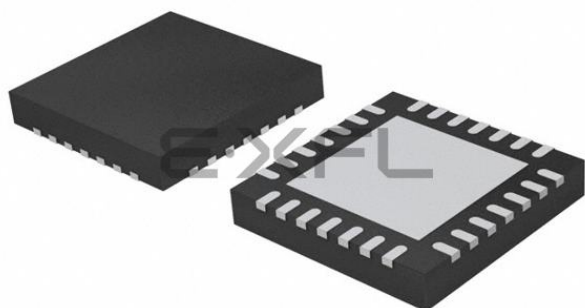




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Details

Product Status	Active
Core Processor	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, LED, POR, PWM, WDT
Number of I/O	23
Program Memory Size	1KB (1K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	28-VQFN
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0130qj020sg

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Reset Controller

The Z8 Encore! F0830 Series products are reset using any one of the following: the RESET pin, Power-On Reset, Watchdog Timer (WDT) time-out, STOP Mode exit or Voltage Brown-Out (VBO) warning signal. The RESET pin is bidirectional; i.e., it functions as a reset source as well as a reset indicator.

On-Chip Debugger

The Z8 Encore! F0830 Series products feature an integrated On-Chip Debugger (OCD). The OCD provides a rich set of debugging capabilities, such as reading and writing registers, programming Flash memory, setting breakpoints and executing code. The OCD uses one single-pin interface for communication with an external host.

Acronyms and Expansions

This document references a number of acronyms; each is expanded in Table 2 for the reader's understanding.

Table 2. Acronyms and Expansions

Acronyms	Expansions
ADC	Analog-to-Digital Converter
NVDS	Nonvolatile Data Storage
WDT	Watchdog Timer
GPIO	General-Purpose Input/Output
OCD	On-Chip Debugger
POR	Power-On Reset
VBO	Voltage Brown-Out
IPO	Internal Precision Oscillator
PDIP	Plastic Dual Inline Package
SOIC	Small Outline Integrated Circuit
SSOP	Small Shrink Outline Package
QFN	Quad Flat No Lead
IRQ	Interrupt request
ISR	Interrupt service routine
MSB	Most significant byte
LSB	Least significant byte
PWM	Pulse Width Modulation
SAR	Successive Approximation Regis-

Address Space

The eZ8 CPU can access the following three distinct address spaces:

- The register file addresses access for the general purpose registers and the eZ8 CPU, peripheral and general purpose I/O port control registers
- The program memory addresses access for all of the memory locations having executable code and/or data
- The data memory addresses access for all of the memory locations containing only the data

The following sections describe these three address spaces. For more information about the eZ8 CPU and its address space, refer to the eZ8 CPU Core User Manual (UM0128), which is available for download at www.zilog.com.

Register File

The register file address space in the Z8 Encore! MCU is 4KB (4096 bytes). The register file consists of two sections: control registers and general-purpose registers. When instructions are executed, registers defined as *source* are read and registers defined as *destinations* are written. The architecture of the eZ8 CPU allows all general purpose registers to function as accumulators, address pointers, index registers, stack areas or scratch pad memory.

The upper 256 bytes of the 4KB register file address space are reserved for controlling the eZ8 CPU, on-chip peripherals and the I/O ports. These registers are located at addresses from F00H to FFFH. Some of the addresses within the 256B Control Register section are reserved (unavailable). Reading from a reserved register file address returns an undefined value. Writing to reserved register file addresses is not recommended and can produce unpredictable results.

The on-chip RAM always begins at address 000H in the register file address space. The Z8 Encore! F0830 Series devices contain up to 256B of on-chip RAM. Reading from register file addresses outside the available RAM addresses (and not within the Control Register address space), returns an undefined value. Writing to these register file addresses has no effect.

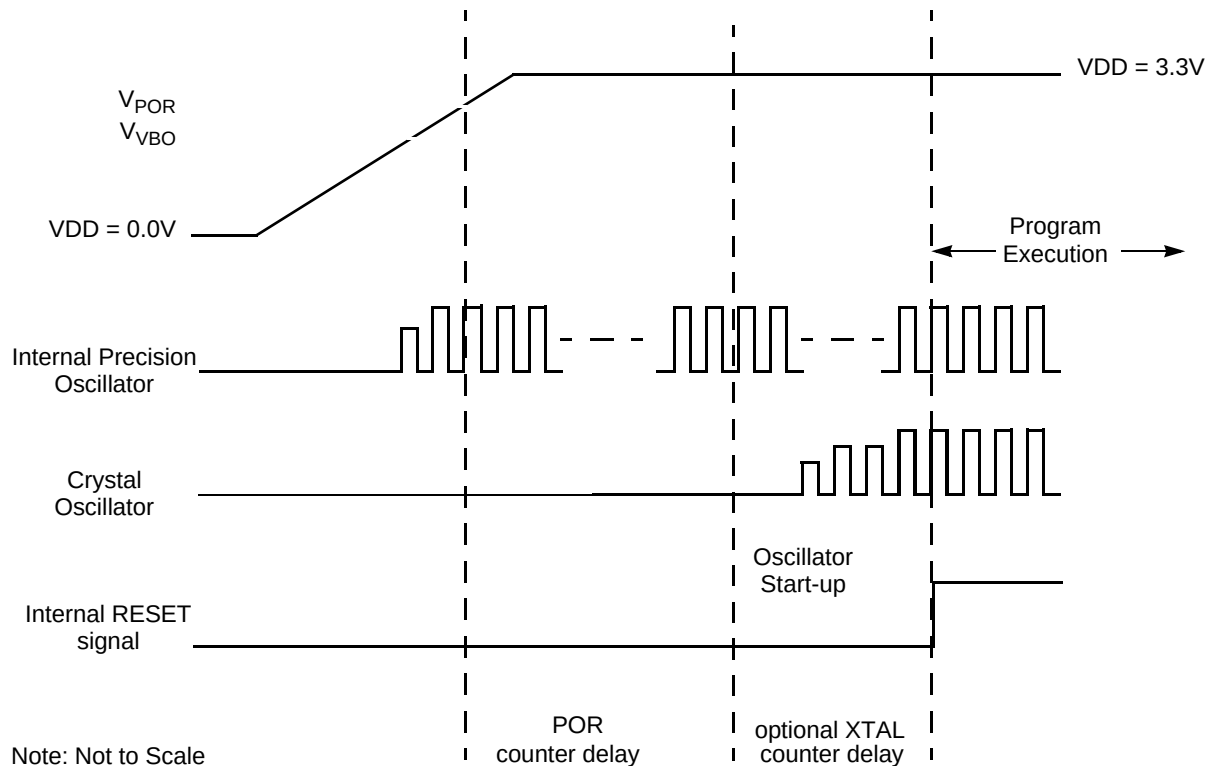


Figure 6. Power-On Reset Operation

Voltage Brown-Out Reset

The devices in the Z8 Encore! F0830 Series provide low Voltage Brown-Out (VBO) protection. The VBO circuit forces the device to the Reset state, when the supply voltage drops below the VBO threshold voltage (unsafe level). While the supply voltage remains below the Power-On Reset threshold voltage (V_{POR}), the VBO circuit holds the device in reset.

After the supply voltage exceeds the Power-On Reset threshold voltage, the device progresses through a full system reset sequence, as described in the POR section. Following Power-On Reset, the POR status bit in the Reset Status (RSTSTAT) Register is set to 1. Figure 7 displays the Voltage Brown-Out operation. See the [Electrical Characteristics](#) chapter on page 184 for the VBO and POR threshold voltages (V_{VBO} and V_{POR}).

The POR level is greater than the VBO level by the specified hysteresis value. This ensures that the device undergoes a POR after recovering from a VBO condition.

clock and reset signals, the required reset duration may be three or four clock periods. A reset pulse of three clock cycles in duration might trigger a reset and a reset pulse of four cycles in duration always triggers a reset.

While the $\overline{\text{RESET}}$ input pin is asserted low, the Z8 Encore! F0830 Series devices remain in the Reset state. If the $\overline{\text{RESET}}$ pin is held low beyond the system reset time-out, the device exits the Reset state on the system clock rising edge following $\overline{\text{RESET}}$ pin deassertion. Following a system reset initiated by the external $\overline{\text{RESET}}$ pin, the EXT status bit in the Reset Status (RSTSTAT) Register is set to 1.

External Reset Indicator

During system reset or when enabled by the GPIO logic, the $\overline{\text{RESET}}$ pin functions as an open-drain (active low) RESET mode indicator in addition to the input functionality. This reset output feature allows an Z8 Encore! F0830 Series device to reset other components to which it is connected, even if that reset is caused by internal sources such as POR, VBO or WDT events. See the [Port A–D Control Registers](#) section on page 41.

After an internal Reset event occurs, the internal circuitry begins driving the $\overline{\text{RESET}}$ pin low. The $\overline{\text{RESET}}$ pin is held low by the internal circuitry until the appropriate delay listed in [Table 9](#) (see page 22) has elapsed.

On-Chip Debugger Initiated Reset

A Power-On Reset can be initiated using the On-Chip Debugger by setting the RST bit in the OCD Control Register. The OCD block is not reset, but the remainder of the chip goes through a normal system reset. The RST bit automatically clears during the system reset. Following the system reset, the POR bit in the Reset Status (RSTSTAT) Register is set.

Stop Mode Recovery

The device enters the STOP Mode when the STOP instruction is executed by the eZ8 CPU. See the [Low-Power Modes](#) chapter on page 30 for detailed STOP Mode information. During Stop Mode Recovery, the CPU is held in reset for about 66 IPO cycles if the crystal oscillator is disabled or about 5000 cycles if it is enabled.

Stop Mode Recovery does not affect the on-chip registers other than the Reset Status (RSTSTAT) Register and the Oscillator Control Register (OSCCTL). After any Stop Mode Recovery, the IPO is enabled and selected as the system clock. If another system clock source is required or IPO disabling is required, the Stop Mode Recovery code must reconfigure the oscillator control block such that the correct system clock source is enabled and selected.

Port A–D Output Control Subregisters

The Port A–D Output Control Subregister, shown in Table 23, is accessed through the Port A–D Control Register by writing 03H to the Port A–D Address Register. Setting the bits in the Port A–D Output Control subregisters to 1 configures the specified port pins for open-drain operation. These subregisters affect the pins directly and, as a result, alternate functions are also affected.

Table 23. Port A–D Output Control Subregisters (PxOC)

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

Bit	Description
[7:0] POCx	Port Output Control These bits function independently of the Alternate function bit and always disable the drains, if set to 1. 0 = The drains are enabled for any OUTPUT Mode (unless overridden by the Alternate function). 1 = The drain of the associated pin is disabled (OPEN-DRAIN mode).

Note: x indicates the specific GPIO port pin number (7–0).

reload. For the timer output to make a state change at a ONE-SHOT time-out (rather than a single cycle pulse), first set the TPOL bit in the Timer Control Register to the start value before enabling ONE-SHOT Mode. After starting the timer, set TPOL to the opposite bit value.

Observe the following steps for configuring a timer for ONE-SHOT Mode and for initiating the count:

1. Write to the Timer Control Register to:
 - Disable the timer
 - Configure the timer for ONE-SHOT Mode
 - Set the prescale value
 - Set the initial output level (High or Low) if using the timer output Alternate function
2. Write to the Timer High and Low Byte registers to set the starting count value.
3. Write to the Timer Reload High and Low Byte registers to set the reload value.
4. If appropriate, enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.
5. If using the timer output function, configure the associated GPIO port pin for the timer output alternate function.
6. Write to the Timer Control Register to enable the timer and initiate counting.

In ONE-SHOT Mode, the system clock always provides the timer input. The timer period is calculated with the following equation:

$$\text{One-Shot Mode Time-Out Period (s)} = \frac{(\text{Reload Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

CONTINUOUS Mode

In CONTINUOUS 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, the count value in the Timer High and Low Byte registers is reset to 0001H and the counting resumes. Additionally, if the timer output alternate function is enabled, the timer output pin changes state (from Low to High or from High to Low) at timer reload.

Observe the following steps for configuring a timer for CONTINUOUS Mode and for initiating the count:

1. Write to the Timer Control Register to:

ADC Data High Byte Register

The ADC Data High Byte Register, listed in Table 64, contains the upper eight bits of the ADC output. Access to the ADC Data High Byte Register is read-only. Reading the ADC Data High Byte Register latches data in the ADC Low Bits Register.

Table 64. ADC Data High Byte Register (ADCD_H)

Bit	7	6	5	4	3	2	1	0
Field	ADCDH							
RESET	X							
R/W	R							
Address	F72H							

Bit	Description
[7:0] ADCDH	ADC High Byte 00h–FFh = The last conversion output is held in the data registers until the next ADC conversion is completed.

ADC Data Low Bits Register

The ADC Data Low Bits Register, shown in Table 65, contains the lower bits of the ADC output. Access to the ADC Data Low Bits Register is read-only. Reading the ADC Data High Byte Register latches lower bits of the ADC in the ADC Data Low Bits Register.

Table 65. ADC Data Low Bits Register (ADCD_L)

Bit	7	6	5	4	3	2	1	0
Field	ADCDL		Reserved					
RESET	X		X					
R/W	R		R					
Address	F73H							

Bit	Description
[7:6] ADCDL	ADC Low Bits 00–11b = These bits are the two least-significant bits of the 10-bit ADC output. These bits are undefined after a reset. The low bits are latched into this register whenever the ADC Data High Byte Register is read.
[5:0]	Reserved These bits are reserved and must be programmed to 000000.

Comparator Control Register Definitions

The Comparator Control Register (CMP0) configures the comparator inputs and sets the value of the internal voltage reference. The GPIO pin is always used as positive comparator input.

Table 68. Comparator Control Register (CMP0)

Bit	7	6	5	4	3	2	1	0
Field	Reserved	INNSEL	REFLVL				Reserved	
RESET	0	0	0	1	0	1	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F90H							

Bit	Description
[7]	Reserved This bit is reserved and must be programmed to 0.
[6] INNSEL	Signal Select for Negative Input 0 = internal reference disabled, GPIO pin used as negative comparator input. 1 = internal reference enabled as negative comparator input.
[5:2] REFLVL	Internal Reference Voltage Level This reference is independent of the ADC voltage reference. 0000 = 0.0V. 0001 = 0.2V. 0010 = 0.4V. 0011 = 0.6V. 0100 = 0.8V. 0101 = 1.0V (Default). 0110 = 1.2V. 0111 = 1.4V. 1000 = 1.6V. 1001 = 1.8V. 1010–1111 = Reserved.
[1:0]	Reserved These bits are reserved and must be programmed to 00.

Table 83. Trim Bit Address Space

Address	Function
00h	ADC reference voltage
01h	ADC and comparator
02h	Internal Precision Oscillator
03h	Oscillator and VBO
06h	ClkFiltr

Table 84. Trim Option Bits at 0000H (ADCREF)

Bit	7	6	5	4	3	2	1	0
Field	ADCREF_TRIM					Reserved		
RESET	U					U		
R/W	R/W					R/W		
Address	Information Page Memory 0020H							
Note: U = Unchanged by Reset. R/W = Read/Write.								

Bit	Description
[7:3] ADCREF_TRIM	ADC Reference Voltage Trim Byte Contains trimming bits for ADC reference voltage.
[2:0]	Reserved These bits are reserved and must be programmed to 111.

► **Note:** The bit values used in Table 84 are set at the factory; no calibration is required.

Table 85. Trim Option Bits at 0001H (TADC_COMP)

Bit	7	6	5	4	3	2	1	0
Field	Reserved							
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	Information Page Memory 0021H							
Note: U = Unchanged by Reset. R/W = Read/Write.								

Bit	Description
[7:0]	Reserved Altering this register may result in incorrect device operation.

```
DBG ← 0AH
DBG ← Program Memory Address[15:8]
DBG ← Program Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG ← 1-65536 data bytes
```

Read Program Memory (0BH). The read program memory command, reads data from program memory. This command is equivalent to the LDC and LDCI instructions. Data can be read 1–65536 bytes at a time (65536 bytes can be read by setting size to 0). If the device is not in DEBUG Mode or if the Flash read protect option bit is enabled, this command returns FFH for the data.

```
DBG ← 0BH
DBG ← Program Memory Address[15:8]
DBG ← Program Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG → 1-65536 data bytes
```

Write Data Memory (0CH). The write data memory command, writes data to data memory. This command is equivalent to the LDE and LDEI instructions. Data can be written 1–65536 bytes at a time (65536 bytes can be written by setting size to 0). If the device is not in DEBUG Mode or if the flash read protect option bit is enabled, the data is discarded.

```
DBG ← 0CH
DBG ← Data Memory Address[15:8]
DBG ← Data Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG ← 1-65536 data bytes
```

Read Data Memory (0DH). The read data memory command, reads from data memory. This command is equivalent to the LDE and LDEI instructions. Data can be read from 1 to 65536 bytes at a time (65536 bytes can be read by setting size to 0). If the device is not in DEBUG Mode, this command returns FFH for the data.

```
DBG ← 0DH
DBG ← Data Memory Address[15:8]
DBG ← Data Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG → 1-65536 data bytes
```

Read Program Memory CRC (0EH). The read program memory CRC command, computes and returns the cyclic redundancy check (CRC) of program memory using the 16-bit CRC-CCITT polynomial. If the device is not in DEBUG Mode, this command returns FFFFH for the CRC value. Unlike the other OCD read commands, there is a delay from issuing of the command until the OCD returns the data. The OCD reads program memory, calculates the CRC value and returns the result. The delay is a function of program mem-

Table 113. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Op Code(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
AND dst, src	$\text{dst} \leftarrow \text{dst AND src}$	r	r	52	–	*	*	0	–	–	2	3
		r	lr	53							2	4
		R	R	54							3	3
		R	IR	55							3	4
		R	IM	56							3	3
		IR	IM	57							3	4
ANDX dst, src	$\text{dst} \leftarrow \text{dst AND src}$	ER	ER	58	–	*	*	0	–	–	4	3
		ER	IM	59							4	3
ATM	Block all interrupt and DMA requests during execution of the next 3 instructions			2F	–	–	–	–	–	–	1	2
BCLR bit, dst	$\text{dst}[\text{bit}] \leftarrow 0$	r		E2	–	*	*	0	–	–	2	2
BIT p, bit, dst	$\text{dst}[\text{bit}] \leftarrow \text{p}$	r		E2	–	*	*	0	–	–	2	2
BRK	Debugger Break			00	–	–	–	–	–	–	1	1
BSET bit, dst	$\text{dst}[\text{bit}] \leftarrow 1$	r		E2	–	*	*	0	–	–	2	2
BSWAP dst	$\text{dst}[7:0] \leftarrow \text{dst}[0:7]$	R		D5	X	*	*	0	–	–	2	2
BTJ p, bit, src, dst	if $\text{src}[\text{bit}] = \text{p}$ $\text{PC} \leftarrow \text{PC} + \text{X}$		r	F6	–	–	–	–	–	–	3	3
			lr	F7							3	4
BTJNZ bit, src, dst	if $\text{src}[\text{bit}] = 1$ $\text{PC} \leftarrow \text{PC} + \text{X}$		r	F6	–	–	–	–	–	–	3	3
			lr	F7							3	4
BTJZ bit, src, dst	if $\text{src}[\text{bit}] = 0$ $\text{PC} \leftarrow \text{PC} + \text{X}$		r	F6	–	–	–	–	–	–	3	3
			lr	F7							3	4
CALL dst	$\text{SP} \leftarrow \text{SP} - 2$	IRR		D4	–	–	–	–	–	–	2	6
	$@\text{SP} \leftarrow \text{PC}$ $\text{PC} \leftarrow \text{dst}$	DA		D6							3	3
CCF	$\text{C} \leftarrow \sim \text{C}$			EF	*	–	–	–	–	–	1	2

Note: Flags Notation:

* = Value is a function of the result of the operation.

– = Unaffected.

X = Undefined.

0 = Reset to 0.

1 = Set to 1.

Table 113. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Op Code(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
CLR dst	dst ← 00H	R		B0	–	–	–	–	–	–	2	2
		IR		B1							2	3
COM dst	dst ← ~dst	R		60	–	*	*	0	–	–	2	2
		IR		61							2	3
CP dst, src	dst - src	r	r	A2	*	*	*	*	–	–	2	3
		r	lr	A3							2	4
		R	R	A4							3	3
		R	IR	A5							3	4
		R	IM	A6							3	3
		IR	IM	A7							3	4
CPC dst, src	dst - src - C	r	r	1F A2	*	*	*	*	–	–	3	3
		r	lr	1F A3							3	4
		R	R	1F A4							4	3
		R	IR	1F A5							4	4
		R	IM	1F A6							4	3
		IR	IM	1F A7							4	4
CPCX dst, src	dst - src - C	ER	ER	1F A8	*	*	*	*	–	–	5	3
		ER	IM	1F A9							5	3
CPX dst, src	dst - src	ER	ER	A8	*	*	*	*	–	–	4	3
		ER	IM	A9							4	3
DA dst	dst ← DA(dst)	R		40	*	*	*	X	–	–	2	2
		IR		41							2	3
DEC dst	dst ← dst - 1	R		30	–	*	*	*	–	–	2	2
		IR		31							2	3
DECW dst	dst ← dst - 1	RR		80	–	*	*	*	–	–	2	5
		IRR		81							2	6
DI	IRQCTL[7] ← 0			8F	–	–	–	–	–	–	1	2

Note: Flags Notation:

* = Value is a function of the result of the operation.

– = Unaffected.

X = Undefined.

0 = Reset to 0.

1 = Set to 1.

Table 113. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Op Code(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
LDX dst, src	$\text{dst} \leftarrow \text{src}$	r	ER	84	–	–	–	–	–	–	3	2
		lr	ER	85							3	3
		R	IRR	86							3	4
		IR	IRR	87							3	5
		r	X(rr)	88							3	4
		X(rr)	r	89							3	4
		ER	r	94							3	2
		ER	lr	95							3	3
		IRR	R	96							3	4
		IRR	IR	97							3	5
		ER	ER	E8							4	2
		ER	IM	E9							4	2
LEA dst, X(src)	$\text{dst} \leftarrow \text{src} + \text{X}$	r	X(r)	98	–	–	–	–	–	–	3	3
		rr	X(rr)	99							3	5
MULT dst	$\text{dst}[15:0] \leftarrow \text{dst}[15:8] * \text{dst}[7:0]$	RR		F4	–	–	–	–	–	–	2	8
NOP	No operation			0F	–	–	–	–	–	–	1	2
OR dst, src	$\text{dst} \leftarrow \text{dst OR src}$	r	r	42	–	*	*	0	–	–	2	3
		r	lr	43							2	4
		R	R	44							3	3
		R	IR	45							3	4
		R	IM	46							3	3
		IR	IM	47							3	4
ORX dst, src	$\text{dst} \leftarrow \text{dst OR src}$	ER	ER	48	–	*	*	0	–	–	4	3
		ER	IM	49							4	3
POP dst	$\text{dst} \leftarrow @\text{SP}$ $\text{SP} \leftarrow \text{SP} + 1$	R		50	–	–	–	–	–	–	2	2
		IR		51							2	3

Note: Flags Notation:

* = Value is a function of the result of the operation.

– = Unaffected.

X = Undefined.

0 = Reset to 0.

1 = Set to 1.

Table 113. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Op Code(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
TM dst, src	dst AND src	r	r	72	–	*	*	0	–	–	2	3
		r	lr	73							2	4
		R	R	74							3	3
		R	IR	75							3	4
		R	IM	76							3	3
		IR	IM	77							3	4
TMX dst, src	dst AND src	ER	ER	78	–	*	*	0	–	–	4	3
		ER	IM	79							4	3
TRAP Vector	SP ← SP – 2 @SP ← PC SP ← SP – 1 @SP ← FLAGS PC ← @Vector		Vec- tor	F2	–	–	–	–	–	–	2	6
WDT				5F	–	–	–	–	–	–	1	2
XOR dst, src	dst ← dst XOR src	r	r	B2	–	*	*	0	–	–	2	3
		r	lr	B3							2	4
		R	R	B4							3	3
		R	IR	B5							3	4
		R	IM	B6							3	3
		IR	IM	B7							3	4
XORX dst, src	dst ← dst XOR src	ER	ER	B8	–	*	*	0	–	–	4	3
		ER	IM	B9							4	3

Note: Flags Notation:

* = Value is a function of the result of the operation.

– = Unaffected.

X = Undefined.

0 = Reset to 0.

1 = Set to 1.

Low Power Control

For more information about the Power Control Register, see the [Power Control Register Definitions](#) section on page 31.

Hex Address: F80

Table 151. Power Control Register 0 (PWRCTL0)

Bit	7	6	5	4	3	2	1	0
Field	Reserved			VBO	Reserved	Reserved	COMP	Reserved
RESET	1	0	0	0	1	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F80H							

Hex Address: F81

This address range is reserved.

LED Controller

For more information about the LED Drive registers, see the [GPIO Control Register Definitions](#) section on page 39.

Hex Address: F82

Table 152. LED Drive Enable (LEDEN)

Bit	7	6	5	4	3	2	1	0
Field	LEDEN[7:0]							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F82H							

Hex Address: FDB

Table 180. Port C Output Data Register (PCOUT)

Bit	7	6	5	4	3	2	1	0
Field	POUT7	POUT6	POUT5	POUT4	POUT3	POUT2	POUT1	POUT0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FDBH							

Hex Address: FDC

Table 181. Port D GPIO Address Register (PDADDR)

Bit	7	6	5	4	3	2	1	0
Field	PADDR[7:0]							
RESET	00H							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FDCH							

Hex Address: FDD

Table 182. Port D Control Registers (PDCTL)

Bit	7	6	5	4	3	2	1	0
Field	PCTL							
RESET	00H							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FDDH							

Hex Address: FDE

This address range is reserved.

Trim Bit Control

For more information about the Trim Bit Control registers, see the [Flash Option Bit Control Register Definitions](#) section on page 126.

Hex Address: FF6

Table 189. Trim Bit Address Register (TRMADR)

Bit	7	6	5	4	3	2	1	0
Field	TRMADR - Trim Bit Address (00H to 1FH)							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FF6H							

Hex Address: FF7

Table 190. Trim Bit Data Register (TRMDR)

Bit	7	6	5	4	3	2	1	0
Field	TRMDR - Trim Bit Data							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FF7H							

Flash Memory Controller

For more information about the Flash Control registers, see the [Flash Control Register Definitions](#) section on page 118.

Hex Address: FF8

Table 191. Flash Control Register (FCTL)

Bit	7	6	5	4	3	2	1	0
Field	FCMD							
RESET	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Address	FF8H							