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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	8051
Core Size	8-Bit
Speed	40MHz
Connectivity	EBI/EMI, UART/USART
Peripherals	POR, PWM, WDT
Number of I/O	32
Program Memory Size	128KB (128K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1.25K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/nuvoton-technology-corporation-america/w79e632a40dl

5. FUNCTIONAL DESCRIPTION

The W79E(L)632 is 8052 pin compatible and instruction set compatible. It includes the resources of the standard 8052 such as four 8-bit I/O Ports, three 16-bit timer/counters, full duplex serial port and interrupt sources.

The W79E(L)632 features a faster running and better performance 8-bit CPU with a redesigned core processor without wasted clock and memory cycles. it improves the performance not just by running at high frequency but also by reducing the machine cycle duration from the standard 8052 period of twelve clocks to four clock cycles for the majority of instructions. This improves performance by an average of 1.5 to 3 times. It can also adjust the duration of the MOVX instruction (access to off-chip data memory) between two machine cycles and nine machine cycles. This flexibility allows the W79E(L)632 to work efficiently with both fast and slow RAMs and peripheral devices. In addition, the W79E(L)632 contains on-chip 1KB MOVX SRAM, the address of which is between 0000H and 03FFH. It only can be accessed by MOVX instruction; this on-chip SRAM is optional under software control.

The W79E(L)632 is an 8052 compatible device that gives the user the features of the original 8052 device, but with improved speed and power consumption characteristics. It has the same instruction set as the 8051 family. While the original 8051 family was designed to operate at 12 clock periods per machine cycle, the W79E(L)632 operates at a much reduced clock rate of only 4 clock periods per machine cycle. This naturally speeds up the execution of instructions. Consequently, the W79E(L)632 can run at a higher speed as compared to the original 8052, even if the same crystal is used. Since the W79E(L)632 is a fully static CMOS design, it can also be operated at a lower crystal clock, giving the same throughput in terms of instruction execution, yet reducing the power consumption.

The 4 clocks per machine cycle feature in the W79E(L)632 is responsible for a three-fold increase in execution speed. The W79E(L)632 has all the standard features of the 8052, and has a few extra peripherals and features as well.

I/O Ports

The W79E(L)632 has four 8-bit ports and one extra 4-bit port. Port 0 can be used as an Address/Data bus when external program is running or external memory/device is accessed by MOVC or MOVX instruction. In these cases, it has strong pull-ups and pull-downs, and does not need any external pull-ups. Otherwise it can be used as a general I/O port with open-drain circuit. Port 2 is used chiefly as the upper 8-bits of the Address bus when port 0 is used as an address/data bus. It also has strong pull-ups and pull-downs when it serves as an address bus. Port 1 and port 3 act as I/O ports with alternate functions. Port 4 serves as a general purpose I/O port as Port 1 and Port 3.

Serial I/O

The W79E(L)632 has one enhanced serial ports that are functionally similar to the serial port of the original 8052 family. However the serial ports on the W79E(L)632 can operate in different modes in order to obtain timing similarity as well. The serial port has the enhanced features of Automatic Address recognition and Frame Error detection.

6. MEMORY ORGANIZATION

The W79E(L)632 separates the memory into two separate sections, the Program Memory and the Data Memory. The Program Memory is used to store the instruction op-codes, while the Data Memory is used to store data or for memory mapped devices.

Program Memory

The Program Memory on the standard 8052 can only be addressed to 64 Kbytes long. By invoking the banking methodology, W79E(L)632 can extend to two 64KB flash EPROM banks, APFlash0 and APFlash1. There are on-chip ROM banks which can be used similarly to that of the 8052. All instructions are fetched for execution from this memory area. The MOVC instruction can also access this memory region. There is an auxiliary 4KB Flash EPROM bank (LDFlash) resided user loader program for In-System Programming (ISP). Both APFlashs allow serial or parallel download according to user loader program in LDFlash.

Data Memory

The W79E(L)632 can access up to 64Kbytes of external Data Memory. This memory region is accessed by the MOVX instructions. Unlike the 8051 derivatives, the W79E(L)632 contains on-chip 1K bytes MOVX SRAM of Data Memory, which can only be accessed by MOVX instructions. These 1K bytes of SRAM are between address 0000H and 03FFH. Access to the on-chip MOVX SRAM is optional under software control. When enabled by software, any MOVX instruction that uses this area will go to the on-chip RAM. MOVX addresses greater than 03FFH automatically go to external memory through Port 0 and 2. When disabled, the 1KB memory area is transparent to the system memory map. Any MOVX directed to the space between 0000H and FFFFH goes to the expanded bus on Port 0 and 2. This is the default condition. In addition, the W79E(L)632 has the standard 256 bytes of on-chip Scratchpad RAM. This can be accessed either by direct addressing or by indirect addressing. There are also some Special Function Registers (SFRs), which can only be accessed by direct addressing. Since the Scratchpad RAM is only 256 bytes, it can be used only when data contents are small. In the event that larger data contents are present, two selections can be used. One is on-chip MOVX SRAM, the other is the external Data Memory. The on-chip MOVX SRAM can only be accessed by a MOVX instruction, the same as that for external Data Memory. However, the on-chip RAM has the fastest access times.

Table 1. Special Function Register Location Table

F8	EIP							
F0	B							
E8	EIE							
E0	ACC							
D8	WDCON	PWMP	PWM0	PWM1	PWMCON1	PWM2	PWM3	
D0	PSW							
C8	T2CON	T2MOD	RCAP2L	RCAP2H	TL2	TH2	PWMCON2	PWM4
C0				PWM5	PMR	STATUS		TA
B8	IP	SADEN						
B0	P3							
A8	IE	SADDR		ROMCON	SFRAL	SFRAH	SFDFD	SFRCN
A0	P2	XRAMAH	P4CSIN			P4		
98	SCON0	SBUF	P42AL	P42AH	P43AL	P43AH		CHPCON
90	P1		P4CONA	P4CONB	P40AL	P40AH	P41AL	P41AH
88	TCON	TMOD	TL0	TL1	TH0	TH1	CKCON	
80	P0	SP	DPL	DPH				PCON

Note: The SFRs in the column with dark borders are bit-addressable.

A brief description of the SFRs is shown follows.

Port 0

Bit:	7	6	5	4	3	2	1	0
	P0.7	P0.6	P0.5	P0.4	P0.3	P0.2	P0.1	P0.0

Mnemonic: P0 Address: 80h

Port 0 is an open-drain bi-directional I/O port. This port also provides a multiplexed low order address/data bus during accesses to external memory. Besides, it has internal pull-up resisters enabled by setting P0UP of P4CSIN (A2H) to high.

Stack Pointer

Bit:	7	6	5	4	3	2	1	0
	SP.7	SP.6	SP.5	SP.4	SP.3	SP.2	SP.1	SP.0

Mnemonic: SP Address: 81h

The Stack Pointer stores the Scratchpad RAM address where the stack begins. In other words, it always points to the top of the stack.

Data Pointer Low

Bit:	7	6	5	4	3	2	1	0
	DPL.7	DPL.6	DPL.5	DPL.4	DPL.3	DPL.2	DPL.1	DPL.0

Mnemonic: DPL Address: 82h

This is the low byte of the standard 8052 16-bit data pointer.

Data Pointer High

Bit:	7	6	5	4	3	2	1	0
	DPH.7	DPH.6	DPH.5	DPH.4	DPH.3	DPH.2	DPH.1	DPH.0

Mnemonic: DPH Address: 83h

This is the high byte of the standard 8052 16-bit data pointer.

Power Control

Bit:	7	6	5	4	3	2	1	0
	SM0D	SMOD0	-	-	GF1	GF0	PD	IDL

Mnemonic: PCON Address: 87h

SMOD : This bit doubles the serial port baud rate in mode 1, 2, and 3 when set to 1.

SMOD0: Framing Error Detection Enable: When SMOD0 is set to 1, then SCON.7 indicates a Frame Error and acts as the FE flag. When SMOD0 is 0, then SCON.7 acts as per the standard 8052 function.

GF1-0: These two bits are general purpose user flags.

PD: Setting this bit causes the W79E(L)632 to go into the POWER DOWN mode. In this mode all the
clocks are stopped and program execution is frozen.

IDL: Setting this bit causes the W79E(L)632 to go into the IDLE mode. In this mode the clocks to the
CPU are stopped, so program execution is frozen. But the clock to the serial, timer and interrupt blocks is not stopped, and these blocks continue operating.

Timer Control

Bit:	7	6	5	4	3	2	1	0
	TF1	TR1	TF0	TR0	IE1	IT1	IE0	IT0

Mnemonic: TCON Address: 88h

TF1: Timer 1 overflow flag: This bit is set when Timer 1 overflows. It is cleared automatically when the program does a timer 1 interrupt service routine. Software can also set or clear this bit.

TR1: Timer 1 run control: This bit is set or cleared by software to turn timer/counter on or off.

TF0: Timer 0 overflow flag: This bit is set when Timer 0 overflows. It is cleared automatically when the program does a timer 0 interrupt service routine. Software can also set or clear this bit.

TR0: Timer 0 run control: This bit is set or cleared by software to turn timer/counter on or off.

IE1: Interrupt 1 edge detect: Set by hardware when an edge/level is detected on $\overline{INT1}$. This bit is cleared by hardware when the service routine is vectored to only if the interrupt was edge triggered. Otherwise it follows the pin.

IT1: Interrupt 1 type control: Set/cleared by software to specify falling edge/ low level triggered external inputs.

IE0: Interrupt 0 edge detect: Set by hardware when an edge/level is detected on $\overline{INT0}$. This bit is cleared by hardware when the service routine is vectored to only if the interrupt was edge triggered. Otherwise it follows the pin.

IT0: Interrupt 0 type control: Set/cleared by software to specify falling edge/ low level triggered external inputs.

Timer Mode Control

Bit:	7	6	5	4	3	2	1	0
	GATE	C / $\overline{T}$	M1	M0	GATE	C / $\overline{T}$	M1	M0
	TIMER1				TIMER0			

Mnemonic: TMOD Address: 89h

GATE: Gating control: When this bit is set, Timer/counter x is enabled only while $\overline{INTx}$ pin is high and TRx control bit is set. When cleared, Timer x is enabled whenever TRx control bit is set.

C / $\overline{T}$: Timer or Counter Select: When cleared, the timer is incremented by internal clocks. When set , the timer counts high-to-low edges of the Tx pin.

M1, M0: Mode Select bits:

M1	M0	MODE
0	0	Mode 0: 8-bits with 5-bit prescale.
0	1	Mode 1: 16-bits, no prescale.
1	0	Mode 2: 8-bits with auto-reload from THx
1	1	Mode 3: (Timer 0) TL0 is an 8-bit timer/counter controlled by the standard Timer 0 control bits. TH0 is a 8-bit timer only controlled by Timer 1 control bits. (Timer 1) Timer/counter is stopped.

Timer 0 LSB

Bit:	7	6	5	4	3	2	1	0
	TL0.7	TL0.6	TL0.5	TL0.4	TL0.3	TL0.2	TL0.1	TL0.0

Mnemonic: TL0 Address: 8Ah

TL0.7–0: Timer 0 LSB

P4.2 Base Address Low Byte Register

Bit:	7	6	5	4	3	2	1	0
	A7	A6	A5	A4	A3	A2	A1	A0

Mnemonic: P42AL Address: 9Ah

P4.2 Base Address High Byte Register

Bit:	7	6	5	4	3	2	1	0
	A15	A14	A13	A12	A11	A10	A9	A8

Mnemonic: P42AH Address: 9Bh

P4.3 Base Address Low Byte Register

Bit:	7	6	5	4	3	2	1	0
	A7	A6	A5	A4	A3	A2	A1	A0

Mnemonic: P43AL Address: 9Ch

P4.3 Base Address High Byte Register

Bit:	7	6	5	4	3	2	1	0
	A15	A14	A13	A12	A11	A10	A9	A8

Mnemonic: P43AH Address: 9Dh

ISP Control Register

Bit:	7	6	5	4	3	2	1	0
	SWRST/HWB	-	LDAP	-	-	-	LDSEL	ENP

Mnemonic: CHPCON Address: 9Fh

SWRST/HWB: Set this bit to launch a whole device reset that is same as asserting high to RST pin, micro controller will be back to initial state and clear this bit automatically. To read this bit, its alternate function to indicate the ISP hardware reboot mode is invoking when read it in high.

LDAP: This bit is Read Only. High: device is executing the program in LDFlash. Low: device is executing the program in APFlashs.

LDSEL: Loader program residence selection. Set to high to route the device fetching code from LDFlash.

ENP: In System Programming Mode Enable. Set this be to launch the ISP mode. Device will operate ISP procedures, such as Erase, Program and Read operations, according to correlative SFRs settings. During ISP mode, device achieves ISP operations by the way of IDLE state. In the other words, device is not indeed in IDLE mode is set bit PCON.1 while ISP is enabled. Clear this bit to disable ISP mode, device get back to normal operation including IDLE state.

TR2: Timer 2 Run Control. This bit enables/disables the operation of timer 2. Clearing this bit will halt the timer 2 and preserve the current count in TH2, TL2.

C / $\overline{T2}$: Counter/Timer Select. This bit determines whether timer 2 will function as a timer or a counter. Independent of this bit, the timer will run at 2 clocks per tick when used in baud rate generator mode. If it is set to 0, then timer 2 operates as a timer at a speed depending on T2M bit (CKCON.5), otherwise it will count negative edges on T2 pin.

CP / $\overline{RL2}$: Capture/Reload Select. This bit determines whether the capture or reload function will be used for timer 2. If either RCLK or TCLK is set, this bit will be ignored and the timer will function in an auto-reload mode following each overflow. If the bit is 0 then auto-reload will occur when timer 2 overflows or a falling edge is detected on T2EX pin if EXEN2 = 1. If this bit is 1, then timer 2 captures will occur when a falling edge is detected on T2EX pin if EXEN2 = 1.

Timed 2 Mode Control

Bit:	7	6	5	4	3	2	1	0
	-	-	-	-	T2CR	-	-	DCEN

Mnemonic: T2MOD Address: C9h

T2CR: Timer 2 Capture Reset. In the Timer 2 Capture Mode this bit enables/disables hardware automatically reset Timer 2 while the value in TL2 and TH2 have been transferred into the capture register.

DCEN: Down Count Enable: This bit, in conjunction with the T2EX pin, controls the direction that timer 2 counts in 16-bit auto-reload mode.

Timer 2 Capture LSB

Bit:	7	6	5	4	3	2	1	0
	RCAP2L.7	RCAP2L.6	RCAP2L.5	RCAP2L.4	RCAP2L.3	RCAP2L.2	RCAP2L.1	RCAP2L.0

Mnemonic: RCAP2L Address: CAh

RCAP2L: This register is used to capture the TL2 value when a timer 2 is configured in capture mode. RCAP2L is also used as the LSB of a 16-bit reload value when timer 2 is configured in auto-reload mode.

Timer 2 Capture MSB

Bit:	7	6	5	4	3	2	1	0
	RCAP2H.7	RCAP2H.6	RCAP2H.5	RCAP2H.4	RCAP2H.3	RCAP2H.2	RCAP2H.1	RCAP2H.0

Mnemonic: RCAP2H Address: CBh

RCAP2H: This register is used to capture the TH2 value when a timer 2 is configured in capture mode.
RCAP2H is also used as the MSB of a 16-bit reload value when timer 2 is configured in auto-reload mode.

Extended Interrupt Enable

Bit:	7	6	5	4	3	2	1	0
	-	-	-	EWDI	-	-	-	-

Mnemonic: EIE Address: E8h

EIE.7-5: Reserved bits, will read high

EWDI: Enable Watchdog timer interrupt

B Register

Bit:	7	6	5	4	3	2	1	0
	B.7	B.6	B.5	B.4	B.3	B.2	B.1	B.0

Mnemonic: B Address: F0h

B.7-0: The B register is the standard 8052 register that serves as a second accumulator.

Extended Interrupt Priority

Bit:	7	6	5	4	3	2	1	0
	-	-	-	PWDI	-	-	-	-

Mnemonic: EIP Address: F8h

EIP.7-5: Reserved bits.

PWDI: Watchdog timer interrupt priority.

10.3 Pulse Width Modulated Outputs (PWM)

There are six pulse width modulated output channels to generate pulses of programmable length and interval. The repetition frequency is defined by an 8-bit prescaler PWMP, which supplies the clock for the counter. The prescaler and counter are common to both PWM channels. The 8-bit counter counts modular 255 (0 ~ 254). The value of the 8-bit counter compared to the contents of six registers: PWM0, PWM1, PWM2, PWM3 and PWM4. Provided the contents of either these registers is greater than the counter value, the corresponding PWM0, PWM1, PWM2, PWM3, PWM4 or PWM5 output is set HIGH. If the contents of these registers are equal to, or less than the counter value, the output will be LOW. The pulse-width-ratio is defined by the contents of the registers PWM0, PWM1, PWM2, PWM3, PWM4 and PWM5. The pulse-width-ratio is in the range of 0 to 1 and may be programmed in increments of 1/255. ENPWM0, ENPWM1, ENPWM2, ENPWM3, ENPWM4 and ENPWM5 bit will enable or disable PWM output.

Buffered PWM outputs may be used to drive DC motors. The rotation speed of the motor would be proportional to the contents of PWM0/1/2/3/4/5. The repetition frequency f_{pwm} , at the PWM0/1/2/3/4/5 output is given by:

$$f_{pwm} = \frac{f_{osc}}{2 \times (1 + PWMP) \times 255}$$

Prescaler division factor = PWM + 1

PWMn high/low ratio of $\mathrm{PWMn} = \dfrac{(\mathrm{PWMn})}{255 - (\mathrm{PWMn})}$

This gives a repetition frequency range of 123 Hz to 31.4K Hz (f_{osc} = 16M Hz). By loading the PWM registers with either 00H or FFH, the PWM channels will output a constant HIGH or LOW level, respectively. Since the 8-bit counter counts modulo 255, it can never actually reach the value of the PWM registers when they are loaded with FFH.

When a compare register (PWM0, PWM1, PWM2, PWM3, PWM4, PWM5) is loaded with a new value, the associated output updated immediately. It does not have to wait until the end of the current counter period. There is weakly pulled high on PWM output.

PWM3 Register

Bit:	7	6	5	4	3	2	1	0

Mnemonic: PWM3 Address: DEH

PWM2 Register

Bit:	7	6	5	4	3	2	1	0

Mnemonic: PWM2 Address: DDH

PWM Control 1 Register

Bit:	7	6	5	4	3	2	1	0
	PWM3OE	PWM2OE	ENPWM3	ENPWM2	PWM1OE	PWM0OE	ENPWM1	ENWPM0

Mnemonic: PWMCON1 Address: DCH

PWM3OE: Output enable for PWM3
PWM2OE: Output enable for PWM2
ENPWM3: Enable PWM3
ENPWM2: Enable PWM2
PWM1OE: Output enable for PWM1
PWM0OE: Output enable for PWM0
ENPWM1: Enable PWM1
ENPWM0: Enable PWM0

PWM1 Register

Bit:	7	6	5	4	3	2	1	0

Mnemonic: PWM1 Address: DBH

PWM0 Register

Bit:	7	6	5	4	3	2	1	0

Mnemonic: PWM0 Address: DAH

PWMP Register

Bit:	7	6	5	4	3	2	1	0

Mnemonic: PWMP Address: D9H

1. RI must be 0 and
2. Either SM2 = 0, or the received stop bit = 1.

If these conditions are met, then the stop bit goes to RB8, the 8 data bits go into SBUF and RI is set. Otherwise the received frame may be lost. After the middle of the stop bit, the receiver goes back to looking for a 1-to-0 transition on the RxD pin.

Mode 3

This mode is similar to Mode 2 in all respects, except that the baud rate is programmable. The user must first initialize the Serial related SFR SCON before any communication can take place. This involves selection of the Mode and baud rate. The Timer 1 should also be initialized if modes 1 and 3 are used. In all four modes, transmission is started by any instruction that uses SBUF as a destination register. Reception is initiated in Mode 0 by the condition RI = 0 and REN = 1. This will generate a clock on the TxD pin and shift in 8 bits on the RxD pin. Reception is initiated in the other modes by the incoming start bit if REN = 1. The external device will start the communication by transmitting the start bit.

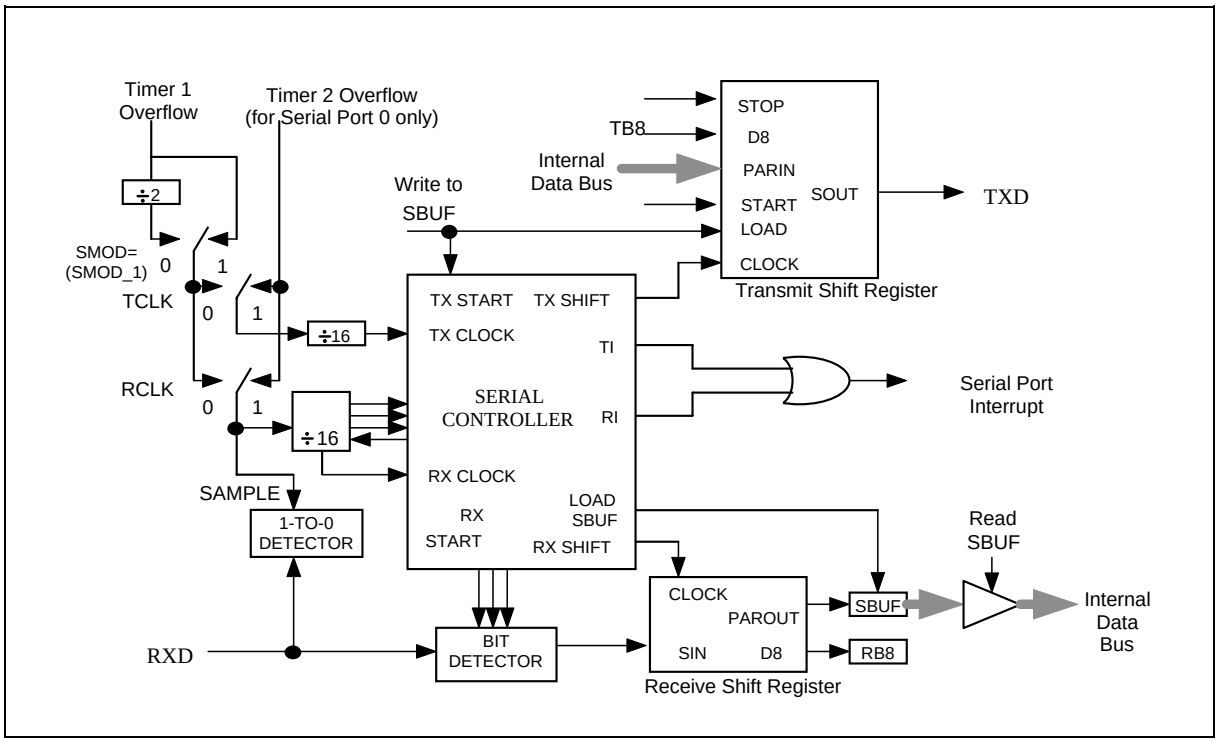


Figure 23. Serial Port Mode 3

Table 10. Serial Ports Modes

SM1	SM0	MODE	TYPE	BAUD CLOCK	FRAME SIZE	START BIT	STOP BIT	9TH BIT FUNCTION
0	0	0	Synch.	4 or 12 TCLKS	8 bits	No	No	None
0	1	1	Asynch.	Timer 1 or 2	10 bits	1	1	None
1	0	2	Asynch.	32 or 64 TCLKS	11 bits	1	1	0, 1
1	1	3	Asynch.	Timer 1 or 2	11 bits	1	1	0, 1

11.1 Framing Error Detection

A Frame Error occurs when a valid stop bit is not detected. This could indicate incorrect serial data communication. Typically the frame error is due to noise and contention on the serial communication line. The W79E(L)632 has the facility to detect such framing errors and set a flag which can be checked by software.

The Frame Error FE(FE_1) bit is located in SCON.7. This bit is normally used as SM0 in the standard 8051 family. However, in the W79E(L)632 it serves a dual function and is called SM0/FE. There are actually two separate flags, one for SM0 and the other for FE. The flag that is actually accessed as SCON.7 is determined by SMOD0 (PCON.6) bit. When SMOD0 is set to 1, then the FE flag is indicated in SM0/FE. When SMOD0 is set to 0, then the SM0 flag is indicated in SM0/FE.

The FE bit is set to 1 by hardware but must be cleared by software. Note that SMOD0 must be 1 while reading or writing to FE. If FE is set, then any following frames received without any error will not clear the FE flag. The clearing has to be done by software.

11.2 Multiprocessor Communications

Multiprocessor communications makes use of the 9th data bit in modes 2 and 3. In the W79E(L)632, the RI flag is set only if the received byte corresponds to the Given or Broadcast address. This hardware feature eliminates the software overhead required in checking every received address, and greatly simplifies the software programmer task.

In the multiprocessor communication mode, the address bytes are distinguished from the data bytes by transmitting the address with the 9th bit set high. When the master processor wants to transmit a block of data to one of the slaves, it first sends out the address of the targeted slave (or slaves). All the slave processors should have their SM2 bit set high when waiting for an address byte. This ensures that they will be interrupted only by the reception of a address byte. The Automatic address recognition feature ensures that only the addressed slave will be interrupted. The address comparison is done in hardware not software.

The addressed slave clears the SM2 bit, thereby clearing the way to receive data bytes. With SM2 = 0, the slave will be interrupted on the reception of every single complete frame of data. The unaddressed slaves will be unaffected, as they will be still waiting for their address. In Mode 1, the 9th bit is the stop bit, which is 1 in case of a valid frame. If SM2 is 1, then RI is set only if a valid frame is received and the received byte matches the Given or Broadcast address.

The Master processor can selectively communicate with groups of slaves by using the Given Address. All the slaves can be addressed together using the Broadcast Address. The addresses for each slave are defined by the SADDR and SADEN SFRs. The slave address is an 8-bit value specified in the SADDR SFR. The SADEN SFR is actually a mask for the byte value in SADDR. If a bit position in SADEN is 0, then the corresponding bit position in SADDR is don't care. Only those bit positions in SADDR whose corresponding bits in SADEN are 1 are used to obtain the Given Address. This gives the user flexibility to address multiple slaves without changing the slave address in SADDR.

The following example shows how the user can define the Given Address to address different slaves.

Example 4: Invalid access

```
MOV   TA, #0AAh    3 M/C
MOV   TA, #055h    3 M/C
NOP                1 M/C
NOP                1 M/C
CLR   POR          2 M/C
```

Example 5: Invalid Access

```
MOV   TA, #0AAh    3 M/C
NOP                1 M/C
MOV   TA, #055h    3 M/C
SETB  EWT          2 M/C
```

In the first three examples, the writing to the protected bits is done before the 3 machine cycle window closes. In Example 4, however, the writing to the protected bit occurs after the window has closed, and so there is effectively no change in the status of the protected bit. In Example 5, the second write to TA occurs 4 machine cycles after the first write, therefore the timed access window in not opened at all, and the write to the protected bit fails.

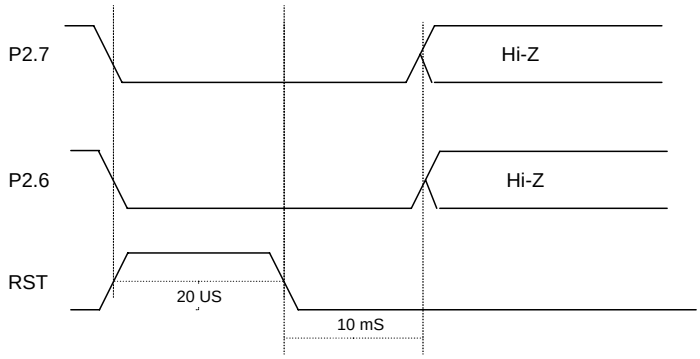
13. H/W REBOOT MODE (BOOT FROM 4K BYTES OF LDFLASH)

The W79E(L)632 boots from APFlash program (64K bytes) by default at the external reset. On some occasions, user can force W79E(L)632 to boot from the LDFlash program (4K bytes) at the external reset. The settings for this special mode is as follow. It is necessary to add 10K resistor on these P2.6, P2.7 and P4.3 pins.

Reboot Mode

OPTION BITS	RST	P4.3	P2.7	P2.6	MODE
Bit4 L	H	X	L	L	REBOOT
Bit5 L	H	L	X	X	REBOOT

The Reset Timing For Entering REBOOT Mode



Notes:

1. The possible situation that you need to enter REBOOT mode is when the APFlash program can not run normally and W79E(L)632 can not jump to LDFlash to execute on chip programming function. Then you can use this REBOOT mode to force the CPU jump to LDFlash and run on chip programming procedure. When you design your system, you can connect the pins P26, P27 to switches or jumpers. For example in a CD ROM system, you can connect the P26 and P27 to PLAY and EJECT buttons on the panel. When the APFlash program is fail to execute the normal application program. User can press both two buttons at the same time and then switch on the power of the personal computer to force the W79E(L)632 to enter the REBOOT mode. After power on of personal computer, you can release both PLAY and EJECT button. And re-run the on chip programming procedure to let the APFlash have the normal program code. Then you can back to normal condition of CD ROM.

2: In application system design, user must take care the P4.3, P2, P3, ALE, /EA and /PSEN pin value at reset to avoid W79E(L)632 entering the programming mode or REBOOT mode in normal operation.

14. IN-SYSTEM PROGRAMMING

14.1 The Loader Program Locates at LDFlash Memory

CPU is Free Run at APFlash memory. CHPCON register had been set #03H value before CPU has entered idle state. CPU will switch to LDFlash memory and execute a reset action. H/W reboot mode will switch to LDFlash memory, too. Set SFRCN register where it locates at user's loader program to update APFlash bank 0 or bank 1 memory. Set a SWRESET (CHPCON.7) to switch back APFlash after CPU has updated APFlash program. CPU will restart to run program from reset state.

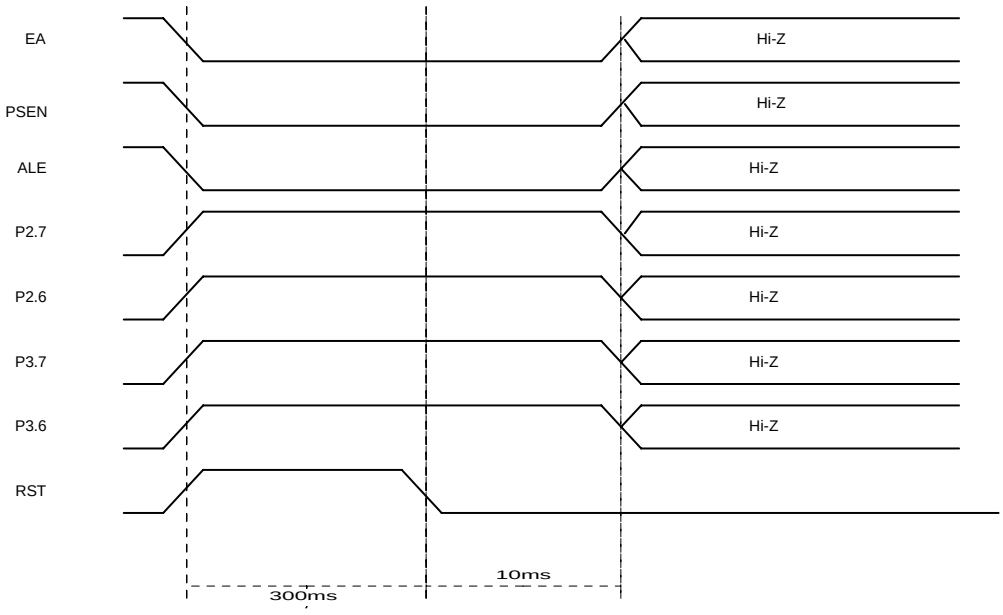
14.2 The Loader Program Locates at APFlash Memory

CPU is Free Run at APFlash memory. CHPCON register had been set #01H value before CPU has entered idle state. Set SFRCN register to update LDFlash or another bank of APFlash program. CPU will continue to run user's APFlash program after CPU has updated program. Please refer demonstrative code to understand other detail description.

15. H/W WRITER MODE

This mode is for the writer to write / read Flash EPROM operation. A general user may not enter this mode.

The Timing For Entering Flash EPROM Mode on the Programmer



DC Characteristics, continued

PARAMETER	SYM.	SPECIFICATION			TEST CONDITIONS
		MIN.	MAX.	UNIT	
Input High Voltage P0, P1, P2, P3, $\overline{EA}$	V_{IH1}	2.4	V_{DD} +0.2	V	V_{DD} = 5.5V
		1.8	V_{DD} +0.2	V	V_{DD} = 3.3V
Input High Voltage RST	V_{IH2}	3.5	V_{DD} +0.2	V	V_{DD} = 5.5V
		2.0	V_{DD} +0.2	V	V_{DD} = 3.3V
Input High Voltage XTAL1[*3]	V_{IH3}	3.5	V_{DD} +0.2	V	V_{DD} = 5.5V
		2.0	V_{DD} +0.2	V	V_{DD} = 3.3V
Sink current P1, P3	Isk1	4	8	mA	V_{DD} = 4.5V, V_{OL} = 0.45
		3.2	7	mA	V_{DD} = 3.3V, V_{OL} = 0.4
Sink current P0,P2, ALE, $\overline{PSEN}$	Isk2	10	14	mA	V_{DD} = 4.5V , V_{OL} = 0.45V
		6.5	9.5	mA	V_{DD} = 3.3V, V_{OL}=0.4
Source current P1, P2 (I/O), P3	Isr1	-180	-330	uA	V_{DD} = 4.5V, V_{OL} = 2.4V
		-100	-220	uA	V_{DD} = 3.3V, V_{OL} = 1.4V
Source current P0,P2 (address), ALE, $\overline{PSEN}$	Isr2	-10	-14	mA	V_{DD} = 4.5V, V_{OL} = 2.4V
		-6	-9	mA	V_{DD} = 3.3V, V_{OL} = 1.4V
Output Low Voltage P1, P2 (I/O), P3	V_{OL1}	-	0.45	V	V_{DD} = 4.5V, I_{OL} = +6 mA
		-	0.4	V	V_{DD} = 3.3V, I_{OL} = +3.8 mA
Output Low Voltage P0, P2(address), ALE, $\overline{PSEN}$ [*2]	V_{OL2}	-	0.45	V	V_{DD} = 4.5V, I_{OL} = +10 mA
		-	0.4	V	V_{DD} = 3.3V, I_{OL} = +6.5 mA
Output High Voltage P1, P3	V_{OH1}	2.4	-	V	V_{DD} = 4.5V, I_{OH} = -180μA
		1.4	-	V	V_{DD} = 3.3V, I_{OL} = -100 uA
Output High Voltage P0, P2, ALE, $\overline{PSEN}$ [*2]	V_{OH2}	2.4	-	V	V_{DD} = 4.5V, I_{OH} = -10mA
		1.4	-	V	V_{DD} = 3.3V, I_{OL} = -6 mA

Notes:

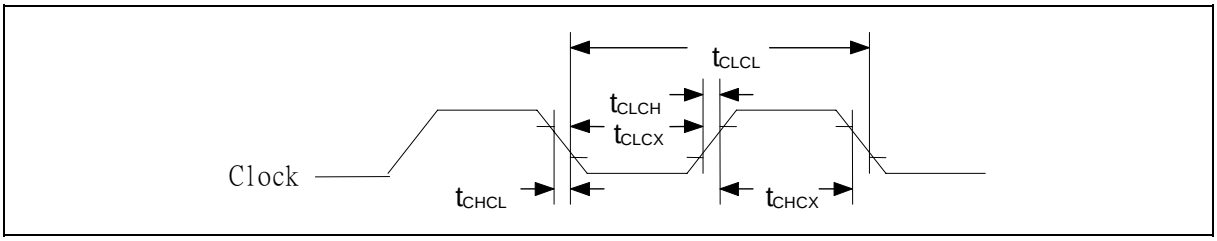
*1. RST pin is a Schmitt trigger input.

*2. P0, ALE and $\overline{PSEN}$ are tested in the external access mode.

*3. XTAL1 is a CMOS input.

*4. Pins of P1, P2, P3 can source a transition current when they are being externally driven from 1 to 0. The transition current reaches its maximum value when VIN approximates to 2V.

17.3 A.C. Characteristics



Note: Duty cycle is 50%.

External Clock Characteristics

(T_A = 25°C, V_{DD} =5.0V.)

PARAMETER	SYMBOL	MIN.	TYP.	MAX.	UNITS	NOTES
Clock High Time	t_{CHCX}	12	-	-	nS	
Clock Low Time	t_{CLCX}	12	-	-	nS	
Clock Rise Time	t_{CLCH}	-	-	10	nS	
Clock Fall Time	t_{CHCL}	-	-	10	nS	

17.3.1 A.C. Specification

(T_A = 25°C, V_{DD} =5.0V.)

PARAMETER	SYMBOL	VARIABLE CLOCK MIN.	VARIABLE CLOCK MAX.	UNITS
Oscillator Frequency	$1/t_{CLCL}$	0	40	MHz
ALE Pulse Width	t_{LHLL}	$1.5t_{CLCL}$ - 5		nS
Address Valid to ALE Low	t_{AVLL}	$0.5t_{CLCL}$ - 5		nS
Address Hold After ALE Low	t_{LLAX1}	$0.5t_{CLCL}$ - 5		nS
Address Hold After ALE Low for MOVX Write	t_{LLAX2}	$0.5t_{CLCL}$ - 5		nS
ALE Low to Valid Instruction In	t_{LLIV}		$2.5t_{CLCL}$ - 20	nS
ALE Low to PSEN Low	t_{LLPL}	$0.5t_{CLCL}$ - 5		nS
$\overline{PSEN}$ Pulse Width	t_{PLPH}	$2.0t_{CLCL}$ - 5		nS
$\overline{PSEN}$ Low to Valid Instruction In	t_{PLIV}		$2.0t_{CLCL}$ - 20	nS
Input Instruction Hold After PSEN	t_{PXIX}	0		nS
Input Instruction Float After PSEN	t_{PXIZ}		t_{CLCL} - 5	nS
Port 0 Address to Valid Instr. In	t_{AVIV1}		$3.0t_{CLCL}$ - 20	nS
Port 2 Address to Valid Instr. In	t_{AVIV2}		$3.5t_{CLCL}$ - 20	nS
$\overline{PSEN}$ Low to Address Float	t_{PLAZ}	0		nS
Data Hold After Read	t_{RHDX}	0		nS
Data Float After Read	t_{RHDZ}		t_{CLCL} - 5	nS
$\overline{RD}$ Low to Address Float	t_{RLAZ}		$0.5t_{CLCL}$ - 5	nS

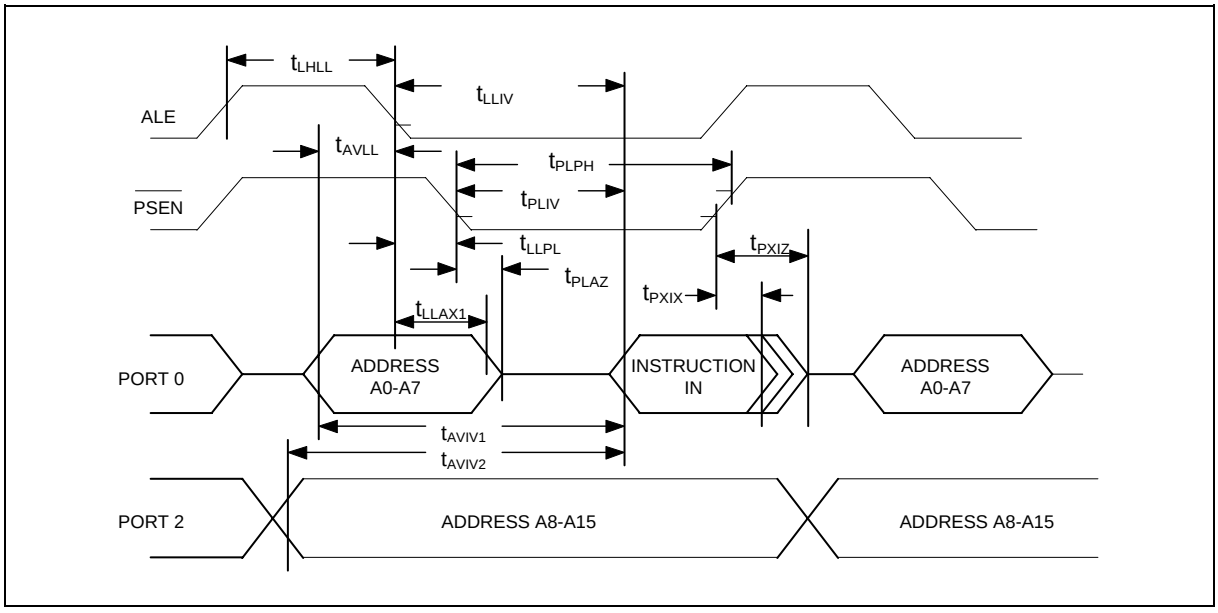
M2	M1	M0	MOVX CYCLES	T_{MCS}
0	0	0	2 machine cycles	0
0	0	1	3 machine cycles	4 t_{CLCL}
0	1	0	4 machine cycles	8 t_{CLCL}
0	1	1	5 machine cycles	12 t_{CLCL}
1	0	0	6 machine cycles	16 t_{CLCL}
1	0	1	7 machine cycles	20 t_{CLCL}
1	1	0	8 machine cycles	24 t_{CLCL}
1	1	1	9 machine cycles	28 t_{CLCL}

Explanation of Logics Symbols

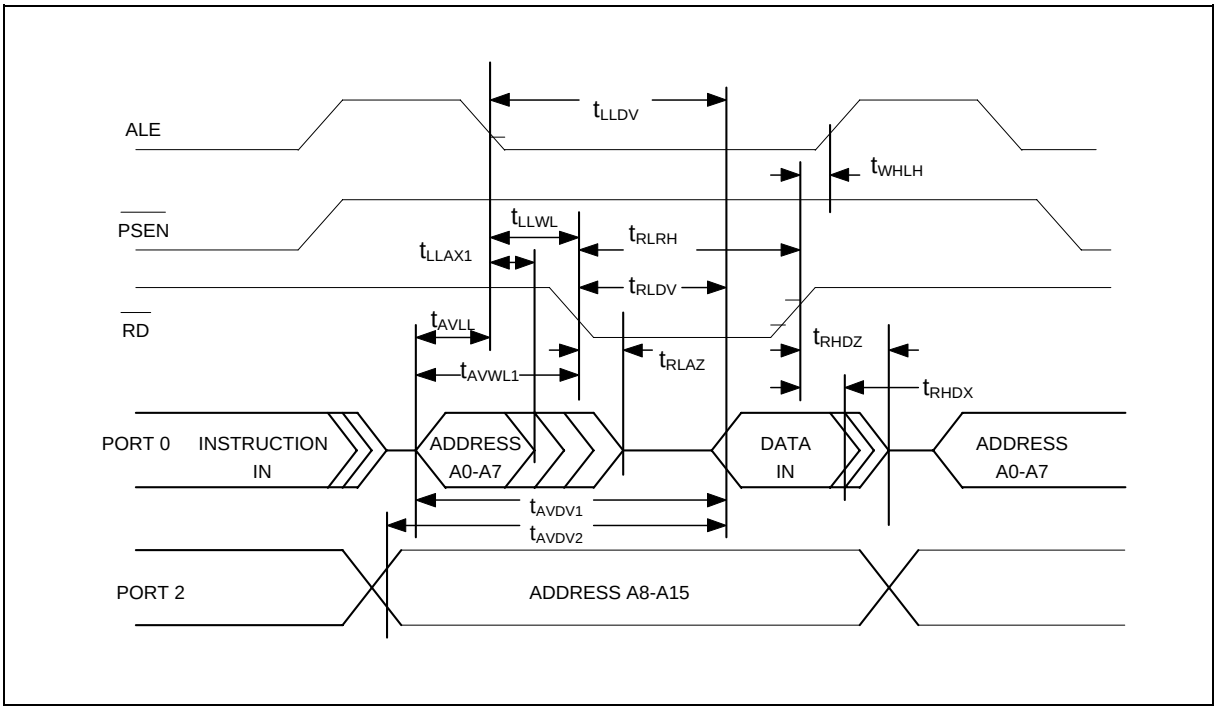
In order to maintain compatibility with the original 8051 family, this device specifies the same parameter for each device, using the same symbols. The explanation of the symbols is as follows.

t	Time	A	Address
C	Clock	D	Input Data
H	Logic level high	L	Logic level low
I	Instruction	P	$\overline{PSEN}$
Q	Output Data	R	$\overline{RD}$ signal
V	Valid	W	$\overline{WR}$ signal
X	No longer a valid state	Z	Tri-state

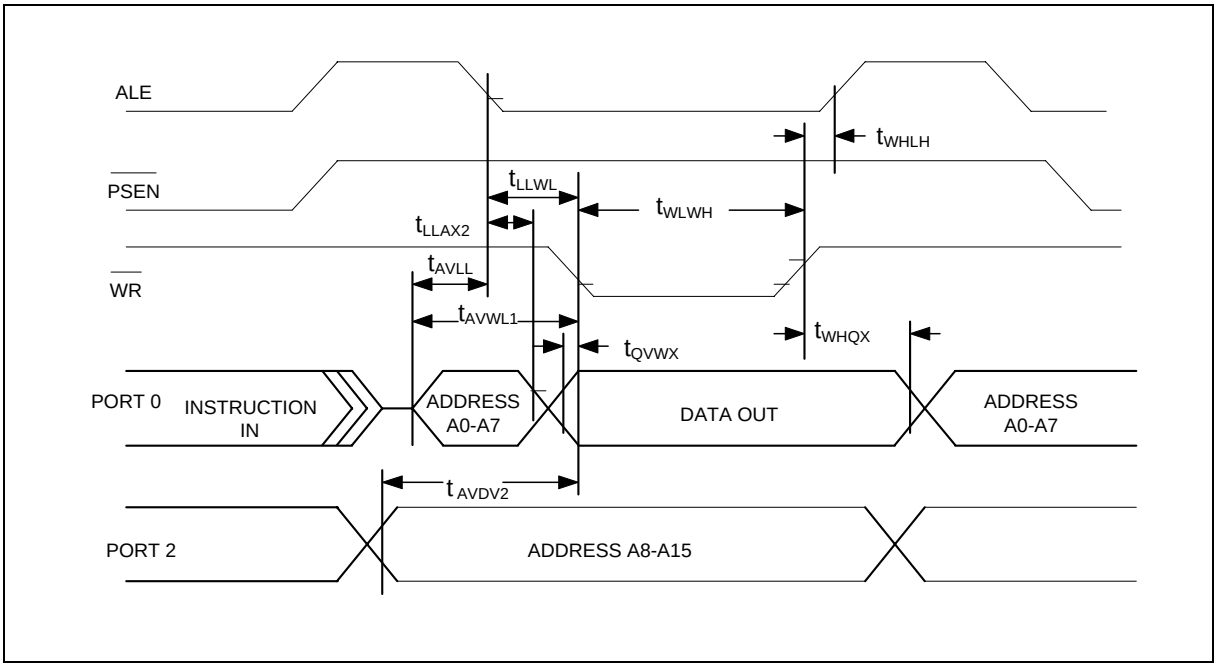
17.3.3 Program Memory Read Cycle



17.3.4 Data Memory Read Cycle



17.3.5 Data Memory Write Cycle



18. TYPICAL APPLICATION CIRCUITS

Expanded External Program Memory and Crystal

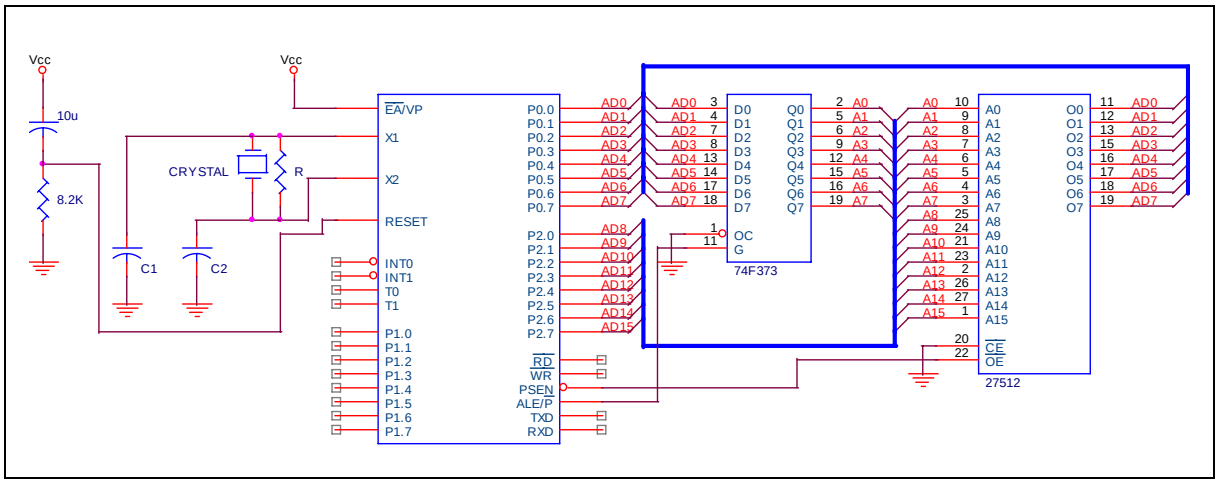


Figure A

CRYSTAL	C1	C2	R
16 MHz	20P	20P	-
24 MHz	12P	12P	-
33 MHz	10P	10P	3.3K
40 MHz	1P	1P	3.3K

The above table shows the reference values for crystal applications.

Note: C1, C2, R components refer to Figure A.

Expanded External Data Memory and Oscillator

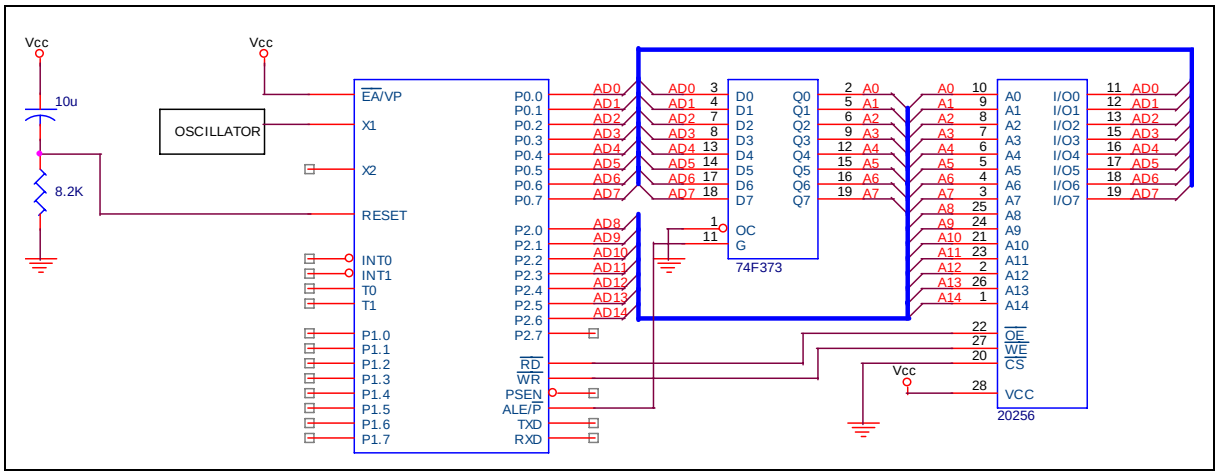


Figure B