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Details

Product Status	Active
Core Processor	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	I ² C, IrDA, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	29
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	-40°C ~ 105°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/z8f4821pm020eg



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Revision History

Each instance in the Revision History reflects a change to this document from its previous revision. For more details, refer to the corresponding pages or appropriate links given in the table below.

Date	Revision Level	Description	Page No
December 2007	19	Updated Zilog logo, Disclaimer section, and implemented All style guide. Updated Table 112 . Changed Z8 Encore! 64K Series to Z8 Encore! XP 64K Series Flash Microcontrollers throughout the document.	All
December 2006	18	Updated Table 110 and Ordering Information .	228, 270
November 2006	17	Updated Part Number Suffix Designations .	275
June 2006	16	Updated Timer 0-3 Control 1 Registers .	94
October 2005	15	The paragraph tag for Ordering Information has been changed from H1 Heading to Chapter Title.	270



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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

CTS signal
Returns the level of the 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 error 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

CTS Enable
0 = CTS signal has no effect on the transmitter
1 = UART recognizes CTS signal as a transmit enable control signal

Receive Enable
0 = Receiver disabled
1 = Receiver enabled

Transmit Enable
0 = Transmitter disabled
1 = Transmitter enabled

Architecture

Figure 11 displays a block diagram of the interrupt controller.

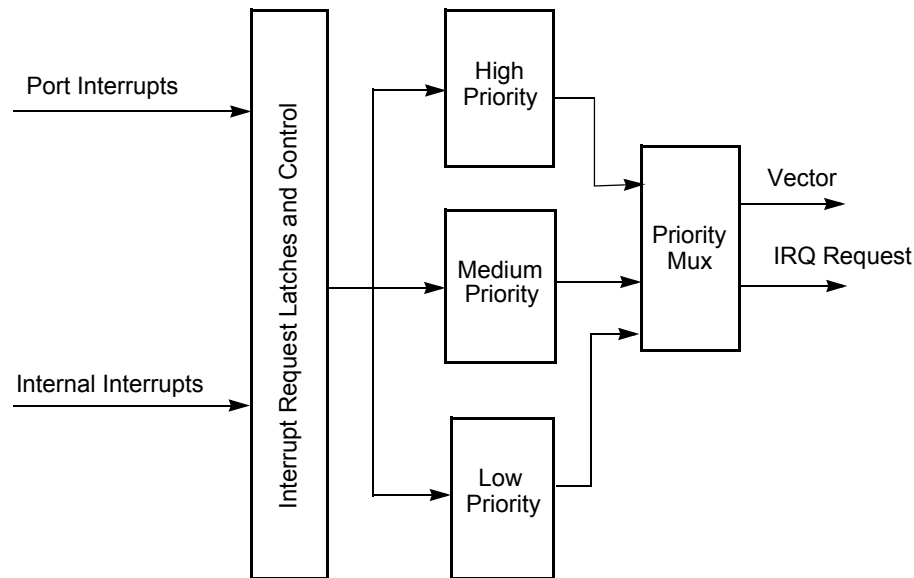


Figure 11. Interrupt Controller Block Diagram

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.

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—I²C Interrupt Request Enable High Bit
SPIENH—SPI Interrupt Request Enable High Bit
ADCENH—ADC Interrupt Request Enable High Bit

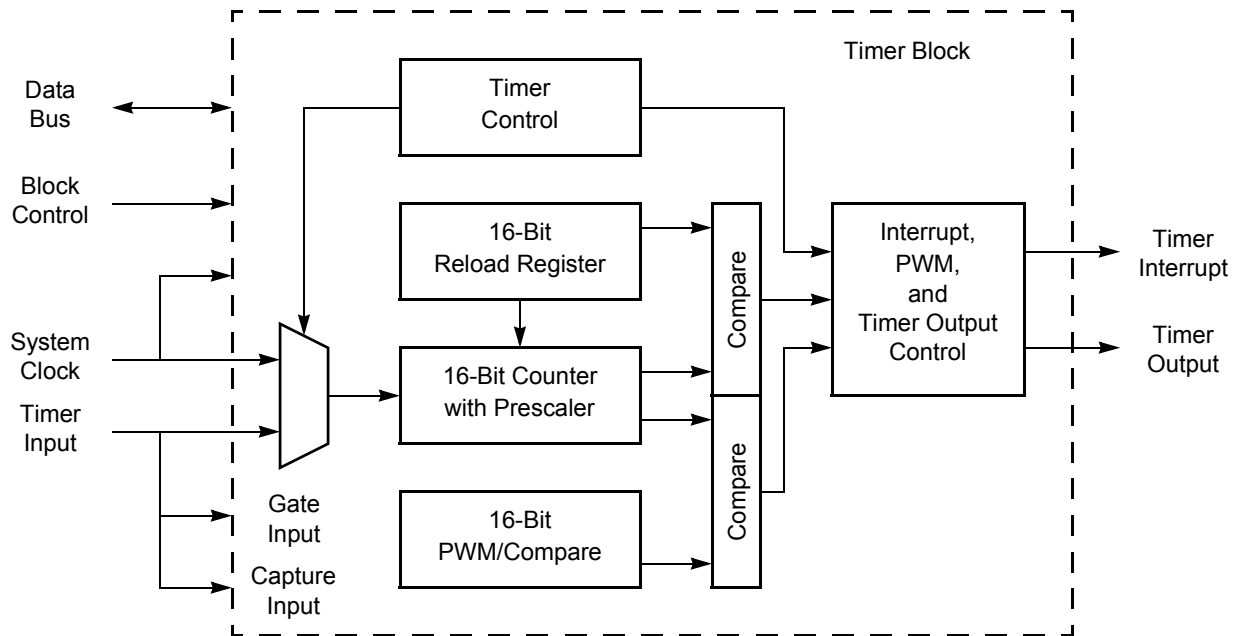


Figure 12. Timer Block Diagram

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

If interrupts are enabled, following completion of the Stop Mode Recovery the eZ8 CPU responds to the interrupt request by fetching the Watchdog Timer interrupt vector and executing code from the vector address.

WDT Reset in Normal Operation

If configured to generate a Reset when a time-out occurs, the Watchdog Timer forces the device into the Reset state. The WDT status bit in the Watchdog Timer Control register is set to 1. For more information on Reset, see [Reset and Stop Mode Recovery](#) on page 47.

WDT Reset in STOP Mode

If enabled in STOP mode and configured to generate a Reset when a time-out occurs and the device is in STOP mode, the Watchdog Timer initiates a Stop Mode Recovery. Both the WDT status bit and the STOP bit in the Watchdog Timer Control register are set to 1 following WDT time-out in STOP mode. Default operation is for the WDT and its RC oscillator to be enabled during STOP mode.

WDT RC Disable in STOP Mode

To minimize power consumption in STOP Mode, the WDT and its RC oscillator can be disabled in STOP mode. The following sequence configures the WDT to be disabled when the 64K Series devices enter STOP Mode following execution of a STOP instruction:

1. Write 55H to the Watchdog Timer Control register (WDTCTL).
2. Write AAH to the Watchdog Timer Control register (WDTCTL).
3. Write 81H to the Watchdog Timer Control register (WDTCTL) to configure the WDT and its oscillator to be disabled during STOP Mode. Alternatively, write 00H to the Watchdog Timer Control register (WDTCTL) as the third step in this sequence to reconfigure the WDT and its oscillator to be enabled during STOP mode.

This sequence only affects WDT operation in STOP mode.

Watchdog Timer Reload Unlock Sequence

Writing the unlock sequence to the Watchdog Timer (WDTCTL) Control register address unlocks the three Watchdog Timer Reload Byte registers (WDTU, WDTL, and WDTM) 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. Follow the steps below to unlock the Watchdog Timer Reload Byte registers (WDTU, WDTL, and WDTM) for write access.

1. Write 55H to the Watchdog Timer Control register (WDTCTL).
2. Write AAH to the Watchdog Timer Control register (WDTCTL).
3. Write the Watchdog Timer Reload Upper Byte register (WDTU).
4. Write the Watchdog Timer Reload High Byte register (WDTM).

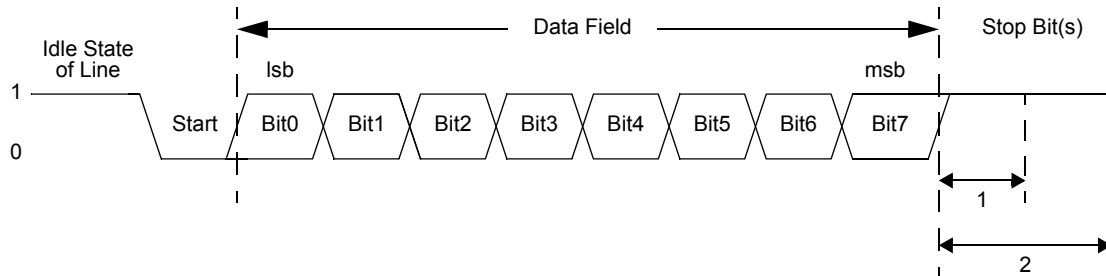


Figure 14. UART Asynchronous Data Format without Parity

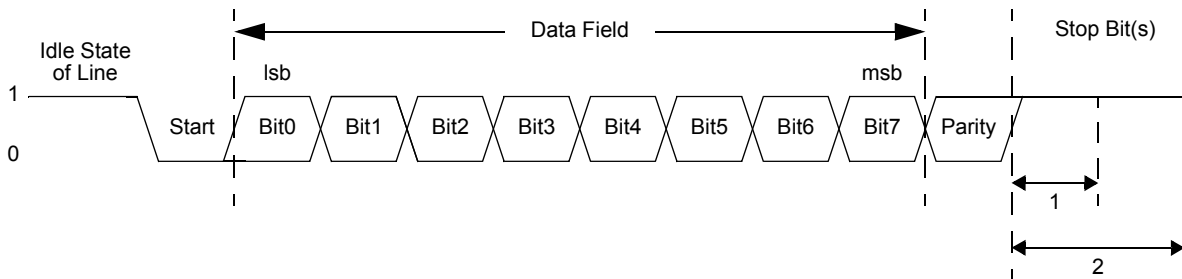


Figure 15. UART Asynchronous Data Format with Parity

Transmitting Data using the Polled Method

Follow the steps below to transmit data using the polled method of operation:

1. Write to the UART Baud Rate High and Low Byte registers to set the desired baud rate.
2. Enable the UART pin functions by configuring the associated GPIO Port pins for alternate function operation.
3. If MULTIPROCESSOR mode is desired, write to the UART Control 1 register to enable MULTIPROCESSOR (9-bit) mode functions.
 - Set the MULTIPROCESSOR Mode Select (MPEN) to Enable MULTIPROCESSOR mode.
4. Write to the UART Control 0 register to:
 - Set the transmit enable bit (TEN) to enable the UART for data transmission
 - If parity is desired and MULTIPROCESSOR mode is not enabled, set the parity enable bit (PEN) and select either Even or Odd parity (PSEL).

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

Clear To Send (CTS) Operation

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

MULTIPROCESSOR (9-bit) Mode

The UART has a MULTIPROCESSOR (9-bit) mode that uses an extra (9th) bit for selective communication when a number of processors share a common UART bus. In MULTIPROCESSOR mode (also referred to as 9-Bit mode), the multiprocessor bit (MP) is transmitted immediately following the 8-bits of data and immediately preceding the Stop bit(s) as displayed in Figure 16. The character format is:

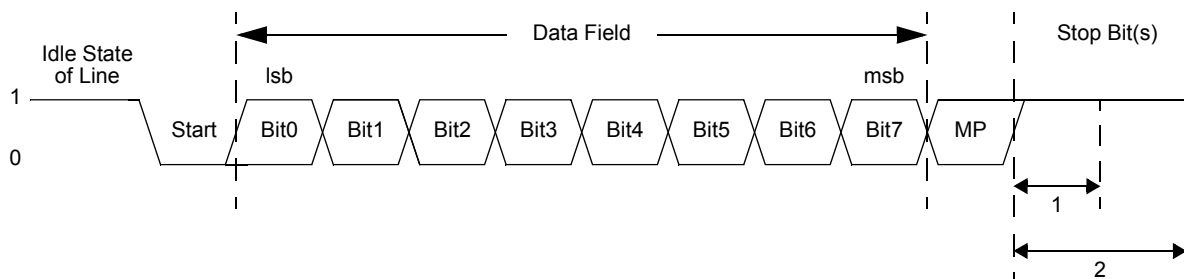


Figure 16. UART Asynchronous MULTIPROCESSOR Mode Data Format

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

MULTIPROCESSOR (9-bit) Mode Receive Interrupts

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

- 01 = The UART generates an interrupt request only on received address bytes.
- 10 = The UART generates an interrupt request when a received address byte matches the value stored in the Address Compare Register and on all successive data bytes until an address mismatch occurs.
- 11 = The UART generates an interrupt request on all received data bytes for which the most recent address byte matched the value in the Address Compare Register.

MPEN—MULTIPROCESSOR (9-bit) Enable

This bit is used to enable MULTIPROCESSOR (9-bit) mode.

0 = Disable MULTIPROCESSOR (9-bit) mode.

1 = Enable MULTIPROCESSOR (9-bit) mode.

MPBT—MULTIPROCESSOR Bit Transmit

This bit is applicable only when MULTIPROCESSOR (9-bit) mode is enabled.

0 = Send a 0 in the multiprocessor bit location of the data stream (9th bit).

1 = Send a 1 in the multiprocessor bit location of the data stream (9th bit).

DEPOL—Driver Enable Polarity

0 = DE signal is Active High.

1 = DE signal is Active Low.

BRGCTL—Baud Rate Control

This bit causes different UART behavior depending on whether the UART receiver is enabled ($\overline{\text{REN}} = 1$ in the UART Control 0 Register).

When the UART receiver is not enabled, this bit determines whether the Baud Rate Generator issues interrupts.

0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value

1 = The Baud Rate Generator generates a receive interrupt when it counts down to 0.

Reads from the Baud Rate High and Low Byte registers return the current BRG count value.

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

0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value.

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

$\overline{\text{RDAIRQ}}$ —Receive Data Interrupt Enable

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

1 = Received data does not generate an interrupt request to the Interrupt Controller.
 Only receiver errors generate an interrupt request.

IREN—Infrared Encoder/Decoder Enable

0 = Infrared Encoder/Decoder is disabled. UART operates normally operation.

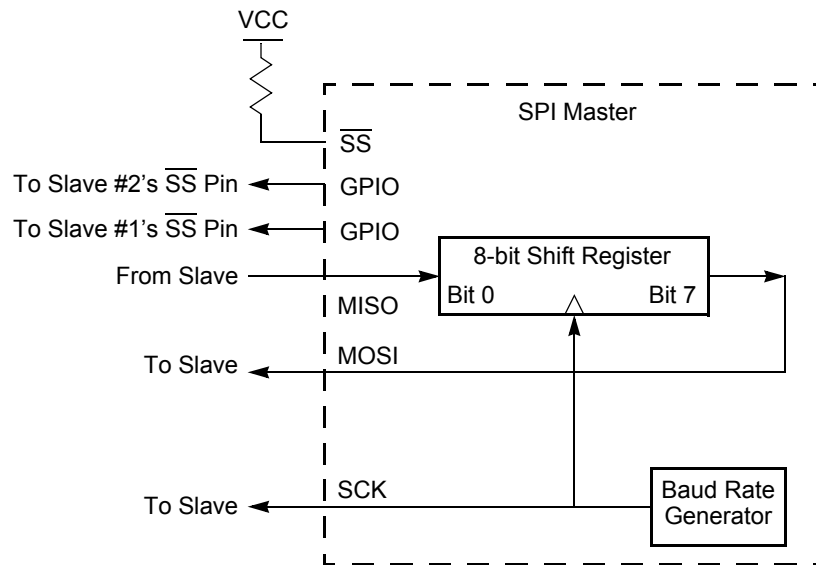


Figure 23. SPI Configured as a Master in a Single Master, Multiple Slave System

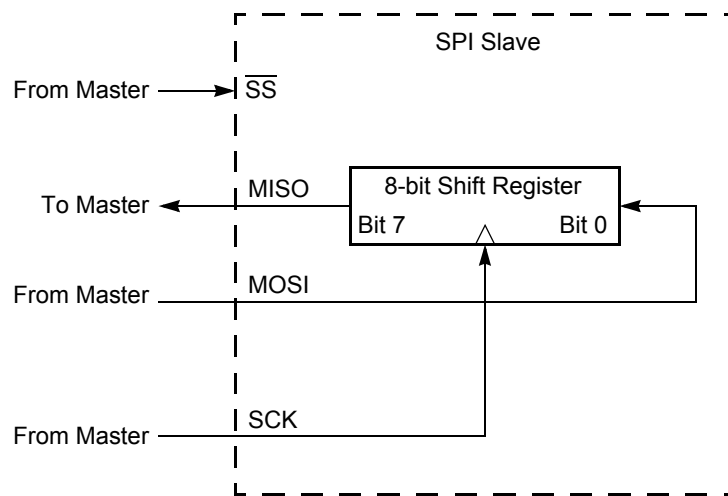


Figure 24. SPI Configured as a Slave

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 64. SPI Control Register (SPICTL)

BITS	7	6	5	4	3	2	1	0
FIELD	IRQE	STR	BIRQ	PHASE	CLKPOL	WOR	MMEN	SPIEN
RESET	0							
R/W	R/W							
ADDR	F61H							

IRQE—Interrupt Request Enable

0 = SPI interrupts are disabled. No interrupt requests are sent to the Interrupt Controller.

1 = SPI interrupts are enabled. Interrupt requests are sent to the Interrupt Controller.

STR—Start an SPI Interrupt Request

0 = No effect.

1 = Setting this bit to 1 also sets the **IRQ** bit in the SPI Status register to 1. Setting this bit forces the SPI to send an interrupt request to the Interrupt Control. This bit can be used by software for a function similar to transmit buffer empty in a UART.

Writing a 1 to the **IRQ** bit in the SPI Status register clears this bit to 0.

BIRQ—BRG Timer Interrupt Request

If the SPI is enabled, this bit has no effect. If the SPI is disabled:

0 = The Baud Rate Generator timer function is disabled.

1 = The Baud Rate Generator timer function and time-out interrupt are enabled.

PHASE—Phase Select

Sets the phase relationship of the data to the clock. For more information on operation of the **PHASE** bit, see [SPI Clock Phase and Polarity Control](#) on page 132.

CLKPOL—Clock Polarity

0 = SCK idles Low (0).

1 = SCK idle High (1).

WOR—Wire-OR (OPEN-DRAIN) Mode Enabled

0 = SPI signal pins not configured for open-drain.

1 = All four SPI signal pins (**SCK**, **SS**, **MISO**, **MOSI**) configured for open-drain function.

This setting is typically used for multi-master and/or multi-slave configurations.

MMEN—SPI Master Mode Enable

0 = SPI configured in Slave mode.

1 = SPI configured in Master mode.

SPIEN—SPI Enable

0 = SPI disabled.

1 = SPI enabled.

While the Flash Controller programs the Flash memory, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. Interrupts that occur when a Programming operation is in progress are serviced once the Programming operation is complete. To exit Programming mode and lock the Flash Controller, write 00H to the Flash Control register.

User code cannot program Flash Memory on a page that lies in a protected sector. When user code writes memory locations, only addresses located in the unlocked page are programmed. Memory writes outside of the unlocked page are ignored.



Caution: *Each memory location must not be programmed more than twice before an erase occurs.*

Follow the steps below to program the Flash from user code:

1. Write 00H to the Flash Control register to reset the Flash Controller.
2. Write the page of memory to be programmed to the Page Select register.
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.
6. Write Flash Memory using LDC or LDCI instructions to program the Flash.
7. Repeat [step 6](#) to program additional memory locations on the same page.
8. Write 00H to the Flash Control register to lock the Flash Controller.

Page Erase

The Flash memory can be erased one page (512 bytes) at a time. Page Erasing the Flash memory sets all bytes in that page to the value FFH. The Page Select register identifies the page to be erased. While the Flash Controller executes the Page Erase operation, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. The eZ8 CPU resumes operation after the Page Erase operation completes. Interrupts that occur when the Page Erase operation is in progress are serviced once the Page Erase operation is complete. When the Page Erase operation is complete, the Flash Controller returns to its locked state. Only pages located in unprotected sectors can be erased.

Follow the steps below to perform a Page Erase operation:

1. Write 00H to the Flash Control register to reset the Flash Controller.
2. Write the page to be erased to the Page Select register.
3. Write the first unlock command 73H to the Flash Control register.
4. Write the second unlock command 8CH to the Flash Control register.

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 indistinguishable on the scale of Figure 48.

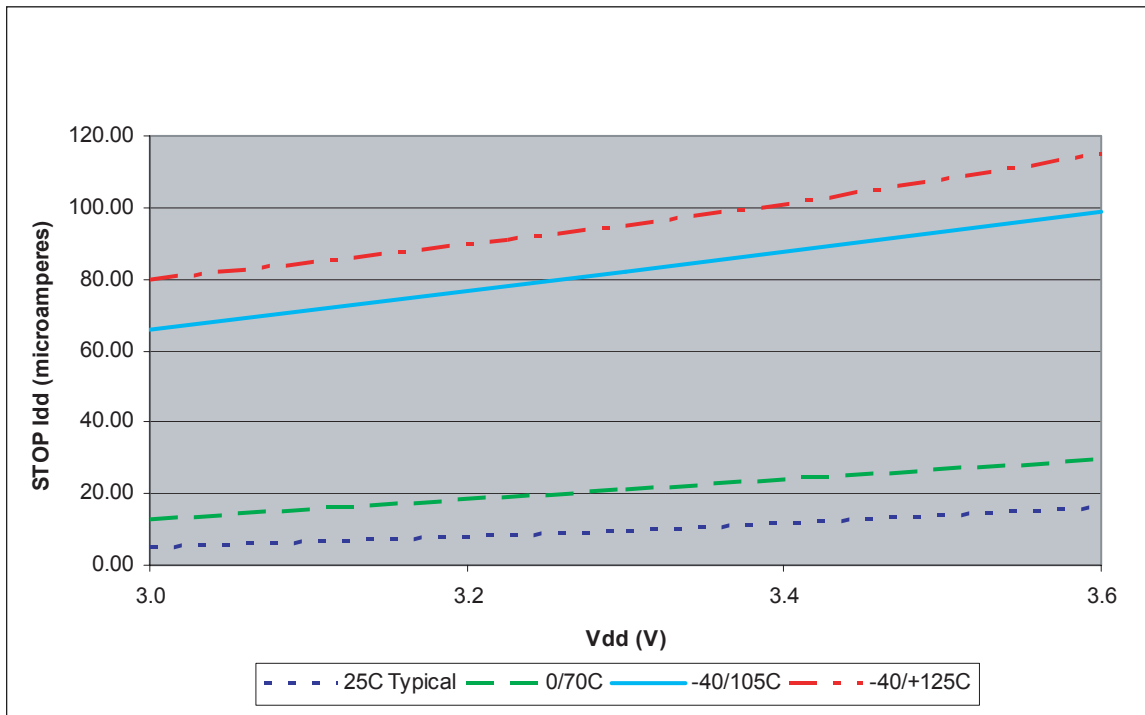


Figure 48. Maximum STOP Mode Idd with VBO Disabled versus Power Supply Voltage

Figure 63 displays the 44-pin Low Profile Quad Flat Package (LQFP) available for the Z8X1621, Z8X2421, Z8X3221, Z8X4821, and Z8X6421 devices.

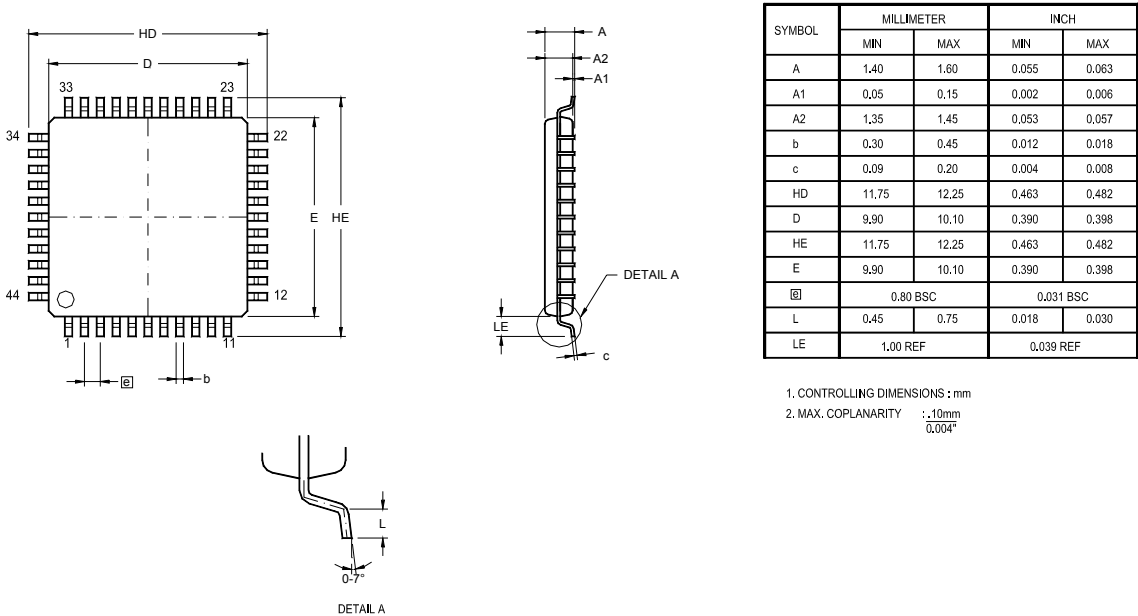


Figure 63. 44-Lead Low-Profile Quad Flat Package (LQFP)

Part Number	Flash	RAM	I/O Lines	Interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	I ² C	SPI	UARTs with IrDA	Description
Z8F322x with 32 KB Flash, 10-Bit Analog-to-Digital Converter										
Standard Temperature: 0 °C to 70 °C										
Z8F3221PM020SC	32 KB	2 KB	29	23	3	8	1	1	2	PDIP 40-pin package
Z8F3221AN020SC	32 KB	2 KB	31	23	3	8	1	1	2	LQFP 44-pin package
Z8F3221VN020SC	32 KB	2 KB	31	23	3	8	1	1	2	PLCC 44-pin package
Z8F3222AR020SC	32 KB	2 KB	46	24	4	12	1	1	2	LQFP 64-pin package
Z8F3222VS020SC	32 KB	2 KB	46	24	4	12	1	1	2	PLCC 68-pin package
Extended Temperature: –40 °C to 105 °C										
Z8F3221PM020EC	32 KB	2 KB	29	23	3	8	1	1	2	PDIP 40-pin package
Z8F3221AN020EC	32 KB	2 KB	31	23	3	8	1	1	2	LQFP 44-pin package
Z8F3221VN020EC	32 KB	2 KB	31	23	3	8	1	1	2	PLCC 44-pin package
Z8F3222AR020EC	32 KB	2 KB	46	24	4	12	1	1	2	LQFP 64-pin package
Z8F3222VS020EC	32 KB	2 KB	46	24	4	12	1	1	2	PLCC 68-pin package
Automotive/Industrial Temperature: –40 °C to 125°C										
Z8F3221PM020AC	32 KB	2 KB	29	23	3	8	1	1	2	PDIP 40-pin package
Z8F3221AN020AC	32 KB	2 KB	31	23	3	8	1	1	2	LQFP 44-pin package
Z8F3221VN020AC	32 KB	2 KB	31	23	3	8	1	1	2	PLCC 44-pin package
Z8F3222AR020AC	32 KB	2 KB	46	24	4	12	1	1	2	LQFP 64-pin package
Z8F3222VS020AC	32 KB	2 KB	46	24	4	12	1	1	2	PLCC 68-pin package

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