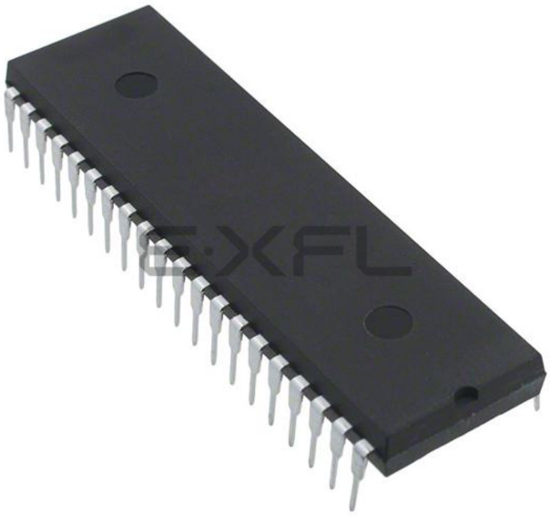


Welcome to E-XFL.COM

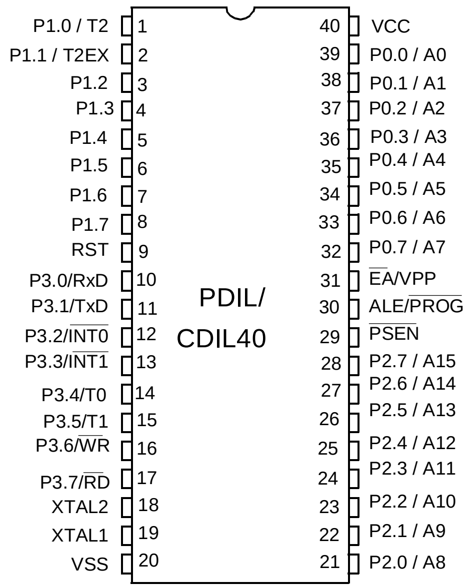
What is "Embedded - Microcontrollers"?

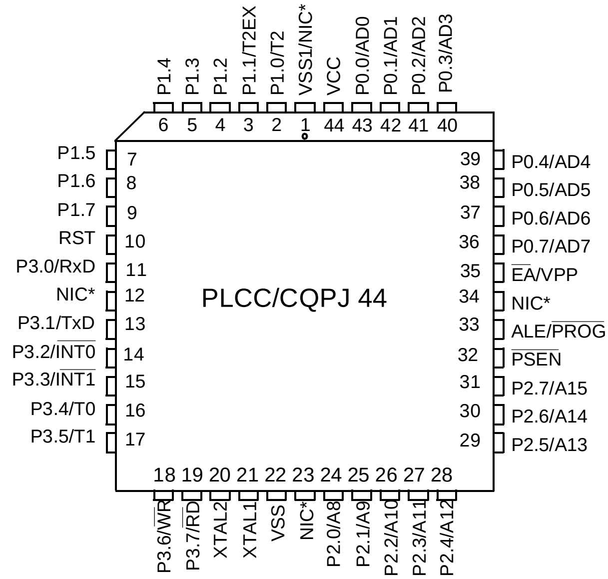
"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" 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.

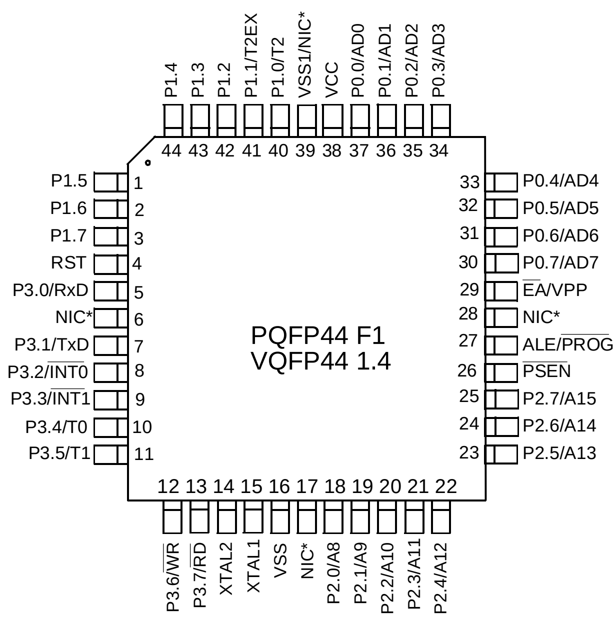
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	80C51
Core Size	8-Bit
Speed	30/20MHz
Connectivity	UART/USART
Peripherals	POR, WDT
Number of I/O	32
Program Memory Size	16KB (16K x 8)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP (0.600", 15.24mm)
Supplier Device Package	40-PDIL
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/at87c54x2-3csul

5. Pin Configuration







*NIC: No Internal Connection

Table 5-1. Pin Description for 40/44 pin packages

MNEMONIC	PIN NUMBER DIL	LCC	VQFP 1.4	TYPE	Name And Function
V_{SS}	20	22	16	I	**Ground:** 0V reference
Vss1		1	39	I	Optional Ground: **Contact the Sales Office for ground connection.**
V_{CC}	40	44	38	I	**Power Supply:** This is the power supply voltage for normal, idle and power-down operation
P0.0-P0.7	39-32	43-36	37-30	I/O	**Port 0**: Port 0 is an open-drain, bidirectional I/O port. Port 0 pins that have 1s written to them float and can be used as high impedance inputs. Port 0 pins must be polarized to Vcc or Vss in order to prevent any parasitic current consumption. Port 0 is also the multiplexed low-order address and data bus during access to external program and data memory. In this application, it uses strong internal pull-up when emitting 1s. Port 0 also inputs the code bytes during EPROM programming. External pull-ups are required during program verification during which P0 outputs the code bytes.
P1.0-P1.7	1-8	2-9	40-44 1-3	I/O	Port 1: Port 1 is an 8-bit bidirectional I/O port with internal pull-ups. Port 1 pins that have 1s written to them are pulled high by the internal pull-ups and can be used as inputs. As inputs, Port 1 pins that are externally pulled low will source current because of the internal pull-ups. Port 1 also receives the low-order address byte during memory programming and verification. Alternate functions for Port 1 include:
	1	2	40	I/O	**T2 (P1.0):** Timer/Counter 2 external count input/Clockout
	2	3	41	I	**T2EX (P1.1):** Timer/Counter 2 Reload/Capture/Direction Control
P2.0-P2.7	21-28	24-31	18-25	I/O	**Port 2**: Port 2 is an 8-bit bidirectional I/O port with internal pull-ups. Port 2 pins that have 1s written to them are pulled high by the internal pull-ups and can be used as inputs. As inputs, Port 2 pins that are externally pulled low will source current because of the internal pull-ups. Port 2 emits the high-order address byte during fetches from external program memory and during accesses to external data memory that use 16-bit addresses (MOVX @DPTR).In this application, it uses strong internal pull-ups emitting 1s. During accesses to external data memory that use 8-bit addresses (MOVX @Ri), port 2 emits the contents of the P2 SFR. Some Port 2 pins receive the high order address bits during EPROM programming and verification: P2.0 to P2.5 for A8 to A13
P3.0-P3.7	10-17	11, 13-19	5, 7-13	I/O	**Port 3:** Port 3 is an 8-bit bidirectional I/O port with internal pull-ups. Port 3 pins that have 1s written to them are pulled high by the internal pull-ups and can be used as inputs. As inputs, Port 3 pins that are externally pulled low will source current because of the internal pull-ups. Some Port 3 pin P3.4 receive the high order address bits during EPROM programming and verification for TS8xC58X2 devices. Port 3 also serves the special features of the 80C51 family, as listed below.
	10	11	5	I	**RXD (P3.0):** Serial input port
	11	13	7	O	**TXD (P3.1):** Serial output port
	12	14	8	I	**$\overline{\text{INT0}}$ (P3.2):** External interrupt 0
	13	15	9	I	**$\overline{\text{INT1}}$ (P3.3):** External interrupt 1
	14	16	10	I	**T0 (P3.4):** Timer 0 external input
	15	17	11	I	**T1 (P3.5):** Timer 1 external input
	16	18	12	O	**$\overline{\text{WR}}$ (P3.6):** External data memory write strobe
	17	19	13	O	**$\overline{\text{RD}}$ (P3.7):** External data memory read strobe P3.4 also receives A14 during TS87C58X2 EPROM Programming.
Reset	9	10	4	I	**Reset:** A high on this pin for two machine cycles while the oscillator is running, resets the device. An internal diffused resistor to V_{SS} permits a power-on reset using only an external capacitor to $V_{CC.}$

6. TS80C54/58X2 Enhanced Features

In comparison to the original 80C52, the TS80C54/58X2 implements some new features, which are:

- The X2 option.
- The Dual Data Pointer.
- 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 TS80C54/58X2 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 6-2. 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 6-2. shows the mode switching waveforms.

Figure 6-1. Clock Generation Diagram

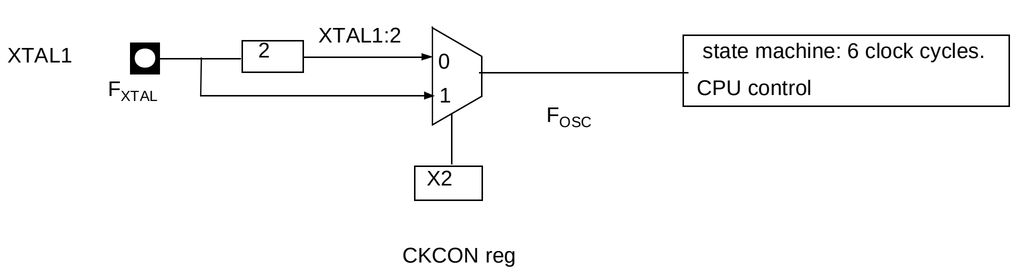


Table 6-1. CKCON Register
CKCON - Clock Control Register (8Fh)

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.com)

7.1 Application

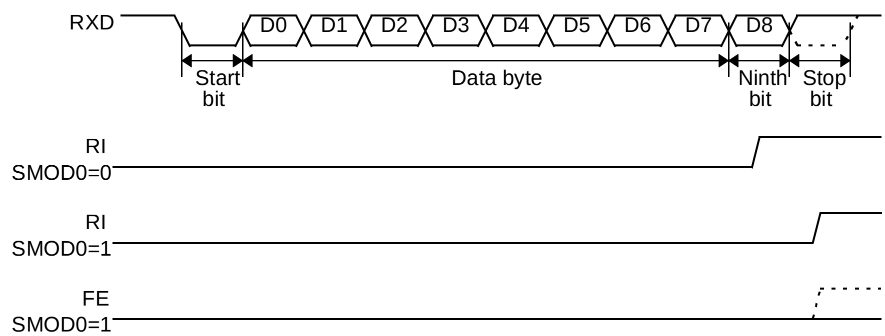
Software can take advantage of the additional data pointers to both increase speed and reduce code size, for example, block operations (copy, compare, search ...) are well served by using one data pointer as a 'source' pointer and the other one as a "destination" pointer.

ASSEMBLY LANGUAGE

```
; Block move using dual data pointers
; Destroys DPTR0, DPTR1, A and PSW
; note: DPS exits opposite of entry state
; unless an extra INC AUXR1 is added
;
00A2                AUXR1 EQU 0A2H
;
0000  909000        MOV   DPTR,#SOURCE    ; address of SOURCE
0003  05A2          INC   AUXR1           ; switch data pointers
0005  90A000        MOV   DPTR,#DEST      ; address of DEST
0008                LOOP:
0008  05A2          INC   AUXR1           ; switch data pointers
000A  E0            MOVX A,@DPTR          ; get a byte from SOURCE
000B  A3            INC   DPTR            ; increment SOURCE address
000C  05A2          INC   AUXR1           ; switch data pointers
000E  F0            MOVX  @DPTR,A         ; write the byte to DEST
000F  A3            INC   DPTR            ; increment DEST address
0010  70F6          JNZ   LOOP            ; check for 0 terminator
0012  05A2          INC   AUXR1           ; (optional) restore DPS
```

INC is a short (2 bytes) and fast (12 clocks) way to manipulate the DPS bit in the AUXR1 SFR. However, note that the INC instruction does not directly force the DPS bit to a particular state, but simply toggles it. In simple routines, such as the block move example, only the fact that DPS is toggled in the proper sequence matters, not its actual value. In other words, the block move routine works the same whether DPS is '0' or '1' on entry. Observe that without the last instruction (INC AUXR1), the routine will exit with DPS in the opposite state.

Figure 9-3. UART Timings in Modes 2 and 3



9.1.1 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).

9.1.2 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      1111 0001b
           SADEN      1111 1010b
           Given      1111 0X0Xb

Slave B:   SADDR      1111 0011b
           SADEN      1111 1001b
           Given      1111 0XX1b

Slave C:   SADDR      1111 0010b
           SADEN      1111 1101b
           Given      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`).

9.1.3 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.:

```
           SADDR            0101 0110b
           SADEN            1111 1100b
Broadcast =SADDR OR SADEN   1111 111Xb
```

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      1111 0001b
           SADEN      1111 1010b
           Broadcast  1111 1X11b,

Slave B:   SADDR      1111 0011b
           SADEN      1111 1001b
           Broadcast  1111 1X11B,

Slave C:   SADDR=     1111 0010b
           SADEN      1111 1101b
           Broadcast  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.

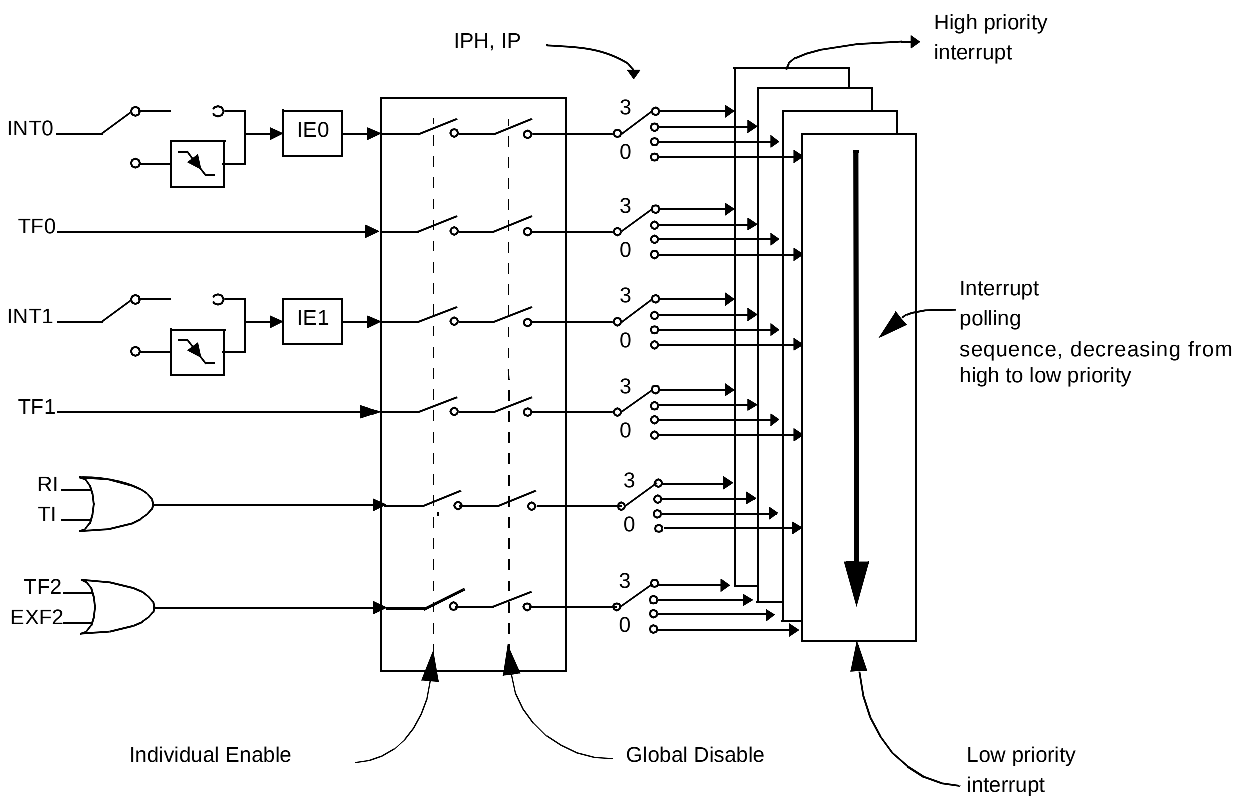
9.1.4 Reset Addresses

On reset, the SADDR and SADEN registers are initialized to 00h, i.e. the given and broadcast addresses are `XXXX XXXXb` (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.

10. Interrupt System

The TS80C54/58X2 has a total of 7 interrupt vectors: two external interrupts ($\overline{INT0}$ and $\overline{INT1}$), three timer interrupts (timers 0, 1 and 2) and the serial port interrupt. These interrupts are shown in Figure 10-1.

Figure 10-1. Interrupt Control System



Each of the interrupt sources can be individually enabled or disabled by setting or clearing a bit in the Interrupt Enable register (See Table 10-2.). This register also contains a global disable bit, which must be cleared to disable all interrupts at once.

Each interrupt source can also be individually programmed to one out of four priority levels by setting or clearing a bit in the Interrupt Priority register (See Table 10-3.) and in the Interrupt Priority High register (See Table 10-4.). shows the bit values and priority levels associated with each combination.

Table 10-1. 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.

11. 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.

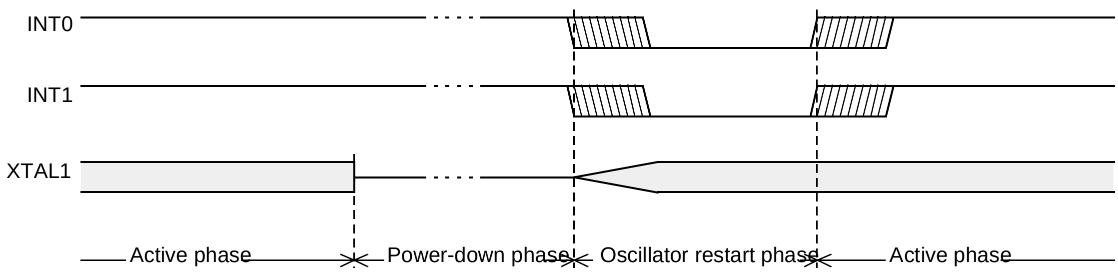
11.1 Power-Down Mode

To save maximum power, a power-down mode can be invoked by software (Refer to Table 9-4., 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 $\overline{\text{INT0}}$ and $\overline{\text{INT1}}$ 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 11-1. 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 TS80C54/58X2 into power-down mode.

Figure 11-1. 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.

Table 11-1. The state of ports during idle and power-down modes

Mode	Program Memory	ALE	PSEN	PORT0	PORT1	PORT2	PORT3
Idle	Internal	1	1	Port Data*	Port Data	Port Data	Port Data
Idle	External	1	1	Floating	Port Data	Address	Port Data
Power Down	Internal	0	0	Port Data*	Port Data	Port Data	Port Data
Power Down	External	0	0	Floating	Port Data	Port Data	Port Data

** Port 0 can force a "zero" level. A "one" Level will leave port floating.*

12. 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.

12.1 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} = 12MHz. To manage this feature, refer to WDTPRG register description, Table 12-2. (SFR0A7h).

Table 12-1. WDTRST Register
WDTRST Address (0A6h)

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

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

13. ONCE^{TM} Mode (ON Chip Emulation)

The ONCE mode facilitates testing and debugging of systems using TS80C54/58X2 without removing the circuit from the board. The ONCE mode is invoked by driving certain pins of the TS80C54/58X2; 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 TS80C54/58X2 is in ONCE mode, an emulator or test CPU can be used to drive the circuit Table 13-1 shows the status of the port pins during ONCE mode.

Normal operation is restored when normal reset is applied.

Table 13-1. 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

14. Power-Off Flag

The power-off flag allows the user to distinguish between a “cold start” reset and a “warm start” reset.

A cold start reset is the one induced by V_{CC} switch-on. A warm start reset occurs while V_{CC} is still applied to the device and could be generated for example by an exit from power-down.

The power-off flag (POF) is located in PCON register (See Table 14-1.). POF is set by hardware when V_{CC} rises from 0 to its nominal voltage. The POF can be set or cleared by software allowing the user to determine the type of reset.

The POF value is only relevant with a Vcc range from 4.5V to 5.5V. For lower Vcc value, reading POF bit will return indeterminate value.

Table 14-1. PCON Register

PCON - Power Control Register (87h)

7	6	5	4	3	2	1	0
SMOD1	**SMOD0**	**-**	**POF**	**GF1**	**GF0**	**PD**	**IDL**

Bit Number	Bit Mnemonic	Description
7	SMOD1	**Serial port Mode bit 1** Set to select double baud rate in mode 1, 2 or 3.
6	SMOD0	**Serial port Mode bit 0** Clear to select SM0 bit in SCON register. Set to to select FE bit in SCON register.
5	-	**Reserved** The value read from this bit is indeterminate. Do not set this bit.
4	POF	**Power-Off Flag** Clear to recognize next reset type. Set by hardware when V_{CC} rises from 0 to its nominal voltage. Can also be set by software.
3	GF1	**General purpose Flag** Cleared by user for general purpose usage. Set by user for general purpose usage.
2	GF0	**General purpose Flag** Cleared by user for general purpose usage. Set by user for general purpose usage.
1	PD	**Power-Down mode bit** Cleared by hardware when reset occurs. Set to enter power-down mode.
0	IDL	**Idle mode bit** Clear by hardware when interrupt or reset occurs. Set to enter idle mode.

Reset Value = 00X1 0000b
Not bit addressable

16. TS80C54/58X2 ROM

16.1 ROM Structure

The TS80C54/58X2 ROM memory is in three different arrays:

- the code array:16/32 Kbytes.
- the encryption array:64 bytes.
- the signature array:4 bytes.

16.2 ROM Lock System

The program Lock system, when programmed, protects the on-chip program against software piracy.

16.2.1 Encryption Array

Within the ROM array are 64 bytes of encryption array that are initially unprogrammed (all FF’s). Every time a byte is addressed during program verify, 6 address lines are used to select a byte of the encryption array. This byte is then exclusive-NOR’ed (XNOR) with the code byte, creating an encrypted verify byte. The algorithm, with the encryption array in the unprogrammed state, will return the code in its original, unmodified form.

When using the encryption array, one important factor needs to be considered. If a byte has the value FFh, verifying the byte will produce the encryption byte value. If a large block (>64 bytes) of code is left unprogrammed, a verification routine will display the content of the encryption array. For this reason all the unused code bytes should be programmed with random values. This will ensure program protection.

16.2.2 Program Lock Bits

The lock bits when programmed according to Table 16-1. will provide different level of protection for the on-chip code and data.

Table 16-1. Program Lock bits

Program Lock Bits				
Security level	LB1	LB2	LB3	Protection Description
1	U	U	U	No program lock features enabled. Code verify will still be encrypted by the encryption array if programmed. MOVC instruction executed from external program memory returns non encrypted data.
2	P	U	U	MOVC instruction executed from external program memory are disabled from fetching code bytes from internal memory, $\overline{EA}$ is sampled and latched on reset.

U: unprogrammed
P: programmed

16.2.3 Signature bytes

The TS80C54/58X2 contains 4 factory programmed signatures bytes. To read these bytes, perform the process described in section 8.3.

16.2.4 Verify Algorithm

Refer to 17.3.4

17. TS87C54/58X2 EPROM

17.1 EPROM Structure

The TS87C54/58X2 EPROM is divided in two different arrays:

- the code array:16/32 Kbytes.
- the encryption array:64 bytes.
- In addition a third non programmable array is implemented:
- the signature array: 4 bytes.

17.2 EPROM Lock System

The program Lock system, when programmed, protects the on-chip program against software piracy.

17.2.1 Encryption Array

Within the EPROM array are 64 bytes of encryption array that are initially unprogrammed (all FF's). Every time a byte is addressed during program verify, 6 address lines are used to select a byte of the encryption array. This byte is then exclusive-NOR'ed (XNOR) with the code byte, creating an encrypted verify byte. The algorithm, with the encryption array in the unprogrammed state, will return the code in its original, unmodified form.

When using the encryption array, one important factor needs to be considered. If a byte has the value FFh, verifying the byte will produce the encryption byte value. If a large block (>64 bytes) of code is left unprogrammed, a verification routine will display the content of the encryption array. For this reason all the unused code bytes should be programmed with random values. This will ensure program protection.

17.2.2 Program Lock Bits

The three lock bits, when programmed according to Table 17-1., will provide different level of protection for the on-chip code and data.

Table 17-1. Program Lock bits

Program Lock Bits				
Security level	LB1	LB2	LB3	Protection Description
1	U	U	U	No program lock features enabled. Code verify will still be encrypted by the encryption array if programmed. MOVC instruction executed from external program memory returns non encrypted data.
2	P	U	U	MOVC instruction executed from external program memory are disabled from fetching code bytes from internal memory, $\overline{EA}$ is sampled and latched on reset, and further programming of the EPROM is disabled.
3	U	P	U	Same as 2, also verify is disabled.
4	U	U	P	Same as 3, also external execution is disabled.

U: unprogrammed,
P: programmed

WARNING: Security level 2 and 3 should only be programmed after EPROM and Core verification.

17.2.3 Signature bytes

The TS87C54/58X2 contains 4 factory programmed signatures bytes. To read these bytes, perform the process described in section 8.3.

17.3 EPROM Programming

17.3.1 Set-up modes

In order to program and verify the EPROM or to read the signature bytes, the TS87C54/58X2 is placed in specific set-up modes (See Figure 17-1.).

Control and program signals must be held at the levels indicated in Table 17-2.

17.3.2 Definition of terms

Address Lines:P1.0-P1.7, P2.0-P2.5, P3.4 respectively for A0-A14 (P2.5 (A13) for TS87C54X2, P3.4 (A14) for TS87C58X2).

Data Lines:P0.0-P0.7 for D0-D7

Control Signals:RST, $\overline{\text{PSEN}}$, P2.6, P2.7, P3.3, P3.6, P3.7.

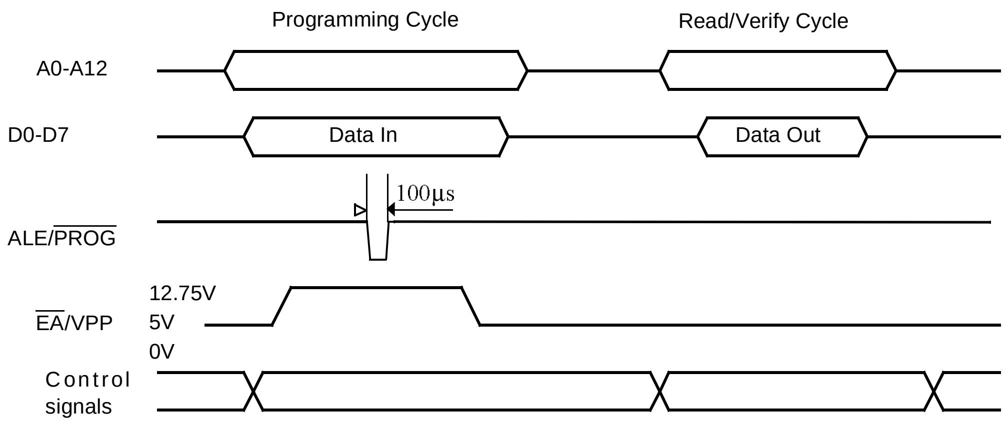
Program Signals:ALE/$\overline{\text{PROG}}$, $\overline{\text{EA}}$/VPP.

Table 17-2. EPROM Set-Up Modes

Mode	RST	PSEN	ALE/$\overline{\text{PROG}}$	$\overline{\text{EA}}$/VPP	P2.6	P2.7	P3.3	P3.6	P3.7
Program Code data	1	0		12.75	0	1	1	1	1
Verify Code data	1	0	1	1	0		0	1	1
Program Encryption Array Address 0-3Fh	1	0		12.75	0	1	1	0	1
Read Signature Bytes	1	0	1	1	0		0	0	0
Program Lock bit 1	1	0		12.75	1	1	1	1	1
Program Lock bit 2	1	0		12.75	1	1	1	0	0
Program Lock bit 3	1	0		12.75	1	0	1	1	0

The encryption array cannot be directly verified. Verification of the encryption array is done by observing that the code array is well encrypted.

Figure 17-2. Programming and Verification Signal's Waveform



17.4 EPROM Erasure (Windowed Packages Only)

Erasing the EPROM erases the code array, the encryption array and the lock bits returning the parts to full functionality.

Erasure leaves all the EPROM cells in a 1's state (FF).

17.4.1 Erasure Characteristics

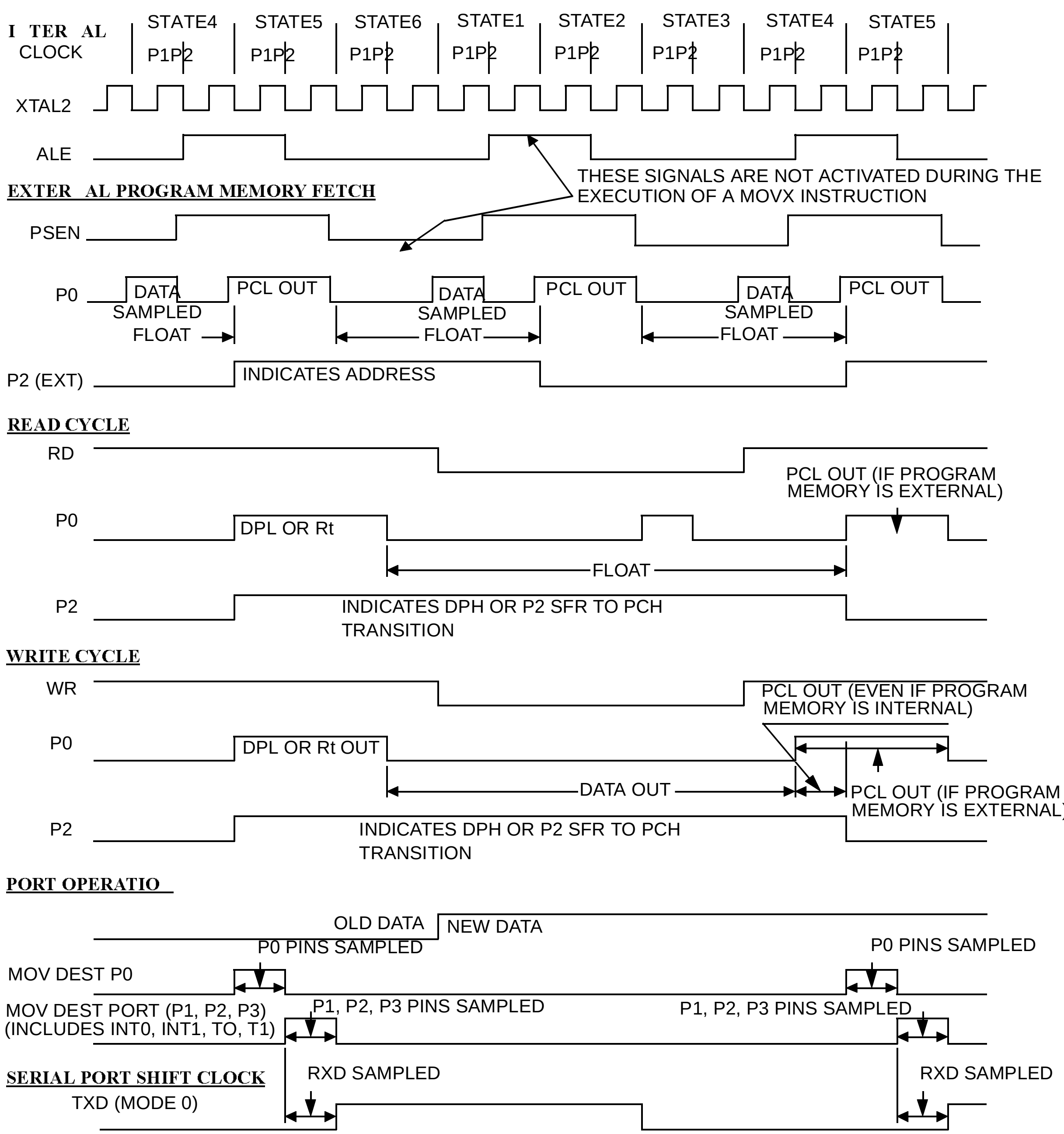
The recommended erasure procedure is exposure to ultraviolet light (at 2537 Å) to an integrated dose at least 15 W-sec/cm^2. Exposing the EPROM to an ultraviolet lamp of 12,000 μW/cm^2 rating for 30 minutes, at a distance of about 25 mm, should be sufficient. An exposure of 1 hour is recommended with most of standard erasers.

Erasure of the EPROM begins to occur when the chip is exposed to light with wavelength shorter than approximately 4,000 Å. Since sunlight and fluorescent lighting have wavelengths in this range, exposure to these light sources over an extended time (about 1 week in sunlight, or 3 years in room-level fluorescent lighting) could cause inadvertent erasure. If an application subjects the device to this type of exposure, it is suggested that an opaque label be placed over the window.

18. Signature Bytes

The TS87C54/58X2 has four signature bytes in location 30h, 31h, 60h and 61h. To read these bytes follow the procedure for EPROM verify but activate the control lines provided in Table 31. for Read Signature Bytes. Table 18-1. shows the content of the signature byte for the TS80C54/58X2.

Figure 19-14. Clock Waveforms



This diagram indicates when signals are clocked internally. The time it takes the signals to propagate to the pins, however, ranges from 25 to 125 ns. This propagation delay is dependent on variables such as temperature and pin loading. Propagation also varies from output to output and component. Typically though (T_A=25°C fully loaded) $\overline{RD}$ and $\overline{WR}$ propagation delays are approximately 50ns. The other signals are typically 85 ns. Propagation delays are incorporated in the AC specifications.

Part Number	Supply Voltage	Temperature Range	Package	Packing
TS80C58X2xxx-MCA	-5 to +/-10%	Commercial	PDIL40	Stick
TS80C58X2xxx-MCB	-5 to +/-10%	Commercial	PLCC44	Stick
TS80C58X2xxx-MCC	-5 to +/-10%	Commercial	PQFP44	Tray
TS80C58X2xxx-MCE	-5 to +/-10%	Commercial	VQFP44	Tray
TS80C58X2xxx-VCA	-5 to +/-10%	Commercial	PDIL40	Stick
TS80C58X2xxx-VCB	-5 to +/-10%	Commercial	PLCC44	Stick
TS80C58X2xxx-VCC	-5 to +/-10%	Commercial	PQFP44	Tray
TS80C58X2xxx-VCE	-5 to +/-10%	Commercial	VQFP44	Tray
TS80C58X2xxx-LCA	-5 to +/-10%	Commercial	PDIL40	Stick
TS80C58X2xxx-LCB	-5 to +/-10%	Commercial	PLCC44	Stick
TS80C58X2xxx-LCC	-5 to +/-10%	Commercial	PQFP44	Tray
TS80C58X2xxx-LCE	-5 to +/-10%	Commercial	VQFP44	Tray
TS80C58X2xxx-MIA	-5 to +/-10%	Industrial	PDIL40	Stick
TS80C58X2xxx-MIB	-5 to +/-10%	Industrial	PLCC44	Stick
TS80C58X2xxx-MIC	-5 to +/-10%	Industrial	PQFP44	Tray
TS80C58X2xxx-MIE	-5 to +/-10%	Industrial	VQFP44	Tray
TS80C58X2xxx-VIA	-5 to +/-10%	Industrial	PDIL40	Stick
TS80C58X2xxx-VIB	-5 to +/-10%	Industrial	PLCC44	Stick
TS80C58X2xxx-VIC	-5 to +/-10%	Industrial	PQFP44	Tray
TS80C58X2xxx-VIE	-5 to +/-10%	Industrial	VQFP44	Tray
TS80C58X2xxx-LIA	-5 to +/-10%	Industrial	PDIL40	Stick
TS80C58X2xxx-LIB	-5 to +/-10%	Industrial	PLCC44	Stick
TS80C58X2xxx-LIC	-5 to +/-10%	Industrial	PQFP44	Tray
TS80C58X2xxx-LIE	-5 to +/-10%	Industrial	VQFP44	Tray
AT80C58X2zzz-3CSUM	-5 to +/-10%	Industrial & Green	PDIL40	Stick
AT80C58X2zzz-SLSUM	-5 to +/-10%	Industrial & Green	PLCC44	Stick
AT80C58X2zzz-RLTUM	-5 to +/-10%	Industrial & Green	VQFP44	Tray
AT80C58X2zzz-3CSUL	-5 to +/-10%	Industrial & Green	PDIL40	Stick
AT80C58X2zzz-SLSUL	-5 to +/-10%	Industrial & Green	PLCC44	Stick
AT80C58X2zzz-RLTUL	-5 to +/-10%	Industrial & Green	VQFP44	Tray
AT80C58X2zzz-3CSUV	-5 to +/-10%	Industrial & Green	PDIL40	Stick
AT80C58X2zzz-SLSUV	-5 to +/-10%	Industrial & Green	PLCC44	Stick
AT80C58X2zzz-RLTUV	-5 to +/-10%	Industrial & Green	VQFP44	Tray
TS87C58X2-MCA	5V ±10%	Commercial	PDIL40	Stick
TS87C58X2-MCB	5V ±10%	Commercial	PLCC44	Stick
TS87C58X2-MCC	5V ±10%	Commercial	PQFP44	Tray

Part Number	Supply Voltage	Temperature Range	Package	Packing
TS87C58X2-MCE	5V ±10%	Commercial	VQFP44	Tray
TS87C58X2-VCA	5V ±10%	Commercial	PDIL40	Stick
TS87C58X2-VCB	5V ±10%	Commercial	PLCC44	Stick
TS87C58X2-VCC	5V ±10%	Commercial	PQFP44	Tray
TS87C58X2-VCE	5V ±10%	Commercial	VQFP44	Tray
TS87C58X2-LCA	2.7 to 5.5V	Commercial	PDIL40	Stick
TS87C58X2-LCB	2.7 to 5.5V	Commercial	PLCC44	Stick
TS87C58X2-LCC	2.7 to 5.5V	Commercial	PQFP44	Tray
TS87C58X2-LCE	2.7 to 5.5V	Commercial	VQFP44	Tray
TS87C58X2-MIA	5V ±10%	Industrial	PDIL40	Stick
TS87C58X2-MIB	5V ±10%	Industrial	PLCC44	Stick
TS87C58X2-MIC	5V ±10%	Industrial	PQFP44	Tray
TS87C58X2-MIE	5V ±10%	Industrial	VQFP44	Tray
TS87C58X2-VIA	5V ±10%	Industrial	PDIL40	Stick
TS87C58X2-VIB	5V ±10%	Industrial	PLCC44	Stick
TS87C58X2-VIC	5V ±10%	Industrial	PQFP44	Tray
TS87C58X2-VIE	5V ±10%	Industrial	VQFP44	Tray
TS87C58X2-LIA	2.7 to 5.5V	Industrial	PDIL40	Stick
TS87C58X2-LIB	2.7 to 5.5V	Industrial	PLCC44	Stick
TS87C58X2-LIC	2.7 to 5.5V	Industrial	PQFP44	Tray
TS87C58X2-LIE	2.7 to 5.5V	Industrial	VQFP44	Tray
AT87C58X2-3CSUM	5V ±10%	Industrial & Green	PDIL40	Stick
AT87C58X2-SLSUM	5V ±10%	Industrial & Green	PLCC44	Stick
AT87C58X2-RLTUM	5V ±10%	Industrial & Green	VQFP44	Tray
AT87C58X2-3CSUL	2.7 to 5.5V	Industrial & Green	PDIL40	Stick
AT87C58X2-SLSUL	2.7 to 5.5V	Industrial & Green	PLCC44	Stick
AT87C58X2-RLTUL	2.7 to 5.5V	Industrial & Green	VQFP44	Tray
AT87C58X2-3CSUV	5V ±10%	Industrial & Green	PDIL40	Stick
AT87C58X2-SLSUV	5V ±10%	Industrial & Green	PLCC44	Stick
AT87C58X2-RLTUV	5V ±10%	Industrial & Green	VQFP44	Tray

21. Datasheet Revision History

21.1 Changes from Rev. C 01/01 to Rev. D 11/05

1. Added green product Ordering Information.

21.2 Changes from Rev. D 11/05 to Rev. E 04/06

1. Changed value of AUXR register.