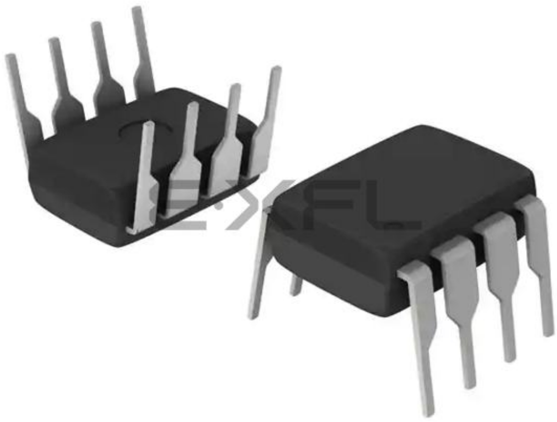

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What is "Embedded - Microcontrollers"?

"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	8KB (8K 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	Through Hole
Package / Case	8-DIP (0.300", 7.62mm)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0823pb005sc

Stop Mode Recovery Using the External RESET Pin

When the Z8 Encore! XP F0823 Series device is in STOP mode and the external RESET pin is driven Low, a system reset occurs. Because of a glitch filter operating on the RESET pin, the Low pulse must be greater than the minimum width specified, or it is ignored. For more details, see Electrical Characteristics on page 193.

Reset Register Definitions

Reset Status Register

The Reset Status (RSTSTAT) register is a read-only register that indicates the source of the most recent Reset event, indicates a Stop Mode Recovery event, and indicates a Watchdog Timer time-out. Reading this register resets the upper four bits to 0.

This register shares its address with the Watchdog Timer control register, which is write-only (Table 12).

Table 12. Reset Status Register (RSTSTAT)

BITS	7	6	5	4	3	2	1	0
FIELD	POR	STOP	WDT	EXT	Reserved			
RESET	See descriptions below			0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
ADDR	FF0H							

Reset or Stop Mode Recovery Event	POR	STOP	WDT	EXT
Power-On Reset	1	0	0	0
Reset using RESET pin assertion	0	0	0	1
Reset using WDT time-out	0	0	1	0
Reset using the OCD (OCTCTL[1] set to 1)	1	0	0	0
Reset from STOP Mode using DBG Pin driven Low	1	0	0	0
Stop Mode Recovery using GPIO pin transition	0	1	0	0
Stop Mode Recovery using WDT time-out	0	1	1	0

POR—Power-On Reset Indicator
If this bit is set to 1, a Power-On Reset event is occurred. This bit is reset to 0 if a WDT time-out or Stop Mode Recovery occurs. This bit is also reset to 0 when the register is read.

Low-Power Modes

Z8 Encore! XP® F0823 Series products contain power-saving features. The highest level of power reduction is provided by the STOP mode, in which nearly all device functions are powered down. The next lower level of power reduction is provided by the HALT mode, in which the CPU is powered down.

Further power savings can be implemented by disabling individual peripheral blocks while in ACTIVE mode (defined as being in neither STOP nor HALT mode).

STOP Mode

Executing the eZ8 CPU's Stop instruction places the device into STOP mode, powering down all peripherals except the Voltage Brownout detector, and the Watchdog Timer. These two blocks may also be disabled for additional power savings. In STOP mode, the operating characteristics are:

- Primary crystal oscillator and internal precision oscillator are stopped; XIN and XOUT (if previously enabled) are disabled, and PA0/PA1 revert to the states programmed by the GPIO registers.
- System clock is stopped.
- eZ8 CPU is stopped.
- Program counter (PC) stops incrementing.
- Watchdog Timer's internal RC oscillator continues to operate if enabled by the Oscillator Control Register.
- If enabled, the Watchdog Timer logic continues to operate.
- If enabled for operation in STOP mode by the associated Flash Option Bit, the Voltage Brownout protection circuit continues to operate.
- All other on-chip peripherals are idle.

To minimize current in STOP mode, all GPIO pins that are configured as digital inputs must be driven to one of the supply rails (V_{CC} or GND). Additionally, any GPIOs configured as outputs must also be driven to one of the supply rails. The device can be brought out of STOP mode using Stop Mode Recovery. For more information on Stop Mode Recovery, see Reset and Stop Mode Recovery on page 21.

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.

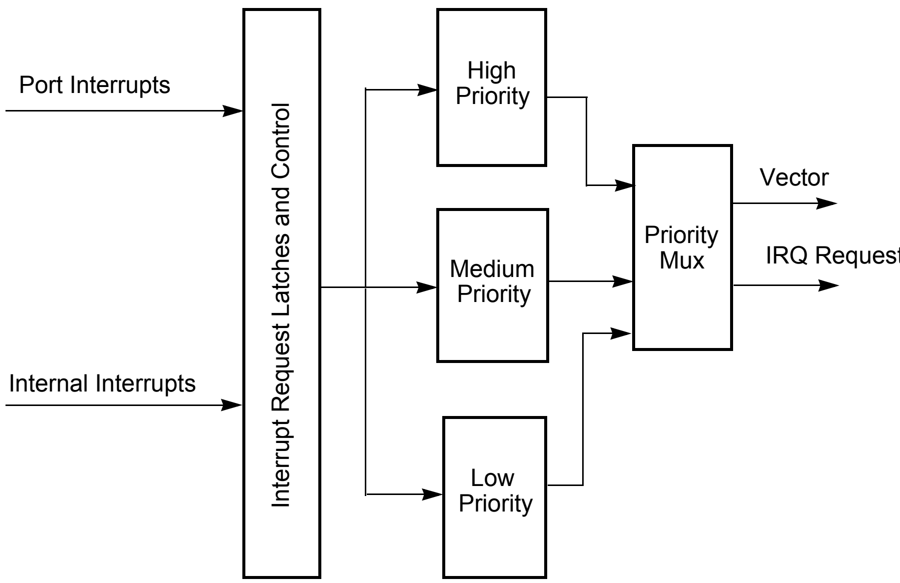

Figure 8. Interrupt Controller Block Diagram

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

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 43. IRQ2 Enable and Priority Encoding (Continued)

IRQ2ENH[*x*]	IRQ2ENL[*x*]	Priority	Description
1	1	Level 3	High

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

Table 44. IRQ2 Enable High Bit Register (IRQ2ENH)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				C3ENH	C2ENH	C1ENH	C0ENH
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	FC7H							

Reserved—Must be 0

C3ENH—Port C3 Interrupt Request Enable High Bit
C2ENH—Port C2 Interrupt Request Enable High Bit
C1ENH—Port C1 Interrupt Request Enable High Bit
C0ENH—Port C0 Interrupt Request Enable High Bit

Table 45. IRQ2 Enable Low Bit Register (IRQ2ENL)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				C3ENL	C2ENL	C1ENL	C0ENL
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	FC8H							

Reserved—Must be 0

C3ENL—Port C3 Interrupt Request Enable Low Bit
C2ENL—Port C2 Interrupt Request Enable Low Bit
C1ENL—Port C1 Interrupt Request Enable Low Bit
C0ENL—Port C0 Interrupt Request Enable Low Bit

Interrupt Edge Select Register

The Interrupt Edge Select (IRQES) register (Table 46) determines whether an interrupt is generated for the rising edge or falling edge on the selected GPIO Port A or Port D input pin.

Timers

Z8 Encore! XP® F0823 Series products contain up to two 16-bit reloadable timers that are used for timing, event counting, or generation of PWM signals. The timers' features include:

- 16-bit reload counter.
- Programmable prescaler with prescale values from 1 to 128.
- PWM output generation.
- Capture and compare capability.
- External input pin for timer input, clock gating, or capture signal. External input pin signal frequency is limited to a maximum of one-fourth the system clock frequency.
- Timer output pin.
- Timer interrupt.

In addition to the timers described in this chapter, the baud rate generator of the UART (if unused) also provides basic timing functionality. For information on using the baud rate generator as an additional timer, see Universal Asynchronous Receiver/Transmitter on page 93.

Architecture

Figure 9 displays the architecture of the timers.

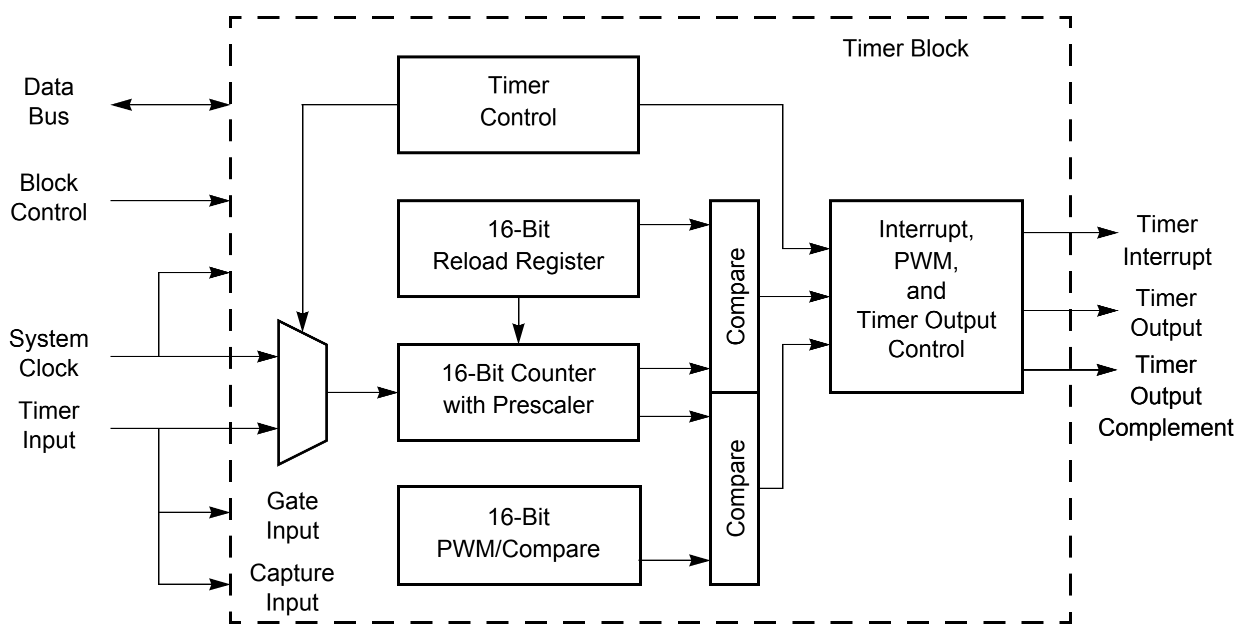

Figure 9. Timer Block Diagram

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:

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

  - Configure the timer for CAPTURE/COMPARE mode
  - Set the prescale value
  - Set the Capture edge (rising or falling) for the Timer Input
2. Write to the Timer High and Low Byte registers to set the starting count value (typically `0001H`).
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.By default, the timer interrupt are generated for both input Capture and Reload events. If appropriate, configure the timer interrupt to be generated only at the input Capture event or the Reload event by setting TICONFIG field of the TxCTL1 register.
5. Configure the associated GPIO port pin for the Timer Input alternate function.
6. Write to the Timer Control register to enable the timer.
7. Counting begins on the first appropriate transition of the Timer Input signal. No interrupt is generated by this first edge.

In CAPTURE/COMPARE mode, the elapsed time from timer start to Capture event can be calculated using the following equation:

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

Reading the Timer Count Values

The current count value in the timers can be read while counting (enabled). This capability has no effect on timer operation. When the timer is enabled and the Timer High Byte register is read, the contents of the Timer Low Byte register are placed in a holding register. A subsequent read from the Timer Low Byte register returns the value in the holding register. This operation allows accurate reads of the full 16-bit timer count value while enabled. When the timers are not enabled, a read from the Timer Low Byte register returns the actual value in the counter.

Timer Pin Signal Operation

Timer Output is a GPIO port pin alternate function. The Timer Output is toggled every time the counter is reloaded.

The timer input can be used as a selectable counting source. It shares the same pin as the complementary timer output. When selected by the GPIO Alternate Function Registers, this pin functions as a timer input in all modes except for the DUAL PWM OUTPUT mode. For this mode, there is no timer input available.

0 = Send a 0 in the multiprocessor bit location of the data stream (data byte)
1 = Send a 1 in the multiprocessor bit location of the data stream (address byte)

DEPOL—Driver Enable Polarity
0 = DE signal is Active High
1 = DE signal is Active Low

BRGCTL—Baud Rate Control
This bit causes an alternate UART behavior depending on the value of the REN bit in the UART Control 0 Register.

When the UART receiver is **not** enabled (REN=0), this bit determines whether the Baud Rate Generator issues interrupts.
0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value.
1 = The Baud Rate Generator generates a receive interrupt when it counts down to 0. Reads from the Baud Rate High and Low Byte registers return the current BRG count value.

When the UART receiver is enabled (REN=1), this bit allows reads from the Baud Rate Registers to return the BRG count value instead of the Reload Value.
0 = Reads from the Baud Rate High and Low Byte registers return the BRG Reload Value.
1 = Reads from the Baud Rate High and Low Byte registers return the current BRG count value. Unlike the Timers, there is no mechanism to latch the Low Byte when the High Byte is read.

$\overline{\text{RDAIRQ}}$—Receive Data Interrupt $\overline{\text{Enable}}$
0 = Received data and receiver errors generates an interrupt request to the Interrupt Controller.
1 = Received data does not generate an interrupt request to the Interrupt Controller. Only receiver errors generate an interrupt request.

IREN—Infrared Encoder/Decoder Enable
0 = Infrared Encoder/Decoder is disabled. UART operates normally.
1 = Infrared Encoder/Decoder is enabled. The UART transmits and receives data through the Infrared Encoder/Decoder.

UART Address Compare Register

The UART Address Compare register stores the multi-node network address of the UART. When the MPMD[1] bit of UART Control Register 0 is set, all incoming address bytes are compared to the value stored in the Address Compare register. Receive interrupts and RDA assertions only occur in the event of a match.

Endec, and passed to the UART. Communication is half-duplex, which means simultaneous data transmission and reception is not allowed.

The baud rate is set by the UART's baud rate generator and supports IrDA standard baud rates from 9600 baud to 115.2 kbaud. Higher baud rates are possible, but do not meet IrDA specifications. The UART must be enabled to use the Infrared Endec. The Infrared Endec data rate is calculated using the following equation:

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

Transmitting IrDA Data

The data to be transmitted using the infrared transceiver is first sent to the UART. The UART's transmit signal (TXD) and baud rate clock are used by the IrDA to generate the modulation signal (IR_TXD) that drives the infrared transceiver. Each UART/Infrared data bit is 16 clocks wide. If the data to be transmitted is 1, the IR_TXD signal remains low for the full 16 clock period. If the data to be transmitted is 0, the transmitter first outputs a 7 clock low period, followed by a 3 clock high pulse. Finally, a 6 clock low pulse is output to complete the full 16 clock data period. Figure 17 displays IrDA data transmission. When the Infrared Endec is enabled, the UART's TXD signal is internal to Z8 Encore! XP® F0823 Series products while the IR_TXD signal is output through the TXD pin.

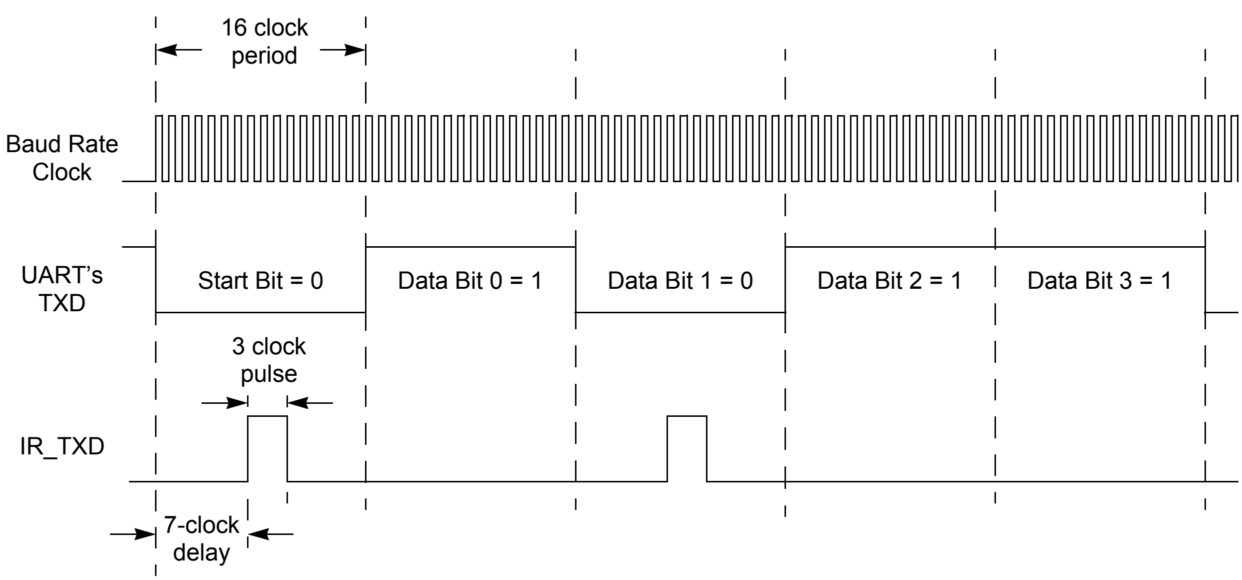

Figure 17. Infrared Data Transmission

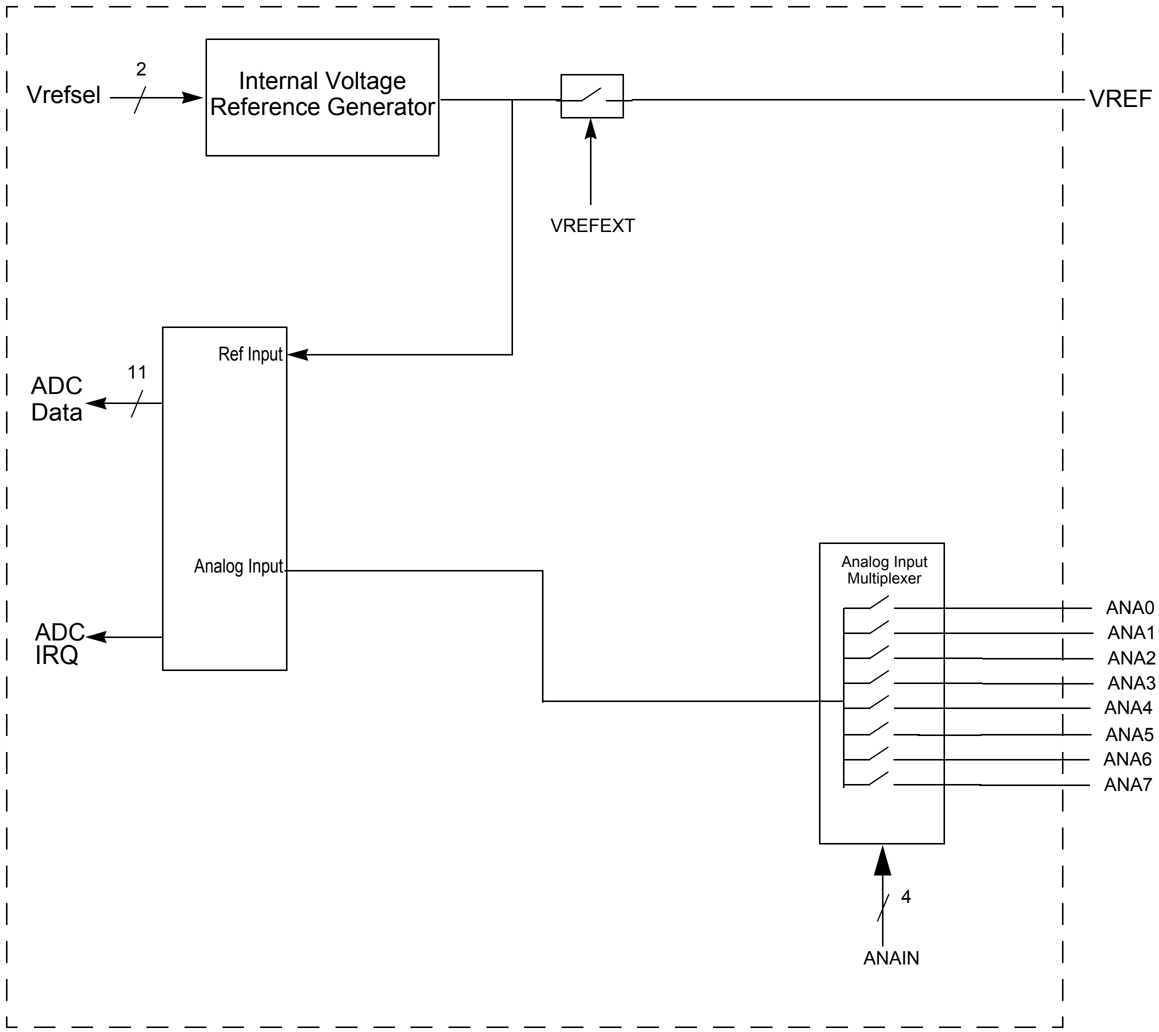

Figure 19. Analog-to-Digital Converter Block Diagram

Operation

Data Format

The output of the ADC is an 11-bit, signed, two's complement digital value. The output generally ranges from 0 to +1023, but offset errors can cause small negative values.

The ADC registers return 13 bits of data, but the two LSBs are intended for compensation use only. When the compensation routine is performed on the 13 bit raw ADC value, two

Operation

The Flash Controller programs and erases Flash memory. The Flash Controller provides the proper Flash controls and timing for Byte Programming, Page Erase, and Mass Erase of Flash memory.

The Flash Controller contains several protection mechanisms to prevent accidental programming or erasure. These mechanism operate on the page, sector and full-memory levels.

The Flowchart in Figure 21 displays basic Flash Controller operation. The following sub-sections provide details about the various operations (Lock, Unlock, Byte Programming, Page Protect, Page Unprotect, Page Select Page Erase, and Mass Erase) displayed in Figure 21.

Note: *This bit only enables the crystal oscillator. Its selection as system clock must be done manually.*
0 = Crystal oscillator is enabled during reset, resulting in longer reset timing
1 = Crystal oscillator is disabled during reset, resulting in shorter reset timing

Warning: *Programming the XTLDIS bit to zero on 8-pin versions of this device prevents any further communication via the debug pin. This is due to the fact that the XIN and DBG functions are shared on pin 2 of this package. Do not program this bit to zero on 8-pin devices unless no further debugging or Flash programming is required.*

Trim Bit Address Space

All available Trim bit addresses and their functions are listed in Table 89 through Table 91.

Trim Bit Address 0000H—Reserved

Table 89. Trim Options Bits at Address 0000H

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved							
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	Information Page Memory 0020H							
Note: U = Unchanged by Reset. R/W = Read/Write.								

Reserved—Altering this register may result in incorrect device operation.

Trim Bit Address 0001H—Reserved

Table 90. Trim Option Bits at 0001H

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved							
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	Information Page Memory 0021H							
Note: U = Unchanged by Reset. R/W = Read/Write.								

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.

START	D0	D1	D2	D3	D4	D5	D6	D7	STOP

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

- **Read Program Memory CRC (0EH)**—The Read Program Memory Cyclic Redundancy Check (CRC) command computes and returns the CRC of Program Memory using the 16-bit CRC-CCITT polynomial. If the device is not in DEBUG mode, this command returns FFFFH for the CRC value. Unlike most other OCD Read commands, there is a delay from issuing of the command until the OCD returns the data. The OCD reads the Program Memory, calculates the CRC value, and returns the result. The delay is a function of the Program Memory size and is approximately equal to the system clock period multiplied by the number of bytes in the Program Memory.

```
DBG ← 0EH
DBG → CRC[15:8]
DBG → CRC[7:0]
```

- **Step Instruction (10H)**—The Step Instruction command steps one assembly instruction at the current Program Counter (PC) location. If the device is not in DEBUG mode or the Flash Read Protect Option bit is enabled, the OCD ignores this command.

```
DBG ← 10H
```

- **Stuff Instruction (11H)**—The Stuff Instruction command steps one assembly instruction and allows specification of the first byte of the instruction. The remaining 0-4 bytes of the instruction are read from Program Memory. This command is useful for stepping over instructions where the first byte of the instruction has been overwritten by a Breakpoint. If the device is not in DEBUG mode or the Flash Read Protect Option bit is enabled, the OCD ignores this command.

```
DBG ← 11H
DBG ← opcode[7:0]
```

- **Execute Instruction (12H)**—The Execute Instruction command allows sending an entire instruction to be executed to the eZ8 CPU. This command can also step over breakpoints. The number of bytes to send for the instruction depends on the opcode. If the device is not in DEBUG mode or the Flash Read Protect Option bit is enabled, this command reads and discards one byte.

```
DBG ← 12H
DBG ← 1-5 byte opcode
```

On-Chip Debugger Control Register Definitions

OCD Control Register

The OCD Control register controls the state of the OCD. This register is used to enter or exit DEBUG mode and to enable the BRK instruction. It also resets Z8 Encore! XP® F0823 Series device.

D

E

F