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Details

Product Status	Obsolete
Core Processor	eZ8
Core Size	8-Bit
Speed	5MHz
Connectivity	IrDA, UART/USART
Peripherals	Brown-out Detect/Reset, LED, POR, PWM, WDT
Number of I/O	6
Program Memory Size	1KB (1K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	8-SOIC (0.154", 3.90mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0113sb005sc

- 2.7 V to 3.6 V operating voltage
- Up to thirteen 5 V-tolerant input pins
- 8-, 20-, and 28-pin packages
- 0 °C to +70 °C and -40 °C to +105 °C for operating temperature ranges

Part Selection Guide

Table 1 lists the basic features and package styles available for each device within the Z8 Encore! XP[®] F0823 Series product line.

Table 1. Z8 Encore! XP F0823 Series Family Part Selection Guide

Part Number	Flash (KB)	RAM (B)	I/O	ADC Inputs	Packages
Z8F0823	8	1024	6–22	4–8	8-, 20-, and 28-pins
Z8F0813	8	1024	6–24	0	8-, 20-, and 28-pins
Z8F0423	4	1024	6–22	4–8	8-, 20-, and 28-pins
Z8F0413	4	1024	6–24	0	8-, 20-, and 28-pins
Z8F0223	2	512	6–22	4–8	8-, 20-, and 28-pins
Z8F0213	2	512	6–24	0	8-, 20-, and 28-pins
Z8F0123	1	256	6–22	4–8	8-, 20-, and 28-pins
Z8F0113	1	256	6–24	0	8-, 20-, and 28-pins

The pin configurations listed are preliminary and subject to change based on manufacturing limitations.

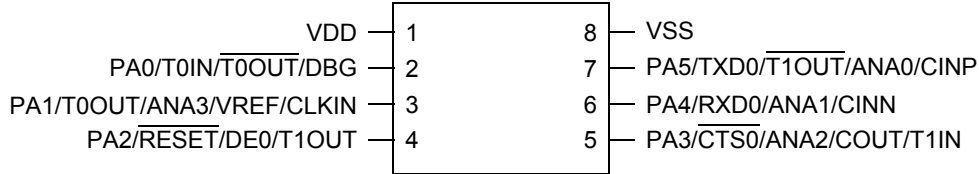


Figure 2. Z8F08x3, Z8F04x3, F02x3 and Z8F01x3 in 8-Pin SOIC, QFN/MLF-S, or PDIP Package*

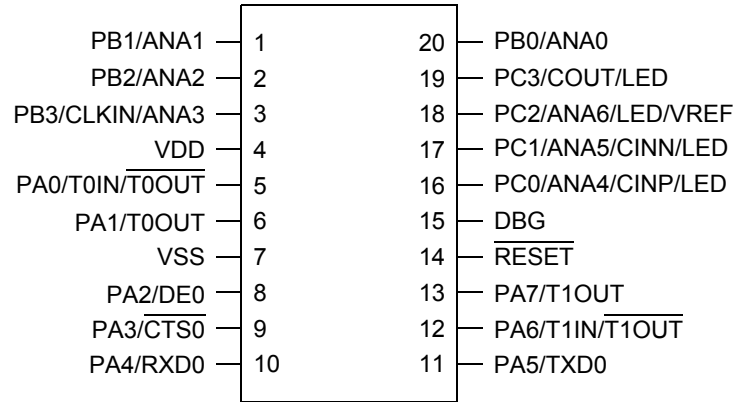


Figure 3. Z8F08x3, Z8F04x3, F02x3 and Z8F01x3 in 20-Pin SOIC, SSOP or PDIP Package*

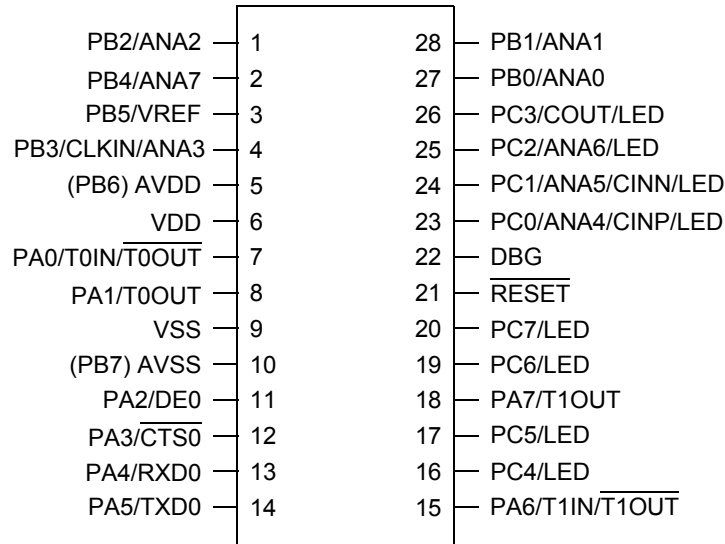


Figure 4. Z8F08x3, Z8F04x3, F02x3 and Z8F01x3 in 28-Pin SOIC, SSOP or PDIP Package*

Table 3. Signal Descriptions (Continued)

Signal Mnemonic	I/O	Description
Analog		
ANA[7:0]	I	Analog port. These signals are used as inputs to the ADC. The ANA0, ANA1, and ANA2 pins can also access the inputs and output of the integrated transimpedance amplifier.
VREF	I/O	Analog-to-Digital Converter reference voltage input.
Clock Input		
CLKIN	I	Clock Input Signal. This pin can be used to input a TTL-level signal to be used as the system clock.
LED Drivers		
LED	O	Direct LED drive capability. All port C pins have the capability to drive an LED without any other external components. These pins have programmable drive strengths set by the GPIO block.
On-Chip Debugger		
DBG	I/O	Debug. This signal is the control and data input and output to and from the OCD.
<p>! Caution: <i>The DBG pin is open-drain and requires an external pull-up resistor to ensure proper operation.</i></p>		
Reset		
RESET	I/O	RESET. Generates a reset when asserted (driven Low). Also serves as a reset indicator; the Z8 Encore! XP forces this pin Low when in reset. This pin is open-drain and features an enabled internal pull-up resistor.
Power Supply		
V _{DD}	I	Digital Power Supply.
AV _{DD}	I	Analog Power Supply.
V _{SS}	I	Digital Ground.
AV _{SS}	I	Analog Ground.
<p>Note: The AV_{DD} and AV_{SS} signals are available only in 28-pin packages with ADC. They are replaced by PB6 and PB7 on 28-pin packages without ADC.</p>		

Pin Characteristics

Table 4 provides detailed information about the characteristics for each pin available on Z8 Encore! XP F0823 Series 20- and 28-pin devices. Data in Table 4 is sorted alphabetically by the pin symbol mnemonic.

Table 15. Port Alternate Function Mapping (Non 8-Pin Parts)

Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Set Register AFS1
Port A	PA0	T0IN/T0OUT*	Timer 0 Input/Timer 0 Output Complement	N/A
		Reserved		
	PA1	T0OUT	Timer 0 Output	
		Reserved		
	PA2	DE0	UART 0 Driver Enable	
		Reserved		
	PA3	CTS0	UART 0 Clear to Send	
		Reserved		
	PA4	RXD0/IRRX0	UART 0 / IrDA 0 Receive Data	
		Reserved		
	PA5	TXD0/IRTX0	UART 0 / IrDA 0 Transmit Data	
		Reserved		
	PA6	T1IN/T1OUT*	Timer 1 Input/Timer 1 Output Complement	
		Reserved		
	PA7	T1OUT	Timer 1 Output	
		Reserved		

Note: Because there is only a single alternate function for each Port A pin, the Alternate Function Set registers are not implemented for Port A. Enabling alternate function selections as described in Port A–C Alternate Function Sub-Registers automatically enables the associated alternate function.

* Whether PA0/PA6 take on the timer input or timer output complement function depends on the timer configuration as described in Timer Pin Signal Operation on page 79.

Table 28. Port A–C Input Data Registers (PxIN)

BITS	7	6	5	4	3	2	1	0
FIELD	PIN7	PIN6	PIN5	PIN4	PIN3	PIN2	PIN1	PIN0
RESET	X	X	X	X	X	X	X	X
R/W	R	R	R	R	R	R	R	R
ADDR	FD2H, FD6H, FDAH							

PIN[7:0]—Port Input Data

Sampled data from the corresponding port pin input.

0 = Input data is logical 0 (Low)

1 = Input data is logical 1 (High)

Port A–C Output Data Register

The Port A–C Output Data register (Table 29) controls the output data to the pins.

Table 29. Port A–C Output Data Register (PxOUT)

BITS	7	6	5	4	3	2	1	0
FIELD	POUT7	POUT6	POUT5	POUT4	POUT3	POUT2	POUT1	POUT0
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FD3H, FD7H, FDBH							

POUT[7:0]—Port Output Data

These bits contain the data to be driven to the port pins. The values are only driven if the corresponding pin is configured as an output and the pin is not configured for alternate function operation.

0 = Drive a logical 0 (Low).

1 = Drive a logical 1 (High). High value is not driven if the drain has been disabled by setting the corresponding Port Output Control register bit to 1.

LED Drive Enable Register

The LED Drive Enable register (Table 30) activates the controlled current drive. The Port C pin must first be enabled by setting the Alternate Function register to select the LED function.

Table 36. Interrupt Request 2 Register (IRQ2)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				PC3I	PC2I	PC1I	PC0I
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC6H							

Reserved—Must be 0

PCxI—Port C Pin *x* Interrupt Request

0 = No interrupt request is pending for GPIO Port C pin *x*

1 = An interrupt request from GPIO Port C pin *x* is awaiting service

where *x* indicates the specific GPIO Port C pin number (0–3)

IRQ0 Enable High and Low Bit Registers

Table 37 describes the priority control for IRQ0. The IRQ0 Enable High and Low Bit registers (Table 38 and Table 39) form a priority encoded enabling for interrupts in the Interrupt Request 0 register. Priority is generated by setting bits in each register.

Table 37. IRQ0 Enable and Priority Encoding

IRQ0ENH[x]	IRQ0ENL[x]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Nominal
1	1	Level 3	High

where *x* indicates the register bits from 0–7.

Table 38. IRQ0 Enable High Bit Register (IRQ0ENH)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved	T1ENH	T0ENH	U0RENH	U0TENH	Reserved	Reserved	ADCENH
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC1H							

Table 48. Interrupt Control Register (IRQCTL)

BITS	7	6	5	4	3	2	1	0
FIELD	IRQE	Reserved						
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R	R	R
ADDR	FCFH							

IRQE—Interrupt Request Enable

This bit is set to 1 by executing an `EI` (Enable Interrupts) or `IRET` (Interrupt Return) instruction, or by a direct register write of a 1 to this bit. It is reset to 0 by executing a `DI` instruction, eZ8 CPU acknowledgement of an interrupt request, reset or by a direct register write of a 0 to this bit.

0 = Interrupts are disabled

1 = Interrupts are enabled

Reserved—0 when read

Watchdog Timer

The Watchdog Timer (WDT) protects against corrupt or unreliable software, power faults, and other system-level problems which can place Z8 Encore! XP[®] F0823 Series devices into unsuitable operating states. The features of Watchdog Timer include:

- On-chip RC oscillator
- A selectable time-out response: reset or interrupt
- 24-bit programmable time-out value

Operation

The WDT is a retriggerable one-shot timer that resets or interrupts Z8 Encore! XP F0823 Series devices when the WDT reaches its terminal count. The Watchdog Timer uses a dedicated on-chip RC oscillator as its clock source. The Watchdog Timer operates in only two modes: ON and OFF. Once enabled, it always counts and must be refreshed to prevent a time-out. Perform an enable by executing the WDT instruction or by setting the WDT_AO Flash Option Bit. The WDT_AO bit forces the Watchdog Timer to operate immediately upon reset, even if a WDT instruction has not been executed.

The Watchdog Timer is a 24-bit reloadable down counter that uses three 8-bit registers in the eZ8 CPU register space to set the reload value. The nominal WDT time-out period is described by the following equation:

$$\text{WDT Time-out Period (ms)} = \frac{\text{WDT Reload Value}}{10}$$

where the WDT reload value is the decimal value of the 24-bit value given by {WDTU[7:0], WDTM[7:0], WDTL[7:0]} and the typical Watchdog Timer RC oscillator frequency is 10 kHz. The Watchdog Timer cannot be refreshed after it reaches 000002H. The WDT Reload Value must not be set to values below 000004H. Table 57 provides information about approximate time-out delays for the minimum and maximum WDT reload values.

Table 57. Watchdog Timer Approximate Time-Out Delays

WDT Reload Value (Hex)	WDT Reload Value (Decimal)	Approximate Time-Out Delay (with 10 kHz typical WDT oscillator frequency)	
		Typical	Description
000004	4	400 μ s	Minimum time-out delay
FFFFFF	16,777,215	28 minutes	Maximum time-out delay

in hardware, software or some combination of the two, depending on the multiprocessor configuration bits. In general, the address compare feature reduces the load on the CPU, because it does not require access to the UART when it receives data directed to other devices on the multi-node network. The following three MULTIPROCESSOR modes are available in hardware:

- Interrupt on all address bytes
- Interrupt on matched address bytes and correctly framed data bytes
- Interrupt only on correctly framed data bytes

These modes are selected with `MPMD[1:0]` in the UART Control 1 Register. For all multiprocessor modes, bit `MPEN` of the UART Control 1 Register must be set to 1.

The first scheme is enabled by writing `01b` to `MPMD[1:0]`. In this mode, all incoming address bytes cause an interrupt, while data bytes never cause an interrupt. The interrupt service routine must manually check the address byte that caused triggered the interrupt. If it matches the UART address, the software clears `MPMD[0]`. Each new incoming byte interrupts the CPU. The software is responsible for determining the end of the frame. It checks for the end-of-frame by reading the `MPRX` bit of the UART Status 1 Register for each incoming byte. If `MPRX=1`, a new frame has begun. If the address of this new frame is different from the UART's address, `MPMD[0]` must be set to 1 causing the UART interrupts to go inactive until the next address byte. If the new frame's address matches the UART's, the data in the new frame is processed as well.

The second scheme requires the following: set `MPMD[1:0]` to `10B` and write the UART's address into the UART Address Compare register. This mode introduces additional hardware control, interrupting only on frames that match the UART's address. When an incoming address byte does not match the UART's address, it is ignored. All successive data bytes in this frame are also ignored. When a matching address byte occurs, an interrupt is issued and further interrupts now occur on each successive data byte. When the first data byte in the frame is read, the `NEWFRM` bit of the UART Status 1 Register is asserted. All successive data bytes have `NEWFRM=0`. When the next address byte occurs, the hardware compares it to the UART's address. If there is a match, the interrupts continues and the `NEWFRM` bit is set for the first byte of the new frame. If there is no match, the UART ignores all incoming bytes until the next address match.

The third scheme is enabled by setting `MPMD[1:0]` to `11b` and by writing the UART's address into the UART Address Compare Register. This mode is identical to the second scheme, except that there are no interrupts on address bytes. The first data byte of each frame remains accompanied by a `NEWFRM` assertion.

5. When the conversion is complete, the ADC control logic performs the following operations:
 - 11-bit two's-complement result written to {ADCD_H[7:0], ADCD_L[7:5]}.
 - CEN resets to 0 to indicate the conversion is complete.
6. If the ADC remains idle for 160 consecutive system clock cycles, it is automatically powered-down.

Continuous Conversion

When configured for continuous conversion, the ADC continuously performs an analog-to-digital conversion on the selected analog input. Each new data value over-writes the previous value stored in the ADC Data registers. An interrupt is generated after each conversion.

! Caution: *In CONTINUOUS mode, ADC updates are limited by the input signal bandwidth of the ADC and the latency of the ADC and its digital filter. Step changes at the input are not detected at the next output from the ADC. The response of the ADC (in all modes) is limited by the input signal bandwidth and the latency.*

Follow the steps below for setting up the ADC and initiating continuous conversion:

1. Enable the acceptable analog input by configuring the general-purpose I/O pins for alternate function. This action disables the digital input and output driver.
2. Write the ADC Control/Status Register 1 to configure the ADC:
 - Write the REFSELH bit of the pair {REFSELH, REFSELL} to select the internal voltage reference level or to disable the internal reference. The REFSELH bit is contained in the ADC Control/Status Register 1.
3. Write to the ADC Control Register 0 to configure the ADC for continuous conversion. The bit fields in the ADC Control register can be written simultaneously:
 - Write to the ANAIN[3:0] field to select from the available analog input sources (different input pins available depending on the device).
 - Set CONT to 1 to select continuous conversion.
 - If the internal VREF must be output to a pin, set the REFEXT bit to 1. The internal voltage reference must be enabled in this case.
 - Write the REFSELL bit of the pair {REFSELH, REFSELL} to select the internal voltage reference level or to disable the internal reference. The REFSELL bit is contained in ADC Control Register 0.
 - Set CEN to 1 to start the conversions.

REFSELL—Voltage Reference Level Select Low Bit; in conjunction with the High bit (REFSELH) in ADC Control/Status Register 1, this determines the level of the internal voltage reference; the following details the effects of {REFSELH, REFSELL};

► **Note:** *This reference is independent of the Comparator reference.*

00= Internal Reference Disabled, reference comes from external pin.

01= Internal Reference set to 1.0 V

10= Internal Reference set to 2.0 V (default)

REFEXT—External Reference Select

0 = External reference buffer is disabled; V_{ref} pin is available for GPIO functions

1 = The internal ADC reference is buffered and connected to the V_{ref} pin

CONT

0 = Single-shot conversion. ADC data is output once at completion of the 5129 system clock cycles.

1 = Continuous conversion. ADC data updated every 256 system clock cycles.

ANAIN[3:0]—Analog Input Select

These bits select the analog input for conversion. Not all port pins in this list are available in all packages for Z8 Encore! XP[®] F0823 Series. For information on the port pins available with each package style, see Pin Description on page 7. Do not enable unavailable analog inputs. Usage of these bits changes depending on the buffer mode selected in ADC Control/Status Register 1.

For the reserved values, all input switches are disabled to avoid leakage or other undesirable operation. ADC samples taken with reserved bit settings are undefined.

Single-Ended:

0000 = ANA0

0001 = ANA1

0010 = ANA2

0011 = ANA3

0100 = ANA4

0101 = ANA5

0110 = ANA6

0111 = ANA7

1000 = Reserved

1001 = Reserved

1010 = Reserved

1011 = Reserved

1100 = Reserved

1101 = Reserved

1110 = Reserved

1111 = Reserved

Figure 20. Flash Memory Arrangement

Flash Information Area

The Flash information area is separate from program memory and is mapped to the address range `FE00H` to `FFFFH`. Not all these addresses are accessible. Factory trim values for the analog peripherals are stored here. Factory calibration data for the ADC is also stored here.

Table 78. Flash Code Protection Using the Flash Option Bits

FWP	Flash Code Protection Description
0	Programming and erasing disabled for all of Flash Program Memory. In user code programming, Page Erase, and Mass Erase are all disabled. Mass Erase is available through the On-Chip Debugger.
1	Programming, Page Erase, and Mass Erase are enabled for all of Flash Program Memory.

Flash Code Protection Using the Flash Controller

At Reset, the Flash Controller locks to prevent accidental program or erasure of the Flash memory. To program or erase the Flash memory, first write the Page Select Register with the target page. Unlock the Flash Controller by making two consecutive writes to the Flash Control register with the values 73H and 8CH, sequentially. The Page Select Register must be rewritten with the same page previously stored there. If the two Page Select writes do not match, the controller reverts to a locked state. If the two writes match, the selected page becomes active. For more details, see Figure 21.

After unlocking a specific page, you can enable either Page Program or Erase. Writing the value 95H causes a Page Erase only if the active page resides in a sector that is not protected. Any other value written to the Flash Control register locks the Flash Controller. Mass Erase is not allowed in the user code but only in through the Debug Port.

After unlocking a specific page, you can also write to any byte on that page. After a byte is written, the page remains unlocked, allowing for subsequent writes to other bytes on the same page. Further writes to the Flash Control Register cause the active page to revert to a locked state.

Sector Based Flash Protection

The final protection mechanism is implemented on a per-sector basis. The Flash memories of Z8 Encore! XP devices are divided into maximum number of 8 sectors. A sector is 1/8 of the total size of the Flash memory, unless this value is smaller than the page size, in which case the sector and page sizes are equal.

The Sector Protect Register controls the protection state of each Flash sector. This register is shared with the Page Select Register. It is accessed by writing 73H followed by 5EH to the Flash controller. The next write to the Flash Control Register targets the Sector Protect Register.

The Sector Protect Register is initialized to 0 on reset, putting each sector into an unprotected state. When a bit in the Sector Protect Register is written to 1, the corresponding sector can no longer be written or erased by the CPU. External Flash programming through the OCD or via the Flash Controller Bypass mode are unaffected. After

a bit of the Sector Protect Register has been set, it cannot be cleared except by powering down the device.

Byte Programming

The Flash Memory is enabled for byte programming after unlocking the Flash Controller and successfully enabling either Mass Erase or Page Erase. When the Flash Controller is unlocked and Mass Erase is successfully completed, all Program Memory locations are available for byte programming. In contrast, when the Flash Controller is unlocked and Page Erase is successfully enabled, only the locations of the selected page are available for byte programming. An erased Flash byte contains all 1's (FFH). The programming operation can only be used to change bits from 1 to 0. To change a Flash bit (or multiple bits) from 0 to 1 requires execution of either the Page Erase or Mass Erase commands.

Byte Programming is accomplished using the On-Chip Debugger's Write Memory command or eZ8 CPU execution of the LDC or LDCI instructions. For a description of the LDC and LDCI instructions, refer to *eZ8 CPU Core User Manual (UM0128)* available for download at www.zilog.com. While the Flash Controller programs the Flash memory, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. To exit programming mode and lock the Flash, write any value to the Flash Control register, except the Mass Erase or Page Erase commands.

! Caution: *The byte at each address of the Flash memory cannot be programmed (any bits written to 0) more than twice before an erase cycle occurs. Doing so may result in corrupted data at the target byte.*

Page Erase

The Flash memory can be erased one page (512 bytes) at a time. Page Erasing the Flash memory sets all bytes in that page to the value FFH. The Flash Page Select register identifies the page to be erased. Only a page residing in an unprotected sector can be erased. With the Flash Controller unlocked and the active page set, writing the value 95h to the Flash Control register initiates the Page Erase operation. While the Flash Controller executes the Page Erase operation, the eZ8 CPU idles but the system clock and on-chip peripherals continue to operate. The eZ8 CPU resumes operation after the Page Erase operation completes. If the Page Erase operation is performed using the On-Chip Debugger, poll the Flash Status register to determine when the Page Erase operation is complete. When the Page Erase is complete, the Flash Controller returns to its locked state.

Mass Erase

The Flash memory can also be Mass Erased using the Flash Controller, but only by using the On-Chip Debugger. Mass Erasing the Flash memory sets all bytes to the value FFH. With the Flash Controller unlocked and the Mass Erase successfully enabled, writing the

Table 95. Serialization Data Locations

Info Page Address	Memory Address	Usage
1C	FE1C	Serial Number Byte 3 (most significant)
1D	FE1D	Serial Number Byte 2
1E	FE1E	Serial Number Byte 1
1F	FE1F	Serial Number Byte 0 (least significant)

Randomized Lot Identifier

Table 96. Lot Identification Number (RAND_LOT)

BITS	7	6	5	4	3	2	1	0
FIELD	RAND_LOT							
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	Interspersed throughout Information Page Memory							
Note: U = Unchanged by Reset. R/W = Read/Write.								

RAND_LOT— Randomized Lot ID

The randomized lot ID is a 32 byte binary value that changes for each production lot.

Table 97. Randomized Lot ID Locations

Info Page Address	Memory Address	Usage
3C	FE3C	Randomized Lot ID Byte 31 (most significant)
3D	FE3D	Randomized Lot ID Byte 30
3E	FE3E	Randomized Lot ID Byte 29
3F	FE3F	Randomized Lot ID Byte 28
58	FE58	Randomized Lot ID Byte 27
59	FE59	Randomized Lot ID Byte 26
5A	FE5A	Randomized Lot ID Byte 25
5B	FE5B	Randomized Lot ID Byte 24

point, the PA0/DBG pin can be used to autobaud and cause the device to enter DEBUG mode. For more details, see OCD Unlock Sequence (8-Pin Devices Only) on page 156.

Exiting DEBUG Mode

The device exits DEBUG mode following any of these operations:

- Clearing the DBGMODE bit in the OCD Control Register to 0
- Power-On Reset
- Voltage Brownout reset
- Watchdog Timer reset
- Asserting the $\overline{\text{RESET}}$ pin Low to initiate a Reset
- Driving the DBG pin Low while the device is in STOP mode initiates a system reset

OCD Data Format

The OCD interface uses the asynchronous data format defined for RS-232. Each character is transmitted as 1 Start bit, 8 data bits (least-significant bit first), and 1 Stop bit as displayed in Figure 25.



Figure 25. OCD Data Format

► **Note:** *When responding to a request for data, the OCD may commence transmitting immediately after receiving the stop bit of an incoming frame. Therefore, when sending the stop bit, the host must not actively drive the DBG pin High for more than 0.5 bit times. It is recommended that, if possible, the host drives the DBG pin using an open-drain output.*

OCD Auto-Baud Detector/Generator

To run over a range of baud rates (data bits per second) with various system clock frequencies, the OCD contains an auto-baud detector/generator. After a reset, the OCD is idle until it receives data. The OCD requires that the first character sent from the host is the character 80H. The character 80H has eight continuous bits Low (one Start bit plus 7 data bits), framed between High bits. The auto-baud detector measures this period and sets the OCD baud rate generator accordingly.

The auto-baud detector/generator is clocked by the system clock. The minimum baud rate is the system clock frequency divided by 512. For optimal operation with asynchronous






		Lower Nibble (Hex)															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Upper Nibble (Hex)	0	1.1 BRK	2.2 SRP IM	2.3 ADD r1,r2	2.4 ADD r1,lr2	3.3 ADD R2,R1	3.4 ADD IR2,R1	3.3 ADD R1,IM	3.4 ADD IR1,IM	4.3 ADDX ER2,ER1	4.3 ADDX IM,ER1	2.3 DJNZ r1,X	2.2 JR cc,X	2.2 LD r1,IM	3.2 JP cc,DA	1.2 INC r1	1.2 NOP
	1	2.2 RLC R1	2.3 RLC IR1	2.3 ADC r1,r2	2.4 ADC r1,lr2	3.3 ADC R2,R1	3.4 ADC IR2,R1	3.3 ADC R1,IM	3.4 ADC IR1,IM	4.3 ADCX ER2,ER1	4.3 ADCX IM,ER1						See 2nd Opcode Map
	2	2.2 INC R1	2.3 INC IR1	2.3 SUB r1,r2	2.4 SUB r1,lr2	3.3 SUB R2,R1	3.4 SUB IR2,R1	3.3 SUB R1,IM	3.4 SUB IR1,IM	4.3 SUBX ER2,ER1	4.3 SUBX IM,ER1						1, 2 ATM
	3	2.2 DEC R1	2.3 DEC IR1	2.3 SBC r1,r2	2.4 SBC r1,lr2	3.3 SBC R2,R1	3.4 SBC IR2,R1	3.3 SBC R1,IM	3.4 SBC IR1,IM	4.3 SBCX ER2,ER1	4.3 SBCX IM,ER1						
	4	2.2 DA R1	2.3 DA IR1	2.3 OR r1,r2	2.4 OR r1,lr2	3.3 OR R2,R1	3.4 OR IR2,R1	3.3 OR R1,IM	3.4 OR IR1,IM	4.3 ORX ER2,ER1	4.3 ORX IM,ER1						
	5	2.2 POP R1	2.3 POP IR1	2.3 AND r1,r2	2.4 AND r1,lr2	3.3 AND R2,R1	3.4 AND IR2,R1	3.3 AND R1,IM	3.4 AND IR1,IM	4.3 ANDX ER2,ER1	4.3 ANDX IM,ER1						1.2 WDT
	6	2.2 COM R1	2.3 COM IR1	2.3 TCM r1,r2	2.4 TCM r1,lr2	3.3 TCM R2,R1	3.4 TCM IR2,R1	3.3 TCM R1,IM	3.4 TCM IR1,IM	4.3 TCMX ER2,ER1	4.3 TCMX IM,ER1						1.2 STOP
	7	2.2 PUSH R2	2.3 PUSH IR2	2.3 TM r1,r2	2.4 TM r1,lr2	3.3 TM R2,R1	3.4 TM IR2,R1	3.3 TM R1,IM	3.4 TM IR1,IM	4.3 TMX ER2,ER1	4.3 TMX IM,ER1						1.2 HALT
	8	2.5 DECW RR1	2.6 DECW IRR1	2.5 LDE r1,lr2	2.9 LDEI lr1,lr2	3.2 LDX r1,ER2	3.3 LDX lr1,ER2	3.4 LDX IRR2,R1	3.5 LDX IRR2,IR1	3.4 LDX r1,rr2,X	3.4 LDX rr1,r2,X						1.2 DI
	9	2.2 RL R1	2.3 RL IR1	2.5 LDE r2,lr1	2.9 LDEI lr2,lr1	3.2 LDX r2,ER1	3.3 LDX lr2,ER1	3.4 LDX R2,IRR1	3.5 LDX IR2,IRR1	3.3 LEA r1,r2,X	3.5 LEA rr1,rr2,X						1.2 EI
	A	2.5 INCW RR1	2.6 INCW IRR1	2.3 CP r1,r2	2.4 CP r1,lr2	3.3 CP R2,R1	3.4 CP IR2,R1	3.3 CP R1,IM	3.4 CP IR1,IM	4.3 CPX ER2,ER1	4.3 CPX IM,ER1						1.4 RET
	B	2.2 CLR R1	2.3 CLR IR1	2.3 XOR r1,r2	2.4 XOR r1,lr2	3.3 XOR R2,R1	3.4 XOR IR2,R1	3.3 XOR R1,IM	3.4 XOR IR1,IM	4.3 XORX ER2,ER1	4.3 XORX IM,ER1						1.5 IRET
	C	2.2 RRC R1	2.3 RRC IR1	2.5 LDC r1,lr2	2.9 LDCI lr1,lr2	2.3 JP IRR1	2.9 LDC lr1,lr2		3.4 LD r1,r2,X	3.2 PUSHX ER2							1.2 RCF
	D	2.2 SRA R1	2.3 SRA IR1	2.5 LDC r2,lr1	2.9 LDCI lr2,lr1	2.6 CALL IRR1	2.2 BSWAP R1	3.3 CALL DA	3.4 LD r2,r1,X	3.2 POPX ER1							1.2 SCF
	E	2.2 RR R1	2.3 RR IR1	2.2 BIT p,b,r1	2.3 LD r1,lr2	3.2 LD R2,R1	3.3 LD IR2,R1	3.2 LD R1,IM	3.3 LD IR1,IM	4.2 LDX ER2,ER1	4.2 LDX IM,ER1						1.2 CCF
	F	2.2 SWAP R1	2.3 SWAP IR1	2.6 TRAP Vector	2.3 LD lr1,r2	2.8 MULT RR1	3.3 LD R2,IR1	3.3 BTJ p,b,r1,X	3.4 BTJ p,b,lr1,X								

Figure 27. First Opcode Map

Table 117. Absolute Maximum Ratings (Continued)

Parameter	Minimum	Maximum	Units	Notes
Maximum current into V_{DD} or out of V_{SS}		125	mA	
Operating temperature is specified in DC Characteristics.				
1. This voltage applies to all pins except the following: V_{DD} , AV_{DD} , pins supporting analog input (Port B[5:0], Port C[2:0]) and pins supporting the crystal oscillator (PA0 and PA1). On the 8-pin packages, this applies to all pins but V_{DD} .				
2. This voltage applies to pins on the 20/28 pin packages supporting analog input (Port B[5:0], Port C[2:0]) and pins supporting the crystal oscillator (PA0 and PA1).				

DC Characteristics

Table 118 lists the DC characteristics of the Z8 Encore! XP[®] F0823 Series products. All voltages are referenced to V_{SS} , the primary system ground.

Table 118. DC Characteristics

Symbol	Parameter	$T_A = -40\text{ }^{\circ}\text{C to }+105\text{ }^{\circ}\text{C}$ (unless otherwise specified)			Units	Conditions
		Minimum	Typical	Maximum		
V_{DD}	Supply Voltage	2.7	—	3.6	V	
V_{IL1}	Low Level Input Voltage	-0.3	—	$0.3 \cdot V_{DD}$	V	
V_{IH1}	High Level Input Voltage	$0.7 \cdot V_{DD}$	—	5.5	V	For all input pins without analog or oscillator function. For all signal pins on the 8-pin devices. Programmable pull-ups must also be disabled.
V_{IH2}	High Level Input Voltage	$0.7 \cdot V_{DD}$	—	$V_{DD} + 0.3$	V	For those pins with analog or oscillator function (20-/28-pin devices only), or when programmable pull-ups are enabled.
V_{OL1}	Low Level Output Voltage	—	—	0.4	V	$I_{OL} = 2\text{ mA}$; $V_{DD} = 3.0\text{ V}$ High Output Drive disabled.
V_{OH1}	High Level Output Voltage	2.4	—	—	V	$I_{OH} = -2\text{ mA}$; $V_{DD} = 3.0\text{ V}$ High Output Drive disabled.
V_{OL2}	Low Level Output Voltage	—	—	0.6	V	$I_{OL} = 20\text{ mA}$; $V_{DD} = 3.3\text{ V}$ High Output Drive enabled.

Ordering Information

Part Number	Flash	RAM	I/O Lines	Interrupts	16-Bit Timers w/PWM	10-Bit A/D Channels	UART with IrDA	Description
Z8 Encore! XP with 8 KB Flash, 10-Bit Analog-to-Digital Converter								
Standard Temperature: 0 °C to 70 °C								
Z8F0823PB005SC	8 KB	1 KB	6	12	2	4	1	PDIP 8-pin package
Z8F0823QB005SC	8 KB	1 KB	6	12	2	4	1	QFN 8-pin package
Z8F0823SB005SC	8 KB	1 KB	6	12	2	4	1	SOIC 8-pin package
Z8F0823SH005SC	8 KB	1 KB	16	18	2	7	1	SOIC 20-pin package
Z8F0823HH005SC	8 KB	1 KB	16	18	2	7	1	SSOP 20-pin package
Z8F0823PH005SC	8 KB	1 KB	16	18	2	7	1	PDIP 20-pin package
Z8F0823SJ005SC	8 KB	1 KB	22	18	2	8	1	SOIC 28-pin package
Z8F0823HJ005SC	8 KB	1 KB	22	18	2	8	1	SSOP 28-pin package
Z8F0823PJ005SC	8 KB	1 KB	22	18	2	8	1	PDIP 28-pin package
Extended Temperature: -40 °C to 105 °C								
Z8F0823PB005EC	8 KB	1 KB	6	12	2	4	1	PDIP 8-pin package
Z8F0823QB005EC	8 KB	1 KB	6	12	2	4	1	QFN 8-pin package
Z8F0823SB005EC	8 KB	1 KB	6	12	2	4	1	SOIC 8-pin package
Z8F0823SH005EC	8 KB	1 KB	16	18	2	7	1	SOIC 20-pin package
Z8F0823HH005EC	8 KB	1 KB	16	18	2	7	1	SSOP 20-pin package
Z8F0823PH005EC	8 KB	1 KB	16	18	2	7	1	PDIP 20-pin package
Z8F0823SJ005EC	8 KB	1 KB	22	18	2	8	1	SOIC 28-pin package
Z8F0823HJ005EC	8 KB	1 KB	22	18	2	8	1	SSOP 28-pin package
Z8F0823PJ005EC	8 KB	1 KB	22	18	2	8	1	PDIP 28-pin package
Replace C with G for Lead-Free Packaging								