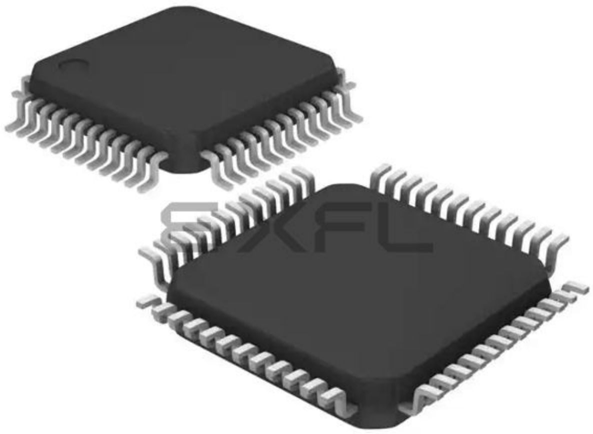

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Details	
Product Status	Obsolete
Core Processor	S08
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Connectivity	CANbus, I²C, LINbus, SCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	39
Program Memory Size	60KB (60K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	3K 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)
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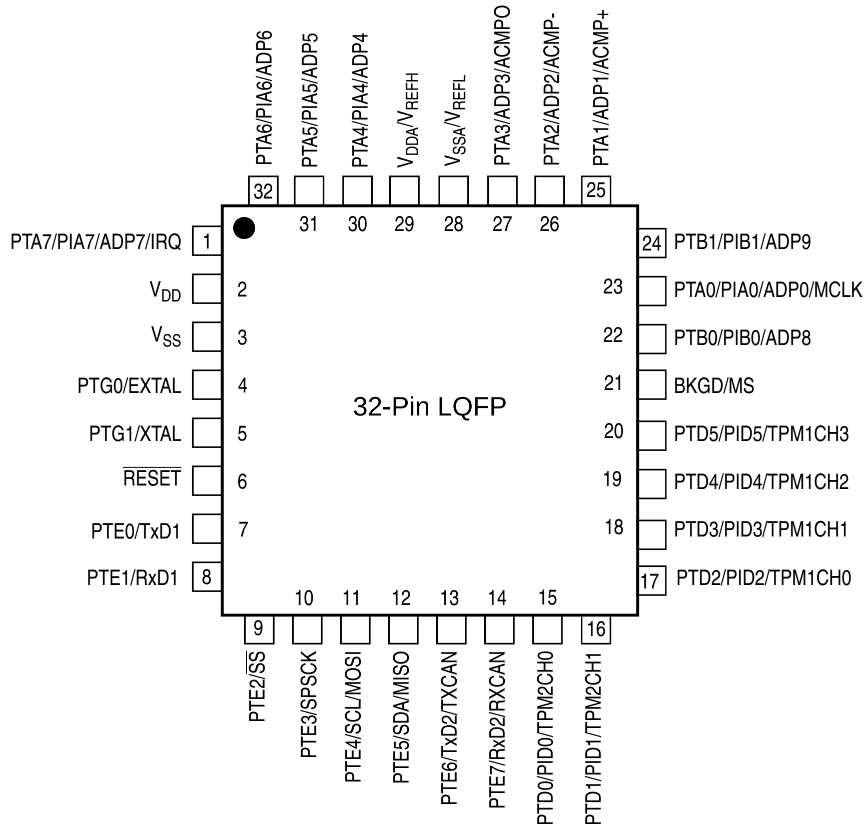
Section Number	Title	Page

Chapter 12
Freescale Controller Area Network (S08MSCANV1)



V_{REFH} and V_{REFL} are internally connected to V_{DDA} and V_{SSA}, respectively.

Figure 2-3. 32-Pin LQFP

Background commands are of two types:

- Non-intrusive commands, defined as commands that can be issued while the user program is running. Non-intrusive commands can be issued through the BKGD/MS pin while the MCU is in run mode; non-intrusive commands can also be executed when the MCU is in the active background mode. Non-intrusive commands include:
  - Memory access commands
  - Memory-access-with-status commands
  - BDC register access commands
  - The BACKGROUND command
- Active background commands, which can only be executed while the MCU is in active background mode. Active background commands include commands to:
  - Read or write CPU registers
  - Trace one user program instruction at a time
  - Leave active background mode to return to the user application program (GO)

The active background mode is used to program a bootloader or user application program into the Flash program memory before the MCU is operated in run mode for the first time. When the MC9S08DV60 Series is shipped from the Freescale Semiconductor factory, the Flash program memory is erased by default unless specifically noted so there is no program that could be executed in run mode until the Flash memory is initially programmed. The active background mode can also be used to erase and reprogram the Flash memory after it has been previously programmed.

For additional information about the active background mode, refer to the Development Support chapter.

3.5 Wait Mode

Wait mode is entered by executing a WAIT instruction. Upon execution of the WAIT instruction, the CPU enters a low-power state in which it is not clocked. The I bit in CCR is cleared when the CPU enters the wait mode, enabling interrupts. When an interrupt request occurs, the CPU exits the wait mode and resumes processing, beginning with the stacking operations leading to the interrupt service routine.

While the MCU is in wait mode, there are some restrictions on which background debug commands can be used. Only the BACKGROUND command and memory-access-with-status commands are available when the MCU is in wait mode. The memory-access-with-status commands do not allow memory access, but they report an error indicating that the MCU is in either stop or wait mode. The BACKGROUND command can be used to wake the MCU from wait mode and enter active background mode.

Table 4-2. Direct-Page Register Summary (Sheet 3 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x0050	SPIC1	SPIE	SPE	SPTIE	MSTR	CPOL	CPHA	SSOE	LSBFE
0x0051	SPIC2	0	0	0	MODFEN	BIDIROE	0	SPISWAI	SPC0
0x0052	SPIBR	0	SPPR2	SPPR1	SPPR0	0	SPR2	SPR1	SPR0
0x0053	SPIS	SPRF	0	SPTEF	MODF	0	0	0	0
0x0054	Reserved	0	0	0	0	0	0	0	0
0x0055	SPID	Bit 7	6	5	4	3	2	1	Bit 0
0x0056–0x0057	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x0058	IICA	AD7	AD6	AD5	AD4	AD3	AD2	AD1	0
0x0059	IICF	MULT		ICR					
0x005A	IICC1	IICEN	IICIE	MST	TX	TXAK	RSTA	0	0
0x005B	IICS	TCF	IAAS	BUSY	ARBL	0	SRW	IICIF	RXAK
0x005C	IICD	DATA							
0x005D	IICC2	GCAEN	ADEXT	0	0	0	AD10	AD9	AD8
0x005E–0x005F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x0060	TPM2SC	TOF	TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
0x0061	TPM2CNTH	Bit 15	14	13	12	11	10	9	Bit 8
0x0062	TPM2CNTL	Bit 7	6	5	4	3	2	1	Bit 0
0x0063	TPM2MODH	Bit 15	14	13	12	11	10	9	Bit 8
0x0064	TPM2MODL	Bit 7	6	5	4	3	2	1	Bit 0
0x0065	TPM2C0SC	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	0	0
0x0066	TPM2C0VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0067	TPM2C0VL	Bit 7	6	5	4	3	2	1	Bit 0
0x0068	TPM2C1SC	CH1F	CH1IE	MS1B	MS1A	ELS1B	ELS1A	0	0
0x0069	TPM2C1VH	Bit 15	14	13	12	11	10	9	Bit 8
0x006A	TPM2C1VL	Bit 7	6	5	4	3	2	1	Bit 0
0x006B	Reserved	—	—	—	—	—	—	—	—
0x006C	RTCSC	RTIF	RTCLKS		RTIE	RTCPS			
0x006D	RTCCNT	RTCCNT							
0x006E	RTCMOD	RTCMOD							
0x006F	Reserved	—	—	—	—	—	—	—	—
0x0070–0x007F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —

High-page registers, shown in Table 4-3, are accessed much less often than other I/O and control registers so they have been located outside the direct addressable memory space, starting at 0x1800.

Table 4-3. High-Page Register Summary (Sheet 3 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x1883	CANBTR1	SAMP	TSEG22	TSEG21	TSEG20	TSEG13	TSEG12	TSEG11	TSEG10
0x1884	CANRFLG	WUPIF	CSCIF	RSTAT1	RSTAT0	TSTAT1	TSTAT0	OVRIF	RXF
0x1885	CANRIER	WUPIE	CSCIE	RSTATE1	RSTATE0	TSTATE1	TSTATE0	OVRIE	RXFIE
0x1886	CANTFLG	0	0	0	0	0	TXE2	TXE1	TXE0
0x1887	CANTIER	0	0	0	0	0	TXEIE2	TXEIE1	TXEIE0
0x1888	CANTARQ	0	0	0	0	0	ABTRQ2	ABTRQ1	ABTRQ0
0x1889	CANTAAK	0	0	0	0	0	ABTAK2	ABTAK1	ABTAK0
0x188A	CANTBSEL	0	0	0	0	0	TX2	TX1	TX0
0x188B	CANIDAC	0	0	IDAM1	IDAM0	0	IDHIT2	IDHIT1	IDHIT0
0x188C	Reserved	0	0	0	0	0	0	0	0
0x188D	CANMISC	0	0	0	0	0	0	0	BOHOLD
0x188E	CANRXERR	RXERR7	RXERR6	RXERR5	RXERR4	RXERR3	RXERR2	RXERR1	RXERR0
0x188F	CANTXERR	TXERR7	TXERR6	TXERR5	TXERR4	TXERR3	TXERR2	TXERR1	TXERR0
0x1890 – 0x1893	CANIDAR0 – CANIDAR3	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0
0x1894 – 0x1897	CANIDMR0 – CANIDMR3	AM7	AM6	AM5	AM4	AM3	AM2	AM1	AM0
0x1898 – 0x189B	CANIDAR4 – CANIDAR7	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0
0x189C– 0x189F	CANIDMR4 – CANIDMR7	AM7	AM6	AM5	AM4	AM3	AM2	AM1	AM0
0x18BE	CANTTSRH	TSR15	TSR14	TSR13	TSR12	TSR11	TSR10	TSR9	TSR8
0x18BF	CANTTSRL	TSR7	TSR6	TSR5	TSR4	TSR3	TSR2	TSR1	TSR0
0x18C0– 0x18FF	Reserved	— —	— —	— —	— —	— —	— —	— —	— —

[1] This bit is reserved. User must write a 1 to this bit. Failing to do so may result in unexpected behavior.

Figure 4-4 shows the structure of receive and transmit buffers for extended identifier mapping. These registers vary depending on whether standard or extended mapping is selected. See Chapter 12, "Freescale Controller Area Network (S08MSCANV1)," for details on extended and standard identifier mapping.

Table 4-4. MSCAN Foreground Receive and Transmit Buffer Layouts — Extended Mapping Shown

0x18A0	CANRIDR0	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21
0x18A1	CANRIDR1	ID20	ID19	ID18	SRR(1)	IDE(1)	ID17	ID16	ID15
0x18A2	CANRIDR2	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7
0x18A3	CANRIDR3	ID6	ID5	ID4	ID3	ID2	ID1	ID0	RTR[2]
0x18A4 – 0x18AB	CANRDSR0 – CANRDSR7	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0x18AC	CANRDLR	—	—	—	—	DLC3	DLC2	DLC1	DLC0
0x18AD	Reserved	—	—	—	—	—	—	—	—
0x18AE	CANRTSRH	TSR15	TSR14	TSR13	TSR12	TSR11	TSR10	TSR9	TSR8

Table 4-10. Security States[1]

SEC[1:0]	Description
0:0	secure
0:1	secure
1:0	unsecured
1:1	secure

[1] SEC changes to 1:0 after successful backdoor key entry or a successful blank check of Flash.

4.5.10.3 Flash Configuration Register (FCNFG)

	7	6	5	4	3	2	1	0
R	0	Reserved	KEYACC	Reserved[1]	0	0	0	1
W								
Reset	0	0	0	1	0	0	0	1

(shaded) = Unimplemented or Reserved

Figure 4-7. Flash Configuration Register (FCNFG)

[1] User must write a 1 to this bit. Failing to do so may result in unexpected behavior.

Table 4-11. FCNFG Register Field Descriptions

Field	Description
5 KEYACC	**Enable Writing of Access Key** — This bit enables writing of the backdoor comparison key. For more detailed information about the backdoor key mechanism, refer to Section 4.5.9, “Security.” 0 Writes to 0xFFB0–0xFFB7 are interpreted as the start of a Flash programming or erase command. 1 Writes to NVBACKKEY (0xFFB0–0xFFB7) are interpreted as comparison key writes.

4.5.10.4 Flash Protection Register (FPROT and NVPROT)

The FPROT register defines which Flash and EEPROM sectors are protected against program and erase operations.

During the reset sequence, the FPROT register is loaded from the nonvolatile location NVPROT. To change the protection that will be loaded during the reset sequence, the sector containing NVPROT must be unprotected and erased, then NVPROT can be reprogrammed.

FPROT bits are readable at any time and writable as long as the size of the protected region is being increased. Any write to FPROT that attempts to decrease the size of the protected memory will be ignored.

Trying to alter data in any protected area will result in a protection violation error and the FPVIOL flag will be set in the FSTAT register. Mass erase is not possible if any one of the sectors is protected.

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)

	7	6	5	4	3	2	1	0
R	FCBEF	FCCF	FPVIOL	FACCERR	0	FBLANK	0	0
W								
Reset	1	1	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 4-9. Flash Status Register (FSTAT)

Table 4-14. FSTAT Register Field Descriptions

Field	Description
7 FCBEF	**Command Buffer Empty Flag** — 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	**Command Complete Flag** — 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	**Protection Violation Flag** — 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.

5.8.1 Interrupt Pin Request Status and Control Register (IRQSC)

This direct page register includes status and control bits which are used to configure the IRQ function, report status, and acknowledge IRQ events.

	7	6	5	4	3	2	1	0
R	0	IRQPDD	IRQEDG	IRQPE	IRQF	0	IRQIE	IRQMOD
W						IRQACK		
Reset	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 5-2. Interrupt Request Status and Control Register (IRQSC)

Table 5-2. IRQSC Register Field Descriptions

Field	Description
6 IRQPDD	**Interrupt Request (IRQ) Pull Device Disable**— This read/write control bit is used to disable the internal pull-up/pull-down device when the IRQ pin is enabled (IRQPE = 1) allowing for an external device to be used. 0 IRQ pull device enabled if IRQPE = 1. 1 IRQ pull device disabled if IRQPE = 1.
5 IRQEDG	**Interrupt Request (IRQ) Edge Select** — This read/write control bit is used to select the polarity of edges or levels on the IRQ pin that cause IRQF to be set. The IRQMOD control bit determines whether the IRQ pin is sensitive to both edges and levels or only edges. When the IRQ pin is enabled as the IRQ input and is configured to detect rising edges, it has a pull-down. When the IRQ pin is enabled as the IRQ input and is configured to detect falling edges, it has a pull-up. 0 IRQ is falling edge or falling edge/low-level sensitive. 1 IRQ is rising edge or rising edge/high-level sensitive.
4 IRQPE	**IRQ Pin Enable** — This read/write control bit enables the IRQ pin function. When this bit is set the IRQ pin can be used as an interrupt request. 0 IRQ pin function is disabled. 1 IRQ pin function is enabled.
3 IRQF	**IRQ Flag** — This read-only status bit indicates when an interrupt request event has occurred. 0 No IRQ request. 1 IRQ event detected.
2 IRQACK	**IRQ Acknowledge** — This write-only bit is used to acknowledge interrupt request events (write 1 to clear IRQF). Writing 0 has no meaning or effect. Reads always return 0. If edge-and-level detection is selected (IRQMOD = 1), IRQF cannot be cleared while the IRQ pin remains at its asserted level.
1 IRQIE	**IRQ Interrupt Enable** — This read/write control bit determines whether IRQ events generate an interrupt request. 0 Interrupt request when IRQF set is disabled (use polling). 1 Interrupt requested whenever IRQF = 1.
0 IRQMOD	**IRQ Detection Mode** — This read/write control bit selects either edge-only detection or edge-and-level detection. The IRQEDG control bit determines the polarity of edges and levels that are detected as interrupt request events. See Section 5.5.2.2, “Edge and Level Sensitivity” for more details. 0 IRQ event on falling edges or rising edges only. 1 IRQ event on falling edges and low levels or on rising edges and high levels.

5.8.7 System Power Management Status and Control 1 Register (SPMSC1)

This high page register contains status and control bits to support the low-voltage detect function, and to enable the bandgap voltage reference for use by the ADC and ACMP modules. This register should be written during the user's reset initialization program to set the desired controls even if the desired settings are the same as the reset settings.

	7	6	5	4	3	2	1	0
R	LVWF[1]	0	LVWIE	LVDRE[2]	LVDSE	LVDE[2]	0	BGBE
W		LVWACK						
Reset:	0	0	0	1	1	1	0	0

= Unimplemented or Reserved

[1] LVWF will be set in the case when V_{Supply} transitions below the trip point or after reset and V_{Supply} is already below V_{LVW}.
[2] This bit can be written only one time after reset. Additional writes are ignored.

Figure 5-9. System Power Management Status and Control 1 Register (SPMSC1)

Table 5-10. SPMSC1 Register Field Descriptions

Field	Description
7 LVWF	**Low-Voltage Warning Flag** — The LVWF bit indicates the low-voltage warning status. 0 low-voltage warning is not present. 1 low-voltage warning is present or was present.
6 LVWACK	**Low-Voltage Warning Acknowledge** — If LVWF = 1, a low-voltage condition has occurred. To acknowledge this low-voltage warning, write 1 to LVWACK, which will automatically clear LVWF to 0 if the low-voltage warning is no longer present.
5 LVWIE	**Low-Voltage Warning Interrupt Enable** — This bit enables hardware interrupt requests for LVWF. 0 Hardware interrupt disabled (use polling). 1 Request a hardware interrupt when LVWF = 1.
4 LVDRE	**Low-Voltage Detect Reset Enable** — This write-once bit enables LVD events to generate a hardware reset (provided LVDE = 1). 0 LVD events do not generate hardware resets. 1 Force an MCU reset when an enabled low-voltage detect event occurs.
3 LVDSE	**Low-Voltage Detect Stop Enable** — Provided LVDE = 1, this read/write bit determines whether the low-voltage detect function operates when the MCU is in stop mode. 0 Low-voltage detect disabled during stop mode. 1 Low-voltage detect enabled during stop mode.
2 LVDE	**Low-Voltage Detect Enable** — This write-once bit enables low-voltage detect logic and qualifies the operation of other bits in this register. 0 LVD logic disabled. 1 LVD logic enabled.
0 BGBE	**Bandgap Buffer Enable** — This bit enables an internal buffer for the bandgap voltage reference for use by the ADC and ACMP modules on one of its internal channels. 0 Bandgap buffer disabled. 1 Bandgap buffer enabled.

In general, whenever a pin is shared with both an alternate digital function and an analog function, the analog function has priority such that if both the digital and analog functions are enabled, the analog function controls the pin.

It is a good programming practice to write to the port data register before changing the direction of a port pin to become an output. This ensures that the pin will not be driven momentarily with an old data value that happened to be in the port data register.

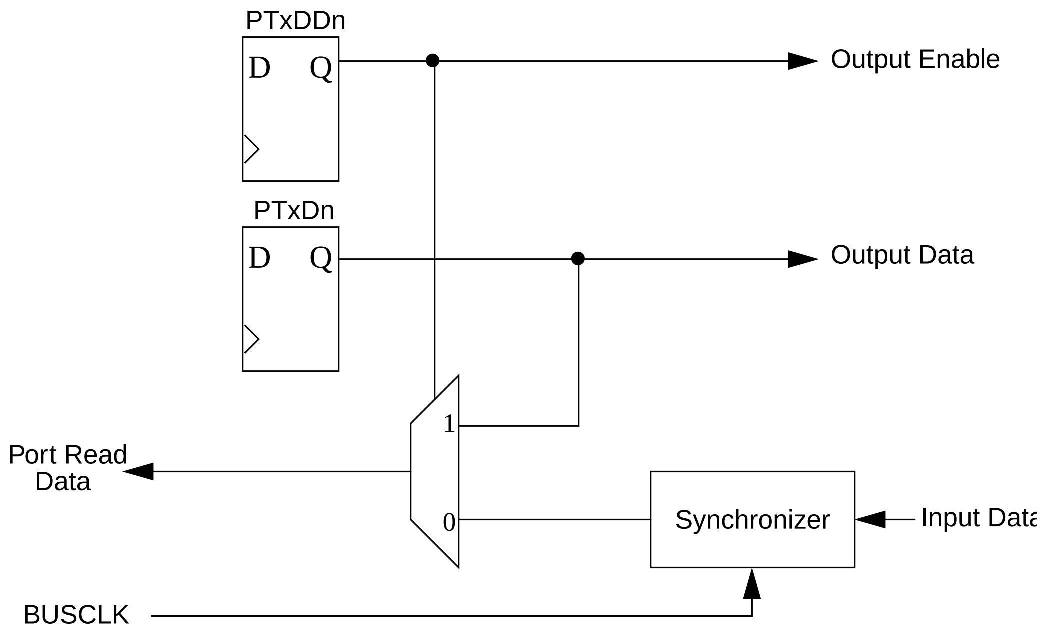


Figure 6-1. Parallel I/O Block Diagram

6.2 Pull-up, Slew Rate, and Drive Strength

Associated with the parallel I/O ports is a set of registers located in the high page register space that operate independently of the parallel I/O registers. These registers are used to control pull-ups, slew rate, and drive strength for the pins.

An internal pull-up device can be enabled for each port pin by setting the corresponding bit in the pull-up enable register (PTxPEn). The pull-up device is disabled if the pin is configured as an output by the parallel I/O control logic or any shared peripheral function regardless of the state of the corresponding pull-up enable register bit. The pull-up device is also disabled if the pin is controlled by an analog function.

Slew rate control can be enabled for each port pin by setting the corresponding bit in the slew rate control register (PTxSEn). When enabled, slew control limits the rate at which an output can transition in order to reduce EMC emissions. Slew rate control has no effect on pins that are configured as inputs.

NOTE

Slew rate reset default values may differ between engineering samples and final production parts. Always initialize slew rate control to the desired value to ensure correct operation.

Table 7-2. Instruction Set Summary (Sheet 8 of 9)

Source Form	Operation	Address Mode	Object Code	Cycles	Cyc-by-Cyc Details	Affect on CCR V 1 1 H	Affect on CCR I N Z C

SUB #*opr8i*
SUB *opr8a*
SUB *opr16a*
SUB *oprx16*,X
SUB *oprx8*,X
SUB ,X
SUB *oprx16*,SP
SUB *oprx8*,SP
	Subtract
	A ← (A) – (M)
		IMM
		DIR
		EXT
		IX2
		IX1
		IX
		SP2
		SP1
			A0 ii
			B0 dd
			C0 hh ll
			D0 ee ff
			E0 ff
			F0
			9E D0 ee ff
			9E E0 ff
				2
				3
				4
				4
				3
				3
				5
				4
					pp
					rpp
					prpp
					prpp
					rpp
					rfp
					pprpp
					prpp
						↕ 1 1 –	– ↕ ↕ ↕

SWI	Software Interrupt PC ← (PC) + $0001 Push (PCL); SP ← (SP) – $0001 Push (PCH); SP ← (SP) – $0001 Push (X); SP ← (SP) – $0001 Push (A); SP ← (SP) – $0001 Push (CCR); SP ← (SP) – $0001 I ← 1; PCH ← Interrupt Vector High Byte PCL ← Interrupt Vector Low Byte	INH	83	11	sssssvvfppp	– 1 1 –	1 – – –
TAP	Transfer Accumulator to CCR CCR ← (A)	INH	84	1	p	↕ 1 1 ↕	↕ ↕ ↕ ↕
TAX	Transfer Accumulator to X (Index Register Low) X ← (A)	INH	97	1	p	– 1 1 –	– – – –
TPA	Transfer CCR to Accumulator A ← (CCR)	INH	85	1	p	– 1 1 –	– – – –
TST *opr8a* TSTA TSTX TST *oprx8*,X TST ,X TST *oprx8*,SP	Test for Negative or Zero (M) – $00 (A) – $00 (X) – $00 (M) – $00 (M) – $00 (M) – $00	DIR INH INH IX1 IX SP1	3D dd 4D 5D 6D ff 7D 9E 6D ff	4 1 1 4 3 5	rfpp p p rfpp rfp prfpp	0 1 1 –	– ↕ ↕ –
TSX	Transfer SP to Index Reg. H:X ← (SP) + $0001	INH	95	2	fp	– 1 1 –	– – – –
TXA	Transfer X (Index Reg. Low) to Accumulator A ← (X)	INH	9F	1	p	– 1 1 –	– – – –

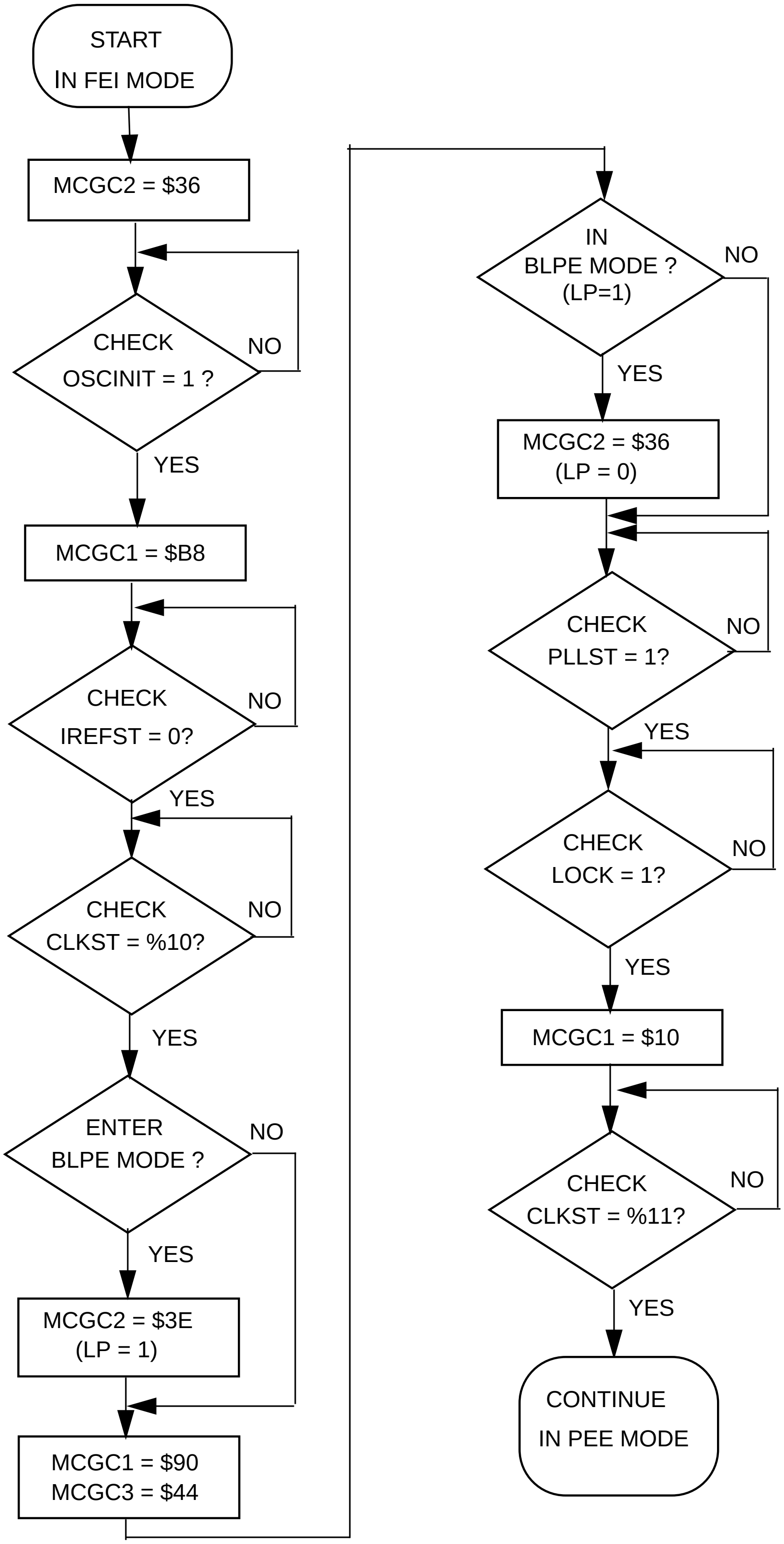


Figure 8-9. Flowchart of FEI to PEE Mode Transition using a 4 MHz crystal

Chapter 9
Analog Comparator (S08ACMPV3)

9.1 Introduction

The analog comparator module (ACMP) provides a circuit for comparing two analog input voltages or for comparing one analog input voltage to an internal reference voltage. The comparator circuit is designed to operate across the full range of the supply voltage (rail-to-rail operation).

All MC9S08DV60 Series MCUs have two full function ACMPs in a 64-pin package. MCUs in the 48-pin package have two ACMPs, but the output of ACMP2 is not accessible. MCUs in the 32-pin package contain one full function ACMP.

NOTE

MC9S08DV60 Series devices operate at a higher voltage range (2.7 V to 5.5 V) and do not include stop1 mode. Please ignore references to stop1.

9.1.1 ACMP Configuration Information

When using the bandgap reference voltage for input to ACMP+, the user must enable the bandgap buffer by setting BGBE =1 in SPMSC1 see Section 5.8.7, "System Power Management Status and Control 1 Register (SPMSC1)." For value of bandgap voltage reference see Section A.6, "DC Characteristics."

Chapter 11
Inter-Integrated Circuit (S08IICV2)

11.1 Introduction

The inter-integrated circuit (IIC) provides a method of communication between a number of devices. The interface is designed to operate up to 100 kbps with maximum bus loading and timing. The device is capable of operating at higher baud rates, up to a maximum of clock/20, with reduced bus loading. The maximum communication length and the number of devices that can be connected are limited by a maximum bus capacitance of 400 pF.

All MC9S08DV60 Series MCUs feature the IIC, as shown in the following block diagram.

NOTE

Drive strength must be disabled (DSE=0) for the IIC pins when using the IIC module for correct operation.

Read: Anytime
Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1), except bits IDHITx, which are read-only

Table 12-16. CANIDAC Register Field Descriptions

Field	Description
5:4 IDAM[1:0]	**Identifier Acceptance Mode** — The CPU sets these flags to define the identifier acceptance filter organization (see Section 12.5.3, "Identifier Acceptance Filter"). Table 12-17 summarizes the different settings. In filter closed mode, no message is accepted such that the foreground buffer is never reloaded.
2:0 IDHIT[2:0]	Identifier Acceptance Hit Indicator — The MSCAN sets these flags to indicate an identifier acceptance hit (see Section 12.5.3, "Identifier Acceptance Filter"). Table 12-18 summarizes the different settings.

Table 12-17. Identifier Acceptance Mode Settings

IDAM1	IDAM0	Identifier Acceptance Mode
0	0	Two 32-bit acceptance filters
0	1	Four 16-bit acceptance filters
1	0	Eight 8-bit acceptance filters
1	1	Filter closed

Table 12-18. Identifier Acceptance Hit Indication

IDHIT2	IDHIT1	IDHIT0	Identifier Acceptance Hit
0	0	0	Filter 0 hit
0	0	1	Filter 1 hit
0	1	0	Filter 2 hit
0	1	1	Filter 3 hit
1	0	0	Filter 4 hit
1	0	1	Filter 5 hit
1	1	0	Filter 6 hit
1	1	1	Filter 7 hit

The IDHITx indicators are always related to the message in the foreground buffer (RxFG). When a message gets shifted into the foreground buffer of the receiver FIFO the indicators are updated as well.

12.3.12 MSCAN Miscellaneous Register (CANMISC)

This register provides additional features.

Table 12-34. Time Segment Syntax

Syntax	Description
SYNC_SEG	System expects transitions to occur on the CAN bus during this period.
Transmit Point	A node in transmit mode transfers a new value to the CAN bus at this point.
Sample Point	A node in receive mode samples the CAN bus at this point. If the three samples per bit option is selected, then this point marks the position of the third sample.

The synchronization jump width (see the Bosch CAN specification for details) can be programmed in a range of 1 to 4 time quanta by setting the SJW parameter.

The SYNC_SEG, TSEG1, TSEG2, and SJW parameters are set by programming the MSCAN bus timing registers (CANBTR0, CANBTR1) (see Section 12.3.3, "MSCAN Bus Timing Register 0 (CANBTR0)" and Section 12.3.4, "MSCAN Bus Timing Register 1 (CANBTR1)").

Table 12-35 gives an overview of the CAN compliant segment settings and the related parameter values.

NOTE

It is the user's responsibility to ensure the bit time settings are in compliance with the CAN standard.

Table 12-35. CAN Standard Compliant Bit Time Segment Settings

Time Segment 1	TSEG1	Time Segment 2	TSEG2	Synchronization Jump Width	SJW
5 .. 10	4 .. 9	2	1	1 .. 2	0 .. 1
4 .. 11	3 .. 10	3	2	1 .. 3	0 .. 2
5 .. 12	4 .. 11	4	3	1 .. 4	0 .. 3
6 .. 13	5 .. 12	5	4	1 .. 4	0 .. 3
7 .. 14	6 .. 13	6	5	1 .. 4	0 .. 3
8 .. 15	7 .. 14	7	6	1 .. 4	0 .. 3
9 .. 16	8 .. 15	8	7	1 .. 4	0 .. 3

12.5.4 Modes of Operation

12.5.4.1 Normal Modes

The MSCAN module behaves as described within this specification in all normal system operation modes.

12.5.4.2 Special Modes

The MSCAN module behaves as described within this specification in all special system operation modes.

Chapter 14
Serial Communications Interface (S08SCIV4)

14.1 Introduction

All MCUs in the MC9S08DV60 Series include SCI1 and SCI2, except the MC9S08DV16, which has only SCI1.

NOTE

- MC9S08DV60 Series devices operate at a higher voltage range (2.7 V to 5.5 V) and do not include stop1 mode. Please ignore references to stop1.
- The RxD1 pin does not contain a clamp diode to V_{DD} and should not be driven above V_{DD}. The voltage measured on the internally pulled up RxD1 pin may be as low as V_{DD} – 0.7 V. The internal gates connected to this pin are pulled all the way to V_{DD}.

14.1.1 SCI2 Configuration Information

The SCI2 module pins, TxD2 and RxD2 can be repositioned under software control using SCI2PS in SOPT1 as shown in Table 14-1. SCI2PS in SOPT1 selects which general-purpose I/O ports are associated with SCI2 operation.

Table 14-1. SCI2 Position Options

SCI2PS in SOPT1	Port Pin for TxD2	Port Pin for RxD2
0 (default)	PTF0	PTF1
1	PTE6	PTE7

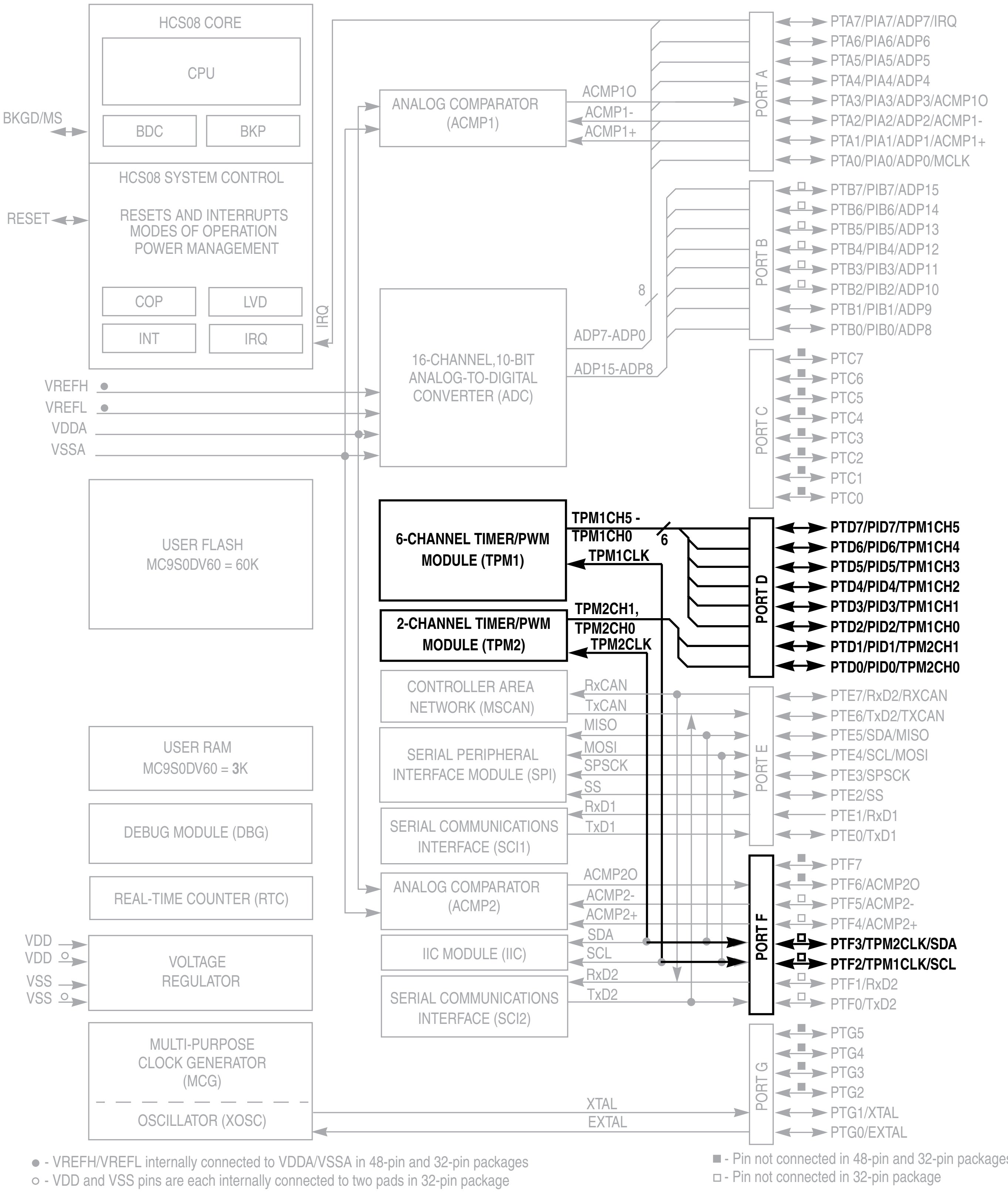


Figure 16-1. MC9S08DV60 Block Diagram

All TPM channels are programmable independently as input capture, output compare, or buffered edge-aligned PWM channels.

B.1 External Signal Description

When any pin associated with the timer is configured as a timer input, a passive pullup can be enabled. After reset, the TPM modules are disabled and all pins default to general-purpose inputs with the passive pullups disabled.

B.1.1 External TPM Clock Sources

When control bits CLKSB:CLKSA in the timer status and control register are set to 1:1, the prescaler and consequently the 16-bit counter for TPMx are driven by an external clock source, TPMxCLK, connected to an I/O pin. A synchronizer is needed between the external clock and the rest of the TPM. This synchronizer is clocked by the bus clock so the frequency of the external source must be less than one-half the frequency of the bus rate clock. The upper frequency limit for this external clock source is specified to be one-fourth the bus frequency to conservatively accommodate duty cycle and phase-locked loop (PLL) or frequency-locked loop (FLL) frequency jitter effects.

On some devices the external clock input is shared with one of the TPM channels. When a TPM channel is shared as the external clock input, the associated TPM channel cannot use the pin. (The channel can still be used in output compare mode as a software timer.) Also, if one of the TPM channels is used as the external clock input, the corresponding ELSnB:ELSnA control bits must be set to 0:0 so the channel is not trying to use the same pin.

B.1.2 TPMxCHn — TPMx Channel n I/O Pins

Each TPM channel is associated with an I/O pin on the MCU. The function of this pin depends on the configuration of the channel. In some cases, no pin function is needed so the pin reverts to being controlled by general-purpose I/O controls. When a timer has control of a port pin, the port data and data direction registers do not affect the related pin(s). See the Pins and Connections chapter for additional information about shared pin functions.

B.2 Register Definition

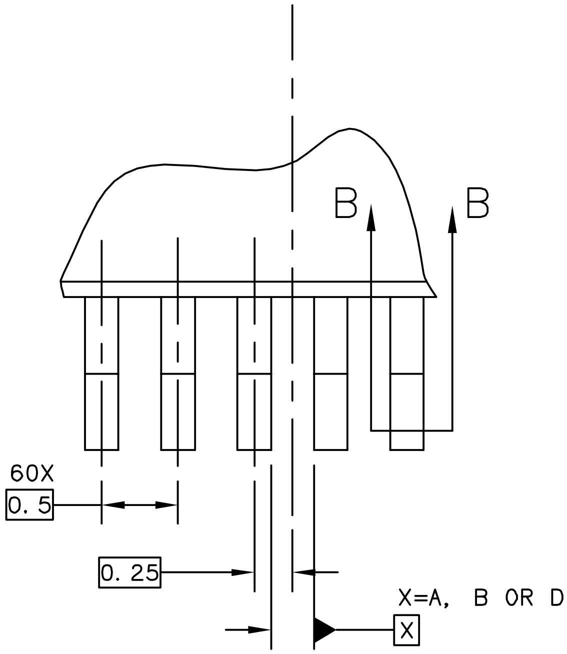
The TPM includes:

- An 8-bit status and control register (TPMxSC)
- A 16-bit counter (TPMxCNTH:TPMxCNTL)
- A 16-bit modulo register (TPMxMODH:TPMxMODL)

Each timer channel has:

- An 8-bit status and control register (TPMxCnSC)
- A 16-bit channel value register (TPMxCnVH:TPMxCnVL)

Refer to the direct-page register summary in the Memory chapter of this data sheet for the absolute address assignments for all TPM registers. This section refers to registers and control bits only by their names. A



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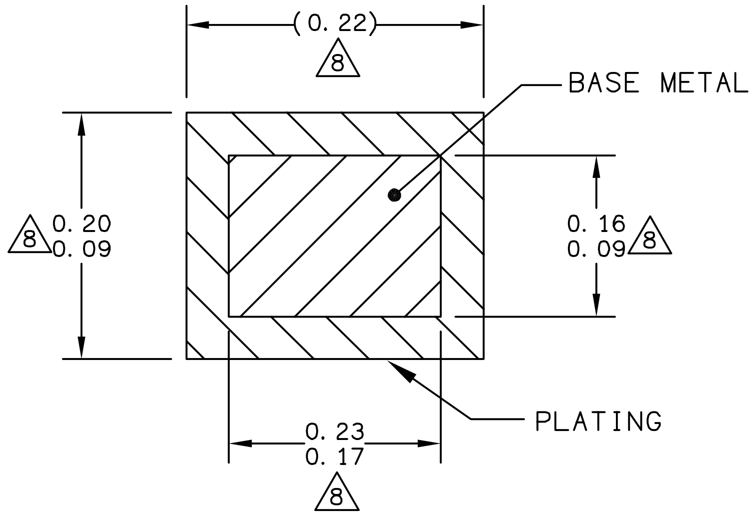
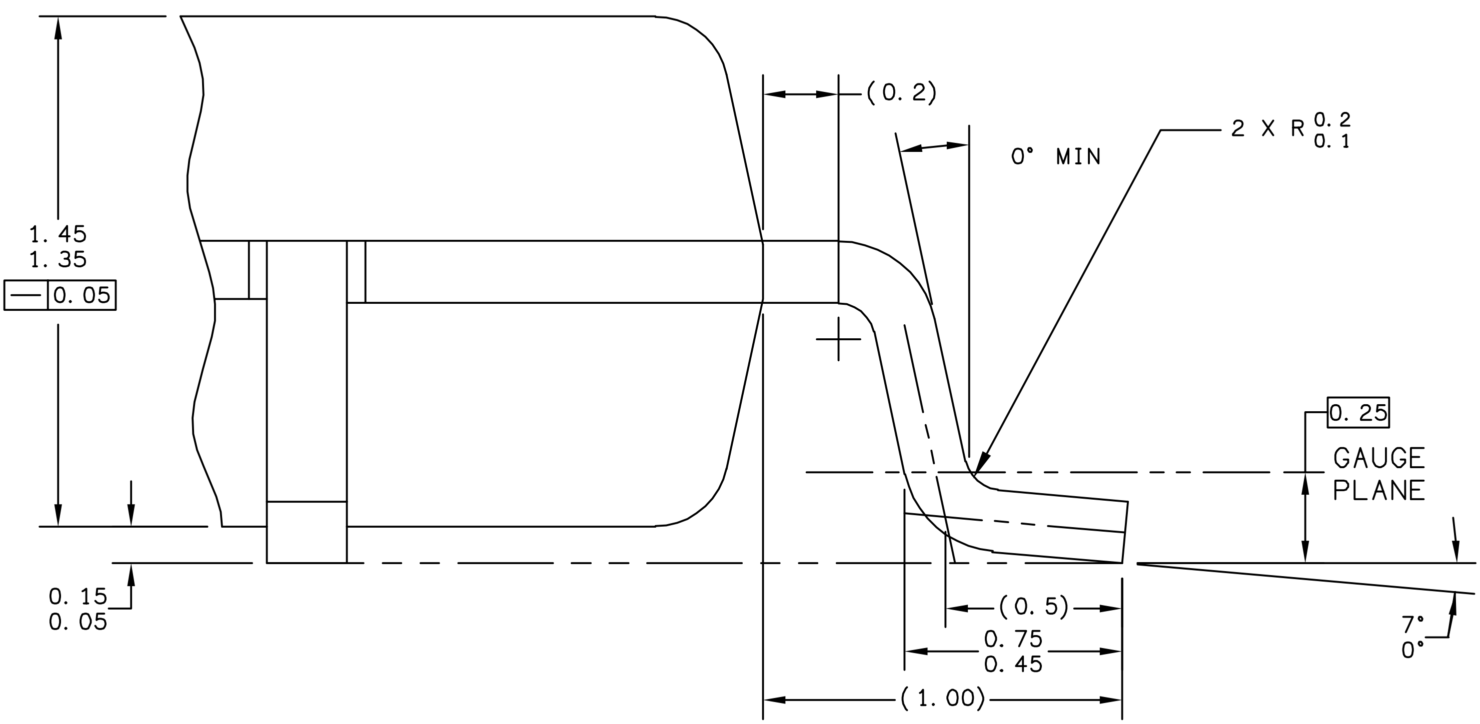


SECTION B–B



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	CASE NUMBER: 840F–02	11 AUG 2006
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