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 "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	8051
Core Size	8-Bit
Speed	25MHz
Connectivity	LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, Temp Sensor, WDT
Number of I/O	16
Program Memory Size	4KB (4K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.25V
Data Converters	A/D 16x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	20-TSSOP (0.173", 4.40mm Width)
Supplier Device Package	20-TSSOP
Purchase URL	https://www.e-xfl.com/product-detail/silicon-labs/c8051f533a-itr

Table of Contents

1. System Overview 13
1.1. Ordering Information 14
1.2. CIP-51™ Microcontroller 18
1.2.1. Fully 8051 Compatible Instruction Set 18
1.2.2. Improved Throughput 18
1.2.3. Additional Features 18
1.2.4. On-Chip Debug Circuitry 18
1.3. On-Chip Memory 20
1.4. Operating Modes 21
1.5. 12-Bit Analog to Digital Converter 22
1.6. Programmable Comparator 23
1.7. Voltage Regulator 23
1.8. Serial Port 23
1.9. Port Input/Output 24
2. Electrical Characteristics 25
2.1. Absolute Maximum Ratings 25
2.2. Electrical Characteristics 26
3. Pinout and Package Definitions 35
4. 12-Bit ADC (ADC0) 52
4.1. Analog Multiplexer 52
4.2. Temperature Sensor 53
4.3. ADC0 Operation 54
4.3.1. Starting a Conversion 54
4.3.2. Tracking Modes 54
4.3.3. Timing 55
4.3.4. Burst Mode 57
4.3.5. Output Conversion Code 59
4.3.6. Settling Time Requirements 60
4.4. Selectable Gain 60
4.4.1. Calculating the Gain Value 61
4.4.2. Setting the Gain Value 62
4.5. Programmable Window Detector 69
4.5.1. Window Detector In Single-Ended Mode 71
5. Voltage Reference 72
6. Voltage Regulator (REG0) 74
7. Comparator 76
8. CIP-51 Microcontroller 81
8.1. Instruction Set 82
8.1.1. Instruction and CPU Timing 82
8.1.2. MOVX Instruction and Program Memory 83
8.2. Register Descriptions 86
8.3. Power Management Modes 89
8.3.1. Idle Mode 90

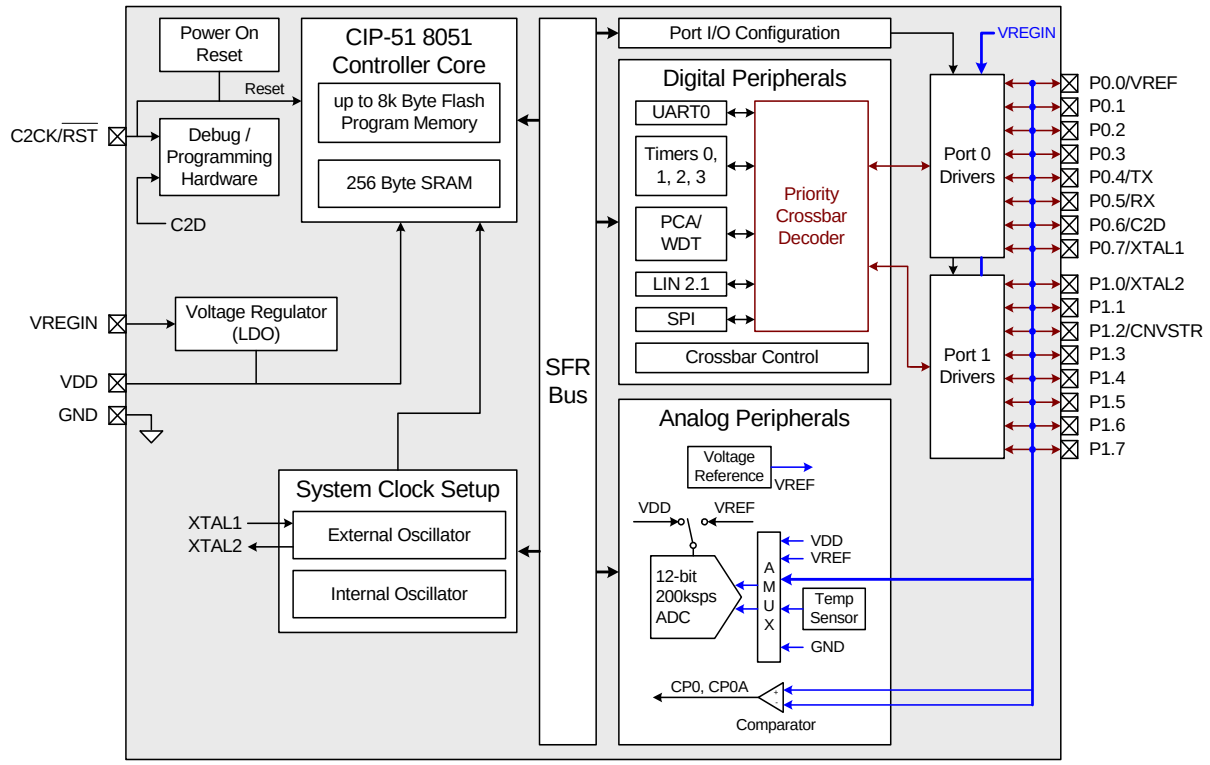

Figure 1.1. C8051F53xA/F53x-C Block Diagram

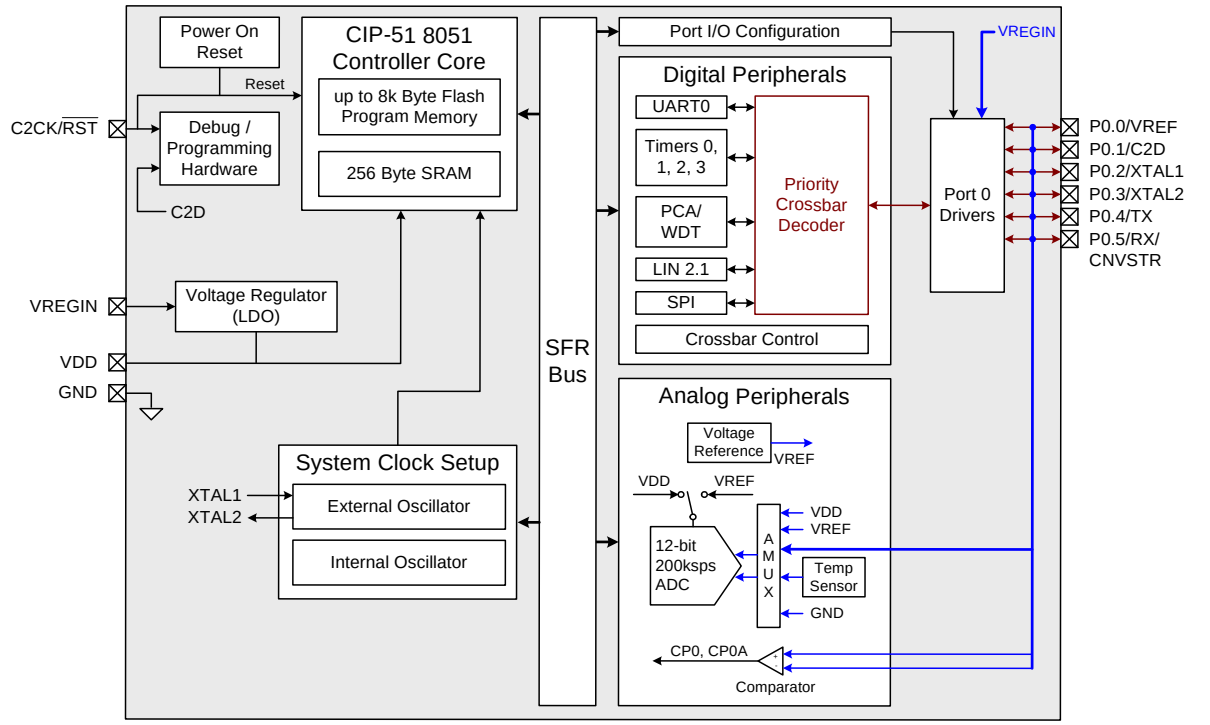

Figure 1.2. C8051F52xA/F52x-C Block Diagram

2. Electrical Characteristics

2.1. Absolute Maximum Ratings

Table 2.1. Absolute Maximum Ratings

Parameter	Conditions	Min	Typ	Max	Units
Ambient temperature under Bias		–55	—	135	°C
Storage Temperature		–65	—	150	°C
Voltage on V_{REGIN} with Respect to GND		–0.3	—	5.5	V
Voltage on V_{DD} with Respect to GND		–0.3	—	2.8	V
Voltage on XTAL1 with Respect to GND		–0.3	—	V_{REGIN} + 0.3	V
Voltage on XTAL2 with Respect to GND		–0.3	—	V_{REGIN} + 0.3	V
Voltage on any Port I/O Pin or $\overline{RST}$ with Respect to GND		–0.3	—	V_{REGIN} + 0.3	V
Maximum Output Current Sunk by any Port Pin		—	—	100	mA
Maximum Output Current Sourced by any Port Pin		—	—	100	mA
Maximum Total Current through V_{REGIN}, and GND		—	—	500	mA

Note: Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the devices at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

Table 2.2. Global DC Electrical Characteristics

–40 to +125 °C, 25 MHz System Clock unless otherwise specified. Typical values are given at 25 °C

Parameter	Conditions	Min	Typ	Max	Units
Digital Supply Current—CPU Inactive (Idle Mode, not fetching instructions from Flash)					
Idle I_{DD}[3,4]	**V_{DD} = 2.1 V:**				
	Clock = 32 kHz	—	8	—	µA
	Clock = 200 kHz	—	22	—	µA
	Clock = 1 MHz	—	0.09	—	mA
	Clock = 25 MHz	—	2.2	5	mA
	V_{DD} = 2.6 V:				
	Clock = 32 kHz	—	9	—	µA
	Clock = 200 kHz	—	30	—	µA
	Clock = 1 MHz	—	0.13	—	mA
	Clock = 25 MHz	—	3	6.5	mA
Idle I_{DD} Frequency Sensitivity[3,6]	T = 25 °C:				
	V_{DD} = 2.1 V, F ≤ 1 MHz	—	90	—	µA/MHz
	V_{DD} = 2.1 V, F > 1 MHz	—	90	—	µA/MHz
	V_{DD} = 2.6 V, F ≤ 1 MHz	—	118	—	µA/MHz
	V_{DD} = 2.6 V, F > 1 MHz	—	118	—	µA/MHz
Digital Supply Current[3] (Stop or Suspend Mode)	Oscillator not running, V_{DD} Monitor Disabled.				
	T = 25 °C	—	2	—	µA
	T = 60 °C	—	3	—	µA
	T = 125 °C	—	50	—	µA

Notes:

1. For more information on V_{REGIN} characteristics, see Table 2.6 on page 30.
2. SYSCLK must be at least 32 kHz to enable debugging.
3. Based on device characterization data; Not production tested.
4. Does not include internal oscillator or internal regulator supply current.
5. I_{DD} can be estimated for frequencies <= 12 MHz by multiplying the frequency of interest by the frequency sensitivity number for that range. When using these numbers to estimate I_{DD} > 12 MHz, the estimate should be the current at 25 MHz minus the difference in current indicated by the frequency sensitivity number. For example: V_{DD} = 2.6 V; F= 20 MHz, I_{DD} = 7.3 mA – (25 MHz – 20 MHz) x 0.184 mA/MHz = 6.38 mA.
6. Idle I_{DD} can be estimated for frequencies <= 1 MHz by multiplying the frequency of interest by the frequency sensitivity number for that range. When using these numbers to estimate I_{DD} > 1 MHz, the estimate should be the current at 25 MHz minus the difference in current indicated by the frequency sensitivity number. For example: V_{DD} = 2.6 V; F= 5 MHz, Idle I_{DD} = 3 mA – (25 MHz– 5 MHz) x 118 µA/MHz = 0.64 mA.

3. Pinout and Package Definitions

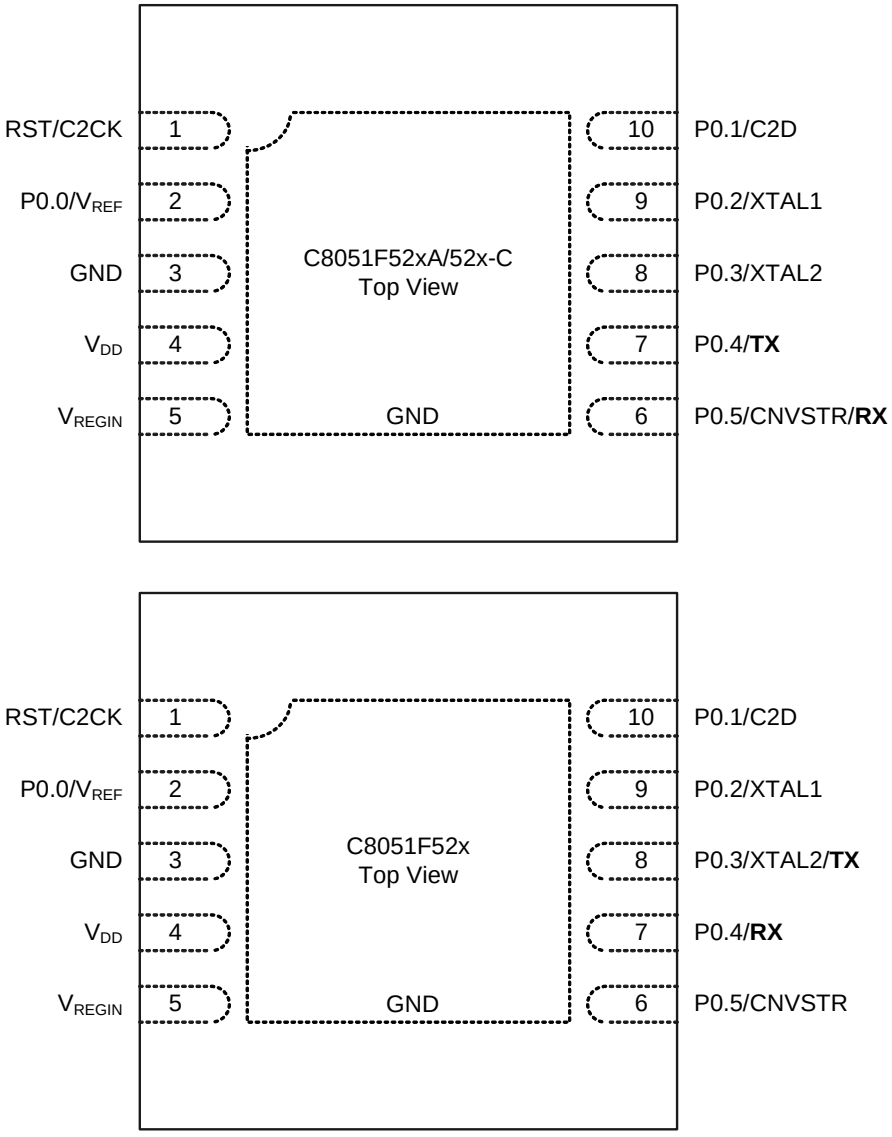

Figure 3.1. DFN-10 Pinout Diagram (Top View)

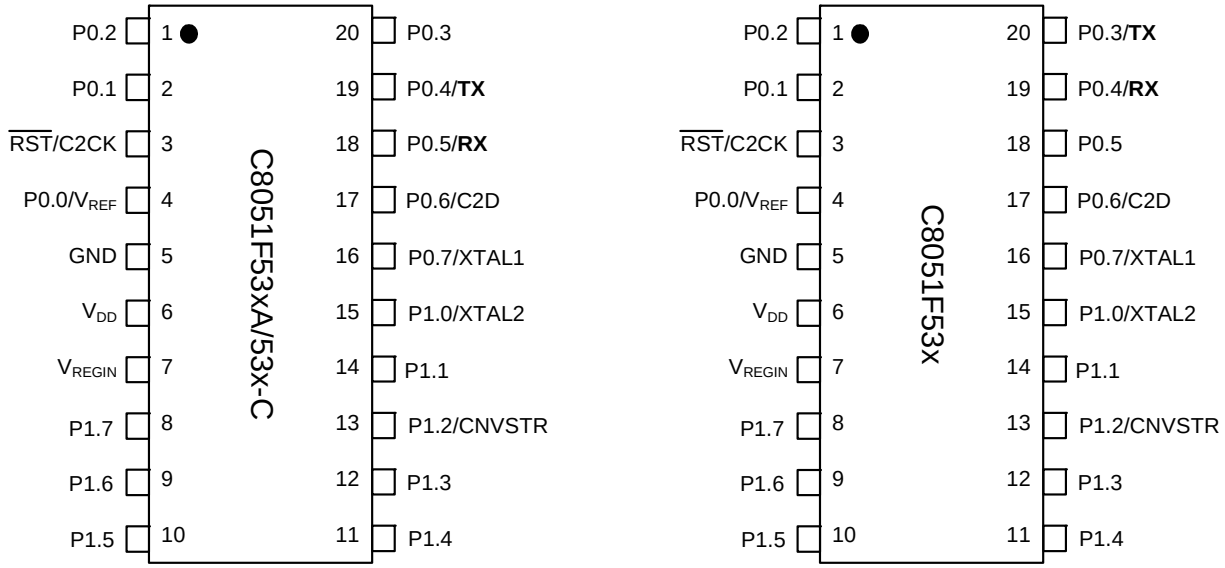

Figure 3.4. TSSOP-20 Pinout Diagram (Top View)

Table 3.4. Pin Definitions for the C8051F53x and C805153xA (TSSOP 20)

Name	Pin Numbers		Type	Description
	'F53xA 'F53x-C	**'F53x**		
P0.2	1	1	D I/O or A In	Port 0.2. See Port I/O Section for a complete description.
P0.1	2	2	D I/O or A In	Port 0.1. See Port I/O Section for a complete description.
$\overline{\text{RST}}$/ C2CK	3	3	D I/O D I/O	Device Reset. Open-drain output of internal POR or V_{DD} monitor. An external source can initiate a system reset by driving this pin low for at least the minimum $\overline{\text{RST}}$ low time to generate a system reset, as defined in Table 2.8 on page 32. A 1 kΩ pullup to V_{REGIN} is recommended. See Reset Sources Section for a complete description. Clock signal for the C2 Debug Interface.
P0.0/ V_{REF}	4	4	D I/O or A In A O or D In	Port 0.0. See Port I/O Section for a complete description. External V_{REF} Input. See V_{REF} Section.
GND	5	5		Ground.
V_{DD}	6	6		Core Supply Voltage.
***Note:** Please refer to Section "20. Device Specific Behavior" on page 210.				

Table 3.4. Pin Definitions for the C8051F53x and C805153xA (TSSOP 20) (Continued)

Name	Pin Numbers		Type	Description
	'F53xA 'F53x-C	'F53x		
P0.4/TX*	19	—	D I/O or A In	Port 0.4. See Port I/O Section for a complete description.
P0.4/RX*	—	19	D I/O or A In	Port 0.4. See Port I/O Section for a complete description.
P0.3	20	—	D I/O or A In	Port 0.3. See Port I/O Section for a complete description.
P0.3/TX*	—	20	D I/O or A In	Port 0.3. See Port I/O Section for a complete description.
***Note:** Please refer to Section "20. Device Specific Behavior" on page 210.				

6. Voltage Regulator (REG0)

C8051F52x/F52xA/F53x/F53xAdevices include an on-chip low dropout voltage regulator (REG0). The input to REG0 at the V_{REGIN} pin can be as high as 5.25 V. The output can be selected by software to 2.1 V or 2.6 V. When enabled, the output of REG0 appears on the V_{DD} pin, powers the microcontroller core, and can be used to power external devices. On reset, REG0 is enabled and can be disabled by software.

The input (V_{REGIN}) and output (V_{DD}) of the voltage regulator should both be bypassed with a large capacitor (4.7 µF + 0.1 µF) to ground. These capacitors are required for regulator stability, and will eliminate power spikes and provide any immediate power required by the microcontroller. The settling time associated with the voltage regulator is shown in Table 2.6 on page 30.

Important Note: The bypass capacitors are required for the stability of the voltage regulator.

The voltage regulator can also generate an interrupt (if enabled by EREG0, EIE1.6) that is triggered whenever the V_{REGIN} input voltage drops below the dropout threshold (see Table 2.6 on page 30). This dropout interrupt has no pending flag. The recommended procedure to use the interrupt is as follows:

1. Wait enough time to ensure the V_{REGIN} input voltage is stable.
2. Enable the dropout interrupt (EREG0, EIE1.6) and select the proper priority (PREG0, EIP1.6).
3. If triggered, disable the interrupt in the Interrupt Service Routine (clear EREG0, EIE1.6) and execute all necessary procedures to put the system in “safe mode,” leaving the interrupt disabled.
4. The main application, now running in safe mode, should regularly check the DROPOUT bit (REG0CN.0). Once it is cleared by the regulator hardware, the application can re-enable the interrupt (EREG0, EIE1.6) and return to normal mode operation.

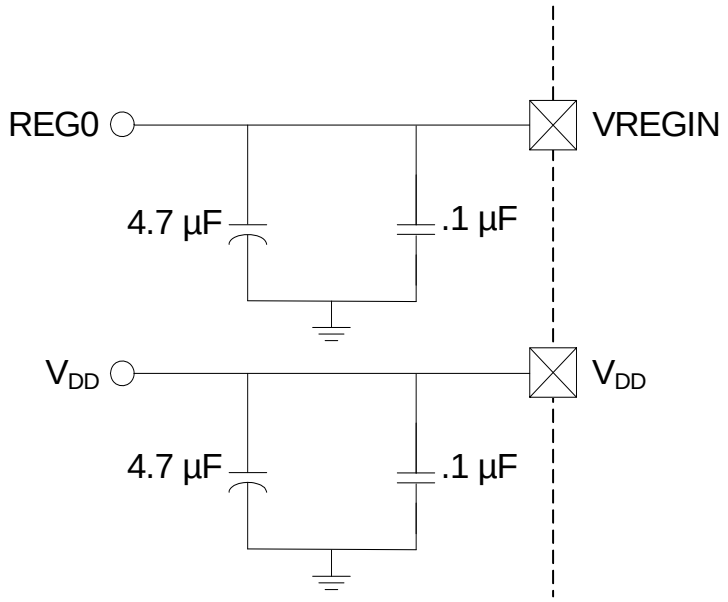

Figure 6.1. External Capacitors for Voltage Regulator Input/Output

SFR Definition 7.2. CPT0MX: Comparator0 MUX Selection

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
CMX0N3	CMX0N2	CMX0N1	CMX0N0	CMX0P3	CMX0P2	CMX0P1	CMX0P0	01110111
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	SFR Address: 0x9F

Bits7–4: **CMX0N3–CMX0N0**: Comparator0 Negative Input MUX Select.
These bits select which Port pin is used as the Comparator0 negative input.

CMX0N3	CMX0N2	CMX0N1	CMX0N0	Negative Input
0	0	0	0	P0.1
0	0	0	1	P0.3
0	0	1	0	P0.5
0	0	1	1	P0.7*
0	1	0	0	P1.1*
0	1	0	1	P1.3*
0	1	1	0	P1.5*
0	1	1	1	P1.7*

***Note:** Available only on the C8051F53x/53xA devices

Bits1–0: **CMX0P3–CMX0P0**: Comparator0 Positive Input MUX Select.
These bits select which Port pin is used as the Comparator0 positive input.

CMX0P3	CMX0P2	CMX0P1	CMX0P0	Positive Input
0	0	0	0	P0.0
0	0	0	1	P0.2
0	0	1	0	P0.4
0	0	1	1	P0.6*
0	1	0	0	P1.0*
0	1	0	1	P1.2*
0	1	1	0	P1.4*
0	1	1	1	P1.6*

***Note:** Available only on the C8051F53x/53xA devices.

Table 8.1. CIP-51 Instruction Set Summary (Continued)

Mnemonic	Description	Bytes	Clock Cycles
Boolean Manipulation			
CLR C	Clear Carry	1	1
CLR bit	Clear direct bit	2	2
SETB C	Set Carry	1	1
SETB bit	Set direct bit	2	2
CPL C	Complement Carry	1	1
CPL bit	Complement direct bit	2	2
ANL C, bit	AND direct bit to Carry	2	2
ANL C, /bit	AND complement of direct bit to Carry	2	2
ORL C, bit	OR direct bit to carry	2	2
ORL C, /bit	OR complement of direct bit to Carry	2	2
MOV C, bit	Move direct bit to Carry	2	2
MOV bit, C	Move Carry to direct bit	2	2
JC rel	Jump if Carry is set	2	2/3
JNC rel	Jump if Carry is not set	2	2/3
JB bit, rel	Jump if direct bit is set	3	3/4
JNB bit, rel	Jump if direct bit is not set	3	3/4
JBC bit, rel	Jump if direct bit is set and clear bit	3	3/4
Program Branching			
ACALL addr11	Absolute subroutine call	2	3
LCALL addr16	Long subroutine call	3	4
RET	Return from subroutine	1	5
RETI	Return from interrupt	1	5
AJMP addr11	Absolute jump	2	3
LJMP addr16	Long jump	3	4
SJMP rel	Short jump (relative address)	2	3
JMP @A+DPTR	Jump indirect relative to DPTR	1	3
JZ rel	Jump if A equals zero	2	2/3
JNZ rel	Jump if A does not equal zero	2	2/3
CJNE A, direct, rel	Compare direct byte to A and jump if not equal	3	4/5
CJNE A, #data, rel	Compare immediate to A and jump if not equal	3	3/4
CJNE Rn, #data, rel	Compare immediate to Register and jump if not equal	3	3/4
CJNE @Ri, #data, rel	Compare immediate to indirect and jump if not equal	3	4/5
DJNZ Rn, rel	Decrement Register and jump if not zero	2	2/3
DJNZ direct, rel	Decrement direct byte and jump if not zero	3	3/4
NOP	No operation	1	1

SFR Definition 10.3. EIE1: Extended Interrupt Enable 1

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
EMAT	EREG0	ELIN	ECPR	ECPF	EPCA0	EADC0	EWADC0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xE6

Bit7: **EMAT**: Enable Port Match Interrupt.
This bit sets the masking of the Port Match interrupt.
0: Disable the Port Match interrupt.
1: Enable the Port Match interrupt.

Bit6: **EREG0**: Enable Voltage Regulator Interrupt.
This bit sets the masking of the Voltage Regulator Dropout interrupt.
0: Disable the Voltage Regulator Dropout interrupt.
1: Enable the Voltage Regulator Dropout interrupt.

Bit5: **ELIN**: Enable LIN Interrupt.
This bit sets the masking of the LIN interrupt.
0: Disable LIN interrupts.
1: Enable LIN interrupt requests.

Bit4: **ECPR**: Enable Comparator 0 Rising Edge Interrupt
This bit sets the masking of the CP0 Rising Edge interrupt.
0: Disable CP0 Rising Edge Interrupt.
1: Enable CP0 Rising Edge Interrupt.

Bit3: **ECPF**: Enable Comparator 0 Falling Edge Interrupt
This bit sets the masking of the CP0 Falling Edge interrupt.
0: Disable CP0 Falling Edge Interrupt.
1: Enable CP0 Falling Edge Interrupt.

Bit2: **EPCA0**: Enable Programmable Counter Array (PCA0) Interrupt.
This bit sets the masking of the PCA0 interrupts.
0: Disable all PCA0 interrupts.
1: Enable interrupt requests generated by PCA0.

Bit1: **EADC0**: Enable ADC0 Conversion Complete Interrupt.
This bit sets the masking of the ADC0 Conversion Complete interrupt.
0: Disable ADC0 Conversion Complete interrupt.
1: Enable interrupt requests generated by the AD0INT flag.

Bit0: **EWADC0**: Enable ADC0 Window Comparison Interrupt.
This bit sets the masking of the ADC0 Window Comparison interrupt.
0: Disable ADC0 Window Comparison interrupt.
1: Enable interrupt requests generated by the AD0WINT flag.

SFR Definition 10.5. IT01CF: INT0/INT1 Configuration

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
IN1PL	IN1SL2	IN1SL1	IN1SL0	IN0PL	IN0SL2	IN0SL1	IN0SL0	00000001
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xE4

Note: Refer to SFR Definition 18.1. "TCON: Timer Control" on page 186 for INT0/1 edge- or level-sensitive interrupt selection.

Bit 7: **IN1PL**: $\overline{\text{INT0}}$ Polarity
0: $\overline{\text{INT0}}$ input is active low.
1: $\overline{\text{INT0}}$ input is active high.

Bits 6–4: **IN1SL2–0**: $\overline{\text{INT0}}$ Port Pin Selection Bits
These bits select which Port pin is assigned to $\overline{\text{INT0}}$. Note that this pin assignment is independent of the Crossbar; $\overline{\text{INT0}}$ will monitor the assigned Port pin without disturbing the peripheral that has been assigned the Port pin via the Crossbar. The Crossbar will not assign the Port pin to a peripheral if it is configured to skip the selected pin (accomplished by setting to 1 the corresponding bit in register P0SKIP).

IN1SL2-0	$\overline{\text{INT1}}$ Port Pin
000	P0.0
001	P0.1
010	P0.2
011	P0.3
100	P0.4
101	P0.5
110	P0.6*
111	P0.7*
Note: Available in the C80151F53x/C8051F53xA parts.	

Bit 3: **IN0PL**: $\overline{\text{INT0}}$ Polarity
0: $\overline{\text{INT0}}$ interrupt is active low.
1: $\overline{\text{INT0}}$ interrupt is active high.

Bits 2–0: **INT0SL2–0**: $\overline{\text{INT0}}$ Port Pin Selection Bits
These bits select which Port pin is assigned to $\overline{\text{INT0}}$. Note that this pin assignment is independent of the Crossbar. $\overline{\text{INT0}}$ will monitor the assigned Port pin without disturbing the peripheral that has been assigned the Port pin via the Crossbar. The Crossbar will not assign the Port pin to a peripheral if it is configured to skip the selected pin (accomplished by setting to 1 the corresponding bit in register P0SKIP).

IN0SL2-0	$\overline{\text{INT0}}$ Port Pin
000	P0.0
001	P0.1
010	P0.2
011	P0.3
100	P0.4
101	P0.5
110	P0.6*
111	P0.7*
Note: Available in the C80151F53x/C8051F53xA parts.	

15.3. Multiprocessor Communications

9-Bit UART mode supports multiprocessor communication between a master processor and one or more slave processors by special use of the ninth data bit. When a master processor wants to transmit to one or more slaves, it first sends an address byte to select the target(s). An address byte differs from a data byte in that its ninth bit is logic 1; in a data byte, the ninth bit is always set to logic 0.

Setting the MCE0 bit (SCON0.5) of a slave processor configures its UART such that when a stop bit is received, the UART will generate an interrupt only if the ninth bit is logic 1 (RB80 = 1) signifying an address byte has been received. In the UART interrupt handler, software will compare the received address with the slave's own assigned 8-bit address. If the addresses match, the slave will clear its MCE0 bit to enable interrupts on the reception of the following data byte(s). Slaves that weren't addressed leave their MCE0 bits set and do not generate interrupts on the reception of the following data bytes, thereby ignoring the data. Once the entire message is received, the addressed slave resets its MCE0 bit to ignore all transmissions until it receives the next address byte.

Multiple addresses can be assigned to a single slave and/or a single address can be assigned to multiple slaves, thereby enabling "broadcast" transmissions to more than one slave simultaneously. The master processor can be configured to receive all transmissions or a protocol can be implemented such that the master/slave role is temporarily reversed to enable half-duplex transmission between the original master and slave(s).

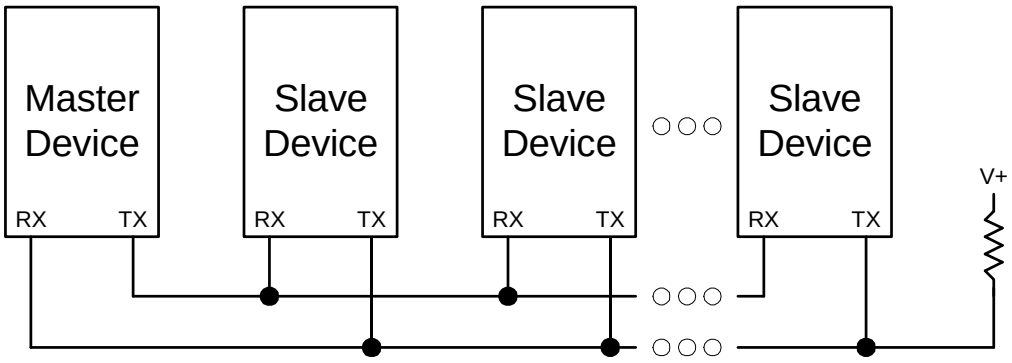

Figure 15.6. UART Multi-Processor Mode Interconnect Diagram

SFR Definition 16.3. SPI0CKR: SPI0 Clock Rate

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
SCR7	SCR6	SCR5	SCR4	SCR3	SCR2	SCR1	SCR0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xA2

Bits7–0: **SCR7–SCR0**: SPI0 Clock Rate.
These bits determine the frequency of the SCK output when the SPI0 module is configured for master mode operation. The SCK clock frequency is a divided version of the system clock, and is given in the following equation, where *SYSCLK* is the system clock frequency and *SPI0CKR* is the 8-bit value held in the SPI0CKR register.

$$f_{SCK} = \frac{SYSCLK}{2 \times (SPI0CKR + 1)}$$

for 0 <= SPI0CKR <= 255

Example: If SYSCLK = 2 MHz and SPI0CKR = 0x04,

$$f_{SCK} = \frac{2000000}{2 \times (4 + 1)}$$

$$f_{SCK} = 200kHz$$

17. LIN (C8051F520/0A/3/3A/6/6A and C8051F530/0A/3/3A/6/6A)

Important Note: This chapter assumes an understanding of the Local Interconnect Network (LIN) protocol. For more information about the LIN protocol, including specifications, please refer to the LIN consortium (http://www.lin-subbus.org/).

LIN is an asynchronous, serial communications interface used primarily in automotive networks. The Silicon Laboratories LIN controller is compliant to the 2.1 Specification, implements a complete hardware LIN interface, and includes the following features:

- Selectable Master and Slave modes.
- Automatic baud rate option in slave mode
- The internal oscillator is accurate to within 0.5% of 24.5 MHz across the entire temperature range and for VDD voltages greater than or equal to the minimum output of the on-chip voltage regulator, so an external oscillator is not necessary for master mode operation for most systems.

Note: The minimum system clock (SYSCLK) required when using the LIN peripheral is 8 MHz.

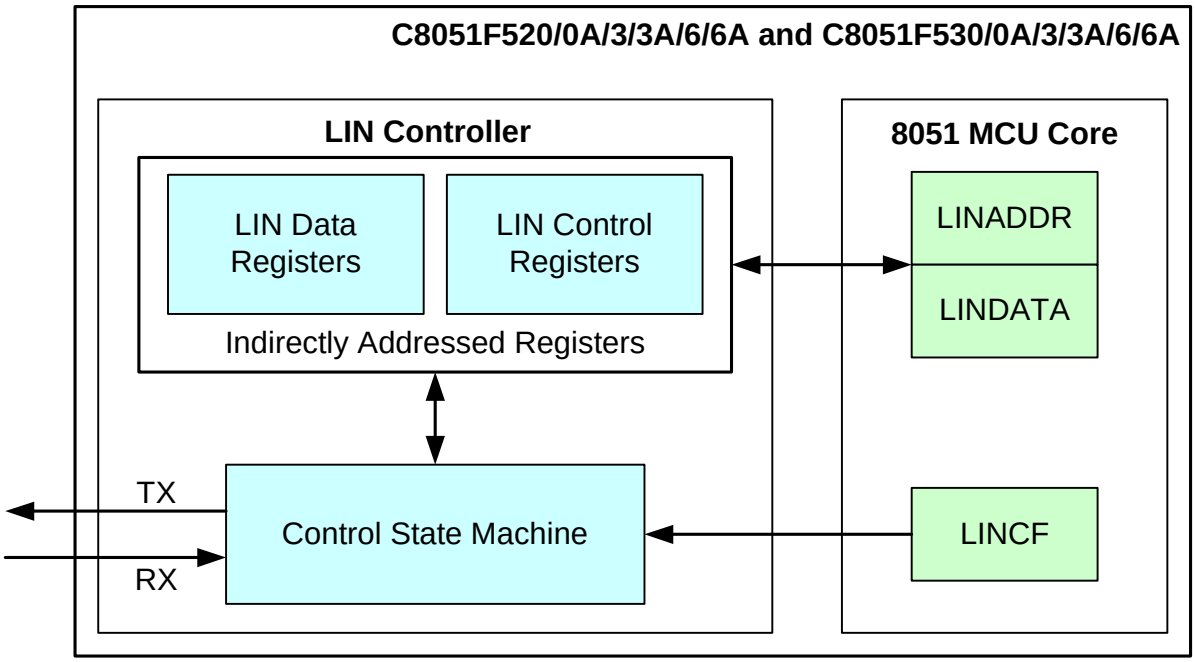

Figure 17.1. LIN Block Diagram

The LIN peripheral has four main components:

1. LIN Access Registers—Provide the interface between the MCU core and the LIN peripheral.
2. LIN Data Registers—Where transmitted and received message data bytes are stored.
3. LIN Control Registers—Control the functionality of the LIN interface.
4. Control State Machine and Bit Streaming Logic—Contains the hardware that serializes messages and controls the bus timing of the controller.

SFR Definition 17.14. LIN0ERR: LIN0 ERROR Register

R	R	R	R	R	R	R	R	Reset Value
			SYNCH	PRTY	TOUT	CHK	BITERR	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

Address: 0x0A (indirect)

Bits7–5: **UNUSED**. Read = 000b. Write = don't care.

Bit4: **SYNCH**: Synchronization Error Bit (**slave mode only**).
0: No error with the SYNCH FIELD has been detected.
1: Edges of the SYNCH FIELD are outside of the maximum tolerance.

Bit3: **PRTY**: Parity Error Bit (**slave mode only**).
0: No parity error has been detected.
1: A parity error has been detected.

Bit2: **TOUT**: Timeout Error Bit.
0: A timeout error has not been detected.
1: A timeout error has been detected. This error is detected whenever one of the following conditions is met:
•The master is expecting data from a slave and the slave does not respond.
•The slave is expecting data but no data is transmitted on the bus.
•A frame is not finished within the maximum frame length.
•The application does not set the DTACK bit (LIN0CTRL.4) or STOP bit (LIN0CTRL.7) until the end of the reception of the first byte after the identifier.

Bit1: **CHK**: Checksum Error Bit.
0: Checksum error has not been detected.
1: Checksum error has been detected.

Bit0: **BITERR**: Bit Transmission Error Bit.
0: No error in transmission has been detected.
1: The bit value monitored during transmission is different than the bit value sent.

18.1.2. Mode 1: 16-bit Counter/Timer

Mode 1 operation is the same as Mode 0, except that the counter/timer registers use all 16 bits. The counter/timers are enabled and configured in Mode 1 in the same manner as for Mode 0.

18.1.3. Mode 2: 8-bit Counter/Timer with Auto-Reload

Mode 2 configures Timer 0 and Timer 1 to operate as 8-bit counter/timers with automatic reload of the start value. TL0 holds the count and TH0 holds the reload value. When the counter in TL0 overflows from all ones to 0x00, the timer overflow flag TF0 (TCON.5) is set and the counter in TL0 is reloaded from TH0. If Timer 0 interrupts are enabled, an interrupt will occur when the TF0 flag is set. The reload value in TH0 is not changed. TL0 must be initialized to the desired value before enabling the timer for the first count to be correct. When in Mode 2, Timer 1 operates identically to Timer 0.

Both counter/timers are enabled and configured in Mode 2 in the same manner as Mode 0. Setting the TR0 bit (TCON.4) enables the timer when either GATE0 (TMOD.3) is logic 0 or when the input signal INT0 is active as defined by bit IN0PL in register IT01CF (see Section “10.5. External Interrupts” on page 104 for details on the external input signals INT0 and INT0).

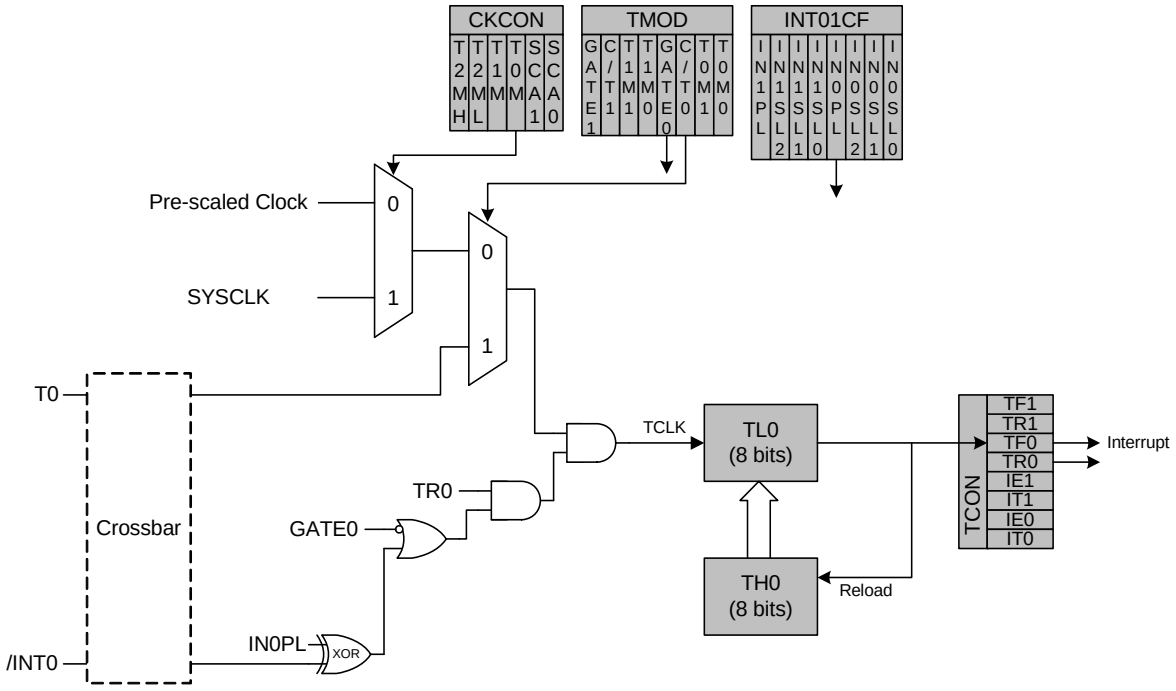

Figure 18.2. T0 Mode 2 Block Diagram

SFR Definition 18.8. TMR2CN: Timer 2 Control

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
TF2H	TF2L	TF2LEN	TF2CEN	T2SPLIT	TR2	—	T2XCLK	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	Bit Addressable
							SFR Address:	0xC8

Bit7: **TF2H**: Timer 2 High Byte Overflow Flag.
Set by hardware when the Timer 2 high byte overflows from 0xFF to 0x00. In 16 bit mode, this will occur when Timer 2 overflows from 0xFFFF to 0x0000. When the Timer 2 interrupt is enabled, setting this bit causes the CPU to vector to the Timer 2 interrupt service routine. TF2H is not automatically cleared by hardware and must be cleared by software.

Bit6: **TF2L**: Timer 2 Low Byte Overflow Flag.
Set by hardware when the Timer 2 low byte overflows from 0xFF to 0x00. When this bit is set, an interrupt will be generated if TF2LEN is set and Timer 2 interrupts are enabled. TF2L will set when the low byte overflows regardless of the Timer 2 mode. This bit is not automatically cleared by hardware.

Bit5: **TF2LEN**: Timer 2 Low Byte Interrupt Enable.
This bit enables/disables Timer 2 Low Byte interrupts. If TF2LEN is set and Timer 2 interrupts are enabled, an interrupt will be generated when the low byte of Timer 2 overflows. This bit should be cleared when operating Timer 2 in 16-bit mode.
0: Timer 2 Low Byte interrupts disabled.
1: Timer 2 Low Byte interrupts enabled.

Bit4: **TF2CEN**. Timer 2 Capture Enable.
0: Timer 2 capture mode disabled.
1: Timer 2 capture mode enabled.

Bit3: **T2SPLIT**: Timer 2 Split Mode Enable.
When this bit is set, Timer 2 operates as two 8-bit timers with auto-reload.
0: Timer 2 operates in 16-bit auto-reload mode.
1: Timer 2 operates as two 8-bit auto-reload timers.

Bit2: **TR2**: Timer 2 Run Control.
This bit enables/disables Timer 2. In 8-bit mode, this bit enables/disables TMR2H only; TMR2L is always enabled in this mode.
0: Timer 2 disabled.
1: Timer 2 enabled.

Bit1: **Unused**. Read = 0b. Write = don't care.

Bit0: **T2XCLK**: Timer 2 External Clock Select.
This bit selects the external clock source for Timer 2. If Timer 2 is in 8-bit mode, this bit selects the external oscillator clock source for both timer bytes. However, the Timer 2 Clock Select bits (T2MH and T2ML in register CKCON) may still be used to select between the external clock and the system clock for either timer.
0: Timer 2 external clock selection is the system clock divided by 12.
1: Timer 2 external clock selection is the external clock divided by 8.

SFR Definition 18.9. TMR2RLL: Timer 2 Reload Register Low Byte

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xCA

Bits7–0: **TMR2RLL**: Timer 2 Reload Register Low Byte.
TMR2RLL holds the low byte of the reload value for Timer 2.

SFR Definition 18.10. TMR2RLH: Timer 2 Reload Register High Byte

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xCB

Bits7–0: **TMR2RLH**: Timer 2 Reload Register High Byte.
The TMR2RLH holds the high byte of the reload value for Timer 2.

SFR Definition 18.11. TMR2L: Timer 2 Low Byte

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xCC

Bits7–0: **TMR2L**: Timer 2 Low Byte.
In 16-bit mode, the TMR2L register contains the low byte of the 16-bit Timer 2. In 8-bit mode, TMR2L contains the 8-bit low byte timer value.

SFR Definition 18.12. TMR2H Timer 2 High Byte

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xCD

Bits7–0: **TMR2H**: Timer 2 High Byte.
In 16-bit mode, the TMR2H register contains the high byte of the 16-bit Timer 2. In 8-bit mode, TMR2H contains the 8-bit high byte timer value.

19.4. Register Descriptions for PCA

Following are detailed descriptions of the special function registers related to the operation of the PCA.

SFR Definition 19.1. PCA0CN: PCA Control

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
CF	CR	Reserved	Reserved	Reserved	CCF2	CCF1	CCF0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	Bit Addressable

SFR Address: 0xD8

Bit7: **CF**: PCA Counter/Timer Overflow Flag.
Set by hardware when the PCA Counter/Timer overflows from 0xFFFF to 0x0000. When the Counter/Timer Overflow (CF) interrupt is enabled, setting this bit causes the CPU to vector to the PCA interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit6: **CR**: PCA Counter/Timer Run Control.
This bit enables/disables the PCA Counter/Timer.
0: PCA Counter/Timer disabled.
1: PCA Counter/Timer enabled.

Bits5–3: **Reserved**.

Bit2: **CCF2**: PCA Module 2 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF2 interrupt is enabled, setting this bit causes the CPU to vector to the PCA interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit1: **CCF1**: PCA Module 1 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF1 interrupt is enabled, setting this bit causes the CPU to vector to the PCA interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit0: **CCF0**: PCA Module 0 Capture/Compare Flag.
This bit is set by hardware when a match or capture occurs. When the CCF0 interrupt is enabled, setting this bit causes the CPU to vector to the PCA interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.