



Welcome to E-XFL.COM

What is "Embedded - Microcontrollers"?

"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 "<u>Embedded -</u> <u>Microcontrollers</u>"

Details

Product Status	Obsolete
Core Processor	80C51
Core Size	8-Bit
Speed	40/20MHz
Connectivity	UART/USART
Peripherals	POR, PWM, WDT
Number of I/O	32
Program Memory Size	32KB (32K x 8)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	44-QFP
Supplier Device Package	44-VQFP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/ts87c51rc2-mce

Email: info@E-XFL.COM

Address: Room A, 16/F, Full Win Commercial Centre, 573 Nathan Road, Mongkok, Hong Kong



Reset	9	10	4	Ι	Reset: A high on this pin for two machine cycles while the oscillator is running,
					resets the device. An internal diffused resistor to $V_{\mbox{\scriptsize SS}}$ permits a power-on reset
					using only an external capacitor to V_{CC} . If the hardware watchdog reaches its
					time-out, the reset pin becomes an output during the time the internal reset is
					activated.



5.1. Pin Description for 64/68 pin Packages

Port 4 and Port 5 are 8-bit bidirectional I/O ports with internal pull-ups. Pins that have 1 written to them are pulled high by the internal pull ups and can be used as inputs.

As inputs, pins that are externally pulled low will source current because of the internal pull-ups.

Refer to the previous pin description for other pins.

	PLCC68	SQUARE VQFP64 1.4
VSS	51	9/40
VCC	17	8
P0.0	15	6
P0.1	14	5
P0.2	12	3
P0.3	11	2
P0.4	9	64
P0.5	6	61
P0.6	5	60
P0.7	3	59
P1.0	19	10
P1.1	21	12
P1.2	22	13
P1.3	23	14
P1.4	25	16
P1.5	27	18
P1.6	28	19
P1.7	29	20
P2.0	54	43
P2.1	55	44
P2.2	56	45
P2.3	58	47
P2.4	59	48
P2.5	61	50
P2.6	64	53
P2.7	65	54
P3.0	34	25
P3.1	39	28

Table	2.	64/68	Pin	Packages	Configuration
I GOIC		0.00		I uchages	Comparation



6. TS80C51Rx2 Enhanced Features

In comparison to the original 80C52, the TS80C51Rx2 implements some new features, which are:

- The X2 option.
- The Dual Data Pointer.
- The extended RAM.
- The Programmable Counter Array (PCA).
- The Watchdog.
- The 4 level interrupt priority system.
- The power-off flag.
- The ONCE mode.
- The ALE disabling.
- Some enhanced features are also located in the UART and the timer 2.

6.1. X2 Feature

The TS80C51Rx2 core needs only 6 clock periods per machine cycle. This feature called "X2" provides the following advantages:

- Divide frequency crystals by 2 (cheaper crystals) while keeping same CPU power.
- Save power consumption while keeping same CPU power (oscillator power saving).
- Save power consumption by dividing dynamically operating frequency by 2 in operating and idle modes.
- Increase CPU power by 2 while keeping same crystal frequency.

In order to keep the original C51 compatibility, a divider by 2 is inserted between the XTAL1 signal and the main clock input of the core (phase generator). This divider may be disabled by software.

6.1.1. Description

The clock for the whole circuit and peripheral is first divided by two before being used by the CPU core and peripherals. This allows any cyclic ratio to be accepted on XTAL1 input. In X2 mode, as this divider is bypassed, the signals on XTAL1 must have a cyclic ratio between 40 to 60%. Figure 1. shows the clock generation block diagram. X2 bit is validated on XTAL1÷2 rising edge to avoid glitches when switching from X2 to STD mode. Figure 2. shows the mode switching waveforms.



Figure 1. Clock Generation Diagram



Table 3. CKCON Register

CKCON - Clock Control Register (8Fh)

		(===)					
7	6	5	4	3	2	1	0
-	-	-	-	-	-	-	X2

Bit Number	Bit Mnemonic	Description
7	-	Reserved The value read from this bit is indeterminate. Do not set this bit.
6	-	Reserved The value read from this bit is indeterminate. Do not set this bit.
5	-	Reserved The value read from this bit is indeterminate. Do not set this bit.
4	-	Reserved The value read from this bit is indeterminate. Do not set this bit.
3	-	Reserved The value read from this bit is indeterminate. Do not set this bit.
2	-	Reserved The value read from this bit is indeterminate. Do not set this bit.
1	-	Reserved The value read from this bit is indeterminate. Do not set this bit.
0	X2	CPU and peripheral clock bit Clear to select 12 clock periods per machine cycle (STD mode, $F_{OSC}=F_{XTAL}/2$). Set to select 6 clock periods per machine cycle (X2 mode, $F_{OSC}=F_{XTAL}$).

Reset Value = XXXX XXX0b Not bit addressable

For further details on the X2 feature, please refer to ANM072 available on the web (http://www.atmel-wm.com)



It is possible to use timer 2 as a baud rate generator and a clock generator simultaneously. For this configuration, the baud rates and clock frequencies are not independent since both functions use the values in the RCAP2H and RCAP2L registers.



Figure 6. Clock-Out Mode $C/\overline{T2} = 0$



Table 6. T2CON Register

T2CON - Timer 2 Control Register (C8h)

7	6	5	4	3	2	1	0	
TF2	EXF2	RCLK	TCLK	EXEN2	TR2	C/T2#	CP/RL2#	
Bit Number	Bit Mnemonic			Descrip	tion			
7	TF2	Timer 2 overflow Fla Must be cleared Set by hardware	ag by software. on timer 2 overflor	w, if RCLK = 0 and	d TCLK = 0.			
6	EXF2	Timer 2 External Fl Set when a captu When set, causes Must be cleared	Timer 2 External Flag Set when a capture or a reload is caused by a negative transition on T2EX pin if EXEN2=1. When set, causes the CPU to vector to timer 2 interrupt routine when timer 2 interrupt is enabled. Must be cleared by software. EXF2 doesn't cause an interrupt in Up/down counter mode (DCEN = 1)					
5	RCLK	Receive Clock bit Clear to use timer 1 overflow as receive clock for serial port in mode 1 or 3. Set to use timer 2 overflow as receive clock for serial port in mode 1 or 3.						
4	TCLK	Transmit Clock bit Clear to use timer 1 overflow as transmit clock for serial port in mode 1 or 3. Set to use timer 2 overflow as transmit clock for serial port in mode 1 or 3.						
3	EXEN2	Timer 2 External Enable bit Clear to ignore events on T2EX pin for timer 2 operation. Set to cause a capture or reload when a negative transition on T2EX pin is detected, if timer 2 is not used to clock the serial port.						
2	TR2	Timer 2 Run control bit Clear to turn off timer 2. Set to turn on timer 2.						
1	C/T2#	Timer/Counter 2 select bit Clear for timer operation (input from internal clock system: F _{OSC}). Set for counter operation (input from T2 input pin, falling edge trigger). Must be 0 for clock out mode.					ck out mode.	
0	CP/RL2#	Timer 2 Capture/Reload bit If RCLK=1 or TCLK=1, CP/RL2# is ignored and timer is forced to auto-reload on timer 2 overflow. Clear to auto-reload on timer 2 overflows or negative transitions on T2EX pin if EXEN2=1. Set to capture on negative transitions on T2EX pin if EXEN2=1.					overflow. l.	

Reset Value = 0000 0000b Bit addressable



The CCON SFR contains the run control bit for the PCA and the flags for the PCA timer (CF) and each module (Refer to Table 9).

- Bit CR (CCON.6) must be set by software to run the PCA. The PCA is shut off by clearing this bit.
- Bit CF: The CF bit (CCON.7) is set when the PCA counter overflows and an interrupt will be generated if the ECF bit in the CMOD register is set. The CF bit can only be cleared by software.
- Bits 0 through 4 are the flags for the modules (bit 0 for module 0, bit 1 for module 1, etc.) and are set by hardware when either a match or a capture occurs. These flags also can only be cleared by software.

CC Addres	ON s 0D8H		CF	CR	-	CCF4	CCF3	CCF2	CCF1	CCF0
	Rese	et value	0	0	X	0	0	0	0	0
Syı	nbol	Function	l							
CF		PCA Count an interrup can only be	PCA Counter Overflow flag. Set by hardware when the counter rolls over. CF flags an interrupt if bit ECF in CMOD is set. CF may be set by either hardware or software but can only be cleared by software.							
CR		PCA Count by software	PCA Counter Run control bit. Set by software to turn the PCA counter on. Must be cleared by software to turn the PCA counter off.							
-		Not implen	Not implemented, reserved for future use. ^a							
CCF4		PCA Modu cleared by	PCA Module 4 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.						Must be	
CCF3		PCA Modu cleared by	ile 3 inter software.	rupt flag.	Set by ha	rdware wh	en a matc	h or captı	ire occurs.	Must be
CCF2		PCA Modu cleared by	ile 2 inter software.	rupt flag.	Set by ha	rdware wh	en a matc	h or captu	ire occurs.	Must be
CCF1		PCA Modu cleared by	ile 1 inter software.	rupt flag.	Set by ha	rdware wh	en a matc	h or captı	ire occurs.	Must be
CCF0		PCA Modu cleared by	ile 0 inter software.	rupt flag.	Set by ha	rdware wh	en a matc	h or captu	ire occurs.	Must be

 Table 9. CCON: PCA Counter Control Register

a. User software should not write 1s to reserved bits. These bits may be used in future 8051 family products to invoke new features. In that case, the reset or inactive value of the new bit will be 0, and its active value will be 1. The value read from a reserved bit is indeterminate.

The watchdog timer function is implemented in module 4 (See Figure 10).

The PCA interrupt system is shown in Figure 8



Software may examine FE bit after each reception to check for data errors. Once set, only software or a reset can clear FE bit. Subsequently received frames with valid stop bits cannot clear FE bit. When FE feature is enabled, RI rises on stop bit instead of the last data bit (See Figure 14. and Figure 15.).







Figure 15. UART Timings in Modes 2 and 3

6.6.2. Automatic Address Recognition

The automatic address recognition feature is enabled when the multiprocessor communication feature is enabled (SM2 bit in SCON register is set).

Implemented in hardware, automatic address recognition enhances the multiprocessor communication feature by allowing the serial port to examine the address of each incoming command frame. Only when the serial port recognizes its own address, the receiver sets RI bit in SCON register to generate an interrupt. This ensures that the CPU is not interrupted by command frames addressed to other devices.

If desired, you may enable the automatic address recognition feature in mode 1. In this configuration, the stop bit takes the place of the ninth data bit. Bit RI is set only when the received command frame address matches the device's address and is terminated by a valid stop bit.

To support automatic address recognition, a device is identified by a given address and a broadcast address.

NOTE: The multiprocessor communication and automatic address recognition features cannot be enabled in mode 0 (i.e. setting SM2 bit in SCON register in mode 0 has no effect).



6.6.3. Given Address

Each device has an individual address that is specified in SADDR register; the SADEN register is a mask byte that contains don't-care bits (defined by zeros) to form the device's given address. The don't-care bits provide the flexibility to address one or more slaves at a time. The following example illustrates how a given address is formed. To address a device by its individual address, the SADEN mask byte must be 1111 1111b. For example:

SADDR	0101 0110b
SADEN	1111 1100b
Given	0101 01XXb

The following is an example of how to use given addresses to address different slaves:

Slave A:	SADDR <u>SADEN</u> Given	1111 0001b <u>1111 1010b</u> 1111 0X0Xb
Slave B:	SADDR <u>SADEN</u> Given	1111 0011b <u>1111 1001b</u> 1111 0XX1b
Slave C:	SADDR <u>SADEN</u> Given	1111 0010b <u>1111 1101b</u> 1111 00X1b

The SADEN byte is selected so that each slave may be addressed separately.

For slave A, bit 0 (the LSB) is a don't-care bit; for slaves B and C, bit 0 is a 1. To communicate with slave A only, the master must send an address where bit 0 is clear (e.g. 1111 0000b).

For slave A, bit 1 is a 1; for slaves B and C, bit 1 is a don't care bit. To communicate with slaves B and C, but not slave A, the master must send an address with bits 0 and 1 both set (e.g. 1111 0011b).

To communicate with slaves A, B and C, the master must send an address with bit 0 set, bit 1 clear, and bit 2 clear (e.g. 1111 0001b).

6.6.4. Broadcast Address

A broadcast address is formed from the logical OR of the SADDR and SADEN registers with zeros defined as don't-care bits, e.g.:

0101	0110b
1111	1100b
1111	111Xb
	0101 1111 1111

The use of don't-care bits provides flexibility in defining the broadcast address, however in most applications, a broadcast address is FFh. The following is an example of using broadcast addresses:

Slave A:	SADDR <u>SADEN</u> Broadcast	1111 0001b <u>1111 1010b</u> 1111 1X11b,
Slave B:	SADDR <u>SADEN</u> Broadcast	1111 0011b <u>1111 1001b</u> 1111 1X11B,
Slave C:	SADDR= <u>SADEN</u> Broadcast	1111 0010b <u>1111 1101b</u> 1111 1111b

For slaves A and B, bit 2 is a don't care bit; for slave C, bit 2 is set. To communicate with all of the slaves, the master must send an address FFh. To communicate with slaves A and B, but not slave C, the master can send and address FBh.



6.6.5. Reset Addresses

On reset, the SADDR and SADEN registers are initialized to 00h, i.e. the given and broadcast addresses are XXXX (all don't-care bits). This ensures that the serial port will reply to any address, and so, that it is backwards compatible with the 80C51 microcontrollers that do not support automatic address recognition.

SADEN - Slave Address Mask Register (B9h)

7	6	5	4	3	2	1	0

Reset Value = 0000 0000b Not bit addressable

SADDR - Slave Address Register (A9h)

7	6	5	4	3	2	1	0

Reset Value = 0000 0000b Not bit addressable



Table 16. SCON Register

SCON - Serial Control Register (98h)

7	6	5	4	3	2	1	0				
FE/SM0	SM1	SM2	REN	TB8	RB8	TI	RI				
Bit Number	Bit Mnemonic			Descrip	tion						
7	FE	Framing Error bit Clear to reset the Set by hardware SMOD0 must be	(SMOD0=1) e error state, not cle when an invalid st e set to enable acce	eared by a valid sto op bit is detected. ss to the FE bit	p bit.						
	SM0	Serial port Mode bi Refer to SM1 fo SMOD0 must be	erial port Mode bit 0 Refer to SM1 for serial port mode selection. SMOD0 must be cleared to enable access to the SM0 bit								
	6141	Serial port Mode bi SM0 SM	t 1 11 <u>Mode</u>	Description	on Baud Rate	2 2 (/(:= X 2 === 1=)					
6	SMI	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	1 2 3	8-bit UAI 9-bit UAI 9-bit UAI	RT F _{XTAL} /I RT Variable RT F _{XTAL} /6 RT Variable	2 (/6 in X2 mode) 4 or F _{XTAL} /32 (/32	2,/16 in X2 mode)				
5	SM2	Serial port Mode 2 bit / Multiprocessor Communication Enable bit Clear to disable multiprocessor communication feature. Set to enable multiprocessor communication feature in mode 2 and 3, and eventually mode 1. This bit should be cleared in mode 0.									
4	REN	Reception Enable b Clear to disable Set to enable ser	it serial reception. ial reception.								
3	TB8	Transmitter Bit 8 / Clear to transmi Set to transmit a	Ninth bit to trans t a logic 0 in the 9t logic 1 in the 9th b	mit in modes 2 an h bit. bit.	d 3.						
2	RB8	Receiver Bit 8 / Ninth bit received in modes 2 and 3 Cleared by hardware if 9th bit received is a logic 0. Set by hardware if 9th bit received is a logic 1. In mode 1, if SM2 = 0, RB8 is the received stop bit. In mode 0 RB8 is not used.									
1	TI	Transmit Interrupt flag Clear to acknowledge interrupt. Set by hardware at the end of the 8th bit time in mode 0 or at the beginning of the stop bit in the other modes.									
0	RI	Receive Interrupt fl Clear to acknow Set by hardware	ag ledge interrupt. at the end of the 8	th bit time in mode	0, see Figure 14.	and Figure 15. in	the other modes.				

Reset Value = 0000 0000b Bit addressable



Table 18. Priority Level Bit Values

IPH.x	IP.x	Interrupt Level Priority		
0	0	0 (Lowest)		
0	1	1		
1	0	2		
1	1	3 (Highest)		

A low-priority interrupt can be interrupted by a high priority interrupt, but not by another low-priority interrupt. A high-priority interrupt can't be interrupted by any other interrupt source.

If two interrupt requests of different priority levels are received simultaneously, the request of higher priority level is serviced. If interrupt requests of the same priority level are received simultaneously, an internal polling sequence determines which request is serviced. Thus within each priority level there is a second priority structure determined by the polling sequence.

Table 19. IE Register

IE - Interrupt Enable Register (A8h)

7	6	5	4	3	2	1	0
EA	EC	ET2	ES	ET1	EX1	ЕТО	EX0

Bit Number	Bit Mnemonic	Description
7	EA	Enable All interrupt bit Clear to disable all interrupts. Set to enable all interrupts. If EA=1, each interrupt source is individually enabled or disabled by setting or clearing its own interrupt enable bit.
6	EC	PCA interrupt enable bit Clear to disable . Set to enable.
5	ET2	Timer 2 overflow interrupt Enable bit Clear to disable timer 2 overflow interrupt. Set to enable timer 2 overflow interrupt.
4	ES	Serial port Enable bit Clear to disable serial port interrupt. Set to enable serial port interrupt.
3	ET1	Timer 1 overflow interrupt Enable bit Clear to disable timer 1 overflow interrupt. Set to enable timer 1 overflow interrupt.
2	EX1	External interrupt 1 Enable bit Clear to disable external interrupt 1. Set to enable external interrupt 1.
1	ET0	Timer 0 overflow interrupt Enable bit Clear to disable timer 0 overflow interrupt. Set to enable timer 0 overflow interrupt.
0	EX0	External interrupt 0 Enable bit Clear to disable external interrupt 0. Set to enable external interrupt 0.

Reset Value = 0000 0000b Bit addressable



6.8. Idle mode

An instruction that sets PCON.0 causes that to be the last instruction executed before going into the Idle mode. In the Idle mode, the internal clock signal is gated off to the CPU, but not to the interrupt, Timer, and Serial Port functions. The CPU status is preserved in its entirely : the Stack Pointer, Program Counter, Program Status Word, Accumulator and all other registers maintain their data during Idle. The port pins hold the logical states they had at the time Idle was activated. ALE and PSEN hold at logic high levels.

There are two ways to terminate the Idle. Activation of any enabled interrupt will cause PCON.0 to be cleared by hardware, terminating the Idle mode. The interrupt will be serviced, and following RETI the next instruction to be executed will be the one following the instruction that put the device into idle.

The flag bits GF0 and GF1 can be used to give an indication if an interrupt occured during normal operation or during an Idle. For example, an instruction that activates Idle can also set one or both flag bits. When Idle is terminated by an interrupt, the interrupt service routine can examine the flag bits.

The other way of terminating the Idle mode is with a hardware reset. Since the clock oscillator is still running, the hardware reset needs to be held active for only two machine cycles (24 oscillator periods) to complete the reset.

6.9. Power-Down Mode

To save maximum power, a power-down mode can be invoked by software (Refer to Table 17., PCON register).

In power-down mode, the oscillator is stopped and the instruction that invoked power-down mode is the last instruction executed. The internal RAM and SFRs retain their value until the power-down mode is terminated. V_{CC} can be lowered to save further power. Either a hardware reset or an external interrupt can cause an exit from power-down. To properly terminate power-down, the reset or external interrupt should not be executed before V_{CC} is restored to its normal operating level and must be held active long enough for the oscillator to restart and stabilize.

Only external interrupts $\overline{INT0}$ and $\overline{INT1}$ are useful to exit from power-down. For that, interrupt must be enabled and configured as level or edge sensitive interrupt input.

Holding the pin low restarts the oscillator but bringing the pin high completes the exit as detailed in Figure 17. When both interrupts are enabled, the oscillator restarts as soon as one of the two inputs is held low and power down exit will be completed when the first input will be released. In this case the higher priority interrupt service routine is executed.

Once the interrupt is serviced, the next instruction to be executed after RETI will be the one following the instruction that put TS80C51Rx2 into power-down mode.



Figure 17. Power-Down Exit Waveform

Exit from power-down by reset redefines all the SFRs, exit from power-down by external interrupt does no affect the SFRs.

Exit from power-down by either reset or external interrupt does not affect the internal RAM content. NOTE: If idle mode is activated with power-down mode (IDL and PD bits set), the exit sequence is unchanged, when execution is vectored to interrupt, PD and IDL bits are cleared and idle mode is not entered.



6.10. Hardware Watchdog Timer

The WDT is intended as a recovery method in situations where the CPU may be subjected to software upset. The WDT consists of a 14-bit counter and the WatchDog Timer ReSeT (WDTRST) SFR. The WDT is by default disabled from exiting reset. To enable the WDT, user must write 01EH and 0E1H in sequence to the WDTRST, SFR location 0A6H. When WDT is enabled, it will increment every machine cycle while the oscillator is running and there is no way to disable the WDT except through reset (either hardware reset or WDT overflow reset). When WDT overflows, it will drive an output RESET HIGH pulse at the RST-pin.

6.10.1. Using the WDT

To enable the WDT, user must write 01EH and 0E1H in sequence to the WDTRST, SFR location 0A6H. When WDT is enabled, the user needs to service it by writing to 01EH and 0E1H to WDTRST to avoid WDT overflow. The 14-bit counter overflows when it reaches 16383 (3FFFH) and this will reset the device. When WDT is enabled, it will increment every machine cycle while the oscillator is running. This means the user must reset the WDT at least every 16383 machine cycle. To reset the WDT the user must write 01EH and 0E1H to WDTRST. WDTRST is a write only register. The WDT counter cannot be read or written. When WDT overflows, it will generate an output RESET pulse at the RST-pin. The RESET pulse duration is 96 x T_{OSC} , where $T_{OSC} = 1/F_{OSC}$. To make the best use of the WDT, it should be serviced in those sections of code that will periodically be executed within the time required to prevent a WDT reset.

To have a more powerful WDT, a 2^7 counter has been added to extend the Time-out capability, ranking from 16ms to 2s @ $F_{OSC} = 12$ MHz. To manage this feature, refer to WDTPRG register description, Table 24. (SFR0A7h).

Table 23. WDTRST Register

WDTRST Address (0A6h)

	7	6	5	4	3	2	1
Reset value	Х	Х	Х	Х	Х	Х	Х

Write only, this SFR is used to reset/enable the WDT by writing 01EH then 0E1H in sequence.



6.11. ONCETM Mode (ON Chip Emulation)

The ONCE mode facilitates testing and debugging of systems using TS80C51Rx2 without removing the circuit from the board. The ONCE mode is invoked by driving certain pins of the TS80C51Rx2; the following sequence must be exercised:

- Pull ALE low while the device is in reset (RST high) and $\overline{\text{PSEN}}$ is high.
- Hold ALE low as RST is deactivated.

While the TS80C51Rx2 is in ONCE mode, an emulator or test CPU can be used to drive the circuit Table 26. shows the status of the port pins during ONCE mode.

Normal operation is restored when normal reset is applied.

Table 25. External Pin Status during ONCE Mode

ALE	PSEN	Port 0	Port 1	Port 2	Port 3	XTAL1/2
Weak pull-up	Weak pull-up	Float	Weak pull-up	Weak pull-up	Weak pull-up	Active



Symbol	Parameter	Min	Тур	Max	Unit	Test Conditions
I _{CC} idle	Power Supply Current Maximum values, X1 mode: ⁽⁷⁾			0.15 Freq (MHz) + 0.2 @12MHz 2 @16MHz 2.6	mA	$V_{CC} = 3.3 V^{(2)}$

NOTES

1. I_{CC} under reset is measured with all output pins disconnected; XTAL1 driven with T_{CLCH} , $T_{CHCL} = 5$ ns (see Figure 24.), $V_{IL} = V_{SS} + 0.5$ V, $V_{IH} = V_{CC} - 0.5$ V; XTAL2 N.C.; $\overline{EA} = RST = Port \ 0 = V_{CC}$. I_{CC} would be slightly higher if a crystal oscillator used.

2. Idle I_{CC} is measured with all output pins disconnected; XTAL1 driven with T_{CLCH} , $T_{CHCL} = 5$ ns, $V_{IL} = V_{SS} + 0.5$ V, $V_{IH} = V_{CC} - 0.5$ V; XTAL2 N.C; Port $0 = V_{CC}$; $\overline{EA} = RST = V_{SS}$ (see Figure 22.).

3. Power Down I_{CC} is measured with all output pins disconnected; $\overline{EA} = V_{SS}$, PORT $0 = V_{CC}$; XTAL2 NC.; RST = V_{SS} (see Figure 23.).

4. Capacitance loading on Ports 0 and 2 may cause spurious noise pulses to be superimposed on the $V_{OL}s$ of ALE and Ports 1 and 3. The noise is due to external bus capacitance discharging into the Port 0 and Port 2 pins when these pins make 1 to 0 transitions during bus operation. In the worst cases (capacitive loading 100pF), the noise pulse on the ALE line may exceed 0.45V with maxi V_{OL} peak 0.6V. A Schmitt Trigger use is not necessary.

5. Typicals are based on a limited number of samples and are not guaranteed. The values listed are at room temperature and 5V.

6. Under steady state (non-transient) conditions, I_{OL} must be externally limited as follows:

Maximum I_{OL} per port pin: 10 mA Maximum I_{OL} per 8-bit port:

Port 0: 26 mA

Ports 1, 2, 3 and 4 and 5 when available: 15 mA

Maximum total I_{OL} for all output pins: 71 mA

If I_{OL} exceeds the test condition, V_{OL} may exceed the related specification. Pins are not guaranteed to sink current greater than the listed test conditions. 7. For other values, please contact your sales office.

8. Operating I_{CC} is measured with all output pins disconnected; XTAL1 driven with T_{CLCH} , $T_{CHCL} = 5$ ns (see Figure 24.), $V_{IL} = V_{SS} + 0.5$ V,

 $V_{IH} = V_{CC} - 0.5V$; XTAL2 N.C.; $\overline{EA} = Port 0 = V_{CC}$; RST = V_{SS} . The internal ROM runs the code 80 FE (label: SJMP label). I_{CC} would be slightly higher if a crystal oscillator is used. Measurements are made with OTP products when possible, which is the worst case.



All other pins are disconnected.

Figure 20. I_{CC} Test Condition, under reset



Symbol	Туре	Standard Clock	X2 Clock	-M	-V	-L	Units
T _{RLRH}	Min	6 T - x	3 T - x	20	15	25	ns
T _{WLWH}	Min	6 T - x	3 T - x	20	15	25	ns
T _{RLDV}	Max	5 T - x	2.5 T - x	25	23	30	ns
T _{RHDX}	Min	x	х	0	0	0	ns
T _{RHDZ}	Max	2 T - x	T - x	20	15	25	ns
T _{LLDV}	Max	8 T - x	4T -x	40	35	45	ns
T _{AVDV}	Max	9 T - x	4.5 T - x	60	50	65	ns
T _{LLWL}	Min	3 T - x	1.5 T - x	25	20	30	ns
T _{LLWL}	Max	3 T + x	1.5 T + x	25	20	30	ns
T _{AVWL}	Min	4 T - x	2 T - x	25	20	30	ns
T _{QVWX}	Min	T - x	0.5 T - x	15	10	20	ns
T _{QVWH}	Min	7 T - x	3.5 T - x	15	10	20	ns
T _{WHQX}	Min	T - x	0.5 T - x	10	8	15	ns
T _{RLAZ}	Max	x	х	0	0	0	ns
T _{WHLH}	Min	T - x	0.5 T - x	15	10	20	ns
T _{WHLH}	Max	T + x	0.5 T + x	15	10	20	ns

Table 41. AC Parameters	for	a	Variable	Clock:	derating	formula
-------------------------	-----	---	----------	--------	----------	---------

10.5.5. External Data Memory Write Cycle



Figure 26. External Data Memory Write Cycle



Symbol	Туре	Standard Clock	X2 Clock	-М	-V	-L	Units
T _{XLXL}	Min	12 T	6 T				ns
T _{QVHX}	Min	10 T - x	5 T - x	50	50	50	ns
T _{XHQX}	Min	2 T - x	T - x	20	20	20	ns
T _{XHDX}	Min	X	Х	0	0	0	ns
T _{XHDV}	Max	10 T - x	5 T- x	133	133	133	ns

Table 44. AC Parameters	for	a	Variable	Clock:	derating	formula
-------------------------	-----	---	----------	--------	----------	---------

10.5.8. Shift Register Timing Waveforms



Figure 28. Shift Register Timing Waveforms



10.5.11. External Clock Drive Characteristics (XTAL1)

Table	46.	AC	Parameters
-------	-----	----	-------------------

Symbol	Parameter	Min	Max	Units
T _{CLCL}	Oscillator Period	25		ns
T _{CHCX}	High Time	5		ns
T _{CLCX}	Low Time	5		ns
T _{CLCH}	Rise Time		5	ns
T _{CHCL}	Fall Time		5	ns
T _{CHCX} /T _{CLCX}	Cyclic ratio in X2 mode	40	60	%

10.5.12. External Clock Drive Waveforms



Figure 30. External Clock Drive Waveforms

10.5.13. AC Testing Input/Output Waveforms



Figure 31. AC Testing Input/Output Waveforms

AC inputs during testing are driven at V_{CC} - 0.5 for a logic "1" and 0.45V for a logic "0". Timing measurement are made at V_{IH} min for a logic "1" and V_{IL} max for a logic "0".

10.5.14. Float Waveforms



Figure 32. Float Waveforms



11. Ordering Information



(*) Check with Atmel Wireless & Microcontrollers Sales Office for availability. Ceramic packages (J, K, N) are available for proto typing, not for volume production. Ceramic packages are available for OTP only.

Table	47.	Maximum	Clock	Frequency
-------	-----	---------	-------	-----------

Code	-M	-V	-L	Unit
Standard Mode, oscillator frequency	40	40	30	MHz
Standard Mode, internal frequency	40	40	30	
X2 Mode, oscillator frequency	20	30	20	MHz
X2 Mode, internal equivalent frequency	40	60	40	