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Details

Product Status	Obsolete
Core Processor	M8C
Core Size	8-Bit
Speed	24MHz
Connectivity	SPI, UART/USART
Peripherals	LVD, POR, PWM, WDT
Number of I/O	40
Program Memory Size	16KB (16K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 5.25V
Data Converters	A/D 1x8b, 1x11b, 1x12b; D/A 1x9b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-LQFP
Supplier Device Package	44-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/cy8c26643-24axi

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Figure 46: 8-Lead (300-Mil) Molded DIP	148
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2.2 CPU Registers

2.2.1 Flags Register

The Flags Register can only be set or reset with logical instruction.

Table 8: Flags Register

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	1	0
Read/Write	--	--	--	RW	R	RW	RW	RW
Bit Name	Reserved	Reserved	Reserved	XIO	Super	Carry	Zero	Global IE

Bit 7: Reserved
Bit 6: Reserved
Bit 5: Reserved

Bit 4: XIO Set by the user to select between the register banks
0 = Bank 0
1 = Bank 1

Bit 3: Super Indicates whether the CPU is executing user code or Supervisor Code. (This code cannot be accessed directly by the user and is not displayed in the ICE debugger.)
0 = User Code
1 = Supervisor Code

Bit 2: Carry Set by CPU to indicate whether there has been a carry in the previous logical/arithmetic operation
0 = No Carry
1 = Carry

Bit 1: Zero Set by CPU to indicate whether there has been a zero result in the previous logical/arithmetic operation
0 = Not Equal to Zero
1 = Equal to Zero

Bit 0: Global IE Determines whether all interrupts are enabled or disabled
0 = Disabled
1 = Enabled

2.2.2 Accumulator Register

Table 9: Accumulator Register (CPU_A)

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	0	0
Read/Write	System ¹	System ¹	System ¹	System ¹	System ¹	System ¹	System ¹	System ¹
Bit Name	Data [7]	Data [6]	Data [5]	Data [4]	Data [3]	Data [2]	Data [1]	Data [0]

Bit [7:0]: Data [7:0] 8-bit data value holds the result of any logical/arithmetic instruction that uses a source addressing mode

1. System - not directly accessible by the user

4.2 Register Bank 0 Map

Table 26: Bank 0

Access	Data Sheet Page	Address	Register Name	Access	Data Sheet Page	Address	Register Name	Access	Data Sheet Page	Address	Register Name	Access	Data Sheet Page	Address	Register Name	
			Reserved			40h	ASA10CR0	RW	88	80h	ASA10CR0	RW		C0h		
						41h	ASA10CR1	RW	90	81h	ASA10CR1	RW		C1h		
						42h	ASA10CR2	RW	92	82h	ASA10CR2	RW		C2h		
						43h	ASA10CR3	RW	93	83h	ASA10CR3	RW		C3h		
						44h	ASB11CR0	RW	95	84h	ASB11CR0	RW		C4h		
						45h	ASB11CR1	RW	97	85h	ASB11CR1	RW		C5h		
						46h	ASB11CR2	RW	99	86h	ASB11CR2	RW		C6h		
						47h	ASB11CR3	RW	100	87h	ASB11CR3	RW		C7h		
						48h	ASA12CR0	RW	88	88h	ASA12CR0	RW		C8h		
						49h	ASA12CR1	RW	90	89h	ASA12CR1	RW		C9h		
						4Ah	ASA12CR2	RW	92	8Ah	ASA12CR2	RW		CAh		
						4Bh	ASA12CR3	RW	93	8Bh	ASA12CR3	RW		CBh		
						4Ch	ASB13CR0	RW	95	8Ch	ASB13CR0	RW		CCh		
						4Dh	ASB13CR1	RW	97	8Dh	ASB13CR1	RW		CDh		
						4Eh	ASB13CR2	RW	99	8Eh	ASB13CR2	RW		CEh		
						4Fh	ASB13CR3	RW	100	8Fh	ASB13CR3	RW		CFh		
						50h	ASB20CR0	RW	95	90h	ASB20CR0	RW		D0h		
						51h	ASB20CR1	RW	97	91h	ASB20CR1	RW		D1h		
						52h	ASB20CR2	RW	99	92h	ASB20CR2	RW		D2h		
						53h	ASB20CR3	RW	100	93h	ASB20CR3	RW		D3h		
						54h	ASA21CR0	RW	88	94h	ASA21CR0	RW		D4h		
						55h	ASA21CR1	RW	90	95h	ASA21CR1	RW		D5h		
						56h	ASA21CR2	RW	92	96h	ASA21CR2	RW		D6h		
					57h	ASA21CR3	RW	93	97h	ASA21CR3	RW		D7h			
					58h	ASB22CR0	RW	95	98h	ASB22CR0	RW		D8h			
					59h	ASB22CR1	RW	97	99h	ASB22CR1	RW		D9h			
					5Ah	ASB22CR2	RW	99	9Ah	ASB22CR2	RW		DAh			
					5Bh	ASB22CR3	RW	100	9Bh	ASB22CR3	RW		DBh			
					5Ch	ASA23CR0	RW	88	9Ch	ASA23CR0	RW		DCh			
					5Dh	ASA23CR1	RW	90	9Dh	ASA23CR1	RW		DDh			
					5Eh	ASA23CR2	RW	92	9Eh	ASA23CR2	RW		DEh			
					5Fh	ASA23CR3	RW	93	9Fh	ASA23CR3	RW		DFh			
			AMX_IN		104	RW				A0h	INT_MSK0		45	RW		
			Reserved							A1h	INT_MSK1		46	RW		
										A2h	INT_VC		46	RW		
			ARF_CR		73	RW				A3h	RES_WDT		116	RW		
			CMP_CR		101	1				A4h	DEC_DH/DEC_CL		113	RW		
			ASY_CR		102	1				A5h	DEC_DL		113	R		
			Reserved							A6h	DEC_CR		113	RW		
											A7h	Reserved				
											A8h	MUL_X		110	W	
											A9h	MUL_Y		110	W	
											AAh	MUL_DH		111	R	
											ABh	MUL_DL		111	R	
											ACh	ACC_DR1/MAC_X		111	RW	
											ADh	ACC_DR0/MAC_Y		111	RW	
											AEh	ACC_DR3/MAC_CL0		112	RW	
											AFh	ACC_DR2/MAC_CL1		112	RW	
											B0h					
			ACA00CR0		82	RW				B1h						
			ACA00CR1		83	RW				B2h						
			ACA00CR2		84	RW				B3h						
			Reserved							B4h						
			ACA01CR0		82	RW				B5h						
			ACA01CR1		83	RW				B6h						
			ACA01CR2		84	RW				B7h						
			Reserved							B8h						
			ACA02CR0		82	RW				B9h						
			ACA02CR1		83	RW				BAh						
			ACA02CR2		84	RW				BBh						
			Reserved							BCh						
			ACA03CR0		82	RW				BDh						
			ACA03CR1		83	RW				BEh						
			ACA03CR2		84	RW				BFh						
														CPU_SCR	114 1	

4.3 Register Bank 1 Map

Table 27: Bank 1

Access	Data Sheet	Page	Address	Register Name	Access	Data Sheet	Page	Address	Register Name	Access	Data Sheet	Page	Address	Register Name	Access	Data Sheet	Page	Address	Register Name		
				Reserved					ASA10CR0		88	RW	80h		Reserved				C0h		
									ASA10CR1		90	RW	81h							C1h	
									ASA10CR2		92	RW	82h							C2h	
									ASA10CR3		93	RW	83h							C3h	
									ASB11CR0		95	RW	84h							C4h	
									ASB11CR1		97	RW	85h							C5h	
									ASB11CR2		99	RW	86h							C6h	
									ASB11CR3		100	RW	87h							C7h	
									ASA12CR0		88	RW	88h							C8h	
									ASA12CR1		90	RW	89h							C9h	
									ASA12CR2		92	RW	8Ah							CAh	
									ASA12CR3		93	RW	8Bh							CBh	
									ASB13CR0		95	RW	8Ch							CCh	
									ASB13CR1		97	RW	8Dh							CDh	
									ASB13CR2		99	RW	8Eh							CEh	
									ASB13CR3		100	RW	8Fh							CFh	
									ASB20CR0		95	RW	90h							D0h	
									ASB20CR1		97	RW	91h							D1h	
									ASB20CR2		99	RW	92h							D2h	
									ASB20CR3		100	RW	93h							D3h	
									ASA21CR0		88	RW	94h							D4h	
									ASA21CR1		90	RW	95h							D5h	
									ASA21CR2		92	RW	96h							D6h	
									ASA21CR3		93	RW	97h							D7h	
									ASB22CR0		95	RW	98h							D8h	
									ASB22CR1		97	RW	99h							D9h	
									ASB22CR2		99	RW	9Ah							DAh	
									ASB22CR3		100	RW	9Bh							DBh	
									ASA23CR0		88	RW	9Ch							DCh	
									ASA23CR1		90	RW	9Dh							DDh	
									ASA23CR2		92	RW	9Eh							DEh	
									ASA23CR3		93	RW	9Fh							DFh	
				Reserved					A0h				OSC_CR0	E0h	Reserved			40	RW		
									A1h				OSC_CR1	E1h				40	RW		
									A2h				Reserved	E2h							
									A3h				VLT_CR	E3h				118	RW		
									A4h				Reserved	E4h							
									A5h				Reserved	E5h							
									A6h				Reserved	E6h							
									A7h				Reserved	E7h							
									A8h				IMO_TR	E8h				35	W		
									A9h				ILO_TR	E9h				36	W		
									AAh				BDG_TR	EAh				120	W		
									ABh				ECO_TR	EBh				37	W		
									ACH					ECh							
									ADh					EDh							
									AEh					EEh							
									AFh					EFh							
									B0h					FOh							
									B1h					F1h							
									B2h					F2h							
									B3h					F3h							
									B4h					F4h							
									B5h					F5h							
									B6h					F6h							
									B7h					F7h							
									B8h					F8h							
									B9h					F9h							
									BAh					FAh							
									BBh					FBh							
									BCh					FCh							
									BDh					FDh							
									BEh					FEh							
									BFh							CPU_SCR	FFh	114	1		

1. Read/Write access is bit-specific or varies by function. See register.

5.0 I/O Ports

5.1 Introduction

Up to five 8-bit-wide I/O ports (P0-P4) and one 4-bit wide I/O port (P5) are implemented. The number of general purpose I/Os implemented and connected to pins depends on the individual part chosen. All port bits are independently programmable and have the following capabilities:

- General-purpose digital input readable by the CPU.
- General-purpose digital output writable by the CPU.
- Independent control of data direction for each port bit.
- Independent access for each port bit to Global Input and Global Output busses.
- Interrupt programmable to assert on rising edge, falling edge, or change from last pin state read.
- Output drive strength programmable in logic 0 and 1 states as strong, resistive (pull-up or pull-down), or high impedance.
- A slew rate controlled output mode is available.
- In high impedance, the digital input can be disabled to lower power consumption.

Port 1, Pin 0 is used in conjunction with device Test Mode and does not behave the same as other I/O ports immediately after reset. A device reset with Power On Reset (POR) will drive P1[0] high for 8 ms immediately after POR is released because there is a CPU hold-off time of approximately 64 ms before code execution begins. It will then drive P1[0] low for 8 ms. This can impact external circuits connected to Port 1, Pin 0.

In System Sleep State, GPIO Pins P2[4] and P2[6] should be held to a logic low or a false Low Voltage Detect interrupt may be triggered. The cause is in the System Sleep State, the internal Bandgap reference generator is turned off and the reference voltage is maintained on a capacitor.

The circumstances are that during sleep, the reference voltage on the capacitor is refreshed periodically at the sleep system duty cycle. Between refresh cycles, this voltage may leak slightly to either the positive supply or ground. If pins P2[4] or P2[6] are in a high state, the leakage to the positive supply is accelerated (especially at high temperature). Since the reference voltage is compared to the supply to detect a low voltage condition, this accelerated leakage to the positive supply voltage will cause that voltage to appear lower than it actually is, leading to the generation of a false Low Voltage Detect interrupt.

Port 0 and Port 2 have additional analog input and/or analog output capability. The specific routing and multiplexing of analog signals is shown in the following diagram:

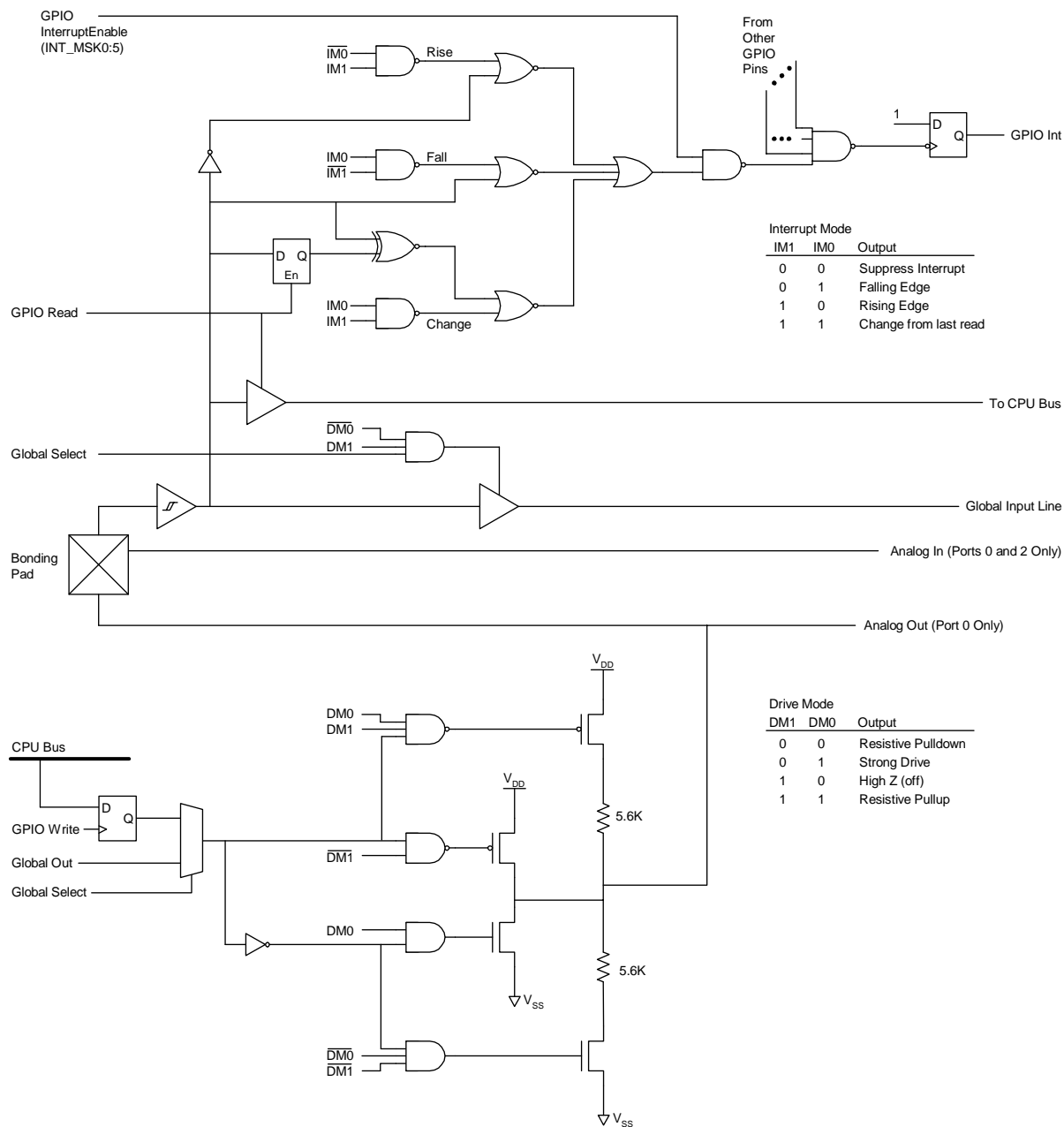


Figure 7: General Purpose I/O Pins

6.3.2 Port Drive Mode 1 Registers

Table 32: Port Drive Mode 1 Registers

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Name	DM1 [7]	DM1 [6]	DM1 [5]	DM1 [4]	DM1 [3]	DM1 [2]	DM1 [1]	DM1 [0]
Bit [7:0]: <u>DM1 [7:0]</u> See truth table for Port Drive Mode 0 Registers, above								

Port 0 Drive Mode 1 Register (PRT0DM1, Address = Bank 1, 01h)

Port 1 Drive Mode 1 Register (PRT1DM1, Address = Bank 1, 05h)

Port 2 Drive Mode 1 Register (PRT2DM1, Address = Bank 1, 09h)

Port 3 Drive Mode 1 Register (PRT3DM1, Address = Bank 1, 0Dh)

Port 4 Drive Mode 1 Register (PRT4DM1, Address = Bank 1, 11h)

Port 5 Drive Mode 1 Register (PRT5DM1, Address = Bank 1, 15h) **Note:** Port 5 is 4-bits wide

6.3.3 Port Interrupt Control 0 Registers

Table 33: Port Interrupt Control 0 Registers

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Name	IC0 [7]	IC0 [6]	IC0 [5]	IC0 [4]	IC0 [3]	IC0 [2]	IC0 [1]	IC0 [0]
Bit [7:0]: <u>IC0 [7:0]</u> The two Interrupt Control bits that control a particular port pin are treated as a pair and are decoded as follows: IC1 [x], IC0 [x] = 0 0 = Disabled (Default) IC1 [x], IC0 [x] = 0 1 = Falling Edge (-) IC1 [x], IC0 [x] = 1 0 = Rising Edge (+) IC1 [x], IC0 [x] = 1 1 = Change from Last Direct Read								

Port 0 Interrupt Control 0 Register (PRT0IC0, Address = Bank 1, 02h)

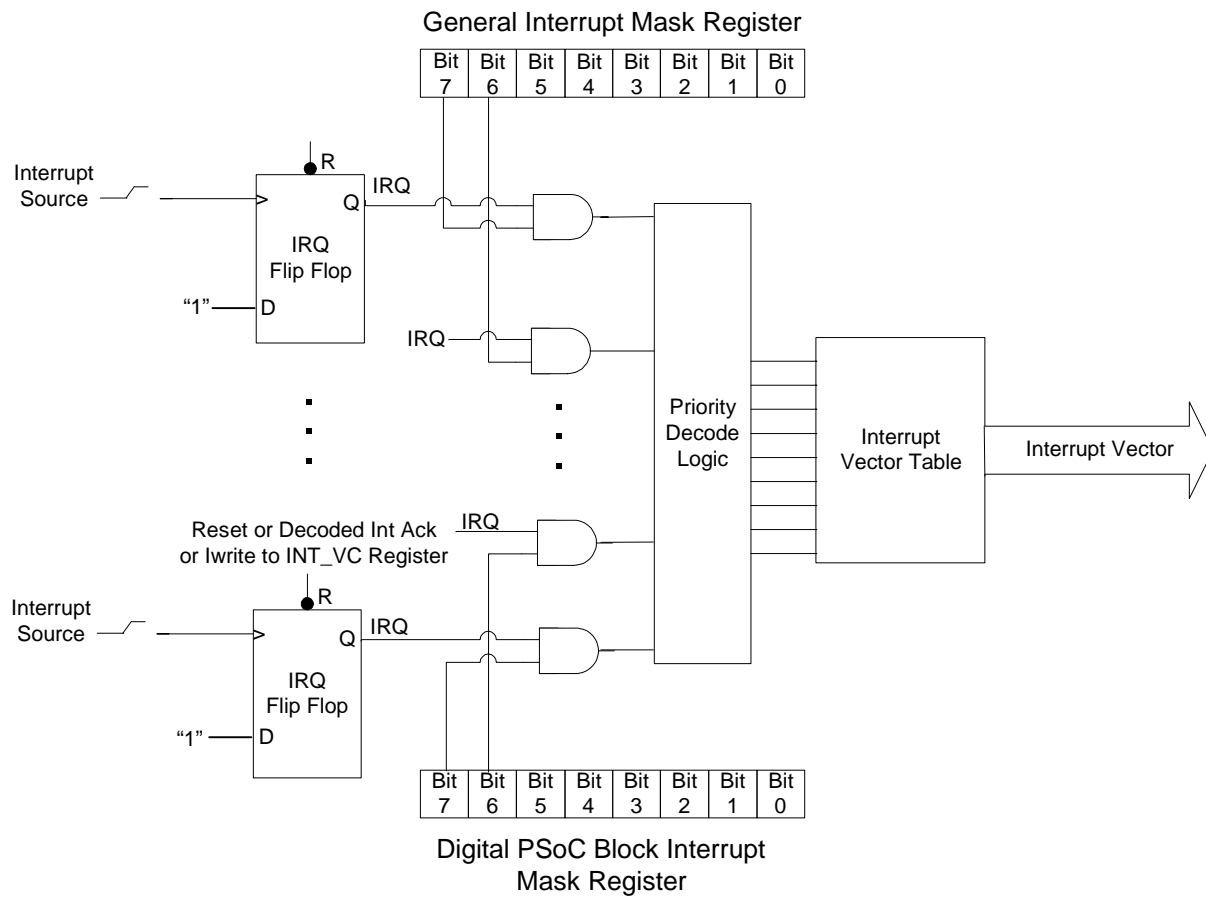
Port 1 Interrupt Control 0 Register (PRT1IC0, Address = Bank 1, 06h)

Port 2 Interrupt Control 0 Register (PRT2IC0, Address = Bank 1, 0Ah)

Port 3 Interrupt Control 0 Register (PRT3IC0, Address = Bank 1, 0Eh)

Port 4 Interrupt Control 0 Register (PRT4IC0, Address = Bank 1, 12h)

Port 5 Interrupt Control 0 Register (PRT5IC0, Address = Bank 1, 16h) **Note:** Port 5 is 4-bits wide

**Figure 10: Interrupts Overview**

9.3.6 Digital Communications Type A Block xx Control Register 0 When Used as SPI Transceiver

Table 58: Digital Communications Type A Block xx Control Register 0...

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	0	0
Read/Write	RW	R	R	R	R	RW	RW	RW
Bit Name	LSB First	Overflow	SPI Complete	TX Reg Empty	RX Reg Full	Clock Phase	Clock Polarity	Enable

Bit 7: LSB First

0 = MSB First

1 = LSB First

Bit 6: Overflow

0 = Indicates that no overflow has taken place

1 = Indicates the RX Data register was overwritten with a new byte before the previous one had been read

Reset when this register is read

Bit 5: SPI Complete

0 = Indicates the byte is in process of shifting out

1 = Indicates the byte has been shifted out (reset when register is read)

Optional interrupt source for both SPI Master and SPI Slave. Reset when this register is read

Bit 4: TX Reg Empty

0 = Indicates the TX Data register is not available to accept another byte

1 = Indicates the TX Data register is available to accept another byte

Default interrupt source for SPI Master. Reset when the TX Data Register (Data Register 1) is written.

Bit 3: RX Reg Full

0 = Indicates the RX Data register is empty

1 = Indicates a byte has been loaded into the RX Data register

Default interrupt source for SPI Slave. Reset when the RX Data Register (Data Register 2) is read

Bit 2: Clock Phase

0 = Data changes on leading edge and is latched on trailing edge

1 = Data is latched on leading edge and is changed on trailing edge

Bit 1: Clock Polarity

0 = Non-inverted (clock idle state is low)

1 = Inverted (clock idle state is high)

Bit 0: Enable

0 = Function Disabled

1 = Function Enabled

Digital Communications Type A Block 04 Control Register 0

(DCA04CR0, Address = Bank 0, 33h)

Digital Communications Type A Block 05 Control Register 0

(DCA05CR0, Address = Bank 0, 37h)

Digital Communications Type A Block 06 Control Register 0

(DCA06CR0, Address = Bank 0, 3Bh)

Digital Communications Type A Block 07 Control Register 0

(DCA07CR0, Address = Bank 0, 3Fh)

except for TX Reg Empty. TX Reg Empty is automatically cleared when a byte is written to the TX Data Register (Data Register 1).

3. Using CPU Interrupts

TX Reg Empty status or optionally TX Complete status generates the block interrupt. Executing the interrupt routine does not automatically clear status. If TX Complete is selected as the interrupt source, Control Register 0 (status) must be read in the interrupt routine to clear the status. If TX Reg Empty is selected, a byte must be written to the TX Data Register (Data Register 1) to clear the status. If the status is not cleared, further interrupts will be suppressed.

9.5.8 SPI Master - Serial Peripheral Interface (SPIM)

9.5.8.1 Summary

The SPI Master function provides a full-duplex synchronous data transceiver that also generates a bit clock for the data. This function requires a Digital Communications Type PSoC block. It cannot be chained for longer data words. This Digital Communications Type PSoC block supports SPI modes for 0, 1, 2, and 3. See [Figure 15](#) for waveforms of the Clock Phase modes.

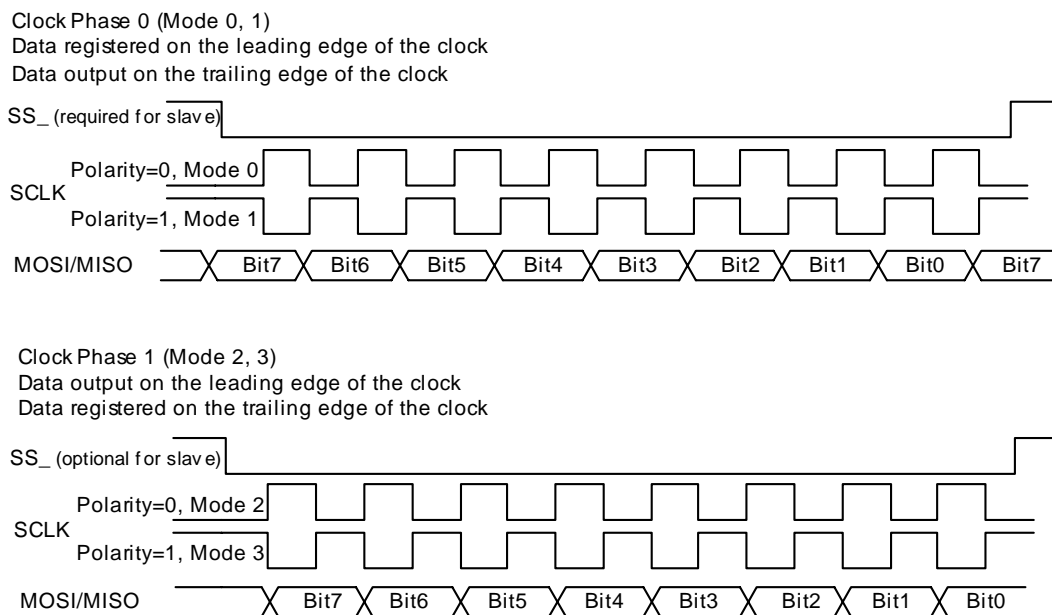


Figure 15: SPI Waveforms

9.5.8.2 Registers

Data Register 0 provides a shift register for both incoming and outgoing data. Output data is written to Data Register 1 (TX Data Register). When this block is idle, a write to the TX Data Register will initiate a transmission. Input data is read from Data Register 2 (RX Data Register). When Data Register 0 is empty, its value is updated from Data Register 1, if new data is available. As data bits are shifted in, the transmit bits are shifted out. After the 8 bits are transmitted and received by Data Register

0, the received byte is transferred into Data Register 2 from where it can be read. Simultaneously, the next byte to transmit, if available, is transferred from Data Register 1 into Data Register 0. Control Register 0 (DCA04CR0-DCA07CR0) provides status information and configures the function for one of the four standard modes, which configure the interface based on clock polarity and phase with respect to data.

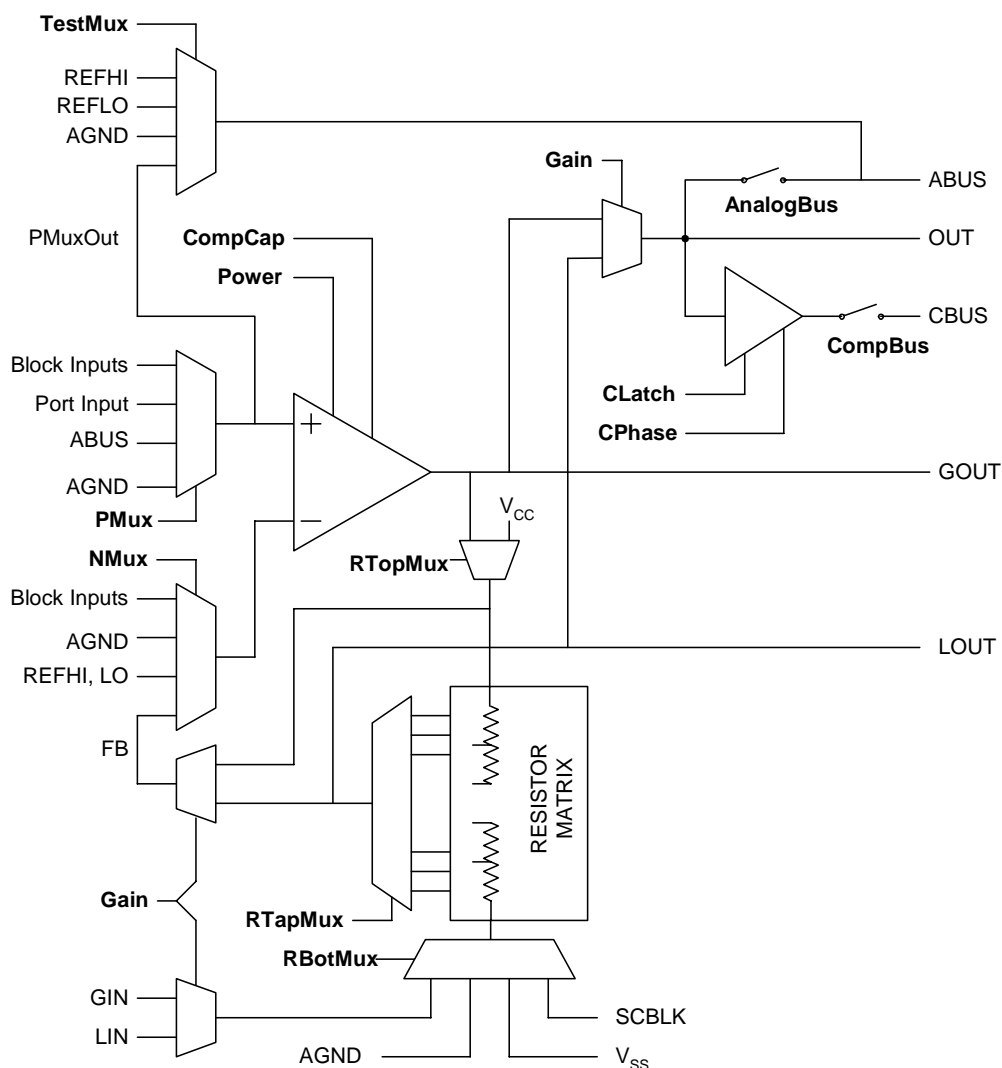


Figure 21: Analog Continuous Time PSoC Blocks

10.7.2 Registers

10.7.2.1 Analog Continuous Time Block xx Control 0 Register

The RTopMux and RBotMux bits control the connection of the two ends of the resistor string. The RTopMux bit controls the top end of the resistor string, which can either be connected to Vcc or to the op-amp output. The RBotMux bits control the connection of the bottom end of the resistor string.

The RTapMux bits control the center tap of the resistor string. Note that only relative weighting of units is given in the table.

The Gain and Loss columns correspond to the gain or loss obtained if the RTopMux and Gain bits are set so that the overall amplifier provides gain or loss.

The Gain bit controls whether the resistor string is connected around the op-amp as for gain (center tap to

10.7.2.2 Analog Continuous Time Block xx Control 1 Register

The PMux bits control the multiplexing of inputs to the non-inverting input of the op-amp. There are physically only 7 inputs.

The 8th code (111) will leave the input floating. This is not desirable, and should be avoided.

The NMux bits control the multiplexing of inputs to the inverting input of the op-amp. There are physically only 7 inputs.

CompBus controls a tri-state buffer that drives the comparator logic. If no PSoC block in the analog column is driving the comparator bus, it will be driven low externally to the blocks.

AnalogBus controls the analog output bus. A CMOS switch connects the op-amp output to the analog bus.

Table 67: Analog Continuous Time Block xx Control 1 Register

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	0	0
Read/Write	RW	RW	RW	RW	RW	RW	RW	RW
Bit Name	AnalogBus	CompBus	NMux2	NMux1	NMux0	PMux2	PMux1	PMux0

Bit 7: AnalogBus Enable output to the analog bus
0 = Disable analog bus driven by this block
1 = Enable analog bus driven by this block

Bit 6: CompBus Enable output to the comparator bus
0 = Disable comparator bus driven by this block
1 = Enable comparator bus driven by this block

Bit [5:3]: NMux [2:0] Encoding for negative input select

	<u>ACA00</u>	<u>ACA01</u>	<u>ACA02</u>	<u>ACA03</u>
0 0 0 =	ACA01	ACA00	ACA03	ACA02
0 0 1 =	AGND	AGND	AGND	AGND
0 1 0 =	REFLO	REFLO	REFLO	REFLO
0 1 1 =	REFHI	REFHI	REFHI	REFHI
1 0 0 ¹ =	ACA00	ACA01	ACA02	ACA03
1 0 1 =	ASA10	ASB11	ASA12	ASB13
1 1 0 =	ASB11	ASA10	ASB13	ASA12
1 1 1 =	Reserved	Reserved	Reserved	Reserved

Bit [2:0]: PMux [2:0] Encoding for positive input select

	<u>ACA00</u>	<u>ACA01</u>	<u>ACA02</u>	<u>ACA03</u>
0 0 0 =	REFLO	ACA02	ACA01	REFLO
0 0 1 =	Port Inputs	Port Inputs	Port Inputs	Port Inputs
0 1 0 =	ACA01	ACA00	ACA03	ACA02
0 1 1 =	AGND	AGND	AGND	AGND
1 0 0 =	ASA10	ASB11	ASA12	ASB13
1 0 1 =	ASB11	ASA10	ASB13	ASA12
1 1 0 =	ABUS0	ABUS1	ABUS2	ABUS3
1 1 1 =	Reserved	Reserved	Reserved	Reserved

1. This in fact is the feedback input of the MUX.

Analog Continuous Time Block 00 Control 1 Register (ACA00CR1, Address = Bank 0/1, 72h)
Analog Continuous Time Block 01 Control 1 Register (ACA01CR1, Address = Bank 0/1, 76h)
Analog Continuous Time Block 02 Control 1 Register (ACA02CR1, Address = Bank 0/1, 7Ah)
Analog Continuous Time Block 03 Control 1 Register (ACA03CR1, Address = Bank 0/1, 7Eh)

10.7.2.3 Analog Continuous Time Type A Block xx Control 2 Register

CPhase controls which internal clock phase the comparator data is latched on.

can be obtained if the amplifier is being used as a comparator.

CLatch controls whether the latch is active or if it is always transparent.

TestMux – selects block bypass mode for testing and characterization purposes.

CompCap controls whether the compensation capacitor is switched in or not in the op-amp. By not switching in the compensation capacitance, a much faster response

Power – encoding for selecting 1 of 4 power levels. The blocks always power up in the off state.

Table 68: Analog Continuous Time Type A Block xx Control 2 Register

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	0	0
Read/Write	RW	RW	RW	RW	RW	RW	RW	RW
Bit Name	CPhase	CLatch	CompCap	TestMux[2]	TestMux[1]	TestMux[0]	Power[1]	Power[0]

Bit 7: CPhase

0 = Comparator Control latch transparent on PHI1

1 = Comparator Control latch transparent on PHI2

Bit 6: CLatch

0 = Comparator Control latch is always transparent

1 = Comparator Control latch is active

Bit 5: CompCap

0 = Comparator Mode

1 = Op-amp Mode

Bit [4:2]: TestMux [2:0] Select block bypass mode for testing and characterization purposes

	<u>ACA00</u>	<u>ACA01</u>	<u>ACA02</u>	<u>ACA03</u>
1 0 0 = Positive Input to...	ABUS0	ABUS1	ABUS2	ABUS3
1 0 1 = AGND to...	ABUS0	ABUS1	ABUS2	ABUS3
1 1 0 = REFLO to...	ABUS0	ABUS1	ABUS2	ABUS3
1 1 1 = REFHI to...	ABUS0	ABUS1	ABUS2	ABUS3
0 x x = All Paths Off				

Bit [1:0]: Power [1:0] Encoding for selecting 1 of 4 power levels

0 0 = Off

0 1 = Low (60 μ A)

1 0 = Med (150 μ A)

1 1 = High (500 μ A)

Analog Continuous Time Block 00 Control 2 Register (ACA00CR2, Address = Bank 0/1, 73h)

Analog Continuous Time Block 01 Control 2 Register (ACA01CR2, Address = Bank 0/1, 77h)

Analog Continuous Time Block 02 Control 2 Register (ACA02CR2, Address = Bank 0/1, 7Bh)

Analog Continuous Time Block 03 Control 2 Register (ACA03CR2, Address = Bank 0/1, 7Fh)

10.8 Analog Switch Cap Type A PSoC Blocks

10.8.1 Introduction

The Analog Switch Cap Type A PSoC blocks are built around an operational amplifier. There are several analog muxes that are controlled by register-bit settings in the control registers that determine the signal topology inside the block. There are also four arrays of unit value capacitors that are located in the feedback path for the op-amp, and are switched by two phase clocks, PHI1 and PHI2. These four capacitor arrays are labeled A Cap Array, B Cap Array, C Cap Array, and F Cap Array. There is also an analog comparator connected to the output OUT, which converts analog comparisons into digital signals.

There are three discrete outputs from this block. These outputs are:

1. The analog output bus (ABUS), which is an analog bus resource that is shared by all of the analog blocks in the analog column for that block.
2. The comparator bus (CBUS), which is a digital bus that is a resource that is shared by all of the analog blocks in a column for that block.
3. The output bus (OUT), which is an analog bus resource that is shared by all of the analog blocks in a column and connects to one of the analog output buffers, to send a signal externally to the device.

SC Integrator Block A supports Delta-Sigma, Successive Approximation and Incremental A/D Conversion, Capacitor DACs, and SC filters. It has three input arrays of binarily-weighted switched capacitors, allowing user programmability of the capacitor weights. This provides summing capability of two (CDAC) scaled inputs, and a non-switched capacitor input. Since the input of SC Block A has this additional switched capacitor, it is configured for the input stage of such a switched capacitor biquad filter. When followed by an SC Block B Integrator, this combination of blocks can be used to provide a full Switched Capacitor Biquad.

10.8.2.3 ACMux

The ACMux, as shown in Analog Switch Cap Type A Block xx Control 1 Register, controls the input muxing for both the A and C capacitor branches. The high order bit, ACMux[2], selects one of two inputs for the C branch.

However, when the bit is high, it also overrides the two low order bits, forcing the A and C branches to the same source. The resulting condition is used to construct low pass biquad filters. See the individual AMux and CMux diagrams.

10.8.2.4 BMuxSCA/SCB

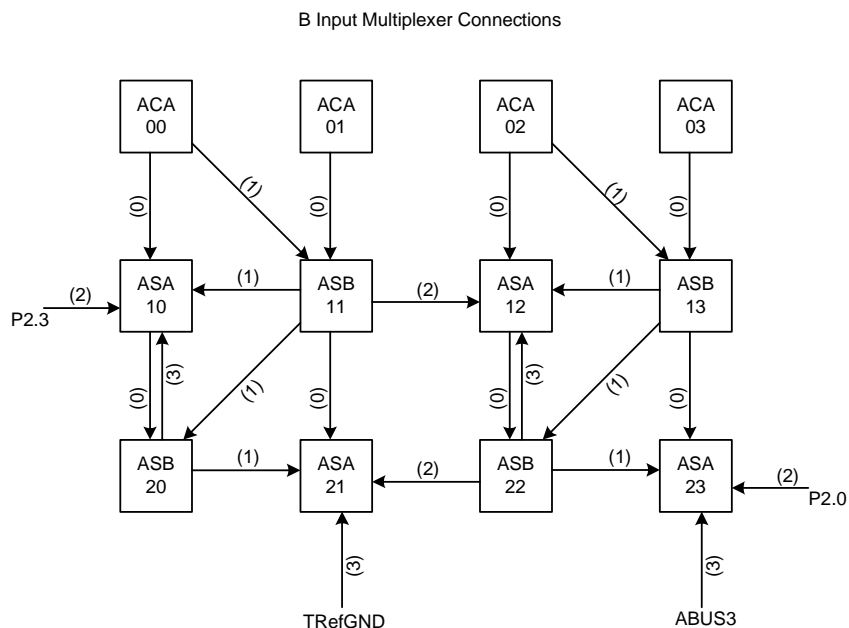


Figure 25: BMuxSCA/SCB Connections

10.8.3 Registers

10.8.3.1 Analog Switch Cap Type A Block xx Control 0 Register

FCap controls the size of the switched feedback capacitor in the integrator.

ClockPhase controls the internal clock phasing relative to the input clock phasing. ClockPhase affects the output of the analog column bus which is controlled by the

AnalogBus bit in Control 2 Register (ASA10CR2, ASA12CR2, ASA21CR2, ASA23CR2).

ASign controls the switch phasing of the switches on the bottom plate of the ACap capacitor. The bottom plate samples the input or the reference.

The ACap bits set the value of the capacitor in the A path.

Table 69: Analog Switch Cap Type A Block xx Control 0 Register

Bit #	7	6	5	4	3	2	1	0
POR	0	0	0	0	0	0	0	0
Read/Write	RW	RW	RW	RW	RW	RW	RW	RW
Bit Name	FCap	ClockPhase	ASign	ACap[4]	ACap[3]	ACap[2]	ACap[1]	ACap[0]

Table 69: Analog Switch Cap Type A Block xx Control 0 Register, continued**Bit 7: FCap** F Capacitor value selection bit

0 = 16 capacitor units

1 = 32 capacitor units

Bit 6: ClockPhase Clock phase select, will invert clocks internal to the blocks. During normal operation of an SC block for the amplifier of a column enabled to drive the output bus, the connection is only made for the last half of PHI2 (during PHI1 and for the first half of PHI2, the output bus floats at the last voltage to which it was driven). This forms a sample and hold operation using the output bus and its associated capacitance. This design prevents the output bus from being perturbed by the intermediate states of the SC operation (often a reset state for PHI1 and settling to the valid state during PHI2)

Following are the exceptions: 1) If the ClockPhase bit in CR0 (for the SC block in question) is set to 1, then the output is enabled for the whole of PHI2. 2) If the SHDIS signal is set in bit 6 of the Analog Clock Select Register, then sample and hold operation is disabled for all columns and all enabled outputs of SC blocks are connected to their respective output busses for the entire period of their respective PHI2s

0 = Internal PHI1 = External PHI1

1 = Internal PHI1 = External PHI2

This bit also affects the latching of the comparator output (CBUS). Both clock phases, PHI1 and PHI2, are involved in the output latching mechanism. The capture of the next value to be output from the latch (capture point event) happens during the falling edge of one clock phase, and the rising edge of the other clock phase will cause the value to come out (output point event). This bit determines which clock phase triggers the capture point event, and the other clock will trigger the output point event. The value output to the comparator bus will remain stable between output point events.

0 = Capture Point Event triggered by Falling PHI2, Output Point Event triggered by Rising PHI1

1 = Capture Point Event triggered by Falling PHI1, Output Point Event triggered by Rising PHI2

Bit 5: ASign

0 = Input sampled on Internal PHI1, Reference Input sampled on internal PHI2

1 = Input sampled on Internal PHI2, Reference Input sampled on internal PHI1

Bit [4:0]: ACap [4:0] Binary encoding for 32 possible capacitor sizes for A Capacitor:

0 0 0 0 0 = 0 Capacitor units in array	1 0 0 0 0 = 16 Capacitor units in array
0 0 0 0 1 = 1 Capacitor units in array	1 0 0 0 1 = 17 Capacitor units in array
0 0 0 1 0 = 2 Capacitor units in array	1 0 0 1 0 = 18 Capacitor units in array
0 0 0 1 1 = 3 Capacitor units in array	1 0 0 1 1 = 19 Capacitor units in array
0 0 1 0 0 = 4 Capacitor units in array	1 0 1 0 0 = 20 Capacitor units in array
0 0 1 0 1 = 5 Capacitor units in array	1 0 1 0 1 = 21 Capacitor units in array
0 0 1 1 0 = 6 Capacitor units in array	1 0 1 1 0 = 22 Capacitor units in array
0 0 1 1 1 = 7 Capacitor units in array	1 0 1 1 1 = 23 Capacitor units in array
0 1 0 0 0 = 8 Capacitor units in array	1 1 0 0 0 = 24 Capacitor units in array
0 1 0 0 1 = 9 Capacitor units in array	1 1 0 0 1 = 25 Capacitor units in array
0 1 0 1 0 = 10 Capacitor units in array	1 1 0 1 0 = 26 Capacitor units in array
0 1 0 1 1 = 11 Capacitor units in array	1 1 0 1 1 = 27 Capacitor units in array
0 1 1 0 0 = 12 Capacitor units in array	1 1 1 0 0 = 28 Capacitor units in array
0 1 1 0 1 = 13 Capacitor units in array	1 1 1 0 1 = 29 Capacitor units in array
0 1 1 1 0 = 14 Capacitor units in array	1 1 1 1 0 = 30 Capacitor units in array
0 1 1 1 1 = 15 Capacitor units in array	1 1 1 1 1 = 31 Capacitor units in array

Analog Switch Cap Type A Block 10 Control 0 Register (ASA10CR0, Address = Bank 0/1, 80h)

Analog Switch Cap Type A Block 12 Control 0 Register (ASA12CR0, Address = Bank 0/1, 88h)

Analog Switch Cap Type A Block 21 Control 0 Register (ASA21CR0, Address = Bank 0/1, 94h)

Analog Switch Cap Type A Block 23 Control 0 Register (ASA23CR0, Address = Bank 0/1, 9Ch)

11.0 Special Features of the CPU

11.1 Multiplier/Accumulator

A fast, on-chip signed 2's complement MAC (Multiply/Accumulate) function is provided to assist the main CPU with digital signal processing applications. Multiply results, as well as the lower 2 bytes of the Accumulator, are available immediately after the input registers are written. The upper 2 bytes require a single instruction delay before reading. The MAC function is tied directly on the internal data bus, and is mapped into the register space. The following MAC block diagram provides data flow information. The user has the choice to either cause a multiply/accumulate function to take place, or a multiply only function. The user selects which operation is performed by the choice of input register. The multiply function occurs immediately whenever the MUL_X or the MUL_Y multiplier input registers are written, and the result is available in the MUL_DH and MUL_DL multiplier result registers. The Multiply/Accumulate function is executed whenever there is a write to the MAC_X or the MAC_Y Multiply/Accumulate input registers, and the result is available in the ACC_DR3, ACC_DR2, ACC_DR1, and ACC_DR0 accumulator result registers. A write to MUL_X or MAC_X is input as the X value to both the multiply and Multiply/Accumulate functions. A write to MUL_Y or MAC_Y is input as the Y value to both the multiply and Multiply/Accumulate functions. A write to the MAC_CL0 or MAC_CL1 registers will clear the value in the four accumulate registers.

Operation of the Multiply/Accumulate function relies on proper multiplicand input. The first value of each multiplicand must be placed into MUL_X (or MUL_Y) register to avoid causing a Multiply/Accumulate to occur. The second multiplicand must be placed into MAC_Y (or MAC_X) thereby triggering the Multiply/Accumulate function.

MUL_X, MUL_Y, MAC_X, and MAC_Y are 8-bit signed input registers. MUL_DL and MUL_DH form a 16-bit signed output. ACC_DR0, ACC_DR1, ACC_DR2 and ACC_DR3 form a 32-bit signed output.

An extra instruction must be inserted between the following sequences of MAC operations to provide extra delay. If this is not done, the Accumulator results will be inaccurate.

- a. Two MAC instructions in succession:

```
mov reg[MAC_X],a
nop //add nop or any other instruction
mov reg[MAC_X],a
```

For sequence a., there is no workaround, the nop or other instruction must be inserted.

- b. A MAC instruction followed by a read of the most significant Accumulator bytes:

```
mov reg[MAC_X],a
nop //add nop or any other instruction
mov a,[ACC_DR2] // or ACC_DR3
```

For sequence b., the least significant Accumulator bytes (ACC_DR0, ACC_DR1) may be reliably read directly after the MAC instruction.

Writing to the multiplier registers (MUL_X, MUL_Y), and reading the result back from the multiplier product registers (MUL_DH, MUL_DL), is not affected by this problem and does not have any restrictions.

12.0 Development Tools

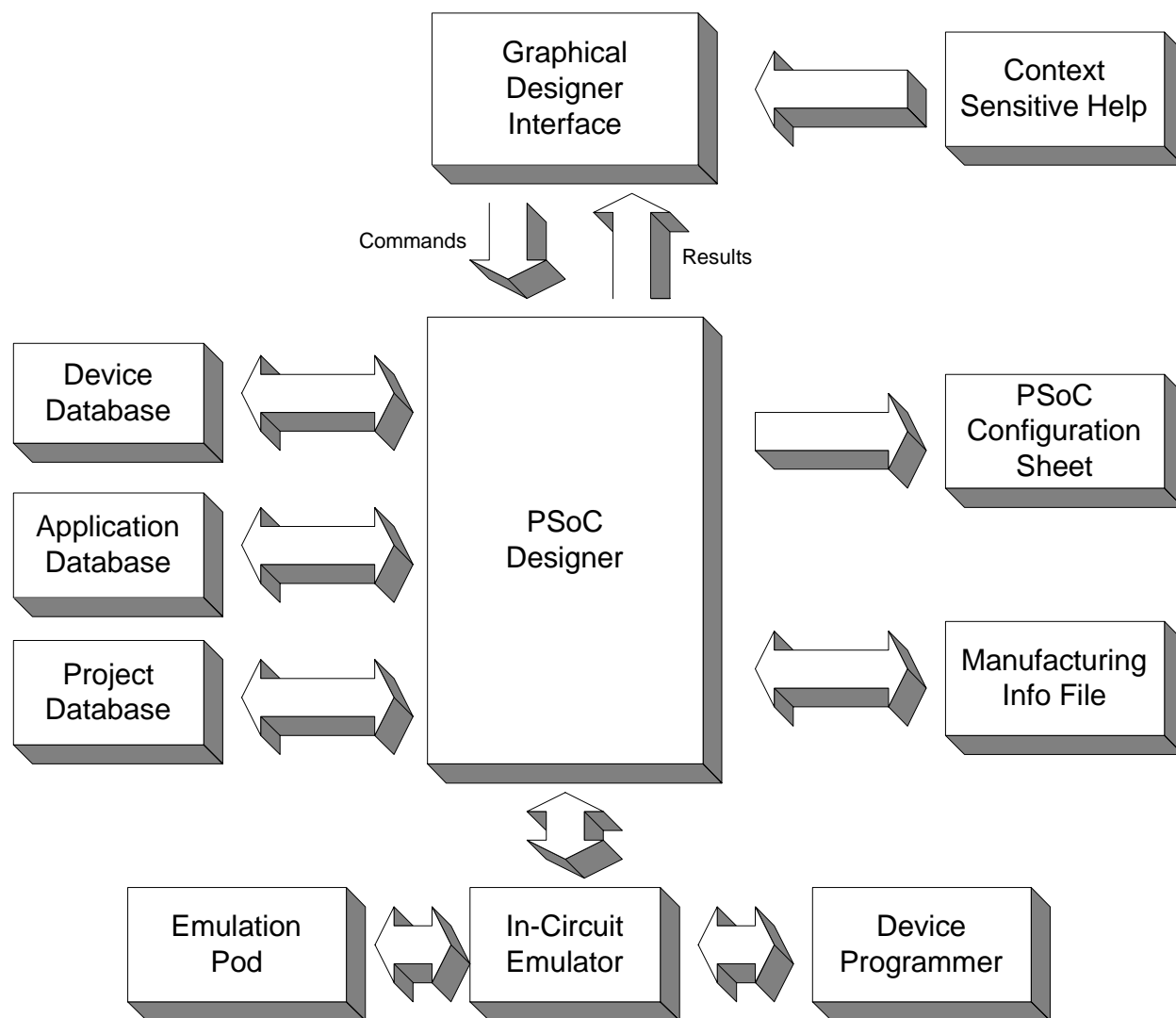


Figure 35: PSoC Designer Functional Flow

12.1 Overview

The Cypress MicroSystems PSoC Designer is a Microsoft® Windows-based, integrated development environment for the Programmable System-on-Chip (PSoC) devices. The PSoC Designer runs on Windows 98, Windows NT 4.0, Windows 2000, Windows Millennium (Me), or Windows XP.

PSoC Designer helps the customer to select an operating configuration for the microcontroller, write application code that uses the microcontroller, and debug the application. This system provides design database management by project, an integrated debugger with In-Circuit

Emulator, in-system programming support, and the CYASM macro assembler for the CPUs.

PSoC Designer also supports a high-level C language compiler developed specifically for the devices in the family.

12.2 Integrated Development Environment Subsystems

12.2.1 Online Help System

The online help system displays online, context-sensitive help for the user. Designed for procedural and quick reference, each functional subsystem has its own context-sensitive help. This system also provides tutorials and links to FAQs and an Online Support Forum to aid the designer in getting started.

12.2.2 Device Editor

PSoC Designer has several main functions. The Device Editor subsystem lets the user select different onboard analog and digital component configurations for the PSoC blocks. PSoC Designer sets up power-on initialization tables for selected PSoC block configurations and creates source code for an application framework. The framework contains software to operate the selected components and, if the project uses more than one operating configuration, contains routines to switch between different sets of PSoC block configurations at runtime. PSoC Designer can print out a configuration sheet for given project configuration for use during application programming in conjunction with the Device Data Sheet. Once the framework is generated, the user can add application-specific code to flesh out the framework. It's also possible to change the selected components and regenerate the framework.

12.2.3 Assembler

The included CYASM macro assembler supports the M8C microcontroller instruction set and generates a load file ready for device programming or system debugging using the ICE hardware.

12.2.4 C Language Software Development

A C language compiler supports Cypress MicroSystems' PSoC family devices. Even if you have never worked in the C language before, the product quickly allows you to create complete C programs for the PSoC family devices.

The embedded, optimizing C compiler provides all the features of C tailored to the PSoC architecture. It includes a built-in macro assembler allowing assembly

code to be merged seamlessly with C code. The link libraries automatically use absolute addressing or can be compiled in relative mode, and linked with other software modules to get absolute addressing.

The compiler comes complete with embedded libraries providing port and bus operations, standard keypad and display support, and extended math functionality.

12.2.5 Debugger

The PSoC Designer Debugger subsystem provides hardware in-circuit emulation, allowing the designer to test the program in a physical system while providing an internal view of the PSoC device. Debugger commands allow the designer to read and write program and data memory, read and write I/O registers, read and write CPU registers, set and clear breakpoints, and provide program run, halt, and step control. The debugger also allows the designer to create a trace buffer of registers and memory locations of interest.

12.3 Hardware Tools

12.3.1 In-Circuit Emulator

A low cost, high functionality ICE is available for development support. This hardware has the capability to program single devices.