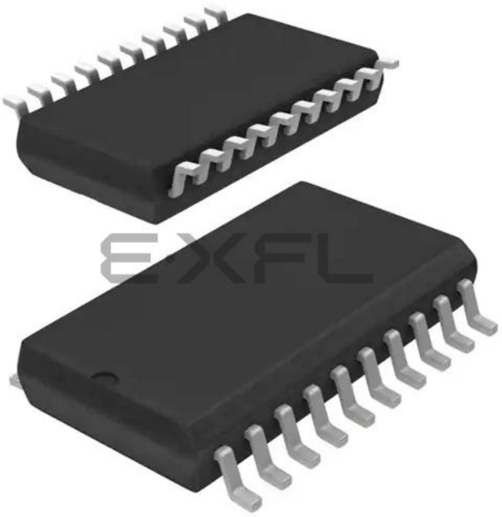

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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

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	17
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	-
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SOIC (0.295", 7.50mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0131sh020sg

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Reset Controller

The Z8 Encore! F0830 Series products are reset using any one of the following: the $\overline{\text{RESET}}$ pin, Power-On Reset, Watchdog Timer (WDT) time-out, STOP Mode exit or Voltage Brown-Out (VBO) warning signal. The $\overline{\text{RESET}}$ 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-

Program Memory

The eZ8 CPU supports 64KB of program memory address space. The Z8 Encore! F0830 Series devices contain 1KB to 12KB of on-chip Flash memory in the program memory address space, depending on the device. Reading from program memory addresses outside the available Flash memory address range returns `FFH`. Writing to these unimplemented program memory addresses produces no effect. Table 6 shows a program memory map for the Z8 Encore! F0830 Series products.

Table 6. Z8 Encore! F0830 Series Program Memory Maps

Program Memory Address (Hex)	Function
Z8F0830 and Z8F0831 Products	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–003D	Interrupt Vectors*
003E–1FFF	Program Memory
Z8F0430 and Z8F0431 Products	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–003D	Interrupt Vectors*
003E–0FFF	Program Memory
Z8F0130 and Z8F0131 Products	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–003D	Interrupt Vectors*
003E–03FF	Program Memory
Z8F0230 and Z8F0231 Products	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–003D	Interrupt Vectors*
003E–07FF	Program Memory

Note: *See Table 34 on page 54 for a list of interrupt vectors.

Stop Mode Recovery Using the External $\overline{\text{RESET}}$ Pin

When the Z8 Encore! F0830 Series device is in STOP Mode and the external $\overline{\text{RESET}}$ pin is driven low, a system reset occurs. Because of a glitch filter operating on the $\overline{\text{RESET}}$ pin, the low pulse must be greater than the minimum width specified about 12 ns or it is ignored. The EXT bit in the Reset Status (RSTSTAT) Register is set.

Debug Pin Driven Low

Debug reset is initiated when the On-Chip Debugger detects any of the following error conditions on the DBG pin:

- Serial break (a minimum of nine continuous bits Low)
- Framing error (received STOP bit is Low)
- Transmit collision (simultaneous OCD and host transmission detected by the OCD)

When the Z8F0830 Series device is operating in STOP Mode, the debug reset will cause a system reset. The On-Chip Debugger block is not reset, but the remainder of the chip's operations go through a normal system reset. The POR bit in the Reset Status (RSTSTAT) Register is set to 1.

Reset Register Definitions

The following sections define the Reset registers.

Reset Status Register

The Reset Status (RSTSTAT) Register, shown in Table 12, is a read-only register that indicates the source of the most recent Reset event, Stop Mode Recovery event or Watchdog Timer time-out event. Reading this register resets the upper four bits to 0.

This register shares its address with the Watchdog Timer Control Register, which is write-only.

! **Caution:** The frequency of the comparator output signal must not exceed one-fourth the system clock frequency.

After reaching the reload value stored in the Timer Reload High and Low Byte registers, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to `0001H` and 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 COMPARATOR COUNTER Mode and for initiating the count:

1. Write to the Timer Control Register to:
   - Disable the timer
   - Configure the timer for COMPARATOR COUNTER Mode.
   - Select either the rising edge or falling edge of the comparator output signal for the count. This also sets the initial logic level (High or Low) for the timer output alternate function. However, the timer output function is not required to be enabled.
2. Write to the Timer High and Low Byte registers to set the starting count value. This action only affects the first pass in COMPARATOR COUNTER Mode. After the first timer reload in COMPARATOR COUNTER Mode, counting always begins at the reset value `0001H`. Generally, in COMPARATOR COUNTER Mode, the Timer High and Low Byte registers must be written with the value `0001H`.
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.

In COMPARATOR COUNTER Mode, the number of comparator output transitions is calculated with the following equation:

$$\text{Comparator Output Transitions} = \text{Current Count Value} - \text{Start Value}$$

tion and reload events. The user can configure the timer interrupt to be generated only at the input deassertion event or the reload event by setting the TICONFIG field of the TxCTL1 Register.

5. Configure the associated GPIO port pin for the timer input alternate function.
6. Write to the Timer Control Register to enable the timer.
7. Assert the timer input signal to initiate the counting.

CAPTURE/COMPARE Mode

In CAPTURE/COMPARE Mode, the timer begins counting on the first external timer input transition. The acceptable transition (rising edge or falling edge) is set by the TPOL bit in the Timer Control Register. The timer input is the system clock.

Every subsequent acceptable transition (after the first) of the timer input signal, captures the current count value. The capture value is written to the timer PWM High and Low Byte registers. When the capture event occurs, an interrupt is generated, the count value in the Timer High and Low Byte registers is reset to `0001H` and the counting resumes. The INPCAP bit in the TxCTL1 Register is set to indicate that the timer interrupt is caused by an input capture event.

If no capture event occurs, the timer counts up to the 16-bit compare value stored in the Timer Reload High and Low Byte registers. Upon reaching the compare value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to `0001H` and counting resumes. The INPCAP bit in the TxCTL1 Register is cleared to indicate that the timer interrupt has not been caused by an input capture event.

Observe the following steps for configuring a timer for CAPTURE/COMPARE Mode and for initiating the count:

1. Write to the Timer Control Register to:
   - Disable the timer
   - Configure the timer for CAPTURE/COMPARE Mode.
   - Set the prescale value.
   - Set the capture edge (rising or falling) for the timer input.
2. Write to the Timer High and Low Byte registers to set the starting count value (typically `0001H`).
3. Write to the Timer Reload High and Low Byte registers to set the compare value.
4. Enable the timer interrupt and set the timer interrupt priority by writing to the relevant interrupt registers.By default, the timer interrupt are generated for both input capture and Reload events. The user can configure the timer interrupt to be generated only at the input capture event or the reload event by setting TICONFIG field of the TxCTL1 Register.
5. Configure the associated GPIO port pin for the timer input alternate function.

Comparator

The Z8 Encore! F0830 Series devices feature a general purpose comparator that compares two analog input signals. A GPIO (`CINP`) pin provides the positive comparator input. The negative input (`CINN`) can be taken from either an external GPIO pin or from an internal reference. The output is available as an interrupt source or can be routed to an external pin using the GPIO multiplex. The comparator includes the following features:

- Positive input is connected to a GPIO pin
- Negative input can be connected to either a GPIO pin or a programmable internal reference
- Output can be either an interrupt source or an output to an external pin

Operation

One of the comparator inputs can be connected to an internal reference that is a user-selectable reference and is user-programmable with 200 mV resolution.

The comparator can be powered down to save supply current. For details, see the Power Control Register 0 section on page 31.

! **Caution:** As a result of the propagation delay of the comparator, Zilog does not recommend enabling the comparator without first disabling interrupts and waiting for the comparator output to settle. This delay prevents spurious interrupts after comparator enabling.

The following example shows how to safely enable the comparator:

```
di
ld cmp0,r0; load some new configuration
nop
nop      ; wait for output to settle
clr irq0 ; clear any spurious interrupts pending
ei
```

Flash information area is mapped into program memory and overlays the 128 bytes in the address range FE00H to FE7FH. When the information area access is enabled, all reads from these program memory addresses return the information area data rather than the program memory data. Access to the Flash information area is read-only.

The trim bits are handled differently than the other Zilog Flash option bits. The trim bits are the hybrid of the user option bits and the standard Zilog option bits. These trim bits must be user-accessible for reading at all times using external registers regardless of the state of bit 7 in the Flash Page Select Register. Writes to the trim space change the value of the Option Bit Holding Register but do not affect the Flash bits, which remain as read-only.

Table 70. Z8F083 Flash Memory Area Map

Program Memory Address (Hex)	Function
FE00–FE3F	Zilog option bits
FE40–FE53	Part number 20-character ASCII alphanumeric code Left justified and filled with FH
FE54–FE5F	Reserved
FE60–FE7F	Reserved

Operation

The Flash Controller programs and erases Flash memory. The Flash Controller provides the proper Flash controls and timing for byte programming, page erase and mass erase of Flash memory.

The Flash Controller contains several protection mechanisms to prevent accidental programming or erasure. These mechanism operate on the page, sector and full-memory levels.

The flowchart in Figure 19 display basic Flash Controller operation. The following subsections provide details about the various operations (Lock, Unlock, Byte Programming, Page Protect, Page Unprotect, Page Select Page Erase and Mass Erase) displayed in Figure 19.

Bit	Description (Continued)
[4] XTLDIS	**State of the Crystal Oscillator at Reset** This bit enables only the crystal oscillator. Selecting the crystal oscillator as the system clock must be performed manually. 0 = The crystal oscillator is enabled during reset, resulting in longer reset timing. 1 = The crystal oscillator is disabled during reset, resulting in shorter reset timing.
[3:0]	**Reserved** These bits are reserved and must be programmed to 1111.

Trim Bit Address Space

All available trim bit addresses and their functions are listed in Tables 83 through 90.

Byte Write

To write a byte to the NVDS array, the user code must first push the address, then the data byte onto the stack. The user code issues a `CALL` instruction to the address of the Byte Write routine (`0x20B3`). At the return from the subroutine, the write status byte resides in working register R0. The bit fields of this status byte are defined in Table 91. Additionally, user code should pop the address and data bytes off the stack.

The write routine uses 16 bytes of stack space in addition to the two bytes of address and data pushed by the user code. Sufficient memory must be available for this stack usage.

Because of the Flash memory architecture, NVDS writes exhibit a nonuniform execution time. In general, a write takes 136µs (assuming a 20MHz system clock). For every 200 writes, however, a maintenance operation is necessary. In this rare occurrence, the write takes up to 58ms to complete. Slower system clock speeds result in proportionally higher execution times.

NVDS byte writes to invalid addresses (those exceeding the NVDS array size) have no effect. Illegal write operations have a 7µs execution time.

Table 91. Write Status Byte

Bit	7	6	5	4	3	2	1	0
Field	Reserved					FE	IGADDR	WE
Default Value	0	0	0	0	0	0	0	0

Bit	Description
[7:3]	**Reserved** These bits are reserved and must be programmed to 00000.
[2] FE	**Flash Error** If a Flash error is detected, this bit is set to 1.
[1] IGADDR	**Illegal Address** When an NVDS byte writes to invalid addresses occur (those exceeding the NVDS array size), this bit is set to 1.
[0] WE	**Write Error** A failure occurs during data writes to Flash. When writing data into a certain address, a read-back operation is performed. If the read-back value is not the same as the value written, this bit is set to 1.

Power Failure Protection

NVDS routines employ error-checking mechanisms to ensure that any power failure will only endanger the most recently written byte. Bytes previously written to the array are not perturbed. For this protection to function, the VBO must be enabled (see the Low-Power Modes chapter on page 30) and configured for a threshold voltage of 2.4V or greater (see *the* Trim Bit Address Space *section on page 129*).

A system reset (such as a pin reset or Watchdog Timer reset) that occurs during a write operation also perturbs the byte currently being written. All other bytes in the array are unperturbed.

Optimizing NVDS Memory Usage for Execution Speed

As indicated in Table 93, the NVDS read time varies drastically; this discrepancy being a trade-off for minimizing the frequency of writes that require post-write page erases. The NVDS read time of address N is a function of the number of writes to addresses other than N since the most recent write to address N as well as the number of writes since the most recent page erase. Neglecting the effects caused by page erases and results caused by the initial condition in which the NVDS is blank, a rule of thumb to consider is that every write since the most recent page erase causes read times of unwritten addresses to increase by 0.8 µs up to a maximum of 258 µs.

Table 93. NVDS Read Time

Operation	Minimum Latency (µs)	Maximum Latency (µs)
Read	71	258
Write	126	136
Illegal Read	6	6
Illegal Write	7	7

Note: For every 200 writes, a maintenance operation is necessary. In this rare occurrence, the write takes up to 58 ms to complete.

If NVDS read performance is critical to your software architecture, you can optimize your code for speed by using either of the two methods listed below.

1. Periodically refresh all addresses that are used; this is the more useful method. The optimal use of NVDS, in terms of speed, is to rotate the writes evenly among all addresses planned for use, thereby bringing all reads closer to the minimum read time.

Table 113. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode dst	Address Mode src	Op Code(s) (Hex)	Flags C	Flags Z	Flags S	Flags V	Flags D	Flags H	Fetch Cycles	Instr. Cycles
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	Ir	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	Ir	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 dst	Address Mode src	Op Code(s) (Hex)	Flags C	Flags Z	Flags S	Flags V	Flags D	Flags H	Fetch Cycles	Instr. Cycles
LDX dst, src	dst ← src	r	ER	84	–	–	–	–	–	–	3	2
		Ir	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	Ir	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)	dst ← src + X	r	X(r)	98	–	–	–	–	–	–	3	3
		rr	X(rr)	99							3	5
MULT dst	dst[15:0] ← dst[15:8] * dst[7:0]	RR		F4	–	–	–	–	–	–	2	8
NOP	No operation			0F	–	–	–	–	–	–	1	2
OR dst, src	dst ← dst OR src	r	r	42	–	*	*	0	–	–	2	3
		r	Ir	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	dst ← dst OR src	ER	ER	48	–	*	*	0	–	–	4	3
		ER	IM	49							4	3
POP dst	dst ← @SP SP ← 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.

Op Code Maps

A description of the opcode map data and the abbreviations are provided in Figure 28. Table 114 on page 181 lists opcode map abbreviations.

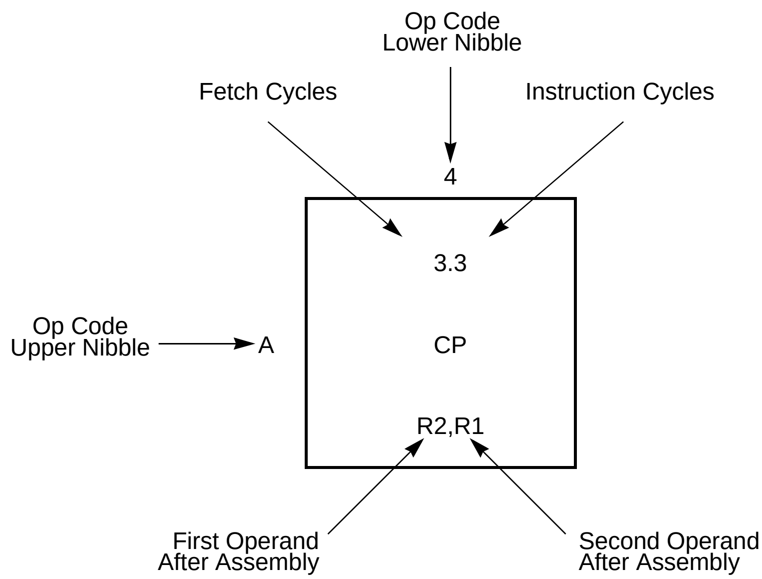

Figure 28. Op Code Map Cell Description

General Purpose I/O Port Input Data Sample Timing

Figure 33 displays timing of the GPIO port input sampling. The input value on a GPIO port pin is sampled on the rising edge of the system clock. The port value is available to the eZ8 CPU on the second rising clock edge following the change of the port value.

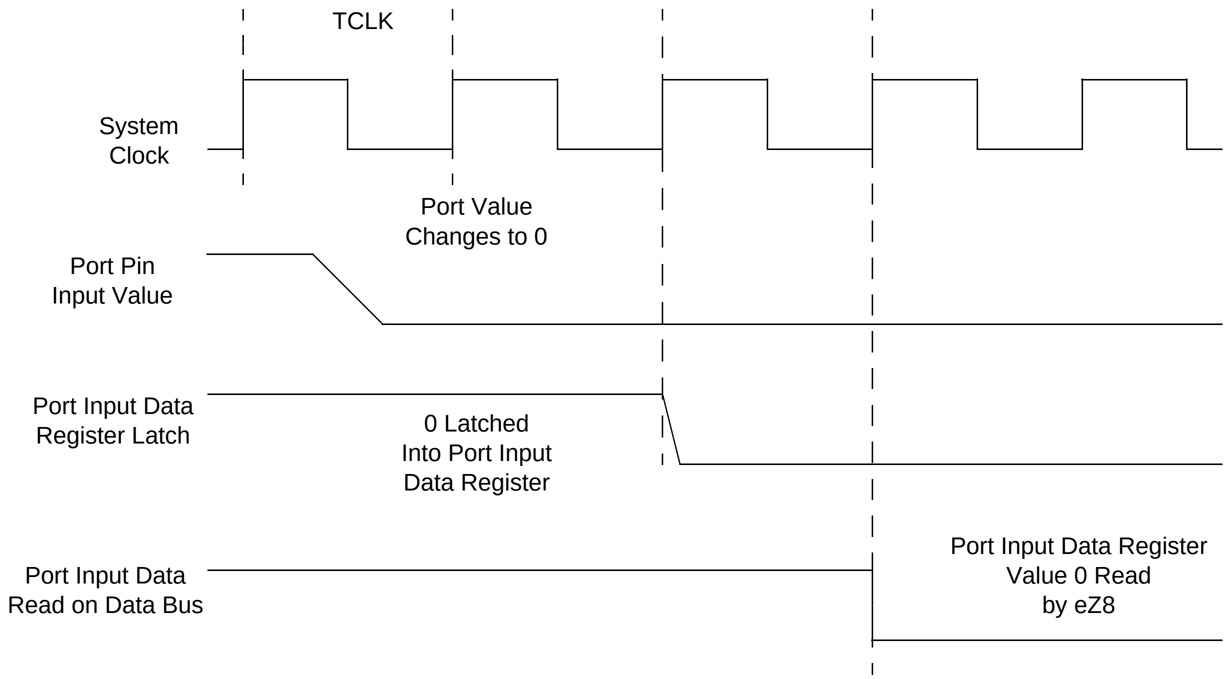

Figure 33. Port Input Sample Timing

Table 124. GPIO Port Input Timing

Parameter	Abbreviation	Delay (ns) Minimum	Delay (ns) Maximum
T_{S_PORT}	Port Input Transition to X_{IN} Rise Setup Time (not pictured)	5	–
T_{H_PORT}	X_{IN} Rise to Port Input Transition Hold Time (not pictured)	0	–
T_{SMR}	GPIO port pin pulse width to ensure Stop Mode Recovery (for GPIO port pins enabled as SMR sources)	1 µs	

Table 128. Z8 Encore! XP F0830 Series Ordering Matrix

Part Number	Flash	RAM	NVDS	ADC Channels	Description
Z8F0131PJ020SG	1KB	256	Yes	0	PDIP 28-pin
Z8F0131QJ020SG	1KB	256	Yes	0	QFN 28-pin
Extended Temperature: –40°C to 105°C					
Z8F0130SH020EG	1KB	256	Yes	7	SOIC 20-pin
Z8F0130HH020EG	1KB	256	Yes	7	SSOP 20-pin
Z8F0130PH020EG	1KB	256	Yes	7	PDIP 20-pin
Z8F0130QH020EG	1KB	256	Yes	7	QFN 20-pin
Z8F0131SH020EG	1KB	256	Yes	0	SOIC 20-pin
Z8F0131HH020EG	1KB	256	Yes	0	SSOP 20-pin
Z8F0131PH020EG	1KB	256	Yes	0	PDIP 20-pin
Z8F0131QH020EG	1KB	256	Yes	0	QFN 20-pin
Z8F0130SJ020EG	1KB	256	Yes	8	SOIC 28-pin
Z8F0130HJ020EG	1KB	256	Yes	8	SSOP 28-pin
Z8F0130PJ020EG	1KB	256	Yes	8	PDIP 28-pin
Z8F0130QJ020EG	1KB	256	Yes	8	QFN 28-pin
Z8F0131SJ020EG	1KB	256	Yes	0	SOIC 28-pin
Z8F0131HJ020EG	1KB	256	Yes	0	SSOP 28-pin
Z8F0131PJ020EG	1KB	256	Yes	0	PDIP 28-pin
Z8F0131QJ020EG	1KB	256	Yes	0	QFN 28-pin
ZUSBSC00100ZACG					USB Smart Cable Accessory Kit
ZUSBOPTSC01ZACG					Opto-Isolated USB Smart Cable Accessory Kit

Part Number Suffix Designations

Zilog part numbers consist of a number of components, as indicated in the following example.

Example. Part number Z8F0830SH020SG is an 8-bit 20MHz Flash MCU with 8KB Program Memory and equipped with ADC and NVDS in a 20-pin SOIC package, operating within a 0ºC to +70ºC temperature range and built using lead-free solder.

Hex Address: F83

Table 153. LED Drive Level High Register (LEDLVLH)

Bit	7	6	5	4	3	2	1	0
Field	LEDLVLH[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	F83H							

Hex Address: F84

Table 154. LED Drive Level Low Register (LEDLVLL)

Bit	7	6	5	4	3	2	1	0
Field	LEDLVLL[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	F84H							

Hex Address: F85

This address range is reserved.

Oscillator Control

For more information about the Oscillator Control registers, see the Oscillator Control Register Definitions section on page 154.

Hex Address: F86

Table 155. Oscillator Control Register (OSCCTL)

Bit	7	6	5	4	3	2	1	0
Field	INTEN	XTLEN	WDTEN	POFEN	WDFEN	SCKSEL		
RESET	1	0	1	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F86H							

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.

Hex Address: FDF

Table 183. Port D Output Data Register (PDOUT)

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	FDFH							

Hex Addresses: FE0–FEF

This address range is reserved.

Watchdog Timer

For more information about the Watchdog Timer registers, see the Watchdog Timer Control Register Definitions section on page 95.

Hex Address: FF0

The Watchdog Timer Control Register address is shared with the read-only Reset Status Register.

Table 184. Watchdog Timer Control Register (WDTCTL)

Bit	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
Field	WDTUNLK							
RESET	X	X	X	X	X	X	X	X
R/W	W	W	W	W	W	W	W	W
Address	FF0H							

Table 185. Reset Status Register (RSTSTAT)

Bit	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
Field	POR	STOP	WDT	EXT	Reserved			
RESET	See Table 12 on page 29			0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
Address	FF0H							

G

H

I