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#### 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	25
Program Memory Size	16KB (16K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 10x12b
Oscillator Type	External
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	32-LQFP
Supplier Device Package	32-LQFP (7x7)
Purchase URL	<a href="https://www.e-xfl.com/pro/item?MUrl=&amp;PartUrl=s9s08dv16f2mlc">https://www.e-xfl.com/pro/item?MUrl=&amp;PartUrl=s9s08dv16f2mlc</a>

**Table 2-1. Pin Availability by Package Pin-Count**

Pin Number			<-- Lowest Priority --> Highest			
64	48	32	Port Pin/Interrupt		Alt 1	Alt 2
1	1	—	PTB6	PIB6	ADP14	
2	—	—	PTC5			
3	2	1	PTA7	PIA7	ADP7	IRQ
4	—	—	PTC6			
5	3	—	PTB7	PIB7	ADP15	
6	—	—	PTC7			
7	4	2				V <sub>DD</sub>
8	5	3				V <sub>SS</sub>
9	6	4	PTG0		EXTAL	
10	7	5	PTG1		XTAL	
11	8	6				RESET
12	9	—	PTF4			ACMP2+
13	10	—	PTF5			ACMP2-
14	—	—	PTF6			ACMP2O
15	11	7	PTE0		TxD1	
16	12	8	PTE1 <sup>2</sup>		RxD1 <sup>2</sup>	
17	13	9	PTE2			SS
18	14	10	PTE3			SPSCK
19	15	11	PTE4		SCL <sup>3</sup>	MOSI
20	16	12	PTE5		SDA <sup>3</sup>	MISO
21	—	—	PTG2			
22	—	—	PTG3			
23	17	—	PTF0			TxD2 <sup>4</sup>
24	18	—	PTF1			RxD2 <sup>4</sup>
25	19	—	PTF2		TPM1CLK	SCL <sup>3</sup>
26	20	—	PTF3		TPM2CLK	SDA <sup>3</sup>
27	—	—	PTG4			
28	—	—	PTG5			
29	21	13	PTE6		TxD2 <sup>4</sup>	TXCAN
30	22	14	PTE7		RxD2 <sup>4</sup>	RxCAN
31	23	15	PTD0	PID0		TPM2CH0
32	24	16	PTD1	PID1		TPM2CH1

Pin Number			<-- Lowest Priority --> Highest			
64	48	32	Port Pin/Interrupt		Alt 1	Alt 2
33	25	17	PTD2	PID2		TPM1CH0
34	26	18	PTD3	PID3		TPM1CH1
35	27	19	PTD4	PID4		TPM1CH2
36	28	20	PTD5	PID5		TPM1CH3
37	—	—	PTF7			
38	29	—				V <sub>SS</sub>
39	30	—				V <sub>DD</sub>
40	31	—	PTD6	PID6		TPM1CH4
41	32	—	PTD7	PID7		TPM1CH5
42	33	21			BKGD	MS
43	—	—	PTC0			
44	34	22	PTB0	PIB0	ADP8	
45	—	—	PTC1			
46	35	23	PTA0	PIA0	ADP0	MCLK
47	—	—	PTC2			
48	36	24	PTB1	PIB1	ADP9	
49	37	25	PTA1	PIA1	ADP1 <sup>1</sup>	ACMP1+ <sup>1</sup>
50	38	—	PTB2	PIB2	ADP10	
51	39	26	PTA2	PIA2	ADP2 <sup>1</sup>	ACMP1- <sup>1</sup>
52	—	—	PTC3			
53	40	—	PTB3	PIB3	ADP11	
54	41	27	PTA3	PIA3	ADP3	ACMP1O
55	42	28				V <sub>SSA</sub>
56	—	—				V <sub>REFL</sub>
57	43	29				V <sub>REFH</sub>
58	—	—				V <sub>DDA</sub>
59	44	30	PTA4	PIA4	ADP4	
60	45	—	PTB4	PIB4	ADP12	
61	—	—	PTC4			
62	46	31	PTA5	PIA5	ADP5	
63	47	—	PTB5	PIB5	ADP13	
64	48	32	PTA6	PIA6	ADP6	

1. If both of these analog modules are enabled, they both will have access to the pin.
2. Pin does not contain a clamp diode to V<sub>DD</sub> and should not be driven above V<sub>DD</sub>. The voltage measured on this pin when internal pull-up is enabled may be as low as V<sub>DD</sub> - 0.7 V. The internal gates connected to this pin are pulled to V<sub>DD</sub>.
3. The IIC module pins can be repositioned using IICPS bit in the SOPT1 register. The default reset locations are on PTF2 and PTF3.
4. The SCI2 module pins can be repositioned using SCI2PS bit in the SOPT1 register. The default reset locations are on PTF0 and PTF1.

**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	CANTAACK	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	—	—	—	—	—	—	—	—

<sup>1</sup> 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**

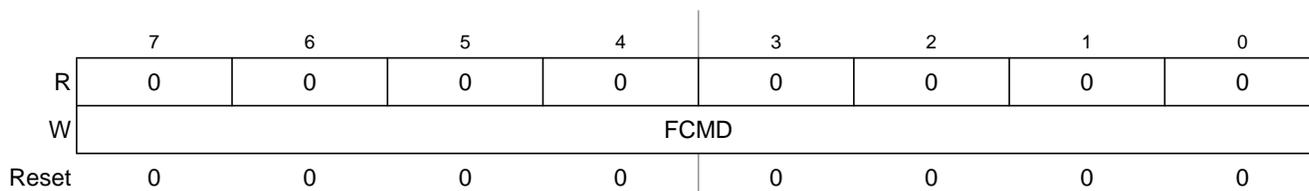
0x18A0	CANRIDR0	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21
0x18A1	CANRIDR1	ID20	ID19	ID18	SRR <sup>(1)</sup>	IDE <sup>(1)</sup>	ID17	ID16	ID15
0x18A2	CANRIDR2	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7
0x18A3	CANRIDR3	ID6	ID5	ID4	ID3	ID2	ID1	ID0	RTR <sup>2</sup>
0x18A4 – 0x18AB	CANRDSR0 – CANRDSR7	DB7	DB6	DB5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

**Table 4-14. FSTAT Register Field Descriptions (continued)**

Field	Description
4 FACCERR	<p><b>Access Error Flag</b> — FACCERR is set automatically when the proper command sequence is not obeyed exactly (the erroneous command is ignored), if a program or erase operation is attempted before the FCDIV register has been initialized, or if the MCU enters stop while a command was in progress. For a more detailed discussion of the exact actions that are considered access errors, see <a href="#">Section 4.5.6, “Access Errors.”</a> FACCERR is cleared by writing a 1 to FACCERR. Writing a 0 to FACCERR has no meaning or effect.</p> <p>0 No access error. 1 An access error has occurred.</p>
2 FBLANK	<p><b>Verified as All Blank (erased) Flag</b> — FBLANK is set automatically at the conclusion of a blank check command if the entire Flash array was verified to be erased. FBLANK is cleared by clearing FCBEF to write a new valid command. Writing to FBLANK has no meaning or effect.</p> <p>0 After a blank check command is completed and FCCF = 1, FBLANK = 0 indicates the Flash array is not completely erased. 1 After a blank check command is completed and FCCF = 1, FBLANK = 1 indicates the Flash array is completely erased (all 0xFFFF).</p>

### 4.5.10.6 Flash Command Register (FCMD)

Only six command codes are recognized in normal user modes, as shown in [Table 4-15](#). All other command codes are illegal and generate an access error. Refer to [Section 4.5.3, “Program and Erase Command Execution,”](#) for a detailed discussion of Flash programming and erase operations.



**Figure 4-10. Flash Command Register (FCMD)**

**Table 4-15. Flash Commands**

Command	FCMD	Equate File Label
Blank check	0x05	mBlank
Byte program	0x20	mByteProg
Burst program	0x25	mBurstProg
Sector erase	0x40	mSectorErase
Mass erase	0x41	mMassErase
Sector erase abort	0x47	mEraseAbort

It is not necessary to perform a blank check command after a mass erase operation. Only blank check is required as part of the security unlocking mechanism.

### 6.5.3 Port C Registers

Port C is controlled by the registers listed below.

#### 6.5.3.1 Port C Data Register (PTCD)

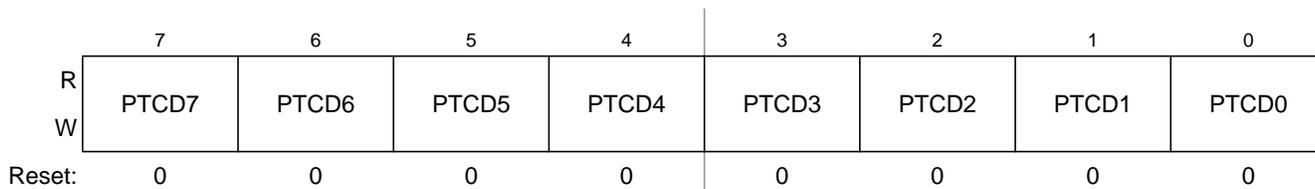


Figure 6-19. Port C Data Register (PTCD)

Table 6-17. PTCD Register Field Descriptions

Field	Description
7:0 PTCD[7:0]	<b>Port C Data Register Bits</b> — For port C pins that are inputs, reads return the logic level on the pin. For port C pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port C pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTCD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups disabled.

#### 6.5.3.2 Port C Data Direction Register (PTCDD)

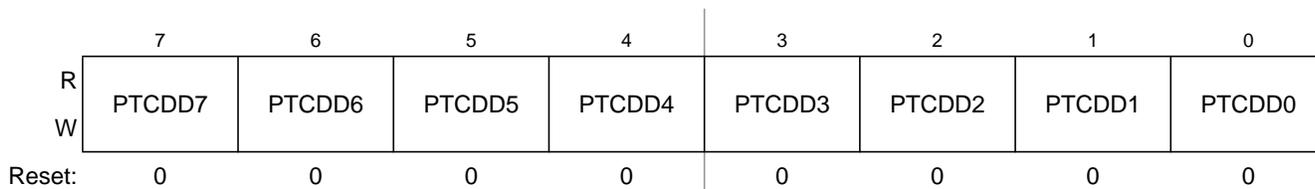


Figure 6-20. Port C Data Direction Register (PTCDD)

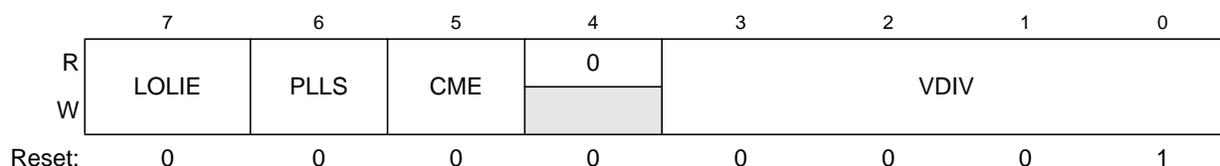
Table 6-18. PTCDD Register Field Descriptions

Field	Description
7:0 PTCDD[7:0]	<b>Data Direction for Port C Bits</b> — These read/write bits control the direction of port C pins and what is read for PTCD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port C bit n and PTCD reads return the contents of PTCDn.

**Table 8-4. MCG Status and Control Register Field Descriptions (continued)**

Field	Description
1 OSCINIT	<b>OSC Initialization</b> — If the external reference clock is selected by ERCLKEN or by the MCG being in FEE, FBE, PEE, PBE, or BLPE mode, and if EREFS is set, then this bit is set after the initialization cycles of the external oscillator clock have completed. This bit is only cleared when either EREFS is cleared or when the MCG is in either FEI, FBI, or BLPI mode and ERCLKEN is cleared.
0 FTRIM	<b>MCG Fine Trim</b> — Controls the smallest adjustment of the internal reference clock frequency. Setting FTRIM will increase the period and clearing FTRIM will decrease the period by the smallest amount possible.  If an FTRIM value stored in nonvolatile memory is to be used, it's the user's responsibility to copy that value from the nonvolatile memory location to this register's FTRIM bit.

### 8.3.5 MCG Control Register 3 (MCGC3)



**Figure 8-7. MCG PLL Register (MCGPLL)**

**Table 8-5. MCG PLL Register Field Descriptions**

Field	Description
7 LOLIE	<b>Loss of Lock Interrupt Enable</b> — Determines if an interrupt request is made following a loss of lock indication. The LOLIE bit only has an effect when LOLS is set. 0 No request on loss of lock. 1 Generate an interrupt request on loss of lock.
6 PLLS	<b>PLL Select</b> — Controls whether the PLL or FLL is selected. If the PLLS bit is clear, the PLL is disabled in all modes. If the PLLS is set, the FLL is disabled in all modes. 1 PLL is selected 0 FLL is selected

4. Lastly, FBI transitions into BLPI mode.
  - a) MCGC2 = 0x08 (%00001000)
    - LP (bit 3) in MCGSC is 1

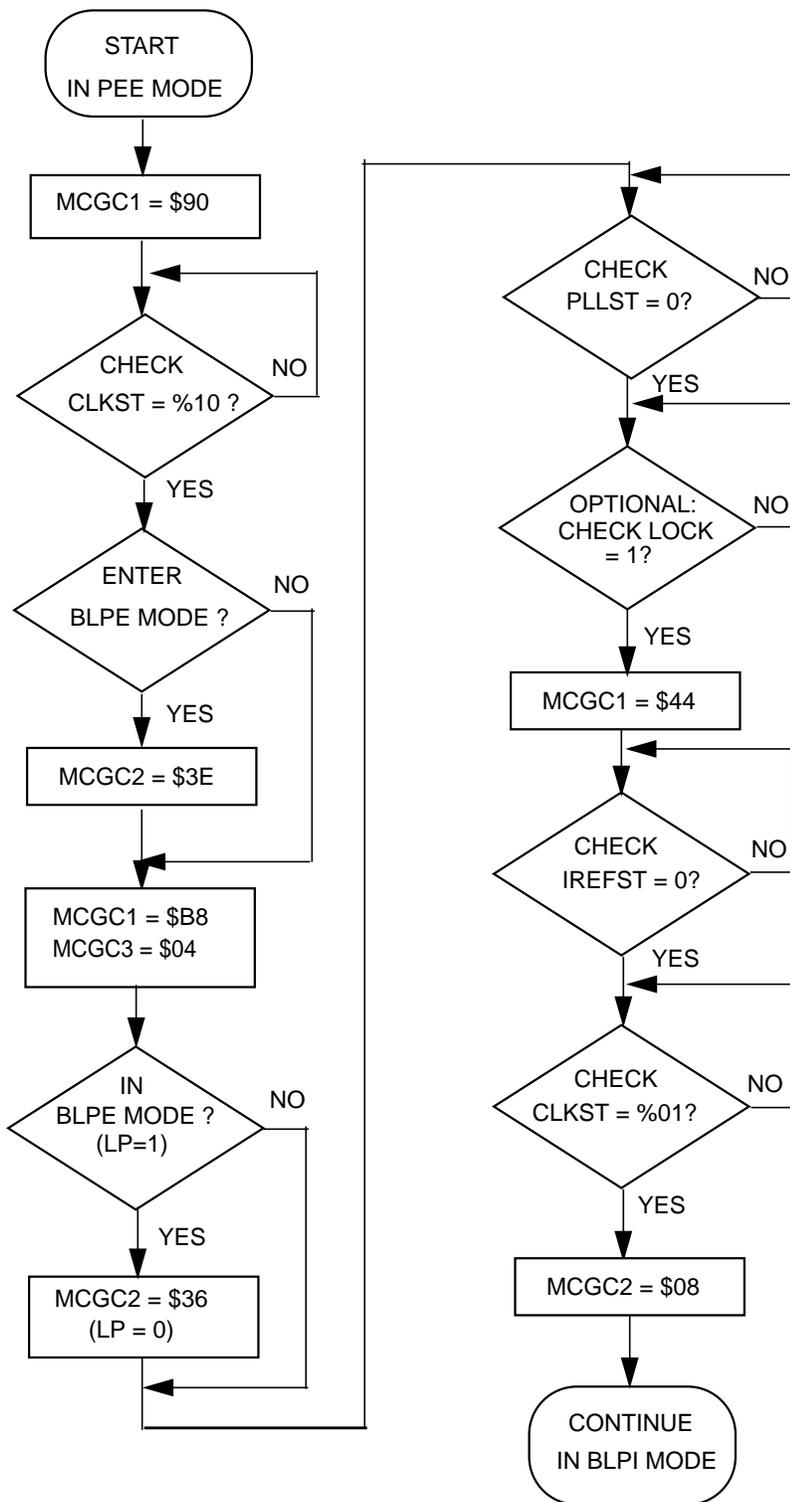


Figure 8-10. Flowchart of PEE to BLPI Mode Transition using a 4 MHz crystal

## 12.1.1 Features

The basic features of the MSCAN are as follows:

- Implementation of the CAN protocol — Version 2.0A/B
  - Standard and extended data frames
  - Zero to eight bytes data length
  - Programmable bit rate up to 1 Mbps<sup>1</sup>
  - Support for remote frames
- Five receive buffers with FIFO storage scheme
- Three transmit buffers with internal prioritization using a “local priority” concept
- Flexible maskable identifier filter supports two full-size (32-bit) extended identifier filters, or four 16-bit filters, or eight 8-bit filters
- Programmable wakeup functionality with integrated low-pass filter
- Programmable loopback mode supports self-test operation
- Programmable listen-only mode for monitoring of CAN bus
- Programmable bus-off recovery functionality
- Separate signalling and interrupt capabilities for all CAN receiver and transmitter error states (warning, error passive, bus-off)
- Programmable MSCAN clock source either bus clock or oscillator clock
- Internal timer for time-stamping of received and transmitted messages
- Three low-power modes: sleep, power down, and MSCAN enable
- Global initialization of configuration registers

## 12.1.2 Modes of Operation

The following modes of operation are specific to the MSCAN. See [Section 12.5, “Functional Description,”](#) for details.

- Listen-Only Mode
- MSCAN Sleep Mode
- MSCAN Initialization Mode
- MSCAN Power Down Mode
- Loopback Self Test Mode

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1. Depending on the actual bit timing and the clock jitter of the PLL.

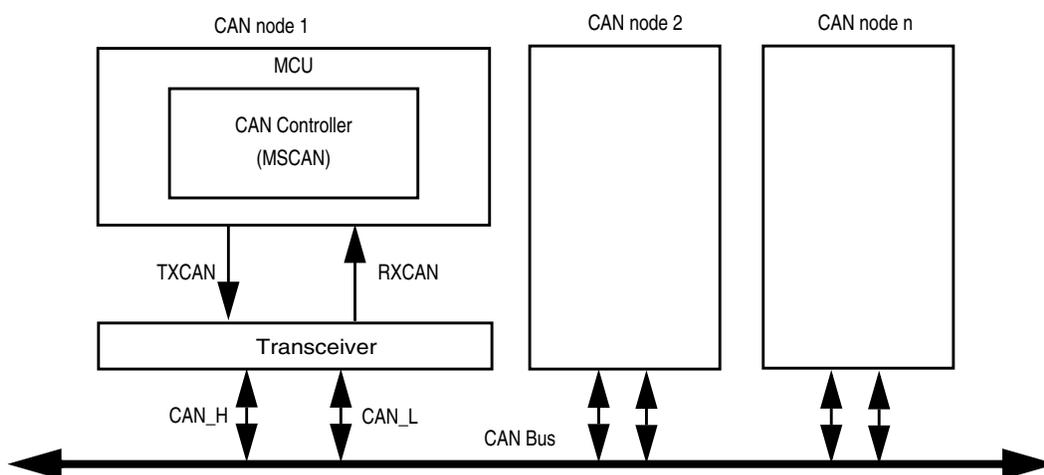


Figure 12-3. CAN System

## 12.3 Register Definition

This section describes in detail all the registers and register bits in the MSCAN module. Each description includes a standard register diagram with an associated figure number. Details of register bit and field function follow the register diagrams, in bit order. All bits of all registers in this module are completely synchronous to internal clocks during a register read.

### 12.3.1 MSCAN Control Register 0 (CANCTL0)

The CANCTL0 register provides various control bits of the MSCAN module as described below.

	7	6	5	4	3	2	1	0
R	RXFRM	RXACT	CSWAI	SYNCH	TIME	WUPE	SLPRQ	INITRQ
W								
Reset:	0	0	0	0	0	0	0	1

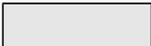
 = Unimplemented

Figure 12-4. MSCAN Control Register 0 (CANCTL0)

#### NOTE

The CANCTL0 register, except WUPE, INITRQ, and SLPRQ, is held in the reset state when the initialization mode is active (INITRQ = 1 and INITAK = 1). This register is writable again as soon as the initialization mode is exited (INITRQ = 0 and INITAK = 0).

Read: Anytime

Write: Anytime when out of initialization mode; exceptions are read-only RXACT and SYNCH, RXFRM (which is set by the module only), and INITRQ (which is also writable in initialization mode).

**Table 12-9. CANRFLG Register Field Descriptions (continued)**

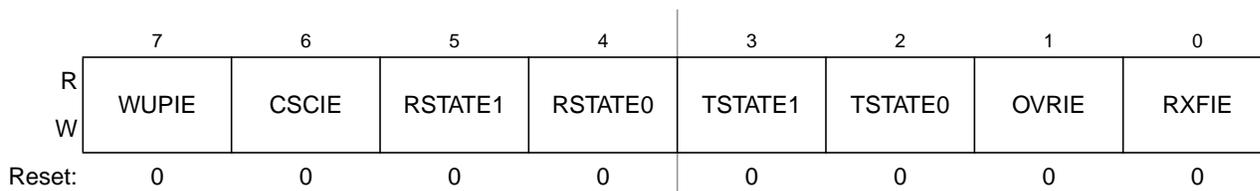
Field	Description
1 OVRIF	<b>Overrun Interrupt Flag</b> — This flag is set when a data overrun condition occurs. If not masked, an error interrupt is pending while this flag is set. 0 No data overrun condition 1 A data overrun detected
0 RXF <sup>2</sup>	<b>Receive Buffer Full Flag</b> — RXF is set by the MSCAN when a new message is shifted in the receiver FIFO. This flag indicates whether the shifted buffer is loaded with a correctly received message (matching identifier, matching cyclic redundancy code (CRC) and no other errors detected). After the CPU has read that message from the RxFG buffer in the receiver FIFO, the RXF flag must be cleared to release the buffer. A set RXF flag prohibits the shifting of the next FIFO entry into the foreground buffer (RxFG). If not masked, a receive interrupt is pending while this flag is set. 0 No new message available within the RxFG 1 The receiver FIFO is not empty. A new message is available in the RxFG

<sup>1</sup> Redundant Information for the most critical CAN bus status which is “bus-off”. This only occurs if the Tx error counter exceeds a number of 255 errors. Bus-off affects the receiver state. As soon as the transmitter leaves its bus-off state the receiver state skips to RxOK too. Refer also to TSTAT[1:0] coding in this register.

<sup>2</sup> To ensure data integrity, do not read the receive buffer registers while the RXF flag is cleared. For MCUs with dual CPUs, reading the receive buffer registers while the RXF flag is cleared may result in a CPU fault condition.

### 12.3.5 MSCAN Receiver Interrupt Enable Register (CANRIER)

This register contains the interrupt enable bits for the interrupt flags described in the CANRFLG register.


**Figure 12-9. MSCAN Receiver Interrupt Enable Register (CANRIER)**

#### NOTE

The CANRIER register is held in the reset state when the initialization mode is active (INTRQ=1 and INITAK=1). This register is writable when not in initialization mode (INTRQ=0 and INITAK=0).

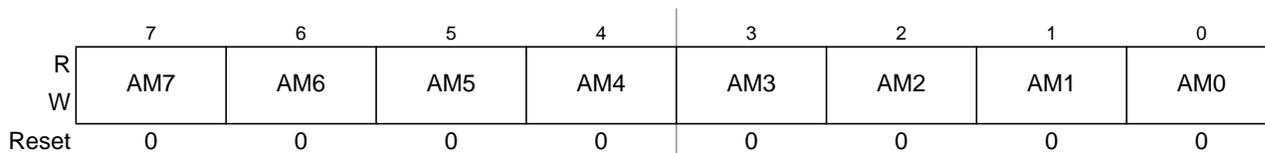
The RSTATE[1:0], TSTATE[1:0] bits are not affected by initialization mode.

Read: Anytime

Write: Anytime when not in initialization mode

**Table 12-22. CANIDMR0–CANIDMR3 Register Field Descriptions**

Field	Description
7:0 AM[7:0]	<b>Acceptance Mask Bits</b> — If a particular bit in this register is cleared, this indicates that the corresponding bit in the identifier acceptance register must be the same as its identifier bit before a match is detected. The message is accepted if all such bits match. If a bit is set, it indicates that the state of the corresponding bit in the identifier acceptance register does not affect whether or not the message is accepted. 0 Match corresponding acceptance code register and identifier bits 1 Ignore corresponding acceptance code register bit (don't care)


**Figure 12-22. MSCAN Identifier Mask Registers (Second Bank) — CANIDMR4–CANIDMR7**

Read: Anytime

Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1)

**Table 12-23. CANIDMR4–CANIDMR7 Register Field Descriptions**

Field	Description
7:0 AM[7:0]	<b>Acceptance Mask Bits</b> — If a particular bit in this register is cleared, this indicates that the corresponding bit in the identifier acceptance register must be the same as its identifier bit before a match is detected. The message is accepted if all such bits match. If a bit is set, it indicates that the state of the corresponding bit in the identifier acceptance register does not affect whether or not the message is accepted. 0 Match corresponding acceptance code register and identifier bits 1 Ignore corresponding acceptance code register bit (don't care)

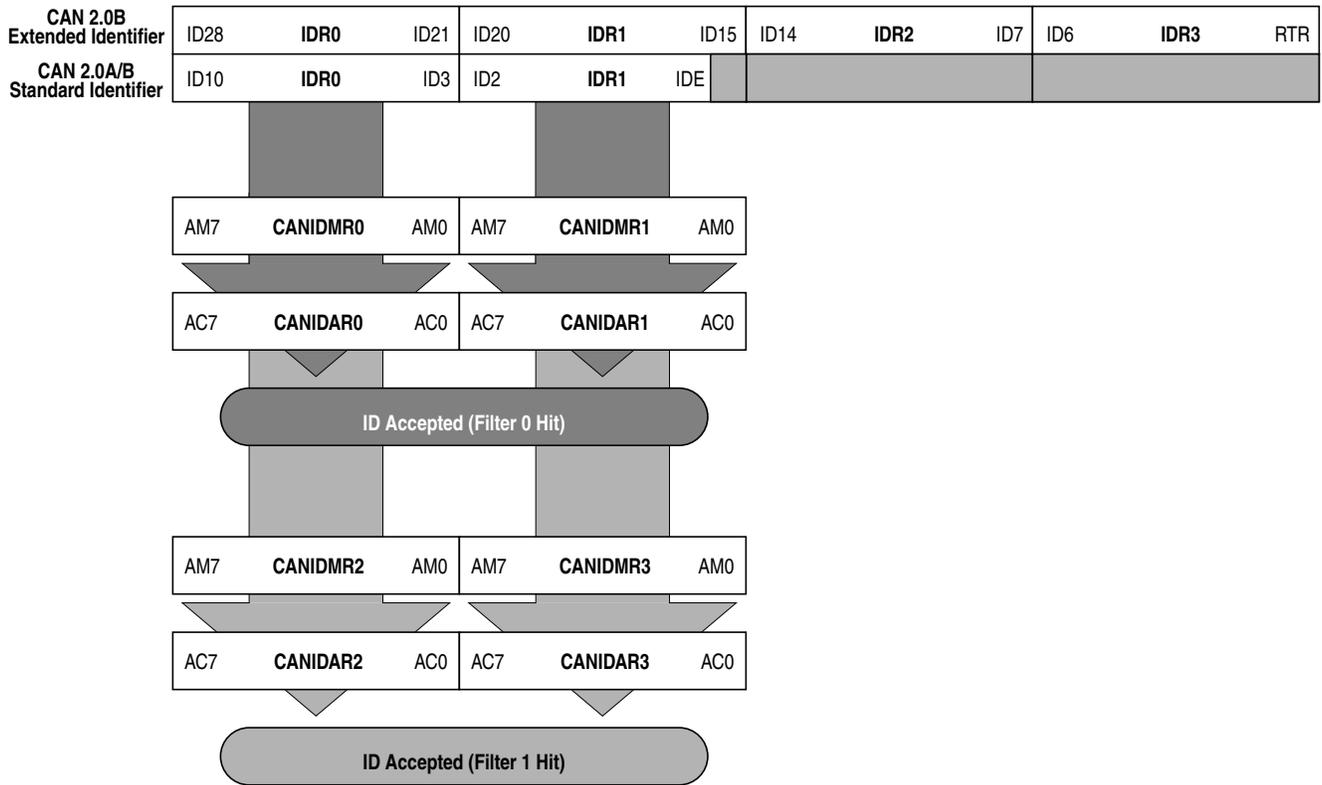
## 12.4 Programmer's Model of Message Storage

The following section details the organization of the receive and transmit message buffers and the associated control registers.

To simplify the programmer interface, the receive and transmit message buffers have the same outline. Each message buffer allocates 16 bytes in the memory map containing a 13 byte data structure.

An additional transmit buffer priority register (TBPR) is defined for the transmit buffers. Within the last two bytes of this memory map, the MSCAN stores a special 16-bit time stamp, which is sampled from an internal timer after successful transmission or reception of a message. This feature is only available for transmit and receiver buffers if the TIME bit is set (see [Section 12.3.1, “MSCAN Control Register 0 \(CANCTL0\)”](#)).

The time stamp register is written by the MSCAN. The CPU can only read these registers.



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

bit position in the filter register. Finally, registers CANIDAR0/1/2/3 determine the value of those bits determined by CANIDMR0/1/2/3.

For instance in the case of the filter value of:

0001x1001x0

The CANIDMR0/1/2/3 register would be configured as:

00001000010

and so all message identifier bits except bit 1 and bit 6 would be compared against the CANIDAR0/1/2/3 registers. These would be configured as:

00010100100

In this case bits 1 and 6 are set to '0', but since they are ignored it is equally valid to set them to '1'.

### 12.5.3.1 Identifier Acceptance Filters example

As described above, filters work by comparisons to individual bits in the CAN message identifier field. The filter will check each one of the eleven bits of a standard CAN message identifier. Suppose a filter value of 0001x1001x0. In this simple example, there are only three possible CAN messages.

Filter value: 0001x1001x0

Message 1: 00011100110

Message 2: 00110100110

Message 3: 00010100100

Message 2 will be rejected since its third most significant bit is not '0' - 001. The filter is simply a convenient way of defining the set of messages that the CPU must receive. For full 29-bits of an extended CAN message identifier, the filter identifies two sets of messages: one set that it receives and one set that it rejects. Alternatively, the filter may be split into two. This allows the MSCAN to examine only the first 16 bits of a message identifier, but allows two separate filters to perform the checking. See the example below:

Filter value A: 0001x1001x0

Filter value B: 00x101x01x0

Message 1: 00011100110

Message 2: 00110100110

Message 3: 00010100100

MSCAN will accept all three messages. Filter A will accept messages 1 and 3 as before and filter B will accept message 2. In practice, it is unimportant which filter accepts the message - messages accepted by either will be placed in the input buffer. A message may be accepted by more than one filter.

### 12.5.5.5 MSCAN Initialization Mode

In initialization mode, any on-going transmission or reception is immediately aborted and synchronization to the CAN bus is lost, potentially causing CAN protocol violations. To protect the CAN bus system from fatal consequences of violations, the MSCAN immediately drives the TXCAN pin into a recessive state.

#### NOTE

The user is responsible for ensuring that the MSCAN is not active when initialization mode is entered. The recommended procedure is to bring the MSCAN into sleep mode (SLPRQ = 1 and SLPK = 1) before setting the INITRQ bit in the CANCTL0 register. Otherwise, the abort of an on-going message can cause an error condition and can impact other CAN bus devices.

In initialization mode, the MSCAN is stopped. However, interface registers remain accessible. This mode is used to reset the CANCTL0, CANRFLG, CANRIER, CANTFLG, CANTIER, CANTARQ, CANTAACK, and CANTBSEL registers to their default values. In addition, the MSCAN enables the configuration of the CANBTR0, CANBTR1 bit timing registers; CANIDAC; and the CANIDAR, CANIDMR message filters. See Section 12.3.1, “MSCAN Control Register 0 (CANCTL0),” for a detailed description of the initialization mode.

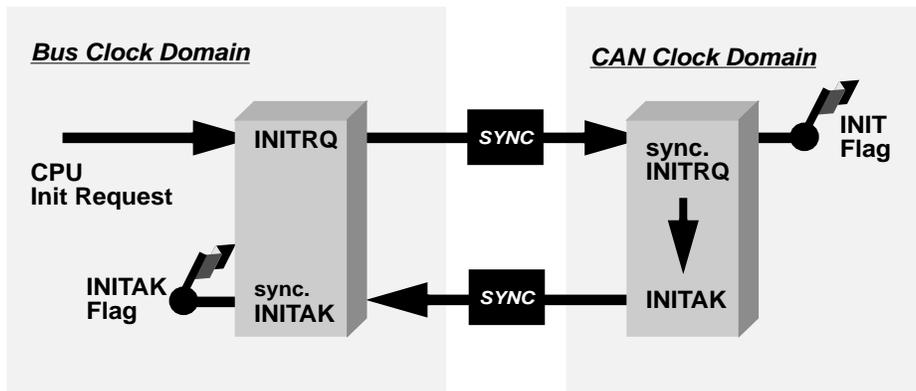


Figure 12-46. Initialization Request/Acknowledge Cycle

Due to independent clock domains within the MSCAN, INITRQ must be synchronized to all domains by using a special handshake mechanism. This handshake causes additional synchronization delay (see Section Figure 12-46., “Initialization Request/Acknowledge Cycle”).

If there is no message transfer ongoing on the CAN bus, the minimum delay will be two additional bus clocks and three additional CAN clocks. When all parts of the MSCAN are in initialization mode, the INITAK flag is set. The application software must use INITAK as a handshake indication for the request (INITRQ) to go into initialization mode.

#### NOTE

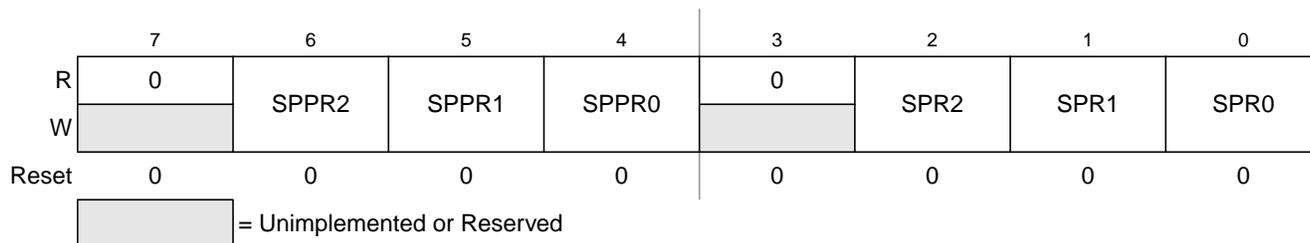
The CPU cannot clear INITRQ before initialization mode (INITRQ = 1 and INITAK = 1) is active.

**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.



message characters. At the end of a message, or at the beginning of the next message, all receivers automatically force RWU to 0 so all receivers wake up in time to look at the first character(s) of the next message.

#### 14.3.3.2.1 Idle-Line Wakeup

When WAKE = 0, the receiver is configured for idle-line wakeup. In this mode, RWU is cleared automatically when the receiver detects a full character time of the idle-line level. The M control bit selects 8-bit or 9-bit data mode that determines how many bit times of idle are needed to constitute a full character time (10 or 11 bit times because of the start and stop bits).

When RWU is one and RWUID is zero, the idle condition that wakes up the receiver does not set the IDLE flag. The receiver wakes up and waits for the first data character of the next message which will set the RDRF flag and generate an interrupt if enabled. When RWUID is one, any idle condition sets the IDLE flag and generates an interrupt if enabled, regardless of whether RWU is zero or one.

The idle-line type (ILT) control bit selects one of two ways to detect an idle line. When ILT = 0, the idle bit counter starts after the start bit so the stop bit and any logic 1s at the end of a character count toward the full character time of idle. When ILT = 1, the idle bit counter does not start until after a stop bit time, so the idle detection is not affected by the data in the last character of the previous message.

#### 14.3.3.2.2 Address-Mark Wakeup

When WAKE = 1, the receiver is configured for address-mark wakeup. In this mode, RWU is cleared automatically when the receiver detects a logic 1 in the most significant bit of a received character (eighth bit in M = 0 mode and ninth bit in M = 1 mode).

Address-mark wakeup allows messages to contain idle characters but requires that the MSB be reserved for use in address frames. The logic 1 MSB of an address frame clears the RWU bit before the stop bit is received and sets the RDRF flag. In this case the character with the MSB set is received even though the receiver was sleeping during most of this character time.

### 14.3.4 Interrupts and Status Flags

The SCI system has three separate interrupt vectors to reduce the amount of software needed to isolate the cause of the interrupt. One interrupt vector is associated with the transmitter for TDRE and TC events. Another interrupt vector is associated with the receiver for RDRF, IDLE, RXEDGIF and LBKDIF events, and a third vector is used for OR, NF, FE, and PF error conditions. Each of these ten interrupt sources can be separately masked by local interrupt enable masks. The flags can still be polled by software when the local masks are cleared to disable generation of hardware interrupt requests.

The SCI transmitter has two status flags that optionally can generate hardware interrupt requests. Transmit data register empty (TDRE) indicates when there is room in the transmit data buffer to write another transmit character to SCIxD. If the transmit interrupt enable (TIE) bit is set, a hardware interrupt will be requested whenever TDRE = 1. Transmit complete (TC) indicates that the transmitter is finished transmitting all data, preamble, and break characters and is idle with TxD at the inactive level. This flag is often used in systems with modems to determine when it is safe to turn off the modem. If the transmit complete interrupt enable (TCIE) bit is set, a hardware interrupt will be requested whenever TC = 1.

## Chapter 15

# Real-Time Counter (S08RTCV1)

### 15.1 Introduction

The RTC module consists of one 8-bit counter, one 8-bit comparator, several binary-based and decimal-based prescaler dividers, three clock sources, and one programmable periodic interrupt. This module can be used for time-of-day, calendar or any task scheduling functions. It can also serve as a cyclic wake up from low power modes without the need of external components.

All devices in the MC9S08DV60 Series feature the RTC.

#### 15.1.1 RTC Clock Signal Names

References to ERCLK and IRCLK in this chapter correspond to signals MCGERCLK and MCGIRCLK, respectively.

RTCPS and the RTCLKS[0] bit select the desired divide-by value. If a different value is written to RTCPS, the prescaler and RTCCNT counters are reset to 0x00. Table 15-6 shows different prescaler period values.

**Table 15-6. Prescaler Period**

RTCPS	1-kHz Internal Clock (RTCLKS = 00)	1-MHz External Clock (RTCLKS = 01)	32-kHz Internal Clock (RTCLKS = 10)	32-kHz Internal Clock (RTCLKS = 11)
0000	Off	Off	Off	Off
0001	8 ms	1.024 ms	250 $\mu$ s	32 ms
0010	32 ms	2.048 ms	1 ms	64 ms
0011	64 ms	4.096 ms	2 ms	128 ms
0100	128 ms	8.192 ms	4 ms	256 ms
0101	256 ms	16.4 ms	8 ms	512 ms
0110	512 ms	32.8 ms	16 ms	1.024 s
0111	1.024 s	65.5 ms	32 ms	2.048 s
1000	1 ms	1 ms	31.25 $\mu$ s	31.25 ms
1001	2 ms	2 ms	62.5 $\mu$ s	62.5 ms
1010	4 ms	5 ms	125 $\mu$ s	156.25 ms
1011	10 ms	10 ms	312.5 $\mu$ s	312.5 ms
1100	16 ms	20 ms	0.5 ms	0.625 s
1101	0.1 s	50 ms	3.125 ms	1.5625 s
1110	0.5 s	0.1 s	15.625 ms	3.125 s
1111	1 s	0.2 s	31.25 ms	6.25 s

The RTC modulo register (RTCMOD) allows the compare value to be set to any value from 0x00 to 0xFF. When the counter is active, the counter increments at the selected rate until the count matches the modulo value. When these values match, the counter resets to 0x00 and continues counting. The real-time interrupt flag (RTIF) is set when a match occurs. The flag sets on the transition from the modulo value to 0x00. Writing to RTCMOD resets the prescaler and the RTCCNT counters to 0x00.

The RTC allows for an interrupt to be generated when RTIF is set. To enable the real-time interrupt, set the real-time interrupt enable bit (RTIE) in RTCSC. RTIF is cleared by writing a 1 to RTIF.

### 15.4.1 RTC Operation Example

This section shows an example of the RTC operation as the counter reaches a matching value from the modulo register.

**Table 16-3. TPM-Clock-Source Selection**

CLKSB:CLKSA	TPM Clock Source to Prescaler Input
00	No clock selected (TPM counter disable)
01	Bus rate clock
10	Fixed system clock
11	External source

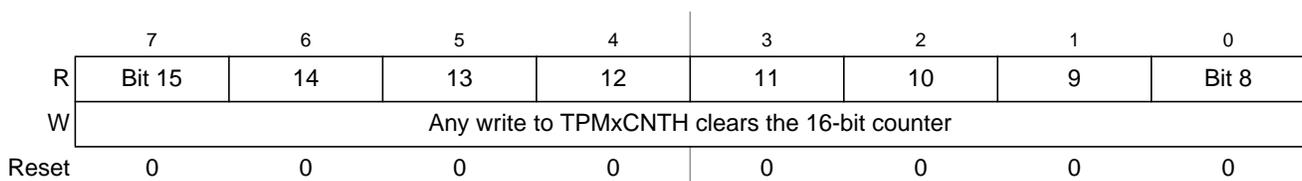
**Table 16-4. Prescale Factor Selection**

PS2:PS1:PS0	TPM Clock Source Divided-by
000	1
001	2
010	4
011	8
100	16
101	32
110	64
111	128

### 16.3.2 TPM-Counter Registers (TPMxCNTH:TPMxCNTL)

The two read-only TPM counter registers contain the high and low bytes of the value in the TPM counter. Reading either byte (TPMxCNTH or TPMxCNTL) latches the contents of both bytes into a buffer where they remain latched until the other half is read. This allows coherent 16-bit reads in either big-endian or little-endian order which makes this more friendly to various compiler implementations. The coherency mechanism is automatically restarted by an MCU reset or any write to the timer status/control register (TPMxSC).

Reset clears the TPM counter registers. Writing any value to TPMxCNTH or TPMxCNTL also clears the TPM counter (TPMxCNTH:TPMxCNTL) and resets the coherency mechanism, regardless of the data involved in the write.


**Figure 16-8. TPM Counter Register High (TPMxCNTH)**



NOTES:

1. DIMENSIONS ARE IN MILLIMETERS.

2. INTERPRET DIMENSIONS AND TOLERANCES PER ASME Y14.5-1994.

3. DATUMS A, B, AND D TO BE DETERMINED AT DATUM PLANE H.

4. DIMENSIONS TO BE DETERMINED AT SEATING PLANE DATUM C.

5. DIMENSION DOES NOT INCLUDE DAMBAR PROTRUSION. ALLOWABLE DAMBAR PROTRUSION SHALL NOT CAUSE THE LEAD WIDTH TO EXCEED THE MAXIMUM DIMENSION BY MORE THAN 0.08 MM. DAMBAR CANNOT BE LOCATED ON THE LOWER RADIUS OR THE FOOT. MINIMUM SPACE BETWEEN PROTRUSION AND ADJACENT LEAD OR PROTRUSION: 0.07 MM.

6. DIMENSIONS DO NOT INCLUDE MOLD PROTRUSION. ALLOWABLE PROTRUSION IS 0.25 MM PER SIDE. DIMENSIONS ARE MAXIMUM PLASTIC BODY SIZE DIMENSIONS INCLUDING MOLD MISMATCH.

7. EXACT SHAPE OF EACH CORNER IS OPTIONAL.

8. THESE DIMENSIONS APPLY TO THE FLAT SECTION OF THE LEAD BETWEEN 0.1 MM AND 0.25 MM FROM THE LEAD TIP.

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TITLE: LOW PROFILE QUAD FLAT PACK (LQFP) 32 LEAD, 0.8 PITCH (7 X 7 X 1.4)	DOCUMENT NO: 98ASH70029A	REV: D	
	CASE NUMBER: 873A-03	19 MAY 2005	
	STANDARD: JEDEC MS-026 BBA		