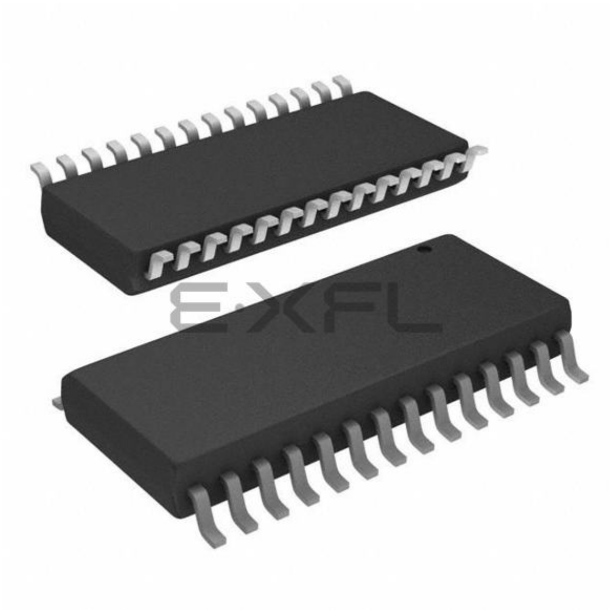
Zilog - Z8F0223HJ005EC Datasheet



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Applications of "Embedded - Microcontrollers"

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	22
Program Memory Size	2KB (2K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.173", 4.40mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0223hj005ec

Overview

Zilog's Z8 Encore! XP® microcontroller unit (MCU) family of products are the first Zilog® microcontroller products based on the 8-bit eZ8 CPU core. Z8 Encore! XP F0823 Series products expand upon Zilog's extensive line of 8-bit microcontrollers. The Flash in-circuit programming capability allows for faster development time and program changes in the field. The new eZ8 CPU is upward compatible with existing Z8® instructions. The rich peripheral set of Z8 Encore! XP F0823 Series makes it suitable for a variety of applications including motor control, security systems, home appliances, personal electronic devices, and sensors.

Features

The key features of Z8 Encore! XP F0823 Series include:

- 5 MHz eZ8 CPU
- 1 KB, 2 KB, 4 KB, or 8 KB Flash memory with in-circuit programming capability
- 256 B, 512 B, or 1 KB register RAM
- 6 to 24 I/O pins depending upon package
- Internal precision oscillator (IPO)
- Full-duplex UART
- The universal asynchronous receiver/transmitter (UART) baud rate generator (BRG) can be configured and used as a basic 16-bit timer
- Infrared data association (IrDA)-compliant infrared encoder/decoders, integrated with UART
- Two enhanced 16-bit timers with capture, compare, and PWM capability
- Watchdog Timer (WDT) with dedicated internal RC oscillator
- On-Chip Debugger (OCD)
- Optional 8-channel, 10-bit Analog-to-Digital Converter (ADC)
- On-Chip analog comparator
- Up to 20 vectored interrupts
- Direct LED drive with programmable drive strengths
- Voltage Brownout (VBO) protection
- Power-On Reset (POR)

Internal Precision Oscillator

The internal precision oscillator (IPO) is a trimmable clock source that requires no external components.

10-Bit Analog-to-Digital Converter

The optional analog-to-digital converter (ADC) converts an analog input signal to a 10-bit binary number. The ADC accepts inputs from eight different analog input pins in both single-ended and differential modes.

Analog Comparator

The analog comparator compares the signal at an input pin with either an internal programmable voltage reference or a second input pin. The comparator output can be used to drive either an output pin or to generate an interrupt.

Universal Asynchronous Receiver/Transmitter

The UART is full-duplex and capable of handling asynchronous data transfers. The UART supports 8- and 9-bit data modes and selectable parity. The UART also supports multi-drop address processing in hardware. The UART baud rate generator can be configured and used as a basic 16-bit timer.

Timers

Two enhanced 16-bit reloadable timers can be used for timing/counting events or for motor control operations. These timers provide a 16-bit programmable reload counter and operate in ONE-SHOT, CONTINUOUS, GATED, CAPTURE, CAPTURE RESTART, COMPARE, CAPTURE AND COMPARE, PWM SINGLE OUTPUT, and PWM DUAL OUTPUT modes.

Interrupt Controller

Z8 Encore! XP® F0823 Series products support up to 20 interrupts. These interrupts consist of eight internal peripheral interrupts and 12 general-purpose I/O pin interrupt sources. The interrupts have three levels of programmable interrupt priority.

0 = The drains are enabled for any output mode (unless overridden by the alternate function).
1 = The drain of the associated pin is disabled (open-drain mode).

Port A–C High Drive Enable Sub-Registers

The Port A–C High Drive Enable sub-register (Table 23) is accessed through the Port A–C Control register by writing `04H` to the Port A–C Address register. Setting the bits in the Port A–C High Drive Enable sub-registers to 1 configures the specified port pins for high current output drive operation. The Port A–C High Drive Enable sub-register affects the pins directly and, as a result, alternate functions are also affected.

Table 23. Port A–C High Drive Enable Sub-Registers (PxHDE)

BITS	7	6	5	4	3	2	1	0
FIELD	PHDE7	PHDE6	PHDE5	PHDE4	PHDE3	PHDE2	PHDE1	PHDE0
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	If 04H in Port A–C Address Register, accessible through the Port A–C Control Register							

PHDE[7:0]—Port High Drive Enabled.
0 = The Port pin is configured for standard output current drive.
1 = The Port pin is configured for high output current drive.

Port A–C Stop Mode Recovery Source Enable Sub-Registers

The Port A–C Stop Mode Recovery Source Enable sub-register (Table 24) is accessed through the Port A–C Control register by writing `05H` to the Port A–C Address register. Setting the bits in the Port A–C Stop Mode Recovery Source Enable sub-registers to 1 configures the specified Port pins as a Stop Mode Recovery source. During STOP mode, any logic transition on a Port pin enabled as a Stop Mode Recovery source initiates Stop Mode Recovery.

Table 24. Port A–C Stop Mode Recovery Source Enable Sub-Registers (PxSMRE)

BITS	7	6	5	4	3	2	1	0
FIELD	PSMRE7	PSMRE6	PSMRE5	PSMRE4	PSMRE3	PSMRE2	PSMRE1	PSMRE0
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	If 05H in Port A–C Address Register, accessible through the Port A–C Control Register							

Table 30. LED Drive Enable (LEDEN)

BITS	7	6	5	4	3	2	1	0
FIELD	LEDEN[7:0]							
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	F82H							

LEDEN[7:0]—LED Drive Enable
These bits determine which Port C pins are connected to an internal current sink.
0 = Tristate the Port C pin.
1= Connect controlled current sink to the Port C pin.

LED Drive Level High Register

The LED Drive Level registers contain two control bits for each Port C pin (Table 31). These two bits select between four programmable drive levels. Each pin is individually programmable.

Table 31. LED Drive Level High Register (LEDLVLH)

BITS	7	6	5	4	3	2	1	0
FIELD	LEDLVLH[7:0]							
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	F83H							

LEDLVLH[7:0]—LED Level High Bit
{LEDLVLH, LEDLVLL} select one of four programmable current drive levels for each Port C pin.
00 = 3 mA
01= 7 mA
10= 13 mA
11= 20 mA

LED Drive Level Low Register

The LED Drive Level registers contain two control bits for each Port C pin (Table 32). These two bits select between four programmable drive levels. Each pin is individually programmable.

Reserved—Must be 0

T1ENH—Timer 1 Interrupt Request Enable High Bit
T0ENH—Timer 0 Interrupt Request Enable High Bit
U0RENH—UART 0 Receive Interrupt Request Enable High Bit
U0TENH—UART 0 Transmit Interrupt Request Enable High Bit
ADCENH—ADC Interrupt Request Enable High Bit

Table 39. IRQ0 Enable Low Bit Register (IRQ0ENL)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved	T1ENL	T0ENL	U0RENL	U0TENL	Reserved	Reserved	ADCENL
RESET	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R	R	R/W
ADDR	FC2H							

Reserved—0 when read

T1ENL—Timer 1 Interrupt Request Enable Low Bit
T0ENL—Timer 0 Interrupt Request Enable Low Bit
U0RENL—UART 0 Receive Interrupt Request Enable Low Bit
U0TENL—UART 0 Transmit Interrupt Request Enable Low Bit
ADCENL—ADC Interrupt Request Enable Low Bit

IRQ1 Enable High and Low Bit Registers

Table 40 describes the priority control for IRQ1. The IRQ1 Enable High and Low Bit registers (Table 41 and Table 42) form a priority encoded enabling for interrupts in the Interrupt Request 1 register. Priority is generated by setting bits in each register.

Table 40. IRQ1 Enable and Priority Encoding

IRQ1ENH[*x*]	IRQ1ENL[*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 46. Interrupt Edge Select Register (IRQES)

BITS	7	6	5	4	3	2	1	0
FIELD	IES7	IES6	IES5	IES4	IES3	IES2	IES1	IES0
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	FCDH							

IES*x*—Interrupt Edge Select *x*
0 = An interrupt request is generated on the falling edge of the PA*x* input or PDx
1 = An interrupt request is generated on the rising edge of the PA*x* input PDx
where *x* indicates the specific GPIO port pin number (0 through 7)

Shared Interrupt Select Register

The Shared Interrupt Select (IRQSS) register (Table 47) determines the source of the PADxS interrupts. The Shared Interrupt Select register selects between Port A and alternate sources for the individual interrupts.

Because these shared interrupts are edge-triggered, it is possible to generate an interrupt just by switching from one shared source to another. For this reason, an interrupt must be disabled before switching between sources.

Table 47. Shared Interrupt Select Register (IRQSS)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved	PA6CS	Reserved					
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	FCEH							

PA6CS—PA6/Comparator Selection
0 = PA6 is used for the interrupt for PA6CS interrupt request
1 = The Comparator is used for the interrupt for PA6CS interrupt request

Reserved—Must be 0

Interrupt Control Register

The Interrupt Control (IRQCTL) register (Table 48) contains the master enable bit for all interrupts.

6. Write to the Timer Control register to enable the timer and initiate counting.

In ONE-SHOT mode, the system clock always provides the timer input. The timer period is given by the following equation:

$$\text{ONE-SHOT Mode Time-Out Period (s)} = \frac{(\text{Reload Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

CONTINUOUS Mode

In CONTINUOUS mode, the timer counts up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. Upon reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to `0001H` and counting resumes. Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) at timer Reload.

Follow the steps below to configure a timer for CONTINUOUS mode and to initiate the count:

1. Write to the Timer Control register to:
   - Disable the timer
   - Configure the timer for CONTINUOUS mode
   - Set the prescale value
   - If using the Timer Output alternate function, set the initial output level (High or Low)
2. Write to the Timer High and Low Byte registers to set the starting count value (usually `0001H`). This action only affects the first pass in CONTINUOUS mode. After the first timer Reload in CONTINUOUS mode, counting always begins at the reset value of `0001H`.
3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
4. Enable the timer interrupt (if appropriate) and set the timer interrupt priority by writing to the relevant interrupt registers.
5. Configure the associated GPIO port pin (if using the Timer Output function) for the Timer Output alternate function.
6. Write to the Timer Control register to enable the timer and initiate counting.

In CONTINUOUS mode, the system clock always provides the timer input. The timer period is given by the following equation:

$$\text{CONTINUOUS Mode Time-Out Period (s)} = \frac{\text{Reload Value} \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

If an initial starting value other than `0001H` is loaded into the Timer High and Low Byte registers, use the ONE-SHOT mode equation to determine the first time-out period.

timer value is not reset to 0001H). Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) upon Compare.

If the Timer reaches FFFFH, the timer rolls over to 0000H and continue counting. Follow the steps below to configure a timer for COMPARE mode and to initiate the count:

1. Write to the Timer Control register to:
   - Disable the timer.
   - Configure the timer for Compare mode.
   - Set the prescale value.
   - Set the initial logic level (High or Low) for the Timer Output alternate function, if appropriate.
2. Write to the Timer High and Low Byte registers to set the starting count value.
3. Write to the Timer Reload High and Low Byte registers to set the Compare value.
4. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers.
5. If using the Timer Output function, configure the associated GPIO port pin for the Timer Output alternate function.
6. Write to the Timer Control register to enable the timer and initiate counting.

In COMPARE mode, the system clock always provides the timer input. The Compare time can be calculated by the following equation:

$$\text{COMPARE Mode Time (s)} = \frac{(\text{Compare Value} - \text{Start Value}) \times \text{Prescale}}{\text{System Clock Frequency (Hz)}}$$

GATED Mode

In GATED mode, the timer counts only when the Timer Input signal is in its active state (asserted), as determined by the TPOL bit in the Timer Control register. When the Timer Input signal is asserted, counting begins. A timer interrupt is generated when the Timer Input signal is deasserted or a timer Reload occurs. To determine if a Timer Input signal deassertion generated the interrupt, read the associated GPIO input value and compare to the value stored in the TPOL bit.

The timer counts up to the 16-bit Reload value stored in the Timer Reload High and Low Byte registers. The timer input is the system clock. When reaching the Reload value, the timer generates an interrupt, the count value in the Timer High and Low Byte registers is reset to 0001H and counting resumes (assuming the Timer Input signal remains asserted). Also, if the Timer Output alternate function is enabled, the Timer Output pin changes state (from Low to High or from High to Low) at timer reset.

ONE-SHOT Mode

When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.

CONTINUOUS Mode

When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.

COUNTER Mode

If the timer is enabled the Timer Output signal is complemented after timer reload.

0 = Count occurs on the rising edge of the Timer Input signal
1 = Count occurs on the falling edge of the Timer Input signal

PWM SINGLE OUTPUT Mode

0 = Timer Output is forced Low (0) when the timer is disabled. When enabled, the Timer Output is forced High (1) upon PWM count match and forced Low (0) upon Reload.
1 = Timer Output is forced High (1) when the timer is disabled. When enabled, the Timer Output is forced Low (0) upon PWM count match and forced High (1) upon Reload.

CAPTURE Mode

0 = Count is captured on the rising edge of the Timer Input signal
1 = Count is captured on the falling edge of the Timer Input signal

COMPARE Mode

When the timer is disabled, the Timer Output signal is set to the value of this bit. When the timer is enabled, the Timer Output signal is complemented upon timer Reload.

GATED Mode

0 = Timer counts when the Timer Input signal is High (1) and interrupts are generated on the falling edge of the Timer Input.
1 = Timer counts when the Timer Input signal is Low (0) and interrupts are generated on the rising edge of the Timer Input.

Receiving Data using the Interrupt-Driven Method

The UART Receiver interrupt indicates the availability of new data (as well as error conditions). Follow the steps below to configure the UART receiver for interrupt-driven operation:

1. Write to the UART Baud Rate High and Low Byte registers to set the acceptable baud rate.
2. Enable the UART pin functions by configuring the associated GPIO port pins for alternate function operation.
3. Execute a `DI` instruction to disable interrupts.
4. Write to the Interrupt control registers to enable the UART Receiver interrupt and set the acceptable priority.
5. Clear the UART Receiver interrupt in the applicable Interrupt Request register.
6. Write to the UART Control 1 Register to enable Multiprocessor (9-bit) mode functions, if appropriate.
   - Set the Multiprocessor Mode Select (`MPEN`) to Enable MULTIPROCESSOR mode
   - Set the Multiprocessor Mode Bits, `MPMD[1:0]`, to select the acceptable address matching scheme
   - Configure the UART to interrupt on received data and errors or errors only (interrupt on errors only is unlikely to be useful for Z8 Encore! XP devices without a DMA block)
7. Write the device address to the Address Compare Register (automatic MULTIPROCESSOR modes only).
8. Write to the UART Control 0 register to:
   - Set the receive enable bit (`REN`) to enable the UART for data reception
   - Enable parity, if appropriate and if multiprocessor mode is not enabled, and select either even or odd parity
9. Execute an `EI` instruction to enable interrupts.

The UART is now configured for interrupt-driven data reception. When the UART Receiver interrupt is detected, the associated interrupt service routine (ISR) performs the following:

1. Checks the UART Status 0 register to determine the source of the interrupt - error, break, or received data.
2. Reads the data from the UART Receive Data register if the interrupt was because of data available. If operating in MULTIPROCESSOR (9-bit) mode, further actions may be required depending on the MULTIPROCESSOR mode bits MPMD[1:0].

3. Clears the UART Receiver interrupt in the applicable Interrupt Request register.
4. Executes the `IRET` instruction to return from the interrupt-service routine and await more data.

Clear To Send ($\overline{\text{CTS}}$) Operation

The CTS pin, if enabled by the CTSE bit of the UART Control 0 register, performs flow control on the outgoing transmit datastream. The Clear To Send ($\overline{\text{CTS}}$) input pin is sampled one system clock before beginning any new character transmission. To delay transmission of the next data character, an external receiver must deassert $\overline{\text{CTS}}$ at least one system clock cycle before a new data transmission begins. For multiple character transmissions, this action is typically performed during Stop Bit transmission. If $\overline{\text{CTS}}$ deasserts in the middle of a character transmission, the current character is sent completely.

MULTIPROCESSOR (9-Bit) Mode

The UART has a MULTIPROCESSOR (9-bit) mode that uses an extra (9th) bit for selective communication when a number of processors share a common UART bus. In MULTIPROCESSOR mode (also referred to as 9-bit mode), the multiprocessor bit (`MP`) is transmitted immediately following the 8-bits of data and immediately preceding the Stop bit(s) as displayed in Figure 13. The character format is given below:

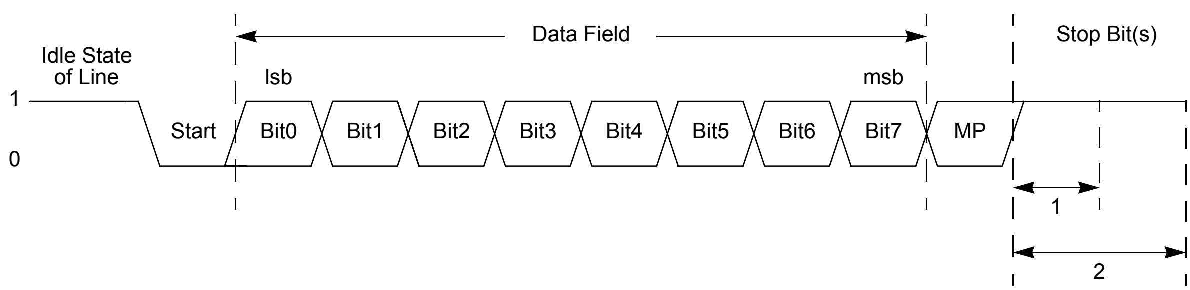

Figure 13. UART Asynchronous MULTIPROCESSOR Mode Data Format

In MULTIPROCESSOR (9-bit) mode, the Parity bit location (9th bit) becomes the Multiprocessor control bit. The UART Control 1 and Status 1 registers provide MULTIPROCESSOR (9-bit) mode control and status information. If an automatic address matching scheme is enabled, the UART Address Compare register holds the network address of the device.

MULTIPROCESSOR (9-bit) Mode Receive Interrupts

When MULTIPROCESSOR mode is enabled, the UART only processes frames addressed to it. The determination of whether a frame of data is addressed to the UART can be made

External Driver Enable

The UART provides a Driver Enable (DE) signal for off-chip bus transceivers. This feature reduces the software overhead associated with using a GPIO pin to control the transceiver when communicating on a multi-transceiver bus, such as RS-485.

Driver Enable is an active High signal that envelopes the entire transmitted data frame including parity and Stop bits as displayed in Figure 14. The Driver Enable signal asserts when a byte is written to the UART Transmit Data register. The Driver Enable signal asserts at least one UART bit period and no greater than two UART bit periods before the Start bit is transmitted. This allows a setup time to enable the transceiver. The Driver Enable signal deasserts one system clock period after the final Stop bit is transmitted. This one system clock delay allows both time for data to clear the transceiver before disabling it, as well as the ability to determine if another character follows the current character. In the event of back to back characters (new data must be written to the Transmit Data Register before the previous character is completely transmitted) the DE signal is not deasserted between characters. The `DEPOL` bit in the UART Control Register 1 sets the polarity of the Driver Enable signal.

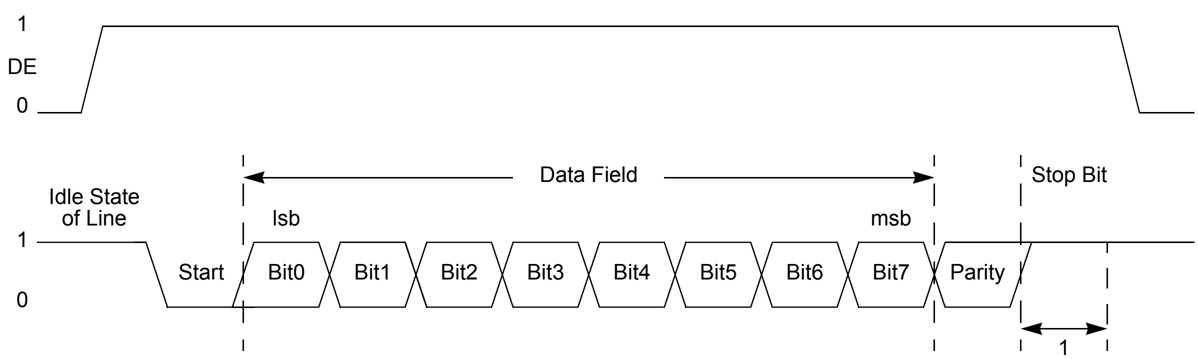

Figure 14. UART Driver Enable Signal Timing (shown with 1 Stop Bit and Parity)

The Driver Enable to Start bit setup time is calculated as follows:

$$\left(\frac{1}{\text{Baud Rate (Hz)}}\right) \le \text{DE to Start Bit Setup Time (s)} \le \left(\frac{2}{\text{Baud Rate (Hz)}}\right)$$

UART Interrupts

The UART features separate interrupts for the transmitter and the receiver. In addition, when the UART primary functionality is disabled, the Baud Rate Generator can also function as a basic timer with interrupt capability.

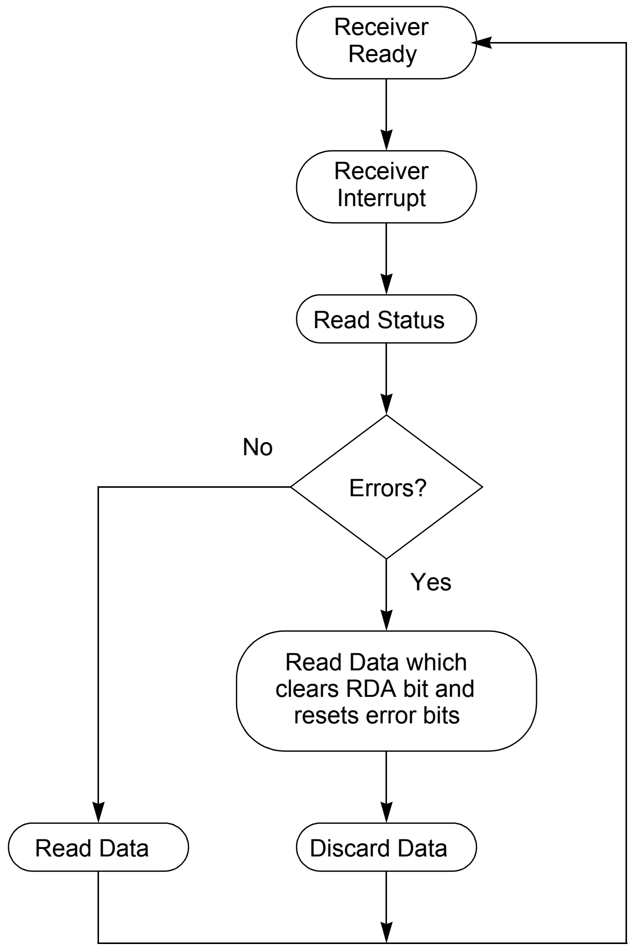

Figure 15. UART Receiver Interrupt Service Routine Flow

Baud Rate Generator Interrupts

If the Baud Rate Generator (BRG) interrupt enable is set, the UART Receiver interrupt asserts when the UART Baud Rate Generator reloads. This condition allows the Baud Rate Generator to function as an additional counter if the UART functionality is not employed.

UART Baud Rate Generator

The UART Baud Rate Generator creates a lower frequency baud rate clock for data transmission. The input to the Baud Rate Generator is the system clock. The UART Baud Rate High and Low Byte registers combine to create a 16-bit baud rate divisor value

Comparator

Z8 Encore! XP® F0823 Series devices feature a general purpose comparator that compares two analog input signals. A GPIO (`CINP`) pin provides the positive comparator input. The negative input (`CINN`) can be taken from either an external GPIO pin or an internal reference. The output is available as an interrupt source or can be routed to an external pin using the GPIO multiplex. The features of Comparator include:

- Two inputs which can be connected up using the GPIO multiplex (MUX)
- One input can be connected to a programmable internal reference
- One input can be connected to the on-chip temperature sensor
- Output can be either an interrupt source or an output to an external pin

Operation

One of the comparator inputs can be connected to an internal reference which is a user selectable reference that is user programmable with 200 mV resolution.

The comparator can be powered down to save on supply current. For details, see Power Control Register 0 on page 32.

! Caution: *Because of the propagation delay of the comparator, it is not recommended to enable the comparator without first disabling interrupts and waiting for the comparator output to settle. Doing so can result in spurious interrupts after comparator enabling. The following example shows how to safely enable the comparator:*

```
di
ld cmp0
nop
nop      ; wait for output to settle
clr irq0 ; clear any spurious interrupts pending
ei
```

Comparator Control Register Definitions

Comparator Control Register

The Comparator Control register (CMPCTL) configures the comparator inputs and sets the value of the internal voltage reference.

OCD Status Register

The OCD Status register reports status information about the current state of the debugger and the system.

Table 100. OCD Status Register (OCDSTAT)

BITS	7	6	5	4	3	2	1	0
FIELD	DBG	HALT	FRPENB	Reserved				
RESET	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

DBG—Debug Status
0 = NORMAL mode
1 = DEBUG mode

HALT—HALT Mode
0 = Not in HALT mode
1 = In HALT mode

FRPENB—Flash Read Protect Option Bit Enable
0 = FRP bit enabled, that allows disabling of many OCD commands
1 = FRP bit has no effect

Reserved—0 when read

Table 112. Logical Instructions (Continued)

Mnemonic	Operands	Instruction
ORX	dst, src	Logical OR using Extended Addressing
XOR	dst, src	Logical Exclusive OR
XORX	dst, src	Logical Exclusive OR using Extended Addressing

Table 113. Program Control Instructions

Mnemonic	Operands	Instruction
BRK	—	On-Chip Debugger Break
BTJ	p, bit, src, DA	Bit Test and Jump
BTJNZ	bit, src, DA	Bit Test and Jump if Non-Zero
BTJZ	bit, src, DA	Bit Test and Jump if Zero
CALL	dst	Call Procedure
DJNZ	dst, src, RA	Decrement and Jump Non-Zero
IRET	—	Interrupt Return
JP	dst	Jump
JP cc	dst	Jump Conditional
JR	DA	Jump Relative
JR cc	DA	Jump Relative Conditional
RET	—	Return
TRAP	vector	Software Trap

Table 114. Rotate and Shift Instructions

Mnemonic	Operands	Instruction
BSWAP	dst	Bit Swap
RL	dst	Rotate Left
RLC	dst	Rotate Left through Carry
RR	dst	Rotate Right
RRC	dst	Rotate Right through Carry

D

E

F