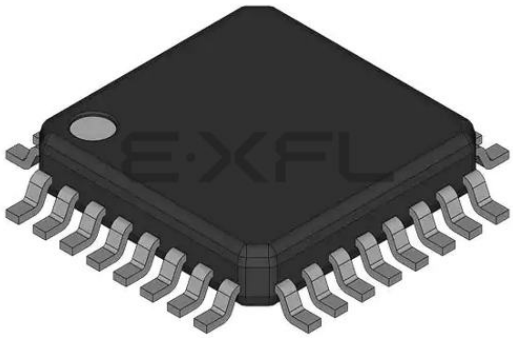

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MC9S08AC16 Series Data Sheet

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NOTE

For compatibility with the M68HC08, the H register is not automatically saved and restored. It is good programming practice to push H onto the stack at the start of the interrupt service routine (ISR) and restore it immediately before the RTI that is used to return from the ISR.

When two or more interrupts are pending when the I bit is cleared, the highest priority source is serviced first (see Table 5-2).

5.5.1 Interrupt Stack Frame

Figure 5-1 shows the contents and organization of a stack frame. Before the interrupt, the stack pointer (SP) points at the next available byte location on the stack. The current values of CPU registers are stored on the stack starting with the low-order byte of the program counter (PCL) and ending with the CCR. After stacking, the SP points at the next available location on the stack which is the address that is one less than the address where the CCR was saved. The PC value that is stacked is the address of the instruction in the main program that would have executed next if the interrupt had not occurred.

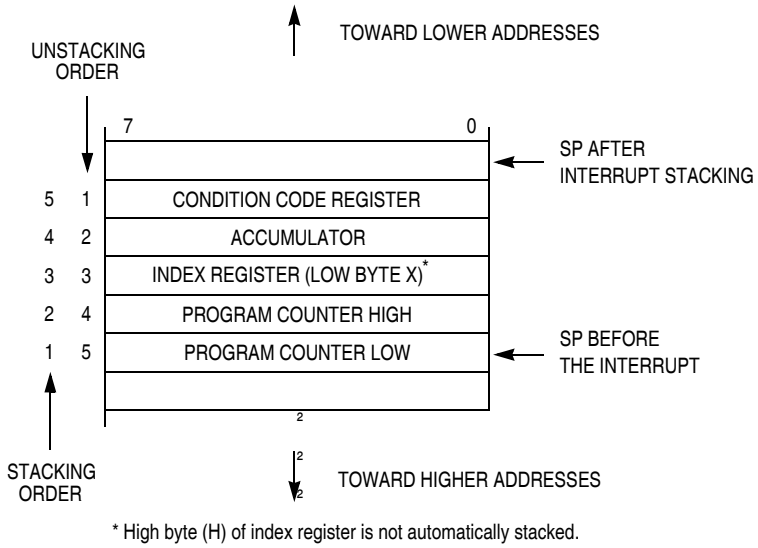


Figure 5-1. Interrupt Stack Frame

When an RTI instruction is executed, these values are recovered from the stack in reverse order. As part of the RTI sequence, the CPU fills the instruction pipeline by reading three bytes of program information, starting from the PC address recovered from the stack.

The status flag causing the interrupt must be acknowledged (cleared) before returning from the ISR. Typically, the flag should be cleared at the beginning of the ISR so that if another interrupt is generated by this same source, it will be registered so it can be serviced after completion of the current ISR.

5.5.2 External Interrupt Request (IRQ) Pin

External interrupts are managed by the IRQ status and control register, IRQSC. When the IRQ function is enabled, synchronous logic monitors the pin for edge-only or edge-and-level events. When the MCU is in

5.9.5 System MCLK Control Register (SMCLK)

This register is used to control the MCLK clock output.

	7	6	5	4	3	2	1	0
R	0	0	0	MPE	0	MCSEL		
W								
Reset	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 5-6. System MCLK Control Register (SMCLK)

Table 5-7. SMCLK Register Field Descriptions

Field	Description
4 MPE	**MCLK Pin Enable** — This bit is used to enable the MCLK function. 0 MCLK output disabled. 1 MCLK output enabled on PTC2 pin.
2:0 MCSEL	**MCLK Divide Select** — These bits are used to select the divide ratio for the MCLK output according to the formula below when the MCSEL bits are not equal to all zeroes. In the case that the MCSEL bits are all zero and MPE is set, the pin is driven low. See Equation 5-1. **MCLK frequency = Bus Clock frequency ÷ (2 * MCSEL)** ***Eqn. 5-1***

5.9.6 System Device Identification Register (SDIDH, SDIDL)

This read-only register is included so host development systems can identify the HCS08 derivative and revision number. This allows the development software to recognize where specific memory blocks, registers, and control bits are located in a target MCU.

	7	6	5	4	3	2	1	0
R					ID11	ID10	ID9	ID8
W								
Reset	—	—	—	—	0	0	0	0

= Unimplemented or Reserved

Figure 5-7. System Device Identification Register — High (SDIDH)

Table 5-8. SDIDH Register Field Descriptions

Field	Description
7:4 Reserved	**Bits 7:4 are reserved. Reading these bits will result in an indeterminate value; writes have no effect.**
3:0 ID[11:8]	**Part Identification Number** — Each derivative in the HCS08 Family has a unique identification number. The MC9S08AC16 Series is hard coded to the value 0x012. See also ID bits in Table 5-9.

Table 5-11. Real-Time Interrupt Frequency

RTIS2:RTIS1:RTIS0	1-kHz Clock Source Delay[1]	Using External Clock Source Delay (Crystal Frequency)
0:0:0	Disable periodic wakeup timer	Disable periodic wakeup timer
0:0:1	8 ms	divide by 256
0:1:0	32 ms	divide by 1024
0:1:1	64 ms	divide by 2048
1:0:0	128 ms	divide by 4096
1:0:1	256 ms	divide by 8192
1:1:0	512 ms	divide by 16384
1:1:1	1.024 s	divide by 32768

[1] Normal values are shown in this column based on f_{RTI} = 1 kHz. See Appendix A, "Electrical Characteristics and Timing Specifications," f_{RTI} for the tolerance on these values.

5.9.8 System Power Management Status and Control 1 Register (SPMSC1)

	7	6	5	4	3	2	1[1]	0
R	LVDF	0	LVDIE	LVDRE[2]	LVDSE[2]	LVDE[2]		BGBE
W		LVDACK						
Reset	0	0	0	1	1	1	0	0

= Unimplemented or Reserved

[1] Bit 1 is a reserved bit that must always be written to 0.

[2] This bit can be written only one time after reset. Additional writes are ignored.

Figure 5-10. System Power Management Status and Control 1 Register (SPMSC1)

Table 5-12. SPMSC1 Register Field Descriptions

Field	Description
7 LVDF	**Low-Voltage Detect Flag** — Provided LVDE = 1, this read-only status bit indicates a low-voltage detect event.
6 LVDACK	**Low-Voltage Detect Acknowledge** — This write-only bit is used to acknowledge low voltage detection errors (write 1 to clear LVDF). Reads always return 0.
5 LVDIE	**Low-Voltage Detect Interrupt Enable** — This read/write bit enables hardware interrupt requests for LVDF. 0 Hardware interrupt disabled (use polling). 1 Request a hardware interrupt when LVDF = 1.
4 LVDRE	**Low-Voltage Detect Reset Enable** — This read/write bit enables LVDF events to generate a hardware reset (provided LVDE = 1). 0 LVDF does not generate hardware resets. 1 Force an MCU reset when LVDF = 1.

Refer to Chapter 11, “Serial Communications Interface (S08SCIV4)” for more information about using port E pins as SCI pins.

Refer to Chapter 12, “Serial Peripheral Interface (S08SPIV3)” for more information about using port E pins as SPI pins.

Refer to Chapter 10, “Timer/PWM (S08TPMV3)” for more information about using port E pins as TPM channel pins.

6.3.6 Port F

Port F	Bit 7	6	5	4	3	2	1	Bit 0
MCU Pin:	R	PTF6	PTF5/ TPM2CH1	PTF4/ TPM2CH0	R	R	PTF1/ TPM1CH3	PTF0/ TPM1CH2

Figure 6-7. Port F Pin Names

Port F pins are general-purpose I/O pins. Parallel I/O function is controlled by the port F data (PTFD) and data direction (PTFDD) registers which are located in page zero register space. The pin control registers, pullup enable (PTFPE), slew rate control (PTFSE), and drive strength select (PTFDS) are located in the high page registers. Refer to Section 6.4, “Parallel I/O Control” for more information about general-purpose I/O control and Section 6.5, “Pin Control” for more information about pin control.

Port F general-purpose I/O is shared with TPM1 and TPM2 timer channels. When any of these shared functions is enabled, the direction, input or output, is controlled by the shared function and not by the data direction register of the parallel I/O port. Also, for pins which are configured as outputs by the shared function, the output data is controlled by the shared function and not by the port data register.

Refer to Chapter 10, “Timer/PWM (S08TPMV3)” for more information about using port F pins as TPM channel pins.

6.3.7 Port G

Port G	Bit 7	6	5	4	3	2	1	Bit 0
MCU Pin:	0	PTG6/ EXTAL	PTG5/ XTAL	PTG4/ KBIP4	PTG3/ KBIP3	PTG2/ KBIP2	PTG1/ KBIP1	PTG0/ KBIP0

Figure 6-8. Port G Pin Names

Port G pins are general-purpose I/O pins. Parallel I/O function is controlled by the port G data (PTGD) and data direction (PTGDD) registers which are located in page zero register space. The pin control registers, pullup enable (PTGPE), slew rate control (PTGSE), and drive strength select (PTGDS) are located in the high page registers. Refer to Section 6.4, “Parallel I/O Control” for more information about general-purpose I/O control and Section 6.5, “Pin Control” for more information about pin control.

Port G general-purpose I/O is shared with KBI, XTAL, and EXTAL. When a pin is enabled as a KBI input, the pin functions as an input regardless of the state of the associated PTG data direction register bit. When the external oscillator is enabled, PTG5 and PTG6 function as oscillator pins. In this case the associated parallel I/O and pin control registers have no control of the pins.

7.3.6.1 Indexed, No Offset (IX)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair as the address of the operand needed to complete the instruction.

7.3.6.2 Indexed, No Offset with Post Increment (IX+)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair as the address of the operand needed to complete the instruction. The index register pair is then incremented (H:X = H:X + 0x0001) after the operand has been fetched. This addressing mode is only used for MOV and CBEQ instructions.

7.3.6.3 Indexed, 8-Bit Offset (IX1)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair plus an unsigned 8-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.3.6.4 Indexed, 8-Bit Offset with Post Increment (IX1+)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair plus an unsigned 8-bit offset included in the instruction as the address of the operand needed to complete the instruction. The index register pair is then incremented (H:X = H:X + 0x0001) after the operand has been fetched. This addressing mode is used only for the CBEQ instruction.

7.3.6.5 Indexed, 16-Bit Offset (IX2)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair plus a 16-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.3.6.6 SP-Relative, 8-Bit Offset (SP1)

This variation of indexed addressing uses the 16-bit value in the stack pointer (SP) plus an unsigned 8-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.3.6.7 SP-Relative, 16-Bit Offset (SP2)

This variation of indexed addressing uses the 16-bit value in the stack pointer (SP) plus a 16-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.4 Special Operations

The CPU performs a few special operations that are similar to instructions but do not have opcodes like other CPU instructions. In addition, a few instructions such as STOP and WAIT directly affect other MCU circuitry. This section provides additional information about these operations.

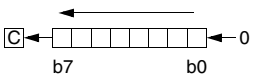
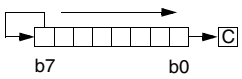
7.5 HCS08 Instruction Set Summary

Table 7-2 provides a summary of the HCS08 instruction set in all possible addressing modes. The table shows operand construction, execution time in internal bus clock cycles, and cycle-by-cycle details for each addressing mode variation of each instruction.

Table 7-2. . Instruction Set Summary (Sheet 1 of 9)

Source Form	Operation	Address Mode	Object Code	Cycles	Cyc-by-Cyc Details	Affect on CCR	
						V 1 1 H	I N Z C
ADC #*opr8i* ADC *opr8a* ADC *opr16a* ADC *oprx16*,X ADC *oprx8*,X ADC ,X ADC *oprx16*,SP ADC *oprx8*,SP	Add with Carry A ← (A) + (M) + (C)	IMM DIR EXT IX2 IX1 IX SP2 SP1	A9 ii B9 dd C9 hh ll D9 ee ff E9 ff F9 9E D9 ee ff 9E E9 ff	2 3 4 4 3 3 5 4	pp rpp prpp prpp rpp rfp pprpp prpp	↕ 1 1 ↕	– ↕ ↕ ↕

ADD #*opr8i*
ADD *opr8a*
ADD *opr16a*
ADD *oprx16*,X
ADD *oprx8*,X
ADD ,X
ADD *oprx16*,SP
ADD *oprx8*,SP
	Add without Carry
	A ← (A) + (M)
		IMM
		DIR
		EXT
		IX2
		IX1
		IX
		SP2
		SP1
			AB ii
			BB dd
			CB hh ll
			DB ee ff
			EB ff
			FB
			9E DB ee ff
			9E EB ff
				2
				3
				4
				4
				3
				3
				5
				4
					pp
					rpp
					prpp
					prpp
					rpp
					rfp
					pprpp
					prpp
						↕ 1 1 ↕	– ↕ ↕ ↕

AIS #*opr8i*	Add Immediate Value (Signed) to Stack Pointer SP ← (SP) + (M)	IMM	A7 ii	2	pp	– 1 1 –	– – – –
AIX #*opr8i*	Add Immediate Value (Signed) to Index Register (H:X) H:X ← (H:X) + (M)	IMM	AF ii	2	pp	– 1 1 –	– – – –
AND #*opr8i* AND *opr8a* AND *opr16a* AND *oprx16*,X AND *oprx8*,X AND ,X AND *oprx16*,SP AND *oprx8*,SP	Logical AND A ← (A) & (M)	IMM DIR EXT IX2 IX1 IX SP2 SP1	A4 ii B4 dd C4 hh ll D4 ee ff E4 ff F4 9E D4 ee ff 9E E4 ff	2 3 4 4 3 3 5 4	pp rpp prpp prpp rpp rfp pprpp prpp	0 1 1 –	– ↕ ↕ –
ASL *opr8a* ASLA ASLX ASL *oprx8*,X ASL ,X ASL *oprx8*,SP	Arithmetic Shift Left  (Same as LSL)	DIR INH INH IX1 IX SP1	38 dd 48 58 68 ff 78 9E 68 ff	5 1 1 5 4 6	rfwpp p p rfwpp rfwp prfwpp	↕ 1 1 –	– ↕ ↕ ↕
ASR *opr8a* ASRA ASRX ASR *oprx8*,X ASR ,X ASR *oprx8*,SP	Arithmetic Shift Right  	DIR INH INH IX1 IX SP1	37 dd 47 57 67 ff 77 9E 67 ff	5 1 1 5 4 6	rfwpp p p rfwpp rfwp prfwpp	↕ 1 1 –	– ↕ ↕ ↕

- Digitally-controlled oscillator (DCO) preserves previous frequency settings, allowing fast frequency lock when recovering from stop3 mode
- DCO will maintain operating frequency during a loss or removal of reference clock
- Post-FLL divider selects 1 of 8 bus rate divisors (/1 through /128)
- Separate self-clocked source for real-time interrupt
- Trimmable internal clock source supports SCI communications without additional external components
- Automatic FLL engagement after lock is acquired
- External oscillator selectable for low power or high gain

8.1.2 Modes of Operation

This is a high-level description only. Detailed descriptions of operating modes are contained in Section 8.4, “Functional Description.”

- Mode 1 — Off

  The output clock, ICGOUT, is static. This mode may be entered when the STOP instruction is executed.
- Mode 2 — Self-clocked (SCM)

  Default mode of operation that is entered immediately after reset. The ICG’s FLL is open loop and the digitally controlled oscillator (DCO) is free running at a frequency set by the filter bits.
- Mode 3 — FLL engaged internal (FEI)

  In this mode, the ICG’s FLL is used to create frequencies that are programmable multiples of the internal reference clock.
  - FLL engaged internal unlocked is a transition state that occurs while the FLL is attempting to lock. The FLL DCO frequency is off target and the FLL is adjusting the DCO to match the target frequency.
  - FLL engaged internal locked is a state that occurs when the FLL detects that the DCO is locked to a multiple of the internal reference.
- Mode 4 — FLL bypassed external (FBE)

  In this mode, the ICG is configured to bypass the FLL and use an external clock as the clock source.
- Mode 5 — FLL engaged external (FEE)

  The ICG’s FLL is used to generate frequencies that are programmable multiples of the external clock reference.
  - FLL engaged external unlocked is a transition state that occurs while the FLL is attempting to lock. The FLL DCO frequency is off target and the FLL is adjusting the DCO to match the target frequency.
  - FLL engaged external locked is a state which occurs when the FLL detects that the DCO is locked to a multiple of the external reference.

8.3.1 ICG Control Register 1 (ICGC1)

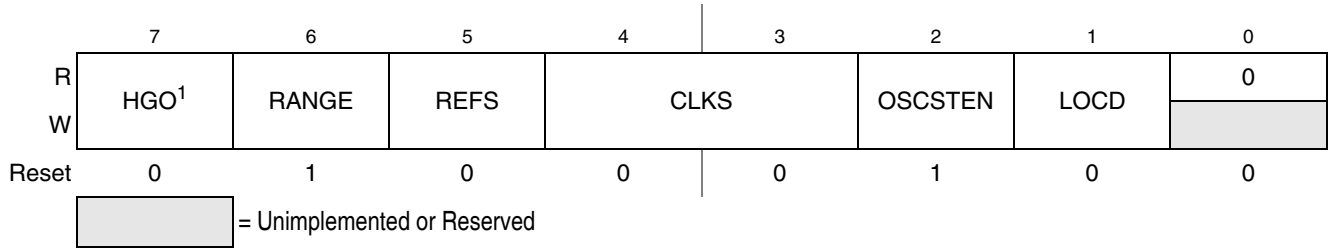


Figure 8-6. ICG Control Register 1 (ICGC1)

1 This bit can be written only once after reset. Additional writes are ignored.

Table 8-1. ICGC1 Register Field Descriptions

Field	Description
7 HGO	**High Gain Oscillator Select** — The HGO bit is used to select between low power operation and high gain operation for improved noise immunity. This bit is write-once after reset. 0 Oscillator configured for low power operation. 1 Oscillator configured for high gain operation.
6 RANGE	**Frequency Range Select** — The RANGE bit controls the oscillator, reference divider, and FLL loop prescaler multiplication factor (P). It selects one of two reference frequency ranges for the ICG. The RANGE bit is write-once after a reset. The RANGE bit only has an effect in FLL engaged external and FLL bypassed external modes. 0 Oscillator configured for low frequency range. FLL loop prescale factor P is 64. 1 Oscillator configured for high frequency range. FLL loop prescale factor P is 1.
5 REFS	**External Reference Select** — The REFS bit controls the external reference clock source for ICGERCLK. The REFS bit is write-once after a reset. 0 External clock requested. 1 Oscillator using crystal or resonator requested.
4:3 CLKS	**Clock Mode Select** — The CLKS bits control the clock mode as described below. If FLL bypassed external is requested, it will not be selected until ERCS = 1. If the ICG enters off mode, the CLKS bits will remain unchanged. Writes to the CLKS bits will not take effect if a previous write is not complete. 00 Self-clocked 01 FLL engaged, internal reference 10 FLL bypassed, external reference 11 FLL engaged, external reference The CLKS bits are writable at any time, unless the first write after a reset was CLKS = 0X, the CLKS bits cannot be written to 1X until after the next reset (because the EXTAL pin was not reserved).
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

Reset clears the TPM counter registers. Writing any value to TPMxCNTH or TPMxCNTL also clears the TPM counter (TPMxCNTH:TPMxCNTL) and resets the coherency mechanism, regardless of the data involved in the write.

	7	6	5	4	3	2	1	0
R	Bit 15	14	13	12	11	10	9	Bit 8
W	Any write to TPMxCNTH clears the 16-bit counter							
Reset	0	0	0	0	0	0	0	0

Figure 10-8. TPM Counter Register High (TPMxCNTH)

	7	6	5	4	3	2	1	0
R	Bit 7	6	5	4	3	2	1	Bit 0
W	Any write to TPMxCNTL clears the 16-bit counter							
Reset	0	0	0	0	0	0	0	0

Figure 10-9. TPM Counter Register Low (TPMxCNTL)

When BDM is active, the timer counter is frozen (this is the value that will be read by user); the coherency mechanism is frozen such that the buffer latches remain in the state they were in when the BDM became active, even if one or both counter halves are read while BDM is active. This assures that if the user was in the middle of reading a 16-bit register when BDM became active, it will read the appropriate value from the other half of the 16-bit value after returning to normal execution.

In BDM mode, writing any value to TPMxSC, TPMxCNTH or TPMxCNTL registers resets the read coherency mechanism of the TPMxCNTH:L registers, regardless of the data involved in the write.

10.5.3 TPM Counter Modulo Registers (TPMxMODH:TPMxMODL)

The read/write TPM modulo registers contain the modulo value for the TPM counter. After the TPM counter reaches the modulo value, the TPM counter resumes counting from 0x0000 at the next clock, and the overflow flag (TOF) becomes set. Writing to TPMxMODH or TPMxMODL inhibits the TOF bit and overflow interrupts until the other byte is written. Reset sets the TPM counter modulo registers to 0x0000 which results in a free running timer counter (modulo disabled).

Writing to either byte (TPMxMODH or TPMxMODL) latches the value into a buffer and the registers are updated with the value of their write buffer according to the value of CLKSB:CLKSA bits, so:

- If (CLKSB:CLKSA = 0:0), then the registers are updated when the second byte is written
- If (CLKSB:CLKSA not = 0:0), then the registers are updated after both bytes were written, and the TPM counter changes from (TPMxMODH:TPMxMODL - 1) to (TPMxMODH:TPMxMODL). If the TPM counter is a free-running counter, the update is made when the TPM counter changes from 0xFFFE to 0xFFFF

The latching mechanism may be manually reset by writing to the TPMxSC address (whether BDM is active or not).

Table 10-8. Mode, Edge, and Level Selection

CPWMS	MSnB:MSnA	ELSnB:ELSnA	Mode	Configuration
0	00	01	Input capture	Capture on rising edge only
		10		Capture on falling edge only
		11		Capture on rising or falling edge
	01	00	Output compare	Software compare only
		01		Toggle output on compare
		10		Clear output on compare
		11		Set output on compare
	1X	10	Edge-aligned PWM	High-true pulses (clear output on compare)
		X1		Low-true pulses (set output on compare)
1	XX	10	Center-aligned PWM	High-true pulses (clear output on compare-up)
		X1		Low-true pulses (set output on compare-up)

10.5.5 TPM Channel Value Registers (TPMxCnVH:TPMxCnVL)

These read/write registers contain the captured TPM counter value of the input capture function or the output compare value for the output compare or PWM functions. The channel registers are cleared by reset.

	7	6	5	4	3	2	1	0
R W	Bit 15	14	13	12	11	10	9	Bit 8
Reset	0	0	0	0	0	0	0	0

Figure 10-13. TPM Channel Value Register High (TPMxCnVH)

	7	6	5	4	3	2	1	0
R W	Bit 7	6	5	4	3	2	1	Bit 0
Reset	0	0	0	0	0	0	0	0

Figure 10-14. TPM Channel Value Register Low (TPMxCnVL)

In input capture mode, reading either byte (TPMxCnVH or TPMxCnVL) latches the contents of both bytes into a buffer where they remain latched until the other half is read. This latching mechanism also resets

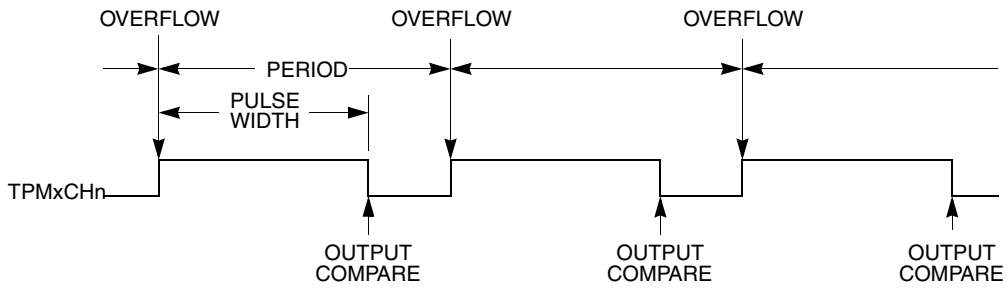


Figure 10-15. PWM Period and Pulse Width (ELSnA=0)

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

Because the TPM may be used in an 8-bit MCU, the settings in the timer channel registers are buffered to ensure coherent 16-bit updates and to avoid unexpected PWM pulse widths. Writes to any of the registers TPMxCnVH and TPMxCnVL, actually write to buffer registers. In edge-aligned PWM mode, values are transferred to the corresponding timer-channel registers according to the value of CLKSB:CLKSA bits, so:

- If (CLKSB:CLKSA = 0:0), the registers are updated when the second byte is written
- If (CLKSB:CLKSA not = 0:0), the registers are updated after the both bytes were written, and the TPM counter changes from (TPMxMODH:TPMxMODL - 1) to (TPMxMODH:TPMxMODL). If the TPM counter is a free-running counter then the update is made when the TPM counter changes from 0xFFFE to 0xFFFF.

10.6.2.4 Center-Aligned PWM Mode

This type of PWM output uses the up/down counting mode of the timer counter (CPWMS=1). The output compare value in TPMxCnVH:TPMxCnVL determines the pulse width (duty cycle) of the PWM signal while the period is determined by the value in TPMxMODH:TPMxMODL. TPMxMODH:TPMxMODL should be kept in the range of 0x0001 to 0x7FFF because values outside this range can produce ambiguous results. ELSnA will determine the polarity of the CPWM output.

pulse width = 2 x (TPMxCnVH:TPMxCnVL)

period = 2 x (TPMxMODH:TPMxMODL); TPMxMODH:TPMxMODL=0x0001-0x7FFF

If the channel-value register TPMxCnVH:TPMxCnVL is zero or negative (bit 15 set), the duty cycle will be 0%. If TPMxCnVH:TPMxCnVL is a positive value (bit 15 clear) and is greater than the (non-zero) modulus setting, the duty cycle will be 100% because the duty cycle compare will never occur. This implies the usable range of periods set by the modulus register is 0x0001 through 0x7FFE (0x7FFF if you do not need to generate 100% duty cycle). This is not a significant limitation. The resulting period would be much longer than required for normal applications.

TPMxMODH:TPMxMODL=0x0000 is a special case that should not be used with center-aligned PWM mode. When CPWMS=0, this case corresponds to the counter running free from 0x0000 through 0xFFFF, but when CPWMS=1 the counter needs a valid match to the modulus register somewhere other than at 0x0000 in order to change directions from up-counting to down-counting.

11.1.1 Features

Features of SCI module include:

- Full-duplex, standard non-return-to-zero (NRZ) format
- Double-buffered transmitter and receiver with separate enables
- Programmable baud rates (13-bit modulo divider)
- Interrupt-driven or polled operation:
  - Transmit data register empty and transmission complete
  - Receive data register full
  - Receive overrun, parity error, framing error, and noise error
  - Idle receiver detect
  - Active edge on receive pin
  - Break detect supporting LIN
- Hardware parity generation and checking
- Programmable 8-bit or 9-bit character length
- Receiver wakeup by idle-line or address-mark
- Optional 13-bit break character generation / 11-bit break character detection
- Selectable transmitter output polarity

11.1.2 Modes of Operation

See Section 11.3, “Functional Description,” For details concerning SCI operation in these modes:

- 8- and 9-bit data modes
- Stop mode operation
- Loop mode
- Single-wire mode

12.5.2 SPI Interrupts

There are three flag bits, two interrupt mask bits, and one interrupt vector associated with the SPI system. The SPI interrupt enable mask (SPIE) enables interrupts from the SPI receiver full flag (SPRF) and mode fault flag (MODF). The SPI transmit interrupt enable mask (SPTIE) enables interrupts from the SPI transmit buffer empty flag (SPTEF). When one of the flag bits is set, and the associated interrupt mask bit is set, a hardware interrupt request is sent to the CPU. If the interrupt mask bits are cleared, software can poll the associated flag bits instead of using interrupts. The SPI interrupt service routine (ISR) should check the flag bits to determine what event caused the interrupt. The service routine should also clear the flag bit(s) before returning from the ISR (usually near the beginning of the ISR).

12.5.3 Mode Fault Detection

A mode fault occurs and the mode fault flag (MODF) becomes set when a master SPI device detects an error on the $\overline{SS}$ pin (provided the $\overline{SS}$ pin is configured as the mode fault input signal). The $\overline{SS}$ pin is configured to be the mode fault input signal when MSTR = 1, mode fault enable is set (MODFEN = 1), and slave select output enable is clear (SSOE = 0).

The mode fault detection feature can be used in a system where more than one SPI device might become a master at the same time. The error is detected when a master's $\overline{SS}$ pin is low, indicating that some other SPI device is trying to address this master as if it were a slave. This could indicate a harmful output driver conflict, so the mode fault logic is designed to disable all SPI output drivers when such an error is detected.

When a mode fault is detected, MODF is set and MSTR is cleared to change the SPI configuration back to slave mode. The output drivers on the SPSCK, MOSI, and MISO (if not bidirectional mode) are disabled.

MODF is cleared by reading it while it is set, then writing to the SPI control register 1 (SPI1C1). User software should verify the error condition has been corrected before changing the SPI back to master mode.

14.3.1 Analog Power (V_{DDAD})

The ADC analog portion uses V_{DDAD} as its power connection. In some packages, V_{DDAD} is connected internally to V_{DD}. If externally available, connect the V_{DDAD} pin to the same voltage potential as V_{DD}. External filtering may be necessary to ensure clean V_{DDAD} for good results.

14.3.2 Analog Ground (V_{SSAD})

The ADC analog portion uses V_{SSAD} as its ground connection. In some packages, V_{SSAD} is connected internally to V_{SS}. If externally available, connect the V_{SSAD} pin to the same voltage potential as V_{SS}.

14.3.3 Voltage Reference High (V_{REFH})

V_{REFH} is the high reference voltage for the converter. In some packages, V_{REFH} is connected internally to V_{DDAD}. If externally available, V_{REFH} may be connected to the same potential as V_{DDAD}, or may be driven by an external source that is between the minimum V_{DDAD} spec and the V_{DDAD} potential (V_{REFH} must never exceed V_{DDAD}).

14.3.4 Voltage Reference Low (V_{REFL})

V_{REFL} is the low reference voltage for the converter. In some packages, V_{REFL} is connected internally to V_{SSAD}. If externally available, connect the V_{REFL} pin to the same voltage potential as V_{SSAD}.

14.3.5 Analog Channel Inputs (ADx)

The ADC module supports up to 28 separate analog inputs. An input is selected for conversion through the ADCH channel select bits.

14.4 Register Definition

These memory mapped registers control and monitor operation of the ADC:

- Status and control register, ADC1SC1
- Status and control register, ADC1SC2
- Data result registers, ADC1RH and ADC1RL
- Compare value registers, ADC1CVH and ADC1CVL
- Configuration register, ADC1CFG
- Pin enable registers, APCTL1, APCTL2, APCTL3

14.4.1 Status and Control Register 1 (ADC1SC1)

This section describes the function of the ADC status and control register (ADC1SC1). Writing ADC1SC1 aborts the current conversion and initiates a new conversion (if the ADCH bits are equal to a value other than all 1s).

Figure 15-2 shows an external host transmitting a logic 1 or 0 to the BKGD pin of a target HCS08 MCU. The host is asynchronous to the target so there is a 0-to-1 cycle delay from the host-generated falling edge to where the target perceives the beginning of the bit time. Ten target BDC clock cycles later, the target senses the bit level on the BKGD pin. Typically, the host actively drives the pseudo-open-drain BKGD pin during host-to-target transmissions to speed up rising edges. Because the target does not drive the BKGD pin during the host-to-target transmission period, there is no need to treat the line as an open-drain signal during this period.

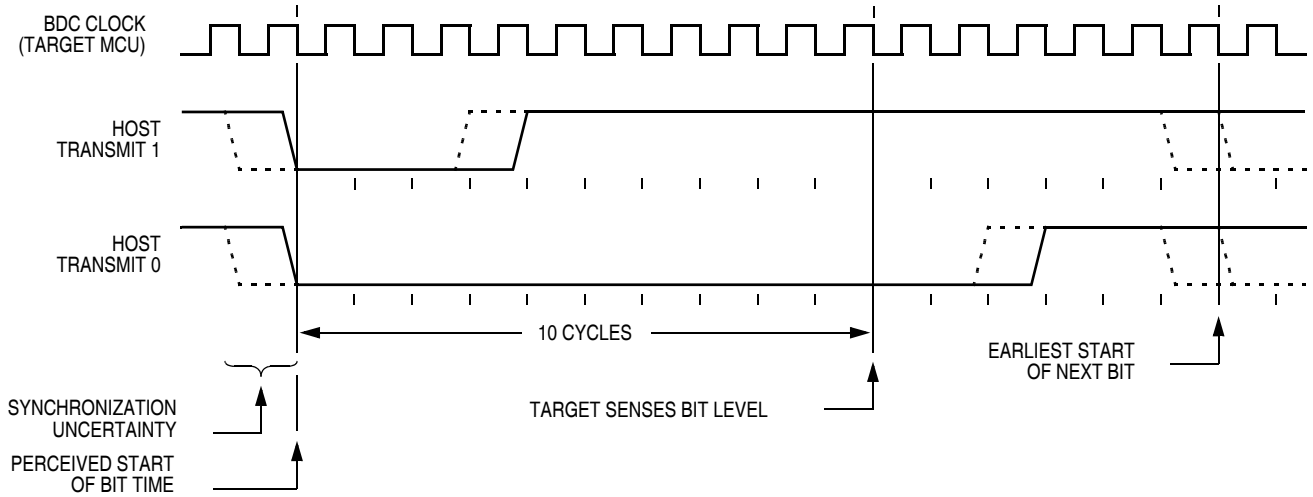


Figure 15-2. BDC Host-to-Target Serial Bit Timing

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.

15.4.3.7 Debug Control Register (DBGC)

This register can be read or written at any time.

	7	6	5	4	3	2	1	0
R W	DBGEN	ARM	TAG	BRKEN	RWA	RWAEN	RWB	RWBEN
Reset	0	0	0	0	0	0	0	0

Figure 15-7. Debug Control Register (DBGC)

Table 15-4. DBGC Register Field Descriptions

Field	Description
7 DBGEN	**Debug Module Enable** — Used to enable the debug module. DBGEN cannot be set to 1 if the MCU is secure. 0 DBG disabled 1 DBG enabled
6 ARM	**Arm Control** — Controls whether the debugger is comparing and storing information in the FIFO. A write is used to set this bit (and ARMF) and completion of a debug run automatically clears it. Any debug run can be manually stopped by writing 0 to ARM or to DBGEN. 0 Debugger not armed 1 Debugger armed
5 TAG	**Tag/Force Select** — Controls whether break requests to the CPU will be tag or force type requests. If BRKEN = 0, this bit has no meaning or effect. 0 CPU breaks requested as force type requests 1 CPU breaks requested as tag type requests
4 BRKEN	**Break Enable** — Controls whether a trigger event will generate a break request to the CPU. Trigger events can cause information to be stored in the FIFO without generating a break request to the CPU. For an end trace, CPU break requests are issued to the CPU when the comparator(s) and R/W meet the trigger requirements. For a begin trace, CPU break requests are issued when the FIFO becomes full. TRGSEL does not affect the timing of CPU break requests. 0 CPU break requests not enabled 1 Triggers cause a break request to the CPU
3 RWA	**R/W Comparison Value for Comparator A** — When RWAEN = 1, this bit determines whether a read or a write access qualifies comparator A. When RWAEN = 0, RWA and the R/W signal do not affect comparator A. 0 Comparator A can only match on a write cycle 1 Comparator A can only match on a read cycle
2 RWAEN	**Enable R/W for Comparator A** — Controls whether the level of R/W is considered for a comparator A match. 0 R/W is not used in comparison A 1 R/W is used in comparison A
1 RWB	**R/W Comparison Value for Comparator B** — When RWBEN = 1, this bit determines whether a read or a write access qualifies comparator B. When RWBEN = 0, RWB and the R/W signal do not affect comparator B. 0 Comparator B can match only on a write cycle 1 Comparator B can match only on a read cycle
0 RWBEN	**Enable R/W for Comparator B** — Controls whether the level of R/W is considered for a comparator B match. 0 R/W is not used in comparison B 1 R/W is used in comparison B

NOTES:

1. DIMENSIONING AND TOLERANCING PER ASME Y14.5M–1994.

2. ALL DIMENSIONS IN MILLIMETERS.

3. DIMENSION TO CENTER OF LEAD WHEN FORMED PARALLEL.

4. DIMENSION DOES NOT INCLUDE MOLD FLASH. MAXIMUM MOLD FLASH 0.25.

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