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Details	
Product Status	Active
Core Processor	HC08
Core Size	8-Bit
Speed	8MHz
Connectivity	SCI, SPI
Peripherals	LVD, POR, PWM
Number of I/O	33
Program Memory Size	16KB (16K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 8x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-QFP
Supplier Device Package	44-QFP (10x10)
Purchase URL	https://www.e-xfl.com/pro/item?MUrl=&PartUrl=mc908gp16cfbe

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Addr.	Register Name		Bit 7	6	5	4	3	2	1	Bit 0
$0000	Port A Data Register (PTA)	Read:	PTA7	PTA6	PTA5	PTA4	PTA3	PTA2	PTA1	PTA0
		Write:								
		Reset:	Unaffected by reset							
$0001	Port B Data Register (PTB)	Read:	PTB7	PTB6	PTB5	PTB4	PTB3	PTB2	PTB1	PTB0
		Write:								
		Reset:	Unaffected by reset							
$0002	Port C Data Register (PTC)	Read:	0	PTC6	PTC5	PTC4	PTC3	PTC2	PTC1	PTC0
		Write:								
		Reset:	Unaffected by reset							
$0003	Port D Data Register (PTD)	Read:	PTD7	PTD6	PTD5	PTD4	PTD3	PTD2	PTD1	PTD0
		Write:								
		Reset:	Unaffected by reset							
$0004	Data Direction Register A (DDRA)	Read:	DDRA7	DDRA6	DDRA5	DDRA4	DDRA3	DDRA2	DDRA1	DDRA0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0005	Data Direction Register B (DDRB)	Read:	DDRB7	DDRB6	DDRB5	DDRB4	DDRB3	DDRB2	DDRB1	DDRB0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0006	Data Direction Register C (DDRC)	Read:	0	DDRC6	DDRC5	DDRC4	DDRC3	DDRC2	DDRC1	DDRC0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0007	Data Direction Register D (DDRD)	Read:	DDRD7	DDRD6	DDRD5	DDRD4	DDRD3	DDRD2	DDRD1	DDRD0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$0008	Port E Data Register (PTE)	Read:	0	0	0	0	0	0	PTE1	PTE0
		Write:								
		Reset:	Unaffected by reset							
$0009	Unimplemented	Read:								
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$000A	Unimplemented	Read:								
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$000B	Unimplemented	Read:								
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$000C	Data Direction Register E (DDRE)	Read:	0	0	0	0	0	0	DDRE1	DDRE0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$000D	Port A Input Pullup Enable Register (PTAPUE)	Read:	PTAPUE7	PTAPUE6	PTAPUE5	PTAPUE4	PTAPUE3	PTAPUE2	PTAPUE1	PTAPUE0
		Write:								
		Reset:	0	0	0	0	0	0	0	0

= Unimplemented R = Reserved U = Unaffected

Figure 2-2. Control, Status, and Data Registers (Sheet 1 of 6)

NOTE

A security feature prevents viewing of the FLASH contents.[1]

2.6.2 FLASH Control Register

The FLASH control register (FLCR) controls FLASH program and erase operations.

Address: $FE08

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	0	0	0	0	HVEN	MASS	ERASE	PGM
Write:								
Reset:	0	0	0	0	0	0	0	0

= Unimplemented

Figure 2-3. FLASH Control Register (FLCR)

HVEN — High-Voltage Enable Bit

This read/write bit enables the charge pump to drive high voltages for program and erase operations in the array. HVEN can only be set if either PGM = 1 or ERASE = 1 and the proper sequence for program or erase is followed.

1 = High voltage enabled to array and charge pump on
0 = High voltage disabled to array and charge pump off

MASS — Mass Erase Control Bit

Setting this read/write bit configures the 32Kbyte FLASH array for mass erase operation.

1 = MASS erase operation selected
0 = PAGE erase operation selected

ERASE — Erase Control Bit

This read/write bit configures the memory for erase operation. ERASE is interlocked with the PGM bit such that both bits cannot be equal to 1 or set to 1 at the same time.

1 = Erase operation selected
0 = Erase operation unselected

PGM — Program Control Bit

This read/write bit configures the memory for program operation. PGM is interlocked with the ERASE bit such that both bits cannot be equal to 1 or set to 1 at the same time.

1 = Program operation selected
0 = Program operation unselected

2.6.3 FLASH Page Erase Operation

Use this step-by-step procedure to erase a page (128 bytes) of FLASH memory.

1. Set the ERASE bit, and clear the MASS bit in the FLASH control register.
2. Read the FLASH block protect register.
3. Write any data to any FLASH location within the page address range of the block to be erased.
4. Wait for a time, t_{nvs} (min. 10 µs)
5. Set the HVEN bit.

1. No security feature is absolutely secure. However, Freescale's strategy is to make reading or copying the FLASH difficult for unauthorized users.

During the programming cycle, make sure that all addresses being written to fit within one of the ranges specified above. Attempts to program addresses in different row ranges in one programming cycle will fail. Use this step-by-step procedure to program a row of FLASH memory (Figure 2-4 is a flowchart representation).

NOTE

Only bytes which are currently $FF may be programmed.

1. Set the PGM bit. This configures the memory for program operation and enables the latching of address and data for programming.
2. Read from the FLASH block protect register.
3. Write any data to any FLASH address within the row address range desired.
4. Wait for a time, t_{nvs} (min. 10 µs).
5. Set the HVEN bit.
6. Wait for a time, t_{pgs} (min. 5 µs).
7. Write data to the FLASH address to be programmed. (See note.)
8. Wait for a time, t_{PROG} (min. 30 µs).
9. Repeat step 7 and 8 until all the bytes within the row are programmed.
10. Clear the PGM bit. (See note.)
11. Wait for a time, t_{nvh} (min. 5 µs).
12. Clear the HVEN bit.
13. After time, t_{RCV} (typical 1 µs), the memory can be accessed in read mode again.

This program sequence is repeated throughout the memory until all data is programmed.

NOTE

Programming and erasing of FLASH locations can not be performed by code being executed from the same FLASH array.

NOTE

While these operations must be performed in the order shown, other unrelated operations may occur between the steps. Care must be taken within the FLASH array memory space such as the COP control register (COPCTL) at $FFFF.

NOTE

It is highly recommended that interrupts be disabled during program/ erase operations.

NOTE

Do not exceed t_{PROG} maximum or t_{HV} maximum. t_{HV} is defined as the cumulative high voltage programming time to the same row before next erase. t_{HV} must satisfy this condition:

$$t_{NVS} + t_{NVH} + t_{PGS} + (t_{PROG} \times 64) \leq t_{HV} \text{ maximum}$$

Refer to 19.17 Memory Characteristics.

NOTE

The time between programming the FLASH address change (step 7 to step 7), or the time between the last FLASH programmed to clearing the

3.3.2 Stop Mode

The break module is inactive in stop mode. The STOP instruction does not affect break module register states.

3.4 Central Processor Unit (CPU)

3.4.1 Wait Mode

The WAIT instruction:

- Clears the interrupt mask (I bit) in the condition code register, enabling interrupts. After exit from wait mode by interrupt, the I bit remains clear. After exit by reset, the I bit is set.
- Disables the CPU clock

3.4.2 Stop Mode

The STOP instruction:

- Clears the interrupt mask (I bit) in the condition code register, enabling external interrupts. After exit from stop mode by external interrupt, the I bit remains clear. After exit by reset, the I bit is set.
- Disables the CPU clock

After exiting stop mode, the CPU clock begins running after the oscillator stabilization delay.

3.5 Clock Generator Module (CGM)

3.5.1 Wait Mode

The CGM remains active in wait mode. Before entering wait mode, software can disengage and turn off the PLL by clearing the BCS and PLLON bits in the PLL control register (PCTL). Less power-sensitive applications can disengage the PLL without turning it off. Applications that require the PLL to wake the MCU from wait mode also can deselect the PLL output without turning off the PLL.

3.5.2 Stop Mode

If the OSCSTOPEN bit in the CONFIG register is cleared (default), then the STOP instruction disables the CGM (oscillator and phase-locked loop) and holds low all CGM outputs (CGMXCLK, CGMOUT, and CGMINT).

If the OSCSTOPEN bit in the CONFIG register is set, then the phase locked loop is shut off but the oscillator will continue to operate in stop mode.

3.6 Computer Operating Properly Module (COP)

3.6.1 Wait Mode

The COP remains active in wait mode. To prevent a COP reset during wait mode, periodically clear the COP counter in a CPU interrupt routine.

3.10 Serial Communications Interface Module (SCI)

3.10.1 Wait Mode

The SCI module remains active in wait mode. Any enabled CPU interrupt request from the SCI module can bring the MCU out of wait mode.

If SCI module functions are not required during wait mode, reduce power consumption by disabling the module before executing the WAIT instruction.

3.10.2 Stop Mode

The SCI module is inactive in stop mode. The STOP instruction does not affect SCI register states. SCI module operation resumes after the MCU exits stop mode.

Because the internal clock is inactive during stop mode, entering stop mode during an SCI transmission or reception results in invalid data.

3.11 Serial Peripheral Interface Module (SPI)

3.11.1 Wait Mode

The SPI module remains active in wait mode. Any enabled CPU interrupt request from the SPI module can bring the MCU out of wait mode.

If SPI module functions are not required during wait mode, reduce power consumption by disabling the SPI module before executing the WAIT instruction.

3.11.2 Stop Mode

The SPI module is inactive in stop mode. The STOP instruction does not affect SPI register states. SPI operation resumes after an external interrupt. If stop mode is exited by reset, any transfer in progress is aborted, and the SPI is reset.

3.12 Timer Interface Module (TIM1 and TIM2)

3.12.1 Wait Mode

The TIM remains active in wait mode. Any enabled CPU interrupt request from the TIM can bring the MCU out of wait mode.

If TIM functions are not required during wait mode, reduce power consumption by stopping the TIM before executing the WAIT instruction.

3.12.2 Stop Mode

The TIM is inactive in stop mode. The STOP instruction does not affect register states or the state of the TIM counter. TIM operation resumes when the MCU exits stop mode after an external interrupt.

4.7.2 ADC Data Register

One 8-bit result register, ADC data register (ADR), is provided. This register is updated each time an ADC conversion completes.

Address: $003D

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	AD7	AD6	AD5	AD4	AD3	AD2	AD1	AD0
Write:								
Reset:	0	0	0	0	0	0	0	0

= Unimplemented

Figure 4-3. ADC Data Register (ADR)

4.7.3 ADC Clock Register

The ADC clock register (ADCLK) selects the clock frequency for the ADC.

Address: $003E

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	ADIV2	ADIV1	ADIV0	ADICLK	0	0	0	0
Write:								
Reset:	0	0	0	0	0	0	0	0

= Unimplemented

Figure 4-4. ADC Clock Register (ADCLK)

ADIV2–ADIV0 — ADC Clock Prescaler Bits

ADIV2–ADIV0 form a 3-bit field which selects the divide ratio used by the ADC to generate the internal ADC clock. Table 4-2 shows the available clock configurations. The ADC clock should be set to approximately 1 MHz.

Table 4-2. ADC Clock Divide Ratio

ADIV2	ADIV1	ADIV0	ADC Clock Rate
0	0	0	ADC input clock ÷ 1
0	0	1	ADC input clock ÷ 2
0	1	0	ADC input clock ÷ 4
0	1	1	ADC input clock ÷ 8
1	X	X	ADC input clock ÷ 16

X = don’t care

Z — Zero Flag

The CPU sets the zero flag when an arithmetic operation, logic operation, or data manipulation produces a result of $00.

1 = Zero result
0 = Non-zero result

C — Carry/Borrow Flag

The CPU sets the carry/borrow flag when an addition operation produces a carry out of bit 7 of the accumulator or when a subtraction operation requires a borrow. Some instructions — such as bit test and branch, shift, and rotate — also clear or set the carry/borrow flag.

1 = Carry out of bit 7
0 = No carry out of bit 7

8.4 Arithmetic/Logic Unit (ALU)

The ALU performs the arithmetic and logic operations defined by the instruction set.

Refer to the *CPU08 Reference Manual* (document order number CPU08RM/AD) for a description of the instructions and addressing modes and more detail about the architecture of the CPU.

8.5 Low-Power Modes

The WAIT and STOP instructions put the MCU in low power-consumption standby modes.

8.5.1 Wait Mode

The WAIT instruction:

- Clears the interrupt mask (I bit) in the condition code register, enabling interrupts. After exit from wait mode by interrupt, the I bit remains clear. After exit by reset, the I bit is set.
- Disables the CPU clock

8.5.2 Stop Mode

The STOP instruction:

- Clears the interrupt mask (I bit) in the condition code register, enabling external interrupts. After exit from stop mode by external interrupt, the I bit remains clear. After exit by reset, the I bit is set.
- Disables the CPU clock

After exiting stop mode, the CPU clock begins running after the oscillator stabilization delay.

8.6 CPU During Break Interrupts

If a break module is present on the MCU, the CPU starts a break interrupt by:

- Loading the instruction register with the SWI instruction
- Loading the program counter with $FFFC:$FFFD or with $FEFC:$FEFD in monitor mode

The break interrupt begins after completion of the CPU instruction in progress. If the break address register match occurs on the last cycle of a CPU instruction, the break interrupt begins immediately.

A return-from-interrupt instruction (RTI) in the break routine ends the break interrupt and returns the MCU to normal operation if the break interrupt has been deasserted.

Chapter 12
Input/Output (I/O) Ports

12.1 Introduction

Thirty-three (33) bidirectional input-output (I/O) pins form five parallel ports. All I/O pins are programmable as inputs or outputs. All individual bits within port A, port C, and port D are software configurable with pullup devices if configured as input port bits. The pullup devices are automatically and dynamically disabled when a port bit is switched to output mode.

Input pins and I/O port pins that are not used in the application must be terminated. This prevents excess current caused by floating inputs, and enhances immunity during noise or transient events. Termination methods include:

1. Configuring unused pins as outputs and driving high or low;
2. Configuring unused pins as inputs and enabling internal pull-ups;
3. Configuring unused pins as inputs and using external pull-up or pull-down resistors.

Never connect unused pins directly to V_{DD} or V_{SS}.

Since some general-purpose I/O pins are not available on all packages, these pins must be terminated as well. Either method 1 or 2 above are appropriate.

Addr.	Register Name		Bit 7	6	5	4	3	2	1	Bit 0
$0000	Port A Data Register (PTA)	Read:	PTA7	PTA6	PTA5	PTA4	PTA3	PTA2	PTA1	PTA0
		Write:								
		Reset:	Unaffected by reset							
$0001	Port B Data Register (PTB)	Read:	PTB7	PTB6	PTB5	PTB4	PTB3	PTB2	PTB1	PTB0
		Write:								
		Reset:	Unaffected by reset							
$0002	Port C Data Register (PTC)	Read:	0	PTC6	PTC5	PTC4	PTC3	PTC2	PTC1	PTC0
		Write:								
		Reset:	Unaffected by reset							
$0003	Port D Data Register (PTD)	Read:	PTD7	PTD6	PTD5	PTD4	PTD3	PTD2	PTD1	PTD0
		Write:								
		Reset:	Unaffected by reset							

= Unimplemented

Figure 12-1. I/O Port Register Summary

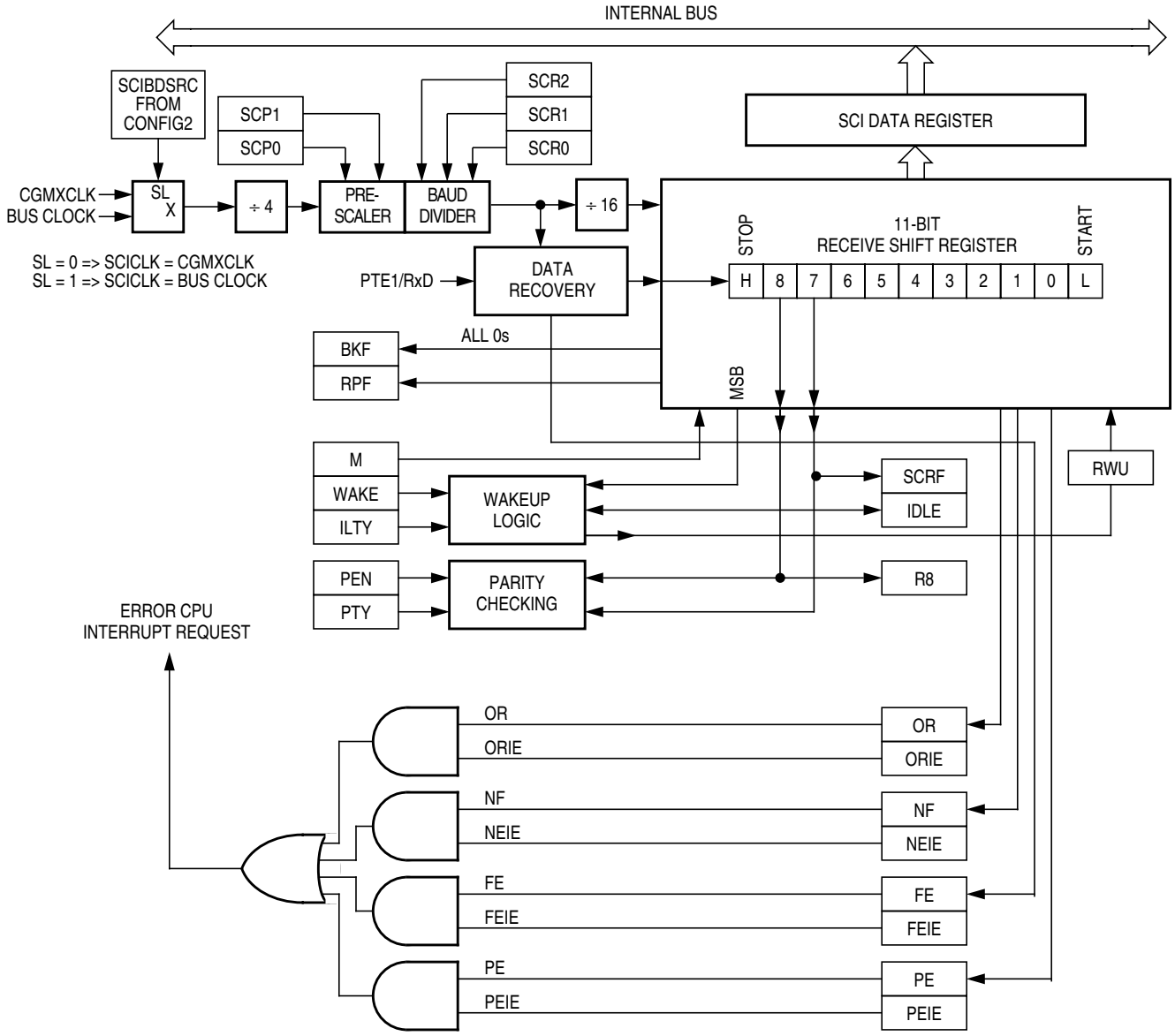


Figure 13-5. SCI Receiver Block Diagram

Addr.	Register Name		Bit 7	6	5	4	3	2	1	Bit 0
$FE03	SIM Break Flag Control Register (SBFCR)	Read: / Write:	BCFE	R	R	R	R	R	R	R
		Reset:	0							
$FE04	Interrupt Status Register 1 (INT1)	Read:	IF6	IF5	IF4	IF3	IF2	IF1	0	0
		Write:	R	R	R	R	R	R	R	R
		Reset:	0	0	0	0	0	0	0	0
$FE05	Interrupt Status Register 2 (INT2)	Read:	IF14	IF13	IF12	IF11	IF10	IF9	IF8	IF7
		Write:	R	R	R	R	R	R	R	R
		Reset:	0	0	0	0	0	0	0	0
$FE06	Interrupt Status Register 3 (INT3)	Read:	0	0	0	0	0	0	IF16	IF15
		Write:	R	R	R	R	R	R	R	R
		Reset:	0	0	0	0	0	0	0	0

= Unimplemented R = Reserved

Figure 14-2. SIM I/O Register Summary (Continued)

14.2 SIM Bus Clock Control and Generation

The bus clock generator provides system clock signals for the CPU and peripherals on the MCU. The system clocks are generated from an incoming clock, CGMOUT, as shown in Figure 14-3. This clock can come from either an external oscillator or from the on-chip PLL. (See Chapter 5 Clock Generator Module (CGM).)

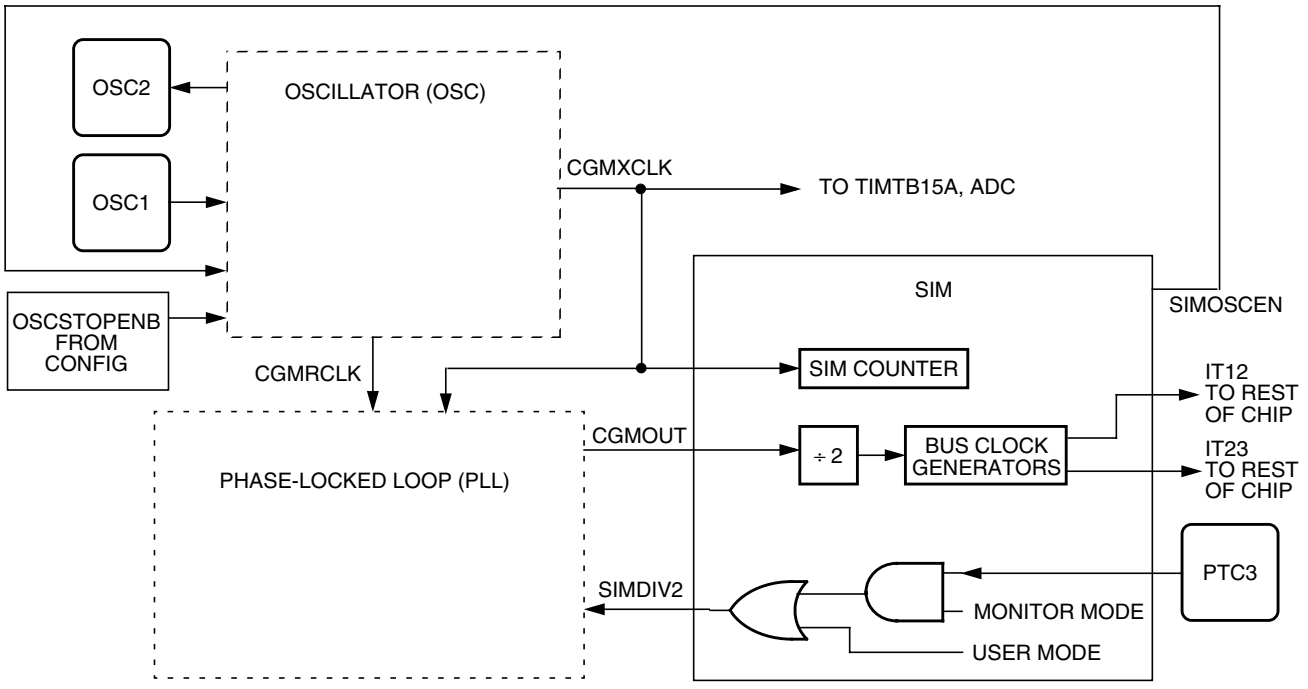


Figure 14-3. CGM Clock Signals

14.7.1 SIM Break Status Register

The SIM break status register (SBSR) contains a flag to indicate that a break caused an exit from wait mode.

Address: $FE00

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	R	R	R	R	R	R	SBSW	R
Write:							Note	
Reset:							0	

R = Reserved

Note: Writing a logic 0 clears SBSW.

Figure 14-20. SIM Break Status Register (SBSR)

SBSW — SIM Break Stop/Wait

SBSW can be read within the break state SWI routine. The user can modify the return address on the stack by subtracting one from it.

1 = Wait mode was exited by break interrupt.
0 = Wait mode was not exited by break interrupt.

14.7.2 SIM Reset Status Register

The SRSR register contains flags that show the source of the last reset. The status register will automatically clear after reading SRSR. A power-on reset sets the POR bit and clears all other bits in the register. All other reset sources set the individual flag bits but do not clear the register. More than one reset source can be flagged at any time depending on the conditions at the time of the internal or external reset. For example, the POR and LVI bit can both be set if the power supply has a slow rise time.

Address: $FE01

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	POR	PIN	COP	ILOP	ILAD	MODRST	LVI	0
Write:								
Reset:	1	0	0	0	0	0	0	0

= Unimplemented

Figure 14-21. SIM Reset Status Register (SRSR)

POR — Power-On Reset Bit

1 = Last reset caused by POR circuit
0 = Read of SRSR

PIN — External Reset Bit

1 = Last reset caused by external reset pin ($\overline{\text{RST}}$)
0 = POR or read of SRSR

COP — Computer Operating Properly Reset Bit

1 = Last reset caused by COP counter
0 = POR or read of SRSR

15.4 Functional Description

Figure 15-1 summarizes the SPI I/O registers and Figure 15-2 shows the structure of the SPI module.

Addr.	Register Name		Bit 7	6	5	4	3	2	1	Bit 0
$0010	SPI Control Register (SPCR)	Read: Write:	SPRIE	R	SPMSTR	CPOL	CPHA	SPWOM	SPE	SPTIE
		Reset:	0	0	1	0	1	0	0	0
$0011	SPI Status and Control Register (SPSCR)	Read:	SPRF	ERRIE	OVRF	MODF	SPTE	MODFEN	SPR1	SPR0
		Write:								
		Reset:	0	0	0	0	1	0	0	0
$0012	SPI Data Register (SPDR)	Read:	R7	R6	R5	R4	R3	R2	R1	R0
		Write:	T7	T6	T5	T4	T3	T2	T1	T0
		Reset:	Unaffected by reset							

= Unimplemented R = Reserved

Figure 15-1. SPI I/O Register Summary

The SPI module allows full-duplex, synchronous, serial communication between the MCU and peripheral devices, including other MCUs. Software can poll the SPI status flags or SPI operation can be interrupt-driven.

If a port bit is configured for input, then an internal pullup device may be enabled for that port bit. (See 12.4.3 Port C Input Pullup Enable Register.)

The following paragraphs describe the operation of the SPI module.

15.4.1 Master Mode

The SPI operates in master mode when the SPI master bit, SPMSTR, is set.

NOTE

Configure the SPI modules as master or slave before enabling them. Enable the master SPI before enabling the slave SPI. Disable the slave SPI before disabling the master SPI. (See 15.13.1 SPI Control Register.)

Only a master SPI module can initiate transmissions. Software begins the transmission from a master SPI module by writing to the transmit data register. If the shift register is empty, the byte immediately transfers to the shift register, setting the SPI transmitter empty bit, SPTE. The byte begins shifting out on the MOSI pin under the control of the serial clock. (See Figure 15-3.)

The SPR1 and SPR0 bits control the baud rate generator and determine the speed of the shift register. (See 15.13.2 SPI Status and Control Register.) Through the SPSCK pin, the baud rate generator of the master also controls the shift register of the slave peripheral.

As the byte shifts out on the MOSI pin of the master, another byte shifts in from the slave on the master's MISO pin. The transmission ends when the receiver full bit, SPRF, becomes set. At the same time that SPRF becomes set, the byte from the slave transfers to the receive data register. In normal operation, SPRF signals the end of a transmission. Software clears SPRF by reading the SPI status and control register with SPRF set and then reading the SPI data register. Writing to the SPI data register clears the SPTE bit.

17.5 Interrupts

The following TIM sources can generate interrupt requests:

- TIM overflow flag (TOF) — The TOF bit is set when the TIM counter reaches the modulo value programmed in the TIM counter modulo registers. The TIM overflow interrupt enable bit, TOIE, enables TIM overflow CPU interrupt requests. TOF and TOIE are in the TIM status and control register.
- TIM channel flags (CH1F:CH0F) — The CHxF bit is set when an input capture or output compare occurs on channel x. Channel x TIM CPU interrupt requests are controlled by the channel x interrupt enable bit, CHxIE. Channel x TIM CPU interrupt requests are enabled when CHxIE = 1. CHxF and CHxIE are in the TIM channel x status and control register.

17.6 Low-Power Modes

The WAIT and STOP instructions put the MCU in low power- consumption standby modes.

17.6.1 Wait Mode

The TIM remains active after the execution of a WAIT instruction. In wait mode, the TIM registers are not accessible by the CPU. Any enabled CPU interrupt request from the TIM can bring the MCU out of wait mode.

If TIM functions are not required during wait mode, reduce power consumption by stopping the TIM before executing the WAIT instruction.

17.6.2 Stop Mode

The TIM is inactive after the execution of a STOP instruction. The STOP instruction does not affect register conditions or the state of the TIM counter. TIM operation resumes when the MCU exits stop mode after an external interrupt.

17.7 TIM During Break Interrupts

A break interrupt stops the TIM counter.

The system integration module (SIM) controls whether status bits in other modules can be cleared during the break state. The BCFE bit in the SIM break flag control register (SBFCR) enables software to clear status bits during the break state. See 14.7.3 SIM Break Flag Control Register.

To allow software to clear status bits during a break interrupt, write a logic 1 to the BCFE bit. If a status bit is cleared during the break state, it remains cleared when the MCU exits the break state.

To protect status bits during the break state, write a logic 0 to the BCFE bit. With BCFE at logic 0 (its default state), software can read and write I/O registers during the break state without affecting status bits. Some status bits have a 2-step read/write clearing procedure. If software does the first step on such a bit before the break, the bit cannot change during the break state as long as BCFE is at logic 0. After the break, doing the second step clears the status bit.

TOIE — TIM Overflow Interrupt Enable Bit

This read/write bit enables TIM overflow interrupts when the TOF bit becomes set. Reset clears the TOIE bit.

1 = TIM overflow interrupts enabled
0 = TIM overflow interrupts disabled

TSTOP — TIM Stop Bit

This read/write bit stops the TIM counter. Counting resumes when TSTOP is cleared. Reset sets the TSTOP bit, stopping the TIM counter until software clears the TSTOP bit.

1 = TIM counter stopped
0 = TIM counter active

NOTE

Do not set the TSTOP bit before entering wait mode if the TIM is required to exit wait mode.

TRST — TIM Reset Bit

Setting this write-only bit resets the TIM counter and the TIM prescaler. Setting TRST has no effect on any other registers. Counting resumes from $0000. TRST is cleared automatically after the TIM counter is reset and always reads as logic 0. Reset clears the TRST bit.

1 = Prescaler and TIM counter cleared
0 = No effect

NOTE

Setting the TSTOP and TRST bits simultaneously stops the TIM counter at a value of $0000.

PS[2:0] — Prescaler Select Bits

These read/write bits select one of the seven prescaler outputs as the input to the TIM counter as Table 17-2 shows. Reset clears the PS[2:0] bits.

Table 17-2. Prescaler Selection

PS2	PS1	PS0	TIM Clock Source
0	0	0	Internal bus clock ÷ 1
0	0	1	Internal bus clock ÷ 2
0	1	0	Internal bus clock ÷ 4
0	1	1	Internal bus clock ÷ 8
1	0	0	Internal bus clock ÷ 16
1	0	1	Internal bus clock ÷ 32
1	1	0	Internal bus clock ÷ 64
1	1	1	Not available

17.9.2 TIM Counter Registers

The two read-only TIM counter registers contain the high and low bytes of the value in the TIM counter. Reading the high byte (TCNTH) latches the contents of the low byte (TCNTL) into a buffer. Subsequent reads of TCNTH do not affect the latched TCNTL value until TCNTL is read. Reset clears the TIM counter registers. Setting the TIM reset bit (TRST) also clears the TIM counter registers.

17.9.4 TIM Channel Status and Control Registers

Each of the TIM channel status and control registers:

- Flags input captures and output compares
- Enables input capture and output compare interrupts
- Selects input capture, output compare, or PWM operation
- Selects high, low, or toggling output on output compare
- Selects rising edge, falling edge, or any edge as the active input capture trigger
- Selects output toggling on TIM overflow
- Selects 0% and 100% PWM duty cycle
- Selects buffered or unbuffered output compare/PWM operation

Address: T1SC0, $0025 and T2SC0, $0030

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	TOV0	CH0MAX
Write:	0							
Reset:	0	0	0	0	0	0	0	0

Figure 17-9. TIM Channel 0 Status and Control Register (TSC0)

Address: T1SC1, $0028 and T2SC1, $0033

	Bit 7	6	5	4	3	2	1	Bit 0
Read:	CH1F	CH1IE	0	MS1A	ELS1B	ELS1A	TOV1	CH1MAX
Write:	0							
Reset:	0	0	0	0	0	0	0	0

= Unimplemented

Figure 17-10. TIM Channel 1 Status and Control Register (TSC1)

CHxF — Channel x Flag Bit

When channel x is an input capture channel, this read/write bit is set when an active edge occurs on the channel x pin. When channel x is an output compare channel, CHxF is set when the value in the TIM counter registers matches the value in the TIM channel x registers.

When TIM CPU interrupt requests are enabled (CHxIE = 1), clear CHxF by reading TIM channel x status and control register with CHxF set and then writing a logic 0 to CHxF. If another interrupt request occurs before the clearing sequence is complete, then writing logic 0 to CHxF has no effect. Therefore, an interrupt request cannot be lost due to inadvertent clearing of CHxF.

Reset clears the CHxF bit. Writing a logic 1 to CHxF has no effect.

1 = Input capture or output compare on channel x
0 = No input capture or output compare on channel x

CHxIE — Channel x Interrupt Enable Bit

This read/write bit enables TIM CPU interrupt service requests on channel x.

Reset clears the CHxIE bit.

1 = Channel x CPU interrupt requests enabled
0 = Channel x CPU interrupt requests disabled

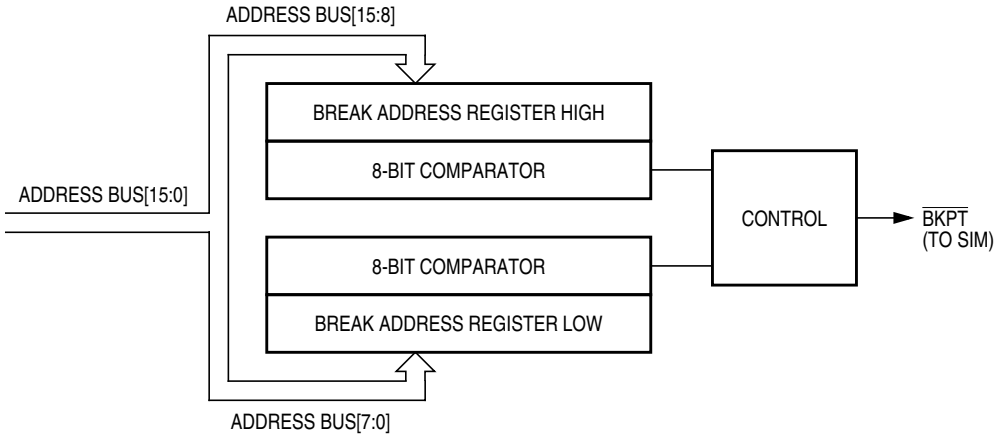


Figure 18-1. Break Module Block Diagram

Addr.	Register Name		Bit 7	6	5	4	3	2	1	Bit 0
$FE00	SIM Break Status Register (SBSR) See page 218.	Read:	R	R	R	R	R	R	SBSW	R
		Write:							Note(1)	
		Reset:							0	
$FE02	Reserved	Read:	R	R	R	R	R	R	R	R
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$FE03	SIM Break Flag Control Register (SBFCR) See page 219.	Read:	BCFE	R	R	R	R	R	R	R
		Write:								
		Reset:	0							
$FE09	Break Address High Register (BRKH) See page 218.	Read:	Bit15	Bit14	Bit13	Bit12	Bit11	Bit10	Bit9	Bit8
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$FE0A	Break Address Low Register (BRKL) See page 218.	Read:	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
		Write:								
		Reset:	0	0	0	0	0	0	0	0
$FE0B	Break Status and Control Register (BRKSCR) See page 218.	Read:	BRKE	BRKA	0	0	0	0	0	0
		Write:								
		Reset:	0	0	0	0	0	0	0	0

1. Writing a 0 clears SBSW.

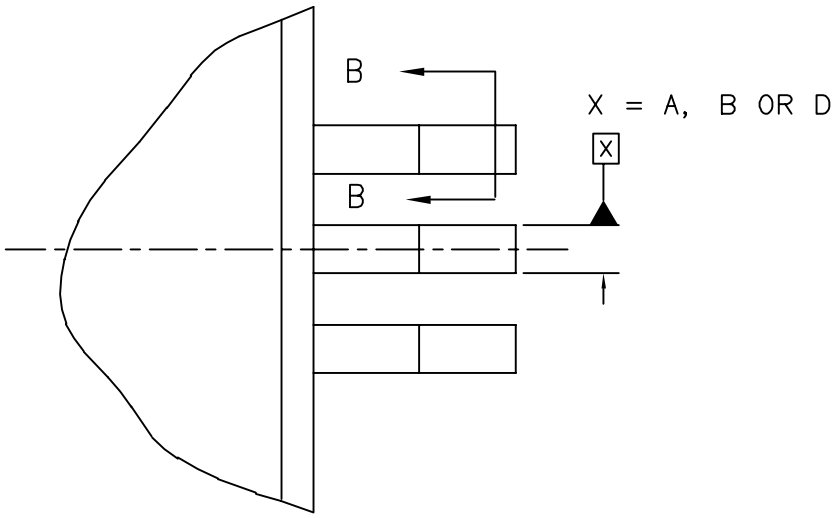
= Unimplemented R = Reserved

Figure 18-2. Break I/O Register Summary

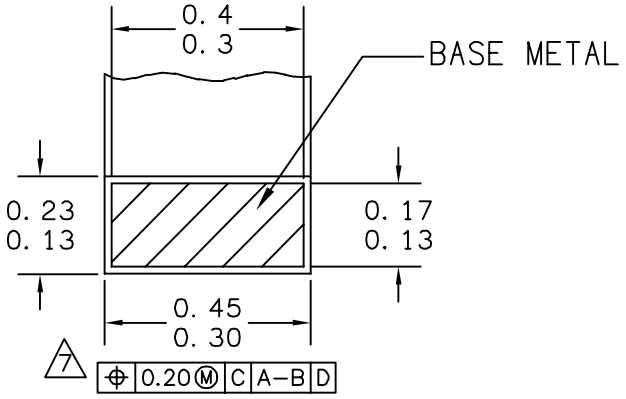
19.6 3.0-V DC Electrical Characteristics

Characteristic[1]	Symbol	Min	Typ[2]	Max	Unit
Output high voltage					
(I_{Load} = –0.6 mA) all I/O pins	V_{OH}	V_{DD} – 0.3	—	—	V
(I_{Load} = –4.0 mA) all I/O pins	V_{OH}	V_{DD} – 1.0	—	—	V
(I_{Load} = –4.0 mA) pins PTC0–PTC4 only	V_{OH}	V_{DD} – 0.5	—	—	V
Maximum combined I_{OH} for port C, port E, port PTD0–PTD3	I_{OH1}	—	—	30	mA
Maximum combined I_{OH} for port PTD4–PTD7, port A, port B	I_{OH2}	—	—	30	mA
Maximum total I_{OH} for all port pins	I_{OHT}	—	—	60	mA
Output low voltage					
(I_{Load} = 0.5 mA) all I/O pins	V_{OL}	—	—	0.3	V
(I_{Load} = 6.0 mA) all I/O pins	V_{OL}	—	—	1.0	V
(I_{Load} = 10.0 mA) pins PTC0–PTC4 only	V_{OL}	—	—	0.8	V
Maximum combined I_{OL} for port C, port E, port PTD0–PTD3	I_{OL1}	—	—	30	mA
Maximum combined I_{OL} for port PTD4–PTD7, port A, port B	I_{OL2}	—	—	30	mA
Maximum total I_{OL} for all port pins	I_{OLT}	—	—	60	mA
Input high voltage All ports, $\overline{IRQ}$, $\overline{RST}$, OSC1	V_{IH}	0.7 × V_{DD}	—	V_{DD}	V
Input low voltage All ports, $\overline{IRQ}$, $\overline{RST}$, OSC1	V_{IL}	V_{SS}	—	0.3 × V_{DD}	V
V_{DD} supply current					
Run[3]	I_{DD}	—	4.5	8	mA
Wait[4]		—	1.65	4	mA
Stop[5]					
25 °C		—	2	—	µA
25 °C with TBM enabled[6]		—	12	—	µA
25 °C with LVI and TBM enabled[6]		—	200	—	µA
–40 °C to 85 °C with TBM enabled[6]		—	30	—	µA
–40 °C to 85 °C with LVI and TBM enabled[6]		—	300	—	µA
DC injection current[7] [8] [9] [10]					
Single pin limit					
V_{in} > V_{DD}	I_{IC}	0	—	2	mA
V_{in} < V_{SS}		0	—	–0.2	
Total MCU limit, includes sum of all stressed pins					
V_{in} > V_{DD}		0	—	25	
V_{in} < V_{SS}		0	—	–5	
I/O ports Hi-Z leakage current[11]	I_{IL}	—	—	±10	µA
Input current	I_{In}	—	—	±1	µA

Contined on next page

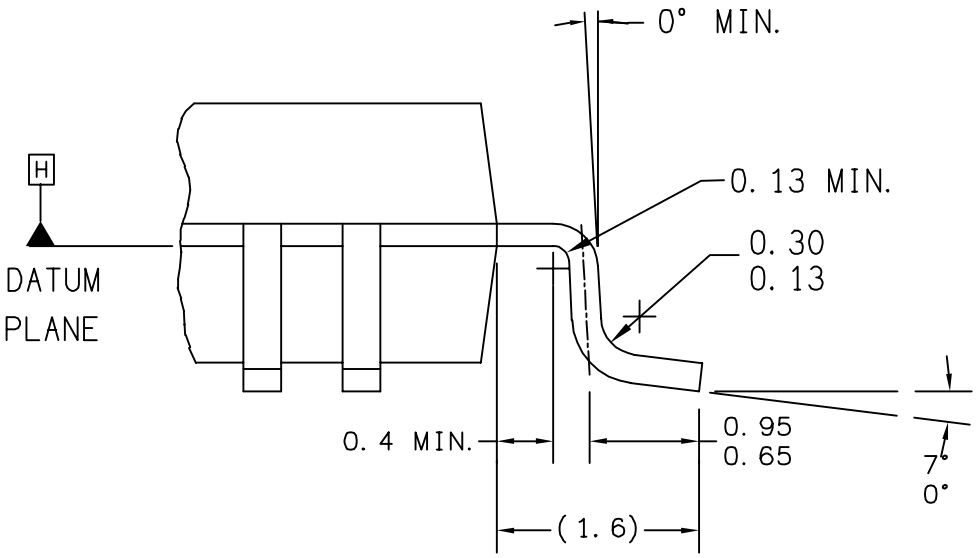


DETAIL "A"



SECTION B-B

VIEW ROTATED 90°



DETAIL "C"

MECHANICAL OUTLINE	PRINT VERSION NOT TO SCALE

TITLE:	DOCUMENT NO: 98ASB42839B	REV: B
44LD QFP, 10X10X2.0 PKG, 0.8 PITCH	CASE NUMBER: 824A-01	06 APR 2005
	STANDARD: NON-JEDEC	

NOTES:

1. DIMENSIONS AND TOLERANCING PER ASME Y14.5M, 1994.

2. CONTROLLING DIMENSION: MILLIMETER.

3. DATUMPLANE -H- IS LOCATED AT BOTTOM OF LEAD AND IS COINCIDENT WITH THE LEAD WHERE THE LEAD EXITS THE PLASTIC BODY AT THE BOTTOM OF THE PARTING LINE.

4. DATUMS A-B AND -D- TO BE DETERMINED AT DATUM PLANE -H-.

5. THIS DIMENSION TO BE DETERMINED AT SEATING PLANE -C-.

6. THIS DIMENSION DO NOT INCLUDE MOLD PROTRUSION, ALLOWABLE PROTRUSION IS 0.25 PER SIDE, DIMENSIONS A AND B DO INCLUDE MOLD MISMATCH AND ARE DETERMINED AT DATUM PLANE -H-.

7. THIS DIMENSION DOES NOT INCLUDE DAMBAR PROTRUSTION, ALLOWABLE DAMBAR PROTRUSION SHALL BE 0.08 TOTAL IN EXCESS OF THE D DIMENSION AT MAXIMUM MATERIAL CONDITION. DAMBAR CANNOT BE LOCATED ON THE LOWER RADIUS OR THE FOOT.

MECHANICAL OUTLINE	PRINT VERSION NOT TO SCALE

TITLE:	DOCUMENT NO: 98ASB42839B	REV: B
44LD QFP, 10X10X2.0 PKG, 0.8 PITCH	CASE NUMBER: 824A-01	06 APR 2005
	STANDARD: NON-JEDEC	