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### Applications of "[Embedded - Microcontrollers](#)"

#### Details

Product Status	Active
Core Processor	S08
Core Size	8-Bit
Speed	40MHz
Connectivity	CANbus, I <sup>2</sup> C, LINbus, SCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	39
Program Memory Size	48KB (48K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 16x12b
Oscillator Type	External
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	48-LQFP
Supplier Device Package	48-LQFP (7x7)
Purchase URL	<a href="https://www.e-xfl.com/pro/item?MUrl=&amp;PartUrl=mc9s08dv48amlf">https://www.e-xfl.com/pro/item?MUrl=&amp;PartUrl=mc9s08dv48amlf</a>



## 2.2 Recommended System Connections

Figure 2-4 shows pin connections that are common to MC9S08DV60 Series application systems.

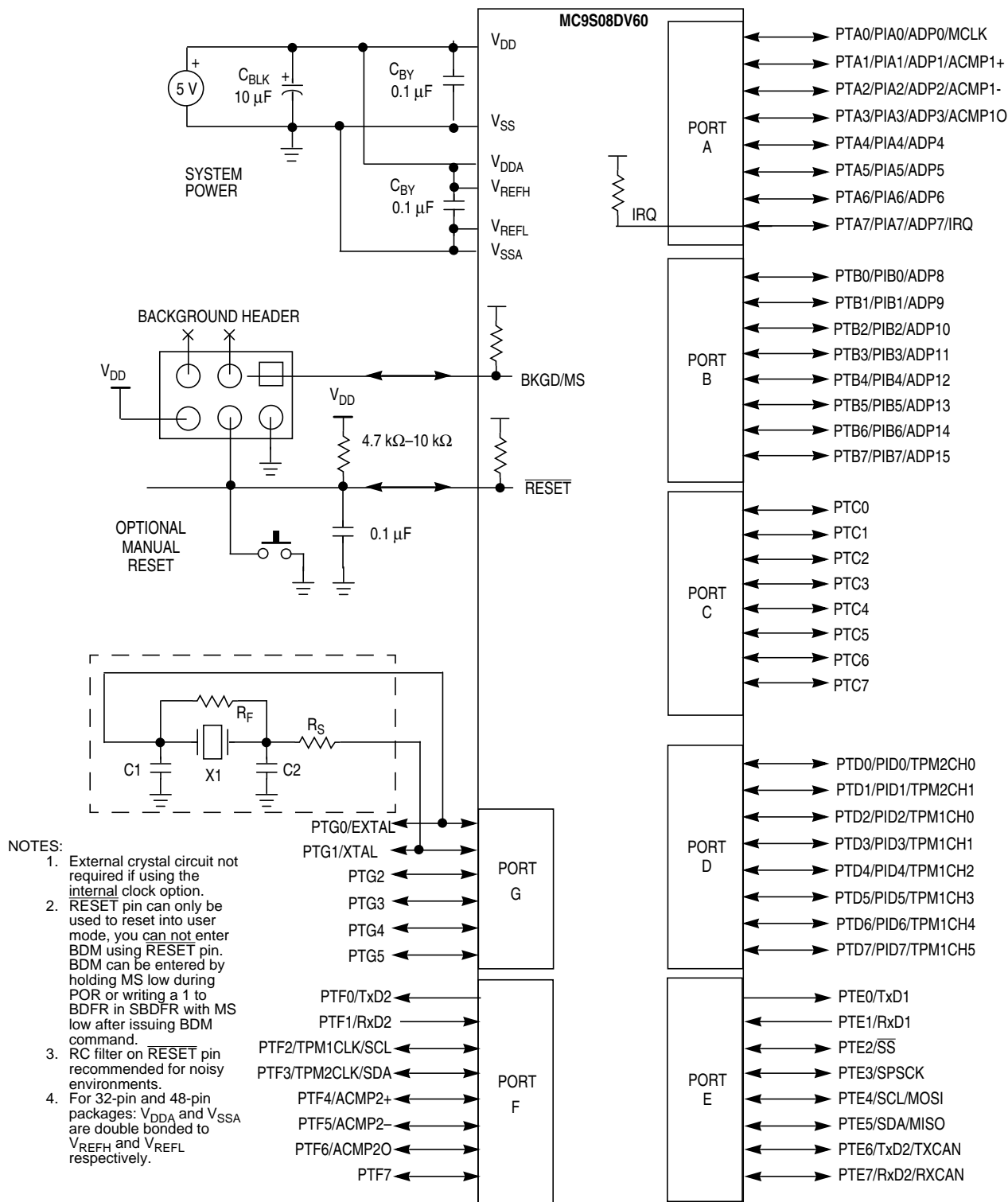


Figure 2-4. Basic System Connections (Shown in 64-Pin Package)

To maintain I/O states for pins that were configured as general-purpose I/O before entering stop2, the user must restore the contents of the I/O port registers, which have been saved in RAM, to the port registers before writing to the PPDACK bit. If the port registers are not restored from RAM before writing to PPDACK, then the pins will switch to their reset states when PPDACK is written.

For pins that were configured as peripheral I/O, the user must reconfigure the peripheral module that interfaces to the pin before writing to the PPDACK bit. If the peripheral module is not enabled before writing to PPDACK, the pins will be controlled by their associated port control registers when the I/O latches are opened.

### 3.6.3 On-Chip Peripheral Modules in Stop Modes

When the MCU enters any stop mode, system clocks to the internal peripheral modules are stopped. Even in the exception case (ENBDM = 1), where clocks to the background debug logic continue to operate, clocks to the peripheral systems are halted to reduce power consumption. Refer to [Section 3.6.2, “Stop2 Mode”](#) and [Section 3.6.1, “Stop3 Mode”](#) for specific information on system behavior in stop modes.

**Table 3-2. Stop Mode Behavior**

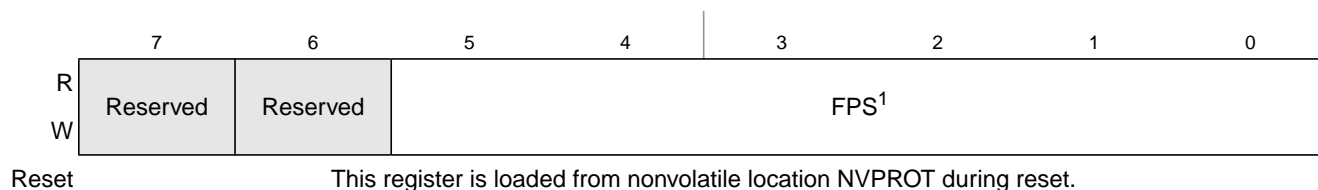
Peripheral	Mode	
	Stop2	Stop3
CPU	Off	Standby
RAM	Standby	Standby
Flash	Off	Standby
Parallel Port Registers	Off	Standby
ACMP	Off	Off
ADC	Off	Optionally On <sup>1</sup>
IIC	Off	Standby
MCG	Off	Optionally On <sup>2</sup>
MSCAN	Off	Standby
RTC	Optionally On <sup>3</sup>	Optionally On <sup>3</sup>
SCI	Off	Standby
SPI	Off	Standby
TPM	Off	Standby
Voltage Regulator	Off	Optionally On <sup>4</sup>
XOSC	Off	Optionally On <sup>5</sup>
I/O Pins	States Held	States Held
BDM	Off <sup>6</sup>	Optionally On
LVD/LVW	Off <sup>7</sup>	Optionally On

<sup>1</sup> Requires the asynchronous ADC clock and LVD to be enabled, else in standby.

<sup>2</sup> IRCLKEN and IREFSTEN set in MCGC1, else in standby.

<sup>3</sup> Requires the RTC to be enabled, else in standby.

<sup>4</sup> Requires the LVD or BDC to be enabled.



**Figure 4-8. Flash Protection Register (FPROT)**

**Table 4-12. FPROT Register Field Descriptions**

Field	Description
5:0 FPS	<b>Flash Protect Select Bits</b> — This 6-bit field determines the protected Flash locations that cannot be erased or programmed. See <a href="#">Table 4-13</a> .

**Table 4-13. Flash Block Protection**

FPS	Address Area Protected	Memory Size Protected (bytes)	Number of Sectors Protected
0x3F	N/A	0	0
0x3E	0xFA00–0xFFFF	1.5K	2
0x3D	0xF400–0xFFFF	3K	4
0x3C	0xEE00–0xFFFF	4.5K	6
0x3B	0xE800–0xFFFF	6K	8
...	...	...	...
0x37	0xD000–0xFFFF	12K	16
0x36	0xCA00–0xFFFF	13.5K	18
0x35	0xC400–0xFFFF	15K	20
0x34	0xBE00–0xFFFF	16.5K	22
...	...	...	...
0x2C	0x8E00–0xFFFF	28.5K	38
0x2B	0x8800–0xFFFF	30K	40
0x2A	0x8200–0xFFFF	31.5K	42
0x29	0x7C00–0xFFFF	33K	44
...	...	...	...
0x22	0x5200–0xFFFF	43.5K	58
0x21	0x4C00–0xFFFF	45K	60
0x20	0x4600–0xFFFF	46.5K	62
0x1F	0x4000–0xFFFF	48K	64
...	...	...	...

Table 4-13. Flash Block Protection (continued)

FPS	Address Area Protected	Memory Size Protected (bytes)	Number of Sectors Protected
0x1B	0x2800–0xFFFF	54K	72
0x1A	0x2200–0xFFFF	55.5K	74
0x19	0x1C00–0xFFFF	57K	76
0x18–0x00	0x0000–0xFFFF	64K	86

#### 4.5.10.5 Flash Status Register (FSTAT)

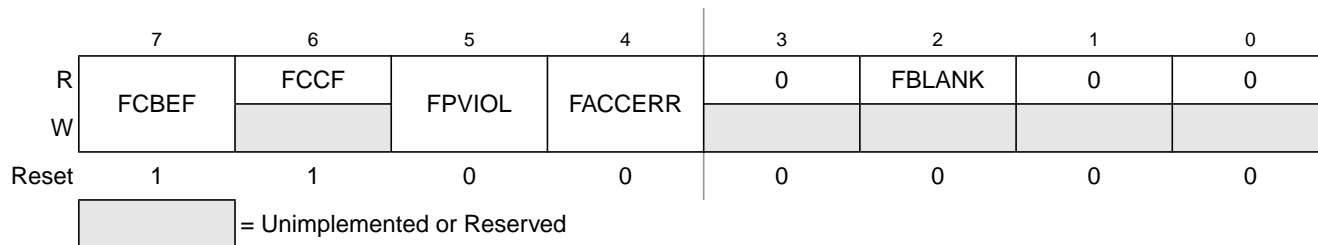


Figure 4-9. Flash Status Register (FSTAT)

Table 4-14. FSTAT Register Field Descriptions

Field	Description
7 FCBEF	<b>Command Buffer Empty Flag</b> — The FCBEF bit is used to launch commands. It also indicates that the command buffer is empty so that a new command sequence can be executed when performing burst programming. The FCBEF bit is cleared by writing a 1 to it or when a burst program command is transferred to the array for programming. Only burst program commands can be buffered. 0 Command buffer is full (not ready for additional commands). 1 A new burst program command can be written to the command buffer.
6 FCCF	<b>Command Complete Flag</b> — FCCF is set automatically when the command buffer is empty and no command is being processed. FCCF is cleared automatically when a new command is started (by writing 1 to FCBEF to register a command). Writing to FCCF has no meaning or effect. 0 Command in progress 1 All commands complete
5 FPVIOL	<b>Protection Violation Flag</b> — FPVIOL is set automatically when a command that attempts to erase or program a location in a protected block is launched (the erroneous command is ignored). FPVIOL is cleared by writing a 1 to FPVIOL. 0 No protection violation. 1 An attempt was made to erase or program a protected location.

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

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

## 7.4 Special Operations

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

### 7.4.1 Reset Sequence

Reset can be caused by a power-on-reset (POR) event, internal conditions such as the COP (computer operating properly) watchdog, or by assertion of an external active-low reset pin. When a reset event occurs, the CPU immediately stops whatever it is doing (the MCU does not wait for an instruction boundary before responding to a reset event). For a more detailed discussion about how the MCU recognizes resets and determines the source, refer to the [Resets, Interrupts, and System Configuration](#) chapter.

The reset event is considered concluded when the sequence to determine whether the reset came from an internal source is done and when the reset pin is no longer asserted. At the conclusion of a reset event, the CPU performs a 6-cycle sequence to fetch the reset vector from 0xFFFFE and 0xFFFF and to fill the instruction queue in preparation for execution of the first program instruction.

### 7.4.2 Interrupt Sequence

When an interrupt is requested, the CPU completes the current instruction before responding to the interrupt. At this point, the program counter is pointing at the start of the next instruction, which is where the CPU should return after servicing the interrupt. The CPU responds to an interrupt by performing the same sequence of operations as for a software interrupt (SWI) instruction, except the address used for the vector fetch is determined by the highest priority interrupt that is pending when the interrupt sequence started.

The CPU sequence for an interrupt is:

1. Store the contents of PCL, PCH, X, A, and CCR on the stack, in that order.
2. Set the I bit in the CCR.
3. Fetch the high-order half of the interrupt vector.
4. Fetch the low-order half of the interrupt vector.
5. Delay for one free bus cycle.
6. Fetch three bytes of program information starting at the address indicated by the interrupt vector to fill the instruction queue in preparation for execution of the first instruction in the interrupt service routine.

After the CCR contents are pushed onto the stack, the I bit in the CCR is set to prevent other interrupts while in the interrupt service routine. Although it is possible to clear the I bit with an instruction in the

external crystal and a maximum reference divider factor of 128, the resulting frequency of the reference clock for the FLL is 62.5 kHz (greater than the 39.0625 kHz maximum allowed).

Care must be taken in the software to minimize the amount of time spent in this state where the FLL is operating in this condition.

The following code sequence describes how to move from FEI mode to PEE mode until the 8 MHz crystal reference frequency is set to achieve a bus frequency of 8 MHz. Because the MCG is in FEI mode out of reset, this example also shows how to initialize the MCG for PEE mode out of reset. First, the code sequence will be described. Then a flowchart will be included which illustrates the sequence.

1. First, FEI must transition to FBE mode:

- a) MCGC2 = 0x36 (%00110110)
  - BDIV (bits 7 and 6) set to %00, or divide-by-1
  - RANGE (bit 5) set to 1 because the frequency of 8 MHz is within the high frequency range
  - HGO (bit 4) set to 1 to configure external oscillator for high gain operation
  - EREFS (bit 2) set to 1, because a crystal is being used
  - ERCLKEN (bit 1) set to 1 to ensure the external reference clock is active
- b) Loop until OSCINIT (bit 1) in MCGSC is 1, indicating the crystal selected by the EREFS bit has been initialized.
- c) Block Interrupts (If applicable by setting the interrupt bit in the CCR).
- d) MCGC1 = 0xB8 (%10111000)
  - CLKS (bits 7 and 6) set to %10 in order to select external reference clock as system clock source
  - RDIV (bits 5-3) set to %111, or divide-by-128.

**NOTE**

8 MHz / 128 = 62.5 kHz which is greater than the 31.25 kHz to 39.0625 kHz range required by the FLL. Therefore after the transition to FBE is complete, software must progress through to BLPE mode immediately by setting the LP bit in MCGC2.

- IREFS (bit 2) cleared to 0, selecting the external reference clock
  - e) Loop until IREFST (bit 4) in MCGSC is 0, indicating the external reference is the current source for the reference clock
  - f) Loop until CLKST (bits 3 and 2) in MCGSC are %10, indicating that the external reference clock is selected to feed MCGOUT
2. Then, FBE mode transitions into BLPE mode:
- a) MCGC2 = 0x3E (%00111110)
    - LP (bit 3) in MCGC2 to 1 (BLPE mode entered)

**NOTE**

There must be no extra steps (including interrupts) between steps 1d and 2a.

- b) Enable Interrupts (if applicable by clearing the interrupt bit in the CCR).



- c) MCGC1 = 0x98 (%10011000)
  - RDIV (bits 5-3) set to %011, or divide-by-8 because  $8 \text{ MHz} / 8 = 1 \text{ MHz}$  which is in the 1 MHz to 2 MHz range required by the PLL. In BLPE mode, the configuration of the RDIV does not matter because both the FLL and PLL are disabled. Changing them only sets up the the dividers for PLL usage in PBE mode
- d) MCGC3 = 0x44 (%01000100)
  - PLLS (bit 6) set to 1, selects the PLL. In BLPE mode, changing this bit only prepares the MCG for PLL usage in PBE mode
  - VDIV (bits 3-0) set to %0100, or multiply-by-16 because  $1 \text{ MHz reference} * 16 = 16 \text{ MHz}$ . In BLPE mode, the configuration of the VDIV bits does not matter because the PLL is disabled. Changing them only sets up the multiply value for PLL usage in PBE mode
- e) Loop until PLLST (bit 5) in MCGSC is set, indicating that the current source for the PLLS clock is the PLL
3. Then, BLPE mode transitions into PBE mode:
  - a) Clear LP (bit 3) in MCGC2 to 0 here to switch to PBE mode
  - b) Then loop until LOCK (bit 6) in MCGSC is set, indicating that the PLL has acquired lock
4. Last, PBE mode transitions into PEE mode:
  - a) MCGC1 = 0x18 (%00011000)
    - CLKS (bits 7 and 6) in MCGSC1 set to %00 in order to select the output of the PLL as the system clock source
  - b) Loop until CLKST (bits 3 and 2) in MCGSC are %11, indicating that the PLL output is selected to feed MCGOUT in the current clock mode
    - Now, With an RDIV of divide-by-8, a BDIV of divide-by-1, and a VDIV of multiply-by-16,  $\text{MCGOUT} = [(8 \text{ MHz} / 8) * 16] / 1 = 16 \text{ MHz}$ , and the bus frequency is  $\text{MCGOUT} / 2$ , or 8 MHz

### 11.1.3 Block Diagram

Figure 11-2 is a block diagram of the IIC.

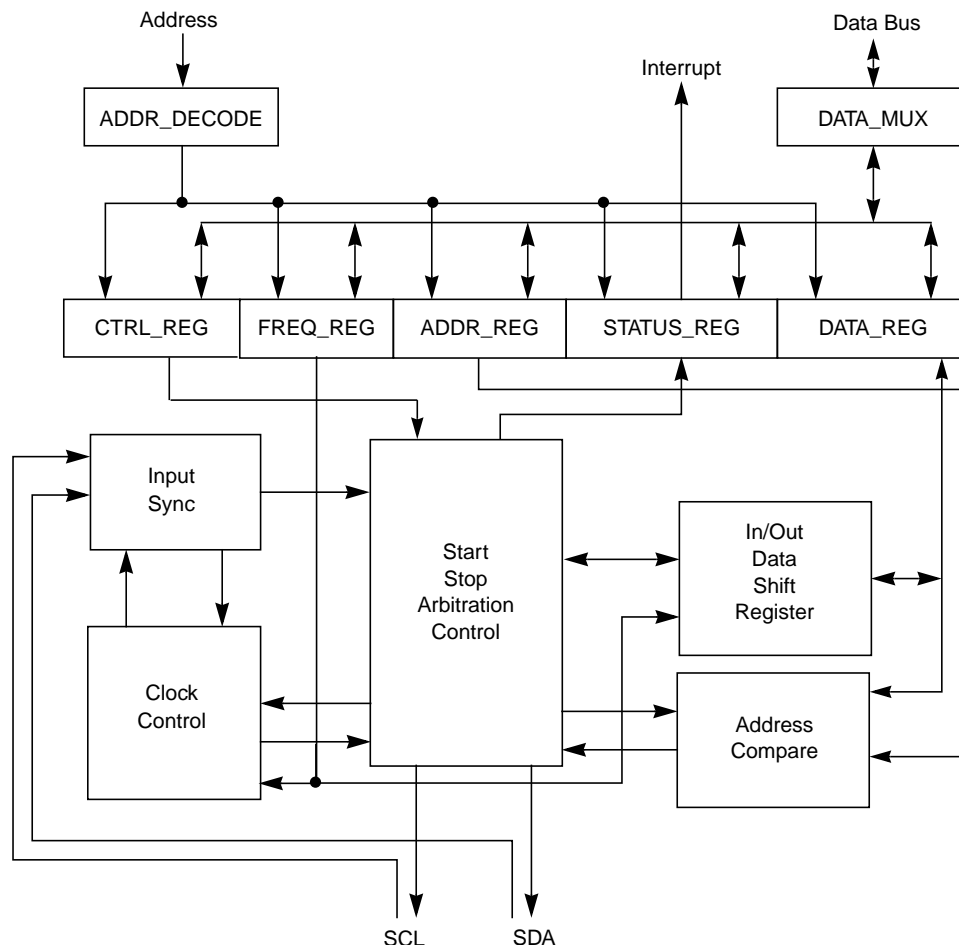


Figure 11-2. IIC Functional Block Diagram

## 11.2 External Signal Description

This section describes each user-accessible pin signal.

### 11.2.1 SCL — Serial Clock Line

The bidirectional SCL is the serial clock line of the IIC system.

### 11.2.2 SDA — Serial Data Line

The bidirectional SDA is the serial data line of the IIC system.

## 11.3 Register Definition

This section consists of the IIC register descriptions in address order.

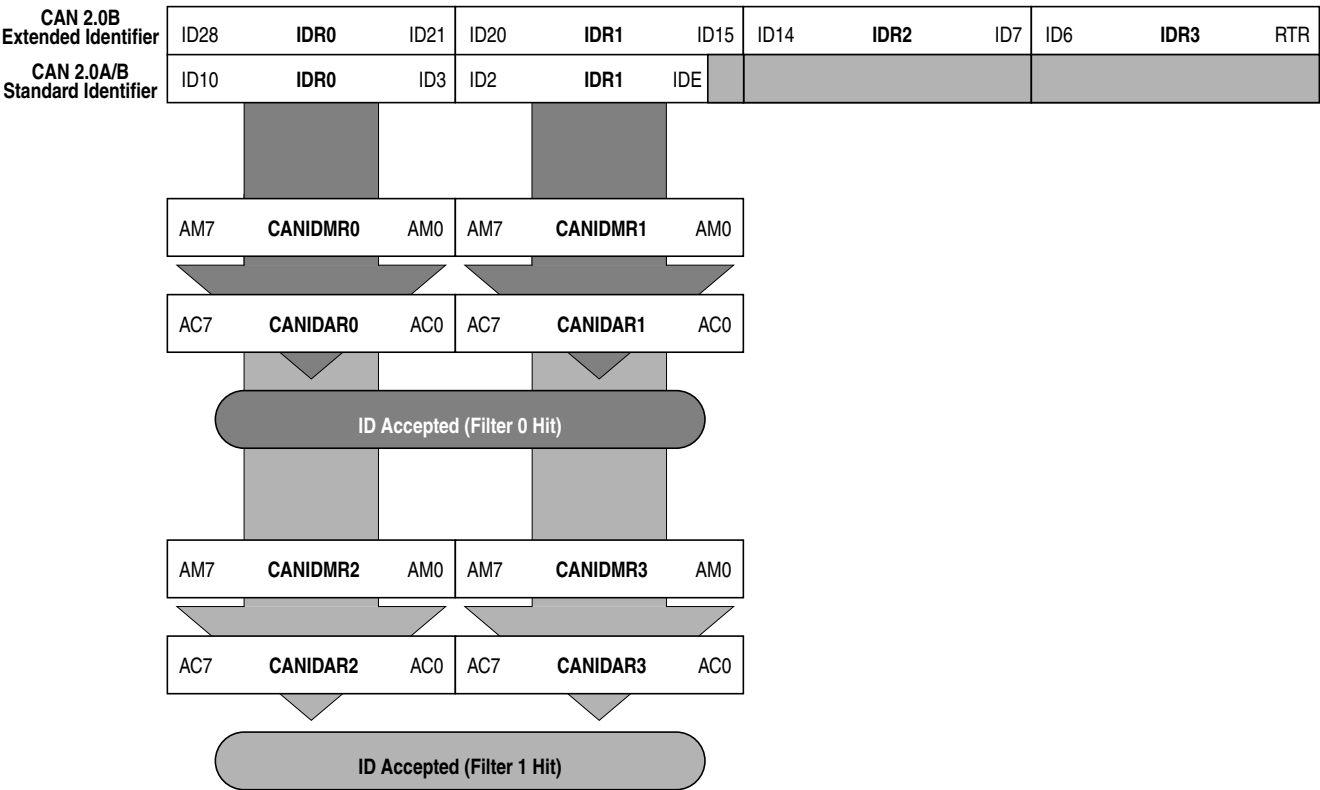


Figure 12-40. 16-bit Maskable Identifier Acceptance Filters

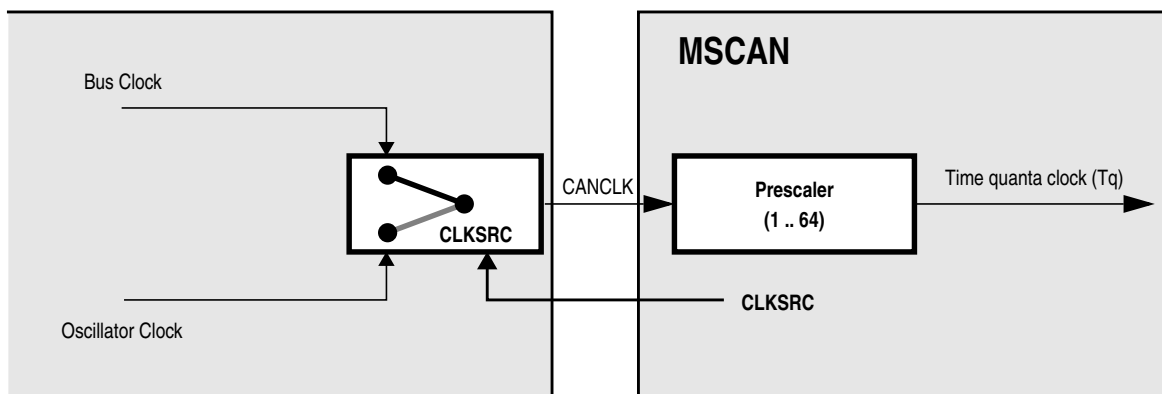
### 12.5.3.2 Protocol Violation Protection

The MSCAN protects the user from accidentally violating the CAN protocol through programming errors. The protection logic implements the following features:

- The receive and transmit error counters cannot be written or otherwise manipulated.
- All registers which control the configuration of the MSCAN cannot be modified while the MSCAN is on-line. The MSCAN has to be in Initialization Mode. The corresponding INTRQ/INITAK handshake bits in the CANCTL0/CANCTL1 registers (see [Section 12.3.1, “MSCAN Control Register 0 \(CANCTL0\)”](#)) serve as a lock to protect the following registers:
  - MSCAN control 1 register (CANCTL1)
  - MSCAN bus timing registers 0 and 1 (CANBTR0, CANBTR1)
  - MSCAN identifier acceptance control register (CANIDAC)
  - MSCAN identifier acceptance registers (CANIDAR0–CANIDAR7)
  - MSCAN identifier mask registers (CANIDMR0–CANIDMR7)
- The TXCAN pin is immediately forced to a recessive state when the MSCAN goes into the power down mode or initialization mode (see [Section 12.5.5.6, “MSCAN Power Down Mode,”](#) and [Section 12.5.5.5, “MSCAN Initialization Mode”](#)).
- The MSCAN enable bit (CANE) is writable only once in normal system operation modes, which provides further protection against inadvertently disabling the MSCAN.

### 12.5.3.3 Clock System

Figure 12-42 shows the structure of the MSCAN clock generation circuitry.



**Figure 12-42. MSCAN Clocking Scheme**

The clock source bit (CLKSRC) in the CANCTL1 register ([12.3.2/-224](#)) defines whether the internal CANCLK is connected to the output of a crystal oscillator (oscillator clock) or to the bus clock.

The clock source has to be chosen such that the tight oscillator tolerance requirements (up to 0.4%) of the CAN protocol are met. Additionally, for high CAN bus rates (1 Mbps), a 45% to 55% duty cycle of the clock is required.

Table 13-3. SPIC2 Register Field Descriptions

Field	Description
4 MODFEN	<b>Master Mode-Fault Function Enable</b> — When the SPI is configured for slave mode, this bit has no meaning or effect. (The $\overline{SS}$ pin is the slave select input.) In master mode, this bit determines how the $\overline{SS}$ pin is used (refer to Table 13-2 for more details). 0 Mode fault function disabled, master $\overline{SS}$ pin reverts to general-purpose I/O not controlled by SPI 1 Mode fault function enabled, master $\overline{SS}$ pin acts as the mode fault input or the slave select output
3 BIDIROE	<b>Bidirectional Mode Output Enable</b> — When bidirectional mode is enabled by SPI pin control 0 (SPC0) = 1, BIDIROE determines whether the SPI data output driver is enabled to the single bidirectional SPI I/O pin. Depending on whether the SPI is configured as a master or a slave, it uses either the MOSI (MOMI) or MISO (SISO) pin, respectively, as the single SPI data I/O pin. When SPC0 = 0, BIDIROE has no meaning or effect. 0 Output driver disabled so SPI data I/O pin acts as an input 1 SPI I/O pin enabled as an output
1 SPISWAI	<b>SPI Stop in Wait Mode</b> 0 SPI clocks continue to operate in wait mode 1 SPI clocks stop when the MCU enters wait mode
0 SPC0	<b>SPI Pin Control 0</b> — The SPC0 bit chooses single-wire bidirectional mode. If MSTR = 0 (slave mode), the SPI uses the MISO (SISO) pin for bidirectional SPI data transfers. If MSTR = 1 (master mode), the SPI uses the MOSI (MOMI) pin for bidirectional SPI data transfers. When SPC0 = 1, BIDIROE is used to enable or disable the output driver for the single bidirectional SPI I/O pin. 0 SPI uses separate pins for data input and data output 1 SPI configured for single-wire bidirectional operation

### 13.4.3 SPI Baud Rate Register (SPIBR)

This register is used to set the prescaler and bit rate divisor for an SPI master. This register may be read or written at any time.

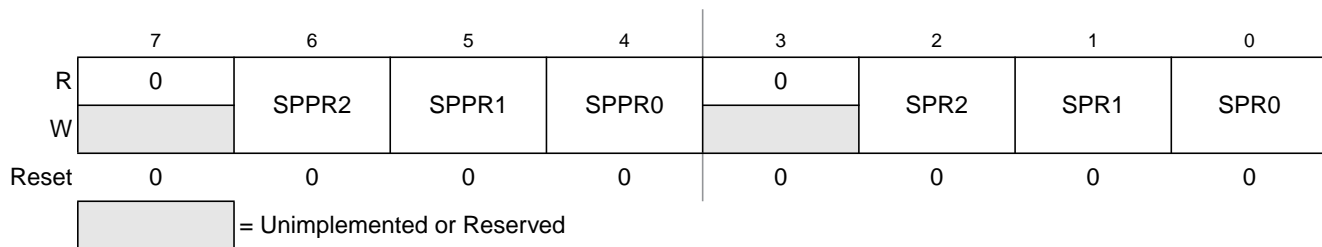


Figure 13-7. SPI Baud Rate Register (SPIBR)

Table 13-4. SPIBR Register Field Descriptions

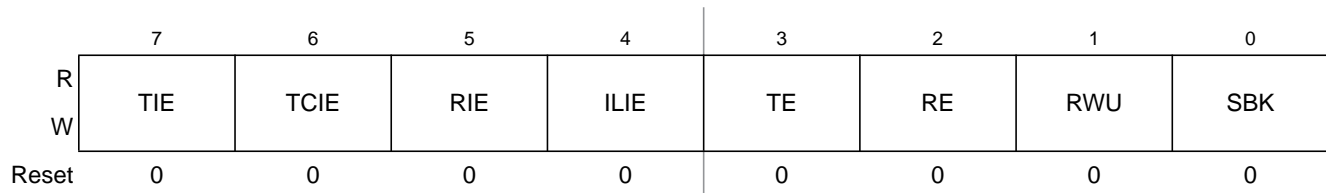
Field	Description
6:4 SPPR[2:0]	<b>SPI Baud Rate Prescale Divisor</b> — This 3-bit field selects one of eight divisors for the SPI baud rate prescaler as shown in Table 13-5. The input to this prescaler is the bus rate clock (BUSCLK). The output of this prescaler drives the input of the SPI baud rate divider (see Figure 13-4).
2:0 SPR[2:0]	<b>SPI Baud Rate Divisor</b> — This 3-bit field selects one of eight divisors for the SPI baud rate divider as shown in Table 13-6. The input to this divider comes from the SPI baud rate prescaler (see Figure 13-4). The output of this divider is the SPI bit rate clock for master mode.

**Table 14-4. SC1xC1 Field Descriptions (continued)**

Field	Description
3 WAKE	<b>Receiver Wakeup Method Select</b> — Refer to <a href="#">Section 14.3.3.2, “Receiver Wakeup Operation”</a> for more information. 0 Idle-line wakeup. 1 Address-mark wakeup.
2 ILT	<b>Idle Line Type Select</b> — Setting this bit to 1 ensures that the stop bit and logic 1 bits at the end of a character do not count toward the 10 or 11 bit times of logic high level needed by the idle line detection logic. Refer to <a href="#">Section 14.3.3.2.1, “Idle-Line Wakeup”</a> for more information. 0 Idle character bit count starts after start bit. 1 Idle character bit count starts after stop bit.
1 PE	<b>Parity Enable</b> — Enables hardware parity generation and checking. When parity is enabled, the most significant bit (MSB) of the data character (eighth or ninth data bit) is treated as the parity bit. 0 No hardware parity generation or checking. 1 Parity enabled.
0 PT	<b>Parity Type</b> — Provided parity is enabled (PE = 1), this bit selects even or odd parity. Odd parity means the total number of 1s in the data character, including the parity bit, is odd. Even parity means the total number of 1s in the data character, including the parity bit, is even. 0 Even parity. 1 Odd parity.

### 14.2.3 SCI Control Register 2 (SC1xC2)

This register can be read or written at any time.



**Figure 14-7. SCI Control Register 2 (SC1xC2)**

**Table 14-5. SC1xC2 Field Descriptions**

Field	Description
7 TIE	<b>Transmit Interrupt Enable (for TDRE)</b> 0 Hardware interrupts from TDRE disabled (use polling). 1 Hardware interrupt requested when TDRE flag is 1.
6 TCIE	<b>Transmission Complete Interrupt Enable (for TC)</b> 0 Hardware interrupts from TC disabled (use polling). 1 Hardware interrupt requested when TC flag is 1.
5 RIE	<b>Receiver Interrupt Enable (for RDRF)</b> 0 Hardware interrupts from RDRF disabled (use polling). 1 Hardware interrupt requested when RDRF flag is 1.
4 ILIE	<b>Idle Line Interrupt Enable (for IDLE)</b> 0 Hardware interrupts from IDLE disabled (use polling). 1 Hardware interrupt requested when IDLE flag is 1.

### 14.3.5.2 Stop Mode Operation

During all stop modes, clocks to the SCI module are halted.

In stop1 and stop2 modes, all SCI register data is lost and must be re-initialized upon recovery from these two stop modes. No SCI module registers are affected in stop3 mode.

The receive input active edge detect circuit is still active in stop3 mode, but not in stop2.. An active edge on the receive input brings the CPU out of stop3 mode if the interrupt is not masked (RXEDGIE = 1).

Note, because the clocks are halted, the SCI module will resume operation upon exit from stop (only in stop3 mode). Software should ensure stop mode is not entered while there is a character being transmitted out of or received into the SCI module.

### 14.3.5.3 Loop Mode

When LOOPS = 1, the RSRC bit in the same register chooses between loop mode (RSRC = 0) or single-wire mode (RSRC = 1). Loop mode is sometimes used to check software, independent of connections in the external system, to help isolate system problems. In this mode, the transmitter output is internally connected to the receiver input and the RxD pin is not used by the SCI, so it reverts to a general-purpose port I/O pin.

### 14.3.5.4 Single-Wire Operation

When LOOPS = 1, the RSRC bit in the same register chooses between loop mode (RSRC = 0) or single-wire mode (RSRC = 1). Single-wire mode is used to implement a half-duplex serial connection. The receiver is internally connected to the transmitter output and to the TxD pin. The RxD pin is not used and reverts to a general-purpose port I/O pin.

In single-wire mode, the TXDIR bit in SCIxC3 controls the direction of serial data on the TxD pin. When TXDIR = 0, the TxD pin is an input to the SCI receiver and the transmitter is temporarily disconnected from the TxD pin so an external device can send serial data to the receiver. When TXDIR = 1, the TxD pin is an output driven by the transmitter. In single-wire mode, the internal loop back connection from the transmitter to the receiver causes the receiver to receive characters that are sent out by the transmitter.





### 16.2.1.1 EXTCLK — External Clock Source

Control bits in the timer status and control register allow the user to select nothing (timer disable), the bus-rate clock (the normal default source), a crystal-related clock, or an external clock as the clock which drives the TPM prescaler and subsequently the 16-bit TPM counter. The external clock source is synchronized in the TPM. The bus clock clocks the synchronizer; the frequency of the external source must be no more than one-fourth the frequency of the bus-rate clock, to meet Nyquist criteria and allowing for jitter.

The external clock signal shares the same pin as a channel I/O pin, so the channel pin will not be usable for channel I/O function when selected as the external clock source. It is the user's responsibility to avoid such settings. If this pin is used as an external clock source (CLKSB:CLKSA = 1:1), the channel can still be used in output compare mode as a software timer (ELSnB:ELSnA = 0:0).

### 16.2.1.2 TPMxCHn — TPM Channel n I/O Pin(s)

Each TPM channel is associated with an I/O pin on the MCU. The function of this pin depends on the channel configuration. The TPM pins share with general purpose I/O pins, where each pin has a port data register bit, and a data direction control bit, and the port has optional passive pullups which may be enabled whenever a port pin is acting as an input.

The TPM channel does not control the I/O pin when (ELSnB:ELSnA = 0:0) or when (CLKSB:CLKSA = 0:0) so it normally reverts to general purpose I/O control. When CPWMS = 1 (and ELSnB:ELSnA not = 0:0), all channels within the TPM are configured for center-aligned PWM and the TPMxCHn pins are all controlled by the TPM system. When CPWMS=0, the MSnB:MSnA control bits determine whether the channel is configured for input capture, output compare, or edge-aligned PWM.

When a channel is configured for input capture (CPWMS=0, MSnB:MSnA = 0:0 and ELSnB:ELSnA not = 0:0), the TPMxCHn pin is forced to act as an edge-sensitive input to the TPM. ELSnB:ELSnA control bits determine what polarity edge or edges will trigger input-capture events. A synchronizer based on the bus clock is used to synchronize input edges to the bus clock. This implies the minimum pulse width—that can be reliably detected—on an input capture pin is four bus clock periods (with ideal clock pulses as near as two bus clocks can be detected). TPM uses this pin as an input capture input to override the port data and data direction controls for the same pin.

When a channel is configured for output compare (CPWMS=0, MSnB:MSnA = 0:1 and ELSnB:ELSnA not = 0:0), the associated data direction control is overridden, the TPMxCHn pin is considered an output controlled by the TPM, and the ELSnB:ELSnA control bits determine how the pin is controlled. The remaining three combinations of ELSnB:ELSnA determine whether the TPMxCHn pin is toggled, cleared, or set each time the 16-bit channel value register matches the timer counter.

When the output compare toggle mode is initially selected, the previous value on the pin is driven out until the next output compare event—then the pin is toggled.



When no debugger pod is connected to the 6-pin BDM interface connector, the internal pullup on BKGD chooses normal operating mode. When a debug pod is connected to BKGD it is possible to force the MCU into active background mode after reset. The specific conditions for forcing active background depend upon the HCS08 derivative (refer to the introduction to this Development Support section). It is not necessary to reset the target MCU to communicate with it through the background debug interface.

## 17.2.2 Communication Details

The BDC serial interface requires the external controller to generate a falling edge on the BKGD pin to indicate the start of each bit time. The external controller provides this falling edge whether data is transmitted or received.

BKGD is a pseudo-open-drain pin that can be driven either by an external controller or by the MCU. Data is transferred MSB first at 16 BDC clock cycles per bit (nominal speed). The interface times out if 512 BDC clock cycles occur between falling edges from the host. Any BDC command that was in progress when this timeout occurs is aborted without affecting the memory or operating mode of the target MCU system.

The custom serial protocol requires the debug pod to know the target BDC communication clock speed.

The clock switch (CLKSW) control bit in the BDC status and control register allows the user to select the BDC clock source. The BDC clock source can either be the bus or the alternate BDC clock source.

The BKGD pin can receive a high or low level or transmit a high or low level. The following diagrams show timing for each of these cases. Interface timing is synchronous to clocks in the target BDC, but asynchronous to the external host. The internal BDC clock signal is shown for reference in counting cycles.

### 17.4.3.5 Debug FIFO High Register (DBGFH)

This register provides read-only access to the high-order eight bits of the FIFO. Writes to this register have no meaning or effect. In the event-only trigger modes, the FIFO only stores data into the low-order byte of each FIFO word, so this register is not used and will read 0x00.

Reading DBGFH does not cause the FIFO to shift to the next word. When reading 16-bit words out of the FIFO, read DBGFH before reading DBGFL because reading DBGFL causes the FIFO to advance to the next word of information.

### 17.4.3.6 Debug FIFO Low Register (DBGFL)

This register provides read-only access to the low-order eight bits of the FIFO. Writes to this register have no meaning or effect.

Reading DBGFL causes the FIFO to shift to the next available word of information. When the debug module is operating in event-only modes, only 8-bit data is stored into the FIFO (high-order half of each FIFO word is unused). When reading 8-bit words out of the FIFO, simply read DBGFL repeatedly to get successive bytes of data from the FIFO. It isn't necessary to read DBGFH in this case.

Do not attempt to read data from the FIFO while it is still armed (after arming but before the FIFO is filled or ARMF is cleared) because the FIFO is prevented from advancing during reads of DBGFL. This can interfere with normal sequencing of reads from the FIFO.

Reading DBGFL while the debugger is not armed causes the address of the most-recently fetched opcode to be stored to the last location in the FIFO. By reading DBGFH then DBGFL periodically, external host software can develop a profile of program execution. After eight reads from the FIFO, the ninth read will return the information that was stored as a result of the first read. To use the profiling feature, read the FIFO eight times without using the data to prime the sequence and then begin using the data to get a delayed picture of what addresses were being executed. The information stored into the FIFO on reads of DBGFL (while the FIFO is not armed) is the address of the most-recently fetched opcode.

## Appendix B

### Timer Pulse-Width Modulator (TPMV2)

#### NOTE

This chapter refers to S08TPM version 2, which applies to the 3M05C and older mask sets of this device. M74K and newer mask set devices use S08TPM version 3. If your device uses mask 0M74K or newer, please refer to [Chapter 16, “Timer Pulse-Width Modulator \(S08TPMV3\)”](#) for information pertaining to that module.

The TPM uses one input/output (I/O) pin per channel, TPMxCHn where x is the TPM number (for example, 1 or 2) and n is the channel number (for example, 0–4). The TPM shares its I/O pins with general-purpose I/O port pins (refer to the [Pins and Connections](#) chapter for more information).

#### B.0.1 Features

The TPM has the following features:

- Each TPM may be configured for buffered, center-aligned pulse-width modulation (CPWM) on all channels
- Clock sources independently selectable per TPM (multiple TPMs device)
- Selectable clock sources (device dependent): bus clock, fixed system clock, external pin
- Clock prescaler taps for divide by 1, 2, 4, 8, 16, 32, 64, or 128
- 16-bit free-running or up/down (CPWM) count operation
- 16-bit modulus register to control counter range
- Timer system enable
- One interrupt per channel plus a terminal count interrupt for each TPM module (multiple TPMs device)
- Channel features:
  - Each channel may be input capture, output compare, or buffered edge-aligned PWM
  - Rising-edge, falling-edge, or any-edge input capture trigger
  - Set, clear, or toggle output compare action
  - Selectable polarity on PWM outputs

#### B.0.2 Block Diagram

[Figure B-1](#) shows the structure of a TPM. Some MCUs include more than one TPM, with various numbers of channels.