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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	64KB (64K 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/z8f6421an020sc

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

zilog viii

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

zilog ix

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

zilog

46

Flags
FLAGS (FFC - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

F1 - User Flag 1

F2 - User Flag 2

H - Half Carry

D - Decimal Adjust

V - Overflow Flag

S - Sign Flag

Z - Zero Flag

C - Carry Flag
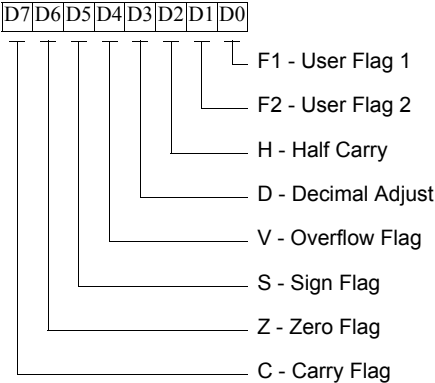
Register Pointer
RP   (FFDH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Working Register Page Address

Working Register Group Address
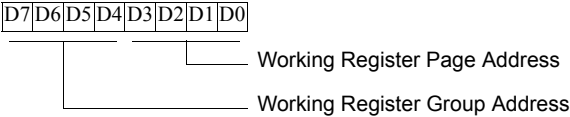
Stack Pointer High Byte
SPH   (FFEH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0
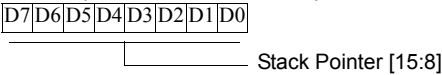
Stack Pointer [15:8]

Stack Pointer Low Byte
SPL   (FFFH - Read/Write)

D7	D6	D5	D4	D3	D2	D1	D0

Stack Pointer [7:0]

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

54

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

91
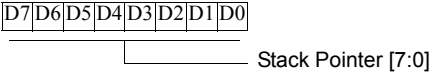
Table 39. Timer 0-3 High Byte Register (TxH)

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							

**Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification**

zilog

101

POR—Power-On Reset Indicator
If this bit is set to 1, a Power-On Reset event occurred. This bit is reset to 0 if a WDT time-out or Stop Mode Recovery occurs. This bit is also reset to 0 when the register is read.

STOP—Stop Mode Recovery Indicator
If this bit is set to 1, a Stop Mode Recovery occurred. If the STOP and WDT bits are both set to 1, the Stop Mode Recovery occurred due to a WDT time-out. If the STOP bit is 1 and the WDT bit is 0, the Stop Mode Recovery was not caused by a WDT time-out. This bit is reset by a Power-On Reset or a WDT time-out that occurred while not in STOP mode. Reading this register also resets this bit.

WDT—Watchdog Timer Time-Out Indicator
If this bit is set to 1, a WDT time-out occurred. A Power-On Reset resets this pin. A Stop Mode Recovery from a change in an input pin also resets this bit. Reading this register resets this bit.

EXT—External Reset Indicator
If this bit is set to 1, a Reset initiated by the external $\overline{\text{RESET}}$ pin occurred. A Power-On Reset or a Stop Mode Recovery from a change in an input pin resets this bit. Reading this register resets this bit.

Reserved
These bits are reserved and must be 0.

SM—STOP Mode Configuration Indicator
0 = Watchdog Timer and its internal RC oscillator will continue to operate in STOP Mode.
1 = Watchdog Timer and its internal RC oscillator will be disabled in STOP Mode.

Watchdog Timer Reload Upper, High and Low Byte Registers

The Watchdog Timer Reload Upper, High and Low Byte (WDTU, WDTH, WDTL) registers (see Table 49 on page 102 through Table 51 on page 102) form the 24-bit reload value that is loaded into the Watchdog Timer when a WDT instruction executes. The 24-bit reload value is {WDTU[7:0], WDTH[7:0], WDTL[7:0]}. Writing to these registers sets the desired Reload Value. Reading from these registers returns the current Watchdog Timer count value.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

124

Table 61. UART Baud Rates (Continued)

9.60	23	9.73	1.32	9.60	12	9.60	0.00
4.80	47	4.76	-0.83	4.80	24	4.80	0.00
2.40	93	2.41	0.23	2.40	48	2.40	0.00
1.20	186	1.20	0.23	1.20	96	1.20	0.00
0.60	373	0.60	-0.04	0.60	192	0.60	0.00
0.30	746	0.30	-0.04	0.30	384	0.30	0.00

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

125

Infrared Encoder/Decoder

Overview

The 64K Series products contain two fully-functional, high-performance UART to Infrared Encoder/Decoders (Endecs). Each Infrared Endec is integrated with an on-chip UART to allow easy communication between the 64K Series and IrDA Physical Layer Specification, Version 1.3-compliant infrared transceivers. Infrared communication provides secure, reliable, low-cost, point-to-point communication between PCs, PDAs, cell phones, printers, and other infrared enabled devices.

Architecture
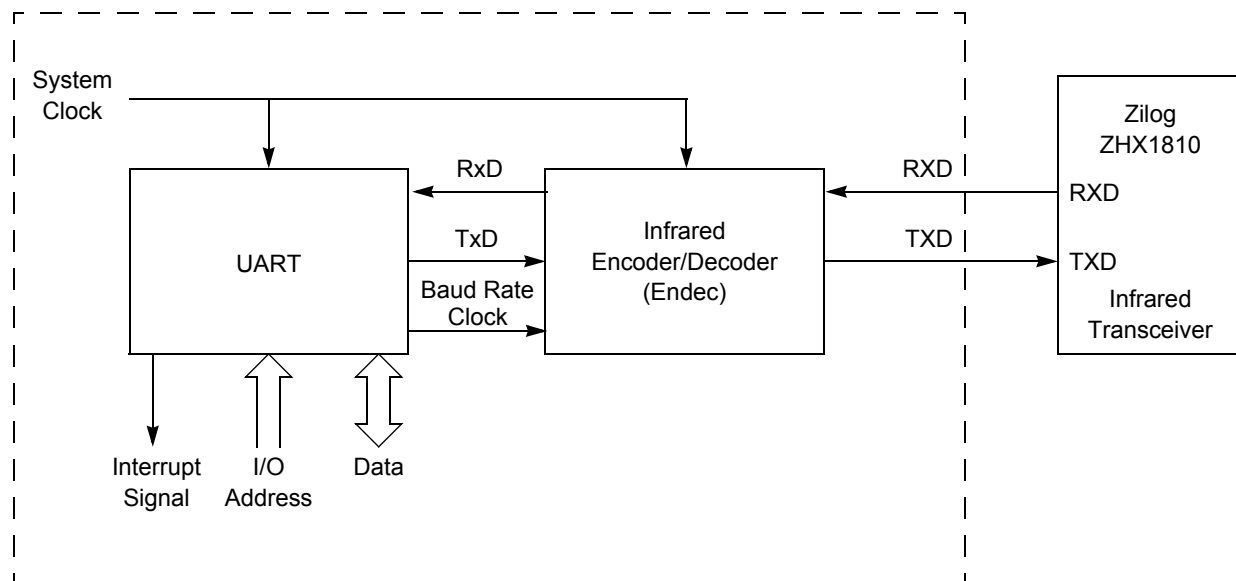
Figure 19 displays the architecture of the Infrared Endec.

Figure 19. Infrared Data Communication System Block Diagram

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Product Specification

137

SPI Control Register Definitions

SPI Data Register

The SPI Data register (Table 63) stores both the outgoing (transmit) data and the incoming (receive) data. Reads from the SPI Data register always return the current contents of the 8-bit shift register. Data is shifted out starting with bit 7. The last bit received resides in bit position 0.

With the SPI configured as a Master, writing a data byte to this register initiates the data transmission. With the SPI configured as a Slave, writing a data byte to this register loads the shift register in preparation for the next data transfer with the external Master. In either the Master or Slave modes, if a transmission is already in progress, writes to this register are ignored and the Overrun error Flag, OVR, is set in the SPI Status register.

When the character length is less than 8 bits (as set by the NUMBITS field in the SPI Mode register), the transmit character must be left justified in the SPI Data register. A received character of less than 8 bits is right justified (last bit received is in bit position 0). For example, if the SPI is configured for 4-bit characters, the transmit characters must be written to SPIDATA[7:4] and the received characters are read from SPIDATA[3:0].

Table 63. SPI Data Register (SPIDATA)

BITS	7	6	5	4	3	2	1	0
FIELD	DATA							
RESET	X							
R/W	R/W							
ADDR	F60H							

DATA—Data
Transmit and/or receive data.

SPI Control Register

The SPI Control register (see Table 64 on page 138) configures the SPI for transmit and receive operations.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

141

SSIO—Slave Select I/O
0 = $\overline{\text{SS}}$ pin configured as an input.
1 = $\overline{\text{SS}}$ pin configured as an output (Master mode only).

SSV—Slave Select Value
If SSIO = 1 and SPI configured as a Master:
0 = $\overline{\text{SS}}$ pin driven Low (0).
1 = $\overline{\text{SS}}$ pin driven High (1).
This bit has no effect if SSIO = 0 or SPI configured as a Slave.

SPI Diagnostic State Register

The SPI Diagnostic State register (Table 67) provides observability of internal state. This is a read only register used for SPI diagnostics.

Table 67. SPI Diagnostic State Register (SPIDST)

BITS	7	6	5	4	3	2	1	0
FIELD	SCKEN	TCKEN	SPISTATE					
RESET	0							
R/W	R							
ADDR	F64H							

SCKEN—Shift Clock Enable
0 = The internal Shift Clock Enable signal is deasserted
1 = The internal Shift Clock Enable signal is asserted (shift register is updates on next system clock)

TCKEN—Transmit Clock Enable
0 = The internal Transmit Clock Enable signal is deasserted.
1 = The internal Transmit Clock Enable signal is asserted. When this is asserted the serial data out is updated on the next system clock (MOSI or MISO).

SPISTATE—SPI State Machine
Defines the current state of the internal SPI State Machine.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

147

In order for a receive (read) DMA transaction to send a Not Acknowledge on the last byte, the receive DMA must be set up to receive n-1 bytes, then software must set the NAK bit and receive the last (nth) byte directly.

Start and Stop Conditions

The master (I^2C) drives all Start and Stop signals and initiates all transactions. To start a transaction, the I^2C Controller generates a START condition by pulling the SDA signal Low while SCL is High. To complete a transaction, the I^2C Controller generates a Stop condition by creating a low-to-high transition of the SDA signal while the SCL signal is high. The START and STOP bits in the I^2C Control register control the sending of the Start and Stop conditions. A master is also allowed to end one transaction and begin a new one by issuing a Restart. This is accomplished by setting the START bit at the end of a transaction, rather than the STOP bit. Note that the Start condition not sent until the START bit is set and data has been written to the I^2C Data register.

Master Write and Read Transactions

The following sections provide a recommended procedure for performing I^2C write and read transactions from the I^2C Controller (master) to slave I^2C devices. In general software should rely on the TDRE, RDRF and NCKI bits of the status register (these bits generate interrupts) to initiate software actions. When using interrupts or DMA, the TXI bit is set to start each transaction and cleared at the end of each transaction to eliminate a 'trailing' Transmit interrupt.

Caution should be used in using the ACK status bit within a transaction because it is difficult for software to tell when it is updated by hardware.

When writing data to a slave, the I^2C pauses at the beginning of the Acknowledge cycle if the data register has not been written with the next value to be sent (TDRE bit in the I^2C Status register = 1). In this scenario where software is not keeping up with the I^2C bus (TDRE asserted longer than one byte time), the Acknowledge clock cycle for byte n is delayed until the Data register is written with byte n + 1, and appears to be grouped with the data clock cycles for byte n+1. If either the START or STOP bit is set, the I^2C does not pause prior to the Acknowledge cycle because no additional data is sent.

When a Not Acknowledge condition is received during a write (either during the address or data phases), the I^2C Controller generates the Not Acknowledge interrupt (NCKI = 1) and pause until either the STOP or START bit is set. Unless the Not Acknowledge was received on the last byte, the Data register will already have been written with the next address or data byte to send. In this case the FLUSH bit of the Control register should be set at the same time the STOP or START bit is set to remove the stale transmit data and enable subsequent Transmit interrupts.

When reading data from the slave, the I^2C pauses after the data Acknowledge cycle until the receive interrupt is serviced and the RDRF bit of the status register is cleared by

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

157

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 exe-
cution 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.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

zilog

159

IEN—I^{2}C Enable
1 = The I^{2}C transmitter and receiver are enabled.
0 = The I^{2}C transmitter and receiver are disabled.

START—Send Start Condition
This bit sends the Start condition. Once asserted, it is cleared by the I^{2}C Controller after it sends the START condition or if the IEN bit is deasserted. If this bit is 1, it cannot be cleared to 0 by writing to the register. After this bit is set, the Start condition is sent if there is data in the I^{2}C Data or I^{2}C Shift register. If there is no data in one of these registers, the I^{2}C Controller waits until the Data register is written. If this bit is set while the I^{2}C Controller is shifting out data, it generates a START condition after the byte shifts and the acknowledge phase completes. If the STOP bit is also set, it also waits until the STOP condition is sent before the sending the START condition.

STOP—Send Stop Condition
This bit causes the I^{2}C Controller to issue a Stop condition after the byte in the I^{2}C Shift register has completed transmission or after a byte has been received in a receive operation. Once set, this bit is reset by the I^{2}C Controller after a Stop condition has been sent or by deasserting the IEN bit. If this bit is 1, it cannot be cleared to 0 by writing to the register.

BIRQ—Baud Rate Generator Interrupt Request
This bit allows the I^{2}C Controller to be used as an additional timer when the I^{2}C Controller is disabled. This bit is ignored when the I^{2}C Controller is enabled.
1 = An interrupt occurs every time the baud rate generator counts down to one.
0 = No baud rate generator interrupt occurs.

TXI—Enable TDRE interrupts
This bit enables the transmit interrupt when the I^{2}C Data register is empty (TDRE = 1).
1 = Transmit interrupt (and DMA transmit request) is enabled.
0 = Transmit interrupt (and DMA transmit request) is disabled.

NAK—Send NAK
This bit sends a Not Acknowledge condition after the next byte of data has been read from the I^{2}C slave. Once asserted, it is deasserted after a Not Acknowledge is sent or the IEN bit is deasserted. If this bit is 1, it cannot be cleared to 0 by writing to the register.

FLUSH—Flush Data
Setting this bit to 1 clears the I^{2}C Data register and sets the TDRE bit to 1. This bit allows flushing of the I^{2}C Data register when a Not Acknowledge interrupt is received after the data has been sent to the I^{2}C Data register. Reading this bit always returns 0.

FILTEN—I^{2}C Signal Filter Enable
This bit enables low-pass digital filters on the SDA and SCL input signals. These filters reject any input pulse with periods less than a full system clock cycle. The filters introduce a 3-system clock cycle latency on the inputs.
1 = low-pass filters are enabled.
0 = low-pass filters are disabled.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

167

If the current ADC Analog Input is not the highest numbered input to be converted, DMA_ADC initiates data conversion in the next higher numbered ADC Analog Input.

Configuring DMA_ADC for Data Transfer

Follow the steps below to configure and enable DMA_ADC:

1. Write the DMA_ADC Address register with the 7 most-significant bits of the Register File address for data transfers.

2. Write to the DMA_ADC Control register to complete the following:
   – Enable the DMA_ADC interrupt request, if desired
   – Select the number of ADC Analog Inputs to convert
   – Enable the DMA_ADC channel

⚠️ **Caution:** *When using the DMA_ADC to perform conversions on multiple ADC inputs, the Analog-to-Digital Converter must be configured for SINGLE-SHOT mode. If the* ADC_IN *field in the DMA_ADC Control Register is greater than 000b, the ADC must be in SINGLE-SHOT mode.*

CONTINUOUS mode operation of the ADC can only be used in conjunction with DMA_ADC if the ADC_IN *field in the DMA_ADC Control Register is reset to 000b to enable conversion on ADC Analog Input 0 only.*

DMA Control Register Definitions

DMA*x* Control Register

The DMA*x* Control register (see Table 77 on page 167) enables and selects the mode of operation for DMA*x*.

Table 77. DMA*x* Control Register (DMA*x*CTL)

BITS	7	6	5	4	3	2	1	0
FIELD	DEN	DLE	DDIR	IRQEN	WSEL	RSS		
RESET	0							
R/W	R/W							
ADDR	FB0H, FB8H							

DEN—DMA*x* Enable
0 = DMA*x* is disabled and data transfer requests are disregarded.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

180

0100 = ANA4
0101 = ANA5
0110 = ANA6
0111 = ANA7
1000 = ANA8
1001 = ANA9
1010 = ANA10
1011 = ANA11
11XX = Reserved.

ADC Data High Byte Register

The ADC Data High Byte register (Table 87) contains the upper eight bits of the 10-bit ADC output. During a single-shot conversion, this value is invalid. Access to the ADC Data High Byte register is read-only. The full 10-bit ADC result is given by {ADCD_H[7:0], ADCD_L[7:6]}. Reading the ADC Data High Byte register latches data in the ADC Low Bits register.

Table 87. ADC Data High Byte Register (ADCD_H)

BITS	7	6	5	4	3	2	1	0
FIELD	ADCD_H							
RESET	X							
R/W	R							
ADDR	F72H							

ADCD_H—ADC Data High Byte
This byte contains the upper eight bits of the 10-bit ADC output. These bits are not valid during a single-shot conversion. During a continuous conversion, the last conversion output is held in this register. These bits are undefined after a Reset.

ADC Data Low Bits Register

The ADC Data Low Bits register (Table 88) contains the lower two bits of the conversion value. The data in the ADC Data Low Bits register is latched each time the ADC Data High Byte register is read. Reading this register always returns the lower two bits of the conversion last read into the ADC High Byte register. Access to the ADC Data Low Bits register is read-only. The full 10-bit ADC result is given by {ADCD_H[7:0], ADCD_L[7:6]}.

**Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification**

187

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)*.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

226

On-Chip Peripheral AC and DC Electrical Characteristics

Table 107. Power-On Reset and Voltage Brownout Electrical Characteristics and Timing

| Symbol | Parameter | T_A = –40 °C to 125 °C | | | Units | Conditions |
		Minimum	Typical[1]	Maximum		
V_{POR}	Power-On Reset Voltage Threshold	2.40	2.70	2.90	V	V_{DD} = V_{POR}
V_{VBO}	Voltage Brownout Reset Voltage Threshold	2.30	2.60	2.85	V	V_{DD} = V_{VBO}
	V_{POR} to V_{VBO} hysteresis	50	100	–	mV	
	Starting V_{DD} voltage to ensure valid Power-On Reset.	–	V_{SS}	–	V	
T_{ANA}	Power-On Reset Analog Delay	–	50	–	μs	V_{DD} > V_{POR}; T_{POR} Digital Reset delay follows T_{ANA}
T_{POR}	Power-On Reset Digital Delay	–	6.6	–	ms	66 WDT Oscillator cycles (10 kHz) + 16 System Clock cycles (20 MHz)
T_{VBO}	Voltage Brownout Pulse Rejection Period	–	10	–	μs	V_{DD} < V_{VBO} to generate a Reset.
T_{RAMP}	Time for VDD to transition from V_{SS} to V_{POR} to ensure valid Reset	0.10	–	100	ms	

[1]Data in the typical column is from characterization at 3.3 V and 0 °C. These values are provided for design guidance only and are not tested in production.

Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

249

Table 130. Logical Instructions (Continued)

Mnemonic	Operands	Instruction
XOR	dst, src	Logical Exclusive OR
XORX	dst, src	Logical Exclusive OR using Extended Addressing

Table 131. Program Control Instructions

Mnemonic	Operands	Instruction
BRK	—	On-Chip Debugger Break
BTJ	p, bit, src, DA	Bit Test and Jump
BTJNZ	bit, src, DA	Bit Test and Jump if Non-Zero
BTJZ	bit, src, DA	Bit Test and Jump if Zero
CALL	dst	Call Procedure
DJNZ	dst, src, RA	Decrement and Jump Non-Zero
IRET	—	Interrupt Return
JP	dst	Jump
JP cc	dst	Jump Conditional
JR	DA	Jump Relative
JR cc	DA	Jump Relative Conditional
RET	—	Return
TRAP	vector	Software Trap

Table 132. Rotate and Shift Instructions

Mnemonic	Operands	Instruction
BSWAP	dst	Bit Swap
RL	dst	Rotate Left
RLC	dst	Rotate Left through Carry
RR	dst	Rotate Right
RRC	dst	Rotate Right through Carry
SRA	dst	Shift Right Arithmetic

**Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification**

261

Opcode Maps

A description of the opcode map data and the abbreviations are provided in Figure 59 and information on each of the eZ8™ CPU instructions.

Figure 59. Opcode Map Cell Description
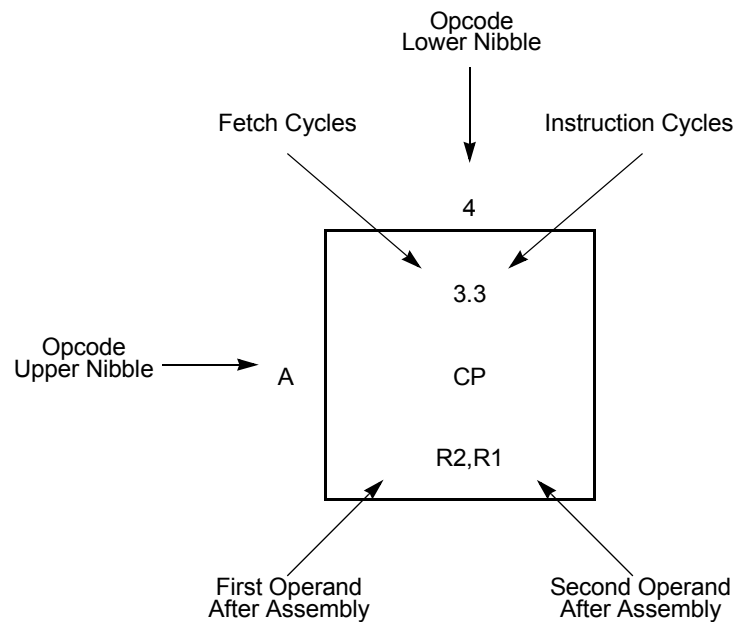
Z8 Encore! XP® 64K Series Flash Microcontrollers
Product Specification

267

Figure 64 displays the 44-pin Plastic Lead Chip Carrier (PLCC) package available for the Z8X1621, Z8X2421, Z8X3221, Z8X4821, and Z8X6421 devices.

SYMBOL	MILLIMETER		INCH	
	MIN	MAX	MIN	MAX
A	4.27	4.57	0.168	0.180
A1	2.41	2.92	0.095	0.115
D/E	17.40	17.65	0.685	0.695
D1/E1	16.51	16.66	0.650	0.656
D2	15.24	16.00	0.600	0.630
e	1.27 BSC		0.050 BSC	

NOTES:
1. CONTROLLING DIMENSION : INCH
2. LEADS ARE COPLANAR WITHIN 0.004".
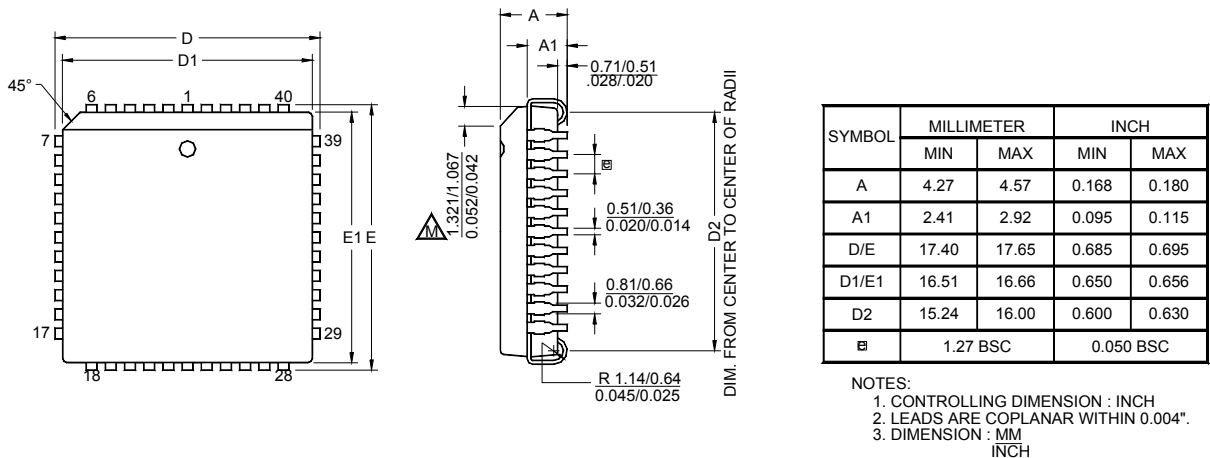3. DIMENSION : MM / INCH

Figure 64. 44-Lead Plastic Lead Chip Carrier Package (PLCC)

Figure 64 displays the 64-pin Low-Profile Quad Flat Package (LQFP) available for the Z8X1622, Z8X2422, Z8X3222, Z8X4822, and Z8X6422 devices.

SYMBOL	MILLIMETER		INCH	
	MIN	MAX	MIN	MAX
A	1.40	1.60	0.055	0.063
A1	0.05	0.15	0.002	0.006
A2	1.35	1.45	0.053	0.057
b	0.17	0.27	0.007	0.011
c	0.09	0.20	0.004	0.008
HD	11.75	12.25	0.463	0.482
D	9.90	10.10	0.390	0.398
HE	11.75	12.25	0.463	0.482
E	9.90	10.10	0.390	0.398
e	0.50 BSC		0.0197 BSC	
L	0.45	0.75	0.018	0.030
LE	1.00 REF		0.039 REF	

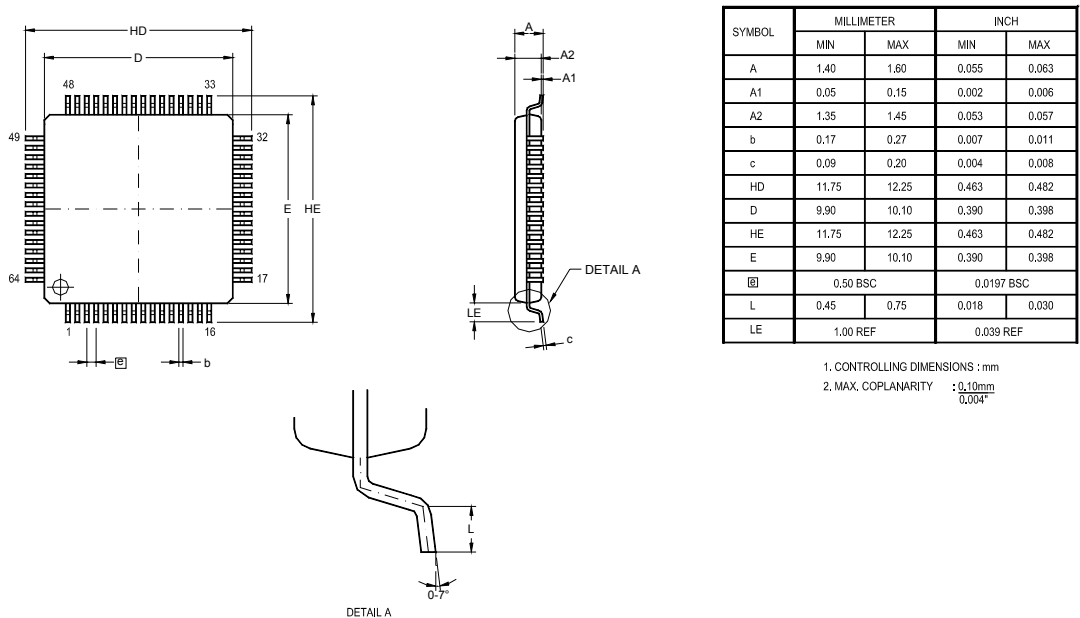1. CONTROLLING DIMENSIONS : mm
2. MAX. COPLANARITY : 0.10mm / 0.004"

Figure 65. 64-Lead Low-Profile Quad Flat Package (LQFP)