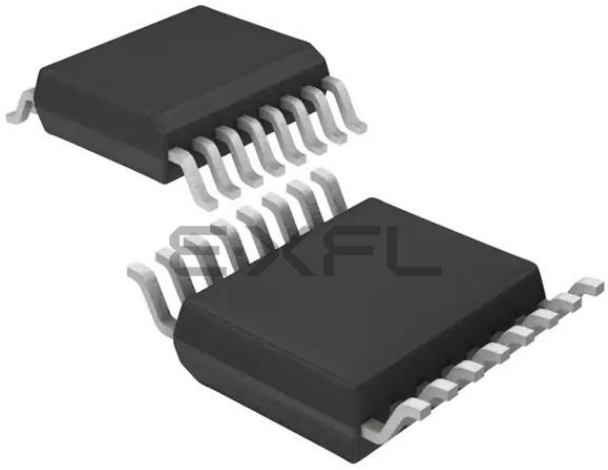
Renesas Electronics America Inc - UPD78F0551MA-FAA-AX Datasheet



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"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.

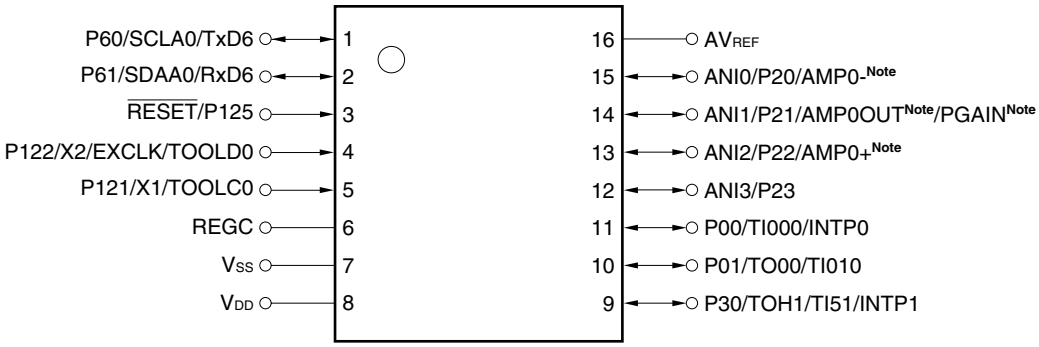
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	78K/0
Core Size	8-Bit
Speed	10MHz
Connectivity	I²C, LINbus, UART/USART
Peripherals	LVD, POR, PWM, WDT
Number of I/O	9
Program Memory Size	8KB (8K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 4x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	16-SSOP (0.173", 4.40mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/renesas-electronics-america/upd78f0551ma-faa-ax

1.3 Pin Configuration (Top View)

1.3.1 78K0/KY2-L

- 16-pin plastic SSOP (5.72 mm (225))



AMP0-Note, AMP0+Note:	Amplifier Input	P121, P122, P125 :	Port 12
AMP0OUTNote:	Amplifier Output	REGC :	Regulator Capacitance
PGAINNote:	Programmable Gain	RESET :	Reset
	Amplifier Input	RxD6 :	Receive Data
ANI0 to ANI3 :	Analog Input	SCLA0 :	Serial Clock Input/Output
AVREF :	Analog Reference	SDAA0 :	Serial Data Input/Output
	Voltage	TI000, TI010, TI51 :	Timer Input
EXCLK :	External Clock Input	TO00, TOH1 :	Timer Output
	(Main System Clock)	TOOLC0 :	Clock Input for Tool
INTP0, INTP1 :	External Interrupt	TOOLD0 :	Data Input/Output for Tool
	Input	TxD6 :	Transmit Data
P00, P01 :	Port 0	VDD :	Power Supply
P20 to P23 :	Port 2	VSS :	Ground
P30 :	Port 3	X1, X2 :	Crystal Oscillator
P60, P61 :	Port 6		(Main System Clock)

Note μPD78F0555, 78F0556, 78F0557 (products with operational amplifier) only

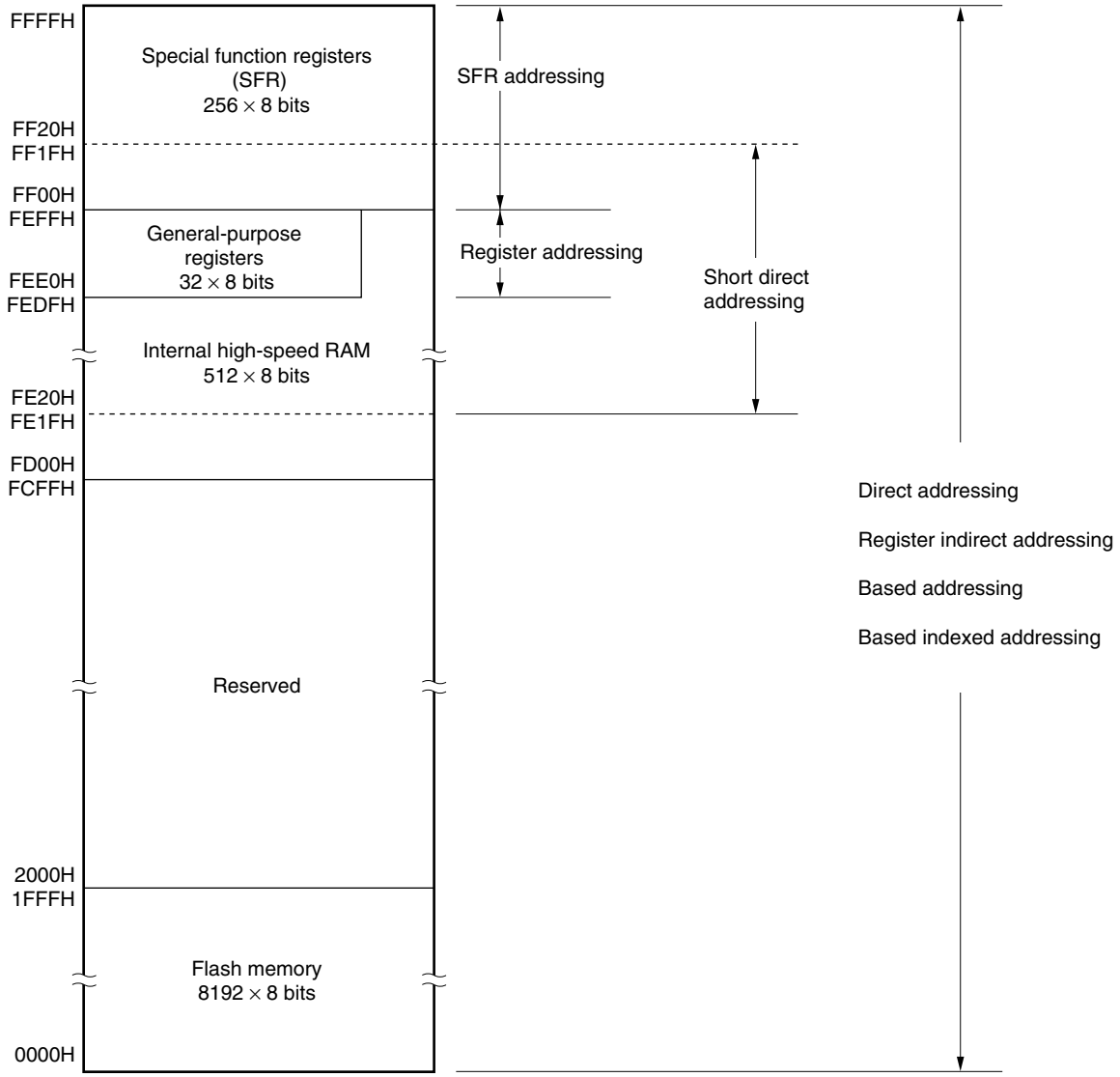
Cautions 1. VSS functions alternately as the ground potential of the A/D converter. Be sure to connect VSS to a stabilized GND (= 0 V).

2. Connect the REGC pin to VSS via a capacitor (0.47 to 1 μF).

3. ANI0/P20/AMP0-, ANI1/P21/AMP0OUT/PGAIN, ANI2/P22/AMP0+, and ANI3/P23 are set in the analog input mode after release of reset.

4. RESET/P125 immediately after release of reset is set in the external reset input.

Figure 3-6. Correspondence Between Data Memory and Addressing
(μPD78F0551, 78F0556, 78F0561, 78F0566, 78F0571, 78F0576, 78F0581, 78F0586)



<R>

Figure 4-44. Format of Pull-up Resistor Option Register (78K0/KC2-L)

Symbol	7	6	5	4	3	2	1	0	Address	After reset	R/W
PU0	0	0	0	0	0	PU02 Note 1	PU01	PU00	FF30H	00H	R/W
PU1	PU17	PU16	PU15	PU14	PU13	PU12	PU11	PU10	FF31H	00H	R/W
PU3	0	0	0	0	PU33	PU32	PU31	PU30	FF33H	00H	R/W
PU4 Note 2	0	0	0	0	0	PU42 Note 1	PU41 Note 2	PU40 Note 2	FF34H	00H	R/W
PU6	0	0	0	0	PU63 Note 2	PU62	PU61	PU60	FF36H	00H	R/W
PU7	0	0	PU75 Note 1	PU74 Note 1	PU73	PU72	PU71	PU70	FF37H	00H	R/W
PU12	0	0	PU125	0	0	0	0	PU120	FF3CH	20H	R/W

PUmn	Pmn pin on-chip pull-up resistor selection (m = 0, 1, 3, 4, 6, 7, 12; n = 0 to 7)
0	On-chip pull-up resistor not connected
1	On-chip pull-up resistor connected

Notes 1. 48-pin products only

2. 44-pin and 48-pin products only

(4) Port input mode register 6 (PIM6)

This register sets the input buffer of P60 and P61 in 1-bit units.

When using an input compliant with the SMBus specifications in I^2C communication, set PIM60 and PIM61 to 1.

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

Reset signal generation clears this register to 00H.

Figure 4-45. Format of Port Input Mode Register 6 (PIM6)

Address: FF3EH After reset: 00H R/W

Symbol	7	6	5	4	3	2	1	0
PIM6	0	0	0	0	0	0	PIM61	PIM60

PIM6n	P6n pin input buffer selection (n = 0, 1)
0	Normal input (Schmitt) buffer
1	SMBus input buffer

Remark 2. When switching the CPU clock from the main system clock to the subsystem clock, calculate the number of clocks by rounding up to the next clock and discarding the decimal portion, as shown below.

Example When switching CPU clock from f_{XP} to f_{SUB} (@ oscillation with f_{XP} = 10 MHz, f_{SUB} = 32.768 kHz)

f_{XP}/f_{SUB} = 10000/32.768 ≅ 305.1 → 306 clocks

By setting bit 0 (MCM0) of the main clock mode register (MCM), the main system clock can be switched (between the internal high-speed oscillation clock and the high-speed system clock).

The actual switchover operation is not performed immediately after rewriting to MCM0; operation continues on the pre-switchover clock for several clocks (refer to **Table 5-10**).

Whether the CPU is operating on the internal high-speed oscillation clock or the high-speed system clock can be ascertained using bit 1 (MCS) of MCM.

Table 5-10. Maximum Time Required for Main System Clock Switchover

Set Value Before Switchover	Set Value After Switchover	
MCM0	MCM0	
	0	1
0		1 + $2f_{IH}/f_{XH}$ clock
1	1 + $2f_{XH}/f_{IH}$ clock	

Cautions 1. When switching the internal high-speed oscillation clock to the high-speed system clock, bit 2 (XSEL) of MCM must be set to 1 in advance. The value of XSEL can be changed only once after a reset release.

2. Do not rewrite MCM0 when the CPU clock operates with the subsystem clock.

Remarks 1. The number of clocks listed in Table 5-10 is the number of main system clocks before switchover.

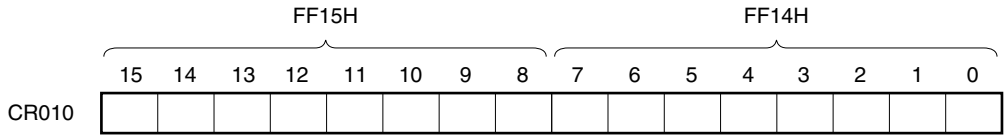
2. Calculate the number of clocks in Table 5-10 by removing the decimal portion.

Example When switching the main system clock from the internal high-speed oscillation clock to the high-speed system clock (@ oscillation with f_{IH} = 8 MHz, f_{XH} = 10 MHz)

1 + $2f_{IH}/f_{XH}$ = 1 + 2 × 8/10 = 1 + 2 × 0.8 = 1 + 1.6 = 2.6 → 2 clocks

Figure 6-4. Format of 16-Bit Timer Capture/Compare Register 010 (CR010)

Address: FF14H, FF15H After reset: 0000H R/W



(i) When CR010 is used as a compare register

The value set in CR010 is constantly compared with the TM00 count value, and an interrupt request signal (INTTM010) is generated if they match.

Caution CR010 does not perform the capture operation when it is set in the comparison mode, even if a capture trigger is input to it.

(ii) When CR010 is used as a capture register

The count value of TM00 is captured to CR010 when a capture trigger is input.

It is possible to select the valid edge of the TI000 pin as the capture trigger. The TI000 pin valid edge is set by PRM00.

(iii) Setting range when CR000 or CR010 is used as a compare register

When CR000 or CR010 is used as a compare register, set it as shown below.

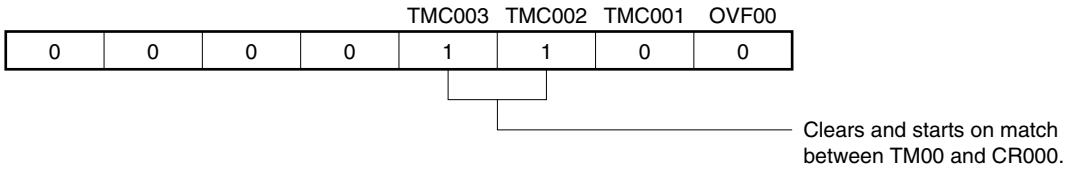
Operation	CR000 Register Setting Range	CR010 Register Setting Range
Operation as interval timer	0000H < N ≤ FFFFH	0000H[Note] ≤ M ≤ FFFFH Normally, this setting is not used. Mask the match interrupt signal (INTTM010).
Operation as square-wave output		
Operation as external event counter		
Operation in the clear & start mode entered by TI000 pin valid edge input	0000H[Note] ≤ N ≤ FFFFH	0000H[Note] ≤ M ≤ FFFFH
Operation as free-running timer		
Operation as PPG output	M < N ≤ FFFFH	0000H[Note] ≤ M < N
Operation as one-shot pulse output	0000H[Note] ≤ N ≤ FFFFH (N ≠ M)	0000H[Note] ≤ M ≤ FFFFH (M ≠ N)

Note When 0000H is set, a match interrupt immediately after the timer operation does not occur and timer output is not changed, and the first match timing is as follows. A match interrupt occurs at the timing when the timer counter (TM00 register) is changed from 0000H to 0001H.

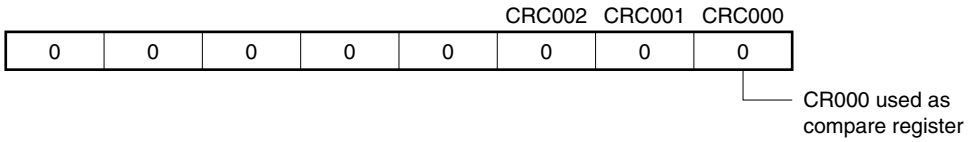
- When the timer counter is cleared due to overflow
- When the timer counter is cleared due to TI000 pin valid edge (when clear & start mode is entered by TI000 pin valid edge input)
- When the timer counter is cleared due to compare match (when clear & start mode is entered by match between TM00 and CR000 (CR000 = other than 0000H, CR010 = 0000H))

Figure 6-18. Example of Register Settings for Square-Wave Output Operation

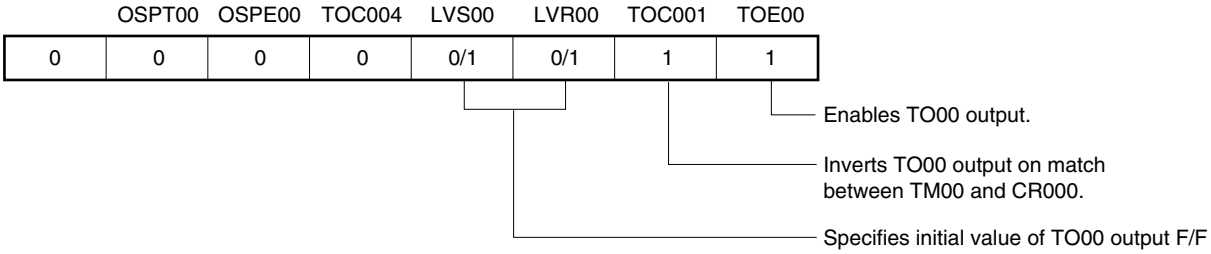
(a) 16-bit timer mode control register 00 (TMC00)



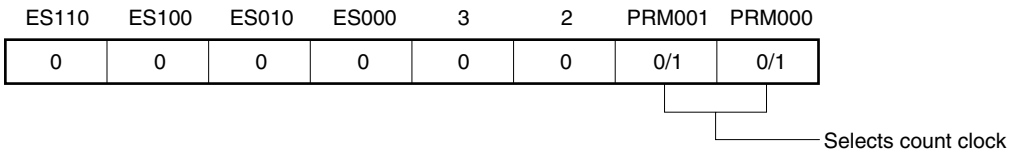
(b) Capture/compare control register 00 (CRC00)



(c) 16-bit timer output control register 00 (TOC00)



(d) Prescaler mode register 00 (PRM00)



(e) 16-bit timer counter 00 (TM00)

By reading TM00, the count value can be read.

(f) 16-bit capture/compare register 000 (CR000)

If M is set to CR000, the interval time is as follows.

- Square wave frequency = 1 / [2 × (M + 1) × Count clock cycle]

Setting CR000 to 0000H is prohibited.

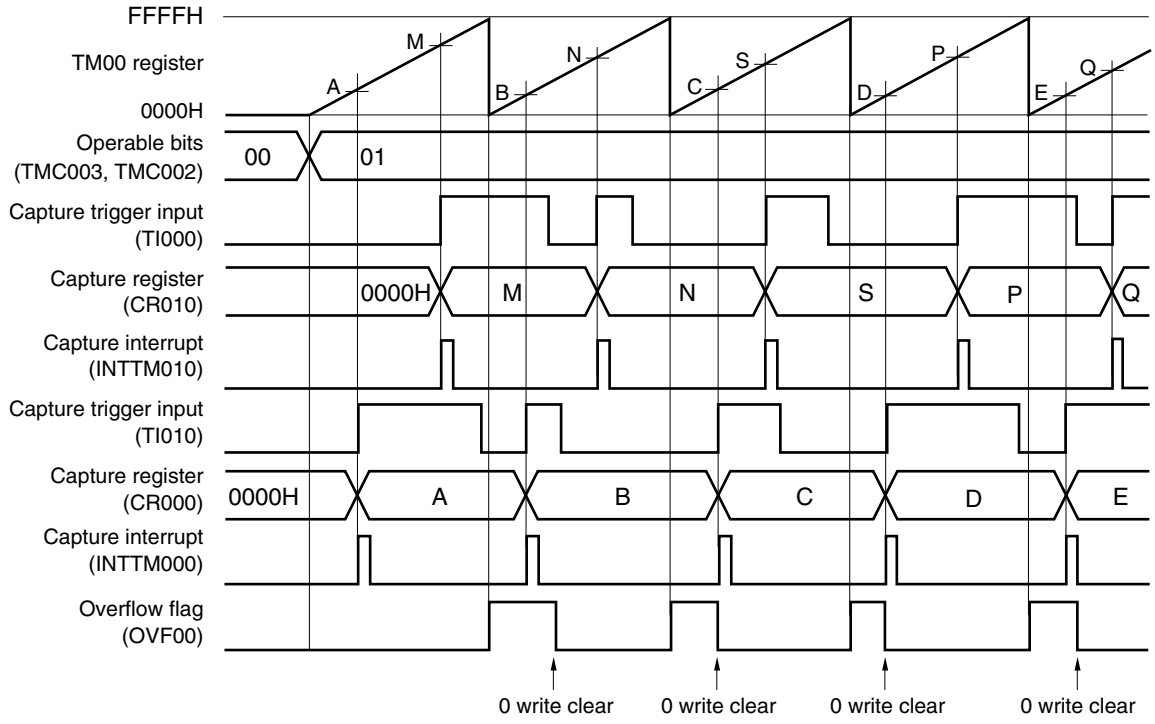
(g) 16-bit capture/compare register 010 (CR010)

Usually, CR010 is not used for the square-wave output function. However, a compare match interrupt (INTTM010) is generated when the set value of CR010 matches the value of TM00.

Therefore, mask the interrupt request by using the interrupt mask flag (TMMK010).

Figure 6-38. Timing Example of Free-Running Timer Mode (CR000: Capture Register, CR010: Capture Register) (1/2)

(a) TOC00 = 13H, PRM00 = 50H, CRC00 = 05H, TMC00 = 04H

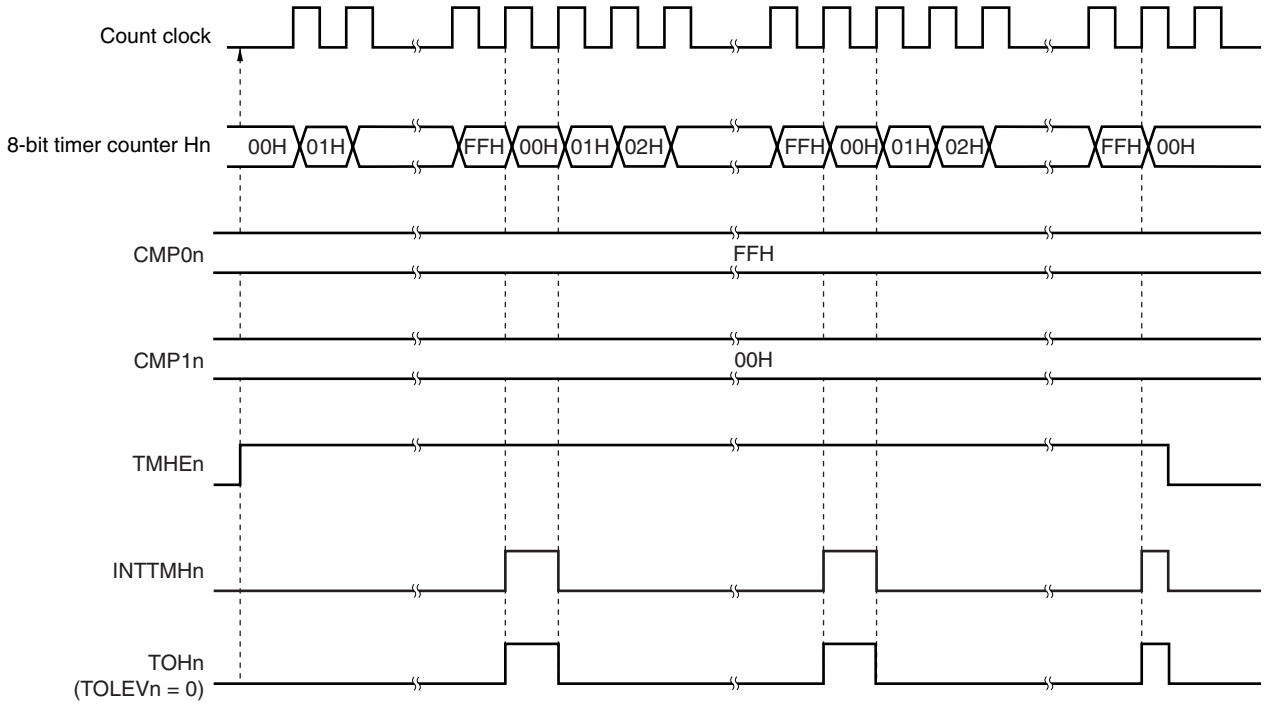


This is an application example where the count values that have been captured at the valid edges of separate capture trigger signals are stored in separate capture registers in the free-running timer mode.

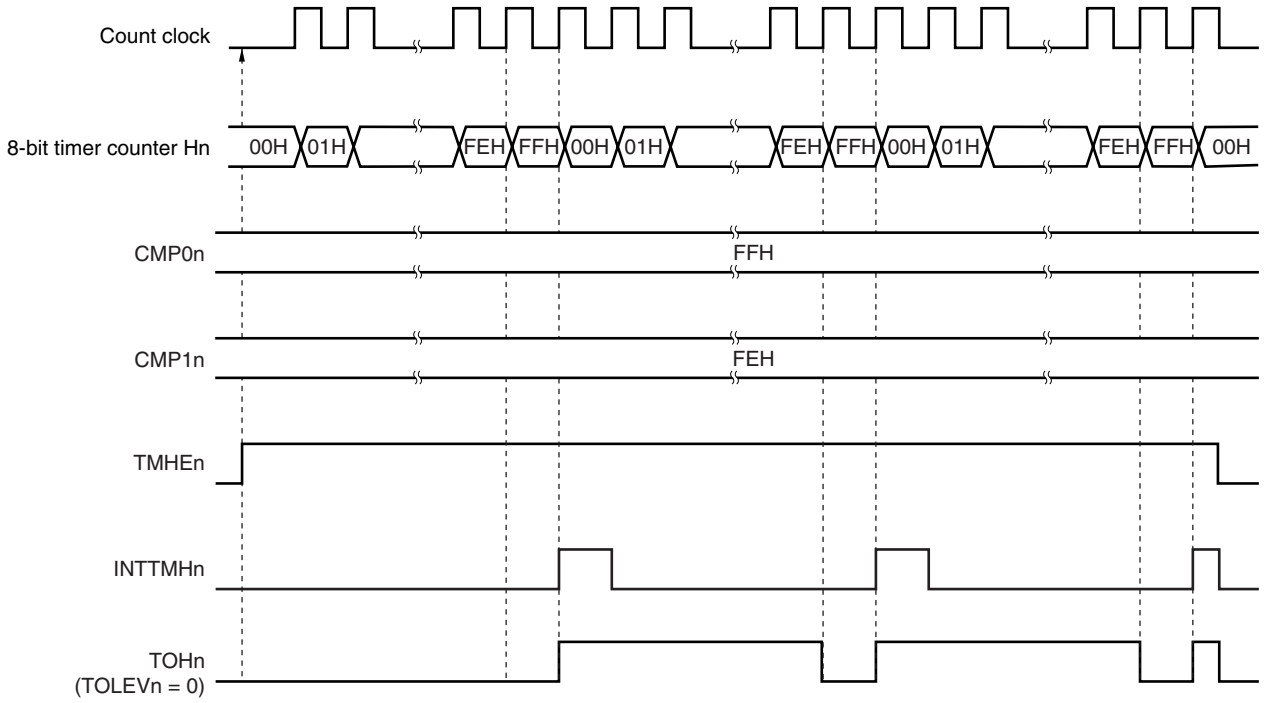
The count value is captured to CR010 when the valid edge of the TI000 pin input is detected and to CR000 when the valid edge of the TI010 pin input is detected.

Figure 8-15. Operation Timing in PWM Output Mode (2/4)

(b) Operation when CMP0n = FFH, CMP1n = 00H

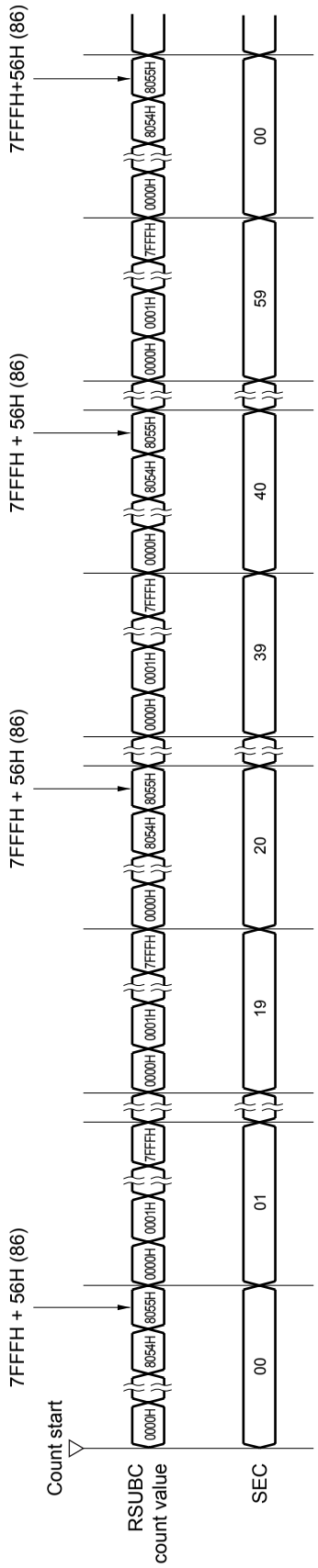


(c) Operation when CMP0n = FFH, CMP1n = FEH



Remark 78K0/KY2-L, 78K0/KA2-L: n = 1
78K0/KB2-L, 78K0/KC2-L: n = 0, 1

Figure 10-27. Operation when (DEV, F6, F5, F4, F3, F2, F1, F0) = (0, 0, 1, 0, 1, 1, 0, 0)



12.6 Cautions for A/D Converter

(1) Operating current in STOP mode

To satisfy the DC characteristics of the power supply current in STOP mode, clear bits 7 (ADCS) and 0 (ADCE) of A/D converter mode register 0 (ADM0) to 0 before executing a STOP instruction.

To restart from the standby status, clear bit 0 (ADIF) of interrupt request flag register 1L (IF1L) to 0 and start operation.

(2) Input range of ANI0 to ANI10

Observe the rated range of the ANI0 to ANI10 input voltage. If a voltage of AV_{REF} or higher and AV_{SS} or lower (even in the range of absolute maximum ratings) is input to an analog input channel, the converted value of that channel becomes undefined. In addition, the converted values of the other channels may also be affected.

(3) Conflicting operations

<1> Conflict between A/D conversion result register (ADCR, ADCRL, ADCRH) write and ADCR, ADCRL, or ADCRH read by instruction upon the end of conversion

ADCR, ADCRL, or ADCRH read has priority. After the read operation, the new conversion result is written to ADCR, ADCRL, or ADCRH.

<2> Conflict between ADCR, ADCRL, or ADCRH write and A/D converter mode register 0 (ADM0) write, analog input channel specification register (ADS), or A/D port configuration registers 0, 1 (ADPC0, ADPC1) write upon the end of conversion

ADM0, ADS, ADPC0, or ADPC1 write has priority. ADCR, ADCRL, or ADCRH write is not performed, nor is the conversion end interrupt signal (INTAD) generated.

(4) Noise countermeasures

To maintain the 10-bit resolution, attention must be paid to noise input to the AV_{REF} pin and pins ANI0 to ANI10.

<1> Connect a capacitor with a low equivalent resistance and a good frequency response to the power supply.

<2> The higher the output impedance of the analog input source, the greater the influence. To reduce the noise, connecting external C as shown in Figure 12-22 is recommended.

<3> Do not switch these pins with other pins during conversion.

<4> The accuracy is improved if the HALT mode is set immediately after the start of conversion.

15.6 Timing Charts

When using the I^2C bus mode, the master device outputs an address via the serial bus to select one of several slave devices as its communication partner.

After outputting the slave address, the master device transmits the TRC0 bit (bit 3 of the IICA status register 0 (IICAS0)), which specifies the data transfer direction, and then starts serial communication with the slave device.

Figures 15-33 and 15-34 show timing charts of the data communication.

The IICA shift register (IICA)'s shift operation is synchronized with the falling edge of the serial clock (SCLA0). The transmit data is transferred to the SO latch and is output (MSB first) via the SDAA0 pin.

Data input via the SDAA0 pin is captured into IICA at the rising edge of SCLA0.

CHAPTER 16 SERIAL INTERFACES CSI10 AND CSI11

<R>

Item	78K0/KY2-L (μPD78F055x)	78K0/KA2-L (μPD78F056x)		78K0/KB2-L (μPD78F057x)	78K0/KC2-L (μPD78F058x)
	16 pins	20 pins	25, 32 pins	30 pins	40, 44, 48 pins
Serial interface CSI10	–	–	–	√	√
Serial interface CSI11	–	–	√	–	√

Remark √: Mounted, –: Not mounted

16.1 Functions of Serial Interfaces CSI10 and CSI11

Serial interfaces CSI10 and CSI11 have the following two modes.

(1) Operation stop mode

This mode is used when serial communication is not performed and can enable a reduction in the power consumption.

For details, refer to **16.4.1 Operation stop mode**.

(2) 3-wire serial I/O mode (MSB/LSB-first selectable)

This mode is used to communicate 8-bit data using three lines: a serial clock line ($\overline{\text{SCK1n}}$) and two serial data lines (SI1n and SO1n).

The processing time of data communication can be shortened in the 3-wire serial I/O mode because transmission and reception can be simultaneously executed.

In addition, whether 8-bit data is communicated with the MSB or LSB first can be specified, so this interface can be connected to any device.

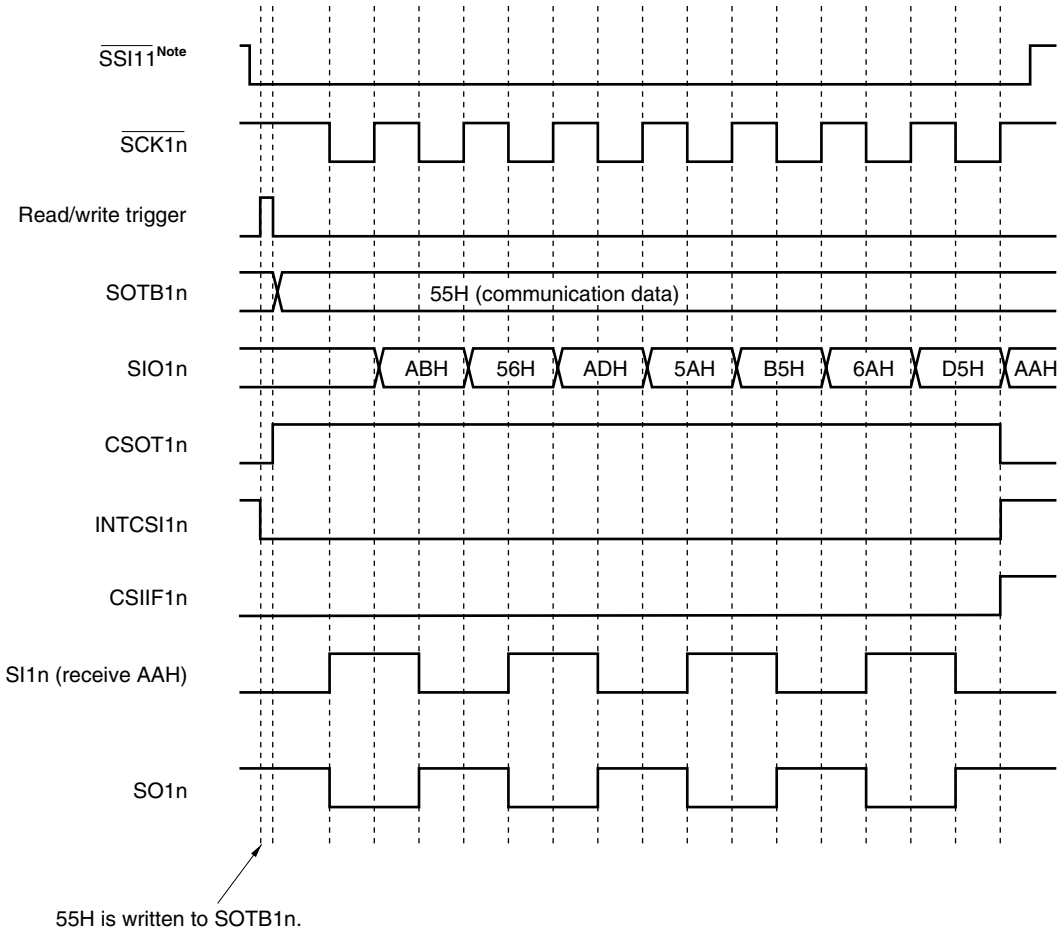
The 3-wire serial I/O mode is used for connecting peripheral ICs and display controllers with a clocked serial interface.

For details, refer to **16.4.2 3-wire serial I/O mode**.

Remark 78K0/KA2-L (25 pins, 32 pins): n = 1
78K0/KB2-L: n = 0
78K0/KC2-L: n = 0, 1

Figure 16-15. Timing in 3-Wire Serial I/O Mode (1/2)

(a) Transmission/reception timing (Type 1: TRMD1n = 1, DIR1n = 0, CKP1n = 0, DAP1n = 0, SSE11 = 1[Note])



Note The SSE11 flag and $\overline{SSI11}$ pin are available only for serial interface CSI11 of 78K0/KA2-L (25, 32-pin products) and 78K0/KC2-L (48-pin products), and are used in the slave mode.

Remark 78K0/KA2-L (25, 32-pin products): n = 1
78K0/KB2-L: n = 0
78K0/KC2-L: n = 0, 1

Cautions 1. To use the peripheral hardware that stops operation in the STOP mode, and the peripheral hardware for which the clock that stops oscillating in the STOP mode after the STOP mode is released, restart the peripheral hardware.

<R> **2. When transitioning to the STOP mode, it is possible to achieve low power consumption by setting RMC = 56H.**

3. Even if "internal low-speed oscillator can be stopped by software" is selected by the option byte, the internal low-speed oscillation clock continues in the STOP mode in the status before the STOP mode is set. To stop the internal low-speed oscillator's oscillation in the STOP mode, stop it by software and then execute the STOP instruction.

4. To shorten oscillation stabilization time after the STOP mode is released when the CPU operates with the high-speed system clock (X1 oscillation), switch the CPU clock to the internal high-speed oscillation clock before the execution of the STOP instruction using the following procedure.

<1> Set RSTOP to 0 (starting oscillation of the internal high-speed oscillator) → <2> Set MCM0 to 0 (switching the CPU from X1 oscillation to internal high-speed oscillation) → <3> Check that MCS is 0 (checking the CPU clock) → <4> Check that RSTS is 1 (checking internal high-speed oscillation operation) → <5> Execute the STOP instruction

Before changing the CPU clock from the internal high-speed oscillation clock to the high-speed system clock (X1 oscillation) after the STOP mode is released, check the oscillation stabilization time with the oscillation stabilization time counter status register (OSTC).

5. Execute the STOP instruction after having confirmed that the internal high-speed oscillator is operating stably (RSTS = 1).

CHAPTER 24 OPTION BYTE

24.1 Functions of Option Bytes

The flash memory at 0080H to 0084H of the 78K0/Kx2-L microcontrollers is an option byte area. When power is turned on or when the device is restarted from the reset status, the device automatically references the option bytes and sets specified functions. When using the product, be sure to set the following functions by using the option bytes.

When the boot swap operation is used during self-programming, 0080H to 0084H are switched to 1080H to 1084H. Therefore, set values that are the same as those of 0080H to 0084H to 1080H to 1084H in advance.

(1) 0080H/1080H

- Internal low-speed oscillator operation
  - Can be stopped by software
  - Cannot be stopped
- Watchdog timer interval time setting
- Watchdog timer counter operation
  - Enabled counter operation
  - Disabled counter operation
- Watchdog timer window open period setting

Caution Set a value that is the same as that of 0080H to 1080H because 0080H and 1080H are switched during the boot swap operation.

(2) 0081H/1081H

- LVI default start operation control
  - During LVI default start function enabled (LVISTART = 1)
    The device is in the reset state after reset release or upon power application and until the supply voltage reaches 1.91 V (TYP.). It is released from the reset state when the voltage exceeds 1.91 V (TYP.).
    If the supply voltage rises to 1.8 V after reset release or power application at a rate slower than 0.5 V/ms (MIN.), LVI default start function operation is recommended.
  - During LVI default start function stopped (LVISTART = 0)
    The device is in the reset state after reset release or upon power application and until the supply voltage reaches 1.61 V (TYP.). It is released from the reset state when the voltage exceeds 1.61 V (TYP.).

Caution LVISTART can only be written by using a dedicated flash memory programmer. It cannot be set or change during self-programming or boot swap operation during self-programming. However, because 0080H and 1080H are switched during the boot swap operation, set a value that is the same as that of 0080H to 1080H.

25.4.7 On-board writing when connecting crystal/ceramic resonator

To write the flash memory on-board, connectors that connect the dedicated flash memory programmer must be provided on the target system. First provide a function that selects the normal operation mode or flash memory programming mode on the board.

When the flash memory programming mode is set, all the pins not used for programming the flash memory are in the same status as immediately after reset. Therefore, if the external device does not recognize the state immediately after reset, the pins must be processed as described below.

The state of the pins in the self programming mode is the same as that in the HALT mode.

When using the X1 (TOOLC0) and X2 (TOOLD0) pins as the serial interface for flash memory programming, signals will collide if an external device is connected. To prevent the conflict of signals, isolate the connection with the external device.

Similarly, when a capacitor is connected to the X1 and X2 pins, the waveform during communication is changed, and thus communication may be disabled depending on the capacitor capacitance. Make sure to isolate the connection with the capacitor during flash programming.

In cases when a crystal or ceramic resonator has been selected to generate the system clock, and the decision has been made to execute on-board flash programming with the resonator mounted on the device because it is difficult to isolate the resonator, be sure to thoroughly evaluate the flash memory programming with the resonator mounted on the device before executing the processing described next.

- Mount the minimum-possible test pads between the device and the resonator, and connect the programmer via the test pad. Keep the wiring as short as possible (refer to **Figure 25-5 and Table 25-4**).

Figure 25-5. Example of Mounting Test Pads

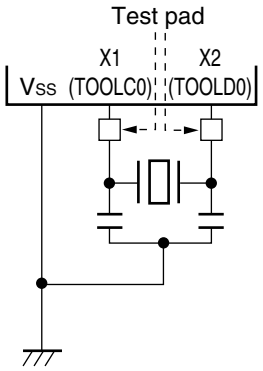


Table 25-4. Clock to Be Used and Mounting of Test Pads

Clock to Be Used		Mounting of Test Pads
High-speed internal oscillation clock		Not required
External clock		
Crystal/ceramic oscillation clock	Before resonator is mounted	
	After resonator is mounted	Required

25.6 Security Settings

The 78K0/Kx2-L microcontrollers support a security function that prohibits rewriting the user program written to the internal flash memory, so that the program cannot be changed by an unauthorized person.

The operations shown below can be performed using the Security Set command. The security setting is valid when the programming mode is set next.

- Disabling batch erase (chip erase)
  Execution of the block erase and batch erase (chip erase) commands for entire blocks in the flash memory is prohibited by this setting during on-board/off-board programming. Once execution of the batch erase (chip erase) command is prohibited, all of the prohibition settings (including prohibition of batch erase (chip erase)) can no longer be cancelled.

  Caution After the security setting for the batch erase is set, erasure cannot be performed for the device. In addition, even if a write command is executed, data different from that which has already been written to the flash memory cannot be written, because the erase command is disabled.

- Disabling block erase
  Execution of the block erase command for a specific block in the flash memory is prohibited during on-board/off-board programming. However, blocks can be erased by means of self programming.

- Disabling write
  Execution of the write and block erase commands for entire blocks in the flash memory is prohibited during on-board/off-board programming. However, blocks can be written by means of self programming.

- Disabling rewriting boot cluster 0
  Execution of the block erase command and write command on boot cluster 0 (0000H to 0FFFH) in the flash memory is prohibited by this setting. Execution of the batch erase (chip erase) command is also prohibited by this setting.

The batch erase (chip erase), block erase, write commands, and rewriting boot cluster 0 are enabled by the default setting when the flash memory is shipped. Security can be set by on-board/off-board programming and self programming. Each security setting can be used in combination.

All the security settings are cleared by executing the batch erase (chip erase) command.

Table 25-7 shows the relationship between the erase and write commands when the 78K0/Kx2-L microcontroller security function is enabled.

Table 26-1. On-Chip Debug Security ID

Address	On-Chip Debug Security ID
0085H to 008EH	Any ID code of 10 bytes
1085H to 108EH	

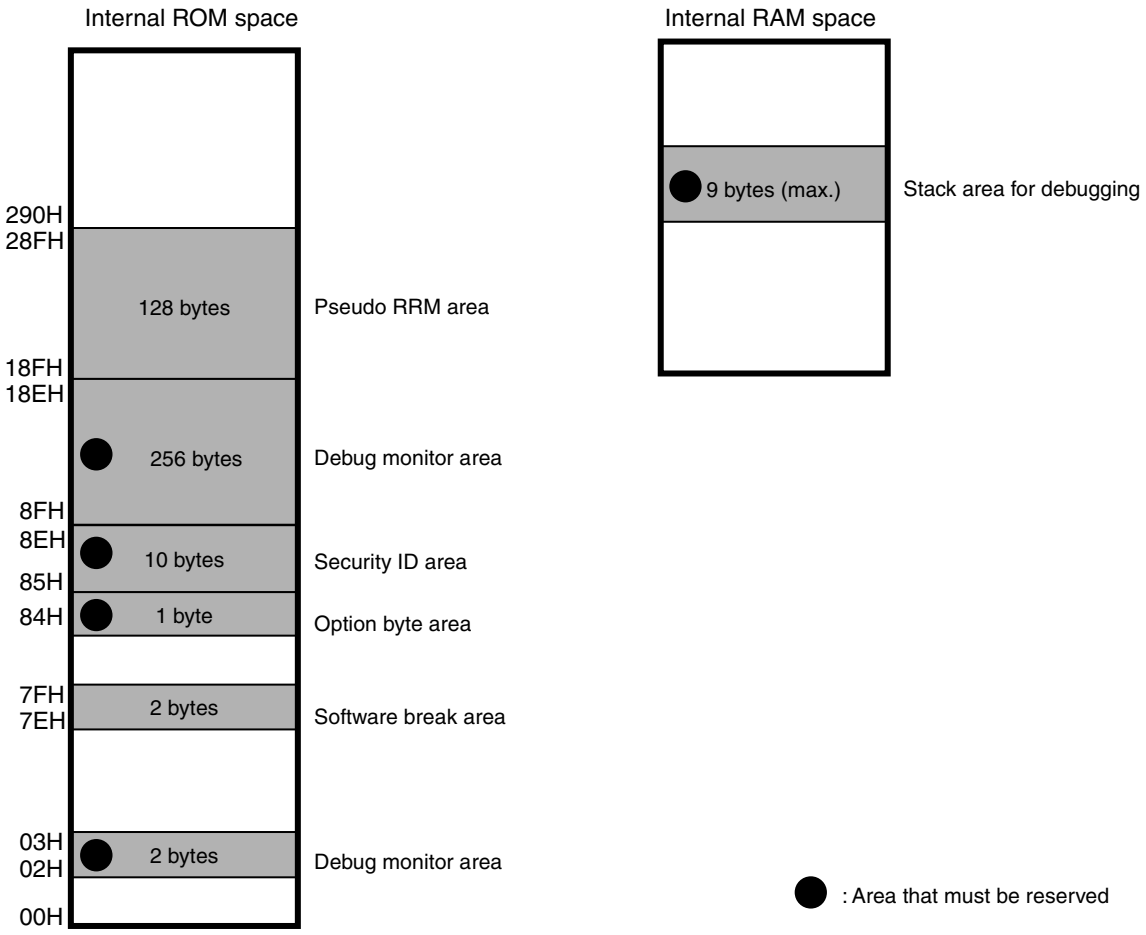
26.3 Securing of User Resources

QB-MINI2 uses the user memory spaces (shaded portions in Figure 26-2) to implement communication with the target device, or each debug functions. The areas marked with a dot (•) are always used for debugging, and other areas are used for each debug function used.

These areas can be secured by using user programs or the linker option.

For details on the securing of these areas, refer to the **QB-MINI2 On-Chip Debug Emulator with Programming Function User's Manual (U18371E)**.

Figure 26-2. Reserved Area Used by QB-MINI2



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

T_{CY} vs. V_{DD} (Main System Clock Operation, RMC = 00H (Normal Power Mode))