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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	S08
Core Size	8-Bit
Speed	40MHz
Connectivity	I²C, SCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	54
Program Memory Size	60KB (60K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 16x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-LQFP
Supplier Device Package	64-LQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/nxp-semiconductors/mc9s08aw60cpue

Table 4-4. Nonvolatile Register Summary

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
$FFB0 – $FFB7	NVBACKKEY	8-Byte Comparison Key							
$FFB8 – $FFBB	Reserved	—	—	—	—	—	—	—	—
$FFBC	Reserved for storage of 250 kHz ICGTRM value	—	—	—	—	—	—	—	—
$FFBD	NVPROT	FPS7	FPS6	FPS5	FPS4	FPS3	FPS2	FPS1	FPDIS
$FFBE	Reserved for storage of 243 kHz ICGTRM value	—	—	—	—	—	—	—	—
$FFBF	NVOPT	KEYEN	FNORED	0	0	0	0	SEC01	SEC00

Provided the key enable (KEYEN) bit is 1, the 8-byte comparison key can be used to temporarily disengage memory security. This key mechanism can be accessed only through user code running in secure memory. (A security key cannot be entered directly through background debug commands.) This security key can be disabled completely by programming the KEYEN bit to 0. If the security key is disabled, the only way to disengage security is by mass erasing the FLASH if needed (normally through the background debug interface) and verifying that FLASH is blank. To avoid returning to secure mode after the next reset, program the security bits (SEC01:SEC00) to the unsecured state (1:0).

4.3 RAM

The MC9S08AW60 Series includes static RAM. The locations in RAM below $0100 can be accessed using the more efficient direct addressing mode, and any single bit in this area can be accessed with the bit manipulation instructions (BCLR, BSET, BRCLR, and BRSET). Locating the most frequently accessed program variables in this area of RAM is preferred.

The RAM retains data when the MCU is in low-power wait, stop2, or stop3 mode. At power-on, the contents of RAM are uninitialized. RAM data is unaffected by any reset provided that the supply voltage does not drop below the minimum value for RAM retention.

For compatibility with older M68HC05 MCUs, the HCS08 resets the stack pointer to $00FF. In the MC9S08AW60 Series, it is usually best to re-initialize the stack pointer to the top of the RAM so the direct page RAM can be used for frequently accessed RAM variables and bit-addressable program variables. Include the following 2-instruction sequence in your reset initialization routine (where RamLast is equated to the highest address of the RAM in the Freescale-provided equate file).

```
LDHX    #RamLast+1    ;point one past RAM
TXS                   ;SP<-(H:X-1)
```

6.7.12 Port F Pin Control Registers (PTFPE, PTFSE, PTFDS)

In addition to the I/O control, port F pins are controlled by the registers listed below.

	7	6	5	4	3	2	1	0
R W	PTFPE7	PTFPE6	PTFPE5	PTFPE4	PTFPE3	PTFPE2	PTFPE1	PTFPE0
Reset	0	0	0	0	0	0	0	0

Figure 6-36. Internal Pullup Enable for Port F (PTFPE)

Table 6-29. PTFPE Register Field Descriptions

Field	Description
7:0 PTFPE[7:0]	**Internal Pullup Enable for Port F Bits** — Each of these control bits determines if the internal pullup device is enabled for the associated PTF pin. For port F pins that are configured as outputs, these bits have no effect and the internal pullup devices are disabled. 0 Internal pullup device disabled for port F bit n. 1 Internal pullup device enabled for port F bit n.

	7	6	5	4	3	2	1	0
R W	PTFSE7	PTFSE6	PTFSE5	PTFSE4	PTFSE3	PTFSE2	PTFSE1	PTFSE0
Reset	0	0	0	0	0	0	0	0

Figure 6-37. Output Slew Rate Control Enable for Port F (PTFSE)

Table 6-30. PTFSE Register Field Descriptions

Field	Description
7:0 PTFSE[7:0]	**Output Slew Rate Control Enable for Port F Bits** — Each of these control bits determine whether output slew rate control is enabled for the associated PTF pin. For port F pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port F bit n. 1 Output slew rate control enabled for port F bit n.

Table 7-2. HCS08 Instruction Set Summary (Sheet 4 of 7)

Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles[1]
			V	H	I	N	Z	C				
CPX #*opr8i* CPX *opr8a* CPX *opr16a* CPX *oprx16*,X CPX *oprx8*,X CPX ,X CPX *oprx16*,SP CPX *oprx8*,SP	Compare X (Index Register Low) with Memory	(X) – (M) (CCR Updated But Operands Not Changed)	↕	–	–	↕	↕	↕	IMM DIR EXT IX2 IX1 IX SP2 SP1	A3 B3 C3 D3 E3 F3 9ED3 9EE3	ii dd hh ll ee ff ff ee ff ff	2 3 4 4 3 3 5 4
DAA	Decimal Adjust Accumulator After ADD or ADC of BCD Values	$(A)_{10}$	U	–	–	↕	↕	↕	INH	72		1
DBNZ *opr8a*,*rel* DBNZA *rel* DBNZX *rel* DBNZ *oprx8*,X,*rel* DBNZ ,X,*rel* DBNZ *oprx8*,SP,*rel*	Decrement and Branch if Not Zero	Decrement A, X, or M Branch if (result) ≠ 0 DBNZX Affects X Not H	–	–	–	–	–	–	DIR INH INH IX1 IX SP1	3B 4B 5B 6B 7B 9E6B	dd rr rr rr ff rr rr ff rr	7 4 4 7 6 8
DEC *opr8a* DECA DECX DEC *oprx8*,X DEC ,X DEC *oprx8*,SP	Decrement	M ← (M) – 0x01 A ← (A) – 0x01 X ← (X) – 0x01 M ← (M) – 0x01 M ← (M) – 0x01 M ← (M) – 0x01	↕	–	–	↕	↕	–	DIR INH INH IX1 IX SP1	3A 4A 5A 6A 7A 9E6A	dd ff ff	5 1 1 5 4 6
DIV	Divide	A ← (H:A)÷(X) H ← Remainder	–	–	–	–	↕	↕	INH	52		6
EOR #*opr8i* EOR *opr8a* EOR *opr16a* EOR *oprx16*,X EOR *oprx8*,X EOR ,X EOR *oprx16*,SP EOR *oprx8*,SP	Exclusive OR Memory with Accumulator	A ← (A ⊕ M)	0	–	–	↕	↕	–	IMM DIR EXT IX2 IX1 IX SP2 SP1	A8 B8 C8 D8 E8 F8 9ED8 9EE8	ii dd hh ll ee ff ff ee ff ff	2 3 4 4 3 3 5 4
INC *opr8a* INCA INCX INC *oprx8*,X INC ,X INC *oprx8*,SP	Increment	M ← (M) + 0x01 A ← (A) + 0x01 X ← (X) + 0x01 M ← (M) + 0x01 M ← (M) + 0x01 M ← (M) + 0x01	↕	–	–	↕	↕	–	DIR INH INH IX1 IX SP1	3C 4C 5C 6C 7C 9E6C	dd ff ff	5 1 1 5 4 6
JMP *opr8a* JMP *opr16a* JMP *oprx16*,X JMP *oprx8*,X JMP ,X	Jump	PC ← Jump Address	–	–	–	–	–	–	DIR EXT IX2 IX1 IX	BC CC DC EC FC	dd hh ll ee ff ff 	3 4 4 3 3
JSR *opr8a* JSR *opr16a* JSR *oprx16*,X JSR *oprx8*,X JSR ,X	Jump to Subroutine	PC ← (PC) + *n* (*n* = 1, 2, or 3) Push (PCL); SP ← (SP) – 0x0001 Push (PCH); SP ← (SP) – 0x0001 PC ← Unconditional Address	–	–	–	–	–	–	DIR EXT IX2 IX1 IX	BD CD DD ED FD	dd hh ll ee ff ff 	5 6 6 5 5
LDA #*opr8i* LDA *opr8a* LDA *opr16a* LDA *oprx16*,X LDA *oprx8*,X LDA ,X LDA *oprx16*,SP LDA *oprx8*,SP	Load Accumulator from Memory	A ← (M)	0	–	–	↕	↕	–	IMM DIR EXT IX2 IX1 IX SP2 SP1	A6 B6 C6 D6 E6 F6 9ED6 9EE6	ii dd hh ll ee ff ff ee ff ff	2 3 4 4 3 3 5 4
LDHX #*opr16i* LDHX *opr8a* LDHX *opr16a* LDHX ,X LDHX *oprx16*,X LDHX *oprx8*,X LDHX *oprx8*,SP	Load Index Register (H:X) from Memory	H:X ← (M:M + 0x0001)	0	–	–	↕	↕	–	IMM DIR EXT IX IX2 IX1 SP1	45 55 32 9EAE 9EBE 9ECE 9EFE	jj kk dd hh ll ee ff ff ff	3 4 5 5 6 5 5

Table 8-1. ICGC1 Register Field Descriptions (continued)

Field	Description
2 OSCSTEN	**Enable Oscillator in Off Mode** — The OSCSTEN bit controls whether or not the oscillator circuit remains enabled when the ICG enters off mode. This bit has no effect if HGO = 1 and RANGE = 1. 0 Oscillator disabled when ICG is in off mode unless ENABLE is high, CLKS = 10, and REFST = 1. 1 Oscillator enabled when ICG is in off mode, CLKS = 1X and REFST = 1.
1 LOCD	**Loss of Clock Disable** 0 Loss of clock detection enabled. 1 Loss of clock detection disabled.

8.4.1 Off Mode (Off)

Normally when the CPU enters stop mode, the ICG will cease all clock activity and is in the off state. However there are two cases to consider when clock activity continues while the CPU is in stop mode,

8.4.1.1 BDM Active

When the BDM is enabled, the ICG continues activity as originally programmed. This allows access to memory and control registers via the BDC controller.

8.4.1.2 OSCSTEN Bit Set

When the oscillator is enabled in stop mode (OSCSTEN = 1), the individual clock generators are enabled but the clock feed to the rest of the MCU is turned off. This option is provided to avoid long oscillator startup times if necessary, or to run the RTI from the oscillator during stop3.

8.4.1.3 Stop/Off Mode Recovery

Upon the CPU exiting stop mode due to an interrupt, the previously set control bits are valid and the system clock feed resumes. If FEE is selected, the ICG will source the internal reference until the external clock is stable. If FBE is selected, the ICG will wait for the external clock to stabilize before enabling ICGOUT.

Upon the CPU exiting stop mode due to a reset, the previously set ICG control bits are ignored and the default reset values applied. Therefore the ICG will exit stop in SCM mode configured for an approximately 8 MHz DCO output (4 MHz bus clock) with trim value maintained. If using a crystal, 4096 clocks are detected prior to engaging ICGERCLK. This is incorporated in crystal start-up time.

8.4.2 Self-Clocked Mode (SCM)

Self-clocked mode (SCM) is the default mode of operation and is entered when any of the following conditions occur:

- After any reset.
- Exiting from off mode when CLKS does not equal 10. If CLKS = X1, the ICG enters this state temporarily until the DCO is stable (DCOS = 1).
- CLKS bits are written from X1 to 00.
- CLKS = 1X and ICGERCLK is not detected (both ERCS = 0 and LOCS = 1).

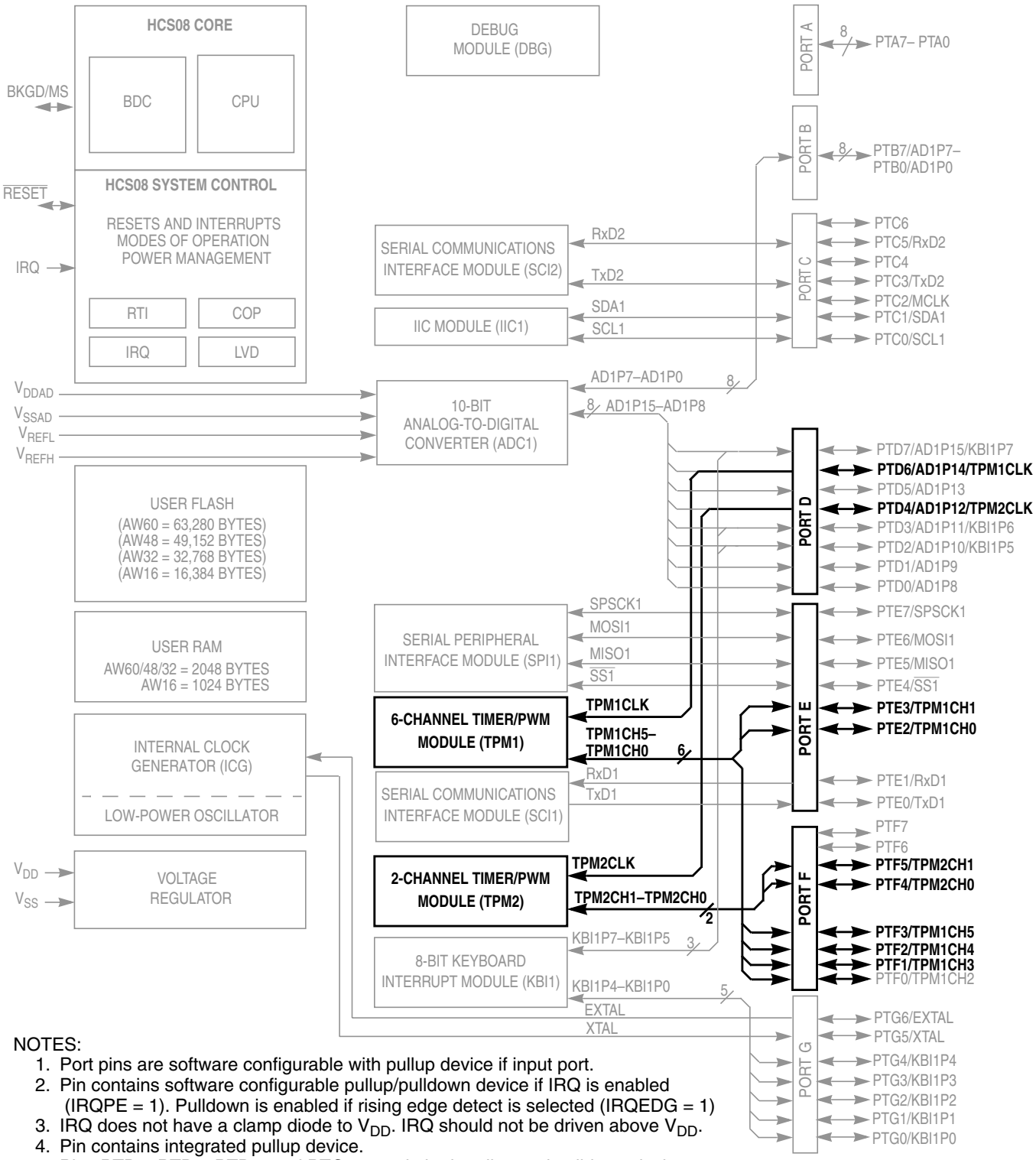
In this state, the FLL loop is open. The DCO is on, and the output clock signal ICGOUT frequency is given by $f_{ICGDCLK}$ / R. The ICGDCLK frequency can be varied from 8 MHz to 40 MHz by writing a new value into the filter registers (ICGFLTH and ICGFLTL). This is the only mode in which the filter registers can be written.

If this mode is entered due to a reset, $f_{ICGDCLK}$ will default to f_{Self_reset} which is nominally 8 MHz. If this mode is entered from FLL engaged internal, $f_{ICGDCLK}$ will maintain the previous frequency.If this mode is entered from FLL engaged external (either by programming CLKS or due to a loss of external reference clock), $f_{ICGDCLK}$ will maintain the previous frequency, but ICGOUT will double if the FLL was unlocked. If this mode is entered from off mode, $f_{ICGDCLK}$ will be equal to the frequency of ICGDCLK before

9.5.3 KBI Interrupt Controls

The KBF status flag becomes set (1) when an edge event has been detected on any KBI input pin. If KBIE = 1 in the KBI1SC register, a hardware interrupt will be requested whenever KBF = 1. The KBF flag is cleared by writing a 1 to the keyboard acknowledge (KBACK) bit.

When KBIMOD = 0 (selecting edge-only operation), KBF is always cleared by writing 1 to KBACK. When KBIMOD = 1 (selecting edge-and-level operation), KBF cannot be cleared as long as any keyboard input is at its asserted level.



NOTES:
1. Port pins are software configurable with pullup device if input port.
2. Pin contains software configurable pullup/pulldown device if IRQ is enabled (IRQPE = 1). Pulldown is enabled if rising edge detect is selected (IRQEDG = 1)
3. IRQ does not have a clamp diode to V_{DD}. IRQ should not be driven above V_{DD}.
4. Pin contains integrated pullup device.
5. Pins PTD7, PTD3, PTD2, and PTG4 contain both pullup and pulldown devices. Pulldown enabled when KBI is enabled (KBIPEn = 1) and rising edge is selected (KBEDGn = 1).

Figure 10-1. Block Diagram Highlighting the TPM Module

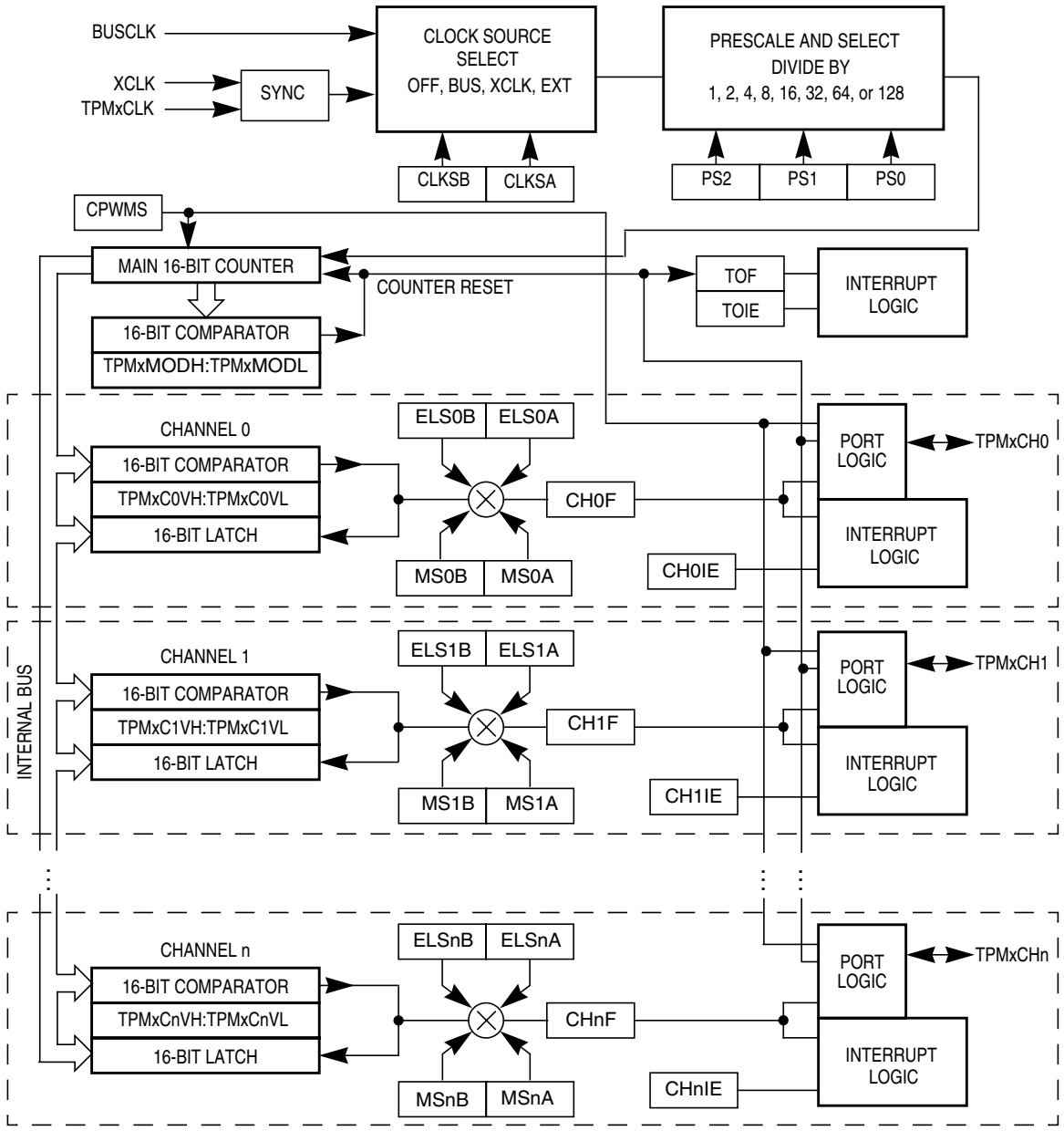


Figure 10-2. TPM Block Diagram

The central component of the TPM is the 16-bit counter that can operate as a free-running counter, a modulo counter, or an up-/down-counter when the TPM is configured for center-aligned PWM. The TPM counter (when operating in normal up-counting mode) provides the timing reference for the input capture, output compare, and edge-aligned PWM functions. The timer counter modulo registers, TPMxMODH:TPMxMODL, control the modulo value of the counter. (The values 0x0000 or 0xFFFF effectively make the counter free running.) Software can read the counter value at any time without affecting the counting sequence. Any write to either byte of the TPMxCNT counter resets the counter regardless of the data value written.

10.5.2.2 Output Compare Mode

With the output compare function, the TPM can generate timed pulses with programmable position, polarity, duration, and frequency. When the counter reaches the value in the channel value registers of an output compare channel, the TPM can set, clear, or toggle the channel pin.

In output compare mode, values are transferred to the corresponding timer channel value registers only after both 8-bit bytes of a 16-bit register have been written. This coherency sequence can be manually reset by writing to the channel status/control register (TPMxCnSC).

An output compare event sets a flag bit (CHnF) that can optionally generate a CPU interrupt request.

10.5.2.3 Edge-Aligned PWM Mode

This type of PWM output uses the normal up-counting mode of the timer counter (CPWMS = 0) and can be used when other channels in the same TPM are configured for input capture or output compare functions. The period of this PWM signal is determined by the setting in the modulus register (TPMxMODH:TPMxMODL). The duty cycle is determined by the setting in the timer channel value register (TPMxCnVH:TPMxCnVL). The polarity of this PWM signal is determined by the setting in the ELSnA control bit. Duty cycle cases of 0 percent and 100 percent are possible.

As Figure 10-11 shows, the output compare value in the TPM channel registers determines the pulse width (duty cycle) of the PWM signal. The time between the modulus overflow and the output compare is the pulse width. If ELSnA = 0, the counter overflow forces the PWM signal high and the output compare forces the PWM signal low. If ELSnA = 1, the counter overflow forces the PWM signal low and the output compare forces the PWM signal high.

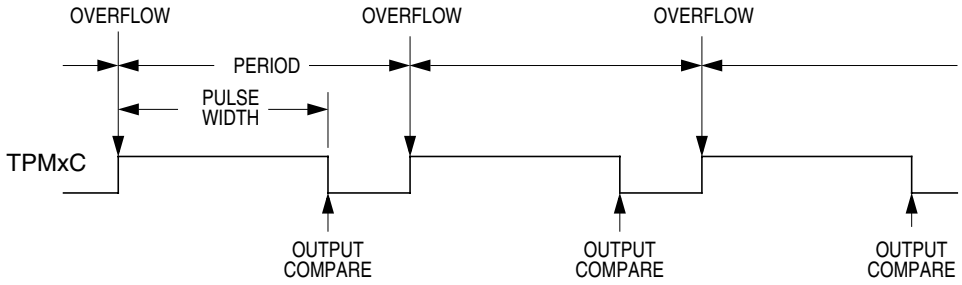


Figure 10-11. PWM Period and Pulse Width (ELSnA = 0)

When the channel value register is set to 0x0000, the duty cycle is 0 percent. By setting the timer channel value register (TPMxCnVH:TPMxCnVL) to a value greater than the modulus setting, 100% duty cycle can be achieved. This implies that the modulus setting must be less than 0xFFFF to get 100% duty cycle.

Because the HCS08 is a family of 8-bit MCUs, the settings in the timer channel registers are buffered to ensure coherent 16-bit updates and to avoid unexpected PWM pulse widths. Writes to either register, TPMxCnVH or TPMxCnVL, write to buffer registers. In edge-PWM mode, values are transferred to the corresponding timer channel registers only after both 8-bit bytes of a 16-bit register have been written and the value in the TPMxCNTH:TPMxCNTL counter is 0x0000. (The new duty cycle does not take effect until the next full period.)

character(s) of each message, and as soon as they determine the message is intended for a different receiver, they write logic 1 to the receiver wake up (RWU) control bit in SCIxC2. When RWU = 1, it inhibits setting of the status flags associated with the receiver, thus eliminating the software overhead for handling the unimportant message characters. At the end of a message, or at the beginning of the next message, all receivers automatically force RWU to 0 so all receivers wake up in time to look at the first character(s) of the next message.

11.3.3.2.1 Idle-Line Wakeup

When WAKE = 0, the receiver is configured for idle-line wakeup. In this mode, RWU is cleared automatically when the receiver detects a full character time of the idle-line level. The M control bit selects 8-bit or 9-bit data mode that determines how many bit times of idle are needed to constitute a full character time (10 or 11 bit times because of the start and stop bits).

When the RWU bit is set, the idle character that wakes a receiver does not set the receiver idle bit, IDLE, or the receive data register full flag, RDRF. It therefore will not generate an interrupt when this idle character occurs. The receiver will wake up and wait for the next data transmission which will set RDRF and generate an interrupt if enabled.

The idle-line type (ILT) control bit selects one of two ways to detect an idle line. When ILT = 0, the idle bit counter starts after the start bit so the stop bit and any logic 1s at the end of a character count toward the full character time of idle. When ILT = 1, the idle bit counter does not start until after a stop bit time, so the idle detection is not affected by the data in the last character of the previous message.

11.3.3.2.2 Address-Mark Wakeup

When WAKE = 1, the receiver is configured for address-mark wakeup. In this mode, RWU is cleared automatically when the receiver detects a logic 1 in the most significant bit of a received character (eighth bit in M = 0 mode and ninth bit in M = 1 mode).

Address-mark wakeup allows messages to contain idle characters but requires that the MSB be reserved for use in address frames. The logic 1 MSB of an address frame clears the receivers RWU bit before the stop bit is received and sets the RDRF flag.

11.3.4 Interrupts and Status Flags

The SCI system has three separate interrupt vectors to reduce the amount of software needed to isolate the cause of the interrupt. One interrupt vector is associated with the transmitter for TDRE and TC events. Another interrupt vector is associated with the receiver for RDRF and IDLE events, and a third vector is used for OR, NF, FE, and PF error conditions. Each of these eight interrupt sources can be separately masked by local interrupt enable masks. The flags can still be polled by software when the local masks are cleared to disable generation of hardware interrupt requests.

The SCI transmitter has two status flags that optionally can generate hardware interrupt requests. Transmit data register empty (TDRE) indicates when there is room in the transmit data buffer to write another transmit character to SCIxD. If the transmit interrupt enable (TIE) bit is set, a hardware interrupt will be requested whenever TDRE = 1. Transmit complete (TC) indicates that the transmitter is finished transmitting all data, preamble, and break characters and is idle with TxD high. This flag is often used in

13.3.5 IIC Data I/O Register (IIC1D)

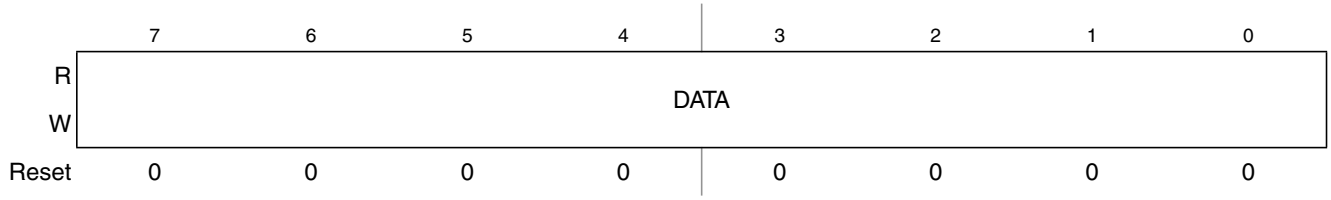


Figure 13-7. IIC Data I/O Register (IIC1D)

Table 13-6. IIC1D Register Field Descriptions

Field	Description
7:0 DATA	**Data** — In master transmit mode, when data is written to the IIC1D, a data transfer is initiated. The most significant bit is sent first. In master receive mode, reading this register initiates receiving of the next byte of data.

NOTE

When transmitting out of master receive mode, the IIC mode should be switched before reading the IIC1D register to prevent an inadvertent initiation of a master receive data transfer.

In slave mode, the same functions are available after an address match has occurred.

Note that the TX bit in IIC1C must correctly reflect the desired direction of transfer in master and slave modes for the transmission to begin. For instance, if the IIC is configured for master transmit but a master receive is desired, then reading the IIC1D will not initiate the receive.

Reading the IIC1D will return the last byte received while the IIC is configured in either master receive or slave receive modes. The IIC1D does not reflect every byte that is transmitted on the IIC bus, nor can software verify that a byte has been written to the IIC1D correctly by reading it back.

In master transmit mode, the first byte of data written to IIC1D following assertion of MST is used for the address transfer and should comprise of the calling address (in bit 7–bit 1) concatenated with the required R/W bit (in position bit 0).

Chapter 14
Analog-to-Digital Converter (S08ADC10V1)

14.1 Overview

The 10-bit analog-to-digital converter (ADC) is a successive approximation ADC designed for operation within an integrated microcontroller system-on-chip. The ADC module design supports up to 28 separate analog inputs (AD0-AD27). Only 18 (AD0-AD15, AD26, and AD27) of the possible inputs are implemented on the MC9S08AW60 Series of MCUs. These inputs are selected by the ADCH bits. Some inputs are shared with I/O pins as shown in Figure 14-1. All of the channel assignments of the ADC for the MC9S08AW60 Series devices are summarized in Table 14-1.

14.2 Channel Assignments

The ADC channel assignments for the MC9S08AW60 Series devices are shown in the table below. Channels that are unimplemented are internally connected to V_{REFL}. Reserved channels convert to an unknown value. Channels which are connected to an I/O pin have an associated pin control bit as shown.

Table 14-1. ADC Channel Assignment

ADCH	Channel	Input	Pin Control
00000	AD0	PTB0/ADC1P0	ADPC0
00001	AD1	PTB1/ADC1P1	ADPC1
00010	AD2	PTB2/ADC1P2	ADPC2
00011	AD3	PTB3/ADC1P3	ADPC3
00100	AD4	PTB4/ADC1P4	ADPC4
00101	AD5	PTB5/ADC1P5	ADPC5
00110	AD6	PTB6/ADC1P6	ADPC6
00111	AD7	PTB7/ADC1P7	ADPC7
01000	AD8	PTD0/ADC1P8	ADPC8
01001	AD9	PTD1/ADC1P9	ADPC9
01010	AD10	PTD2/ADC1P10/ KBI1P5	ADPC10
01011	AD11	PTD3/ADC1P11/ KBI1P6	ADPC11
01100	AD12	PTD4/ADC1P12/ TPM2CLK	ADPC12
01101	AD13	PTD5/ADC1P13	ADPC13

ADCH	Channel	Input	Pin Control
10000	AD16	V_{REFL}	N/A
10001	AD17	V_{REFL}	N/A
10010	AD18	V_{REFL}	N/A
10011	AD19	V_{REFL}	N/A
10100	AD20	V_{REFL}	N/A
10101	AD21	V_{REFL}	N/A
10110	AD22	Reserved	N/A
10111	AD23	Reserved	N/A
11000	AD24	Reserved	N/A
11001	AD25	Reserved	N/A
11010	AD26	Temperature Sensor[1]	N/A
11011	AD27	Internal Bandgap	N/A
11100	—	Reserved	N/A
11101	V_{REFH}	V_{REFH}	N/A

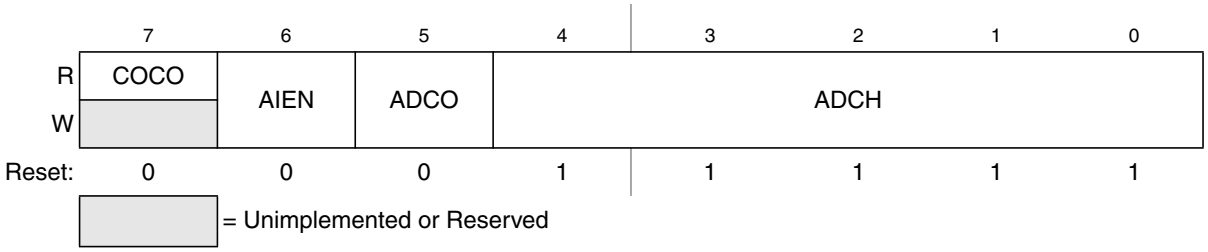


Figure 14-3. Status and Control Register (ADC1SC1)

Table 14-3. ADC1SC1 Register Field Descriptions

Field	Description
7 COCO	**Conversion Complete Flag** — The COCO flag is a read-only bit which is set each time a conversion is completed when the compare function is disabled (ACFE = 0). When the compare function is enabled (ACFE = 1) the COCO flag is set upon completion of a conversion only if the compare result is true. This bit is cleared whenever ADC1SC1 is written or whenever ADC1RL is read. 0 Conversion not completed 1 Conversion completed
6 AIEN	**Interrupt Enable** — AIEN is used to enable conversion complete interrupts. When COCO becomes set while AIEN is high, an interrupt is asserted. 0 Conversion complete interrupt disabled 1 Conversion complete interrupt enabled
5 ADCO	**Continuous Conversion Enable** — ADCO is used to enable continuous conversions. 0 One conversion following a write to the ADC1SC1 when software triggered operation is selected, or one conversion following assertion of ADHWT when hardware triggered operation is selected. 1 Continuous conversions initiated following a write to ADC1SC1 when software triggered operation is selected. Continuous conversions are initiated by an ADHWT event when hardware triggered operation is selected.
4:0 ADCH	**Input Channel Select** — The ADCH bits form a 5-bit field which is used to select one of the input channels. The input channels are detailed in Figure 14-4. The successive approximation converter subsystem is turned off when the channel select bits are all set to 1. This feature allows for explicit disabling of the ADC and isolation of the input channel from all sources. Terminating continuous conversions this way will prevent an additional, single conversion from being performed. It is not necessary to set the channel select bits to all 1s to place the ADC in a low-power state when continuous conversions are not enabled because the module automatically enters a low-power state when a conversion completes.

Figure 14-4. Input Channel Select

ADCH	Input Select
00000	AD0
00001	AD1
00010	AD2
00011	AD3
00100	AD4
00101	AD5
00110	AD6
00111	AD7

ADCH	Input Select
10000	AD16
10001	AD17
10010	AD18
10011	AD19
10100	AD20
10101	AD21
10110	AD22
10111	AD23

14.5.4.2 Completing Conversions

A conversion is completed when the result of the conversion is transferred into the data result registers, ADC1RH and ADC1RL. This is indicated by the setting of COCO. An interrupt is generated if AIEN is high at the time that COCO is set.

A blocking mechanism prevents a new result from overwriting previous data in ADC1RH and ADC1RL if the previous data is in the process of being read while in 10-bit MODE (the ADC1RH register has been read but the ADC1RL register has not). When blocking is active, the data transfer is blocked, COCO is not set, and the new result is lost. In the case of single conversions with the compare function enabled and the compare condition false, blocking has no effect and ADC operation is terminated. In all other cases of operation, when a data transfer is blocked, another conversion is initiated regardless of the state of ADCO (single or continuous conversions enabled).

If single conversions are enabled, the blocking mechanism could result in several discarded conversions and excess power consumption. To avoid this issue, the data registers must not be read after initiating a single conversion until the conversion completes.

14.5.4.3 Aborting Conversions

Any conversion in progress will be aborted when:

- A write to ADC1SC1 occurs (the current conversion will be aborted and a new conversion will be initiated, if ADCH are not all 1s).
- A write to ADC1SC2, ADC1CFG, ADC1CVH, or ADC1CVL occurs. This indicates a mode of operation change has occurred and the current conversion is therefore invalid.
- The MCU is reset.
- The MCU enters stop mode with ADACK not enabled.

When a conversion is aborted, the contents of the data registers, ADC1RH and ADC1RL, are not altered but continue to be the values transferred after the completion of the last successful conversion. In the case that the conversion was aborted by a reset, ADC1RH and ADC1RL return to their reset states.

14.5.4.4 Power Control

The ADC module remains in its idle state until a conversion is initiated. If ADACK is selected as the conversion clock source, the ADACK clock generator is also enabled.

Power consumption when active can be reduced by setting ADLPC. This results in a lower maximum value for f_{ADCK} (see the electrical specifications).

14.5.4.5 Total Conversion Time

The total conversion time depends on the sample time (as determined by ADLSMP), the MCU bus frequency, the conversion mode (8-bit or 10-bit), and the frequency of the conversion clock (f_{ADCK}). After the module becomes active, sampling of the input begins. ADLSMP is used to select between short and long sample times.When sampling is complete, the converter is isolated from the input channel and a successive approximation algorithm is performed to determine the digital value of the analog signal. The

Figure 15-4 shows the host receiving a logic 0 from the target HCS08 MCU. Because the host is asynchronous to the target MCU, there is a 0-to-1 cycle delay from the host-generated falling edge on BKGD to the start of the bit time as perceived by the target MCU. The host initiates the bit time but the target HCS08 finishes it. Because the target wants the host to receive a logic 0, it drives the BKGD pin low for 13 BDC clock cycles, then briefly drives it high to speed up the rising edge. The host samples the bit level about 10 cycles after starting the bit time.

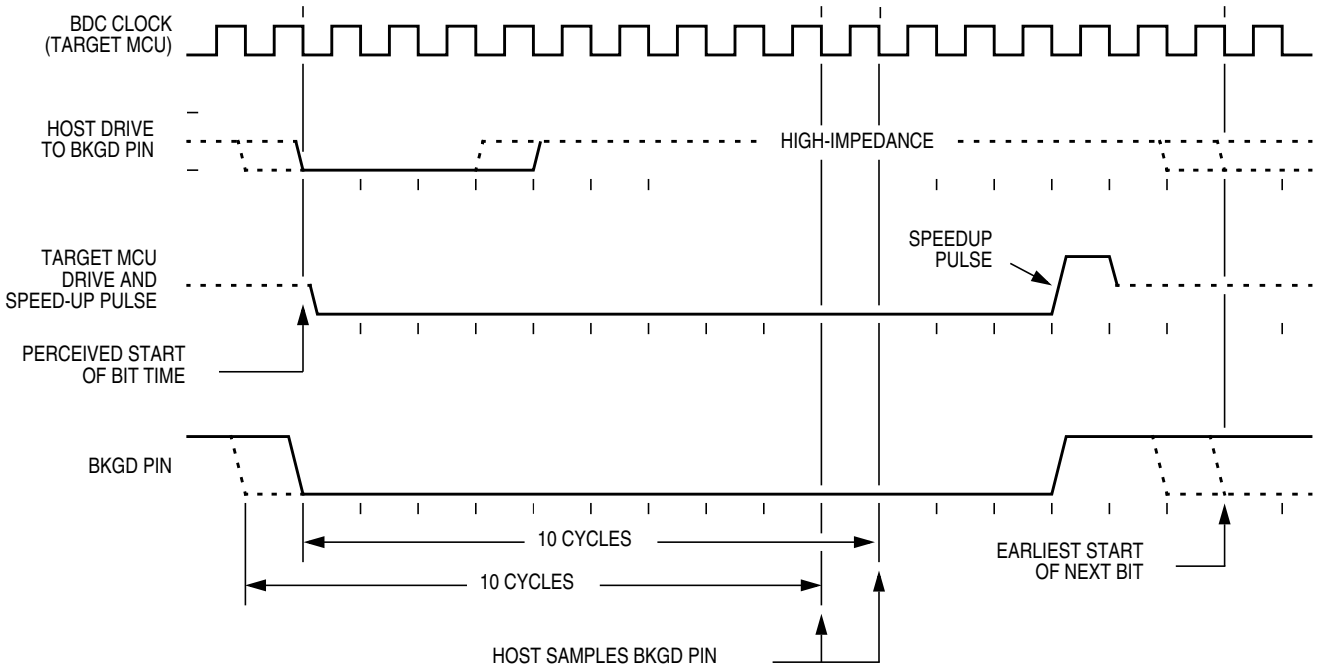


Figure 15-4. BDM Target-to-Host Serial Bit Timing (Logic 0)

15.3 On-Chip Debug System (DBG)

Because HCS08 devices do not have external address and data buses, the most important functions of an in-circuit emulator have been built onto the chip with the MCU. The debug system consists of an 8-stage FIFO that can store address or data bus information, and a flexible trigger system to decide when to capture bus information and what information to capture. The system relies on the single-wire background debug system to access debug control registers and to read results out of the eight stage FIFO.

The debug module includes control and status registers that are accessible in the user's memory map. These registers are located in the high register space to avoid using valuable direct page memory space.

Most of the debug module's functions are used during development, and user programs rarely access any of the control and status registers for the debug module. The one exception is that the debug system can provide the means to implement a form of ROM patching. This topic is discussed in greater detail in Section 15.3.6, "Hardware Breakpoints."

15.3.1 Comparators A and B

Two 16-bit comparators (A and B) can optionally be qualified with the R/W signal and an opcode tracking circuit. Separate control bits allow you to ignore R/W for each comparator. The opcode tracking circuitry optionally allows you to specify that a trigger will occur only if the opcode at the specified address is actually executed as opposed to only being read from memory into the instruction queue. The comparators are also capable of magnitude comparisons to support the inside range and outside range trigger modes. Comparators are disabled temporarily during all BDC accesses.

The A comparator is always associated with the 16-bit CPU address. The B comparator compares to the CPU address or the 8-bit CPU data bus, depending on the trigger mode selected. Because the CPU data bus is separated into a read data bus and a write data bus, the RWAEN and RWA control bits have an additional purpose, in full address plus data comparisons they are used to decide which of these buses to use in the comparator B data bus comparisons. If RWAEN = 1 (enabled) and RWA = 0 (write), the CPU's write data bus is used. Otherwise, the CPU's read data bus is used.

The currently selected trigger mode determines what the debugger logic does when a comparator detects a qualified match condition. A match can cause:

- Generation of a breakpoint to the CPU
- Storage of data bus values into the FIFO
- Starting to store change-of-flow addresses into the FIFO (begin type trace)
- Stopping the storage of change-of-flow addresses into the FIFO (end type trace)

15.3.2 Bus Capture Information and FIFO Operation

The usual way to use the FIFO is to setup the trigger mode and other control options, then arm the debugger. When the FIFO has filled or the debugger has stopped storing data into the FIFO, you would read the information out of it in the order it was stored into the FIFO. Status bits indicate the number of words of valid information that are in the FIFO as data is stored into it. If a trace run is manually halted by writing 0 to ARM before the FIFO is full (CNT = 1:0:0:0), the information is shifted by one position and

the host must perform ((8 – CNT) – 1) dummy reads of the FIFO to advance it to the first significant entry in the FIFO.

In most trigger modes, the information stored in the FIFO consists of 16-bit change-of-flow addresses. In these cases, read DBGFH then DBGFL to get one coherent word of information out of the FIFO. Reading DBGFL (the low-order byte of the FIFO data port) causes the FIFO to shift so the next word of information is available at the FIFO data port. In the event-only trigger modes (see Section 15.3.5, “Trigger Modes”), 8-bit data information is stored into the FIFO. In these cases, the high-order half of the FIFO (DBGFH) is not used and data is read out of the FIFO by simply reading DBGFL. Each time DBGFL is read, the FIFO is shifted so the next data value is available through the FIFO data port at DBGFL.

In trigger modes where the FIFO is storing change-of-flow addresses, there is a delay between CPU addresses and the input side of the FIFO. Because of this delay, if the trigger event itself is a change-of-flow address or a change-of-flow address appears during the next two bus cycles after a trigger event starts the FIFO, it will not be saved into the FIFO. In the case of an end-trace, if the trigger event is a change-of-flow, it will be saved as the last change-of-flow entry for that debug run.

The FIFO can also be used to generate a profile of executed instruction addresses when the debugger is not armed. When ARM = 0, reading DBGFL causes the address of the most-recently fetched opcode to be saved in the FIFO. To use the profiling feature, a host debugger would read addresses out of the FIFO by reading DBGFH then DBGFL at regular periodic intervals. The first eight values would be discarded because they correspond to the eight DBGFL reads needed to initially fill the FIFO. Additional periodic reads of DBGFH and DBGFL return delayed information about executed instructions so the host debugger can develop a profile of executed instruction addresses.

15.3.3 Change-of-Flow Information

To minimize the amount of information stored in the FIFO, only information related to instructions that cause a change to the normal sequential execution of instructions is stored. With knowledge of the source and object code program stored in the target system, an external debugger system can reconstruct the path of execution through many instructions from the change-of-flow information stored in the FIFO.

For conditional branch instructions where the branch is taken (branch condition was true), the source address is stored (the address of the conditional branch opcode). Because BRA and BRN instructions are not conditional, these events do not cause change-of-flow information to be stored in the FIFO.

Indirect JMP and JSR instructions use the current contents of the H:X index register pair to determine the destination address, so the debug system stores the run-time destination address for any indirect JMP or JSR. For interrupts, RTI, or RTS, the destination address is stored in the FIFO as change-of-flow information.

15.3.4 Tag vs. Force Breakpoints and Triggers

Tagging is a term that refers to identifying an instruction opcode as it is fetched into the instruction queue, but not taking any other action until and unless that instruction is actually executed by the CPU. This distinction is important because any change-of-flow from a jump, branch, subroutine call, or interrupt causes some instructions that have been fetched into the instruction queue to be thrown away without being executed.

A.6 DC Characteristics

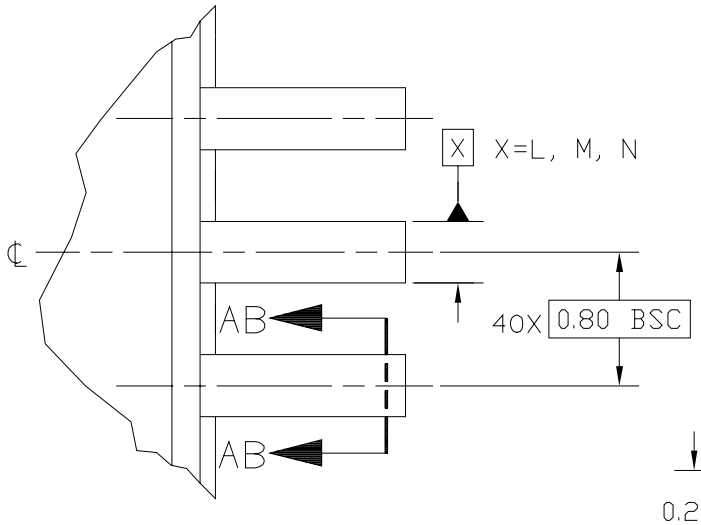
This section includes information about power supply requirements, I/O pin characteristics, and power supply current in various operating modes.

Table A-6. MCU Operating Conditions

Characteristic	Min	Typ	Max	Unit
Supply Voltage	2.7	—	5.5	V
Temperature M V C	 –40 –40 -40	 — — —	 125 105 85	°C

Table A-7. DC Characteristics

Num	C	Parameter	Symbol	Min	Typ[1]	Max	Unit
1	P	Output high voltage — Low Drive (PTxDSn = 0) 5 V, I_{Load} = –2 mA 3 V, I_{Load} = –0.6 mA 5 V, I_{Load} = –0.4 mA 3 V, I_{Load} = –0.24 mA	V_{OH}	 V_{DD} – 1.5 V_{DD} – 1.5 V_{DD} – 0.8 V_{DD} – 0.8	 — — — —	 — — — —	V
		Output high voltage — High Drive (PTxDSn = 1) 5 V, I_{Load} = –10 mA 3 V, I_{Load} = –3 mA 5 V, I_{Load} = –2 mA 3 V, I_{Load} = –0.4 mA		 V_{DD} – 1.5 V_{DD} – 1.5 V_{DD} – 0.8 V_{DD} – 0.8	 — — — —	 — — — —	
2	P	Output low voltage — Low Drive (PTxDSn = 0) 5 V, I_{Load} = 2 mA 3 V, I_{Load} = 0.6 mA 5 V, I_{Load} = 0.4 mA 3 V, I_{Load} = 0.24 mA	V_{OL}	 — — — —	 — — — —	 1.5 1.5 0.8 0.8	V
		Output low voltage — High Drive (PTxDSn = 1) 5 V, I_{Load} = 10 mA 3 V, I_{Load} = 3 mA 5 V, I_{Load} = 2 mA 3 V, I_{Load} = 0.4 mA		 — — — —	 — — — —	 1.5 1.5 0.8 0.8	
3	D	Output high current — Max total I_{OH} for all ports 5V 3V	I_{OHT}	 — —	 — —	 100 60	mA
4	D	Output low current — Max total I_{OL} for all ports 5V 3V	I_{OLT}	 — —	 — —	 100 60	mA
5	P	Input high voltage; all digital inputs	V_{IH}	0.65 x V_{DD}	—	—	V
6	P	Input low voltage; all digital inputs	V_{IL}	—	—	0.35 x V_{DD}	
7	T	Input hysteresis; all digital inputs	V_{hys}	0.06 x V_{DD}			mV
8	P	Input leakage current; input only pins[2]	$\|I_{In}\|$	—	0.01	1	µA



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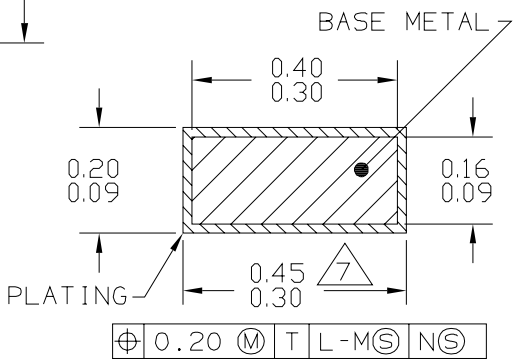

SECTION AB-AB
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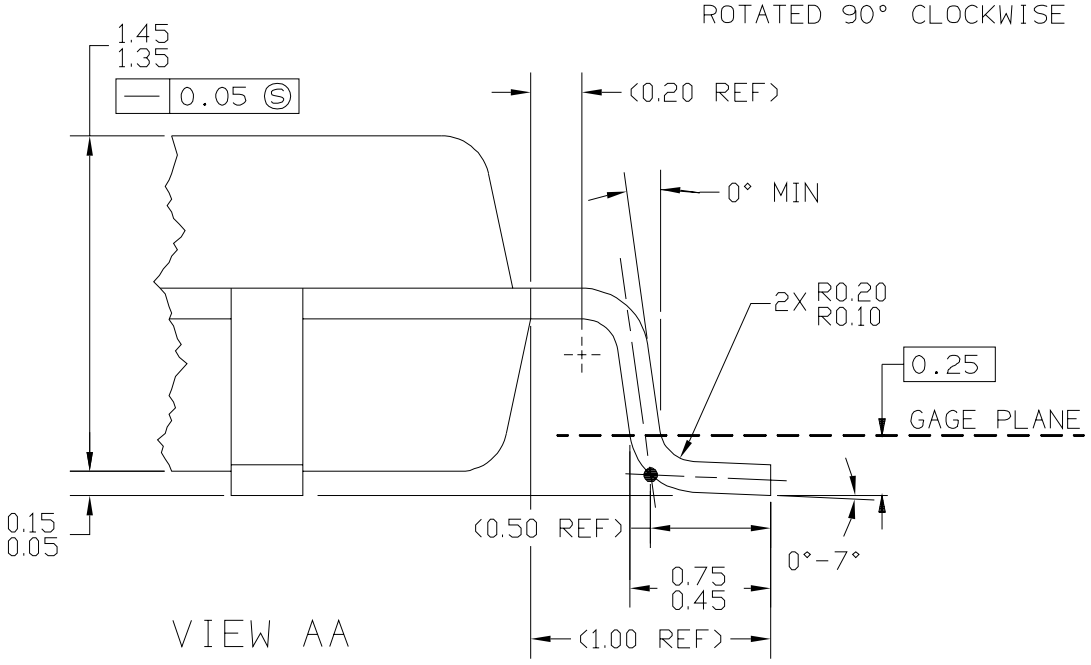

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MECHANICAL OUTLINE	PRINT VERSION NOT TO SCALE

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