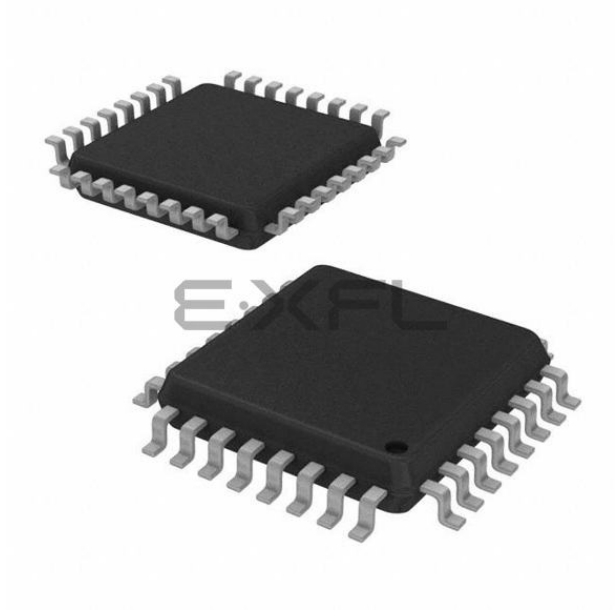

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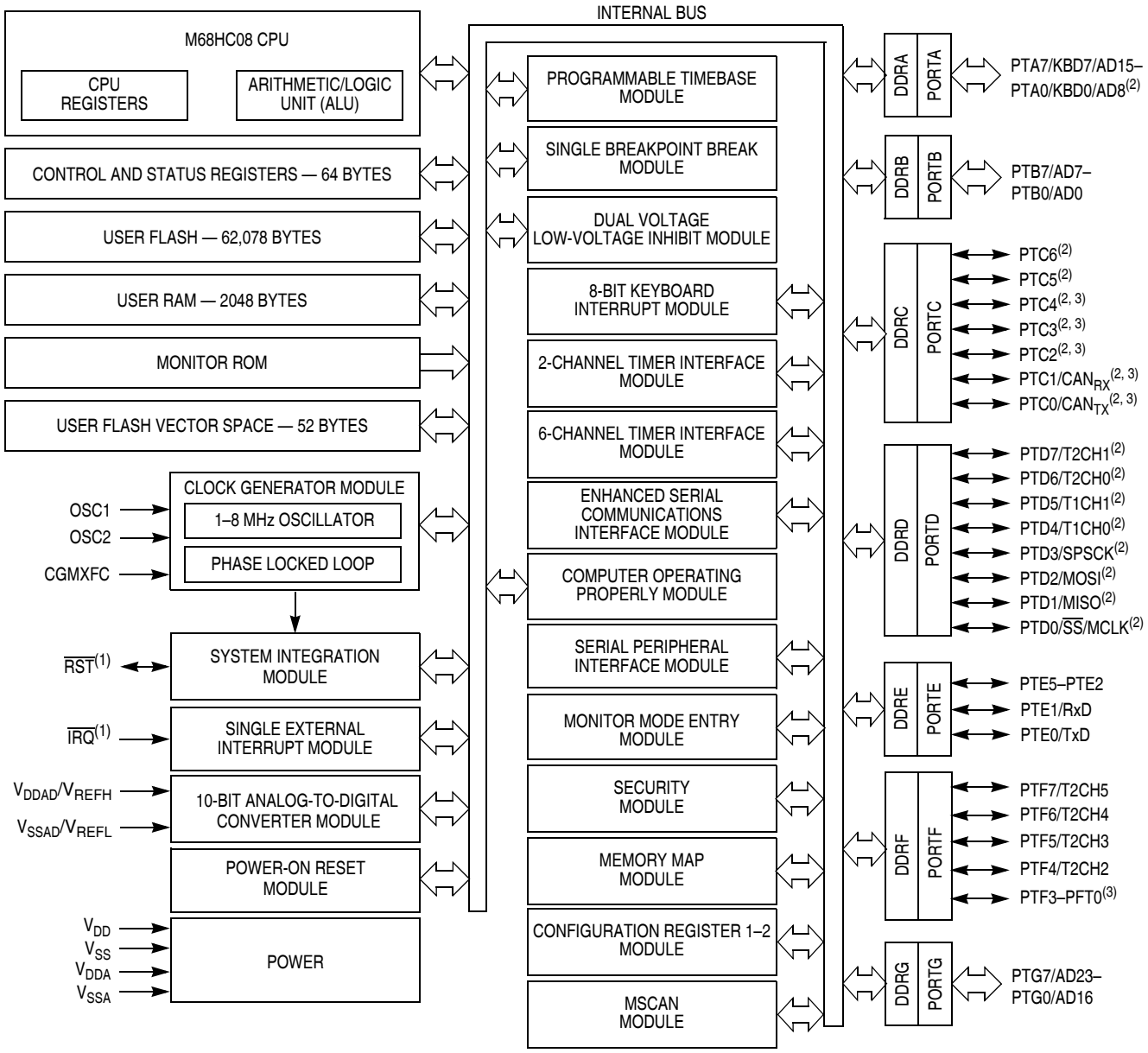
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	HC08
Core Size	8-Bit
Speed	8MHz
Connectivity	CANbus, SCI, SPI
Peripherals	LVD, POR, PWM
Number of I/O	21
Program Memory Size	48KB (48K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1.5K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 5.5V
Data Converters	A/D 24x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	32-LQFP
Supplier Device Package	32-LQFP (7x7)
Purchase URL	https://www.e-xfl.com/product-detail/nxp-semiconductors/mc908gz48cfje

- Standard low-power modes of operation:
  - Wait mode
  - Stop mode
- Master reset pin and power-on reset (POR)
- On-chip FLASH memory:
  - MC68HC908GZ60 — 60 Kbytes
  - MC68HC908GZ48 — 48 Kbytes
  - MC68HC908GZ32 — 32 Kbytes
- Random-access memory (RAM):
  - MC68HC908GZ60 — 2048 bytes
  - MC68HC908GZ48 — 1536 bytes
  - MC68HC908GZ32 — 1536 bytes
- Serial peripheral interface (SPI) module
- Enhanced serial communications interface (ESCI) module
- One 16-bit, 2-channel timer interface module (TIM1) with selectable input capture, output compare, and pulse-width modulation (PWM) capability on each channel
- One 16-bit, 6-channel timer interface module (TIM2) with selectable input capture, output compare, and pulse-width modulation (PWM) capability on each channel
- Timebase module with clock prescaler circuitry for eight user selectable periodic real-time interrupts with optional active clock source during stop mode for periodic wakeup from stop using an external crystal
- 24-channel, 10-bit successive approximation analog-to-digital converter (ADC)
- 8-bit keyboard wakeup port with software selectable rising or falling edge detect, as well as high or low level detection
- Up to 53 general-purpose input/output (I/O) pins, including:
  - 40 shared-function I/O pins, depending on package choice
  - Up to 13 dedicated I/O pins, depending on package choice
- Selectable pullups on inputs only on ports A, C, and D. Selection is on an individual port bit basis. During output mode, pullups are disengaged.
- Internal pullups on $\overline{\text{IRQ}}$ and $\overline{\text{RST}}$ to reduce customer system cost
- High current 10-mA sink/source capability on all port pins
- Higher current 20-mA sink/source capability on PTC0–PTC4 and PTF0–PTF3
- User selectable clockout feature with divide by 1, 2, and 4 of the bus or crystal frequency
- User selection of having the oscillator enabled or disabled during stop mode
- BREAK module (BRK) to allow single breakpoint setting during in-circuit debugging
- Available packages:
  - 32-pin low-profile quad flat pack (LQFP)
  - 48-pin low-profile quad flat pack (LQFP)
  - 64-pin quad flat pack (QFP)
- Specific features in 32-pin LQFP are:
  - Port A is only 4 bits: PTA0–PTA3; shared with ADC and KBI modules
  - Port B is only 6 bits: PTB0–PTB5; shared with ADC module
  - Port C is only 2 bits: PTC0–PTC1; shared with MSCAN module
  - Port D is only 7 bits: PTD0–PTD6; shared with SPI, TIM1 and TIM2 modules
  - Port E is only 2 bits: PTE0–PTE1; shared with ESCI module



1. Pin contains integrated pullup device.
2. Ports are software configurable with pullup device if input port or pullup/pulldown device for keyboard input.
3. Higher current drive port pins

Figure 1-1. MC68HC908GZ60 Block Diagram

Addr.	Register Name		Bit 7	6	5	4	3	2	1	Bit 0
$0000	Port A Data Register (PTA) See page 173.	Read:	PTA7	PTA6	PTA5	PTA4	PTA3	PTA2	PTA1	PTA0
		Write:								
		Reset:	Unaffected by reset							
$0001	Port B Data Register (PTB) See page 176.	Read:	PTB7	PTB6	PTB5	PTB4	PTB3	PTB2	PTB1	PTB0
		Write:								
		Reset:	Unaffected by reset							
$0002	Port C Data Register (PTC) See page 178.	Read:	1	PTC6	PTC5	PTC4	PTC3	PTC2	PTC1	PTC0
		Write:								
		Reset:	Unaffected by reset							
$0003	Port D Data Register (PTD) See page 180.	Read:	PTD7	PTD6	PTD5	PTD4	PTD3	PTD2	PTD1	PTD0
		Write:								
		Reset:	Unaffected by reset							
$0004	Data Direction Register A (DDRA) See page 174.	Read:	DDRA7	DDRA6	DDRA5	DDRA4	DDRA3	DDRA2	DDRA1	DDRA0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0005	Data Direction Register B (DDRB) See page 176.	Read:	DDRB7	DDRB6	DDRB5	DDRB4	DDRB3	DDRB2	DDRB1	DDRB0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0006	Data Direction Register C (DDRC) See page 178.	Read:	0	DDRC6	DDRC5	DDRC4	DDRC3	DDRC2	DDRC1	DDRC0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0007	Data Direction Register D (DDRD) See page 181.	Read:	DDRD7	DDRD6	DDRD5	DDRD4	DDRD3	DDRD2	DDRD1	DDRD0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0008	Port E Data Register (PTE) See page 183.	Read:	0	0	PTE5	PTE4	PTE3	PTE2	PTE1	PTE0
		Write:								
		Reset:	Unaffected by reset							
$0009	ESCI Prescaler Register (SCPSC) See page 214.	Read:	PDS2	PDS1	PDS0	PSSB4	PSSB3	PSSB2	PSSB1	PSSB0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$000A	ESCI Arbiter Control Register (SCIACTL) See page 217.	Read:	AM1	ALOST	AM0	ACLK	AFIN	ARUN	AROVFL	ARD8
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$000B	ESCI Arbiter Data Register (SCIADAT) See page 218.	Read:	ARD7	ARD6	ARD5	ARD4	ARD3	ARD2	ARD1	ARD0
		Write:								
		Reset:	0	0	0	0	0	0	0	0

= Unimplemented R = Reserved U = Unaffected

Figure 2-2. Control, Status, and Data Registers (Sheet 1 of 9)

4.3.9 CGM External Connections

In its typical configuration, the CGM requires external components. Five of these are for the crystal oscillator and two or four are for the PLL.

The crystal oscillator is normally connected in a Pierce oscillator configuration, as shown in Figure 4-2. Figure 4-2 shows only the logical representation of the internal components and may not represent actual circuitry. The oscillator configuration uses five components:

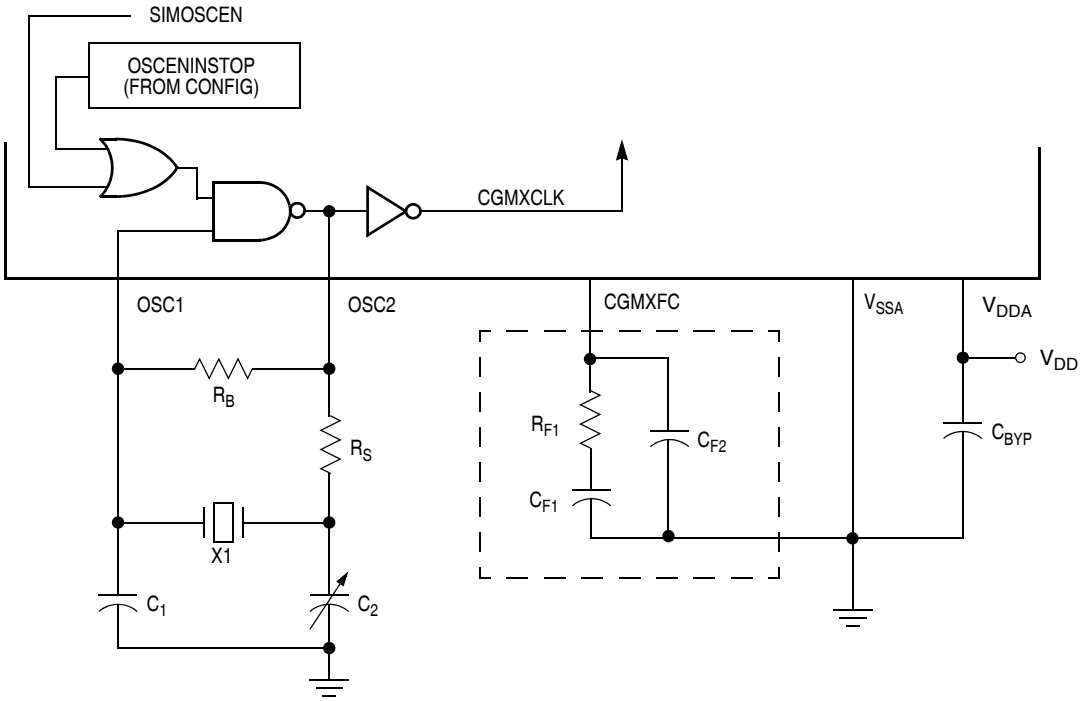
- Crystal, X_1
- Fixed capacitor, C_1
- Tuning capacitor, C_2 (can also be a fixed capacitor)
- Feedback resistor, R_B
- Series resistor, R_S

The series resistor (R_S) is included in the diagram to follow strict Pierce oscillator guidelines. Refer to the crystal manufacturer's data for more information regarding values for C1 and C2.

Figure 4-2 also shows the external components for the PLL:

- Bypass capacitor, C_{BYP}
- Filter network

Routing should be done with great care to minimize signal cross talk and noise.



Note: Filter network in box can be replaced with a single capacitor, but will degrade stability.

Figure 4-2. CGM External Connections

10.15 Exiting Wait Mode

These events restart the CPU clock and load the program counter with the reset vector or with an interrupt vector:

- External reset — A low on the $\overline{\text{RST}}$ pin resets the MCU and loads the program counter with the contents of locations $FFFE and $FFFF.
- External interrupt — A high-to-low transition on an external interrupt pin ($\overline{\text{IRQ}}$ pin) loads the program counter with the contents of locations: $FFFA and $FFFB; $\overline{\text{IRQ}}$ pin.
- Break interrupt — In emulation mode, a break interrupt loads the program counter with the contents of $FFFC and $FFFD.
- Computer operating properly (COP) module reset — A timeout of the COP counter resets the MCU and loads the program counter with the contents of $FFFE and $FFFF.
- Low-voltage inhibit (LVI) module reset — A power supply voltage below the V_{TRIPF} voltage resets the MCU and loads the program counter with the contents of locations $FFFE and $FFFF.
- Clock generator module (CGM) interrupt — A CPU interrupt request from the CGM loads the program counter with the contents of $FFF8 and $FFF9.
- Keyboard interrupt (KBI) module — A CPU interrupt request from the KBI module loads the program counter with the contents of $FFE0 and $FFE1.
- Timer 1 interface (TIM1) module interrupt — A CPU interrupt request from the TIM1 loads the program counter with the contents of:
  - $FFF2 and $FFF3; TIM1 overflow
  - $FFF4 and $FFF5; TIM1 channel 1
  - $FFF6 and $FFF7; TIM1 channel 0
- Timer 2 interface module (TIM2) interrupt — A CPU interrupt request from the TIM2 loads the program counter with the contents of:
  - $FFEC and $FFED; TIM2 overflow
  - $FFEE and $FFEF; TIM2 channel 1
  - $FFF0 and $FFF1; TIM2 channel 0
  - $FFCC and $FFCD; TIM2 channel 5
  - $FFCE and $FFCF; TIM2 channel 4
  - $FFD0 and $FFD1; TIM2 channel 3
  - $FFD2 and $FFD3; TIM2 channel 2
- Serial peripheral interface (SPI) module interrupt — A CPU interrupt request from the SPI loads the program counter with the contents of:
  - $FFE8 and $FFE9; SPI transmitter
  - $FFEA and $FFEB; SPI receiver
- Serial communications interface (SCI) module interrupt — A CPU interrupt request from the SCI loads the program counter with the contents of:
  - $FFE2 and $FFE3; SCI transmitter
  - $FFE4 and $FFE5; SCI receiver
  - $FFE6 and $FFE7; SCI receiver error
- Analog-to-digital converter (ADC) module interrupt — A CPU interrupt request from the ADC loads the program counter with the contents of: $FFDE and $FFDF; ADC conversion complete.
- Timebase module (TBM) interrupt — A CPU interrupt request from the TBM loads the program counter with the contents of: $FFDC and $FFDD; TBM interrupt.

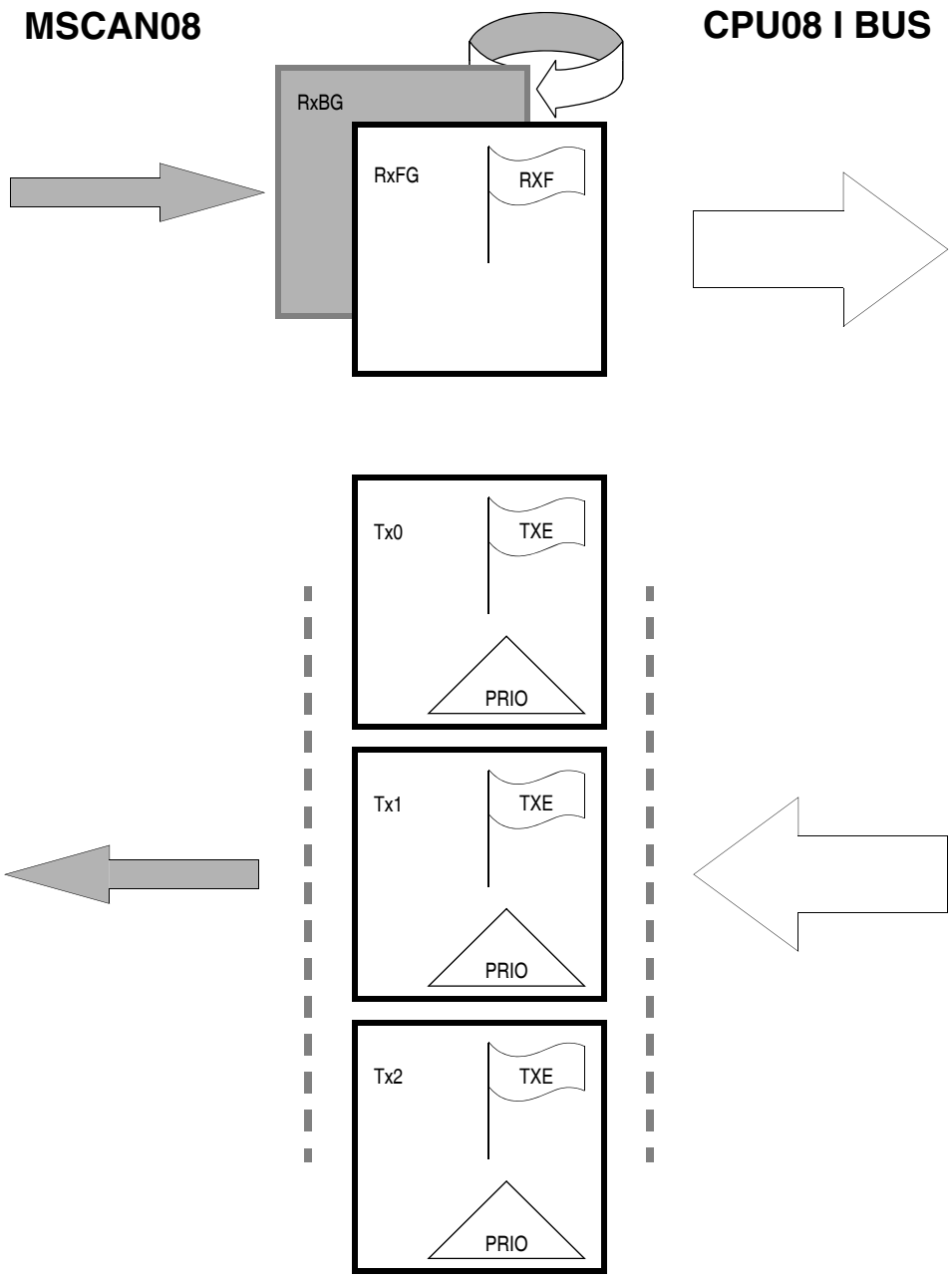


Figure 12-3. User Model for Message Buffer Organization

12.4.3 Transmit Structures

The MSCAN08 has a triple transmit buffer scheme to allow multiple messages to be set up in advance and to achieve an optimized real-time performance. The three buffers are arranged as shown in Figure 12-3.

All three buffers have a 13-byte data structure similar to the outline of the receive buffers (see 12.12 Programmer's Model of Message Storage). An additional transmit buffer priority register (TBPR) contains an 8-bit "local priority" field (PRIO) (see 12.12.5 Transmit Buffer Priority Registers).

MSCAN08 bus activity can wake the MCU from CPU stop/MSCAN08 power-down mode. However, until the oscillator starts up and synchronization is achieved the MSCAN08 will not respond to incoming data.

12.8.4 CPU Wait Mode

The MSCAN08 module remains active during CPU wait mode. The MSCAN08 will stay synchronized to the CAN bus and generates transmit, receive, and error interrupts to the CPU, if enabled. Any such interrupt will bring the MCU out of wait mode.

12.8.5 Programmable Wakeup Function

The MSCAN08 can be programmed to apply a low-pass filter function to the CAN_{RX} input line while in internal sleep mode (see information on control bit WUPM in 12.13.2 MSCAN08 Module Control Register 1). This feature can be used to protect the MSCAN08 from wakeup due to short glitches on the CAN bus lines. Such glitches can result from electromagnetic inference within noisy environments.

12.9 Timer Link

The MSCAN08 will generate a timer signal whenever a valid frame has been received. Because the CAN specification defines a frame to be valid if no errors occurred before the EOF field has been transmitted successfully, the timer signal will be generated right after the EOF. A pulse of one bit time is generated. As the MSCAN08 receiver engine also receives the frames being sent by itself, a timer signal also will be generated after a successful transmission.

The previously described timer signal can be routed into the on-chip timer interface module (TIM). This signal is connected to channel 0 of timer interface module 1 (TIM1) under the control of the timer link enable (TLNKEN) bit in CMCR0.

After timer n has been programmed to capture rising edge events, it can be used under software control to generate 16-bit time stamps which can be stored with the received message.

12.10 Clock System

Figure 12-8 shows the structure of the MSCAN08 clock generation circuitry and its interaction with the clock generation module (CGM). With this flexible clocking scheme the MSCAN08 is able to handle CAN bus rates ranging from 10 kbps up to 1 Mbps.

The clock source bit (CLKSRC) in the MSCAN08 module control register (CMCR1) (see 12.13.1 MSCAN08 Module Control Register 0) defines whether the MSCAN08 is connected to the output of the crystal oscillator or to the PLL output.

The clock source has to be chosen such that the tight oscillator tolerance requirements (up to 0.4%) of the CAN protocol are met.

NOTE

If the system clock is generated from a PLL, it is recommended to select the crystal clock source rather than the system clock source due to jitter considerations, especially at faster CAN bus rates.

NOTE

The CBTR0 register can be written only if the SFTRES bit in the MSCAN08 module control register is set.

12.13.4 MSCAN08 Bus Timing Register 1

Address: $0503

	Bit 7	6	5	4	3	2	1	Bit 0
Read: Write:	SAMP	TSEG22	TSEG21	TSEG20	TSEG13	TSEG12	TSEG11	TSEG10
Reset:	0	0	0	0	0	0	0	0

Figure 12-19. Bus Timing Register 1 (CBTR1)

SAMP — Sampling

This bit determines the number of serial bus samples to be taken per bit time. If set, three samples per bit are taken, the regular one (sample point) and two preceding samples, using a majority rule. For higher bit rates, SAMP should be cleared, which means that only one sample will be taken per bit.

1 = Three samples per bit(1)
0 = One sample per bit

TSEG22–TSEG10 — Time Segment

Time segments within the bit time fix the number of clock cycles per bit time and the location of the sample point. Time segment 1 (TSEG1) and time segment 2 (TSEG2) are programmable as shown in Table 12-8. The bit time is determined by the oscillator frequency, the baud rate prescaler, and the number of time quanta (T_q) clock cycles per bit as shown in Table 12-4).

$$\text{Bit time} = \frac{\text{Pres value}}{f_{MSCANCLK}} \bullet \text{number of time quanta}$$

NOTE

The CBTR1 register can only be written if the SFTRES bit in the MSCAN08 module control register is set.

Table 12-8. Time Segment Values

TSEG13	TSEG12	TSEG11	TSEG10	Time Segment 1
0	0	0	0	1 T_q Cycle(1)
0	0	0	1	2 T_q Cycles(1)
0	0	1	0	3T_q Cycles(1)
0	0	1	1	4 T_q Cycles
.	.	.	.	.
.	.	.	.	.
1	1	1	1	16 T_q Cycles

TSEG22	TSEG21	TSEG20	Time Segment 2
0	0	0	1 T_q Cycle(1)
0	0	1	2 T_q Cycles
.	.	.	.
.	.	.	.
1	1	1	8T_q Cycles

1. This setting is not valid. Please refer to Table 12-4 for valid settings.

1. In this case PHASE_SEG1 must be at least 2 time quanta.

If start bit verification is not successful, the RT clock is reset and a new search for a start bit begins.

To determine the value of a data bit and to detect noise, recovery logic takes samples at RT8, RT9, and RT10. Table 14-3 summarizes the results of the data bit samples.

Table 14-3. Data Bit Recovery

RT8, RT9, and RT10 Samples	Data Bit Determination	Noise Flag
000	0	0
001	0	1
010	0	1
011	1	1
100	0	1
101	1	1
110	1	1
111	1	0

NOTE

The RT8, RT9, and RT10 samples do not affect start bit verification. If any or all of the RT8, RT9, and RT10 start bit samples are 1s following a successful start bit verification, the noise flag (NF) is set and the receiver assumes that the bit is a start bit.

To verify a stop bit and to detect noise, recovery logic takes samples at RT8, RT9, and RT10. Table 14-4 summarizes the results of the stop bit samples.

Table 14-4. Stop Bit Recovery

RT8, RT9, and RT10 Samples	Framing Error Flag	Noise Flag
000	1	0
001	1	1
010	1	1
011	0	1
100	1	1
101	0	1
110	0	1
111	0	0

14.4.3.4 Framing Errors

If the data recovery logic does not detect a 1 where the stop bit should be in an incoming character, it sets the framing error bit, FE, in SCS1. A break character also sets the FE bit because a break character has no stop bit. The FE bit is set at the same time that the SCRF bit is set.

14.5.2 Stop Mode

The ESCI module is inactive in stop mode. The STOP instruction does not affect ESCI register states. ESCI module operation resumes after the MCU exits stop mode.

Because the internal clock is inactive during stop mode, entering stop mode during an ESCI transmission or reception results in invalid data.

14.6 ESCI During Break Module Interrupts

The BCFE bit in the break flag control register (SBFCR) enables software to clear status bits during the break state. See 20.2 Break Module (BRK).

To allow software to clear status bits during a break interrupt, write a 1 to the BCFE bit. If a status bit is cleared during the break state, it remains cleared when the MCU exits the break state.

To protect status bits during the break state, write a 0 to the BCFE bit. With BCFE at 0 (its default state), software can read and write I/O registers during the break state without affecting status bits. Some status bits have a two-step read/write clearing procedure. If software does the first step on such a bit before the break, the bit cannot change during the break state as long as BCFE is at 0. After the break, doing the second step clears the status bit.

14.7 I/O Signals

Port E shares two of its pins with the ESCI module. The two ESCI I/O pins are:

- PTE0/TxD — transmit data
- PTE1/RxD — receive data

14.7.1 PTE0/TxD (Transmit Data)

The PTE0/TxD pin is the serial data output from the ESCI transmitter. The ESCI shares the PTE0/TxD pin with port E. When the ESCI is enabled, the PTE0/TxD pin is an output regardless of the state of the DDRE0 bit in data direction register E (DDRE).

14.7.2 PTE1/RxD (Receive Data)

The PTE1/RxD pin is the serial data input to the ESCI receiver. The ESCI shares the PTE1/RxD pin with port E. When the ESCI is enabled, the PTE1/RxD pin is an input regardless of the state of the DDRE1 bit in data direction register E (DDRE).

14.8 I/O Registers

These I/O registers control and monitor ESCI operation:

- ESCI control register 1, SCC1
- ESCI control register 2, SCC2
- ESCI control register 3, SCC3
- ESCI status register 1, SCS1
- ESCI status register 2, SCS2
- ESCI data register, SCDR

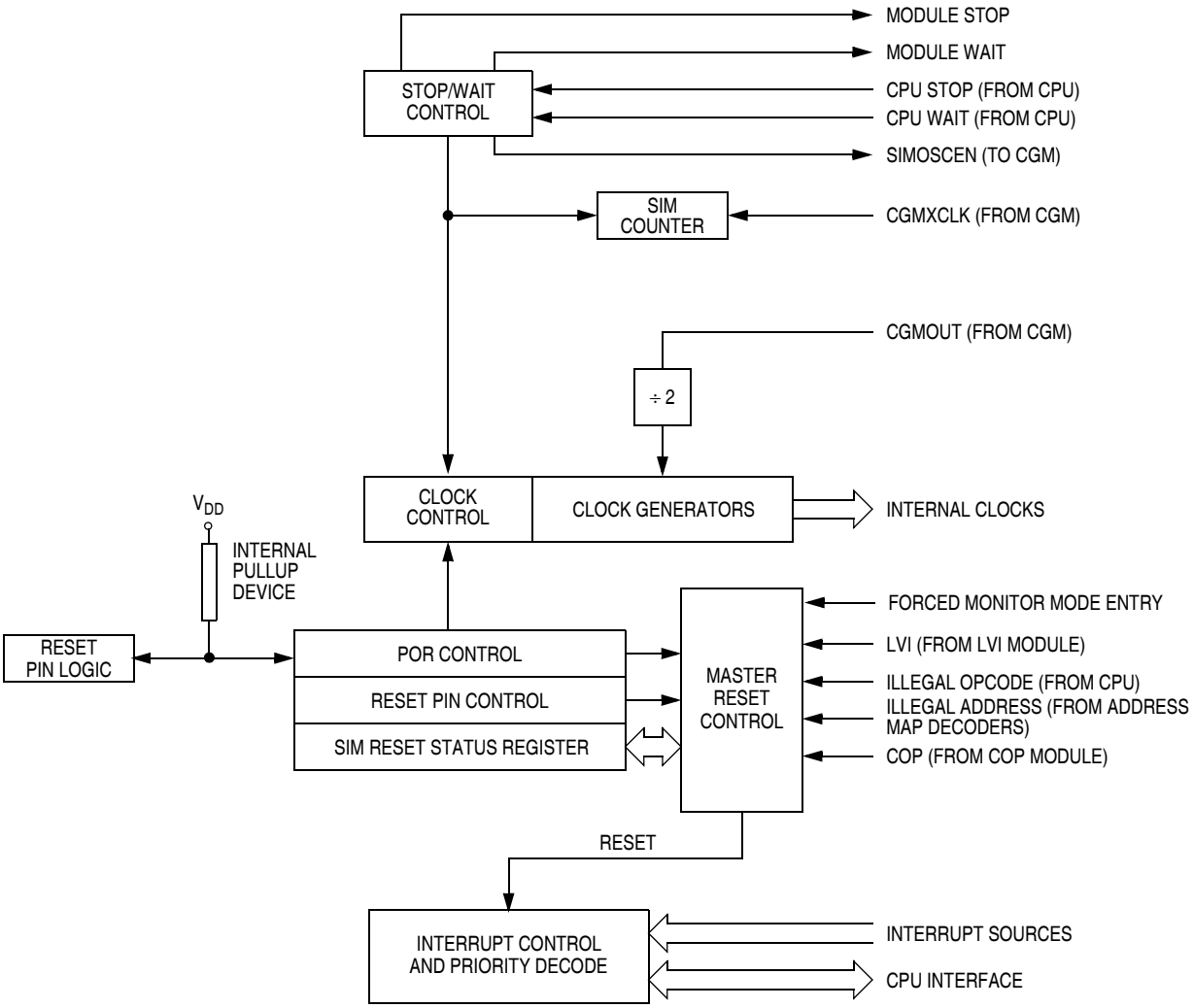


Figure 15-1. SIM Block Diagram

Addr.	Register Name		Bit 7	6	5	4	3	2	1	Bit 0
$FE00	Break Status Register (BSR) See page 237.	Read:	R	R	R	R	R	R	SBSW	R
		Write:							Note(1)	
		Reset:	0	0	0	0	0	0	0	0
			1. Writing a 0 clears SBSW.							
$FE01	SIM Reset Status Register (SRSR) See page 237.	Read:	POR	PIN	COP	ILOP	ILAD	MODRST	LVI	0
		Write:								
		POR:	1	0	0	0	0	0	0	0
$FE03	Break Flag Control Register (BFCR) See page 238.	Read:	BCFE	R	R	R	R	R	R	R
		Write:								
		Reset:	0							
$FE04	Interrupt Status Register 1 (INT1) See page 231.	Read:	IF6	IF5	IF4	IF3	IF2	IF1	0	0
		Write:	R	R	R	R	R	R	R	R
		Reset:	0	0	0	0	0	0	0	0
$FE05	Interrupt Status Register 2 (INT2) See page 233.	Read:	IF14	IF13	IF12	IF11	IF10	IF9	IF8	IF7
		Write:	R	R	R	R	R	R	R	R
		Reset:	0	0	0	0	0	0	0	0
$FE06	Interrupt Status Register 3 (INT3) See page 233.	Read:	IF22	IF32	IF20	IF19	IF18	IF17	IF16	IF15
		Write:	R	R	R	R	R	R	R	R
		Reset:	0	0	0	0	0	0	0	0
$FE07	Interrupt Status Register 4 (INT4) See page 233.	Read:	0	0	0	0	0	0	IF24	IF23
		Write:	R	R	R	R	R	R	R	R
		Reset:	0	0	0	0	0	0	0	0
			= Unimplemented			R	= Reserved			

Figure 15-2. SIM I/O Register Summary

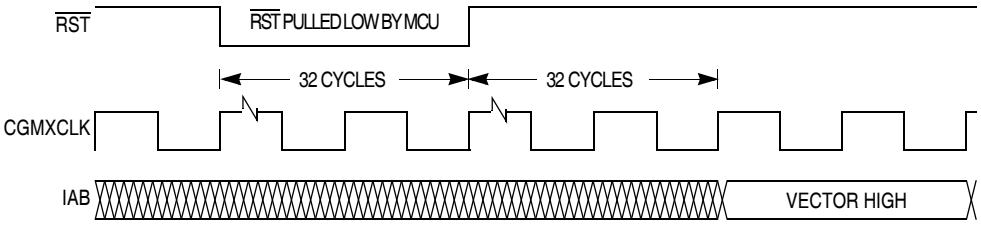


Figure 15-5. Internal Reset Timing

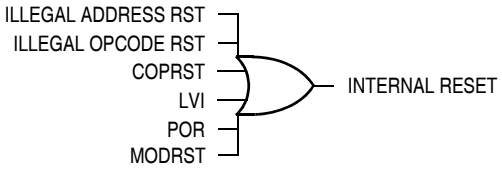


Figure 15-6. Sources of Internal Reset

Table 15-2. Reset Recovery

Reset Recovery Type	Actual Number of Cycles
POR/LVI	4163 (4096 + 64 + 3)
All others	67 (64 + 3)

15.3.2.1 Power-On Reset

When power is first applied to the MCU, the power-on reset module (POR) generates a pulse to indicate that power-on has occurred. The external reset pin ($\overline{RST}$) is held low while the SIM counter counts out 4096 + 32 CGMXCLK cycles. Thirty-two CGMXCLK cycles later, the CPU and memories are released from reset to allow the reset vector sequence to occur.

At power-on, these events occur:

- A POR pulse is generated.
- The internal reset signal is asserted.
- The SIM enables CGMOUT.
- Internal clocks to the CPU and modules are held inactive for 4096 CGMXCLK cycles to allow stabilization of the oscillator.
- The $\overline{RST}$ pin is driven low during the oscillator stabilization time.
- The POR bit of the SIM reset status register (SRSR) is set.

15.3.2.2 Computer Operating Properly (COP) Reset

An input to the SIM is reserved for the COP reset signal. The overflow of the COP counter causes an internal reset and sets the COP bit in the SIM reset status register (SRSR) if the COPD bit in the CONFIG1 register is cleared. The SIM actively pulls down the $\overline{RST}$ pin for all internal reset sources.

The COP module is disabled if the $\overline{RST}$ pin or the $\overline{IRQ}$ pin is held at V_{TST} while the MCU is in monitor mode. During a break state, V_{TST} on the $\overline{RST}$ pin disables the COP module.

15.5.2 Reset

All reset sources always have equal and highest priority and cannot be arbitrated.

15.5.3 Break Interrupts

The break module can stop normal program flow at a software-programmable break point by asserting its break interrupt output (see Chapter 18 Timer Interface Module (TIM1) and Chapter 19 Timer Interface Module (TIM2)). The SIM puts the CPU into the break state by forcing it to the SWI vector location. Refer to the break interrupt subsection of each module to see how each module is affected by the break state.

15.5.4 Status Flag Protection in Break Mode

The SIM controls whether status flags contained in other modules can be cleared during break mode. The user can select whether flags are protected from being cleared by properly initializing the break clear flag enable bit (BCFE) in the SIM break flag control register (BFCR).

Protecting flags in break mode ensures that set flags will not be cleared while in break mode. This protection allows registers to be freely read and written during break mode without losing status flag information.

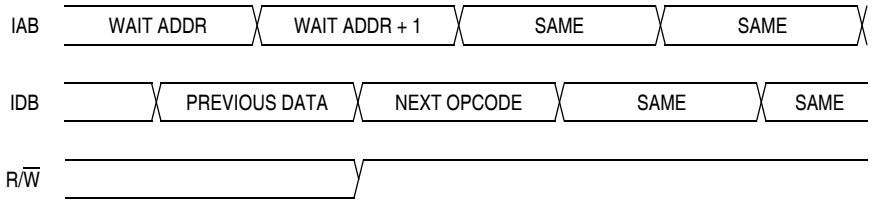
Setting the BCFE bit enables the clearing mechanisms. Once cleared in break mode, a flag remains cleared even when break mode is exited. Status flags with a 2-step clearing mechanism — for example, a read of one register followed by the read or write of another — are protected, even when the first step is accomplished prior to entering break mode. Upon leaving break mode, execution of the second step will clear the flag as normal.

15.6 Low-Power Modes

Executing the WAIT or STOP instruction puts the MCU in a low power-consumption mode for standby situations. The SIM holds the CPU in a non-clocked state. The operation of each of these modes is described in the following subsections. Both STOP and WAIT clear the interrupt mask (I) in the condition code register, allowing interrupts to occur.

15.6.1 Wait Mode

In wait mode, the CPU clocks are inactive while the peripheral clocks continue to run. Figure 15-16 shows the timing for wait mode entry.



Note: Previous data can be operand data or the WAIT opcode, depending on the last instruction.

Figure 15-16. Wait Mode Entry Timing

TSTOP — TIM1 Stop Bit

This read/write bit stops the TIM1 counter. Counting resumes when TSTOP is cleared. Reset sets the TSTOP bit, stopping the TIM1 counter until software clears the TSTOP bit.

1 = TIM1 counter stopped
0 = TIM1 counter active

NOTE

Do not set the TSTOP bit before entering wait mode if the TIM1 is required to exit wait mode. Also, when the TSTOP bit is set and the timer is configured for input capture operation, input captures are inhibited until the TSTOP bit is cleared.

TRST — TIM1 Reset Bit

Setting this write-only bit resets the TIM1 counter and the TIM1 prescaler. Setting TRST has no effect on any other registers. Counting resumes from $0000. TRST is cleared automatically after the TIM1 counter is reset and always reads as 0. Reset clears the TRST bit.

1 = Prescaler and TIM1 counter cleared
0 = No effect

NOTE

Setting the TSTOP and TRST bits simultaneously stops the TIM1 counter at a value of $0000.

PS[2:0] — Prescaler Select Bits

These read/write bits select one of the seven prescaler outputs as the input to the TIM1 counter as Table 18-1 shows. Reset clears the PS[2:0] bits.

Table 18-1. Prescaler Selection

PS2	PS1	PS0	TIM1 Clock Source
0	0	0	Internal bus clock ÷ 1
0	0	1	Internal bus clock ÷ 2
0	1	0	Internal bus clock ÷ 4
0	1	1	Internal bus clock ÷ 8
1	0	0	Internal bus clock ÷ 16
1	0	1	Internal bus clock ÷ 32
1	1	0	Internal bus clock ÷ 64
1	1	1	Not available

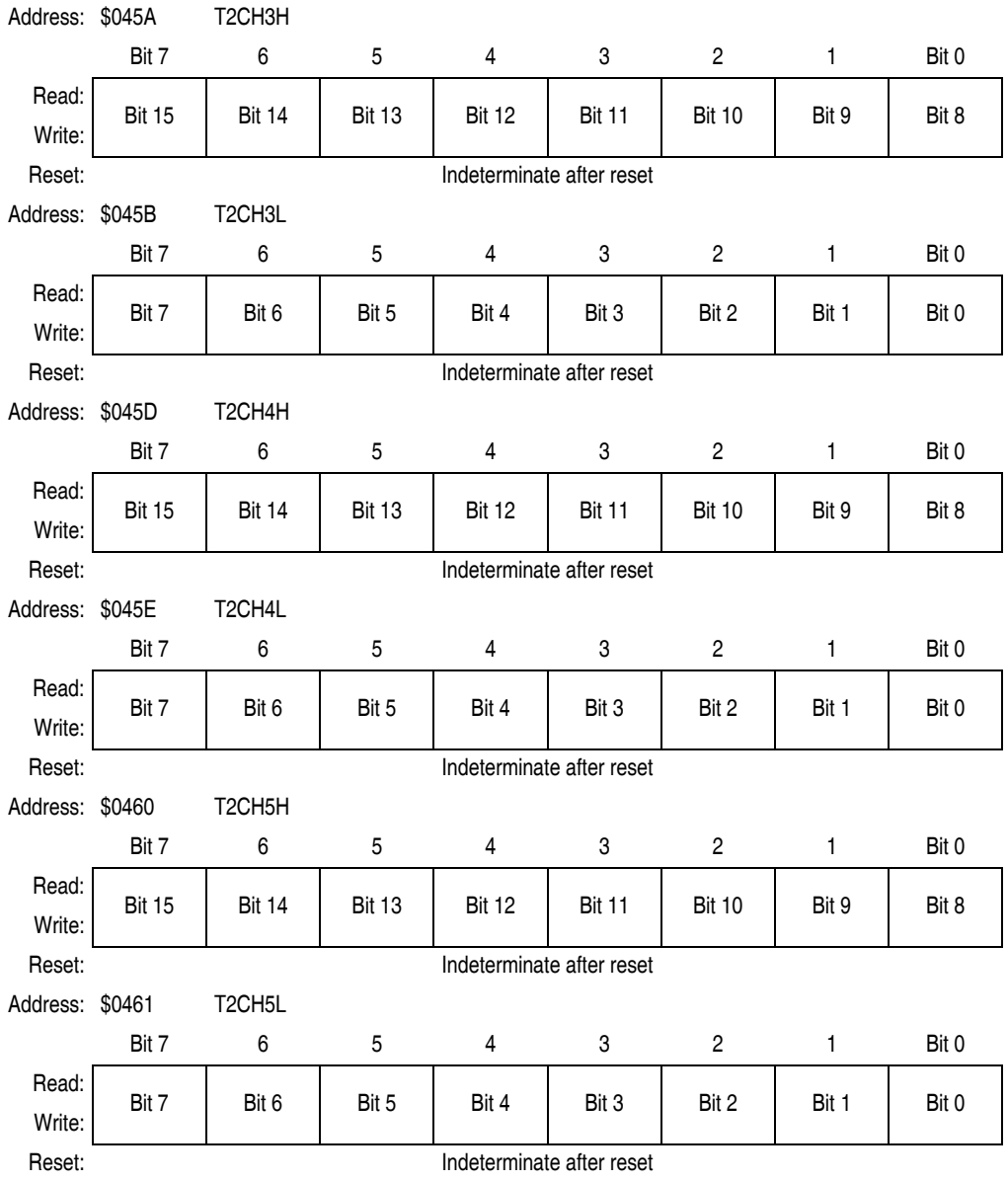


Figure 19-10. TIM2 Channel Registers (T2CH0H/L:T2CH5H/L) (Continued)

Table 20-7. READSP (Read Stack Pointer) Command

Description	Reads stack pointer
Operand	None
Data Returned	Returns incremented stack pointer value (SP + 1) in high-byte:low-byte order
Opcode	$0C
Command Sequence	

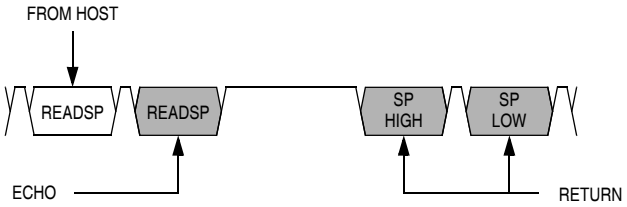
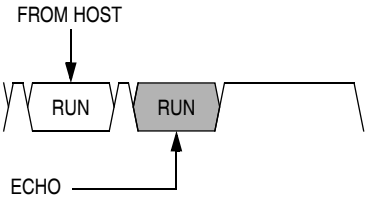


Table 20-8. RUN (Run User Program) Command

Description	Executes PULH and RTI instructions
Operand	None
Data Returned	None
Opcode	$28
Command Sequence	



The MCU executes the SWI and PSHH instructions when it enters monitor mode. The RUN command tells the MCU to execute the PULH and RTI instructions. Before sending the RUN command, the host can modify the stacked CPU registers to prepare to run the host program. The READSP command returns the incremented stack pointer value, SP + 1. The high and low bytes of the program counter are at addresses SP + 5 and SP + 6.

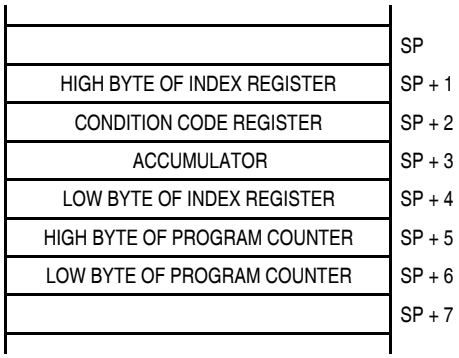
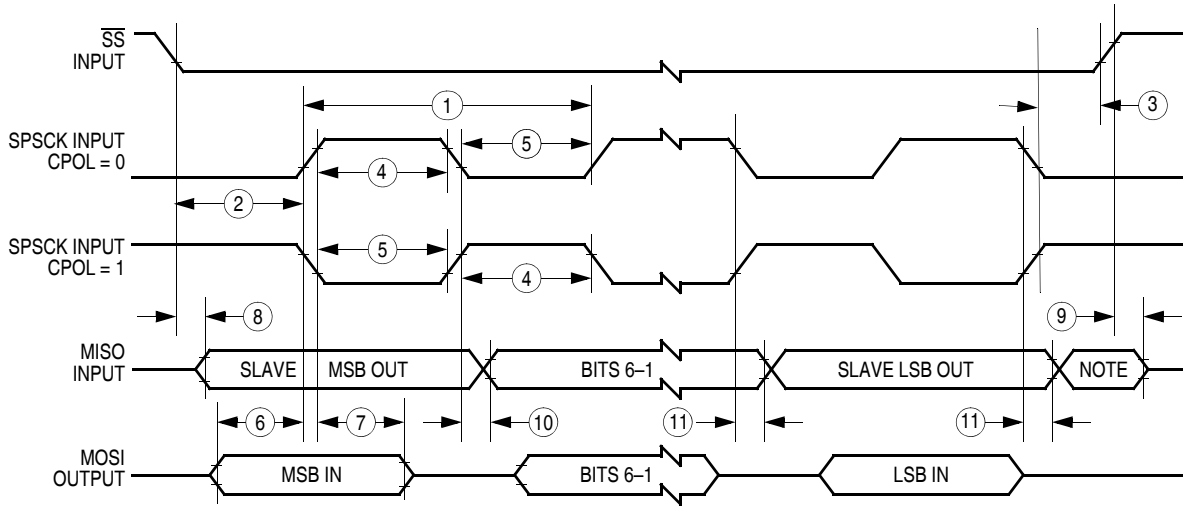
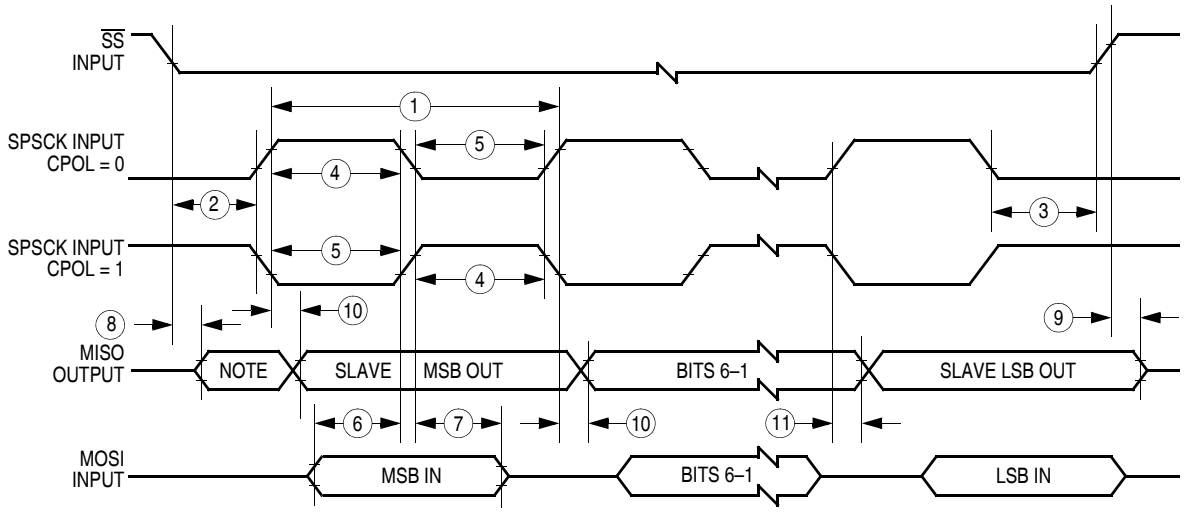


Figure 20-16. Stack Pointer at Monitor Mode Entry



Note: Not defined but normally MSB of character just received

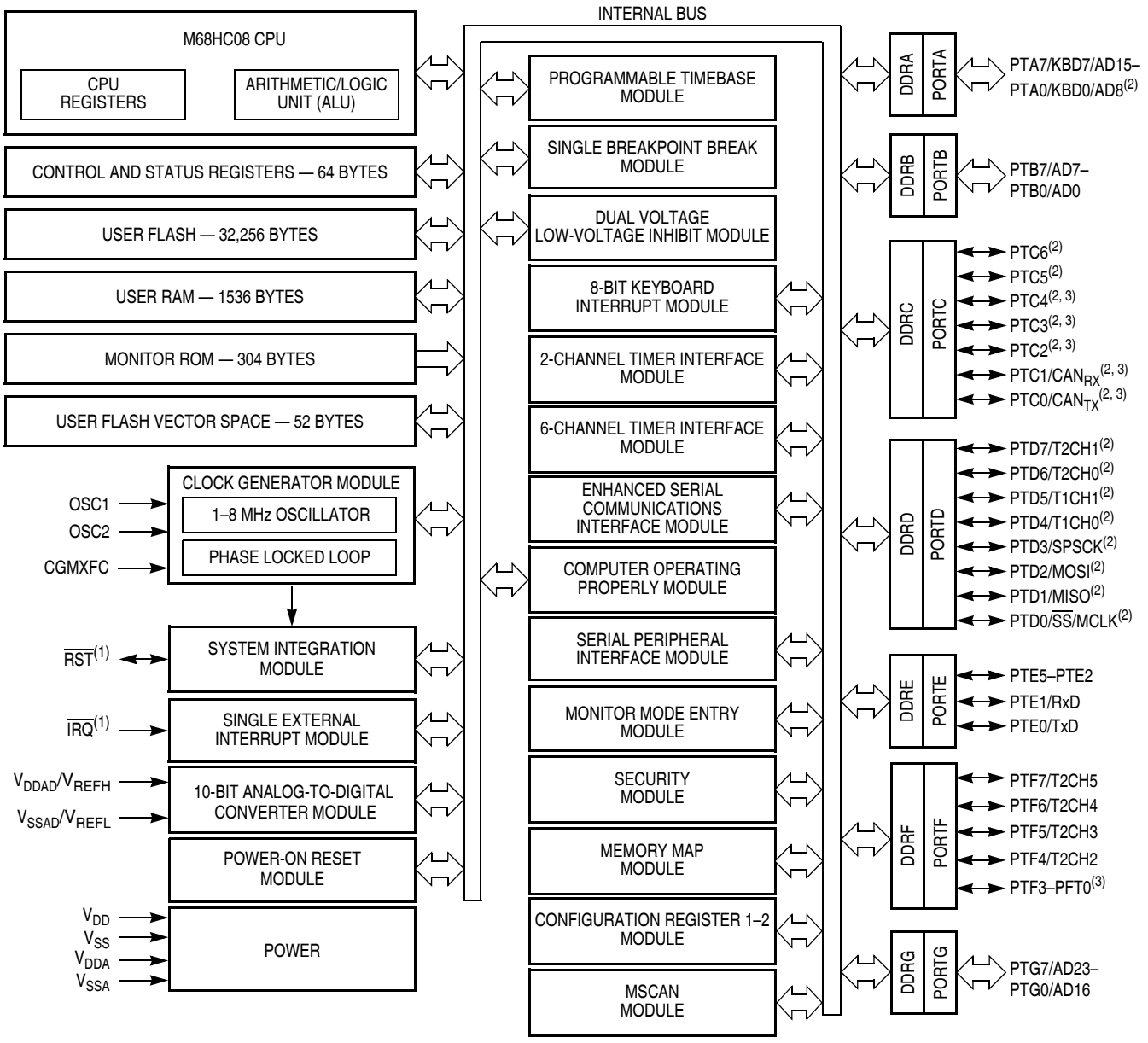
a) SPI Slave Timing (CPHA = 0)



Note: Not defined but normally LSB of character previously transmitted

b) SPI Slave Timing (CPHA = 1)

Figure 21-3. SPI Slave Timing



1. Pin contains integrated pullup device.
2. Ports are software configurable with pullup device if input port or pullup/pulldown device for keyboard input.
3. Higher current drive port pins

Figure B-1. MC68HC908GZ32 Block Diagram