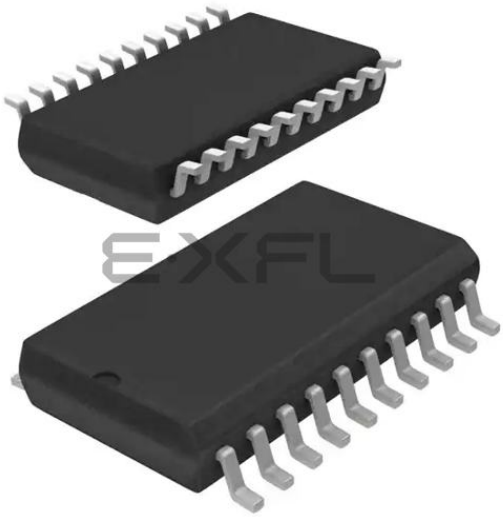

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Applications of "Embedded - Microcontrollers"

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	16
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 7x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SOIC (0.295", 7.50mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0223sh005ec

Table of Contents

Table 5 provides detailed information about the characteristics for each pin available on Z8 Encore! XP® F0823 Series 8-pin devices.

Note: *All six I/O pins on the 8-pin packages are 5 V-tolerant (unless the pull-up devices are enabled). The column in* Table 4 *below describes 5 V-tolerance for the 20- and 28-pin packages only.*

Table 4. Pin Characteristics (20- and 28-pin Devices)

Symbol Mnemonic	Direction	Reset Direction	Active Low or Active High	Tristate Output	Internal Pull-up or Pull-down	Schmitt-Trigger Input	Open Drain Output	5 V Tolerance
AVDD	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
AVSS	N/A	N/A	N/A	N/A	N/A	N/A	N/A	NA
DBG	I/O	I	N/A	Yes	No	Yes	Yes	Yes
PA[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PA[7:2] only
PB[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PB[7:6] only
PC[7:0]	I/O	I	N/A	Yes	Programmable Pull-up	Yes	Yes, Programmable	PC[7:3] only
RESET	I/O	I/O (defaults to $\overline{\text{RESET}}$)	Low (in Reset mode)	Yes (PD0 only)	Always on for $\overline{\text{RESET}}$	Yes	Always on for $\overline{\text{RESET}}$	Yes
VDD	N/A	N/A	N/A	N/A			N/A	N/A
VSS	N/A	N/A	N/A	N/A			N/A	N/A

Note: *PB6 and PB7 are available only in the devices without ADC.*

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

Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Set Register AFS1
Port C	PC0	Reserved		AFS1[0]: 0
		ANA4/CINP/LED Drive	ADC or Comparator Input, or LED drive	AFS1[0]: 1
	PC1	Reserved		AFS1[1]: 0
		ANA5/CINN/ LED Drive	ADC or Comparator Input, or LED drive	AFS1[1]: 1
	PC2	Reserved		AFS1[2]: 0
		ANA6/LED/ VREF*	ADC Analog Input or LED Drive or ADC Voltage Reference	AFS1[2]: 1
	PC3	COUT	Comparator Output	AFS1[3]: 0
		LED	LED drive	AFS1[3]: 1
	PC4	Reserved		AFS1[4]: 0
		LED	LED Drive	AFS1[4]: 1
	PC5	Reserved		AFS1[5]: 0
		LED	LED Drive	AFS1[5]: 1
	PC6	Reserved		AFS1[6]: 0
		LED	LED Drive	AFS1[6]: 1
	PC7	Reserved		AFS1[7]: 0
		LED	LED Drive	AFS1[7]: 1

Note: Because there are at most two choices of alternate function for any pin of Port C, the Alternate Function Set register AFS2 is implemented but not used to select the function. Also, Alternate Function selection as described in Port A–C Alternate Function Sub-Registers must also be enabled.
*VREF is available on PC2 in 20-pin parts only.

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.

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:

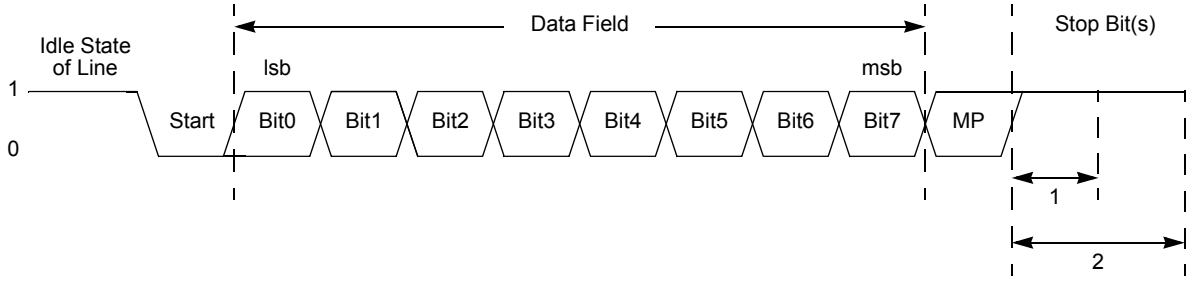

Figure 13. UART Asynchronous MULTIPROCESSOR Mode Data Format

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

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.

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.

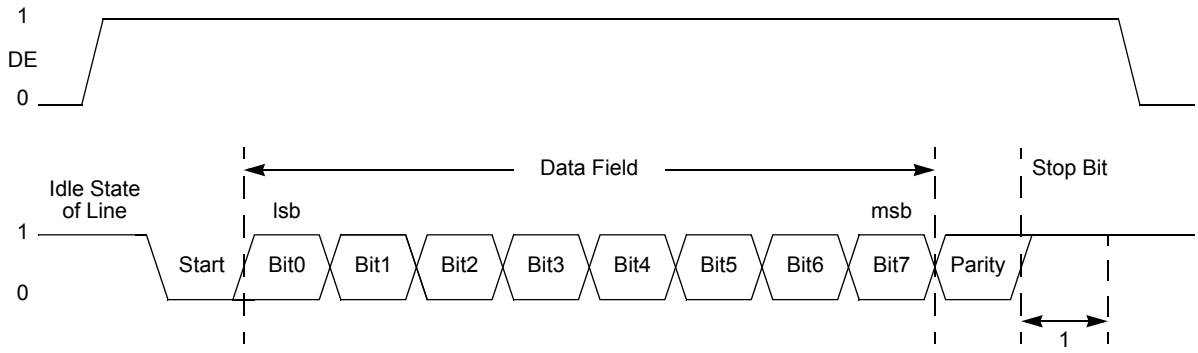

Figure 14. UART Driver Enable Signal Timing (shown with 1 Stop Bit and Parity)

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

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

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.

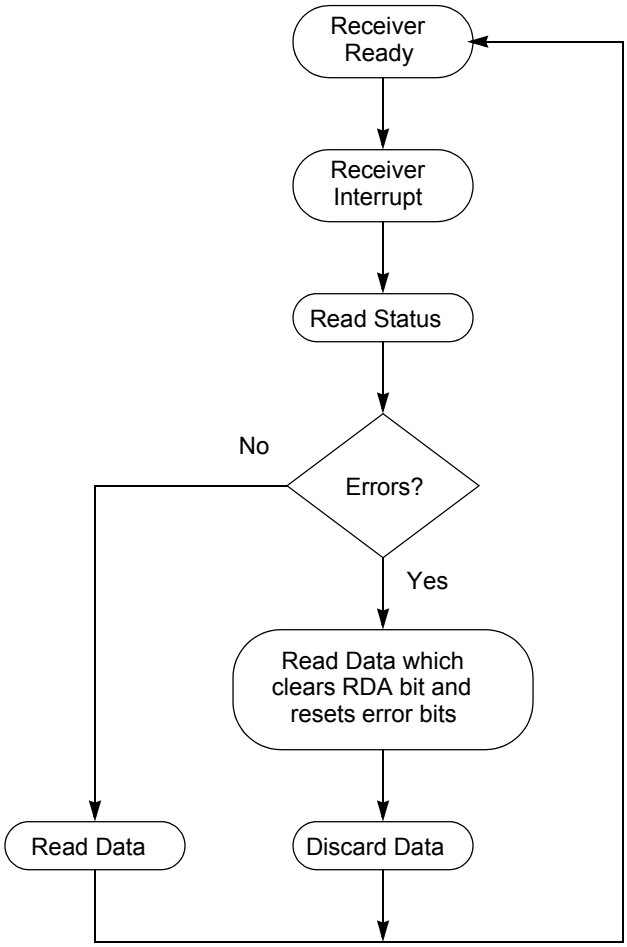

Figure 15. UART Receiver Interrupt Service Routine Flow

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

(BRG[15:0]) that sets the data transmission rate (baud rate) of the UART. The UART data rate is calculated using the following equation:

$$\text{UART Data Rate (bits/s)} = \frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Baud Rate Divisor Value}}$$

When the UART is disabled, the Baud Rate Generator functions as a basic 16-bit timer with interrupt on time-out. Follow the steps below to configure the Baud Rate Generator as a timer with interrupt on time-out:

1. Disable the UART by clearing the REN and TEN bits in the UART Control 0 register to 0.
2. Load the acceptable 16-bit count value into the UART Baud Rate High and Low Byte registers.
3. Enable the Baud Rate Generator timer function and associated interrupt by setting the BIRQ bit in the UART Control 1 register to 1.

When configured as a general purpose timer, the interrupt interval is calculated using the following equation:

$$\text{Interrupt Interval (s)} = \text{System Clock Period (s)} \times \text{BRG[15:0]}$$

UART Control Register Definitions

The UART control registers support the UART and the associated Infrared Encoder/Decoders. For more information on the infrared operation, see Infrared Encoder/Decoder on page 113.

UART Transmit Data Register

Data bytes written to the UART Transmit Data register (Table 62) are shifted out on the TXDx pin. The Write-only UART Transmit Data register shares a Register File address with the read-only UART Receive Data register.

Table 62. UART Transmit Data Register (U0TXD)

BITS	7	6	5	4	3	2	1	0
FIELD	TXD							
RESET	X	X	X	X	X	X	X	X
R/W	W	W	W	W	W	W	W	W
ADDR	F40H							

TXD—Transmit Data
UART transmitter data byte to be shifted out through the TXD*x* pin.

4. When the first conversion in continuous operation is complete (after 5129 system clock cycles, plus the 40 cycles for power-up, if necessary), the ADC control logic performs the following operations:
   - CEN resets to 0 to indicate the first conversion is complete. CEN remains 0 for all subsequent conversions in continuous operation.
   - An interrupt request is sent to the Interrupt Controller to indicate the conversion is complete.
5. The ADC writes a new data result every 256 system clock cycles. For each completed conversion, the ADC control logic performs the following operations:
   - Writes the 11-bit two's complement result to {ADCD_H[7:0], ADCD_L[7:5]}.
   - An interrupt request to the Interrupt Controller denoting conversion complete.
6. To disable continuous conversion, clear the CONT bit in the ADC Control register to 0.

Interrupts

The ADC is able to interrupt the CPU whenever a conversion has been completed and the ADC is enabled.

When the ADC is disabled, an interrupt is not asserted; however, an interrupt pending when the ADC is disabled is not cleared.

Calibration and Compensation

Z8 Encore! XP® F0823 Series ADC can be factory calibrated for offset error and gain error, with the compensation data stored in Flash memory. Alternatively, user code can perform its own calibration, storing the values into Flash themselves.

Factory Calibration

Devices that have been factory calibrated contain nine bytes of calibration data in the Flash option bit space. This data consists of three bytes for each reference type. For a list of input modes for which calibration data exists, see Zilog Calibration Data on page 147. There is 1 byte for offset, 2 bytes for gain correction.

User Calibration

If you have precision references available, its own external calibration can be performed, storing the values into Flash themselves.

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

The randomized lot identifier is a 32 byte binary value, stored in the flash information page (for more details, see Reading the Flash Information Page on page 143 and Randomized Lot Identifier on page 149) and is unaffected by mass erasure of the device's flash memory.

Reading the Flash Information Page

The following code example shows how to read data from the Flash Information Area.

```
; get value at info address 60 (FE60h)
ldx FPS, #%80 ; enable access to flash info page
ld R0, #%FE
ld R1, #%60
ldc R2, @RR0 ; R2 now contains the calibration value
```

Flash Option Bit Control Register Definitions

Trim Bit Address Register

The Trim Bit Address (TRMADR) register contains the target address for an access to the trim option bits.

Table 85. Trim Bit Address Register (TRMADR)

BITS	7	6	5	4	3	2	1	0
FIELD	TRMADR - Trim Bit Address (00H to 1FH)							
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	FF6H							

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.

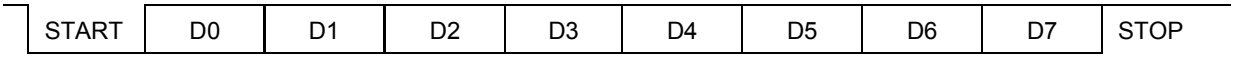

Figure 25. OCD Data Format

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

INTEN—Internal Precision Oscillator Enable
1 = Internal precision oscillator is enabled
0 = Internal precision oscillator is disabled

Reserved—R/W bits must be 0 during writes; 0 when read

WDTEN—Watchdog Timer Oscillator Enable
1 = Watchdog Timer oscillator is enabled
0 = Watchdog Timer oscillator is disabled

POFEN—Primary Oscillator Failure Detection Enable
1 = Failure detection and recovery of primary oscillator is enabled
0 = Failure detection and recovery of primary oscillator is disabled

WDFEN—Watchdog Timer Oscillator Failure Detection Enable
1 = Failure detection of Watchdog Timer oscillator is enabled
0 = Failure detection of Watchdog Timer oscillator is disabled

SCKSEL—System Clock Oscillator Select
000 = Internal precision oscillator functions as system clock at 5.53 MHz
001 = Internal precision oscillator functions as system clock at 32 kHz
010 = Reserved
011 = Watchdog Timer oscillator functions as system clock
100 = External clock signal on PB3 functions as system clock
101 = Reserved
110 = Reserved
111 = Reserved

Upper Nibble (Hex) \ Lower Nibble (Hex)	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0																
1																
2																
3																
4																
5																
6																
7	3, 2 **PUSH** IM															
8																
9																
A			3.3 **CPC** r1,r2	3.4 **CPC** r1,Ir2	4.3 **CPC** R2,R1	4.4 **CPC** IR2,R1	4.3 **CPC** R1,IM	4.4 **CPC** IR1,IM	5.3 **CPCX** ER2,ER1	5.3 **CPCX** IM,ER1						
B																
C	3.2 **SRL** R1	3.3 **SRL** IR1														
D																
E									5, 4 **LDWX** ER2,ER1							
F																

Figure 28. Second Opcode Map after 1FH

On-Chip Peripheral AC and DC Electrical Characteristics

Table 122. Power-On Reset and Voltage Brownout Electrical Characteristics and Timing

		T_A = -40 °C to +105 °C				
Symbol	**Parameter**	**Minimum**	**Typical[1]**	**Maximum**	**Units**	**Conditions**
V_{POR}	Power-On Reset Voltage Threshold	2.20	2.45	2.70	V	$V_{DD} = V_{POR}$
V_{VBO}	Voltage Brownout Reset Voltage Threshold	2.15	2.40	2.65	V	$V_{DD} = V_{VBO}$
	V_{POR} to V_{VBO} hysteresis		50	75	mV	
	Starting V_{DD} voltage to ensure valid Power-On Reset.	–	V_{SS}	–	V	
T_{ANA}	Power-On Reset Analog Delay	–	70	–	µs	$V_{DD} > V_{POR}$; T_{POR} Digital Reset delay follows T_{ANA}
T_{POR}	Power-On Reset Digital Delay		16		µs	66 Internal Precision Oscillator cycles + IPO startup time (T_{IPOST})
T_{SMR}	Stop Mode Recovery		16		µs	66 Internal Precision Oscillator cycles
T_{VBO}	Voltage Brownout Pulse Rejection Period	–	10	–	µs	Period of time in which $V_{DD} < V_{VBO}$ without generating a Reset.
T_{RAMP}	Time for V_{DD} to transition from V_{SS} to V_{POR} to ensure valid Reset	0.10	–	100	ms	
T_{SMP}	Stop Mode Recovery pin pulse rejection period		20		ns	For any SMR pin or for the Reset pin when it is asserted in STOP mode.

[1]Data in the typical column is from characterization at 3.3 V and 30 °C. These values are provided for design guidance only and are not tested in production.

Figure 33 and Table 131 provide timing information for UART pins for the case where CTS is not used for flow control. DE asserts after the transmit data register has been written. DE remains asserted for multiple characters as long as the transmit data register is written with the next character before the current character has completed.

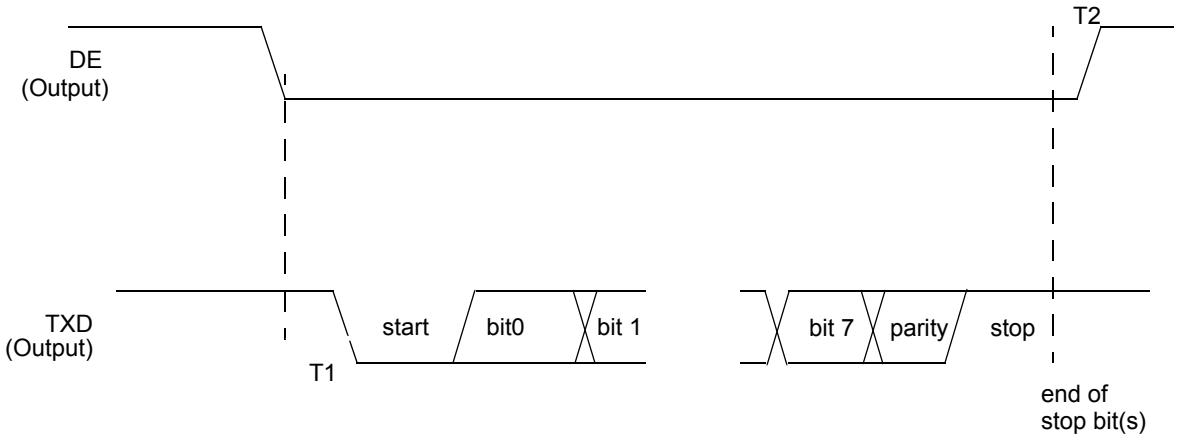

Figure 33. UART Timing Without CTS

Table 131. UART Timing Without CTS

		Delay (ns)	
Parameter	**Abbreviation**	**Minimum**	**Maximum**
UART			
T_1	DE assertion to TXD falling edge (start bit) delay	1 * XIN period	1 bit time
T_2	End of Stop Bit(s) to DE deassertion delay (Tx data register is empty)	± 5	

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 4 KB Flash								
Standard Temperature: 0 °C to 70 °C								
Z8F0413PB005SC	4 KB	1 KB	6	12	2	0	1	PDIP 8-pin package
Z8F0413QB005SC	4 KB	1 KB	6	12	2	0	1	QFN 8-pin package
Z8F0413SB005SC	4 KB	1 KB	6	12	2	0	1	SOIC 8-pin package
Z8F0413SH005SC	4 KB	1 KB	16	18	2	0	1	SOIC 20-pin package
Z8F0413HH005SC	4 KB	1 KB	16	18	2	0	1	SSOP 20-pin package
Z8F0413PH005SC	4 KB	1 KB	16	18	2	0	1	PDIP 20-pin package
Z8F0413SJ005SC	4 KB	1 KB	24	18	2	0	1	SOIC 28-pin package
Z8F0413HJ005SC	4 KB	1 KB	24	18	2	0	1	SSOP 28-pin package
Z8F0413PJ005SC	4 KB	1 KB	24	18	2	0	1	PDIP 28-pin package
Extended Temperature: -40 °C to 105 °C								
Z8F0413PB005EC	4 KB	1 KB	6	12	2	0	1	PDIP 8-pin package
Z8F0413QB005EC	4 KB	1 KB	6	12	2	0	1	QFN 8-pin package
Z8F0413SB005EC	4 KB	1 KB	6	12	2	0	1	SOIC 8-pin package
Z8F0413SH005EC	4 KB	1 KB	16	18	2	0	1	SOIC 20-pin package
Z8F0413HH005EC	4 KB	1 KB	16	18	2	0	1	SSOP 20-pin package
Z8F0413PH005EC	4 KB	1 KB	16	18	2	0	1	PDIP 20-pin package
Z8F0413SJ005EC	4 KB	1 KB	24	18	2	0	1	SOIC 28-pin package
Z8F0413HJ005EC	4 KB	1 KB	24	18	2	0	1	SSOP 28-pin package
Z8F0413PJ005EC	4 KB	1 KB	24	18	2	0	1	PDIP 28-pin package
Replace C with G for Lead-Free Packaging								

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 1 KB Flash								
Standard Temperature: 0 °C to 70 °C								
Z8F0113PB005SC	1 KB	256 B	6	12	2	0	1	PDIP 8-pin package
Z8F0113QB005SC	1 KB	256 B	6	12	2	0	1	QFN 8-pin package
Z8F0113SB005SC	1 KB	256 B	6	12	2	0	1	SOIC 8-pin package
Z8F0113SH005SC	1 KB	256 B	16	18	2	0	1	SOIC 20-pin package
Z8F0113HH005SC	1 KB	256 B	16	18	2	0	1	SSOP 20-pin package
Z8F0113PH005SC	1 KB	256 B	16	18	2	0	1	PDIP 20-pin package
Z8F0113SJ005SC	1 KB	256 B	24	18	2	0	1	SOIC 28-pin package
Z8F0113HJ005SC	1 KB	256 B	24	18	2	0	1	SSOP 28-pin package
Z8F0113PJ005SC	1 KB	256 B	24	18	2	0	1	PDIP 28-pin package
Extended Temperature: -40 °C to 105 °C								
Z8F0113PB005EC	1 KB	256 B	6	12	2	0	1	PDIP 8-pin package
Z8F0113QB005EC	1 KB	256 B	6	12	2	0	1	QFN 8-pin package
Z8F0113SB005EC	1 KB	256 B	6	12	2	0	1	SOIC 8-pin package
Z8F0113SH005EC	1 KB	256 B	16	18	2	0	1	SOIC 20-pin package
Z8F0113HH005EC	1 KB	256 B	16	18	2	0	1	SSOP 20-pin package
Z8F0113PH005EC	1 KB	256 B	16	18	2	0	1	PDIP 20-pin package
Z8F0113SJ005EC	1 KB	256 B	24	18	2	0	1	SOIC 28-pin package
Z8F0113HJ005EC	1 KB	256 B	24	18	2	0	1	SSOP 28-pin package
Z8F0113PJ005EC	1 KB	256 B	24	18	2	0	1	PDIP 28-pin package
Replace C with G for Lead-Free Packaging								