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### What is "[Embedded - Microcontrollers](#)"?

"[Embedded - Microcontrollers](#)" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

### Applications of "[Embedded - Microcontrollers](#)"

#### Details

Product Status	Obsolete
Core Processor	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	4KB (4K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 4x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	8-VDFN Exposed Pad
Supplier Device Package	8-QFN (5x6)
Purchase URL	<a href="https://www.e-xfl.com/product-detail/zilog/z8f0423qb005sc">https://www.e-xfl.com/product-detail/zilog/z8f0423qb005sc</a>

# Overview

Zilog's Z8 Encore! XP<sup>®</sup> microcontroller unit (MCU) family of products are the first Zilog<sup>®</sup> 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<sup>®</sup> 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)

► **Note:** \*Analog input alternate functions (ANA) are not available on the Z8F0x13 devices.

## Signal Descriptions

Table 3 lists the Z8 Encore! XP<sup>®</sup> F0823 Series signals. To determine the signals available for the specific package styles, see Pin Configurations on page 7.

**Table 3. Signal Descriptions**

Signal Mnemonic	I/O	Description
<b>General-Purpose I/O Ports A–D</b>		
PA[7:0]	I/O	Port A. These pins are used for general-purpose I/O.
PB[7:0]	I/O	Port B. These pins are used for general-purpose I/O. PB6 and PB7 are available only in those devices without an ADC.
PC[7:0]	I/O	Port C. These pins are used for general-purpose I/O.
<b>Note:</b> PB6 and PB7 are only available in 28-pin packages without ADC. In 28-pin packages with ADC, they are replaced by AV <sub>DD</sub> and AV <sub>SS</sub> .		
<b>UART Controllers</b>		
TXD0	O	Transmit Data. This signal is the transmit output from the UART and IrDA.
RXD0	I	Receive Data. This signal is the receive input for the UART and IrDA.
CTS0	I	Clear To Send. This signal is the flow control input for the UART.
DE	O	Driver Enable. This signal allows automatic control of external RS-485 drivers. This signal is approximately the inverse of the TXE (Transmit Empty) bit in the UART Status 0 register. The DE signal can be used to ensure the external RS-485 driver is enabled when data is transmitted by the UART.
<b>Timers</b>		
T0OUT/T1OUT	O	Timer Output 0–1. These signals are output from the timers.
$\overline{\text{T0OUT/T1OUT}}$	O	Timer Complement Output 0–1. These signals are output from the timers in PWM Dual Output mode.
T0IN/T1IN	I	Timer Input 0–1. These signals are used as the capture, gating and counter inputs. The T0IN signal is multiplexed $\overline{\text{T0OUT}}$ signals.
<b>Comparator</b>		
CINP/CINN	I	Comparator Inputs. These signals are the positive and negative inputs to the comparator.
COUT	O	Comparator Output. This is the output of the comparator.

**Table 8. Register File Address Map (Continued)**

Address (Hex)	Register Description	Mnemonic	Reset (Hex)	Page No
F0C	Timer 1 PWM High Byte	T1PWMH	00	81
F0D	Timer 1 PWM Low Byte	T1PWML	00	82
F0E	Timer 1 Control 0	T1CTL0	00	82
F0F	Timer 1 Control 1	T1CTL1	00	80
F10–F3F	Reserved	—	XX	
<b>UART</b>				
F40	UART0 Transmit Data	U0TXD	XX	104
	UART0 Receive Data	U0RXD	XX	105
F41	UART0 Status 0	U0STAT0	0000011Xb	105
F42	UART0 Control 0	U0CTL0	00	107
F43	UART0 Control 1	U0CTL1	00	107
F44	UART0 Status 1	U0STAT1	00	106
F45	UART0 Address Compare	U0ADDR	00	109
F46	UART0 Baud Rate High Byte	U0BRH	FF	110
F47	UART0 Baud Rate Low Byte	U0BRL	FF	110
F48–F6F	Reserved	—	XX	
<b>Analog-to-Digital Converter (ADC)</b>				
F70	ADC Control 0	ADCCTL0	00	122
F71	ADC Control 1	ADCCTL1	80	122
F72	ADC Data High Byte	ADCD_H	XX	124
F73	ADC Data Low Bits	ADCD_L	XX	124
F74–F7F	Reserved	—	XX	
<b>Low Power Control</b>				
F80	Power Control 0	PWRCTL0	80	33
F81	Reserved	—	XX	
<b>LED Controller</b>				
F82	LED Drive Enable	LEDEN	00	51
F83	LED Drive Level High Byte	LEDLVLH	00	51
F84	LED Drive Level Low Byte	LEDLVLL	00	52
F85	Reserved	—	XX	
<b>Oscillator Control</b>				
F86	Oscillator Control	OSCCTL	A0	167
F87–F8F	Reserved	—	XX	
<b>Comparator 0</b>				
F90	Comparator 0 Control	CMP0	14	128

# Interrupt Controller

The interrupt controller on the Z8 Encore! XP<sup>®</sup> F0823 Series products prioritizes the interrupt requests from the on-chip peripherals and the GPIO port pins. The features of interrupt controller include:

- 20 unique interrupt vectors
  - 12 GPIO port pin interrupt sources (two are shared)
  - 8 on-chip peripheral interrupt sources (two are shared)
- Flexible GPIO interrupts
  - Eight selectable rising and falling edge GPIO interrupts
  - Four dual-edge interrupts
- Three levels of individually programmable interrupt priority
- Watchdog Timer can be configured to generate an interrupt

Interrupt requests (IRQs) allow peripheral devices to suspend CPU operation in an orderly manner and force the CPU to start an interrupt service routine (ISR). Usually this interrupt service routine is involved with the exchange of data, status information, or control information between the CPU and the interrupting peripheral. When the service routine is completed, the CPU returns to the operation from which it was interrupted.

The eZ8 CPU supports both vectored and polled interrupt handling. For polled interrupts, the interrupt controller has no effect on operation. For more information on interrupt servicing by the eZ8 CPU, refer to *eZ8 CPU Core User Manual (UM0128)* available for download at [www.zilog.com](http://www.zilog.com).

## Interrupt Vector Listing

Table 33 lists all of the interrupts available in order of priority. The interrupt vector is stored with the most-significant byte (MSB) at the even Program Memory address and the least-significant byte (LSB) at the following odd Program Memory address.

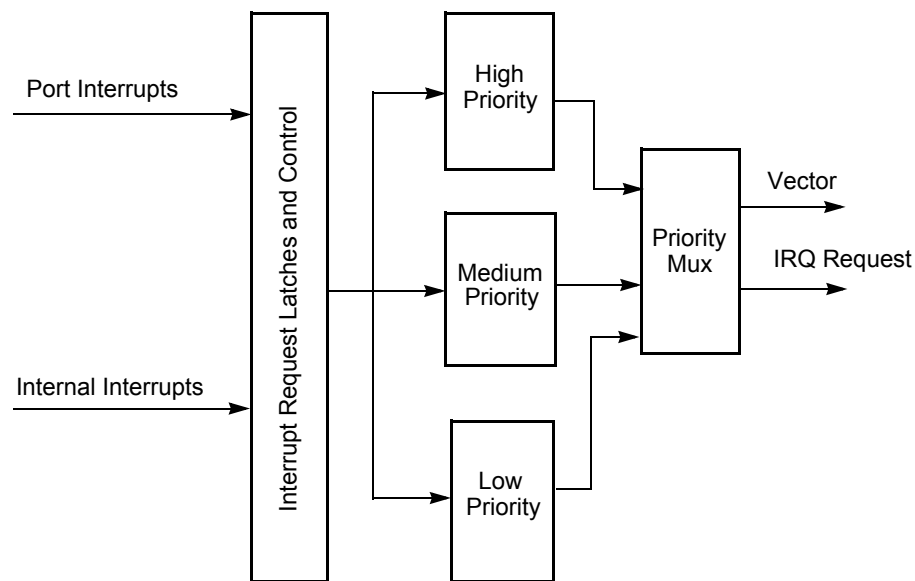
► **Note:** *Some port interrupts are not available on the 8- and 20-pin packages. The ADC interrupt is unavailable on devices not containing an ADC.*

**Table 33. Trap and Interrupt Vectors in Order of Priority (Continued)**

Priority	Program Memory Vector Address	Interrupt or Trap Source
Lowest	0036H	Port C Pin 0, both input edges
	0038H	Reserved

## Architecture

Figure 8 displays the interrupt controller block diagram.



**Figure 8. Interrupt Controller Block Diagram**

## Operation

### Master Interrupt Enable

The master interrupt enable bit (IRQE) in the Interrupt Control register globally enables and disables interrupts.

Interrupts are globally enabled by any of the following actions:

- Execution of an Enable Interrupt (EI) instruction
- Execution of an Return from Interrupt (IRET) instruction

## COMPARATOR COUNTER Mode

In COMPARATOR COUNTER mode, the timer counts input transitions from the analog comparator output. The TPOL bit in the Timer Control Register selects whether the count occurs on the rising edge or the falling edge of the comparator output signal. In COMPARATOR COUNTER mode, the prescaler is disabled.

**! Caution:** *The frequency of the comparator output signal must not exceed one-fourth the system clock frequency.*

After reaching the Reload value stored in the Timer Reload High and Low Byte registers, 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 for configuring a timer for COMPARATOR COUNTER mode and initiating the count:

1. Write to the Timer Control register to:
  - Disable the timer.
  - Configure the timer for COMPARATOR COUNTER mode.
  - Select either the rising edge or falling edge of the comparator output signal for the count. This also sets the initial logic level (High or Low) for the Timer Output alternate function. However, the Timer Output function is not required to be enabled.
2. Write to the Timer High and Low Byte registers to set the starting count value. This action only affects the first pass in COMPARATOR COUNTER mode. After the first timer Reload in COMPARATOR COUNTER mode, counting always begins at the reset value of 0001H. Generally, in COMPARATOR COUNTER mode the Timer High and Low Byte registers must be written with the value 0001H.
3. Write to the Timer Reload High and Low Byte registers to set the Reload value.
4. If appropriate, enable the timer interrupt 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.

In COMPARATOR COUNTER mode, the number of comparator output transitions since the timer start is given by the following equation:

$$\text{Comparator Output Transitions} = \text{Current Count Value} - \text{Start Value}$$

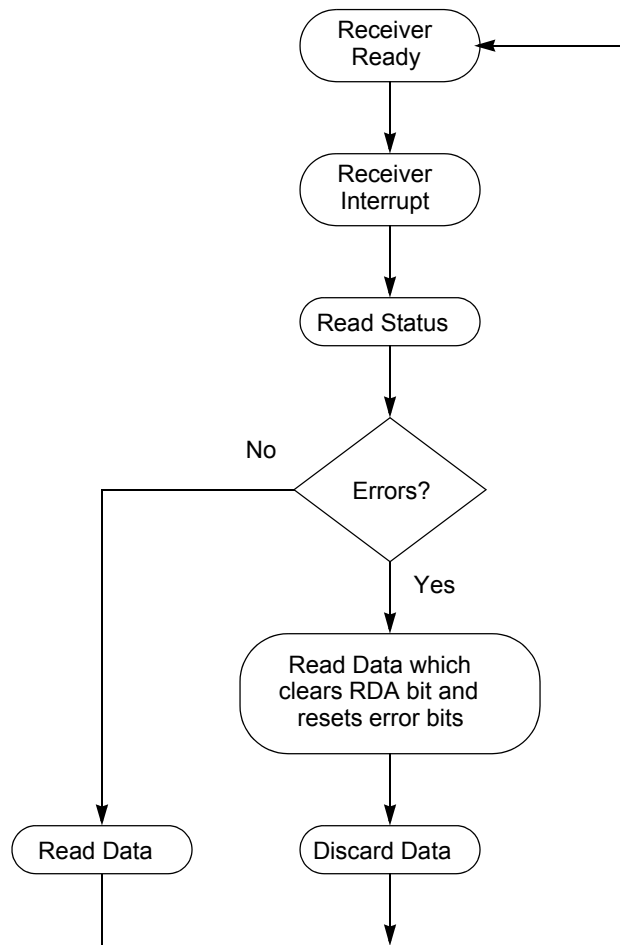


Figure 15. UART Receiver Interrupt Service Routine Flow

### 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



**Table 83. Flash Frequency High Byte Register (FFREQH)**

BITS	7	6	5	4	3	2	1	0
FIELD	FFREQH							
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	FFAH							

FFREQH—Flash Frequency High Byte  
High byte of the 16-bit Flash Frequency value

**Table 84. Flash Frequency Low Byte Register (FFREQL)**

BITS	7	6	5	4	3	2	1	0
FIELD	FFREQL							
RESET	0							
R/W	R/W							
ADDR	FFBH							

FFREQL—Flash Frequency Low Byte  
Low byte of the 16-bit Flash Frequency value

## Trim Bit Data Register

The Trim Bid Data (TRMDR) register contains the read or write data for access to the trim option bits.

**Table 86. Trim Bit Data Register (TRMDR)**

BITS	7	6	5	4	3	2	1	0
FIELD	TRMDR - Trim Bit Data							
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	FF7H							

## Flash Option Bit Address Space

The first two bytes of Flash program memory at addresses 0000H and 0001H are reserved for the user-programmable Flash option bits.

## Flash Program Memory Address 0000H

**Table 87. Flash Option Bits at Program Memory Address 0000H**

BITS	7	6	5	4	3	2	1	0
FIELD	WDT_RES	WDT_AO	Reserved		VBO_AO	FRP	Reserved	FWP
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	Program Memory 0000H							
Note: U = Unchanged by Reset. R/W = Read/Write.								

WDT\_RES—Watchdog Timer Reset

0 = Watchdog Timer time-out generates an interrupt request. Interrupts must be globally enabled for the eZ8 CPU to acknowledge the interrupt request.

1 = Watchdog Timer time-out causes a system reset. This setting is the default for unprogrammed (erased) Flash.

WDT\_AO—Watchdog Timer Always ON

0 = Watchdog Timer is automatically enabled upon application of system power. Watchdog Timer can not be disabled.

1 = Watchdog Timer is enabled upon execution of the WDT instruction. Once enabled, the

**Table 97. Randomized Lot ID Locations (Continued)**

<b>Info Page Address</b>	<b>Memory Address</b>	<b>Usage</b>
5C	FE5C	Randomized Lot ID Byte 23
5D	FE5D	Randomized Lot ID Byte 22
5E	FE5E	Randomized Lot ID Byte 21
5F	FE5F	Randomized Lot ID Byte 20
61	FE61	Randomized Lot ID Byte 19
62	FE62	Randomized Lot ID Byte 18
64	FE64	Randomized Lot ID Byte 17
65	FE65	Randomized Lot ID Byte 16
67	FE67	Randomized Lot ID Byte 15
68	FE68	Randomized Lot ID Byte 14
6A	FE6A	Randomized Lot ID Byte 13
6B	FE6B	Randomized Lot ID Byte 12
6D	FE6D	Randomized Lot ID Byte 11
6E	FE6E	Randomized Lot ID Byte 10
70	FE70	Randomized Lot ID Byte 9
71	FE71	Randomized Lot ID Byte 8
73	FE73	Randomized Lot ID Byte 7
74	FE74	Randomized Lot ID Byte 6
76	FE76	Randomized Lot ID Byte 5
77	FE77	Randomized Lot ID Byte 4
79	FE79	Randomized Lot ID Byte 3
7A	FE7A	Randomized Lot ID Byte 2
7C	FE7C	Randomized Lot ID Byte 1
7D	FE7D	Randomized Lot ID Byte 0 (least significant)

## On-Chip Debugger Commands

The host communicates to the OCD by sending OCD commands using the DBG interface. During normal operation, only a subset of the OCD commands are available. In DEBUG mode, all OCD commands become available unless the user code and control registers are protected by programming the Flash Read Protect Option bit (FRP). The Flash Read Protect Option bit prevents the code in memory from being read out of Z8 Encore! XP® F0823 Series products. When this option is enabled, several of the OCD commands are disabled. Table 99 on page 162 is a summary of the OCD commands. Each OCD command is described in further detail in the bulleted list following this table. Table 99 on page 162 also indicates those commands that operate when the device is not in DEBUG mode (normal operation) and those commands that are disabled by programming the Flash Read Protect Option bit.

Debug Command	Command Byte	Enabled when NOT in DEBUG mode?	Disabled by Flash Read Protect Option Bit
Read OCD Revision	00H	Yes	—
Reserved	01H	—	—
Read OCD Status Register	02H	Yes	—
Read Runtime Counter	03H	—	—
Write OCD Control Register	04H	Yes	Cannot clear DBGMODE bit.
Read OCD Control Register	05H	Yes	—
Write Program Counter	06H	—	Disabled.
Read Program Counter	07H	—	Disabled.
Write Register	08H	—	Only writes of the Flash Memory Control registers are allowed. Additionally, only the Mass Erase command is allowed to be written to the Flash Control register.
Read Register	09H	—	Disabled.
Write Program Memory	0AH	—	Disabled.
Read Program Memory	0BH	—	Disabled.
Write Data Memory	0CH	—	Yes.
Read Data Memory	0DH	—	—
Read Program Memory CRC	0EH	—	—
Reserved	0FH	—	—
Step Instruction	10H	—	Disabled.

is not in DEBUG mode or if the Flash Read Protect Option bit is enabled, the data is discarded.

```
DBG ← 0AH
DBG ← Program Memory Address[15:8]
DBG ← Program Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG ← 1-65536 data bytes
```

- **Read Program Memory (0BH)**—The Read Program Memory command reads data from Program Memory. This command is equivalent to the LDC and LDCI instructions. Data can be read 1–65536 bytes at a time (65536 bytes can be read by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option Bit is enabled, this command returns FFH for the data.

```
DBG ← 0BH
DBG ← Program Memory Address[15:8]
DBG ← Program Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG → 1-65536 data bytes
```

- **Write Data Memory (0CH)**—The Write Data Memory command writes data to Data Memory. This command is equivalent to the LDE and LDEI instructions. Data can be written 1–65536 bytes at a time (65536 bytes can be written by setting size to 0). If the device is not in DEBUG mode or if the Flash Read Protect Option Bit is enabled, the data is discarded.

```
DBG ← 0CH
DBG ← Data Memory Address[15:8]
DBG ← Data Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG ← 1-65536 data bytes
```

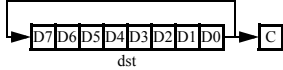
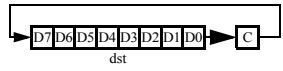
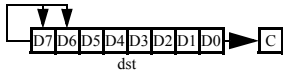
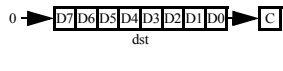
- **Read Data Memory (0DH)**—The Read Data Memory command reads from Data Memory. This command is equivalent to the LDE and LDEI instructions. Data can be read 1 to 65536 bytes at a time (65536 bytes can be read by setting size to 0). If the device is not in DEBUG mode, this command returns FFH for the data.

```
DBG ← 0DH
DBG ← Data Memory Address[15:8]
DBG ← Data Memory Address[7:0]
DBG ← Size[15:8]
DBG ← Size[7:0]
DBG → 1-65536 data bytes
```

**Table 115. eZ8 CPU Instruction Summary (Continued)**

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
HALT	HALT Mode			7F	–	–	–	–	–	–	1	2
INC dst	dst ← dst + 1	R		20	–	*	*	–	–	–	2	2
		IR		21							2	3
		r		0E-FE							1	2
INCW dst	dst ← dst + 1	RR		A0	–	*	*	*	–	–	2	5
		IRR		A1							2	6
IRET	FLAGS ← @SP SP ← SP + 1 PC ← @SP SP ← SP + 2 IRQCTL[7] ← 1			BF	*	*	*	*	*	*	1	5
JP dst	PC ← dst	DA		8D	–	–	–	–	–	–	3	2
		IRR		C4							2	3
JP cc, dst	if cc is true PC ← dst	DA		0D-FD	–	–	–	–	–	–	3	2
JR dst	PC ← PC + X	DA		8B	–	–	–	–	–	–	2	2
JR cc, dst	if cc is true PC ← PC + X	DA		0B-FB	–	–	–	–	–	–	2	2
LD dst, rc	dst ← src	r	IM	0C-FC	–	–	–	–	–	–	2	2
		r	X(r)	C7							3	3
		X(r)	r	D7							3	4
		r	lr	E3							2	3
		R	R	E4							3	2
		R	IR	E5							3	4
		R	IM	E6							3	2
		IR	IM	E7							3	3
		lr	r	F3							2	3
		IR	R	F5							3	3
Flags Notation:		* = Value is a function of the result of the operation. – = Unaffected X = Undefined				0 = Reset to 0 1 = Set to 1						

Table 115. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
RR dst		R		E0	*	*	*	*	-	-	2	2
		IR		E1							2	3
RRC dst		R		C0	*	*	*	*	-	-	2	2
		IR		C1							2	3
SBC dst, src	$dst \leftarrow dst - src - C$	r	r	32	*	*	*	*	1	*	2	3
		r	lr	33							2	4
		R	R	34							3	3
		R	IR	35							3	4
		R	IM	36							3	3
		IR	IM	37							3	4
SBCX dst, src	$dst \leftarrow dst - src - C$	ER	ER	38	*	*	*	*	1	*	4	3
		ER	IM	39							4	3
SCF	$C \leftarrow 1$			DF	1	-	-	-	-	-	1	2
SRA dst		R		D0	*	*	*	0	-	-	2	2
		IR		D1							2	3
SRL dst		R		1F C0	*	*	0	*	-	-	3	2
		IR		1F C1							3	3
SRP src	$RP \leftarrow src$		IM	01	-	-	-	-	-	-	2	2
STOP	STOP Mode			6F	-	-	-	-	-	-	1	2
SUB dst, src	$dst \leftarrow dst - src$	r	r	22	*	*	*	*	1	*	2	3
		r	lr	23							2	4
		R	R	24							3	3
		R	IR	25							3	4
		R	IM	26							3	3
		IR	IM	27							3	4

Flags Notation: \* = Value is a function of the result of the operation. 0 = Reset to 0  
 - = Unaffected 1 = Set to 1  
 X = Undefined

# Electrical Characteristics

The data in this chapter is pre-qualification and pre-characterization and is subject to change. Additional electrical characteristics may be found in the individual chapters.

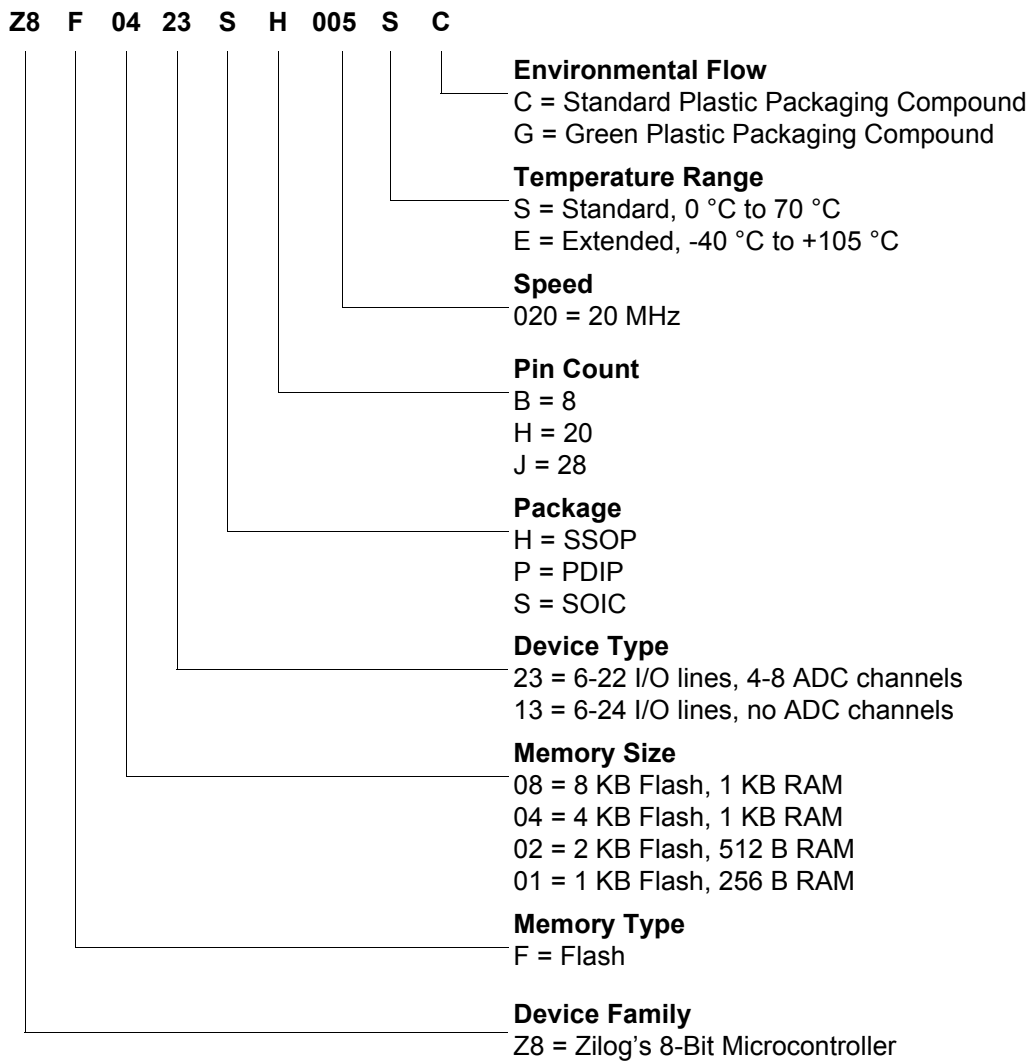
## Absolute Maximum Ratings

Stresses greater than those listed in Table 117 may cause permanent damage to the device. These ratings are stress ratings only. Operation of the device at any condition outside those indicated in the operational sections of these specifications is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability. For improved reliability, tie unused inputs to one of the supply voltages ( $V_{DD}$  or  $V_{SS}$ ).

**Table 117. Absolute Maximum Ratings**

Parameter	Minimum	Maximum	Units	Notes
Ambient temperature under bias	-40	+105	°C	
Storage temperature	-65	+150	°C	
Voltage on any pin with respect to $V_{SS}$	-0.3	+5.5	V	1
	-0.3	+3.9	V	2
Voltage on $V_{DD}$ pin with respect to $V_{SS}$	-0.3	+3.6	V	
Maximum current on input and/or inactive output pin	-5	+5	μA	
Maximum output current from active output pin	-25	+25	mA	
<b>8-pin Packages Maximum Ratings at 0 °C to 70 °C</b>				
Total power dissipation		220	mW	
Maximum current into $V_{DD}$ or out of $V_{SS}$		60	mA	
<b>20-pin Packages Maximum Ratings at 0 °C to 70 °C</b>				
Total power dissipation		430	mW	
Maximum current into $V_{DD}$ or out of $V_{SS}$		120	mA	
<b>28-pin Packages Maximum Ratings at 0 °C to 70 °C</b>				
Total power dissipation		450	mW	

Part Number Suffix Designations



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