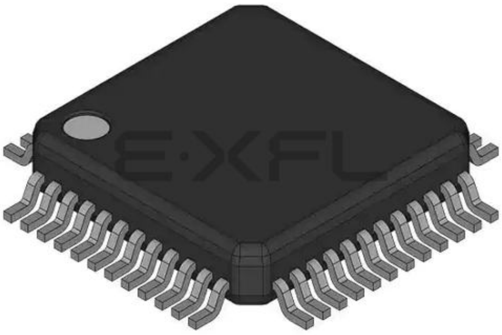

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Program Memory Type	FLASH
EEPROM Size	-
RAM Size	128 x 8
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Chapter 5
System Integration Module (SIM)

Chapter 14
Low Voltage Inhibit (LVI)

Chapter 15
Break Module (BREAK)

Chapter 16
Electrical Specifications

Appendix C
MC68HC908KL3E/KK3E

1.5 Pin Functions

Description of the pin functions are provided in Table 1-2.

Table 1-2. Pin Functions

PIN NAME	PIN DESCRIPTION	IN/OUT	VOLTAGE LEVEL
$V_{DDJL3JL3}$	Power supply.	In	5 V or 3 V
V_{SS}	Power supply ground	Out	0V
$\overline{\text{RST}}$	RESET input, active low. With Internal pull-up and Schmitt trigger input.	Input	V_{DD} to V_{TST}
$\overline{\text{IRQ}}$	External IRQ pin. With software programmable internal pull-up and schmitt trigger input. This pin is also used for mode entry selection.	Input	V_{DD} to V_{TST}
OSC1	X-tal or RC oscillator input.	In	Analog
OSC2	MC68HC908JL3E/JK3E/JK1E: X-tal oscillator output, this is the inverting OSC1 signal.	Out	Analog
	MC68HRC908JL3E/JK3E/JK1E: Default is RC oscillator clock output, RCCLK. Shared with PTA6/KBI6, with programmable pull-up.	In/Out	V_{DD}
PTA[0:6]	7-bit general purpose I/O port.	In/Out	V_{DD}
	Shared with 7 keyboard interrupts KBI[0:6].	In	V_{DD}
	Each pin has programmable internal pull-up device.	In	V_{DD}
	PTA[0:5] have LED direct sink capability	In	V_{SS}
PTB[0:7]	8-bit general purpose I/O port.	In/Out	V_{DD}
	Shared with 8 ADC inputs, ADC[0:7].	In	Analog
PTD[0:7]	8-bit general purpose I/O port.	In/Out	V_{DD}
	PTD[3:0] shared with 4 ADC inputs, ADC[8:11].	Input	Analog
	PTD[4:5] shared with TIM channels, TCH0 and TCH1.	In/Out	V_{DD}
	PTD[2:3], PTD[6:7] have LED direct sink capability	In	V_{SS}
	PTD[6:7] can be configured as 25mA open-drain output with pull-up.	In/Out	V_{DD}

NOTE

On the MC68H(R)C908JK3E/JK1E, the following pins are not available: PTA0, PTA1, PTA2, PTA3, PTA4, PTA5, PTD0, and PTD1.

Table 2-1. Vector Addresses

Vector Priority	INT Flag	Address	Vector
Lowest	—	$FFD0 ↓ $FFDD	Not Used
	IF15	$FFDE	ADC Conversion Complete Vector (High)
		$FFDF	ADC Conversion Complete Vector (Low)
	IF14	$FFE0	Keyboard Vector (High)
		$FFE1	Keyboard Vector (Low)
	IF13 ↓ IF6	—	Not Used
	IF5	$FFF2	TIM Overflow Vector (High)
		$FFF3	TIM Overflow Vector (Low)
	IF4	$FFF4	TIM Channel 1 Vector (High)
		$FFF5	TIM Channel 1 Vector (Low)
	IF3	$FFF6	TIM Channel 0 Vector (High)
		$FFF7	TIM Channel 0 Vector (Low)
	IF2	—	Not Used
	IF1	$FFFA	$\overline{\text{IRQ}}$ Vector (High)
		$FFFB	$\overline{\text{IRQ}}$ Vector (Low)
	—	$FFFC	SWI Vector (High)
		$FFFD	SWI Vector (Low)
	—	$FFFE	Reset Vector (High)
Highest		$FFFF	Reset Vector (Low)

2.4 Random-Access Memory (RAM)

Addresses $0080 through $00FF are RAM locations. The location of the stack RAM is programmable. The 16-bit stack pointer allows the stack to be anywhere in the 64-Kbyte memory space.

NOTE

For correct operation, the stack pointer must point only to RAM locations.

Within page zero are 128 bytes of RAM. Because the location of the stack RAM is programmable, all page zero RAM locations can be used for I/O control and user data or code. When the stack pointer is moved from its reset location at $00FF, direct addressing mode instructions can access efficiently all page zero RAM locations. Page zero RAM, therefore, provides ideal locations for frequently accessed global variables.

Before processing an interrupt, the CPU uses five bytes of the stack to save the contents of the CPU registers.

NOTE

For M6805 compatibility, the H register is not stacked.

4.3.5 Condition Code Register

The 8-bit condition code register contains the interrupt mask and five flags that indicate the results of the instruction just executed. Bits 6 and 5 are set permanently to 1. The following paragraphs describe the functions of the condition code register.

	Bit 7	6	5	4	3	2	1	Bit 0
Read: Write:	V	1	1	H	I	N	Z	C
Reset:	X	1	1	X	1	X	X	X

X = Indeterminate

Figure 4-6. Condition Code Register (CCR)

V — Overflow Flag

The CPU sets the overflow flag when a two's complement overflow occurs. The signed branch instructions BGT, BGE, BLE, and BLT use the overflow flag.

1 = Overflow
0 = No overflow

H — Half-Carry Flag

The CPU sets the half-carry flag when a carry occurs between accumulator bits 3 and 4 during an add-without-carry (ADD) or add-with-carry (ADC) operation. The half-carry flag is required for binary-coded decimal (BCD) arithmetic operations. The DAA instruction uses the states of the H and C flags to determine the appropriate correction factor.

1 = Carry between bits 3 and 4
0 = No carry between bits 3 and 4

I — Interrupt Mask

When the interrupt mask is set, all maskable CPU interrupts are disabled. CPU interrupts are enabled when the interrupt mask is cleared. When a CPU interrupt occurs, the interrupt mask is set automatically after the CPU registers are saved on the stack, but before the interrupt vector is fetched.

1 = Interrupts disabled
0 = Interrupts enabled

NOTE

To maintain M6805 Family compatibility, the upper byte of the index register (H) is not stacked automatically. If the interrupt service routine modifies H, then the user must stack and unstack H using the PSHH and PULH instructions.

After the I bit is cleared, the highest-priority interrupt request is serviced first.

A return-from-interrupt (RTI) instruction pulls the CPU registers from the stack and restores the interrupt mask from the stack. After any reset, the interrupt mask is set and can be cleared only by the clear interrupt mask software instruction (CLI).

N — Negative Flag

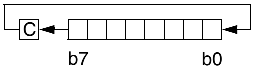
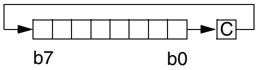
The CPU sets the negative flag when an arithmetic operation, logic operation, or data manipulation produces a negative result, setting bit 7 of the result.

1 = Negative result
0 = Non-negative result

Table 4-1. Instruction Set Summary (Sheet 2 of 6)

Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Cycles
			V	H	I	N	Z	C				
BHS *rel*	Branch if Higher or Same (Same as BCC)	PC ← (PC) + 2 + *rel* ? (C) = 0	–	–	–	–	–	–	REL	24	rr	3
BIH *rel*	Branch if $\overline{\text{IRQ}}$ Pin High	PC ← (PC) + 2 + *rel* ? $\overline{\text{IRQ}}$ = 1	–	–	–	–	–	–	REL	2F	rr	3
BIL *rel*	Branch if $\overline{\text{IRQ}}$ Pin Low	PC ← (PC) + 2 + *rel* ? $\overline{\text{IRQ}}$ = 0	–	–	–	–	–	–	REL	2E	rr	3
BIT #*opr* BIT *opr* BIT *opr* BIT *opr*,X BIT *opr*,X BIT ,X BIT *opr*,SP BIT *opr*,SP	Bit Test	(A) & (M)	0	–	–	↕	↕	–	IMM DIR EXT IX2 IX1 IX SP1 SP2	A5 B5 C5 D5 E5 F5 9EE5 9ED5	ii dd hh ll ee ff ff ff ee ff	2 3 4 4 3 2 4 5
BLE *opr*	Branch if Less Than or Equal To (Signed Operands)	PC ← (PC) + 2 + *rel* ? (Z) | (N ⊕ V) = 1	–	–	–	–	–	–	REL	93	rr	3
BLO *rel*	Branch if Lower (Same as BCS)	PC ← (PC) + 2 + *rel* ? (C) = 1	–	–	–	–	–	–	REL	25	rr	3
BLS *rel*	Branch if Lower or Same	PC ← (PC) + 2 + *rel* ? (C) | (Z) = 1	–	–	–	–	–	–	REL	23	rr	3
BLT *opr*	Branch if Less Than (Signed Operands)	PC ← (PC) + 2 + *rel* ? (N ⊕ V) =1	–	–	–	–	–	–	REL	91	rr	3
BMC *rel*	Branch if Interrupt Mask Clear	PC ← (PC) + 2 + *rel* ? (I) = 0	–	–	–	–	–	–	REL	2C	rr	3
BMI *rel*	Branch if Minus	PC ← (PC) + 2 + *rel* ? (N) = 1	–	–	–	–	–	–	REL	2B	rr	3
BMS *rel*	Branch if Interrupt Mask Set	PC ← (PC) + 2 + *rel* ? (I) = 1	–	–	–	–	–	–	REL	2D	rr	3
BNE *rel*	Branch if Not Equal	PC ← (PC) + 2 + *rel* ? (Z) = 0	–	–	–	–	–	–	REL	26	rr	3
BPL *rel*	Branch if Plus	PC ← (PC) + 2 + *rel* ? (N) = 0	–	–	–	–	–	–	REL	2A	rr	3
BRA *rel*	Branch Always	PC ← (PC) + 2 + *rel*	–	–	–	–	–	–	REL	20	rr	3
BRCLR *n*,*opr*,*rel*	Branch if Bit *n* in M Clear	PC ← (PC) + 3 + *rel* ? (Mn) = 0	–	–	–	–	–	↕	DIR (b0) DIR (b1) DIR (b2) DIR (b3) DIR (b4) DIR (b5) DIR (b6) DIR (b7)	01 03 05 07 09 0B 0D 0F	dd rr dd rr dd rr dd rr dd rr dd rr dd rr dd rr	5 5 5 5 5 5 5 5
BRN *rel*	Branch Never	PC ← (PC) + 2	–	–	–	–	–	–	REL	21	rr	3
BRSET *n*,*opr*,*rel*	Branch if Bit *n* in M Set	PC ← (PC) + 3 + *rel* ? (Mn) = 1	–	–	–	–	–	↕	DIR (b0) DIR (b1) DIR (b2) DIR (b3) DIR (b4) DIR (b5) DIR (b6) DIR (b7)	00 02 04 06 08 0A 0C 0E	dd rr dd rr dd rr dd rr dd rr dd rr dd rr dd rr	5 5 5 5 5 5 5 5
BSET *n*,*opr*	Set Bit *n* in M	Mn ← 1	–	–	–	–	–	–	DIR (b0) DIR (b1) DIR (b2) DIR (b3) DIR (b4) DIR (b5) DIR (b6) DIR (b7)	10 12 14 16 18 1A 1C 1E	dd dd dd dd dd dd dd dd	4 4 4 4 4 4 4 4
BSR *rel*	Branch to Subroutine	PC ← (PC) + 2; push (PCL) SP ← (SP) – 1; push (PCH) SP ← (SP) – 1 PC ← (PC) + *rel*	–	–	–	–	–	–	REL	AD	rr	4
CBEQ *opr,rel* CBEQA #*opr,rel* CBEQX #*opr,rel* CBEQ *opr*,X+,*rel* CBEQ X+,*rel* CBEQ *opr*,SP,*rel*	Compare and Branch if Equal	PC ← (PC) + 3 + rel ? (A) – (M) = $00 PC ← (PC) + 3 + rel ? (A) – (M) = $00 PC ← (PC) + 3 + rel ? (X) – (M) = $00 PC ← (PC) + 3 + rel ? (A) – (M) = $00 PC ← (PC) + 2 + rel ? (A) – (M) = $00 PC ← (PC) + 4 + rel ? (A) – (M) = $00	–	–	–	–	–	–	DIR IMM IMM IX1+ IX+ SP1	31 41 51 61 71 9E61	dd rr ii rr ii rr ff rr rr ff rr	5 4 4 5 4 6
CLC	Clear Carry Bit	C ← 0	–	–	–	–	–	0	INH	98		1
CLI	Clear Interrupt Mask	I ← 0	–	–	0	–	–	–	INH	9A		2

Table 4-1. Instruction Set Summary (Sheet 5 of 6)

Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Cycles
			V	H	I	N	Z	C				
PULA	Pull A from Stack	SP ← (SP + 1); Pull (A)	–	–	–	–	–	–	INH	86		2
PULH	Pull H from Stack	SP ← (SP + 1); Pull (H)	–	–	–	–	–	–	INH	8A		2
PULX	Pull X from Stack	SP ← (SP + 1); Pull (X)	–	–	–	–	–	–	INH	88		2
ROL *opr* ROLA ROLX ROL *opr*,X ROL ,X ROL *opr*,SP	Rotate Left through Carry		↕	–	–	↕	↕	↕	DIR INH INH IX1 IX SP1	39 49 59 69 79 9E69	dd ff ff	4 1 1 4 3 5
ROR *opr* RORA RORX ROR *opr*,X ROR ,X ROR *opr*,SP	Rotate Right through Carry		↕	–	–	↕	↕	↕	DIR INH INH IX1 IX SP1	36 46 56 66 76 9E66	dd ff ff	4 1 1 4 3 5
RSP	Reset Stack Pointer	SP ← $FF	–	–	–	–	–	–	INH	9C		1
RTI	Return from Interrupt	SP ← (SP) + 1; Pull (CCR) SP ← (SP) + 1; Pull (A) SP ← (SP) + 1; Pull (X) SP ← (SP) + 1; Pull (PCH) SP ← (SP) + 1; Pull (PCL)	↕	↕	↕	↕	↕	↕	INH	80		7
RTS	Return from Subroutine	SP ← SP + 1; Pull (PCH) SP ← SP + 1; Pull (PCL)	–	–	–	–	–	–	INH	81		4
SBC #*opr* SBC *opr* SBC *opr* SBC *opr*,X SBC *opr*,X SBC ,X SBC *opr*,SP SBC *opr*,SP	Subtract with Carry	A ← (A) – (M) – (C)	↕	–	–	↕	↕	↕	IMM DIR EXT IX2 IX1 IX SP1 SP2	A2 B2 C2 D2 E2 F2 9EE2 9ED2	ii dd hh ll ee ff ff ff ee ff	2 3 4 4 3 2 4 5
SEC	Set Carry Bit	C ← 1	–	–	–	–	–	1	INH	99		1
SEI	Set Interrupt Mask	I ← 1	–	–	1	–	–	–	INH	9B		2
STA *opr* STA *opr* STA *opr*,X STA *opr*,X STA ,X STA *opr*,SP STA *opr*,SP	Store A in M	M ← (A)	0	–	–	↕	↕	–	DIR EXT IX2 IX1 IX SP1 SP2	B7 C7 D7 E7 F7 9EE7 9ED7	dd hh ll ee ff ff ff ee ff	3 4 4 3 2 4 5
STHX *opr*	Store H:X in M	(M:M + 1) ← (H:X)	0	–	–	↕	↕	–	DIR	35	dd	4
STOP	Enable Interrupts, Stop Processing, Refer to MCU Documentation	I ← 0; Stop Processing	–	–	0	–	–	–	INH	8E		1
STX *opr* STX *opr* STX *opr*,X STX *opr*,X STX ,X STX *opr*,SP STX *opr*,SP	Store X in M	M ← (X)	0	–	–	↕	↕	–	DIR EXT IX2 IX1 IX SP1 SP2	BF CF DF EF FF 9EEF 9EDF	dd hh ll ee ff ff ff ee ff	3 4 4 3 2 4 5
SUB #*opr* SUB *opr* SUB *opr* SUB *opr*,X SUB *opr*,X SUB ,X SUB *opr*,SP SUB *opr*,SP	Subtract	A ← (A) – (M)	↕	–	–	↕	↕	↕	IMM DIR EXT IX2 IX1 IX SP1 SP2	A0 B0 C0 D0 E0 F0 9EE0 9ED0	ii dd hh ll ee ff ff ff ee ff	2 3 4 4 3 2 4 5

At the beginning of an interrupt, the CPU saves the CPU register contents on the stack and sets the interrupt mask (I bit) to prevent additional interrupts. At the end of an interrupt, the RTI instruction recovers the CPU register contents from the stack so that normal processing can resume. Figure 5-9 shows interrupt entry timing. Figure 5-10 shows interrupt recovery timing.

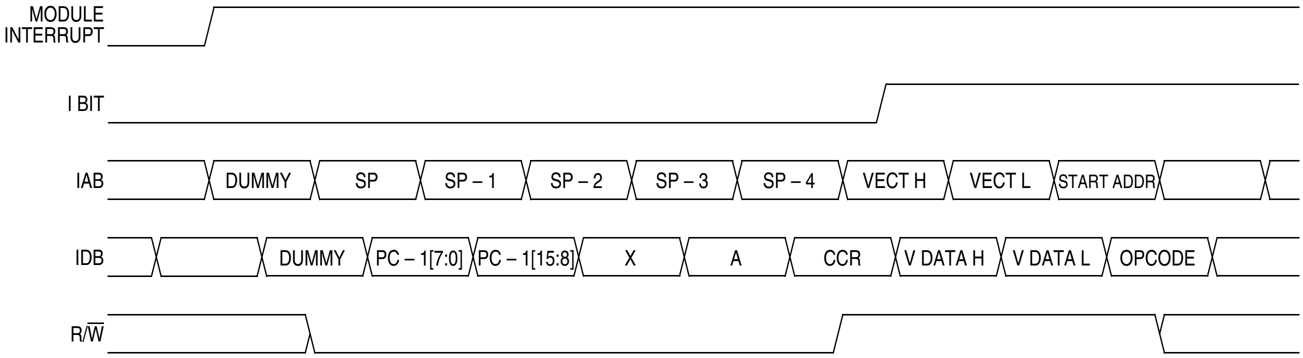


Figure 5-9. Interrupt Entry

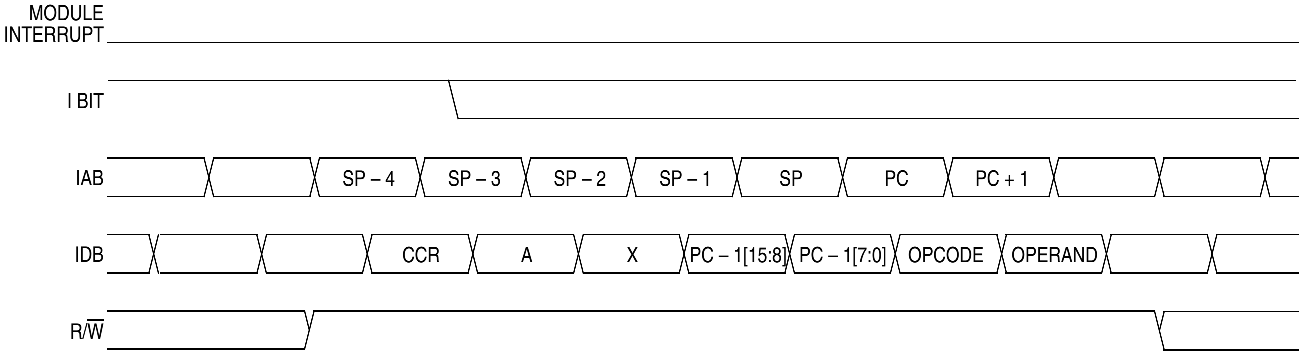


Figure 5-10. Interrupt Recovery

5.5.1.1 Hardware Interrupts

A hardware interrupt does not stop the current instruction. Processing of a hardware interrupt begins after completion of the current instruction. When the current instruction is complete, the SIM checks all pending hardware interrupts. If interrupts are not masked (I bit clear in the condition code register), and if the corresponding interrupt enable bit is set, the SIM proceeds with interrupt processing; otherwise, the next instruction is fetched and executed.

If more than one interrupt is pending at the end of an instruction execution, the highest priority interrupt is serviced first. Figure 5-11 demonstrates what happens when two interrupts are pending. If an interrupt is pending upon exit from the original interrupt service routine, the pending interrupt is serviced before the LDA instruction is executed.

6.4 I/O Signals

The following paragraphs describe the oscillator I/O signals.

6.4.1 Crystal Amplifier Input Pin (OSC1)

OSC1 pin is an input to the crystal oscillator amplifier or the input to the RC oscillator circuit.

6.4.2 Crystal Amplifier Output Pin (OSC2/PTA6/RCCLK)

For the X-tal oscillator device, OSC2 pin is the output of the crystal oscillator inverting amplifier.

For the RC oscillator device, OSC2 pin can be configured as a general purpose I/O pin PTA6, or the output of the internal RC oscillator clock, RCCLK.

Device	Oscillator	OSC2 pin function
MC68HC908JL3E/JK3E/JK1E	X-tal	Inverting OSC1

MC68HRC908JL3E/JK3E/JK1E	RC	Controlled by PTA6EN bit in PTAPUER ($0D)
		PTA6EN = 0: RCCLK output
		PTA6EN = 1: PTA6 I/O

6.4.3 Oscillator Enable Signal (SIMOSCEN)

The SIMOSCEN signal comes from the system integration module (SIM) and enables/disables the X-tal oscillator circuit or the RC-oscillator.

6.4.4 X-tal Oscillator Clock (XTALCLK)

XTALCLK is the X-tal oscillator output signal. It runs at the full speed of the crystal (f_{XCLK}) and comes directly from the crystal oscillator circuit. Figure 6-1 shows only the logical relation of XTALCLK to OSC1 and OSC2 and may not represent the actual circuitry. The duty cycle of XTALCLK is unknown and may depend on the crystal and other external factors. Also, the frequency and amplitude of XTALCLK can be unstable at start-up.

6.4.5 RC Oscillator Clock (RCCLK)

RCCLK is the RC oscillator output signal. Its frequency is directly proportional to the time constant of the external R and C. Figure 6-2 shows only the logical relation of RCCLK to OSC1 and may not represent the actual circuitry.

6.4.6 Oscillator Out 2 (2OSCOUT)

2OSCOUT is same as the input clock (XTALCLK or RCCLK). This signal is driven to the SIM module and is used to determine the COP cycles.

6.4.7 Oscillator Out (OSCOUT)

The frequency of this signal is equal to half of the 2OSCOUT, this signal is driven to the SIM for generation of the bus clocks used by the CPU and other modules on the MCU. OSCOUT will be divided again in the SIM and results in the internal bus frequency being one fourth of the XTALCLK or RCCLK frequency.

7.3.3 Data Format

Communication with the monitor ROM is in standard non-return-to-zero (NRZ) mark/space data format. (See Figure 7-3 and Figure 7-4.)

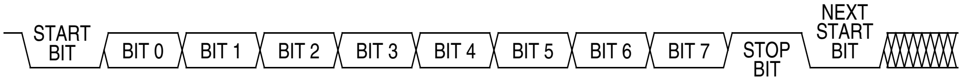


Figure 7-3. Monitor Data Format

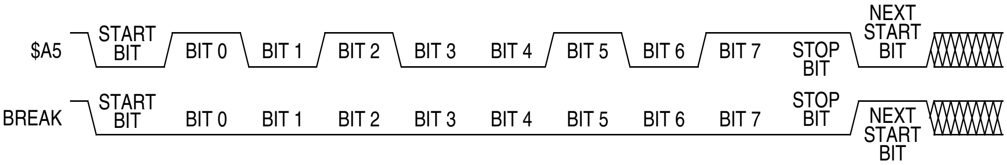


Figure 7-4. Sample Monitor Waveforms

The data transmit and receive rate can be anywhere from 4800 baud to 28.8k-baud. Transmit and receive baud rates must be identical.

7.3.4 Echoing

As shown in Figure 7-5, the monitor ROM immediately echoes each received byte back to the PTB0 pin for error checking.

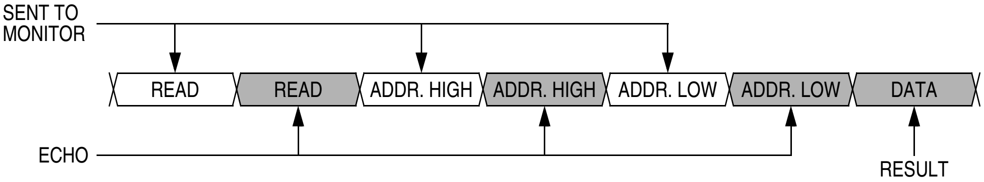


Figure 7-5. Read Transaction

Any result of a command appears after the echo of the last byte of the command.

7.3.5 Break Signal

A start bit followed by nine low bits is a break signal. (See **Figure 7-6**.) When the monitor receives a break signal, it drives the PTB0 pin high for the duration of two bits before echoing the break signal.

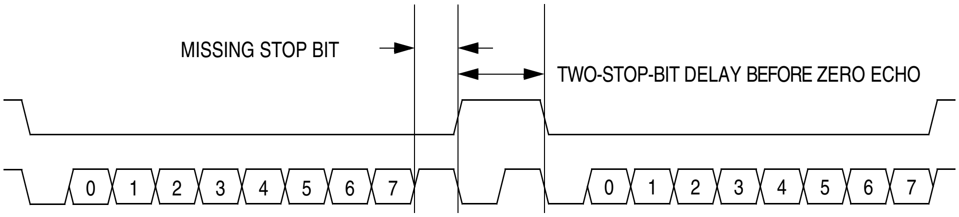


Figure 7-6. Break Transaction

Chapter 8
Timer Interface Module (TIM)

8.1 Introduction

This section describes the timer interface module (TIM2, Version B). The TIM is a two-channel timer that provides a timing reference with input capture, output compare, and pulse-width-modulation functions. Figure 8-1 is a block diagram of the TIM.

8.2 Features

Features of the TIM include the following:

- Two input capture/output compare channels
  - Rising-edge, falling-edge, or any-edge input capture trigger
  - Set, clear, or toggle output compare action
- Buffered and unbuffered pulse width modulation (PWM) signal generation
- Programmable TIM clock input with 7-frequency internal bus clock prescaler selection
- Free-running or modulo up-count operation
- Toggle any channel pin on overflow
- TIM counter stop and reset bits

8.3 Pin Name Conventions

The TIM share two I/O pins with two port D I/O pins. The full name of the TIM I/O pins are listed in Table 8-1. The generic pin name appear in the text that follows.

Table 8-1. Pin Name Conventions

TIM Generic Pin Names:	**TCH0**	**TCH1**
Full TIM Pin Names:	PTD4/TCH0	PTD5/TCH1

8.9.4 TIM Channel Status and Control Registers (TSC0:TSC1)

Each of the TIM channel status and control registers does the following:

- Flags input captures and output compares
- Enables input capture and output compare interrupts
- Selects input capture, output compare, or PWM operation
- Selects high, low, or toggling output on output compare
- Selects rising edge, falling edge, or any edge as the active input capture trigger
- Selects output toggling on TIM overflow
- Selects 0% and 100% PWM duty cycle
- Selects buffered or unbuffered output compare/PWM operation

Address: $0025 TSC0

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	TOV0	CH0MAX
Write:	0							
Reset:	0	0	0	0	0	0	0	0

Address: $0028 TSC1

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	CH1F	CH1IE	0	MS1A	ELS1B	ELS1A	TOV1	CH1MAX
Write:	0		▨					
Reset:	0	0	0	0	0	0	0	0

▨ = Unimplemented

Figure 8-7. TIM Channel Status and Control Registers (TSC0:TSC1)

CHxF — Channel x Flag Bit

When channel x is an input capture channel, this read/write bit is set when an active edge occurs on the channel x pin. When channel x is an output compare channel, CHxF is set when the value in the TIM counter registers matches the value in the TIM channel x registers.

When TIM CPU interrupt requests are enabled (CHxIE=1), clear CHxF by reading the TIM channel x status and control register with CHxF set and then writing a zero to CHxF. If another interrupt request occurs before the clearing sequence is complete, then writing zero to CHxF has no effect. Therefore, an interrupt request cannot be lost due to inadvertent clearing of CHxF.

Reset clears the CHxF bit. Writing a one to CHxF has no effect.
1 = Input capture or output compare on channel x
0 = No input capture or output compare on channel x

CHxIE — Channel x Interrupt Enable Bit

This read/write bit enables TIM CPU interrupt service requests on channel x. Reset clears the CHxIE bit.
1 = Channel x CPU interrupt requests enabled
0 = Channel x CPU interrupt requests disabled

10.3 Port B

Port B is an 8-bit special function port that shares all eight of its port pins with the analog-to-digital converter (ADC) module, see Chapter 9 Analog-to-Digital Converter (ADC).

10.3.1 Port B Data Register (PTB)

The port B data register contains a data latch for each of the eight port B pins.

Address: $0001

	Bit 7	6	5	4	3	2	1	Bit 0
Read: Write:	PTB7	PTB6	PTB5	PTB4	PTB3	PTB2	PTB1	PTB0
Reset:	Unaffected by reset							
Alternative Function:	ADC7	ADC6	AD4C5	ADC4	ADC3	ADC2	ADC2	ADC0

Figure 10-6. Port B Data Register (PTB)

PTB[7:0] — Port B Data Bits

These read/write bits are software programmable. Data direction of each port B pin is under the control of the corresponding bit in data direction register B. Reset has no effect on port B data.

ADC[7:0] — ADC channels 7 to 0

ADC[7:0] are pins used for the input channels to the analog-to-digital converter module. The channel select bits, ADCH[4:0], in the ADC status and control register define which port pin will be used as an ADC input and overrides any control from the port I/O logic. See Chapter 9 Analog-to-Digital Converter (ADC).

10.3.2 Data Direction Register B (DDRB)

Data direction register B determines whether each port B pin is an input or an output. Writing a one to a DDRB bit enables the output buffer for the corresponding port B pin; a zero disables the output buffer.

Address: $0005

	Bit 7	6	5	4	3	2	1	Bit 0
Read: Write:	DDRB7	DDRB6	DDRB5	DDRB4	DDRB3	DDRB2	DDRB1	DDRB0
Reset:	0	0	0	0	0	0	0	0

Figure 10-7. Data Direction Register B (DDRB)

DDRB[7:0] — Data Direction Register B Bits

These read/write bits control port B data direction. Reset clears DDRB[7:0], configuring all port B pins as inputs.

1 = Corresponding port B pin configured as output
0 = Corresponding port B pin configured as input

NOTE

Avoid glitches on port B pins by writing to the port B data register before changing data direction register B bits from 0 to 1.

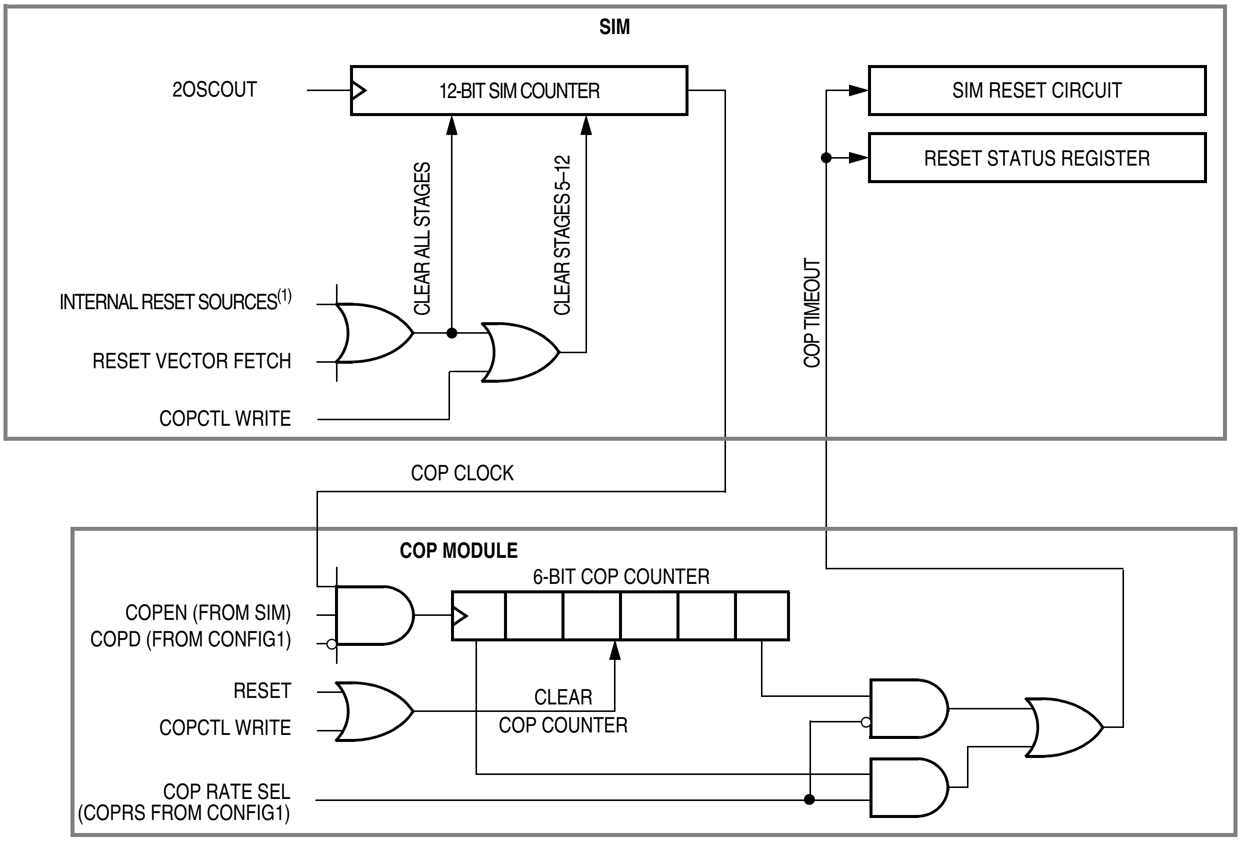
Chapter 13
Computer Operating Properly (COP)

13.1 Introduction

The computer operating properly (COP) module contains a free-running counter that generates a reset if allowed to overflow. The COP module helps software recover from runaway code. Prevent a COP reset by clearing the COP counter periodically. The COP module can be disabled through the COPD bit in the CONFIG1 register.

13.2 Functional Description

Figure 13-1 shows the structure of the COP module.



NOTE: See Chapter 5 System Integration Module (SIM) for more details.

Figure 13-1. COP Block Diagram

Table 16-4. DC Electrical Characteristics (5 V) (Continued)

Characteristic[1]	Symbol	Min	Typ[2]	Max	Unit
LVI reset voltage	V_{LVR5}	3.6	4.0	4.4	V

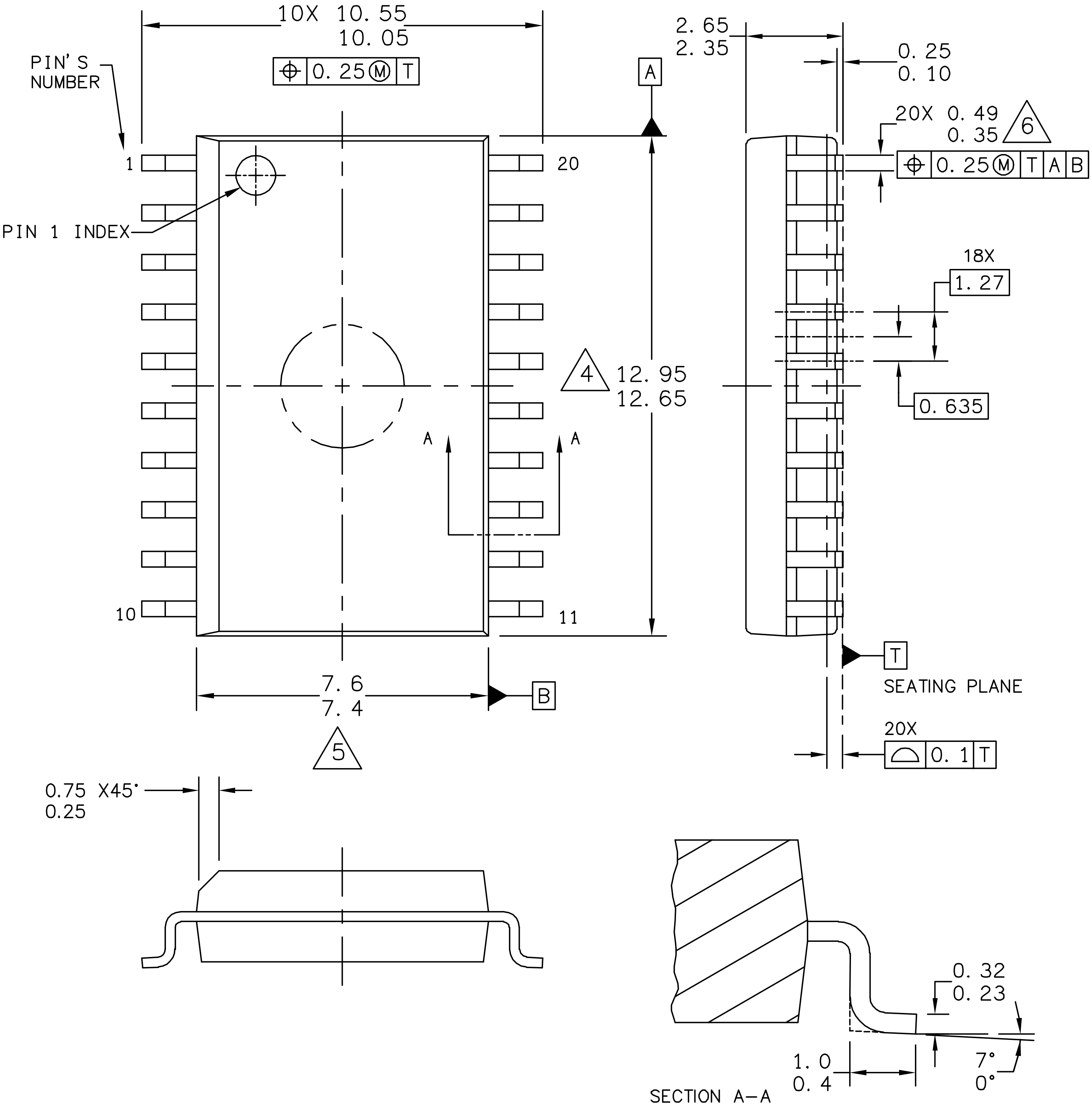
1. V_{DD} = 4.5 to 5.5 Vdc, V_{SS} = 0 Vdc, $T_A = T_L$ to T_H, unless otherwise noted.
2. Typical values reflect average measurements at midpoint of voltage range, 25 °C only.
3. Run (operating) I_{DD} measured using external square wave clock source (f_{OP} = 4 MHz). All inputs 0.2 V from rail. No dc loads. Less than 100 pF on all outputs. C_L = 20 pF on OSC2. All ports configured as inputs. OSC2 capacitance linearly affects run I_{DD}. Measured with all modules enabled.
4. Wait I_{DD} measured using external square wave clock source (f_{OP} = 4 MHz). All inputs 0.2 V from rail. No dc loads. Less than 100 pF on all outputs. C_L = 20 pF on OSC2. All ports configured as inputs. OSC2 capacitance linearly affects wait I_{DD}.
5. Stop I_{DD} measured with OSC1 grounded; no port pins sourcing current. LVI is disabled.
6. Maximum is highest voltage that POR is guaranteed.
7. If minimum V_{DD} is not reached before the internal POR reset is released, $\overline{\text{RST}}$ must be driven low externally until minimum V_{DD} is reached.
8. R_{PU1} and R_{PU2} are measured at V_{DD} = 5.0 V.

16.6 5V Control Timing

Table 16-5. Control Timing (5 V)

Characteristic[1]	Symbol	Min	Max	Unit
Internal operating frequency[2]	f_{OP}	—	8	MHz
$\overline{\text{RST}}$ input pulse width low[3]	t_{IRL}	750	—	ns

1. V_{DD} = 4.5 to 5.5 Vdc, V_{SS} = 0 Vdc, $T_A = T_L$ to T_H; timing shown with respect to 20% V_{DD} and 70% V_{SS}, unless otherwise noted.
2. Some modules may require a minimum frequency greater than dc for proper operation; see appropriate table for this information.
3. Minimum pulse width reset is guaranteed to be recognized. It is possible for a smaller pulse width to cause a reset.



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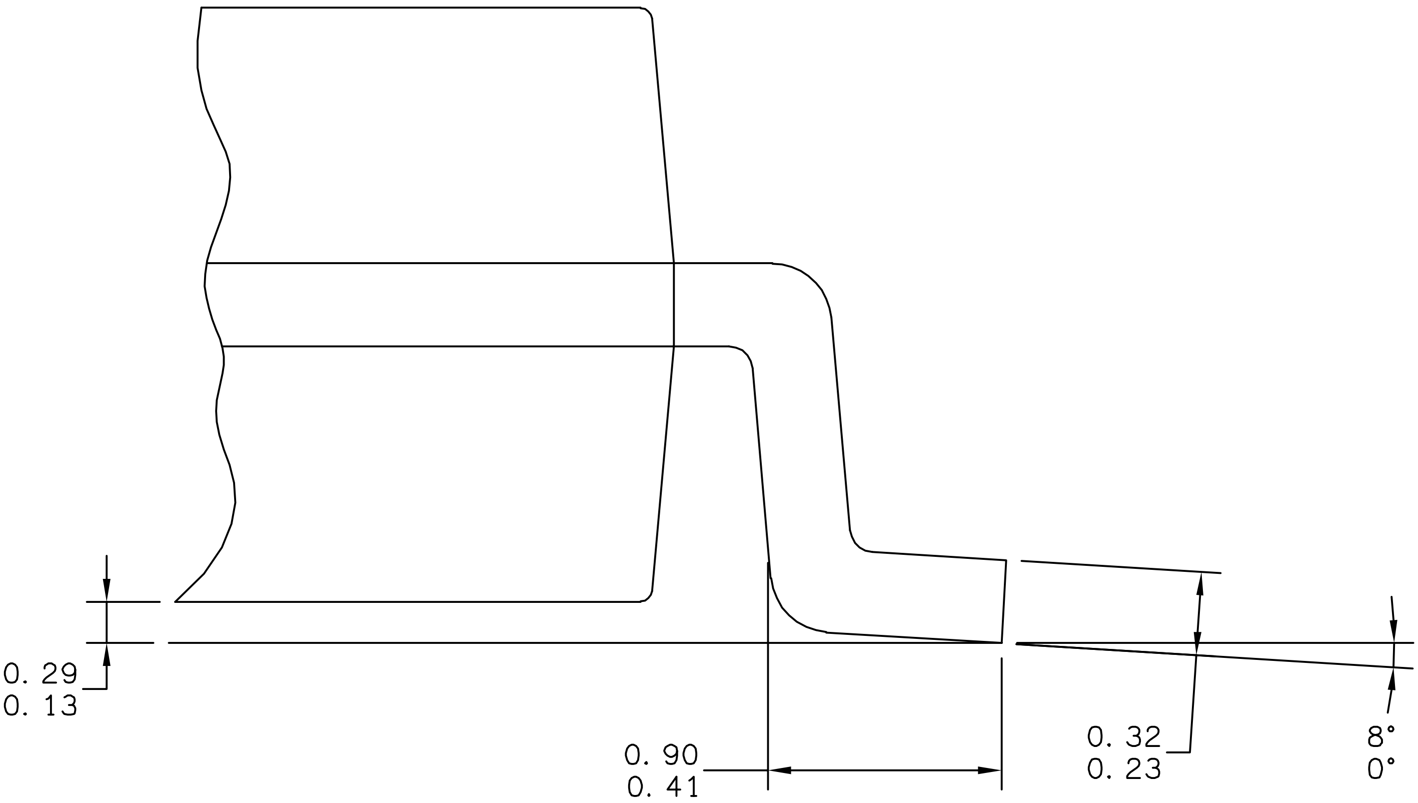
MECHANICAL OUTLINE	PRINT VERSION NOT TO SCALE	
TITLE: 20LD SOIC W/B, 1.27 PITCH CASE-OUTLINE	DOCUMENT NO: 98ASB42343B	REV: J
	CASE NUMBER: 751D-07	23 MAR 2005
	STANDARD: JEDEC MS-013AC	



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© FREESCALE SEMICONDUCTOR, INC. ALL RIGHTS RESERVED.	**MECHANICAL OUTLINE**	PRINT VERSION NOT TO SCALE	
TITLE: SOIC, WIDE BODY, 28 LEAD CASEOUTLINE	DOCUMENT NO: 98ASB42345B		REV: G
	CASE NUMBER: 751F-05		10 MAR 2005
	STANDARD: MS-013AE		

Appendix B
MC68H(R)C08JL3E/JK3E

B.1 Introduction

This appendix introduces four devices, that are ROM versions of MC68H(R)C908JL3E/JK3E:

- MC68HC08JL3E
- MC68HC08JK3E
- MC68HRC08JL3E
- MC68HRC08JK3E

The entire data book apply to these ROM devices, with exceptions outlined in this appendix.

Table B-1. Summary of Device Differences

	MC68H(R)C08JL3E/JK3E	MC68H(R)C908JL3E/JK3E
Memory ($EC00–$FBFF)	4,096 bytes ROM	4,096 bytes Flash
User vectors ($FFD0–$FFFF)	48 bytes ROM	48 bytes Flash
Registers at $FE08 and $FE09	Not used; locations are reserved.	Flash related registers. $FE08 — FLCR $FF09 — FLBPR
Monitor ROM ($FC00–$FDFF and $FE10–$FFCF)	$FC00–$FDFF: Not used. $FE10–$FFCF: Used for testing purposes only.	Used for testing and Flash programming/erasing.

B.2 MCU Block Diagram

Figure B-1 shows the block diagram of the MC68H(R)C08JL3E/JK3E.

SSREC — Short Stop Recovery Bit

SSREC enables the CPU to exit stop mode with a delay of 32 × 2OSCOUT cycles instead of a 4096 × 2OSCOUT cycle delay.

1 = Stop mode recovery after 32 × 2OSCOUT cycles
0 = Stop mode recovery after 4096 × 2OSCOUT cycles

NOTE

Exiting stop mode by pulling reset will result in the long stop recovery.

If using an external crystal, do not set the SSREC bit.

STOP — STOP Instruction Enable

STOP enables the STOP instruction.

1 = STOP instruction enabled
0 = STOP instruction treated as illegal opcode

COPD — COP Disable Bit

COPD disables the COP module. (See **Chapter 13 Computer Operating Properly (COP)**.)

1 = COP module disabled
0 = COP module enabled

B.5.3 Mask Option Register 2 (MOR2)

Address: $001E

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	IRQPUD	0	0	LVIT1	LVIT0	0	0	0
Write:	▨	▨	▨	▨	▨	▨	▨	▨
Reset:	0	0	0	Not affected	Not affected	0	0	0
POR:	0	0	0	0	0	0	0	0

▨ = Unimplemented

Figure 18-2. Mask Option Register 2 (MOR2)

IRQPUD — $\overline{\text{IRQ}}$ Pin Pull-up control bit

1 = Internal pull-up is disconnected
0 = Internal pull-up is connected between $\overline{\text{IRQ}}$ pin and V_{DD}

LVIT1, LVIT0 — Low Voltage Inhibit trip voltage selection bits

Detail description of the LVI control signals is given in Chapter 14 Low Voltage Inhibit (LVI)

B.6 Monitor ROM

The monitor program (monitor ROM: $FE10–$FFCF) on the MC68H(R)C08JL3E/JK3E is for device testing only. $FC00–$FDFF are unused.