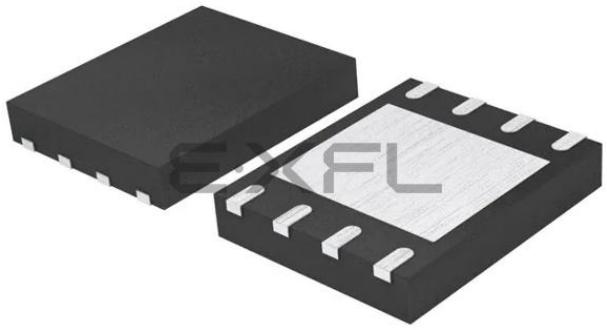

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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable 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	eZ8
Core Size	8-Bit
Speed	5MHz
Connectivity	IrDA, UART/USART
Peripherals	Brown-out Detect/Reset, LED, POR, PWM, WDT
Number of I/O	6
Program Memory Size	4KB (4K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	8-VDFN Exposed Pad
Supplier Device Package	8-QFN (5x6)
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f0413qb005eg

CPU and Peripheral Overview

The eZ8 CPU, Zilog's latest 8-bit central processing unit (CPU), meets the continuing demand for faster and code-efficient microcontrollers. The eZ8 CPU executes a superset of the original Z8 instruction set. The eZ8 CPU features include:

- Direct register-to-register architecture allows each register to function as an accumulator, improving execution time and decreasing the required program memory
- Software stack allows much greater depth in subroutine calls and interrupts than hardware stacks
- Compatible with existing Z8 code
- Expanded internal Register File allows access of up to 4 KB
- New instructions improve execution efficiency for code developed using higher-level programming languages, including C
- Pipelined instruction fetch and execution
- New instructions for improved performance including BIT, BSWAP, BTJ, CPC, LDC, LDCI, LEA, MULT, and SRL
- New instructions support 12-bit linear addressing of the Register File
- Up to 10 MIPS operation
- C-Compiler friendly
- 2 to 9 clock cycles per instruction

For more information about the eZ8 CPU, refer to the eZ8 CPU Core User Manual (UM0128) available for download at www.zilog.com.

General-Purpose I/O

F0823 Series features 6 to 24 port pins (Ports A–C) for general-purpose I/O (GPIO). The number of GPIO pins available is a function of package. Each pin is individually programmable. 5V-tolerant input pins are available on all I/Os on 8-pin devices, most I/Os on other package types.

Flash Controller

The Flash Controller programs and erases Flash memory. The Flash Controller supports protection against accidental program and erasure, as well as factory serialization and read protection.

returns FFH. Writing to these unimplemented Program Memory addresses produces no effect. Table 6 describes the Program Memory maps for the Z8 Encore! XP F0823 Series products.

Table 6. Z8 Encore! XP F0823 Series Program Memory Maps

Program Memory Address (Hex)	Function
Z8F0823 and Z8F0813 Products	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–0005	WDT Interrupt Vector
0006–0007	Illegal Instruction Trap
0008–0037	Interrupt Vectors*
0038–003D	Oscillator Fail Traps*
003E–0FFF	Program Memory
Z8F0423 and Z8F0413 Products	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–0005	WDT Interrupt Vector
0006–0007	Illegal Instruction Trap
0008–0037	Interrupt Vectors*
0038–003D	Oscillator Fail Traps*
003E–0FFF	Program Memory
Z8F0223 and Z8F0213 Products	
0000–0001	Flash Option Bits
0002–0003	Reset Vector
0004–0005	WDT Interrupt Vector
0006–0007	Illegal Instruction Trap
0008–0037	Interrupt Vectors*
0038–003D	Oscillator Fail Traps*
003E–07FF	Program Memory

Note: *See the Trap and Interrupt Vectors in Order of Priority section on page 55 for a list of the interrupt vectors and traps.

Table 17. Port Alternate Function Mapping (Non 8-Pin Parts)

Port	Pin	Mnemonic	Alternate Function Description	Alternate Function Set Register AFS1
Port A[1]	PA0	T0IN/$\overline{\text{T0OUT}}$	Timer 0 Input/Timer 0 Output Complement	N/A
		Reserved		
	PA1	T0OUT	Timer 0 Output	
		Reserved		
	PA2	$\overline{\text{DE0}}$	$\overline{\text{UART 0 Driver Enable}}$	
		Reserved		
	PA3	$\overline{\text{CTS0}}$	$\overline{\text{UART 0 Clear to Send}}$	
		Reserved		
	PA4	RXD0/IRRX0	UART 0 / IrDA 0 Receive Data	
		Reserved		
	PA5	TXD0/IRTX0	UART 0 / IrDA 0 Transmit Data	
		Reserved		
	PA6	T1IN/$\overline{\text{T1OUT}}$[2]	Timer 1 Input/Timer 1 Output Complement	
		Reserved		
	PA7	T1OUT	Timer 1 Output	
		Reserved		

Notes:
1. Because there is only a single alternate function for each Port A pin, the Alternate Function Set registers are not implemented for Port A. Enabling alternate function selections as described in the Port A–C Alternate Function Subregisters section on page 43 automatically enables the associated alternate function.
2. Whether PA0/PA6 take on the timer input or timer output complement function depends on the timer configuration as described in the Timer Pin Signal Operation section on page 83.
3. Because there are at most two choices of alternate function for any pin of Port B, the Alternate Function Set register AFS2 is implemented but not used to select the function. Also, alternate function selection as described in the Port A–C Alternate Function Subregisters section on page 43 must also be enabled.
4. V_{REF} is available on PB5 in 28-pin products only.
5. Because there are at most two choices of alternate function for any pin of Port C, the Alternate Function Set register AFS2 is implemented but not used to select the function. Also, Alternate Function selection as described in the Port A–C Alternate Function Subregisters section on page 43 must also be enabled.
6. V_{REF} is available on PC2 in 20-pin parts only.

Table 20. PADDR[7:0] Subregister Functions

PADDR[7:0]	Port Control Subregister Accessible Using the Port A–C Control Registers
05H	Stop Mode Recovery Source Enable.
06H	Pull-up Enable.
07H	Alternate Function Set 1.
08H	Alternate Function Set 2.
09H–FFH	No function.

Port A–C Control Registers

The Port A–C Control registers set the GPIO port operation. The value in the corresponding Port A–C Address Register determines which subregister is read from or written to by a Port A–C Control Register transaction; see Table 21.

Table 21. Port A–C Control Registers (P*x*CTL)

Bit	7	6	5	4	3	2	1	0
Field	PCTL							
RESET	00H							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FD1H, FD5H, FD9H							

Bit	Description
[7:0] PCTL	**Port Control** The Port Control Register provides access to all subregisters that configure the GPIO Port operation.

Port A–C Input Data Registers

Reading from the Port A–C Input Data registers (Table 30) returns the sampled values from the corresponding port pins. The Port A–C Input Data registers are read-only. The value returned for any unused ports is 0. Unused ports include those missing on the 8- and 28-pin packages, as well as those missing on the ADC-enabled 28-pin packages.

Table 30. Port A–C Input Data Registers (PxIN)

Bit	7	6	5	4	3	2	1	0
Field	PIN7	PIN6	PIN5	PIN4	PIN3	PIN2	PIN1	PIN0
RESET	X	X	X	X	X	X	X	X
R/W	R	R	R	R	R	R	R	R
Address	FD2H, FD6H, FDAH							

Bit	Description
[7:0] PxIN	**Port Input Data** Sampled data from the corresponding port pin input. 0 = Input data is logical 0 (Low). 1 = Input data is logical 1 (High).

Note: x indicates the specific GPIO port pin number (7–0).

Interrupt Request 2 Register

The Interrupt Request 2 (IRQ2) register (Table 38) stores interrupt requests for both vectored and polled interrupts. When a request is presented to the interrupt controller, the corresponding bit in the IRQ2 Register becomes 1. If interrupts are globally enabled (vectored interrupts), the interrupt controller passes an interrupt request to the eZ8 CPU. If interrupts are globally disabled (polled interrupts), the eZ8 CPU can read the Interrupt Request 2 Register to determine if any interrupt requests are pending.

Table 38. Interrupt Request 2 Register (IRQ2)

Bit	7	6	5	4	3	2	1	0
Field	Reserved				PC3I	PC2I	PC1I	PC0I
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FC6H							

Bit	Description
[7:4]	**Reserved** These bits are reserved and must be programmed to 0000.
[3:0] PCxI	**Port C Pin *x* Interrupt Request** 0 = No interrupt request is pending for GPIO Port C pin *x*. 1 = An interrupt request from GPIO Port C pin *x* is awaiting service.

Note: x indicates the specific GPIO Port C pin number (3–0).

IRQ0 Enable High and Low Bit Registers

Table 39 describes the priority control for IRQ0. The IRQ0 Enable High and Low Bit registers (Table 40 and Table 41) form a priority-encoded enabling for interrupts in the Interrupt Request 0 Register. Priority is generated by setting bits in each register.

Table 39. IRQ0 Enable and Priority Encoding

IRQ0ENH[*x*]	IRQ0ENL[*x*]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Nominal
1	1	Level 3	High

Note: where *x* indicates the register bits from 0–7.

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{Reload Value} - \text{PWM Value}}{\text{Reload Value}} \times 100$$

If TPOL is set to 1, the ratio of the PWM output High time to the total period is represented by:

$$\text{PWM Output High Time Ratio (\%)} = \frac{\text{PWM Value}}{\text{Reload Value}} \times 100$$

CAPTURE Mode

In CAPTURE Mode, the current timer count value is recorded when the appropriate external Timer Input transition occurs. The capture count value is written to the Timer PWM High and Low Byte registers. The timer input is the system clock. The TPOL bit in the Timer Control Register determines if the capture occurs on a rising edge or a falling edge of the Timer Input signal. When the capture event occurs, an interrupt is generated and the timer continues counting. The INPCAP bit in TxCTL1 Register is set to indicate the timer interrupt is because of an input capture event.

The timer continues counting up to the 16-bit reload value stored in the Timer Reload High and Low Byte registers. Upon reaching the reload value, the timer generates an interrupt and continues counting. The INPCAP bit in TxCTL1 Register clears indicating the timer interrupt is not because of an input capture event.

Observe the following steps to configure a timer for CAPTURE Mode and initiating the count:

1. Write to the Timer Control Register to:
   - Disable the timer
   - Configure the timer for CAPTURE Mode
   - Set the prescale value
   - Set the capture edge (rising or falling) for the Timer Input
2. Write to the Timer High and Low Byte registers to set the starting count value (typically 0001H).
3. Write to the Timer Reload High and Low Byte registers to set the reload value.
4. Clear the Timer PWM High and Low Byte registers to 0000H. Clearing these registers allows the software to determine if interrupts were generated by either a capture or a reload event. If the PWM High and Low Byte registers still contain 0000H after the interrupt, the interrupt was generated by a reload.
5. Enable the timer interrupt, if appropriate, and set the timer interrupt priority by writing to the relevant interrupt registers. By default, the timer interrupt is generated for both

Timer 0–1 PWM High and Low Byte Registers

The Timer 0–1 PWM High and Low Byte (TxPWMH and TxPWML) registers (Table 55 and Table 56) control pulse-width modulator (PWM) operations. These registers also store the capture values for the CAPTURE and CAPTURE/COMPARE modes.

Table 55. Timer 0–1 PWM High Byte Register (TxPWMH)

Bit	7	6	5	4	3	2	1	0
Field	PWMH							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F04H, F0CH							

Table 56. Timer 0–1 PWM Low Byte Register (TxPWML)

Bit	7	6	5	4	3	2	1	0
Field	PWML							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	F05H, F0DH							

Bit	Description
[7:0] PWMH, PWML	**Pulse-Width Modulator High and Low Bytes** These two bytes, {PWMH[7:0], PWML[7:0]}, form a 16-bit value that is compared to the current 16-bit timer count. When a match occurs, the PWM output changes state. The PWM output value is set by the TPOL bit in the Timer Control Register (TxCTL1) register. These TxPWMH and TxPWML registers also store the 16-bit captured timer value when operating in CAPTURE or CAPTURE/COMPARE modes.

Timer 0–1 Control Registers

The Timer Control registers are 8-bit read/write registers that control the operation of their associated counter/timers.

Timer 0–1 Control Register 0

The Timer Control Register 0 (TxCTL0) and Timer Control Register 1 (TxCTL1) determine the timer operating mode. It also includes a programmable PWM deadband delay,

Watchdog Timer

The Watchdog Timer (WDT) protects against corrupt or unreliable software, power faults, and other system-level problems which can place Z8 Encore! XP F0823 Series devices into unsuitable operating states. The features of Watchdog Timer include:

- On-chip RC oscillator
- A selectable time-out response: reset or interrupt
- 24-bit programmable time-out value

Operation

The WDT is a retriggerable one-shot timer that resets or interrupts F0823 Series devices when the WDT reaches its terminal count. The Watchdog Timer uses a dedicated on-chip RC oscillator as its clock source. The Watchdog Timer operates in only two modes: ON and OFF. Once enabled, it always counts and must be refreshed to prevent a time-out. Perform an enable by executing the `WDT` instruction or by setting the WDT_AO Flash Option Bit. The `WDT_AO` bit forces the Watchdog Timer to operate immediately upon reset, even if a `WDT` instruction has not been executed.

The Watchdog Timer is a 24-bit reloadable down counter that uses three 8-bit registers in the eZ8 CPU register space to set the reload value. The nominal WDT time-out period is described by the following equation:

$$\text{WDT Time-out Period (ms)} = \frac{\text{WDT Reload Value}}{10}$$

where the WDT reload value is the decimal value of the 24-bit value given by {WDTU[7:0], WDTH[7:0], WDTL[7:0]} and the typical Watchdog Timer RC oscillator frequency is 10 kHz. The Watchdog Timer cannot be refreshed after it reaches `000002H`. The WDT Reload Value must not be set to values below `000004H`. Table 59 provides information about approximate time-out delays for the minimum and maximum WDT reload values.

Table 59. Watchdog Timer Approximate Time-Out Delays

WDT Reload Value (Hex)	WDT Reload Value (Decimal)	Approximate Time-Out Delay (with 10 kHz typical WDT oscillator frequency)	
		Typical	Description
000004	4	400 µs	Minimum time-out delay
FFFFFF	16,777,215	28 minutes	Maximum time-out delay

WDT Reset in NORMAL Operation

If configured to generate a Reset when a time-out occurs, the Watchdog Timer forces the device into the System Reset state. The WDT status bit in the Watchdog Timer Control Register is set to 1. For more information about System Reset, see **the** Reset and Stop Mode Recovery chapter on page 21.

WDT Reset in STOP Mode

If configured to generate a Reset when a time-out occurs and the device is in STOP Mode, the Watchdog Timer initiates a Stop Mode Recovery. Both the WDT status bit and the STOP bit in the Watchdog Timer Control Register are set to 1 following WDT time-out in STOP Mode. For more information, see **the** Reset and Stop Mode Recovery chapter on page 21.

Watchdog Timer Reload Unlock Sequence

Writing the unlock sequence to the Watchdog Timer Control Register (WDTCTL) address unlocks the three Watchdog Timer Reload Byte Registers (WDTU, WDTH, and WDTL) to allow changes to the time-out period. These write operations to the WDTCTL Register address produce no effect on the bits in the WDTCTL Register. The locking mechanism prevents spurious writes to the Reload registers. The following sequence is required to unlock the Watchdog Timer Reload Byte Registers (WDTU, WDTH, and WDTL) for write access.

1. Write 55H to the Watchdog Timer Control Register (WDTCTL).
2. Write AAH to the Watchdog Timer Control Register (WDTCTL).
3. Write the Watchdog Timer Reload Upper Byte register (WDTU).
4. Write the Watchdog Timer Reload High Byte register (WDTH).
5. Write the Watchdog Timer Reload Low Byte register (WDTL).

All three Watchdog Timer Reload registers must be written in the order just listed. There must be no other register writes between each of these operations. If a register write occurs, the lock state machine resets and no further writes can occur unless the sequence is restarted. The value in the Watchdog Timer Reload registers is loaded into the counter when the Watchdog Timer is first enabled and every time a WDT instruction is executed.

Watchdog Timer Control Register Definitions

This section defines the features of the following Watchdog Timer Control registers.

Watchdog Timer Control Register (WDTCTL): see page 94

Watchdog Timer Reload Upper Byte Register (WDTU): see page 95

Universal Asynchronous Receiver/ Transmitter

The universal asynchronous receiver/transmitter (UART) is a full-duplex communication channel capable of handling asynchronous data transfers. The UART uses a single 8-bit data mode with selectable parity. The features of UART include:

- 8-bit asynchronous data transfer
- Selectable even- and odd-parity generation and checking
- Option of one or two STOP bits
- Separate transmit and receive interrupts
- Framing, parity, overrun, and break detection
- Separate transmit and receive enables
- 16-bit baud rate generator (BRG)
- Selectable MULTIPROCESSOR (9-bit) Mode with three configurable interrupt schemes
- BRG can be configured and used as a basic 16-bit timer
- Driver Enable output for external bus transceivers

Architecture

The UART consists of three primary functional blocks: transmitter, receiver, and baud rate generator. The UART's transmitter and receiver function independently, but employ the same baud rate and data format. Figure 10 displays the UART architecture.

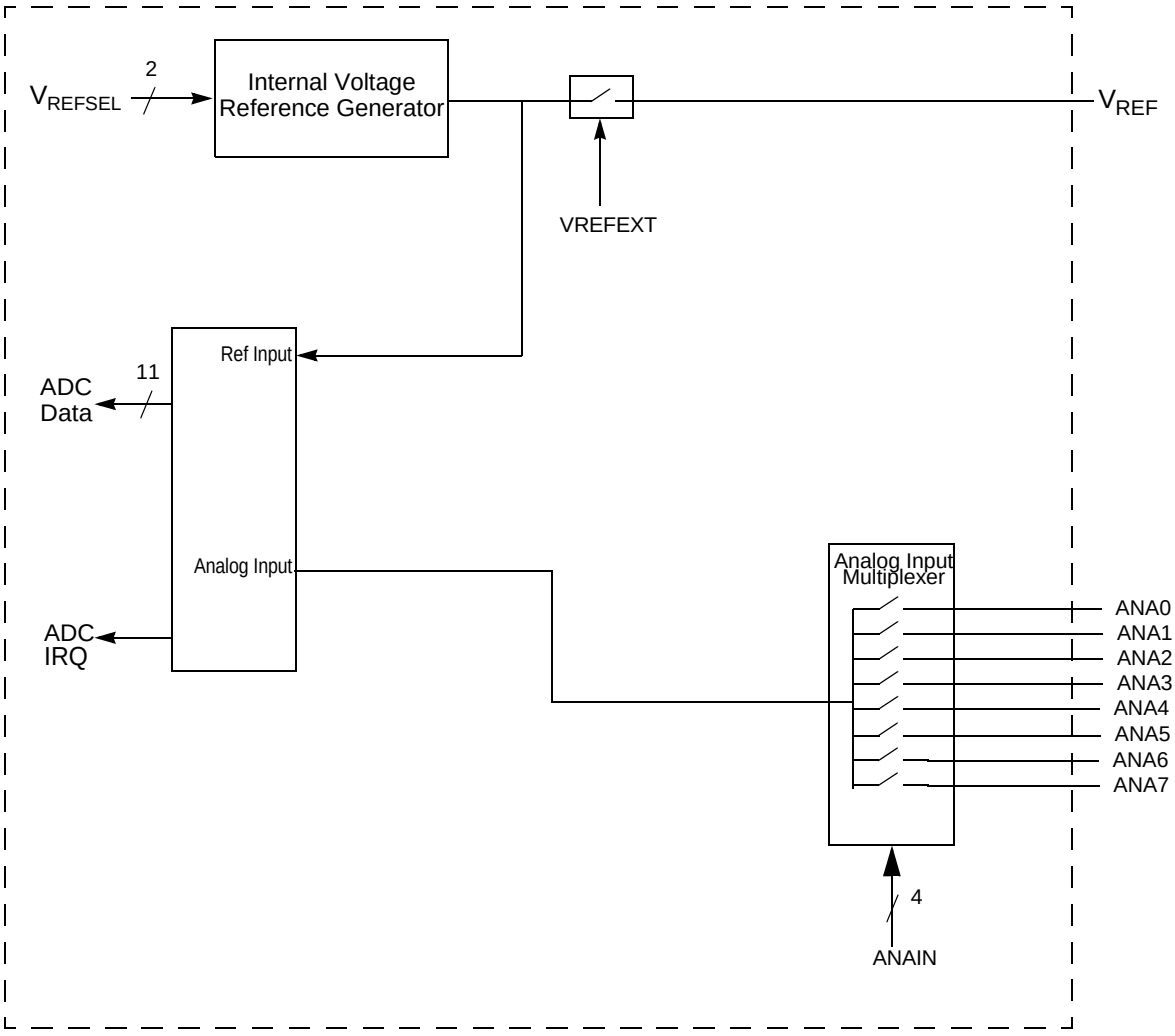

Figure 19. Analog-to-Digital Converter Block Diagram

Operation

The output of the ADC is an 11-bit, signed, two's-complement digital value. The output generally ranges from 0 to +1023, but offset errors can cause small negative values.

The ADC registers return 13 bits of data, but the two LSBs are intended for compensation use only. When the compensation routine is performed on the 13 bit raw ADC value, two bits of resolution are lost because of a rounding error. As a result, the final value is an 11-bit number.

Trim Bit Data Register

The Trim Bid Data (TRMDR) register contains the read or write data for access to the trim option bits.

Table 88. Trim Bit Data Register (TRMDR)

Bit	7	6	5	4	3	2	1	0
Field	TRMDR: Trim Bit Data							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	FF7H							

Flash Option Bit Address Space

The first two bytes of Flash program memory at addresses 0000H and 0001H are reserved for the user-programmable Flash option bits.

Table 89. Flash Option Bits at Program Memory Address 0000H

Bit	7	6	5	4	3	2	1	0
Field	WDT_RES	WDT_AO	Reserved		VBO_AO	FRP	Reserved	FWP
RESET	U	U	U	U	U	U	U	U
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Address	Program Memory 0000H							

Note: U = Unchanged by Reset. R/W = Read/Write.

Bit	Description
[7] WDT_RES	**Watchdog Timer Reset** 0 = Watchdog Timer time-out generates an interrupt request. Interrupts must be globally enabled for the eZ8 CPU to acknowledge the interrupt request. 1 = Watchdog Timer time-out causes a system reset. This setting is the default for unprogrammed (erased) Flash.
[6] WDT_AO	**Watchdog Timer Always ON** 0 = Watchdog Timer is automatically enabled upon application of system power. Watchdog Timer can not be disabled. 1 = Watchdog Timer is enabled upon execution of the WDT instruction. Once enabled, the Watchdog Timer can only be disabled by a Reset or Stop Mode Recovery. This setting is the default for unprogrammed (erased) Flash.
[5:4]	**Reserved** These bits are reserved and must be programmed to 11 during writes, and to 11 when read.

On-Chip Debugger Commands

The host communicates to the OCD by sending OCD commands using the DBG interface. During normal operation, only a subset of the OCD commands are available. In DEBUG Mode, all OCD commands become available unless the user code and control registers are protected by programming the Flash Read Protect Option bit (FRP). The Flash Read Protect Option bit prevents the code in memory from being read out of Z8 Encore! XP F0823 Series products. When this option is enabled, several of the OCD commands are disabled.

Table 101 is a summary of the OCD commands. Each OCD command is described in further detail in the pages that follow this table. Table 102 on page 167 also indicates those commands that operate when the device is not in DEBUG Mode (normal operation) and those commands that are disabled by programming the Flash Read Protect Option bit.

Table 101. OCD Commands

Debug Command	Command Byte	Enabled when not in DEBUG Mode?	Disabled by Flash Read Protect Option Bit
Read OCD Revision	00H	Yes	–
Reserved	01H	–	–
Read OCD Status Register	02H	Yes	–
Read Runtime Counter	03H	–	–
Write OCD Control Register	04H	Yes	Cannot clear DBGMODE bit.
Read OCD Control Register	05H	Yes	–
Write Program Counter	06H	–	Disabled.
Read Program Counter	07H	–	Disabled.
Write Register	08H	–	Only writes of the Flash Memory Control registers are allowed. Additionally, only the Mass Erase command is allowed to be written to the Flash Control Register.
Read Register	09H	–	Disabled.
Write Program Memory	0AH	–	Disabled.
Read Program Memory	0BH	–	Disabled.
Write Data Memory	0CH	–	Yes.
Read Data Memory	0DH	–	–
Read Program Memory CRC	0EH	–	–
Reserved	0FH	–	–
Step Instruction	10H	–	Disabled.
Stuff Instruction	11H	–	Disabled.
Execute Instruction	12H	–	Disabled.
Reserved	13H–FFH	–	–

conditions, do not enable the clock failure circuitry (POFEN must be deasserted in the OSCCTL Register).

Watchdog Timer Failure

In the event of a Watchdog Timer oscillator failure, a similar non-maskable interrupt-like event is issued. This event does not trigger an attendant clock switch-over, but alerts the CPU of the failure. After a Watchdog Timer failure, it is no longer possible to detect a primary oscillator failure. The failure detection circuitry does not function if the Watchdog Timer is used as the primary oscillator or if the Watchdog Timer oscillator has been disabled. For either of these cases, it is necessary to disable the detection circuitry by deasserting the WDFEN bit of the OSCCTL Register.

The Watchdog Timer oscillator failure detection circuit counts system clocks while searching for a Watchdog Timer clock. The logic counts 8004 system clock cycles before determining that a failure has occurred. The system clock rate determines the speed at which the Watchdog Timer failure can be detected. A very slow system clock results in very slow detection times.

! **Caution:** It is possible to disable the clock failure detection circuitry as well as all functioning clock sources. In this case, the Z8 Encore! XP F0823 Series device ceases functioning and can only be recovered by Power-On Reset.

Oscillator Control Register Definitions

The following section provides the bit definitions for the Oscillator Control Register.

Oscillator Control Register

The Oscillator Control Register (OSCCTL) enables/disables the various oscillator circuits, enables/disables the failure detection/recovery circuitry and selects the primary oscillator, which becomes the system clock.

The Oscillator Control Register must be unlocked before writing. Writing the two step sequence E7H followed by 18H to the Oscillator Control Register unlocks it. The register is locked at successful completion of a register write to the OSCCTL.

Table 118. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode dst	Address Mode src	Opcode(s) (Hex)	Flags C	Z	S	V	D	H	Fetch Cycles	Instr. Cycles
DA dst	dst ← DA(dst)	R		40	*	*	*	X	–	–	2	2
		IR		41							2	3
DEC dst	dst ← dst - 1	R		30	–	*	*	*	–	–	2	2
		IR		31							2	3
DECW dst	dst ← dst - 1	RR		80	–	*	*	*	–	–	2	5
		IRR		81							2	6
DI	IRQCTL[7] ← 0			8F	–	–	–	–	–	–	1	2
DJNZ dst, RA	dst ← dst – 1 if dst ≠ 0 PC ← PC + X	r		0A-FA	–	–	–	–	–	–	2	3
EI	IRQCTL[7] ← 1			9F	–	–	–	–	–	–	1	2
HALT	HALT Mode			7F	–	–	–	–	–	–	1	2
INC dst	dst ← dst + 1	R		20	–	*	*	–	–	–	2	2
		IR		21							2	3
		r		0E-FE							1	2
INCW dst	dst ← dst + 1	RR		A0	–	*	*	*	–	–	2	5
		IRR		A1							2	6
IRET	FLAGS ← @SP SP ← SP + 1 PC ← @SP SP ← SP + 2 IRQCTL[7] ← 1			BF	*	*	*	*	*	*	1	5
JP dst	PC ← dst	DA		8D	–	–	–	–	–	–	3	2
		IRR		C4							2	3
JP cc, dst	if cc is true PC ← dst	DA		0D-FD	–	–	–	–	–	–	3	2
JR dst	PC ← PC + X	DA		8B	–	–	–	–	–	–	2	2
JR cc, dst	if cc is true PC ← PC + X	DA		0B-FB	–	–	–	–	–	–	2	2

Note: Flags Notation:
* = Value is a function of the result of the operation.
– = Unaffected.
X = Undefined.
0 = Reset to 0.
1 = Set to 1.

Table 118. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode dst	Address Mode src	Opcode(s) (Hex)	Flags C	Z	S	V	D	H	Fetch Cycles	Instr. Cycles
LD dst, rc	dst ← src	r	IM	0C-FC	–	–	–	–	–	–	2	2
		r	X(r)	C7							3	3
		X(r)	r	D7							3	4
		r	Ir	E3							2	3
		R	R	E4							3	2
		R	IR	E5							3	4
		R	IM	E6							3	2
		IR	IM	E7							3	3
		Ir	r	F3							2	3
		IR	R	F5							3	3
LDC dst, src	dst ← src	r	Irr	C2	–	–	–	–	–	–	2	5
		Ir	Irr	C5							2	9
		Irr	r	D2							2	5
LDCI dst, src	dst ← src r ← r + 1 rr ← rr + 1	Ir	Irr	C3	–	–	–	–	–	–	2	9
		Irr	Ir	D3							2	9
LDE dst, src	dst ← src	r	Irr	82	–	–	–	–	–	–	2	5
		Irr	r	92							2	5
LDEI dst, src	dst ← src r ← r + 1 rr ← rr + 1	Ir	Irr	83	–	–	–	–	–	–	2	9
		Irr	Ir	93							2	9
LDWX dst, src	dst ← src	ER	ER	1FE8	–	–	–	–	–	–	5	4

Note: Flags Notation:
* = Value is a function of the result of the operation.
– = Unaffected.
X = Undefined.
0 = Reset to 0.
1 = Set to 1.

G

H

I

J

L

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