instruction (opcode 00H). When the eZ8 CPU decodes a BRK instruction, it signals the On-Chip Debugger. If Breakpoints are enabled, the OCD idles the eZ8 CPU and enters DEBUG mode. If Breakpoints are not enabled, the OCD ignores the BRK signal and the BRK instruction operates as an NOP.

If breakpoints are enabled, the OCD can be configured to automatically enter DEBUG mode, or to loop on the break instruction. If the OCD is configured to loop on the BRK instruction, then the CPU is still enabled to service DMA and interrupt requests.

The loop on BRK instruction can be used to service interrupts in the background. For interrupts to be serviced in the background, there cannot be any breakpoints in the interrupt service routine. Otherwise, the CPU stops on the breakpoint in the interrupt routine. For interrupts to be serviced in the background, interrupts must also be enabled. Debugging software should not automatically enable interrupts when using this feature, since interrupts are typically disabled during critical sections of code where interrupts should not occur (such as adjusting the stack pointer or modifying shared data).

Software can poll the IDLE bit of the OCDSTAT register to determine if the OCD is looping on a BRK instruction. When software wants to stop the CPU on the BRK instruction it is looping on, software should not set the DBGMODE bit of the OCDCTL register. The CPU may have vectored to and be in the middle of an interrupt service routine when this bit gets set. Instead, software must clear the BRKLP bit. This action allows the CPU to

Table 101. On-Chip Debugger Commands (Continued)

Debug Command	Command Byte	Enabled when NOT in DEBUG mode?	Disabled by Read Protect Option Bit
Write Program Counter	06H	-	Disabled
Read Program Counter	07H	-	Disabled
Write Register	08H	-	Only writes of the Flash Memory Control registers are allowed. Additionally, only the Mass Erase command is allowed to be written to the Flash Control register.
Read Register	09H	-	Disabled
Write Program Memory	0AH	-	Disabled
Read Program Memory	0BH	-	Disabled
Write Data Memory	0CH	-	Disabled
Read Data Memory	0DH	-	Disabled
Read Program Memory CRC	0EH	-	-
Reserved	0FH	-	-
Step Instruction	10H	-	Disabled
Stuff Instruction	11H	-	Disabled
Execute Instruction	12H	-	Disabled
Reserved	13H - FFH	-	-

In the following list of OCD Commands, data and commands sent from the host to the On-Chip Debugger are identified by '`DBG ← Command/Data`'. Data sent from the On-Chip Debugger back to the host is identified by '`DBG → Data`'

- **Read OCD Revision (00H)**—The Read OCD Revision command determines the version of the On-Chip Debugger. If OCD commands are added, removed, or changed, this revision number changes.

```
DBG ← 00H
DBG → OCDREV[15:8] (Major revision number)
DBG → OCDREV[7:0] (Minor revision number)
```

- **Read OCD Status Register (02H)**—The Read OCD Status Register command reads the OCDSTAT register.

```
DBG ← 02H
DBG → OCDSTAT[7:0]
```

- **Write OCD Control Register (04H)**—The Write OCD Control Register command writes the data that follows to the OCDCTL register. When the Read Protect Option Bit is enabled, the DBGMODE bit (OCDCTL[7]) can only be set to 1, it cannot be cleared to 0 and the only method of putting the device back into normal operating mode is to reset the device.

```
DBG ← 04H
DBG ← OCDCTL[7:0]
```

- **Read OCD Control Register (05H)**—The Read OCD Control Register command reads the value of the OCDCTL register.

```
DBG ← 05H
DBG → OCDCTL[7:0]
```

- **Write Program Counter (06H)**—The Write Program Counter command writes the data that follows to the eZ8 CPU's Program Counter (PC). If the device is not in DEBUG mode or if the Read Protect Option Bit is enabled, the Program Counter (PC) values are discarded.

```
DBG ← 06H
DBG ← ProgramCounter[15:8]
DBG ← ProgramCounter[7:0]
```

- **Read Program Counter (07H)**—The Read Program Counter command reads the value in the eZ8 CPU's Program Counter (PC). If the device is not in DEBUG mode or if the Read Protect Option Bit is enabled, this command returns FFFFH.

```
DBG ← 07H
DBG → ProgramCounter[15:8]
DBG → ProgramCounter[7:0]
```

- **Write Register (08H)**—The Write Register command writes data to the Register File. Data can be written 1-256 bytes at a time (256 bytes can be written by setting size to zero). If the device is not in DEBUG mode, the address and data values are discarded. If the Read Protect Option Bit is enabled, then only writes to the Flash Control Registers are allowed and all other register write data values are discarded.

```
DBG ← 08H
DBG ← {4'h0,Register Address[11:8]}
DBG ← Register Address[7:0]
DBG ← Size[7:0]
DBG ← 1-256 data bytes
```

- **Read Register (09H)**—The Read Register command reads data from the Register File. Data can be read 1-256 bytes at a time (256 bytes can be read by setting size to zero). If the device is not in DEBUG mode or if the Read Protect Option Bit is enabled, this command returns FFH for all the data values.

```
DBG ← 09H
DBG ← {4'h0,Register Address[11:8]
DBG ← Register Address[7:0]
```

Table 105. Absolute Maximum Ratings (Continued)

Parameter	Minimum	Maximum	Units	Notes
Maximum current into V_{DD} or out of V_{SS}		140	mA	
64-Pin LQFP Maximum Ratings at –40 °C to 70 °C				
Total power dissipation		1000	mW	
Maximum current into V_{DD} or out of V_{SS}		275	mA	
64-Pin LQFP Maximum Ratings at 70 °C to 125 °C				
Total power dissipation		540	mW	
Maximum current into V_{DD} or out of V_{SS}		150	mA	
44-Pin PLCC Maximum Ratings at –40 °C to 70 °C				
Total power dissipation		750	mW	
Maximum current into V_{DD} or out of V_{SS}		200	mA	
44-Pin PLCC Maximum Ratings at 70 °C to 125 °C				
Total power dissipation		295	mW	
Maximum current into V_{DD} or out of V_{SS}		83	mA	
44-Pin LQFP Maximum Ratings at –40 °C to 70 °C				
Total power dissipation		750	mW	
Maximum current into V_{DD} or out of V_{SS}		200	mA	
44-Pin LQFP Maximum Ratings at 70 °C to 125 °C				
Total power dissipation		360	mW	
Maximum current into V_{DD} or out of V_{SS}		100	mA	
40-Pin PDIP Maximum Ratings at –40 °C to 70 °C				
Total power dissipation		1000	mW	
Maximum current into V_{DD} or out of V_{SS}		275	mA	
40-Pin PDIP Maximum Ratings at 70 °C to 125 °C				
Total power dissipation		540	mW	
Maximum current into V_{DD} or out of V_{SS}		150	mA	

Note: This voltage applies to all pins except the following: VDD, AVDD, pins supporting analog input (Ports B and H), $\overline{\text{RESET}}$, and where noted otherwise.

DC Characteristics

Table 106 lists the DC characteristics of the 64K Series products. All voltages are referenced to V_{SS}, the primary system ground.

Table 106. DC Characteristics

Symbol	Parameter	T_A = –40 °C to 125 °C			Units	Conditions
		Minimum	Typical	Maximum		
V_{DD}	Supply Voltage	3.0	–	3.6	V	
V_{IL1}	Low Level Input Voltage	-0.3	–	0.3*V_{DD}	V	For all input pins except $\overline{\text{RESET}}$, DBG, XIN
V_{IL2}	Low Level Input Voltage	-0.3	–	0.2*V_{DD}	V	For $\overline{\text{RESET}}$, DBG, and XIN.
V_{IH1}	High Level Input Voltage	0.7*V_{DD}	–	5.5	V	Port A, C, D, E, F, and G pins.
V_{IH2}	High Level Input Voltage	0.7*V_{DD}	–	V_{DD}+0.3	V	Port B and H pins.
V_{IH3}	High Level Input Voltage	0.8*V_{DD}	–	V_{DD}+0.3	V	$\overline{\text{RESET}}$, DBG, and XIN pins
V_{OL1}	Low Level Output Voltage Standard Drive	–	–	0.4	V	I_{OL} = 2 mA; VDD = 3.0 V High Output Drive disabled.
V_{OH1}	High Level Output Voltage Standard Drive	2.4	–	–	V	I_{OH} = -2 mA; VDD = 3.0 V High Output Drive disabled.
V_{OL2}	Low Level Output Voltage High Drive	–	–	0.6	V	I_{OL} = 20 mA; VDD = 3.3 V High Output Drive enabled T_A = -40 °C to +70 °C
V_{OH2}	High Level Output Voltage High Drive	2.4	–	–	V	I_{OH} = -20 mA; VDD = 3.3 V High Output Drive enabled; T_A = -40 °C to +70 °C
V_{OL3}	Low Level Output Voltage High Drive	–	–	0.6	V	I_{OL} = 15 mA; VDD = 3.3 V High Output Drive enabled; T_A = +70 °C to +105 °C
V_{OH3}	High Level Output Voltage High Drive	2.4	–	–	V	I_{OH} = 15 mA; VDD = 3.3 V High Output Drive enabled; T_A = +70 °C to +105 °C
V_{RAM}	RAM Data Retention	0.7	–	–	V	
I_{IL}	Input Leakage Current	-5	–	+5	µA	V_{DD} = 3.6 V; V_{IN} = VDD or VSS[1]
I_{TL}	Tri-State Leakage Current	-5	–	+5	µA	V_{DD} = 3.6 V

Table 132. Rotate and Shift Instructions (Continued)

Mnemonic	Operands	Instruction
SRL	dst	Shift Right Logical
SWAP	dst	Swap Nibbles

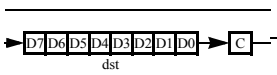
eZ8 CPU Instruction Summary

Table 133 summarizes the eZ8 CPU instructions. The table identifies the addressing modes employed by the instruction, the effect upon the Flags register, the number of CPU clock cycles required for the instruction fetch, and the number of CPU clock cycles required for the instruction execution.

Table 133. eZ8 CPU Instruction Summary

Assembly Mnemonic	Symbolic Operation	Address Mode dst	Address Mode src	Opcode(s) (Hex)	Flags C	Z	S	V	D	H	Fetch Cycles	Instr. Cycles
ADC dst, src	dst ← dst + src + C	r	r	12	*	*	*	*	0	*	2	3
		r	Ir	13							2	4
		R	R	14							3	3
		R	IR	15							3	4
		R	IM	16							3	3
		IR	IM	17							3	4
ADCX dst, src	dst ← dst + src + C	ER	ER	18	*	*	*	*	0	*	4	3
		ER	IM	19							4	3
ADD dst, src	dst ← dst + src	r	r	02	*	*	*	*	0	*	2	3
		r	Ir	03							2	4
		R	R	04							3	3
		R	IR	05							3	4
		R	IM	06							3	3
		IR	IM	07							3	4
ADDX dst, src	dst ← dst + src	ER	ER	08	*	*	*	*	0	*	4	3
		ER	IM	09							4	3

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
RRC dst		R		C0	*	*	*	*	-	-	2	2
		IR		C1							2	3
SBC dst, src	dst ← dst – src - C	r	r	32	*	*	*	*	1	*	2	3
		r	Ir	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 ← dst – src - C	ER	ER	38	*	*	*	*	1	*	4	3
		ER	IM	39							4	3
SCF	C ← 1			DF	1	-	-	-	-	-	1	2
SRA dst		R		D0	*	*	*	0	-	-	2	2
		IR		D1							2	3
SRL dst		R		1F C0	*	*	0	*	-	-	3	2
		IR		1F C1							3	3
SRP src	RP ← src		IM	01	-	-	-	-	-	-	2	2
STOP	STOP Mode			6F	-	-	-	-	-	-	1	2
SUB dst, src	dst ← dst – src	r	r	22	*	*	*	*	1	*	2	3
		r	Ir	23							2	4
		R	R	24							3	3
		R	IR	25							3	4
		R	IM	26							3	3
		IR	IM	27							3	4
SUBX dst, src	dst ← dst – src	ER	ER	28	*	*	*	*	1	*	4	3
		ER	IM	29							4	3