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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	Obsolete
Core Processor	Z8
Core Size	8-Bit
Speed	8MHz
Connectivity	-
Peripherals	HLVD, POR, WDT
Number of I/O	24
Program Memory Size	8KB (8K x 8)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	237 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Through Hole
Package / Case	28-DIP (0.600", 15.24mm)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/zgp323hap2808c



Revision History

Each instance in Table 1 reflects a change to this document from its previous revision. To see more detail, click the appropriate link in the table.

Table 1. Revision History of this Document

Date	Revision Level	Section	Description	Page #
December 2004	02		Changed low power consumption, STOP and HALT mode current values, deleted mask option note, clarified temperature ranges in Tables 6 and 8 and 10. Added new Tables 9 and 10. Also added Characterization data to Table 11 and changed Program/Erase Endurance value in Table 12.	1,2,10 11,12, 13,14, 15
			Removed Preliminary designation	All
March 2005	03		Minor change to Table 9 Electrical Characteristics. Added 20, 28 and 40-pin CDIP parts in the Ordering Section.	11,90



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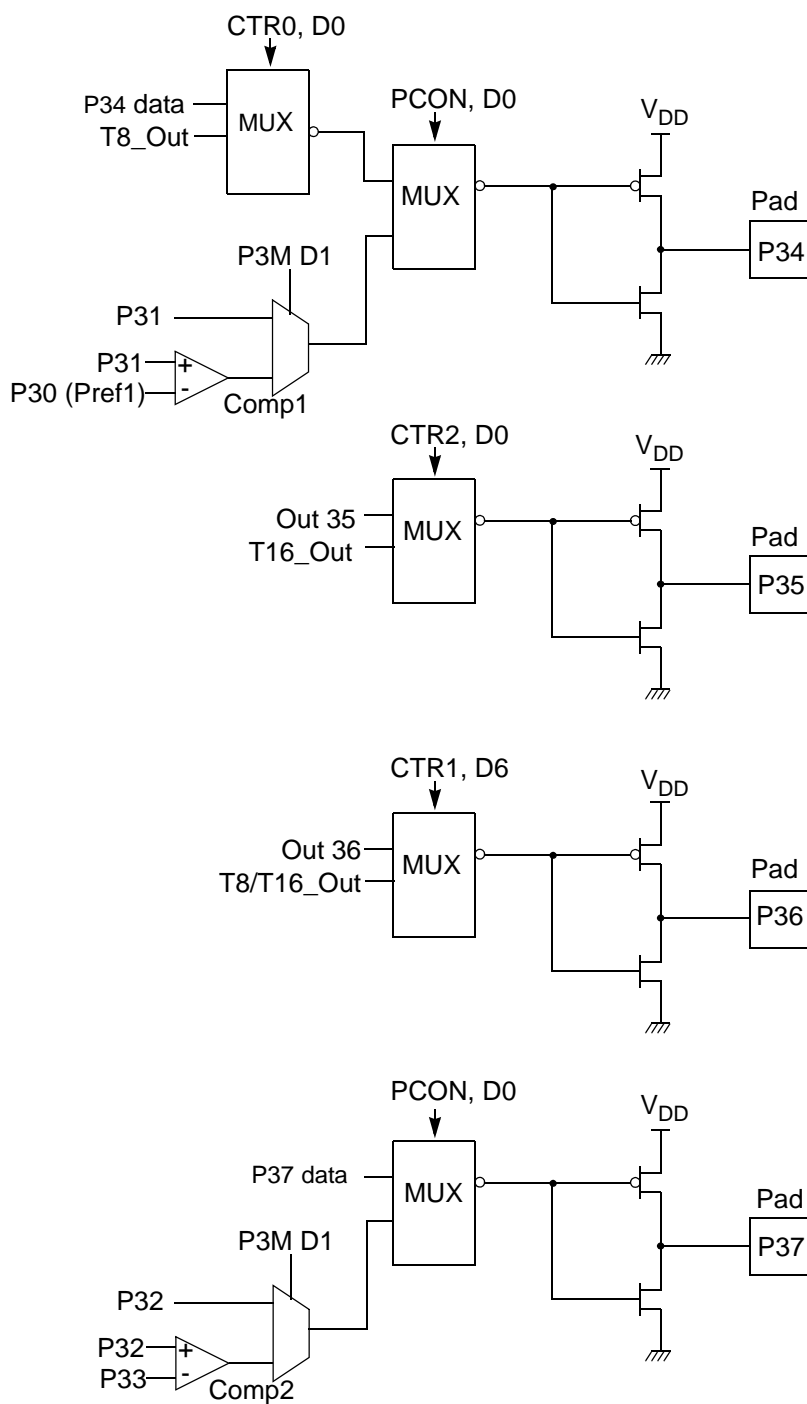


Figure 13. Port 3 Counter/Timer Output Configuration

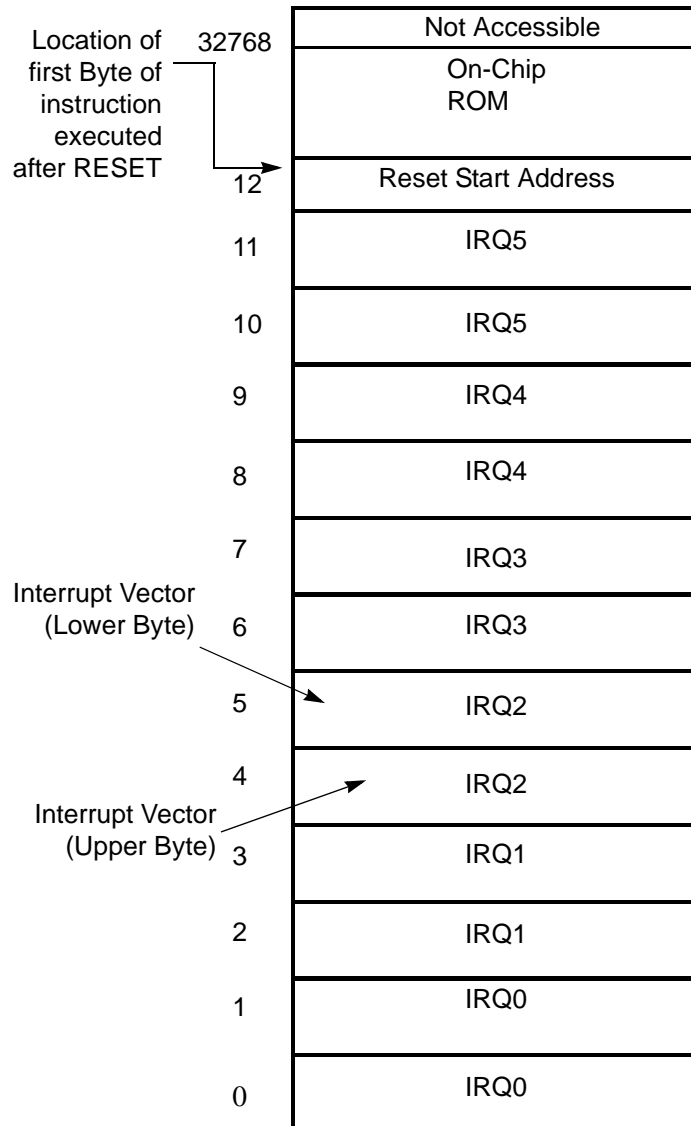


Figure 14. Program Memory Map (32K OTP)

Expanded Register File

The register file has been expanded to allow for additional system control registers and for mapping of additional peripheral devices into the register address area. The Z8[®] register address space (R0 through R15) has been implemented as 16 banks, with 16 registers per bank. These register groups are known as the



The counter/timers are mapped into ERF group D. Access is easily performed using the following:

```
LD          RP, #0Dh          ; Select ERF D
for access to bank D

                                ; (working
                                ; register group 0)
LD          R0, #xx          ; load CTR0
LD          1, #xx          ; load CTR1
LD          R1, 2            ; CTR2→CTR1

LD          RP, #0Dh          ; Select ERF D
for access to bank D

                                ; (working
                                ; register group 0)
LD          RP, #7Dh          ; Select
expanded register bank D and working ; register
group 7 of bank 0 for access.
LD          71h, 2
; CTRL2→register 71h
LD          R1, 2
; CTRL2→register 71h
```

Register File

The register file (bank 0) consists of 4 I/O port registers, 237 general-purpose registers, 16 control and status registers (R0–R3, R4–R239, and R240–R255, respectively), and two expanded registers groups in Banks D (see Table 15) and F. Instructions can access registers directly or indirectly through an 8-bit address field, thereby allowing a short, 4-bit register address to use the Register Pointer (Figure 17). In the 4-bit mode, the register file is divided into 16 working register groups, each occupying 16 continuous locations. The Register Pointer addresses the starting location of the active working register group.

- **Note:** Working register group E0–EF can only be accessed through working registers and indirect addressing modes.

Table 15. CTR0(D)00H Counter/Timer8 Control Register (Continued)

Field	Bit Position		Value	Description
Counter_INT_Mask	-----1-	R/W	0**	Disable Time-Out Interrupt
			1	Enable Time-Out Interrupt
P34_Out	-----0	R/W	0*	P34 as Port Output
			1	T8 Output on P34

Note:

*Indicates the value upon Power-On Reset.

**Indicates the value upon Power-On Reset. Not reset with a Stop Mode recovery.

T8 Enable

This field enables T8 when set (written) to 1.

Single/Modulo-N

When set to 0 (Modulo-N), the counter reloads the initial value when the terminal count is reached. When set to 1 (single-pass), the counter stops when the terminal count is reached.

Timeout

This bit is set when T8 times out (terminal count reached). To reset this bit, write a 1 to its location.



Caution: Writing a 1 is the only way to reset the Terminal Count status condition. Reset this bit before using/enabling the counter/timers.

The first clock of T8 might not have complete clock width and can occur any time when enabled.



Note: Take care when using the OR or AND commands to manipulate CTR0, bit 5 and CTR1, bits 0 and 1 (Demodulation Mode). These instructions use a Read-Modify-Write sequence in which the current status from the CTR0 and CTR1 registers is ORed or ANDed with the designated value and then written back into the registers.

T8 Clock

This bit defines the frequency of the input signal to T8.

into LO8; if it is a negative edge, data is put into HI8. From that point, one of the edge detect status bits (CTR1, D1; D0) is set, and an interrupt can be generated if enabled (CTR0, D2). Meanwhile, T8 is loaded with FFh and starts counting again. If T8 reaches 0, the timeout status bit (CTR0, D5) is set, and an interrupt can be generated if enabled (CTR0, D1). T8 then continues counting from FFh (see Figure 23 and Figure 24).

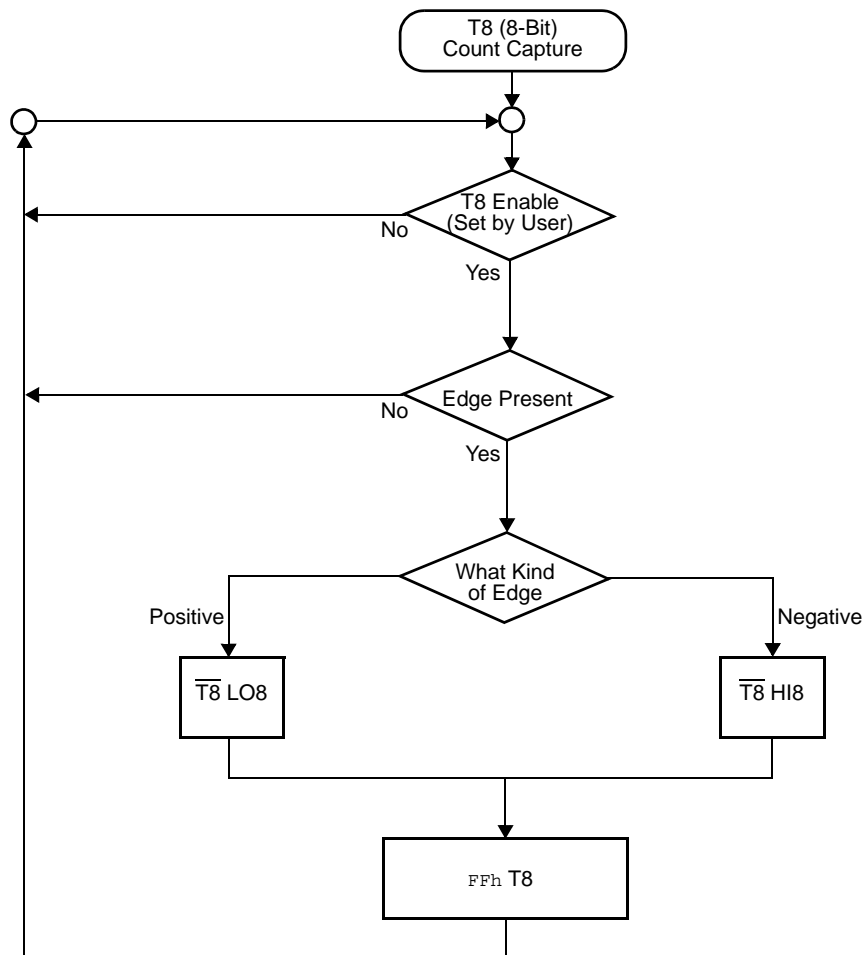


Figure 23. Demodulation Mode Count Capture Flowchart



Caution:

Do not load these registers at the time the values are to be loaded into the counter/timer to ensure known operation. An initial count of 1 is not allowed. An initial count of 0 causes T16 to count from 0 to FFFFH to FFFE_H. Transition from 0 to FFFF_H is not a timeout condition.

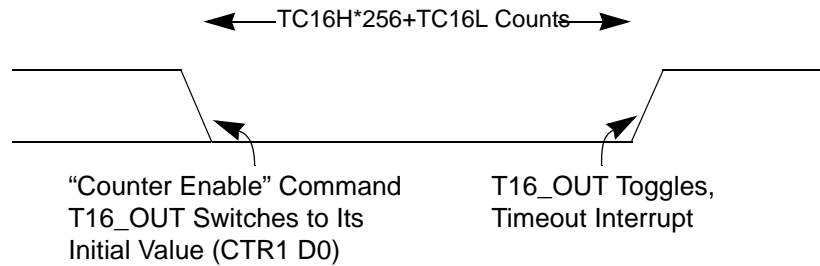


Figure 26. T16_OUT in Single-Pass Mode

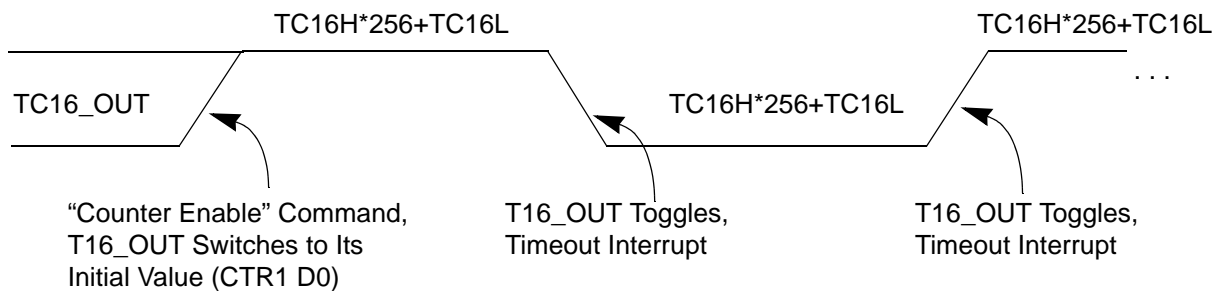


Figure 27. T16_OUT in Modulo-N Mode

T16 DEMODULATION Mode

The user must program TC16L and TC16H to FF_H. After T16 is enabled, and the first edge (rising, falling, or both depending on CTR1 D5; D4) is detected, T16 captures HI16 and LO16, reloads, and begins counting.

If D6 of CTR2 Is 0

When a subsequent edge (rising, falling, or both depending on CTR1, D5; D4) is detected during counting, the current count in T16 is complemented and put into HI16 and LO16. When data is captured, one of the edge detect status bits (CTR1, D1; D0) is set, and an interrupt is generated if enabled (CTR2, D2). T16 is loaded with FFFF_H and starts again.

This T16 mode is generally used to measure space time, the length of time between bursts of carrier signal (marks).

If D6 of CTR2 Is 1

T16 ignores the subsequent edges in the input signal and continues counting down. A timeout of T8 causes T16 to capture its current value and generate an interrupt if enabled (CTR2, D2). In this case, T16 does not reload and continues counting. If the D6 bit of CTR2 is toggled (by writing a 0 then a 1 to it), T16 captures and reloads on the next edge (rising, falling, or both depending on CTR1, D5; D4), continuing to ignore subsequent edges.

This T16 mode generally measures mark time, the length of an active carrier signal burst.

If T16 reaches 0, T16 continues counting from `FFFFh`. Meanwhile, a status bit (CTR2 D5) is set, and an interrupt timeout can be generated if enabled (CTR2 D1).

Ping-Pong Mode

This operation mode is only valid in TRANSMIT Mode. T8 and T16 must be programmed in Single-Pass mode (CTR0, D6; CTR2, D6), and Ping-Pong mode must be programmed in CTR1, D3; D2. The user can begin the operation by enabling either T8 or T16 (CTR0, D7 or CTR2, D7). For example, if T8 is enabled, T8_OUT is set to this initial value (CTR1, D1). According to T8_OUT's level, TC8H or TC8L is loaded into T8. After the terminal count is reached, T8 is disabled, and T16 is enabled. T16_OUT then switches to its initial value (CTR1, D0), data from TC16H and TC16L is loaded, and T16 starts to count. After T16 reaches the terminal count, it stops, T8 is enabled again, repeating the entire cycle. Interrupts can be allowed when T8 or T16 reaches terminal control (CTR0, D1; CTR2, D1). To stop the ping-pong operation, write 00 to bits D3 and D2 of CTR1. See Figure 28.

- **Note:** Enabling ping-pong operation while the counter/timers are running might cause intermittent counter/timer function. Disable the counter/timers and reset the status flags before instituting this operation.

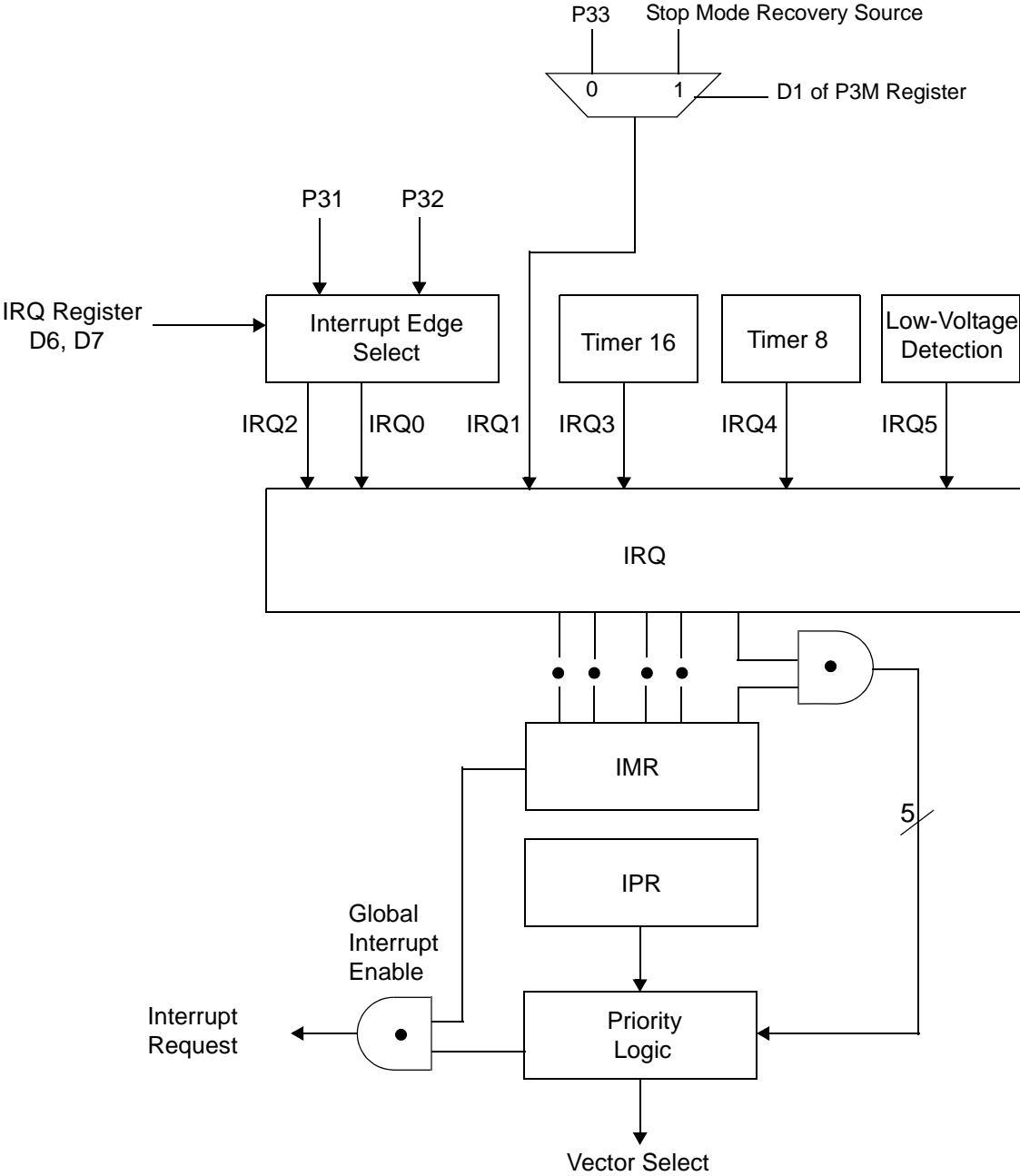


Figure 30. Interrupt Block Diagram

Table 19. Interrupt Types, Sources, and Vectors

Name	Source	Vector Location	Comments
IRQ0	P32	0,1	External (P32), Rising, Falling Edge Triggered
IRQ1	P33	2,3	External (P33), Falling Edge Triggered
IRQ2	P31, T _{IN}	4,5	External (P31), Rising, Falling Edge Triggered
IRQ3	T16	6,7	Internal
IRQ4	T8	8,9	Internal
IRQ5	LVD	10,11	Internal

When more than one interrupt is pending, priorities are resolved by a programmable priority encoder controlled by the Interrupt Priority Register. An interrupt machine cycle activates when an interrupt request is granted. As a result, all subsequent interrupts are disabled, and the Program Counter and Status Flags are saved. The cycle then branches to the program memory vector location reserved for that interrupt. All ZGP323H interrupts are vectored through locations in the program memory. This memory location and the next byte contain the 16-bit address of the interrupt service routine for that particular interrupt request. To accommodate polled interrupt systems, interrupt inputs are masked, and the Interrupt Request register is polled to determine which of the interrupt requests require service.

An interrupt resulting from AN1 is mapped into IRQ2, and an interrupt from AN2 is mapped into IRQ0. Interrupts IRQ2 and IRQ0 can be rising, falling, or both edge triggered. These interrupts are programmable by the user. The software can poll to identify the state of the pin.

Programming bits for the Interrupt Edge Select are located in the IRQ Register (R250), bits D7 and D6. The configuration is indicated in Table 20.

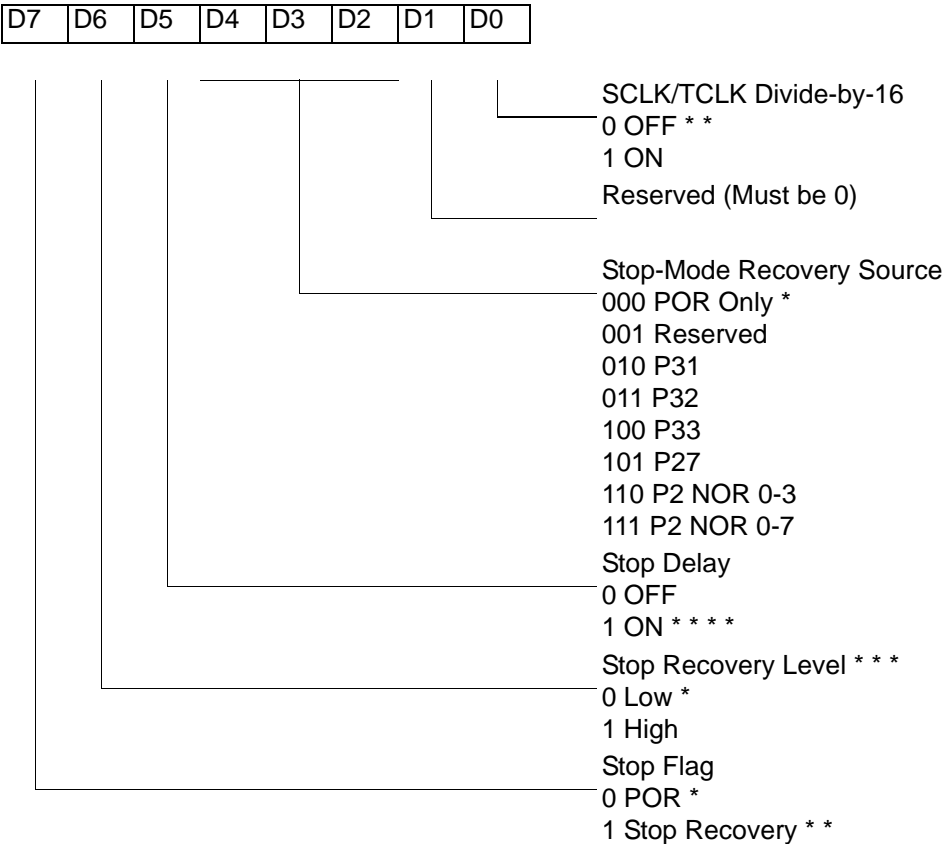
Table 20. IRQ Register

IRQ		Interrupt Edge	
D7	D6	IRQ2 (P31)	IRQ0 (P32)
0	0	F	F
0	1	F	R
1	0	R	F
1	1	R/F	R/F

Note: F = Falling Edge; R = Rising Edge



SMR(0F)0BH



* Default after Power On Reset or Watch-Dog Reset
* * Default setting after Reset and Stop Mode Recovery
* * * At the XOR gate input
* * * * Default setting after reset. Must be 1 if using a crystal or resonator clock source.

Figure 33. STOP Mode Recovery Register

SCLK/TCLK Divide-by-16 Select (D0)

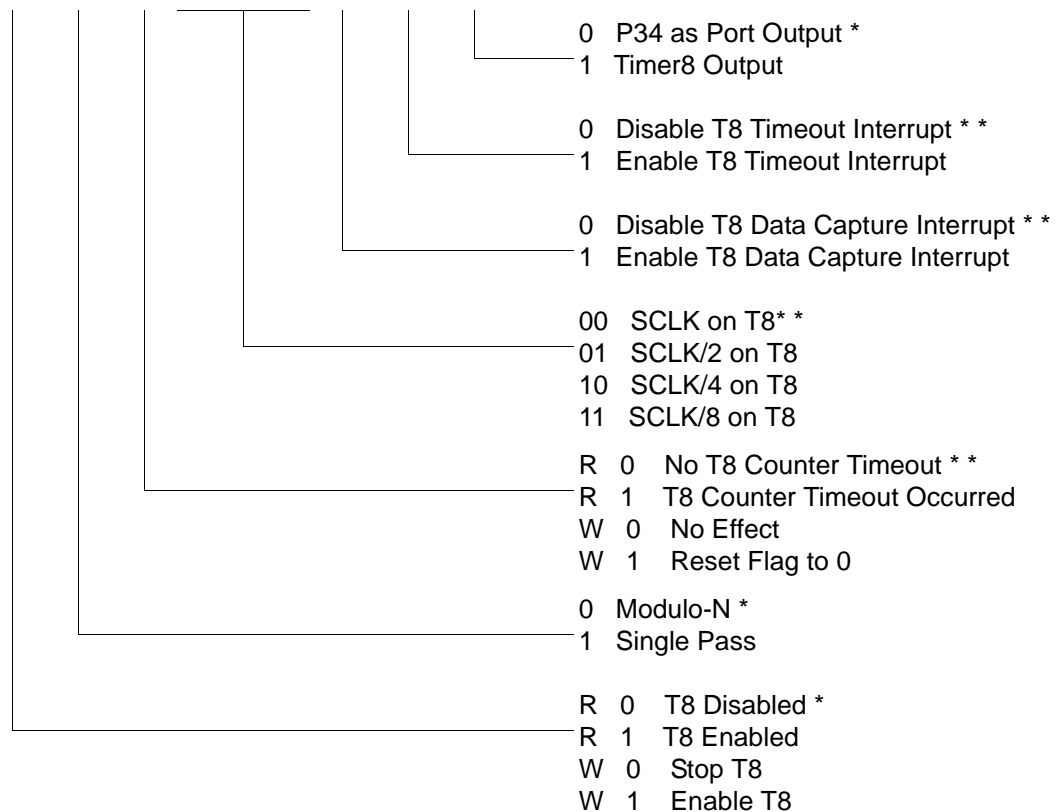
D0 of the SMR controls a divide-by-16 prescaler of SCLK/TCLK (Figure 34). This control selectively reduces device power consumption during normal processor execution (SCLK control) and/or Halt Mode (where TCLK sources interrupt logic). After Stop Mode Recovery, this bit is set to a 0.

Expanded Register File Control Registers (0D)

The expanded register file control registers (0D) are depicted in Figure 39 through Figure 43.

CTR0(0D)00H

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----



* Default setting after reset.

* * Default setting after Reset.. Not reset with a Stop-Mode recovery.

Figure 39. TC8 Control Register ((0D)00H: Read/Write Except Where Noted)

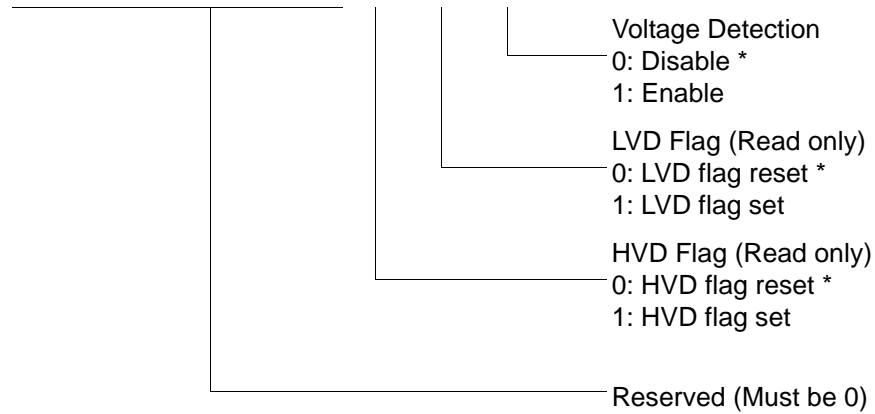


- **Notes:** Take care in differentiating the Transmit Mode from Demodulation Mode. Depending on which of these two modes is operating, the CTR1 bit has different functions.

Changing from one mode to another cannot be performed without disabling the counter/timers.

LVD(0D)0CH

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----



* Default setting after reset.

Figure 43. Voltage Detection Register

- **Note:** Do not modify register P01M while checking a low-voltage condition. Switching noise of both ports 0 and 1 together might trigger the LVD flag.

Expanded Register File Control Registers (0F)

The expanded register file control registers (0F) are depicted in Figures 44 through Figure 57.



R250 IRQ(FAH)

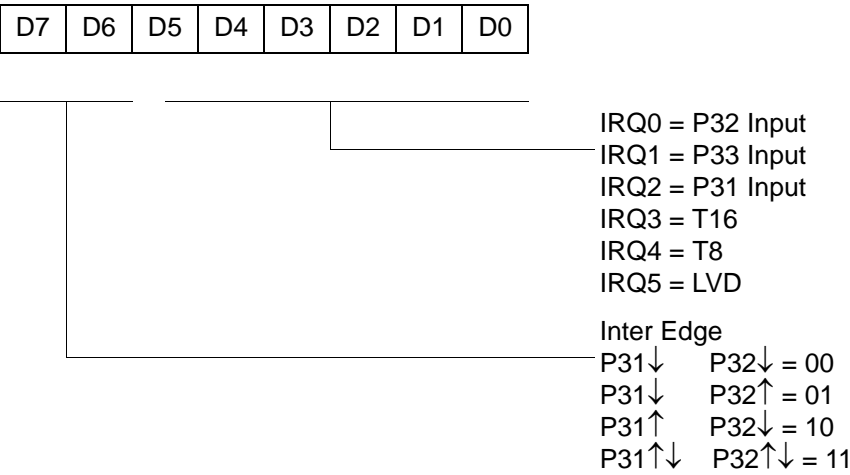


Figure 52. Interrupt Request Register (FAH: Read/Write)

R251 IMR(FBH)



* Default setting after reset
** Only by using EI, DI instruction; DI is required before changing the IMR register

Figure 53. Interrupt Mask Register (FBH: Read/Write)

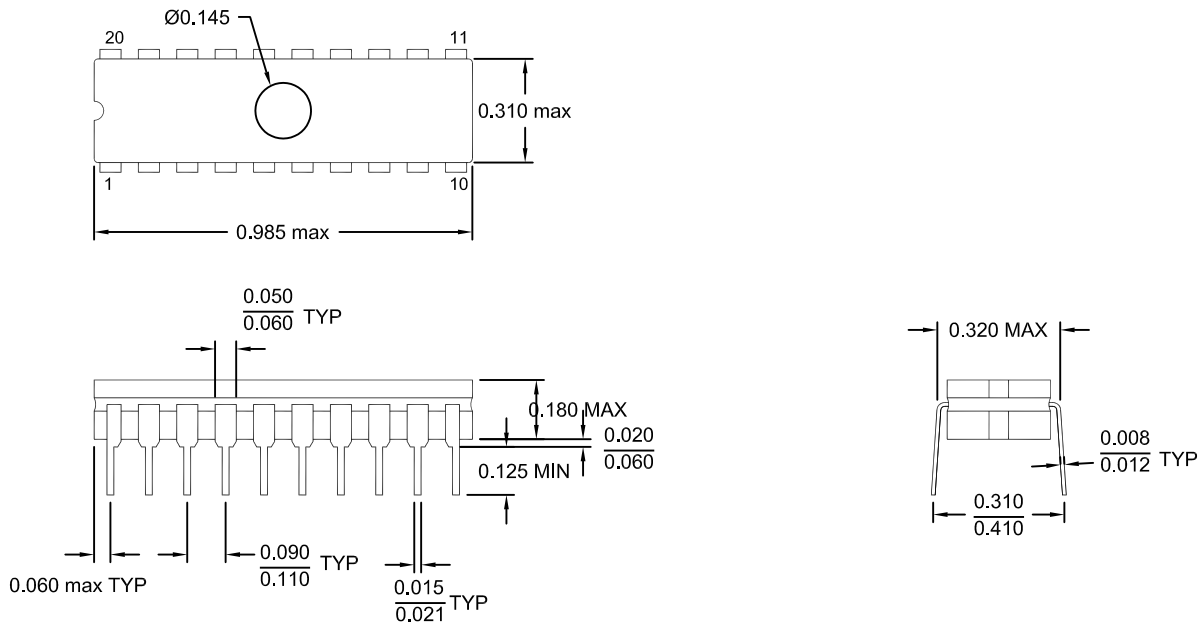


Figure 58. 20-Pin CDIP Package

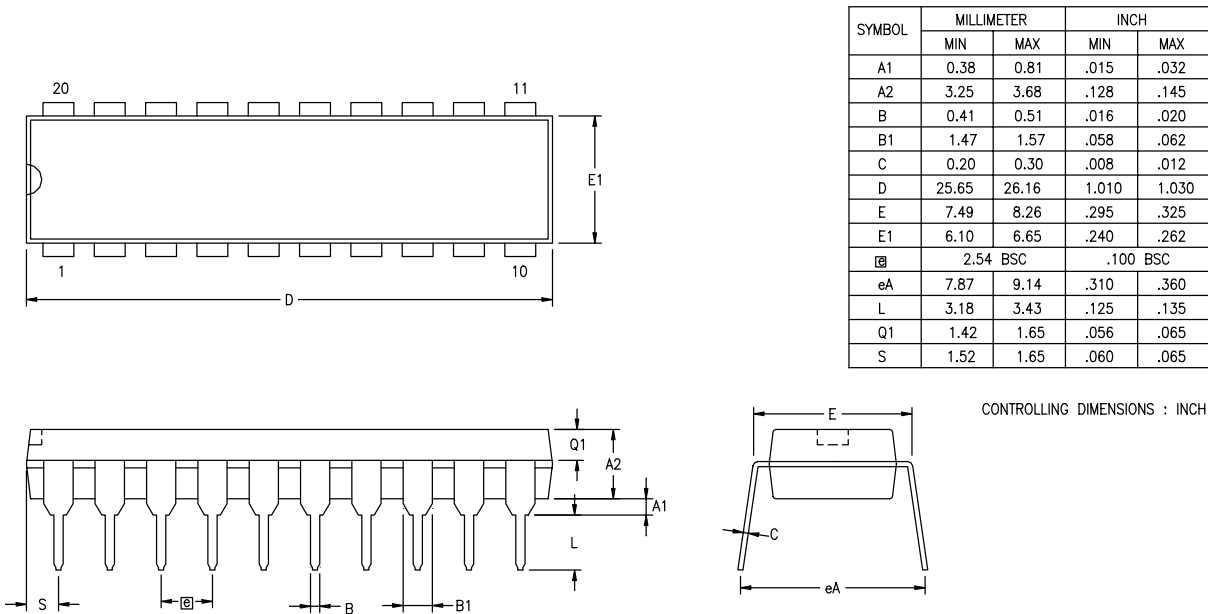


Figure 59. 20-Pin PDIP Package Diagram



4KB Standard Temperature: 0° to +70°C

Part Number	Description	Part Number	Description
ZGP323HSH4804C	48-pin SSOP 4K OTP	ZGP323HSS2804C	28-pin SOIC 4K OTP
ZGP323HSP4004C	40-pin PDIP 4K OTP	ZGP323HSH2004C	20-pin SSOP 4K OTP
ZGP323HSH2804C	28-pin SSOP 4K OTP	ZGP323HSP2004C	20-pin PDIP 4K OTP
ZGP323HSP2804C	28-pin PDIP 4K OTP	ZGP323HSS2004C	20-pin SOIC 4K OTP

4KB Extended Temperature: -40° to +105°C

Part Number	Description	Part Number	Description
ZGP323HEH4804C	48-pin SSOP 4K OTP	ZGP323HES2804C	28-pin SOIC 4K OTP
ZGP323HEP4004C	40-pin PDIP 4K OTP	ZGP323HEH2004C	20-pin SSOP 4K OTP
ZGP323HEH2804C	28-pin SSOP 4K OTP	ZGP323HEP2004C	20-pin PDIP 4K OTP
ZGP323HEP2804C	28-pin PDIP 4K OTP	ZGP323HES2004C	20-pin SOIC 4K OTP

4KB Automotive Temperature: -40° to +125°C

Part Number	Description	Part Number	Description
ZGP323HAH4804C	48-pin SSOP 4K OTP	ZGP323HAS2804C	28-pin SOIC 4K OTP
ZGP323HAP4004C	40-pin PDIP 4K OTP	ZGP323HAH2004C	20-pin SSOP 4K OTP
ZGP323HAH2804C	28-pin SSOP 4K OTP	ZGP323HAP2004C	20-pin PDIP 4K OTP
ZGP323HAP2804C	28-pin PDIP 4K OTP	ZGP323HAS2004C	20-pin SOIC 4K OTP

Replace C with G for Lead-Free Packaging

Additional Components

Part Number	Description	Part Number	Description
ZGP323ICE01ZEM (For 3.6V Emulation only)	Emulator/programmer	ZGP32300100ZPR (Ethernet)	Programming system
		ZGP32300200ZPR (USB)	Programming system

- 28-pin DIP/SOIC/SSOP 6
- 40- and 48-pin 8
- 40-pin DIP 7
- 48-pin SSOP 8
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