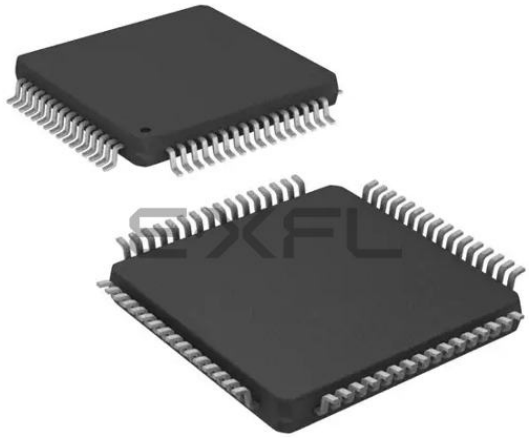

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	78K/0
Core Size	8-Bit
Speed	20MHz
Connectivity	3-Wire SIO, I²C, LINbus, UART/USART
Peripherals	LVD, POR, PWM, WDT
Number of I/O	55
Program Memory Size	24KB (24K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-TQFP
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/renesas-electronics-america/upd78f0532aga-hab-ax

3.3.3 Table indirect addressing

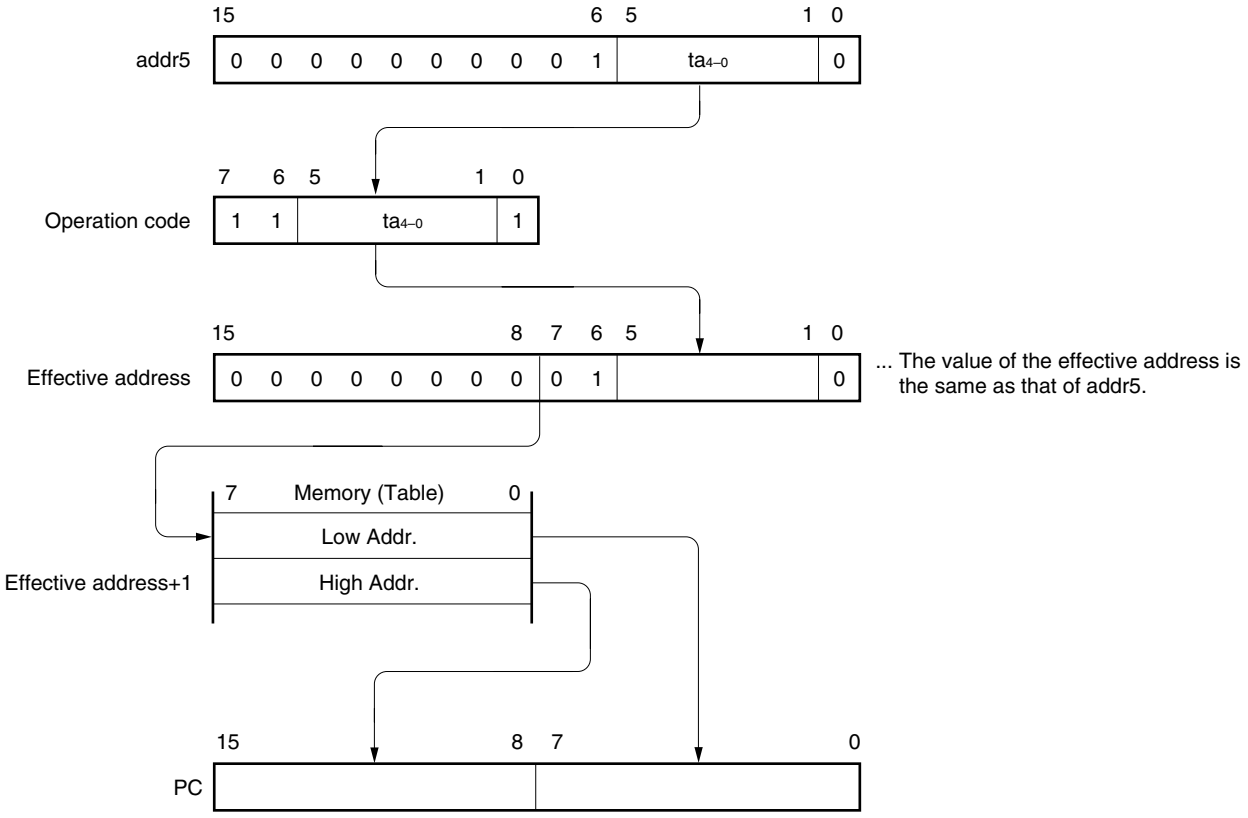
[Function]

Table contents (branch destination address) of the particular location to be addressed by bits 1 to 5 of the immediate data of an operation code are transferred to the program counter (PC) and branched.

This function is carried out when the CALLT [addr5] instruction is executed.

This instruction references the address that is indicated by addr5 and is stored in the memory table from 0040H to 007FH, and allows branching to the entire memory space.

[Illustration]



3.4.7 Based addressing

[Function]

8-bit immediate data is added as offset data to the contents of the base register, that is, the HL register pair in the register bank specified by the register bank select flag (RBS0 and RBS1), and the sum is used to address the memory. Addition is performed by expanding the offset data as a positive number to 16 bits. A carry from the 16th bit is ignored.

This addressing can be carried out for all of the memory spaces. However, before addressing a memory bank that is not set by the memory bank select register (BANK), change the setting of the memory bank by using BANK.

[Operand format]

Identifier	Description
–	[HL + byte]

[Description example]

MOV A, [HL + 10H]; when setting byte to 10H

Operation code	1	0	1	0	1	1	1	0
	0	0	0	1	0	0	0	0

[Illustration]

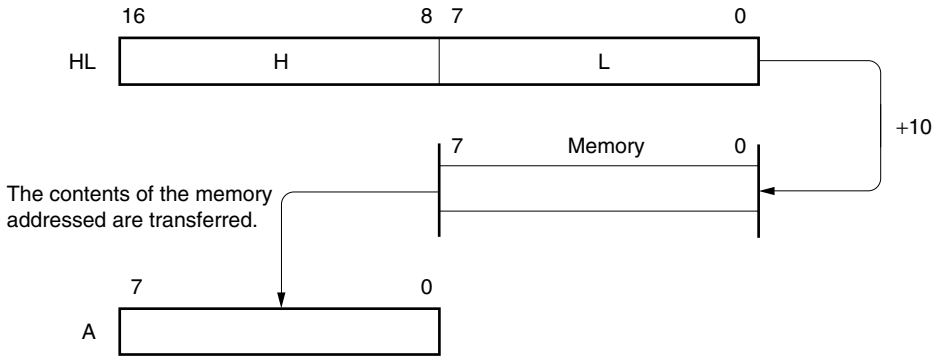


Table 5-3. Port Functions (1/3)

KB2	KC2	KD2	KES	KF2	Function Name	I/O	Function	After Reset	Alternate Function
√	√	√	√	√	P00	I/O	Port 0. I/O port. Input/output can be specified in 1-bit units. Use of an on-chip pull-up resistor can be specified by a software setting.	Input port	TI000
√	√	√	√	√	P01				TI010/TO00
–	–	Note 1	Note 2	√	P02				SO11
–	–	Note 1	Note 2	√	P03				SI11
–	–	–	Note 2	√	P04				$\overline{\text{SCK11}}$
–	–	–	Note 2	√	P05				TI001/$\overline{\text{SSI11}}$
–	–	–	Note 2	√	P06				TI011/TO01
√	√	√	√	√	P10	I/O	Port 1. I/O port. Input/output can be specified in 1-bit units. Use of an on-chip pull-up resistor can be specified by a software setting.	Input port	$\overline{\text{SCK10}}$/TxD0
√	√	√	√	√	P11				SI10/RxD0
√	√	√	√	√	P12				SO10
√	√	√	√	√	P13				TxD6
√	√	√	√	√	P14				RxD6
√	√	√	√	√	P15				TOH0
√	√	√	√	√	P16				TOH1/INTP5
√	√	√	√	√	P17				TI50/TO50
√	√	√	√	√	P20	I/O	Port 2. I/O port. Input/output can be specified in 1-bit units.	Analog input	ANI0
√	√	√	√	√	P21				ANI1
√	√	√	√	√	P22				ANI2
√	√	√	√	√	P23				ANI3
–	√	√	√	√	P24				ANI4
–	√	√	√	√	P25				ANI5
–	Note 3	√	√	√	P26				ANI6
–	Note 3	√	√	√	P27				ANI7
√	√	√	√	√	P30	I/O	Port 3. I/O port. Input/output can be specified in 1-bit units. Use of an on-chip pull-up resistor can be specified by a software setting.	Analog input	INTP1
√	√	√	√	√	P31				INTP2/ OCD1A Note 4
√	√	√	√	√	P32				INTP3/ OCD1B Note 4
√	√	√	√	√	P33				TI51/TO51/ INTP4

Notes 1. The 78K0/KD2 products are only provided with port functions (P02 and P03) and not alternate functions.

2. The 78K0/KE2 products whose flash memory is less than 32 KB are only provided with port functions (P02 to P06) and not alternate functions. The 78K0/KE2 products whose flash memory is at least 48 KB are provided with port functions (P02 to P06) and alternate functions.

3. This is not mounted onto 38-pin products of the 78K0/KC2. For the 38-pin products, be sure to set bits 6 and 7 of PM2 to “1” and bits 6 and 7 of P2 to “0”.

4. OCD1A and OCD1B are provided to the products with an on-chip debug function (μPD78F05xxD and 78F05xxDA) only.

Remark √: Mounted, –: Not mounted

Figure 6-4. Format of Clock Operation Mode Select Register (OSCCTL)
(78K0/KC2, 78K0/KD2, 78K0/KE2, and 78K0/KF2)

Address: FF9FH After reset: 00H R/W

Symbol	<7>	<6>	<5>	<4>	3	2	1	<0>
OSCCTL	EXCLK	OSCSEL	EXCLKS[Note]	OSCSELS[Note]	0	0	0	AMPH

EXCLK	OSCSEL	High-speed system clock pin operation mode	P121/X1 pin	P122/X2/EXCLK pin
0	0	I/O port mode	I/O port	
0	1	X1 oscillation mode	Crystal/ceramic resonator connection	
1	0	I/O port mode	I/O port	
1	1	External clock input mode	I/O port	External clock input

AMPH	Operating frequency control
0	1 MHz ≤ f_{XH} ≤ 10 MHz
1	10 MHz < f_{XH} ≤ 20 MHz

Note EXCLKS and OSCSELS are used in combination with XTSTART (bit 6 of the processor clock control register (PCC)). See **(3) Setting of operation mode for subsystem clock pin**.

Cautions 1. Be sure to set AMPH to 1 if the high-speed system clock oscillation frequency exceeds 10 MHz.

<R> **2. Set AMPH before setting the main clock mode register (MCM).**

3. Set AMPH before setting the peripheral functions after a reset release. The value of AMPH can be changed only once after a reset release. When the high-speed system clock (X1 oscillation) is selected as the CPU clock, supply of the CPU clock is stopped for 4.06 to 16.12 μs after AMPH is set to 1. When the high-speed system clock (external clock input) is selected as the CPU clock, supply of the CPU clock is stopped for the duration of 160 external clocks after AMPH is set to 1.

4. If the STOP instruction is executed when AMPH = 1, supply of the CPU clock is stopped for 4.06 to 16.12 μs after the STOP mode is released when the internal high-speed oscillation clock is selected as the CPU clock, or for the duration of 160 external clocks when the high-speed system clock (external clock input) is selected as the CPU clock. When the high-speed system clock (X1 oscillation) is selected as the CPU clock, the oscillation stabilization time is counted after the STOP mode is released.

5. To change the value of EXCLK and OSCSEL, be sure to confirm that bit 7 (MSTOP) of the main OSC control register (MOC) is 1 (the X1 oscillator stops or the external clock from the EXCLK pin is disabled).

6. Be sure to clear bits 1 to 3 to 0.

Remark f_{XH}: High-speed system clock oscillation frequency

<2> Setting the high-speed system clock as the main system clock (MCM register)

When XSEL and MCM0 are set to 1, the high-speed system clock is supplied as the main system clock and peripheral hardware clock.

XSEL	MCM0	Selection of Main System Clock and Clock Supplied to Peripheral Hardware	
		Main System Clock (f_{XP})	Peripheral Hardware Clock (f_{PRS})
1	1	High-speed system clock (f_{XH})	High-speed system clock (f_{XH})

Caution If the high-speed system clock is selected as the main system clock, a clock other than the high-speed system clock cannot be set as the peripheral hardware clock.

<3> Setting the main system clock as the CPU clock and selecting the division ratio (PCC register)

When CSS is cleared to 0, the main system clock is supplied to the CPU. To select the CPU clock division ratio, use PCC0, PCC1, and PCC2.

CSS	PCC2	PCC1	PCC0	CPU Clock (f_{CPU}) Selection
0	0	0	0	f_{XP}
	0	0	1	f_{XP}/2 (default)
	0	1	0	$f_{XP}/2^2$
	0	1	1	$f_{XP}/2^3$
	1	0	0	$f_{XP}/2^4$
	Other than above			Setting prohibited

(4) Example of setting procedure when stopping the high-speed system clock

The high-speed system clock can be stopped in the following two ways.

- Executing the STOP instruction and stopping the X1 oscillation (disabling clock input if the external clock is used)
- Setting MSTOP to 1 and stopping the X1 oscillation (disabling clock input if the external clock is used)

(a) To execute a STOP instruction

<1> Setting to stop peripheral hardware

Stop peripheral hardware that cannot be used in the STOP mode (for peripheral hardware that cannot be used in STOP mode, see **CHAPTER 22 STANDBY FUNCTION**).

<2> Setting the X1 clock oscillation stabilization time after standby release

When the CPU is operating on the X1 clock, set the value of the OSTS register before the STOP instruction is executed.

<3> Executing the STOP instruction

When the STOP instruction is executed, the system is placed in the STOP mode and X1 oscillation is stopped (the input of the external clock is disabled).

(5) Port mode register 0 (PM0)

This register sets port 0 input/output in 1-bit units.

When using the P01/TO00/TI010 and P06/TO01/TI011 pins for timer output, set PM01 and PM06 and the output latches of P01 and P06 to 0.

When using the P00/TI000, P01/TO00/TI010, P05/TI001/$\overline{\text{SSI11}}$, and P06/TO01/TI011 pins for timer input, set PM00, PM01, PM05, and PM06 to 1. At this time, the output latches of P00, P01, P05, and P06 may be 0 or 1.

PM0 can be set by a 1-bit or 8-bit memory manipulation instruction.

Reset signal generation sets PM0 to FFH.

Figure 7-15. Format of Port Mode Register 0 (PM0)

Address: FF20H After reset: FFH R/W

Symbol	7	6	5	4	3	2	1	0
PM0	1	PM06	PM05	PM04	PM03	PM02	PM01	PM00

PM0n	P0n pin I/O mode selection (n = 0 to 6)
0	Output mode (output buffer on)
1	Input mode (output buffer off)

Remark The figure shown above presents the format of port mode register 0 of 78K0/KF2 products. For the format of port mode register 0 of other products, see **(1) Port mode registers (PMxx)** in **5.3 Registers Controlling Port Function**.

(2) Operation in clear & start mode entered by TI00n pin valid edge input
(CR00n: compare register, CR01n: capture register)

Figure 7-29. Block Diagram of Clear & Start Mode Entered by TI00n Pin Valid Edge Input (CR00n: Compare Register, CR01n: Capture Register)

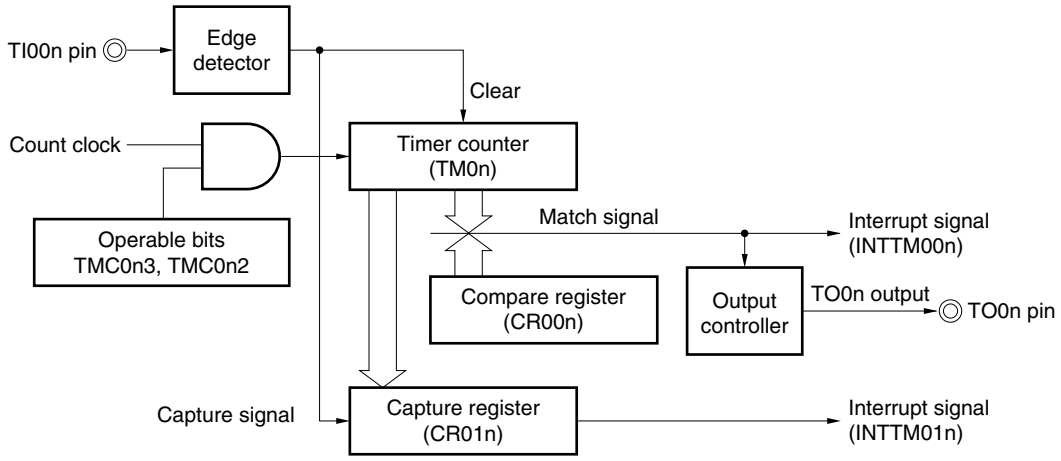
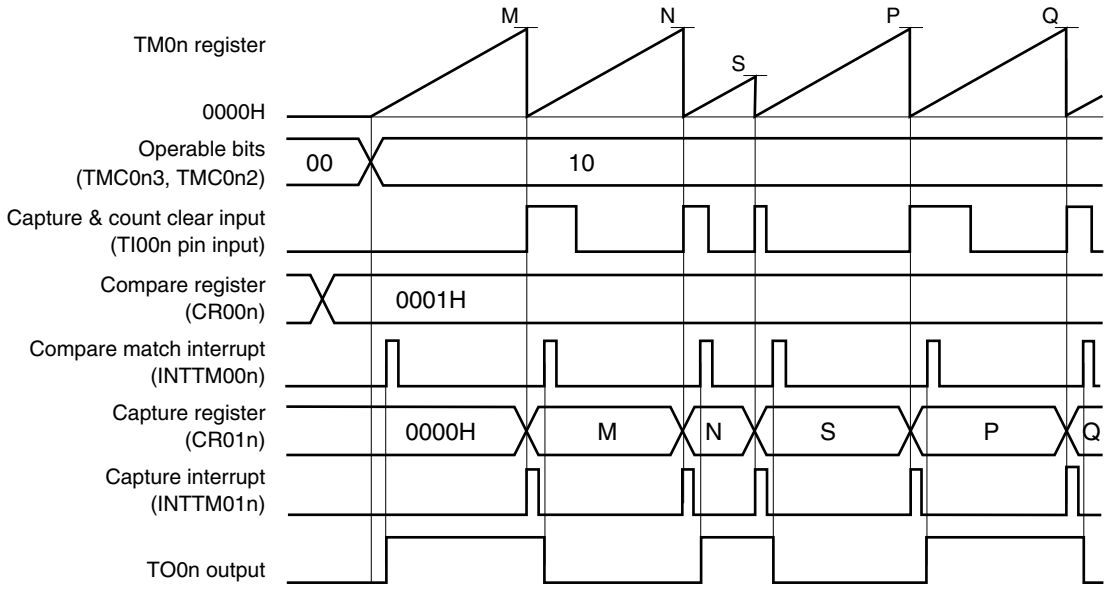


Figure 7-30. Timing Example of Clear & Start Mode Entered by TI00n Pin Valid Edge Input (CR00n: Compare Register, CR01n: Capture Register) (1/2)

(a) TOC0n = 13H, PRM0n = 10H, CRC0n, = 04H, TMC0n = 08H, CR00n = 0001H



This is an application example where the TO0n output level is inverted when the count value has been captured & cleared.

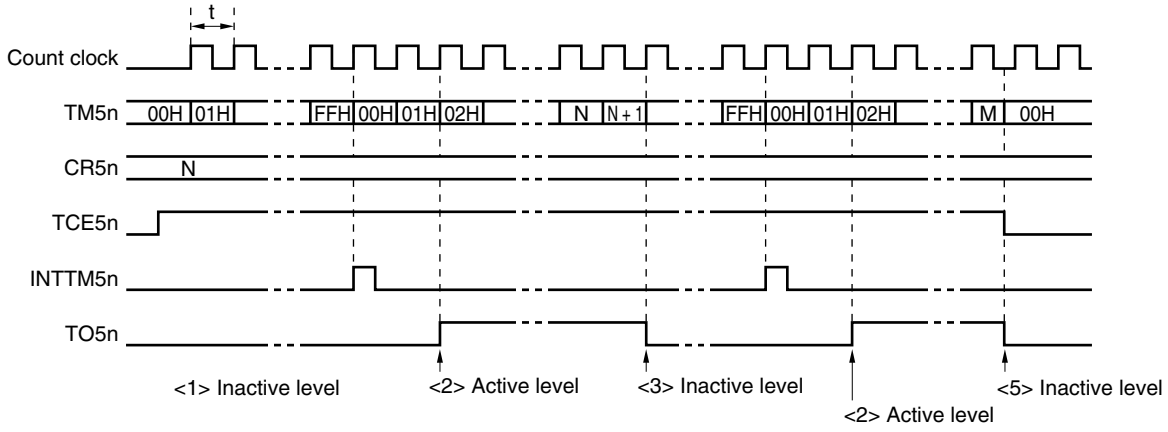
The count value is captured to CR01n and TM0n is cleared (to 0000H) when the valid edge of the TI00n pin is detected. When the count value of TM0n is 0001H, a compare match interrupt signal (INTTM00n) is generated, and the TO0n output level is inverted.

Remark n = 0: 78K0/KE2 products whose flash memory is less than 32 KB, and 78K0/KB2, 78K0/KC2, 78K0/KD2 products

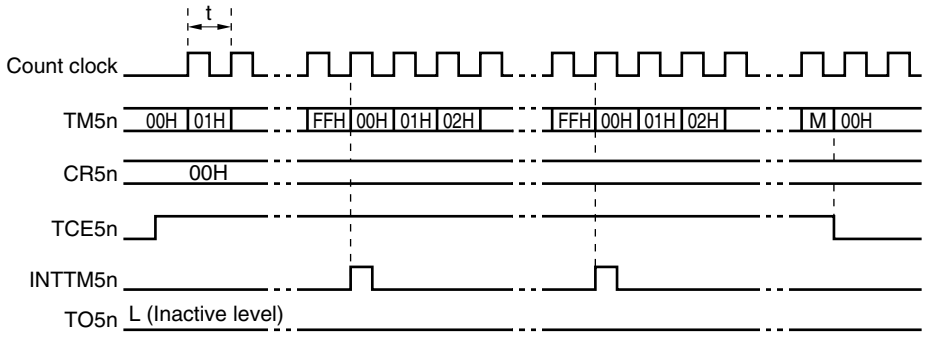
n = 0, 1: 78K0/KE2 products whose flash memory is at least 48 KB, and 78K0/KF2 products

Figure 8-14. PWM Output Operation Timing

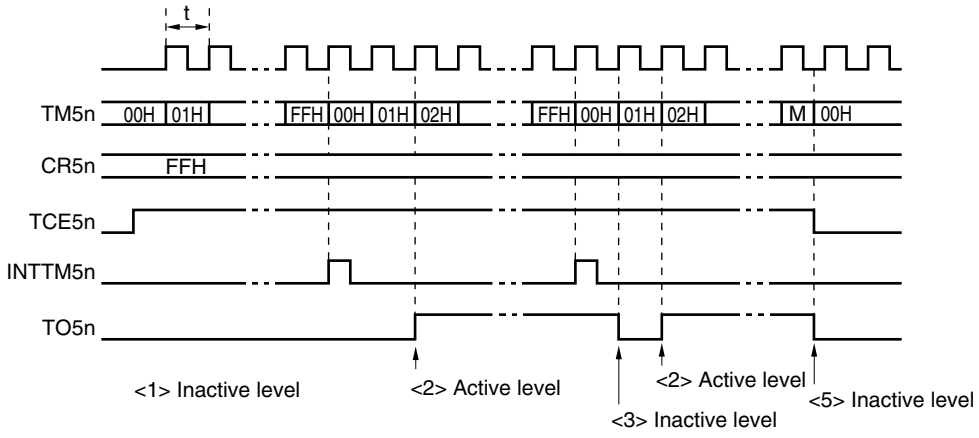
(a) Basic operation (active level = H)



(b) CR5n = 00H



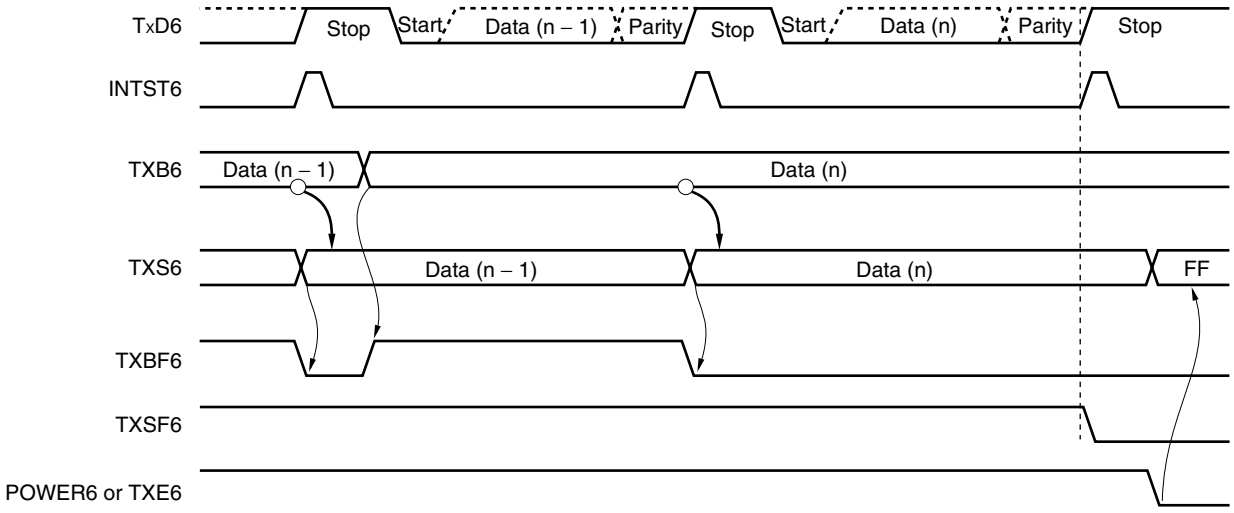
(c) CR5n = FFH



Remarks 1. <1> to <3> and <5> in Figure 8-14 (a) and (c) correspond to <1> to <3> and <5> in PWM output operation in **8.4.4 (1) PWM output basic operation**.

2. n = 0, 1

Figure 15-18. Timing of Ending Continuous Transmission



Remark TxD6: TxD6 pin (output)
INTST6: Interrupt request signal
TXB6: Transmit buffer register 6
TXS6: Transmit shift register 6
ASIF6: Asynchronous serial interface transmission status register 6
TXBF6: Bit 1 of ASIF6
TXSF6: Bit 0 of ASIF6
POWER6: Bit 7 of asynchronous serial interface operation mode register (ASIM6)
TXE6: Bit 6 of asynchronous serial interface operation mode register (ASIM6)

Notes 1. The frequency that can be used for the peripheral hardware clock (f_{PRS}) differs depending on the power supply voltage and product specifications.

Supply Voltage	Conventional-specification Products (μPD78F05xx and 78F05xxD)	Expanded-specification Products (μPD78F05xxA and 78F05xxDA)
4.0 V ≤ V_{DD} ≤ 5.5 V	f_{PRS} ≤ 20 MHz	f_{PRS} ≤ 20 MHz
2.7 V ≤ V_{DD} < 4.0 V	f_{PRS} ≤ 10 MHz	
1.8 V ≤ V_{DD} < 2.7 V (Standard products and (A) grade products only)	f_{PRS} ≤ 5 MHz	f_{PRS} ≤ 5 MHz

(The values shown in the table above are those when $f_{PRS} = f_{XH}$ (XSEL = 1).)

2. Set the serial clock to satisfy the following conditions.

Supply Voltage	Conventional-specification Products (μPD78F05xx and 78F05xxD) and Expanded-specification Products (μPD78F05xxA and 78F05xxDA)		
	Standard Products	(A) Grade Products	(A2) Grade Products
4.0 V ≤ V_{DD} ≤ 5.5 V	Serial clock ≤ 6.25 MHz	Serial clock ≤ 5 MHz	Serial clock ≤ 5 MHz
2.7 V ≤ V_{DD} < 4.0 V	Serial clock ≤ 4 MHz	Serial clock ≤ 2.5 MHz	Serial clock ≤ 2.5 MHz
1.8 V ≤ V_{DD} < 2.7 V	Serial clock ≤ 2 MHz	Serial clock ≤ 1.66 MHz	–

3. Do not start communication with the external clock from the $\overline{SCK10}$ pin when the internal high-speed oscillation clock and high-speed system clock are stopped while the CPU operates with the subsystem clock, or when in the STOP mode.

Cautions 1. Do not write to CSIC10 while CSIE10 = 1 (operation enabled).

2. To use P10/$\overline{SCK10}$/TxD0 and P12/SO10 as general-purpose ports, set CSIC10 in the default status (00H).

3. The phase type of the data clock is type 1 after reset.

Remark f_{PRS}: Peripheral hardware clock frequency

<R>

Figure 18-5. Format of IIC Control Register 0 (IICC0) (3/4)

STT0[Note]	Start condition trigger
0	Do not generate a start condition.
1	When bus is released (in standby state, when IICBSY = 0): If this bit is set (1), a start condition is generated (startup as the master). When a third party is communicating: • When communication reservation function is enabled (IICRSV = 0) Functions as the start condition reservation flag. When set to 1, automatically generates a start condition after the bus is released. • When communication reservation function is disabled (IICRSV = 1) Even if this bit is set (1), the STT0 is cleared and the STT0 clear flag (STCF) is set (1). No start condition is generated. In the wait state (when master device): Generates a restart condition after releasing the wait.

Cautions concerning set timing
- For master reception: Cannot be set to 1 during transfer. Can be set to 1 only in the waiting period when ACKE0 has been cleared to 0 and slave has been notified of final reception.
- For master transmission: A start condition cannot be generated normally during the acknowledge period. Set to 1 during the wait period that follows output of the ninth clock.
- Cannot be set to 1 at the same time as stop condition trigger (SPT0).
- Setting the STT0 bit to 1 and then setting it again before it is cleared to 0 is prohibited.

Condition for clearing (STT0 = 0)	Condition for setting (STT0 = 1)
• Cleared by setting SST0 bit to 1 while communication reservation is prohibited. • Cleared by loss in arbitration • Cleared after start condition is generated by master device • Cleared by LREL0 = 1 (exit from communications) • When IICE0 = 0 (operation stop) • Reset	• Set by instruction

Note The signal of this bit is invalid while IICE0 is 0.

Remarks 1. Bit 1 (STT0) becomes 0 when it is read after data setting.

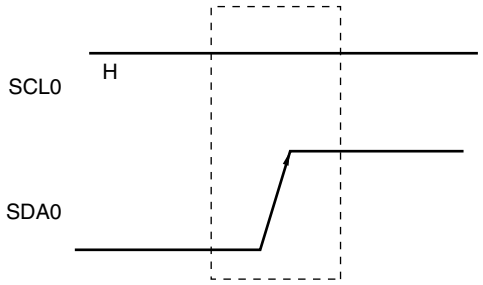
2. IICRSV: Bit 0 of IIC flag register (IICF0)
STCF: Bit 7 of IIC flag register (IICF0)

18.5.5 Stop condition

When the SCL0 pin is at high level, changing the SDA0 pin from low level to high level generates a stop condition.

A stop condition is a signal that the master device generates to the slave device when serial transfer has been completed. When the device is used as a slave, stop conditions can be detected.

Figure 18-17. Stop Condition



A stop condition is generated when bit 0 (SPT0) of IIC control register 0 (IICC0) is set to 1. When the stop condition is detected, bit 0 (SPD0) of IIC status register 0 (IICS0) is set to 1 and INTIIC0 is generated when bit 4 (SPIE0) of IICC0 register is set to 1.

18.5.12 Arbitration

When several master devices simultaneously generate a start condition (when STT0 is set to 1 before STD0 is set to 1), communication among the master devices is performed as the number of clocks are adjusted until the data differs. This kind of operation is called arbitration.

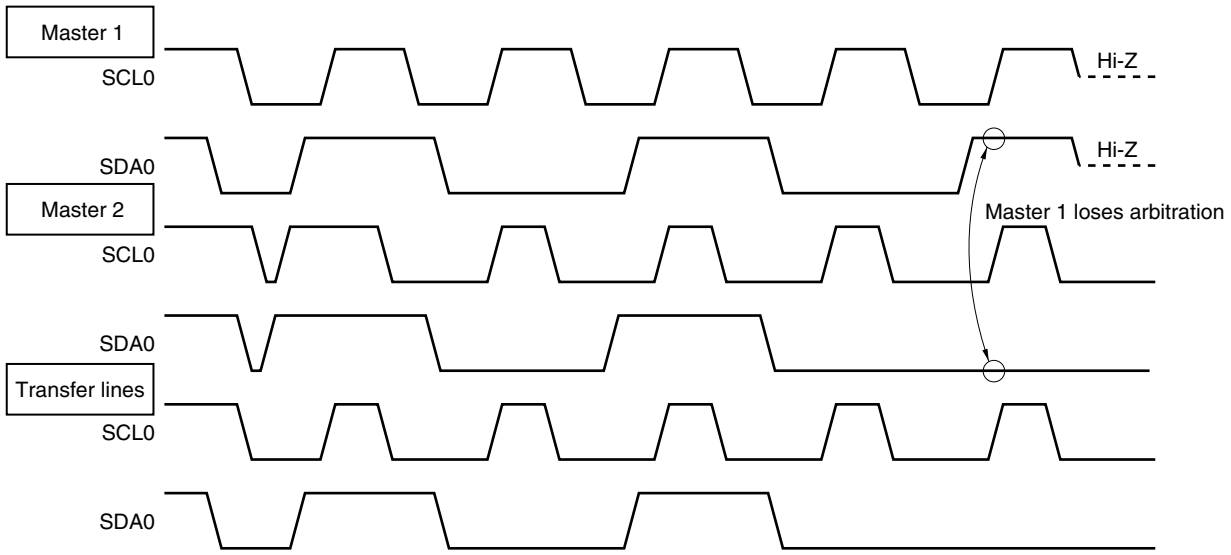
When one of the master devices loses in arbitration, an arbitration loss flag (ALD0) in IIC status register 0 (IICS0) is set (1) via the timing by which the arbitration loss occurred, and the SCL0 and SDA0 lines are both set to high impedance, which releases the bus.

The arbitration loss is detected based on the timing of the next interrupt request (the eighth or ninth clock, when a stop condition is detected, etc.) and the ALD0 = 1 setting that has been made by software.

For details of interrupt request timing, see **18.5.17 Timing of I^2C interrupt request (INTIIC0) occurrence**.

Remark STD0: Bit 1 of IIC status register 0 (IICS0)
STT0: Bit 1 of IIC control register 0 (IICC0)

Figure 18-19. Arbitration Timing Example



The functions of MDA0 when an operation is executed are shown in the table below.

Table 19-2. Functions of MDA0 During Operation Execution

DMUSEL0	Operation Mode	Setting	Operation Result
0	Division mode	Dividend	Division result (quotient)
1	Multiplication mode	Higher 16 bits: 0, Lower 16 bits: Multiplier A	Multiplication result (product)

Remark DMUSEL0: Bit 0 of multiplier/divider control register 0 (DMUC0)

The register configuration differs between when multiplication is executed and when division is executed, as follows.

- Register configuration during multiplication

  <Multiplier A> <Multiplier B> <Product>

  MDA0 (bits 15 to 0) × MDB0 (bits 15 to 0) = MDA0 (bits 31 to 0)

- Register configuration during division

  <Dividend> <Divisor> <Quotient> <Remainder>

  MDA0 (bits 31 to 0) ÷ MDB0 (bits 15 to 0) = MDA0 (bits 31 to 0) … SDR0 (bits 15 to 0)

MDA0 fetches the calculation result as soon as the clock is input, when bit 7 (DMUE) of multiplier/divider control register 0 (DMUC0) is set to 1.
MDA0H and MDA0L can be set by an 8-bit or 16-bit memory manipulation instruction.
Reset signal generation clears MDA0H and MDA0L to 0000H.

(3) Multiplication/division data register B0 (MDB0)

MDB0 is a register that stores a 16-bit multiplier B in the multiplication mode and a 16-bit divisor in the division mode.
MDB0 can be set by an 8-bit or 16-bit memory manipulation instruction.
Reset signal generation clears MDB0 to 0000H.

Figure 19-4. Format of Multiplication/Division Data Register B0 (MDB0)

Address: FF66H, FF67H After reset: 0000H R/W

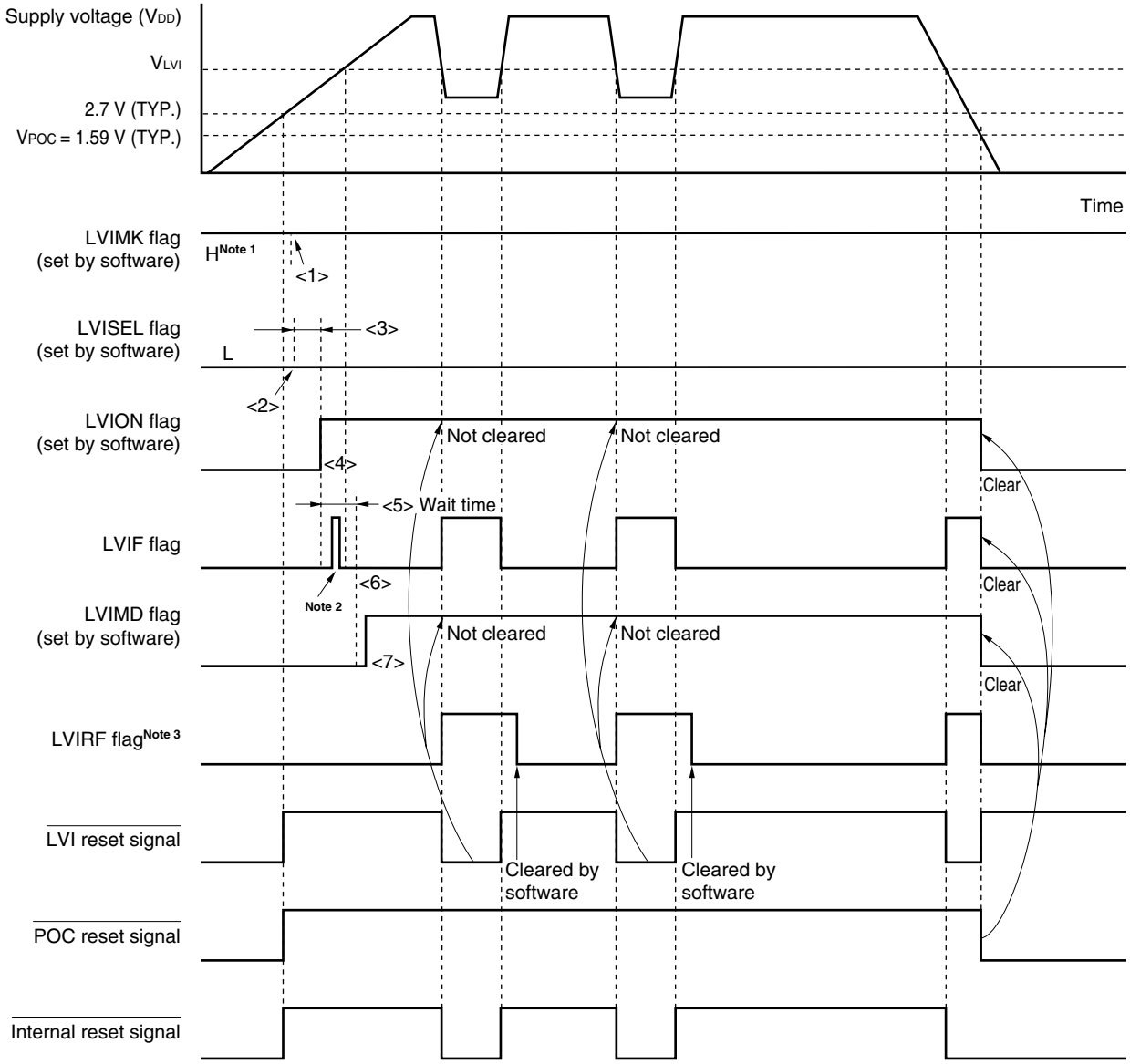
Symbol	FF67H (MDB0H)								FF66H (MDB0L)							
MDB0	MDB 015	MDB 014	MDB 013	MDB 012	MDB 011	MDB 010	MDB 009	MDB 008	MDB 007	MDB 006	MDB 005	MDB 004	MDB 003	MDB 002	MDB 001	MDB 000

Cautions 1. Do not change the value of MDB0 during operation processing (while bit 7 (DMUE) of multiplier/divider control register 0 (DMUC0) is 1). Even in this case, the operation is executed, but the result is undefined.

2. Do not clear MDB0 to 0000H in the division mode. If set, undefined operation results are stored in MDA0 and SDR0.

Figure 25-5. Timing of Low-Voltage Detector Internal Reset Signal Generation (Detects Level of Supply Voltage (V_{DD})) (2/2)

(2) In 2.7 V/1.59 V POC mode (option byte: POCMODE = 1)



Notes 1. The LVIMK flag is set to “1” by reset signal generation.

2. The LVIF flag may be set (1).

3. LVIRF is bit 0 of the reset control flag register (RESF). For details of RESF, see **CHAPTER 23 RESET FUNCTION**.

Remark <1> to <7> in Figure 25-5 above correspond to <1> to <7> in the description of “When starting operation” in **25.4.1 (1) When detecting level of supply voltage (V_{DD})**.

Caution The pins mounted depend on the product. Refer to Caution 2 at the beginning of this chapter.

DC Characteristics (4/4)

(T_A = −40 to +85°C, 1.8 V ≤ V_{DD} = EV_{DD} ≤ 5.5 V, AV_{REF} ≤ V_{DD}, V_{SS} = EV_{SS} = AV_{SS} = 0 V)

Parameter	Symbol	Conditions			MIN.	TYP.	MAX.	Unit
Supply current[Note 1]	I_{DD1}	Operating mode	f_{XH} = 20 MHz, V_{DD} = 5.0 V [Note 2]	Square wave input		3.2	5.5	mA
				Resonator connection		4.5	6.9	mA
			f_{XH} = 10 MHz, V_{DD} = 5.0 V [Notes 2, 3]	Square wave input		1.6	2.8	mA
				Resonator connection		2.3	3.9	mA
			f_{XH} = 10 MHz, V_{DD} = 3.0 V [Notes 2, 3]	Square wave input		1.5	2.7	mA
				Resonator connection		2.2	3.2	mA
			f_{XH} = 5 MHz, V_{DD} = 3.0 V [Notes 2, 3]	Square wave input		0.9	1.6	mA
				Resonator connection		1.3	2.0	mA
			f_{XH} = 5 MHz, V_{DD} = 2.0 V [Notes 2, 3]	Square wave input		0.7	1.4	mA
				Resonator connection		1.0	1.6	mA
			f_{RH} = 8 MHz, V_{DD} = 5.0 V [Note 4]			1.4	2.5	mA
			f_{SUB} = 32.768 kHz, V_{DD} = 5.0 V [Note 5]	Square wave input		6	25	μA
				Resonator connection		15	30	μA
	I_{DD2}	HALT mode	f_{XH} = 20 MHz, V_{DD} = 5.0 V [Note 2]	Square wave input		0.8	2.6	mA
				Resonator connection		2.0	4.4	mA
			f_{XH} = 10 MHz, V_{DD} = 5.0 V [Notes 2, 3]	Square wave input		0.4	1.3	mA
				Resonator connection		1.0	2.4	mA
			f_{XH} = 5 MHz, V_{DD} = 3.0 V [Notes 2, 3]	Square wave input		0.2	0.65	mA
				Resonator connection		0.5	1.1	mA
			f_{RH} = 8 MHz, V_{DD} = 5.0 V [Note 4]			0.4	1.2	mA
			f_{SUB} = 32.768 kHz, V_{DD} = 5.0 V [Note 5]	Square wave input		3.0	22	μA
				Resonator connection		12	25	μA
	I_{DD3}[Note 6]	STOP mode				1	20	μA
			T_A = −40 to +70 °C			1	10	μA
A/D converter operating current	I_{ADC}[Note 7]	2.3 V ≤ AV_{REF} ≤ V_{DD}, ADCS = 1				0.86	1.9	mA
Watchdog timer operating current	I_{WDT}[Note 8]	During 240 kHz internal low-speed oscillation clock operation				5	10	μA
LVI operating current	I_{LVI}[Note 9]					9	18	μA

Remarks 1. f_{XH}: High-speed system clock frequency (X1 clock oscillation frequency or external main system clock frequency)

2. f_{RH}: Internal high-speed oscillation clock frequency

3. f_{SUB}: Subsystem clock frequency (XT1 clock oscillation frequency or external subsystem clock frequency)

(Notes on next page)

(2) Non-port functions

Port		78K0/KB2	78K0/KC2			78K0/KD2	78K0/KE2	78K0/KF2
		30/36 Pins	38 Pins	44 Pins	48 Pins	52 Pins	64 Pins	80 Pins
Power supply, ground		V_{DD}, EV_{DD}[Note 1], V_{SS}, EV_{SS}[Note 1], AV_{REF}, AV_{SS}	V_{DD}, AV_{REF}, V_{SS}, AV_{SS}				V_{DD}, EV_{DD}, V_{SS}, EV_{SS}, AV_{REF}, AV_{SS}	
Regulator		REGC						
Reset		$\overline{\text{RESET}}$						
Clock oscillation		X1, X2, EXCLK	X1, X2, XT1, XT2, EXCLK, EXCLKS					
Writing to flash memory		FLMD0						
Interrupt		INTP0 to INTP5			INTP0 to INTP6		INTP0 to INTP7	
Key interrupt		–	KR0, KR1	KR0 to KR3		KR0 to KR7		
Timer	TM00	TI000, TI010, TO00						
	TM01	–					TI001[Note 2], TI011[Note 2], TO01[Note 2]	
	TM50	TI50, TO50						
	TM51	TI51, TO51						
	TMH0	TOH0						
	TMH1	TOH1						
Serial interface	UART0	RxD0, TxD0						
	UART6	RxD6, TxD6						
	IIC0	SCL0, SDA0	SCL0, SDA0, EXSCL0					
	CSI10	$\overline{\text{SCK10}}$, SI10, SO10						
	CSI11	–					$\overline{\text{SCK11}}$[Note 2], SI11[Note 2], SO11[Note 2], $\overline{\text{SSI11}}$[Note 2]	
	CSIA0	–						$\overline{\text{SCKA0}}$, SIA0, SOA0, BUSY0, STB0
A/D converter		ANI0 to ANI3	ANI0 to ANI5	ANI0 to ANI7				
Clock output		–			PCL			
Buzzer output		–					BUZ	
Low-voltage detector (LVI)		EXLVI						

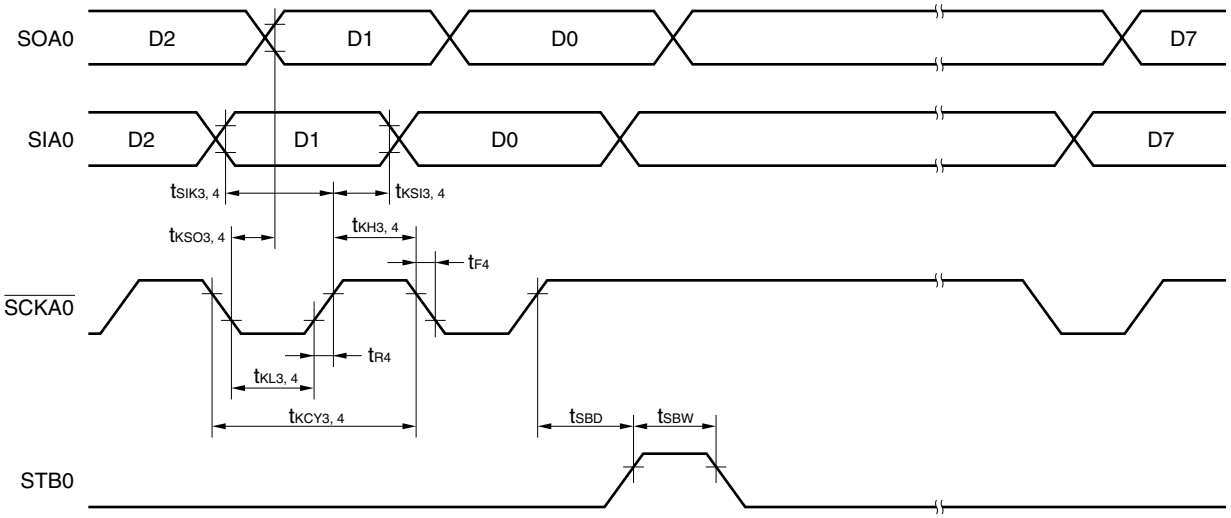
Notes 1. This is not mounted onto 30-pin products.

2. This is not mounted onto the 78K0/KE2 products whose flash memory is less than 32 KB.

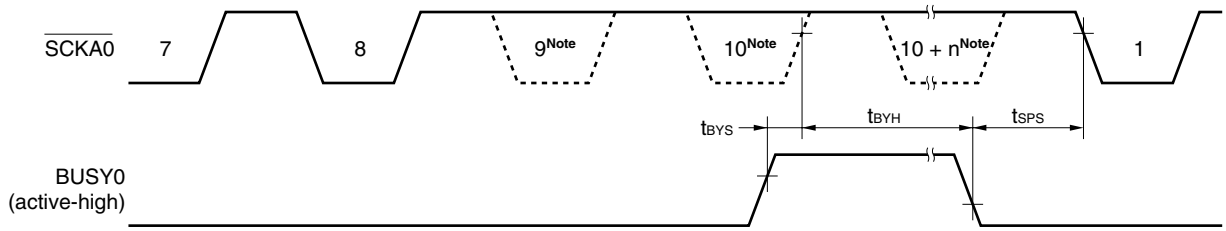
Caution The pins mounted depend on the product. Refer to Caution at the beginning of this chapter.

Serial Transfer Timing (2/2)

CSIA0:



CSIA0 (busy processing):



Note SCKA0 does not become low level here, but the timing is illustrated so that the timing specifications can be shown.

(15/30)

Chapter	Classification	Function	Details of Function	Cautions	Page
Chapter 14	Soft	Serial interface UART0	UART mode	If clock supply to serial interface UART0 is not stopped (e.g., in the HALT mode), normal operation continues. If clock supply to serial interface UART0 is stopped (e.g., in the STOP mode), each register stops operating, and holds the value immediately before clock supply was stopped. The TxD0 pin also holds the value immediately before clock supply was stopped and outputs it. However, the operation is not guaranteed after clock supply is resumed. Therefore, reset the circuit so that POWER0 = 0, RXE0 = 0, and TXE0 = 0.	p. 432 ☐
				Set POWER0 = 1 and then set TXE0 = 1 (transmission) or RXE0 = 1 (reception) to start communication.	p. 432 ☐
				TXE0 and RXE0 are synchronized by the base clock (f_{XCLK0}) set by BRGC0. To enable transmission or reception again, set TXE0 or RXE0 to 1 at least two clocks of base clock after TXE0 or RXE0 has been cleared to 0. If TXE0 or RXE0 is set within two clocks of base clock, the transmission circuit or reception circuit may not be initialized.	p. 432 ☐
				Set transmit data to TXS0 at least one base clock (f_{XCLK0}) after setting TXE0 = 1.	pp. 432, 435 ☐
			TXS0: Transmit shift register 0	Do not write the next transmit data to TXS0 before the transmission completion interrupt signal (INTST0) is generated.	p. 435 ☐
			ASIM0: Asynchronous serial interface operation mode register 0	To start the transmission, set POWER0 to 1 and then set TXE0 to 1. To stop the transmission, clear TXE0 to 0, and then clear POWER0 to 0.	p. 437 ☐
				To start the reception, set POWER0 to 1 and then set RXE0 to 1. To stop the reception, clear RXE0 to 0, and then clear POWER0 to 0.	p. 437 ☐
				Set POWER0 to 1 and then set RXE0 to 1 while a high level is input to the RxD0 pin. If POWER0 is set to 1 and RXE0 is set to 1 while a low level is input, reception is started.	p. 437 ☐
				TXE0 and RXE0 are synchronized by the base clock (f_{XCLK0}) set by BRGC0. To enable transmission or reception again, set TXE0 or RXE0 to 1 at least two clocks of base clock after TXE0 or RXE0 has been cleared to 0. If TXE0 or RXE0 is set within two clocks of base clock, the transmission circuit or reception circuit may not be initialized.	p. 437 ☐
				Set transmit data to TXS0 at least one base clock (f_{XCLK0}) after setting TXE0 = 1.	p. 437 ☐
				Clear the TXE0 and RXE0 bits to 0 before rewriting the PS01, PS00, and CL0 bits.	p. 437 ☐
				Make sure that TXE0 = 0 when rewriting the SL0 bit. Reception is always performed with “number of stop bits = 1”, and therefore, is not affected by the set value of the SL0 bit.	p. 437 ☐
				Be sure to set bit 0 to 1.	p. 437 ☐
			ASIS0: Asynchronous serial interface reception error status register 0	The operation of the PE0 bit differs depending on the set values of the PS01 and PS00 bits of asynchronous serial interface operation mode register 0 (ASIM0)	p. 438 ☐
				Only the first bit of the receive data is checked as the stop bit, regardless of the number of stop bits.	p. 438 ☐
				If an overrun error occurs, the next receive data is not written to receive buffer register 0 (RXB0) but discarded.	p. 438 ☐
				If data is read from ASIS0, a wait cycle is generated. Do not read data from ASIS0 when the peripheral hardware clock (f_{PRS}) is stopped. For details, see CHAPTER 36 CAUTIONS FOR WAIT.	p. 438 ☐
			BRGC0: Baud rate generator control register 0	Make sure that bit 6 (TXE0) and bit 5 (RXE0) of the ASIM0 register = 0 when rewriting the MDL04 to MDL00 bits.	p. 440 ☐
				Make sure that bit 7 (POWER0) of the ASIM0 register = 0 when rewriting the TPS01 and TPS00 bits.	p. 440 ☐
	Hard			The baud rate value is the output clock of the 5-bit counter divided by 2.	p. 440 ☐

78K0/Kx2

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